



FALLOUT VAULT WAR

**WAR NEVER CHANGES... ESPECIALLY WHEN YOU
HAVE TO SURVIVE.**

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.

THIS GAME WILL CONSIST OF 3 TYPES OF ON FIELD GAMEPLAY:

- **RESOURCE COLLECTION (FOAMS)**
- **FLAG HOISTING (EARNS CAPS)**
- **SINGLE ELIMINATION (LAST VAULT DWELLER STANDING)**

THE TEAM WITH THE MOST RESOURCE POINTS WINS THE GAME!

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 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.

RESOURCE FOAM COLLECTION

BEFORE EACH QUEST BEGINS 3 RESOURCE COLLECTORS WILL BE PICKED BY THEIR TEAMS' OVERSEER AND/OR XO.

THESE 3 **RESOURCE FOAM COLLECTORS** WILL RETRIEVE RESOURCE FOAMS FROM THEIR TEAMS BUCKET AT THE OBJECTIVE AND THEN RETURN THEM TO THEIR BASE BUCKET. THESE RESOURCE FOAMS REPRESENT THREE MAIN CATEGORIES TO SURVIVE INSIDE THEIR VAULT: POWER, FOOD, & WATER.

RESOURCE COLLECTORS WILL WEAR SELECTED COLOR SAFETY VESTS TO IDENTIFY THEMSELVES AS A RESOURCE COLLECTOR.

VEST IDENTIFICATION IS OF THE FOLLOWING:

- **GREEN VESTS** WILL ONLY RETRIEVE GREEN RESOURCE FOAMS. THESE FOAMS REPRESENT FOOD.
- **BLUE VESTS** WILL ONLY RETRIEVE THE BLUE RESOURCE FOAMS. THESE FOAMS REPRESENT WATER.
- **RED VESTS** WILL ONLY RETRIEVE THE RED RESOURCE FOAMS. THESE FOAMS REPRESENT POWER.

RESOURCE COLLECTORS WILL BE UNARMED. THAT INCLUDES MELEE WEAPONS, PISTOLS, SIDEARMS, ETC. IT WILL BE THE DUTY OF EACH TEAM TO KEEP THEM ALIVE AS THEY ATTEMPT TO RETRIEVE THEIR TEAMS' RESOURCE FOAMS AT THE OBJECTIVE.

WHEN A RESOURCE COLLECTOR IS SHOT / HIT WHEN CARRYING A FOAM, THEY MUST DROP THE FOAM WHERE THEY ARE AND HEAD BACK TO THEIR BASE AND RESPAWN OR IF A MEDIC IS NEARBY OR AVAILABLE TO HEAL THEM. A HEADSHOT IS UNHEALABLE AND THE FOAM COLLECTOR MUST RETURN TO BASE AND RESPAWN. ONCE THE FOAM COLLECTOR RESPAWNS, THEY CAN GO BACK TO THE FOAM THEY DROPPED AND RETRIEVE IT.

UNVESTED PLAYERS CANNOT RETRIEVE TOUCH OR REMOVE RESOURCE FOAMS FROM THEIR TEAMS OBJECTIVE BUCKET NOR TOUCH REMOVE RESOURCE FOAMS FROM THE OPPOSING TEAMS BUCKET (WHICH WILL RESULT IN A POINT DEDUCTION OF GAME PRODUCERS RULING).

ONLY THE RESOURCE COLLECTORS WEARING THEIR COLOR MATCHING VESTS HAVE AUTHORITY TO DO SO.

NO PLAYER(S) OR FOAM COLLECTORS FOR ANY CIRCUMSTANCE OR REASON IS TO PICK UP OR REMOVE THE BUCKET FROM ITS PLACE AT THE OBJECTIVE. THIS WILL RESULT IN A LOSS OF 300 RESOURCE POINTS. ONLY THE GAME PRODUCER OR A REFEREE GIVEN AUTHORITY BY THE GAME

PRODUCERS ARE TO MOVE OR REMOVE THE FOAM OBJECTIVE BUCKETS.

COLLECTORS WILL RETURN TO RESPAWN /BASE AND DROP OFF THEIR FOAMS INTO THEIR TEAMS BASE BUCKET. ONCE THE RESOURCE FOAM IS IN THE BASES' BUCKET, THOSE FOAMS WILL BE NOTED AS COLLECTED AND CANNOT BE REMOVED FROM THAT BUCKET FOR ANY REASON ON THE FIELD. AT NO TIME SHOULD A RESOURCE COLLECTOR TOUCH OR REMOVE ANY FOAMS FROM THE OPPOSING TEAMS' OBJECTIVE RESOURCE BUCKET. THIS IS NOT ALLOWED AND THAT TEAMS RESOURCE COLLECTOR WILL COST THEIR TEAM A RESOURCE POINT DEDUCTION.

