

ARMADDEADON

A ZOMBIE LIVE ACTION ROLE PLAYING GAME



CORE
RULEBOOK

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Well, the shit has officially hit the fan. The news reports gave us little info at first. It sounded like another one of those viruses that would soon be under control. Then we heard the stories of attacks and looting. People shooting each other and stealing food and water from grocery stores. By the time the government knew what it really was it was too late. It didn't take long for society to collapse. The news stations stopped their broadcasts almost as soon as they started. Power and water went off shortly after.

I've seen too many of these creatures tear people apart. They rise up in hoards, killing and eating everyone in their wake. The lucky ones stay dead, the others...

I've heard word of a safe haven on a HAM radio. They offer food, water and protection. This colony isn't too far. I should be able to get there safely if I ration my ammo and food. This could be a chance to rebuild, to start all over. Hopefully...

The world is going to Hell, and I'm riding first class.



WELCOME TO ARMADÉADON



Armadeadon is a post-apocalyptic zombie survival larp. It takes place two months after a full-blown zombie apocalypse. Everyday is a struggle to survive; danger lurking around every corner. Society has crumbled. There is no power, no running water and no communication. The government is gone. Do you have what it takes to survive or will you join the hordes of undead?

Armadeadon takes place at a summer camp. It has been inhabited by survivors who are calling it the Colony. A radio broadcast is made daily inviting other survivors to join them in the effort to live on. The origins of the zombie virus are unknown, as is a cure. There are many rumors of both but nothing concrete.

A WARNING

Armageddon is set up to mimic an actual apocalypse situation. There will be times where role-playing gets heated and you will see gore. It's supposed to make you feel scared and uneasy. If this is something that you feel you cannot handle this may not be the game for you. You will be attacked for no reason, robbed, insulted and hunted.

With that said we still want everyone to have a fun time. Try to remember that this is a game. If an encounter or scenario is too much to handle, feel free to walk away. If someone is taking things too far, or causing issues OOG, please inform a staff member so we can address the situation.

WHAT SHOULD YOU EXPECT?

So you've decided to play. The first step is to decide if you want to be a Player Character (PC) or a Non-Player Character (NPC). A PC is a character that *you* create. You choose how the character is made and how the character will be role-played. An NPC is what makes the game run. They play the various zombies and people throughout the event. The staff will assign you stats as well as provide costuming and weapons. You could play a hunter, military personnel, a redneck ruffian or a blood-thirsty walker. And unlike PCing, NPCing is free. To NPC all you need to do is bring your bedding and a basic costume, such as a plain black shirt and pants.

If you decide that you'd rather be a PC then there is a little more involved. You'll need to create a character as described in the Character Creation chapter. You'll need to choose your skills as well as assemble a costume and weaponry. Next you will need to register for an event. This can be done online at our web page. Preregistering ensures you a spot at the event and it also gives the game staff the opportunity to create personal plots and story-lines for your character.

Now we'll break down a typical event for you.

Arrival/Check-in

When you arrive at the camp you should head straight to check-in. There will be a pre-designated location for this. At check-in you can pay for your event if you have not done so already. You will be given your character sheet and any in-game tags and items you start with. You will also have your weapon and armor inspected here. Check-in will begin at 5pm. If you arrive before check-in we ask that you do not enter camp, but rather wait in the parking area. You will be assigned cabins In Game. Keep that in mind when packing, you may have to carry some of your belongings to your cabin.

Game Start

The game will officially start as soon as you finish checking in. A colonist will help you find a bed, show you the restrooms, chow hall, radio room and other In Game locations. From here on out you are now your character. You will fight undead, go on raids, explore for supplies and solve puzzles as your new persona. We will provide a story-line for the weekend, but how you interact with it is totally up to you. Just remember, stay in character!

Game End and Closing Ceremonies

The game will end at noon on Sunday or when all the PCs have been killed, whichever comes first. There will be a brief closing ceremony shortly after.

Camp Clean-up

After the closing ceremonies we ask that you clean up your cabins. You can also be assigned a cleanup task to help us. After this you are free to return to the mundane world. Please remember to fill out an Event Report Card on our web page.

ROLE PLAYING

Role playing is a crucial part of the game. When you attend an event you are playing a character. This character has a persona which you will invoke for the duration of the event. Think and act as your character would. Staying in character the whole weekend, except for when in OOG (Out Of Game) areas is a must.

