



**Fallout Vault War is loosely based off of the “Fallout Shelter” Mobile app game. Each 45 minute Quest will be broken up into (3) fifteen minute intervals. The entire 45 minute Quest will be an action packed fight from start to finish.**

**From assisting your Vaults SPECIAL COLLECTORS - Vault Dwellers will wear color matching Vests while they retrieve Power, Food and Water Foams and mounting Flags at a specific settlement.**

**Which ever vault dwelling team has the most resources and caps at the end of the game wins.**

# Rules:

All Hell Survivor Field Rules apply. Waivers must be filled out before playing. To make your check in process easier please have your waiver completed. A link to our waiver will be sent to you once you register otherwise you can also go to [Hellsurvivors.com](http://Hellsurvivors.com) to fill out the waiver on the home screen.

Field Paint Only Roundball / FSR  
Radar 289 Feet Per Second or Less

All Masks must be ASTM certified.

Players must wear a minimum of 1 Yellow or 1 Blue Arm Band to identify what team they are on. (Remember, Friendly Fire isn't Friendly. You may want to wear a mask tag on the back as well.)

No blind firing allowed.  
Surrender Rule is 15 feet.

Head counts are an immediate elimination. Body and gun hits call for a Medic. If a Medic is not available or in the area and you continue to yell Medic for 30 seconds or less. No Medic is coming to you, therefore you are eliminated.

Eliminated Players must call themselves out / immediately raise your marker or hand when out. And remember "Dead Men Tell No Tales"

- If eliminated you must drop your props / foams unless quest parameters specify otherwise.
- Cannot transfer gear / ammo to another player when you are eliminated.
- Absolutely No Dead Man Walking will be allowed. Judge punch if it occurs.
- Paint ChecksIf no event staff is available for a paint check, players should consider any questionable hits as valid.
- PropsInteraction with or moving of props is only allowed if specified by Quest Description.
- Upon a ceasefire call, players must freeze in place, place gun on ground and kneel until directed otherwise by field or event staff.
- Cheating or rule violations can result in point deductions, suspension, or ejection at the discretion of the event field staff and/or game producer.
- All Players must attend the safety / game briefings.