EACH TEAMS OBJECTIVE RESOURCE BUCKET (YELLOW OR BLUE) WILL HAVE 10 FOAMS FROM EACH CATEGORY OF RESOURCE FOAMS INSIDE (RED, BLUE & GREEN.) THAT'S A TOTAL OF 30 FOAMS - AT 10 POINTS PER FOAM, THAT'S 300 RESOURCE POINTS UP FOR GRABS DURING EACH QUEST.

THE RESOURCE FOAM COLLECTION SEGMENT WILL START AND LAST THE DURATION OF EACH QUEST OR UNTIL ALL FOAMS ARE REMOVED FROM THE TEAMS RESOURCE OBJECTIVE BUCKETS.

LASTLY, 2 RESOURCE COLLECTORS (PLAYERS), 1 FROM EACH TEAM WILL BE AWARDED THE "MOST VALUABLE COLLECTOR" DURING THE AWARDS CEREMONY.

SETTLEMENT CONTROL FLAGS

ONCE THE FIRST 15 MINUTES HAVE PASSED, THE PRE-SELECTED SETTLEMENT FLAG CONTROL STATION WILL BE OPEN. IN ORDER FOR THE TEAM TO RECEIVE 100 CAPS EVERY 5 MINUTES, THE TEAMS' FLAG MUST BE AT FULL MAST TO BE RECORDED. THIS WILL CONTINUE FOR 30 MINUTES / END OF QUEST. AGAIN 100 CAPS WILL BE AWARDED TO THE TEAM EVERY 5 MINUTES IF THEIR FLAG IS HOISTED AT FULL MAST EVERY 5 MINUTES. THAT'S A TOTAL OF 600 CAPS PER QUEST.

THE ELIMINATOR

THE LAST 15 MINUTES OF EACH QUEST IS SINGLE ELIMINATION. MEDICS WILL NO LONGER HEAL PLAYERS OR RESOURCE FOAM COLLECTORS WITH HEALABLE WOUNDS. EACH TEAMS' RESPAWNS WILL BE CLOSED. ANY DEAD PLAYER MUST RETURN TO STAGING FOR THE NEXT QUEST. RESOURCE FOAM COLLECTING AND FLAG HOISTING WILL CONTINUE UNTIL THE QUEST ENDS.

RESPAWNING

RESPAWN WILL BE INFINITE UNTIL THE LAST 15 MINUTES OF EACH QUEST. EACH RESPAWN BASE WILL BE MARKED BY YELLOW AND BLUE TAPE MARKED WITH Q1 Q2, Q3, Q4, & Q5.

GREEN ZONE

SURVEY FLAGS WILL MARK EACH TEAMS GREEN ZONE DURING EACH QUEST. OPPOSING PLAYERS ARE NOT ALLOWED TO ENTER THE GREEN ZONE, BUT CAN SHOOT INTO IT. IF DURING THE GAME, EITHER TEAM IS BEING SPAWN CAMPED, THE GAME PRODUCER / STAFF HAS THE RIGHT TO USE ANYTHING AT THEIR DISPOSAL TO PUSH BACK THE OPPOSING TEAM IN THE ALLOTTED TIME. FOR INSTANCE, THE DEATH CLAW, RAIDERS, OR RADIATION STORM (GREEN SMOKE) ONLY TO BE USED BY GAME PRODUCER AND CAN BE USED INDIVIDUALLY OR 2 OR ALL 3 AT THE SAME TIME DEPENDING ON THE SEVERITY OF THE SPAWN ENCAMPMENT.

CAPS

CAPS CAN BE FOUND INDIVIDUALLY OR IN "TIN CONTAINERS". CAPS CAN BE USED TO BUY RESOURCE POINTS TO GIVE YOUR TEAM AN ADDED BOOST IN CASE THEY ARE LOW ON ANY OF THE CATEGORIES OF RESOURCES.