COSTUMING

Costuming is the foundation of any character. It's what players see you as and adds to the overall atmosphere of the game. NPCs will constantly be changing costuming to better play the multiple roles they will be given throughout the event. We will do our best to make sure you will be able to tell them apart from other characters they may play. We highly recommend distressing your costume to help add to the realism. It is also recommended to wear something you don't mind getting dirtied or stained, as there will be a lot of fake blood throughout the event.



FOOD

Food will be provided throughout the event, but unlike other events we run the meal plan will not be set in stone. During game play players will be sent to scavenge for supplies, including food for the colony. Be ready to eat random meals. Any food items found during game play, as well as food items you bring in to game will be considered lootable items.

OOG/IG

Some areas will be marked Out Of Game (OOG). These areas are OOG for a number of reasons, whether it be safety issues, a staff only area or a multitude of other purposes. Some OOG areas will be off limits to players and will be marked. You cannot enter an OOG area to avoid an in game confrontation. In Game (IG) items cannot be hidden OOG. Smoking areas will be considered IG, but while in these areas, no matter what your BP (body points) are, you are reduced to one BP. Please keep all cigarettes in the designated area and dispose of butts properly. OOG areas will be marked with an OOG sign.

There are three different colors these signs will be:

- ❖ **Green** A green OOG sign is a place a character can readily enter on their own, such as the bathrooms or shower house.
- ❖ **Yellow** A yellow OOG sign represents an area you must be accompanied by an NPC to enter.
- ❖ **Red** A red OOG sign represents an area that a player cannot enter under any circumstances.

Armadeadon runs non-stop from game start to game end. There is no going OOG to sleep or avoid conflicts. The only way to sleep OOG is with staff permission. Some plots may run late into the night and we don't want you to miss them.

Monster camp is open to players at anytime. Just make sure you knock first and wait to be told to come in. We don't want to ruin any surprises we may have in store for you during the event!

PLOT CARDS

Plot cards are used to explain effects without having a staff member present, describe settings or any other number of things. Plot cards differ on when you can read them. Some are available to all players while some may require you to have a special skill, be manipulating a certain item or be at the location at a certain time. The plot card will always notify you of the restrictions. If you read the card and it has an effect, you would take the effect no matter what (unless your character has a resistance to the effect). Reading the card and ignoring it is considered cheating.

COMBAT

Combat is simulated with the use of padded "boffer" weapons. You hit your opponent hard enough so they know they have taken a hit, but not hard enough to actually hurt them. A strike must hit a legal area. Illegal areas are the head, neck, hands and groin. There must be a one second pause between blows. Anything faster is called "machine gunning" and is considered cheating. If someone is attacking you in this way, you would only count the first hit. If a weapon hits another weapon or shield it is considered blocked. Each weapon strike does one point of damage.

Swinging your weapon around in a 360 circle around your head before hitting is a no-no as well. Keep your swings safe. Do not charge at you opponent to knock them off their feet. Trapping an opponent's weapon so they cannot use it is also not allowed. Safety is our number one priority in

combat.

When you are hit by a weapon you take one point of damaged, unless a skill causing more damage (such as a critical) is used. The order that points are lost is armor points (AP) and then body points (BP).

When using a shield there are a few things to remember. You cannot crouch behind a shield so only your head is exposed. This is referred to as “turtling”. Also, you cannot hit with a shield. A shield is for blocking only. Shield bashing is never tolerated. Shields can be made of almost any material, as long as the edges are padded with foam or latex.

In order to use a weapon you need the weapon skill required. We ask that you use your imagination with weaponry, try to avoid medieval swords and axes.

Packets are cloth bags filled with birdseed and sewn shut, similar to a cornhole bag.

All weapons are inspected for safety at our events. Each player is responsible for bringing their own weapons and packets. We will try to have weapons and packets to rent at our events, but they won't always be available. We will fail any weapon or packet we deem unsafe. It's not uncommon for weapons to fail or break at an event, so you should try to bring a backup weapon and materials to repair them. We can't guarantee your weapon will pass inspection, but buying weapons from our approved vendors is your best bet. If you wish to make your own, there are countless tutorials online.



SEARCHING

When a person (or zombie) is incapacitated, they can be searched for game items. To search a person you kneel beside them and say “I search you.” One of three things will then happen:

They could hand over all their game items. The time it takes for them to hand over all the items is the time it takes for the search.