ACCUMULATING AMOUNTS WILL BE THIS:

10 CAPS EQUALS (=) 1 RESOURCE POINT

20 CAPS EQUALS (=) 2 RESOURCE POINTS

30 CAPS EQUALS (=) 3 RESOURCE POINTS

40 CAPS EQUALS (=) 4 RESOURCE POINTS AND SO ON & SO FORTH.

RESOURCE PROPS

RESOURCE PROPS MUST BE TURNED INTO THE MERCHANT SHACK PRIOR TO THE START OF QUEST 5 (FINAL BATTLE) CAPS ALSO NOT TURNED IN BY THEN, WILL BE NULL & VOID AND WILL NOT BE ABLE TO BUY ANY RESOURCE POINTS OR PROPS.

EACH RESOURCE PROP WILL HAVE A SET AMOUNT OF RESOURCE POINTS PRE-DETERMINED BY THE GAME PRODUCER THAT WILL BE ADDED TO EACH QUESTS SCORE ONCE TURNED IN.

THESE PROPS ARE OF THE FOLLOWING:

- POWER RESOURCE PROPS
- MINI NUKE IS WORTH 10 RESOURCE POINTS EACH
- POWER CORES ARE WORTH 5 RESOURCE POINTS EACH
- FUSION CELLS ARE WORTH 3 RESOURCE POINTS EACH
- FOOD RESOURCE PROPS
- DEATHCLAW EGGS ARE WORTH 10 RESOURCE POINTS EACH
- CRAM WORTH 5 RESOURCE POINTS EACH
- PORK & BEANS WORTH 3 RESOURCE POINTS EACH
- WATER RESOURCE PROPS
- PURIFIER WATER CANS ARE WORTH 10 RESOURCE POINTS EACH
- DIRTY WATER CONTAINERS ARE WORTH 5 RESOURCE POINTS EACH
- IRRADIATED WATER BAGS ARE WORTH 3 RESOURCE POINTS EACH
- RESOURCE PROPS THAT WERE FOUND MUST BE TURNED INTO THE MERCHANT SHACK AFTER QUEST 4 HAS ENDED / PRIOR TO QUEST 5 BEGINNING. ANY RESOURCE PROP NOT TURNED IN BY THEN, WILL BE NULL & VOID AND WILL NOT BE RECORDED AFTER FINAL QUEST /GAME ENDS.
- MISCELLANEOUS PROPS

MOST PROPS FOUND ON THE FIELD WILL BE RELEVANT TO RESOURCE POINTS AND CAN BE SOLD FOR CAPS.

- BOTTLE - WORTH 250 CAPS
- CAPPY - WORTH 250 CAPS
- ASSORTED MAGAZINE COVERS WORTH 50 CAPS EACH
- JET/CHEMS - 50 CAPS
- STIMPAKS - 50 CAPS

ACTS OF GOD CARD DECK

BOTH COMMANDERS MUST ARRIVE AT THE MERCHANT SHACK AFTER EACH QUEST ENDS TO PRESENT THEIR BASE BUCKETS W/ RESOURCE FOAMS INSIDE TO THE GAME PRODUCER WHERE THEY WILL REVEAL THEIR ACTS OF GOD CARD DECK AND PULL ONE (1) CARD FROM THE DECK THAT WILL AFFECT BOTH TEAMS' BASE BUCKETS RESOURCE FOAM LEVELS.

THE FOLLOWING ARE ACTS OF GOD:

- EARTHQUAKE - POWER AFFECTED
- FIRE - POWER AFFECTED
- FLOOD - WATER AFFECTED
- RADIATION STORM - WATER AFFECTED
- FAMINE - FOOD AFFECTED
- DISEASE - FOOD AFFECTED

THE GAME PRODUCER WILL THEN ROLL A DIE - 1 THROUGH 6 FOR INTENSITY OF THE AFFECTED CATEGORY - THIS WILL BE FOR HOW MANY FOAMS WILL BE REMOVED FROM BOTH TEAMS' BASE BUCKETS.

VAULT HEALTH CARD DECK

ONCE THE ACTS OF GOD CARD IS REVEALED, DIE ROLLED AND THE EFFECTED RESOURCE FOAMS ARE TAKEN AWAY FROM BOTH TEAMS, THE GAME PRODUCER WILL THEN REVEAL HIS VAULT HEALTH DECK OF CARDS. THIS TIME THOUGH, THE OVERSEER & XO OF EACH TEAM WILL PICK 1 CARD FROM THE SAME DECK. 2 CARDS MUST ALWAYS BE PULLED. ONCE THE CARDS ARE CHOSEN, THE OVERSEER AND/OR XO WILL ROLL A DIE FOR INTENSITY (-) OR GROWTH (+) DEPENDING ON WHAT CARD THEY PICKED.

FOR EXAMPLE:

"MOLE RATS INFESTATION - MINUS FOOD" IS THE CARD THE XO CHOOSES OUT OF THE DECK, THAT XO WILL THEN ROLL THE FOOD DIE AND LANDS ON 3. 3 FOAMS ARE REMOVED FROM THE BASE BUCKET. (SAME FOR POWER AND SAME FOR WATER, THEY ALL HAVE THEIR OWN DIE.) NEXT THE OVERSEER OF THAT SAME TEAM CHOOSES "GENERATOR

MALFUNCTION MINUS POWER", THE OVERSEER ROLLS THE DIE AND GETS 4 THEN 4 POWER FOAMS ARE REMOVED FROM THE BASE BUCKET. WHEN ALL CARDS ARE CHOSEN AND DICE ROLLED, RESOURCE FOAMS ADDED OR REMOVED. WHAT FOAMS ARE LEFT OVER INSIDE EACH TEAMS BASE BUCKET WILL BE THE NUMBER OF RESOURCE FOAMS THAT WILL BE ACCOUNTED FOR AT THE END OF EACH QUEST AND RECORDED BY MERCHANTS AT THE SHACK (CIA)

VAULT DWELLERS REVOLT

IF A TEAMS' COMMANDER AND XO DRAWS VAULT HEALTH CARDS AND DIE

ROLL COMBINATION CAUSES A RESOURCE TO DROP BELOW 40 POINTS. WHOEVER ROLLED THE HIGHER NUMBER OF THE DIE CAUSING THE GREATEST LOSS, IS THE COMMANDER THAT IS PULLED FROM THE NEXT QUEST FOR 15 MINUTES. THAT COMMANDER IS PUT IN TIME OUT, GIVEN A REPLENISHING DRINK WITH NO COMMUNICATIONS WITH THEIR TEAM FOR FIRST 15 MINUTES OF THE NEXT QUEST.

OVERSEERS & XO'S

OVERSEERS & XO'S WILL BE ENCOURAGED TO RECORD THEIR COLLECTION OF RESOURCE FOAMS. NOTEBOOKS, CLIPBOARDS AND PRE-MADE COLLECTOR AND RESOURCE FOAM SHEETS WILL BE GIVEN TO THEM BY THE GAME PRODUCER. RESOURCE COLLECTOR FORMS WILL ALSO BE AVAILABLE FOR THEM TO WRITE DOWN NAMES OF PLAYERS THAT TOOK ON THE COLLECTOR ROLES FOR EACH QUEST. AT THE END OF THE GAME, BEFORE THE AWARDS CEREMONY, BOTH OVERSEERS AND XO'S WILL BE SHOWN SEPARATELY THEIR RESOURCE POINTS ACQUIRED AND ALL ACCOUNTED FOR AT THE MERCHANT SHACK. IF THE SCORE IS AGREED UPON, THE GAME PRODUCER

& ASSISTANTS, BOTH OVERSEERS AND BOTH XO'S WILL SIGN THE LEDGERS IN UNIFIED AGREEMENT.

IN ADDITION, THEY WILL ALSO PICK PLAYERS AND TEAMS TO RECEIVE THE FOLLOWING AWARDS:

- MOST VALUABLE TEAM
- MOST VALUABLE VAULT DWELLER
- MOST VALUABLE COLLECTOR
- MOST FORMIDABLE OPPONENT
- MOST VALUABLE YOUNG GUN
- MORAL COMPASS

MEDICS

MEDICS WEAR WHITE ARM BANDS / TAPE AND CAN VOLUNTEER OR BE PICKED BY OVERSEERS TO BE A MEDIC AND BE ONE FOR AS LONG AS THEY LIKE. MEDICS WILL BE GIVEN A MEDIC PACK WHERE THEY MUST "STITCH UP" A PLAYER. ONCE THEY HAVE STITCHED UP THE PLAYER THEY CAN CONTINUE FIGHTING. HEADSHOTS ARE NON-HEALABLE AND THOSE PLAYERS MUST RETURN TO RESPAWN. MEDICS CANNOT HEAL THEMSELVES. THEY MUST RESPAWN AT BASE UNLESS IT'S THE ELIMINATOR SEGMENT OF THE QUEST WHICH MEANS THEY CAN LONGER HEAL ANY PLAYER INCLUDING FOAM COLLECTORS AND IF SHOT ANYWHERE ON THEIR PERSON, THEY ARE ELIMINATED.