They could ask you to describe the search. For this you will have to tell them the areas you wish to search. The item actually has to be where they say it is.

The final option is for them to have you physically search them. They would say “Go ahead and search me.” You then have permission to actually search the person, patting down pockets, checking pouches, etc. Remember that all taboo areas (such as the groin) are off limits for searching or

hiding items.

When you steal something please remember that it must be a game item. Game items will have tags or stickers to symbolize such. If you are unsure, then please don't take it.

STRENGTH

There may be instances where tests of strengths come up. Large objects, such as boulders, may require you to use strength to move them. It may also be used to open barricaded doors. Everyone has a strength rating of +1. If multiple people are trying to open the same door or move the same object they would add their strength together.

For example, a group of outlaws is hold up in a cabin. Two of them are holding the door (+2 strength rating). You get two comrades to help you, giving your side a +3 rating. Simply state "I open this door. Plus 3 strength!" and allow the other side time to safely remove the barricade. The side with the higher strength rating always wins.

You may carry one person at a time but cannot run while carrying them.

FIREARMS

Firearms are represented by foam dart guns. Firearms follow the same legal targets as boffer combat. Each bullet does five points of damage. Unlike boffer attacks, however, if a bullet hits a shield of the target it is considered a legal hit, causing the five points of damage and also maiming the arm. The only modifications you can make to the guns are drilling out air restrictors and stretching/changing springs. Once a bullet is fired it cannot be reused, unless reloaded in a workshop. There will be numerous "brass buckets" around the colony. Please place spent rounds in these buckets. They may be used as shell casings for reloading.

VEHICLES

You will be able to drive your vehicle into game when game starts but then you will be directed to a parking area. Cars will be in-game. Once you are parked in the designated parking area you can no longer drive your vehicle. NPCs and staff members will be using vehicles throughout the weekend. All vehicles cannot drive faster than 5 miles per hour. You may not hit any cars with boffer weapons. You can opt to leave your vehicle parked in the OOG parking area if you prefer.

TRAPS

Anyone can attempt to avoid a trap, but to disarm, move, or manipulate a trap you must have the Disarm Trap skill. To set a trap, you must have the Set Trap skill.

Most traps cause an effect to the person who set it off. Some traps can work multiple times, others only once. Some traps affect the entire room or anyone within hearing distance. Weapon traps need to be approved by a staff member.

Popper traps cause 1 point of damage, weapon traps cause 5, and explosives vary from 5-50 points of damage. Some traps set off a buzzer or alarm, and the Trap Card will tell you the effects.

EYE PROTECTION

Because some of the bullet props and projectiles can be small, we encourage you to wear eye protection such as goggles, face shields, or safety glasses.

HOLD, CAUTION, CLARIFY

Hold, caution and clarify are quite possibly the three most important calls in the game.

HOLD A hold is only used in extreme circumstances. A hold will actually stop the game-play,

so therefore it is limited to emergencies, rule problems, or any other situation which requires a temporary pause in the game. When a hold is called, all affected by it are required to drop to one knee. After the situation is resolved, an "all clear" will be made with a three count and then the game will continue.

CAUTION A caution is used when there is a possibility of an injury, but a hold isn't required. If you see someone about to trip over an object, fall off a platform or anything else that may cause harm, simply state "Caution". All those involved in the caution should stop game play only long enough for the person to get out of harms way. Those involved can restart game play when ready.

CLARIFY If you are hit with a skill or ability and are unsure what it does, you can call a "Clarify." This informs your opponent that you are unsure of what has hit you and gives them time to explain it to you.

NON-COMBATANTS

There may be some people who cannot fight or be hit due to OOG reasons. These people will wear orange armbands with "NC" marked on them. They cannot be struck with boffers or bullets. To drop non-combatants you must be within weapons reach. Point your weapon at them and state, "I drop you one, I drop you two, I drop you three." They would then become unstable, being at 0BP.

THE BAD STUFF

There are many rules that enable you to do many things, but there are some things that are never allowed.

Drugs and Alcohol These are never allowed at any event. Anyone found in possession of or under the influence of either will be removed from the game indefinitely.

Stealing Although the stealing of In Game items is allowed, theft of Out of Game and personal property will not be tolerated. Most items will have a tag. If you are unsure if an item is IG or OOG, ask a staff member. Also, under a players bed is considered OOG and any personal effects should be placed there. There is no searching under beds. On a side note, no IG items can be put under a bed.