BEFORE THE GAME BEGINS, MEDICS WILL BE GIVEN 10 FREE ZIP TIES FOR THE MEDIC PACK, BUT AFTERWARDS THEY WILL HAVE TO BUY SPECIALLY MARKED ZIPS TIES FROM THE MERCHANT SHACK A 10 PACK OF ZIP TIES COST 250 CAPS. MEDICS MUST SHOW THEIR USED MEDIC PACK BEFORE PURCHASING ANOTHER SET.

ROLE PLAYERS

EACH ROLE PLAYER WILL HAVE THEIR OWN UNIQUE ROLE IN THE GAME AND MAY NOT ALWAYS BE ON THE FIELD. EACH ROLE PLAYER MAY WEAR PURPLE TAPE OR TEAM TAG ARM BANDS WITH THE EXCEPTION OF THE DEATH CLAW BECAUSE WELL WHAT A

DEATH CLAW DO WITH ARM BANDS? THE PLAYERS ARE ENCOURAGED NOT TO SHOOT / MELEE KILL THE ROLE PLAYERS. THEY DO NOT DIE BUT THEY CAN LEAVE THE FIELD WHICH AFFECT THE GAME. THE ROLE PLAYERS WILL HAVE MINI-MISSIONS DURING THE GAME FOR YOU TO COMPLETE. WHICH COULD REWARD THE PLAYER(S) THAT COMPLETE THE MINI-MISSIONS WITH A RESOURCE PROP OR CAPS OR BOTH FOR YOU TO RETURN TO YOUR TEAM TO TAKE TO THE MERCHANT SHACK. THE ROLE PLAYERS COULD ALSO SEND YOU ON A WILD GOOSE CHASE SO BE CAREFUL OF THE CHOICES YOU MAKE.

MERCHANTS

TWO MERCHANTS WILL BE AT THE MERCHANT SHACK (CIA) TO RECORD & COUNT RESOURCE FOAMS, CAPS, AND CALCULATE RESOURCE POINTS FOR THE BLUE AND YELLOW TEAM. AT TIMES IT MAYBE CLOSED AFTER THE QUEST BEGINS, BUT WILL ALWAYS BE OPEN AT LEAST 10 MINUTES PRIOR TO END OF EACH QUEST AS PROPS, CAPS AND RESOURCE FOAMS WILL BE BROUGHT OUT TO BE RECORDED AND CALCULATED.

INTRODUCING YOUR STORE KEEPERS:

“OOF THE MANS-CAPER EXTRAORDINAIRE”, A DASTARDLY & SADISTIC THINKING USED-TO-BE-BARBER. PLAYED BY ZAC ARBUCKLE.

“IVAN DOWN-BY-THE-RIVER BRADCHENKO” AN EX-RUSSIAN SAILOR TURNED BLACK MARKETEE, SMUGGLER & SALESMAN. PLAYED BY BRANDON “B-RAD” PAIGE.

RAIDERS

RAIDERS (THE MERCENARIES) WILL BE IDENTIFIED BY BLACK TAPE / ARM BANDS AND DEFEND THEIR OWN BASE. RAIDERS ARE ALSO USED AS THE GAME PRODUCERS EQUALIZER ON THE FIELD. IF A TEAM ATTACKS THE RAIDERS BASE, THEY WILL RETALIATE. PER GAME PRODUCER, RAIDERS WILL ATTACK SETTLEMENT FLAG CONTROLS WHEN AUTHORIZED. THE RAIDERS CAN ONLY TURN SETTLEMENT FLAG STATIONS NEUTRAL. IF ELIMINATED THE RAIDERS WILL RETURN TO THEIR BASE OR BACK TO THE STAGING AREA DEPENDING ON TIME REMAINING OF THE QUESTS. THEY ALSO MAY BE ASKED TO ELIMINATE SPAWN CAMPERS PER GAME PRODUCER.

FINAL BATTLE - QUEST 5

ALL FORMS OF PLAY FROM PREVIOUS QUESTS WILL BE ACTIVE FOR FINAL BATTLE EXCEPT THERE WILL BE NO RESOURCE PROPS TO BE FOUND ON THE FIELD, ONLY FLAGS AND RESOURCE FOAMS.