Real Weapons The only weapons allowed are boffer weapons. While a simple cutlery set for eating or a utility knife for weapon or armor repair are allowed, we ask that you do not bring any real weapons into game.

Body Contact The only form of contact permitted between players is with boffer weapons or packets unless you have consent from the person. Remember, taboo areas are always off limits.

THE ZOMBIE VIRUS

No one knows how it started, or where. There were numerous outbreaks around the world. Everything from Ebola to rabies, avian flu to swine flu. You heard of strange attacks on the news, supposedly from bath salt users and krokodil junkies. The last couple of weeks before the world went dead was a cocktail of chaos. The only constant was death. Most people took to calling it *the virus*.

When you are infected with the virus you will be suffering from cold sweats, dizziness, nausea, fever, aggression, muscle spasms, confusion, muscle pain and fatigue. Any wounds you receive while infected cannot be healed.

The virus is spread by bite. A zombie may approach a person and state "I bite 1, I bite 2, I bite 3, afflict zombie virus". If the zombie is not interrupted in any way, the target will now have the zombie virus.

The only known way to stop the infection is to destroy the brain of the zombie. Now, seeing as the head is not a legal target this is handled a little differently. The *head shot* skill will simulate a head shot with a weapon. The other way to kill a zombie would be to beat it down to an incapacitated state and deliver a killing blow.

DETECT LIVING

Zombies detect their pray by sight, sound, or smell. When a zombie is close to you it may state the OOG call "Detect Living." If you hear this and are stable, unstable, or dying you would respond "living".

LIFE, DEATH AND UNDEATH

Every player has 10 hit points (HP). All melee weapons do a base of 1 point of damage, firearms do a base of 5. When you reach 0HP you are considered *unstable*. The First Aid skill will bring you from unstable to stable, giving you 1HP. If, however, you remain in the unstable condition for 10 minutes, you are now considered *dying*. The Surgery skill will give you a chance of becoming stable again. If you remain in the dying condition for ten minutes you are then considered dead. CPR is the only skill that can bring you back from death. If you remain dead for too long you are then permanently dead. You can report to monster camp and NPC for the remainder of the event if you wish.

If you have the zombie virus and reach the dying stage you will rise up as a zombie after a certain amount of time. If you are hit with the Death effect while having the zombie virus you would rise up as a zombie in thirty seconds. As a zombie you will have 10 HP and follow the undead rules listed later in this section. The amount of time it takes you to turn is determined by your Physical Rating.

If you die, go to Monster Camp to let them know immediately.

Physical Rating	Time to Turn
1	10 Minutes
2	5 Minutes
3	2 Minutes

KILLING BLOW

At anytime, as long as you have a melee weapon in hand, you can deliver a killing blow to an incapacitated person or zombie. To do this, place your weapon on their torso and say "Killing blow one, killing blow two, killing blow three." This will grant a Death effect on the target.



CHARACTER CREATION



BACKGROUND

You should create a character background that explains what your character did before the outbreak. You've spent the last two months fighting, hiding, running, or otherwise escaping zombies (and sometimes the living), and your costume should reflect that. Your costume should be somewhat dirty and distressed, and since everyone was caught unawares, you didn't have time to change your clothes before you went into survival mode and had to flee for your life.

This means that whether your character was a police officer, paramedic, doctor, fast food worker, lawyer, soldier, teacher, construction worker, baker, or any other profession, you're probably still in whatever uniform you wore to your regular job.

When choosing skills, keep your character's background and job in mind and choose skills that may fit. Of course, you can tell whatever story you like and find a way to explain any skills you choose, so use your imagination.

SKILLS

Skills are divided into three categories; Mental, Physical and Instinctive. Each one of these headers will be assigned a ranking: 1 being the most dominant, 2 being average, and 3 being the weakest. These numbers are known as your modifiers and affect skill prices.

Price Modifier

Rank	Cost
1	x1
2	x1.5
3	x2

For example, let's say you see yourself as the brainy tech guy, so you have a Mental rating of 1, Instinctive of 2 and Physical of 3. All Mental skill costs stay the same, Instinctive costs 1.5 time more and physical are doubled. So, the physical skill "*Firearms 1*" would cost you 12 points instead of 6.

Now that you've selected your ranks you can purchase skills. All players start with 50 points to purchase skills with. Some skills are one time use per purchase, some are reset-able and some are permanent.

Reset-able Skills

Some skills are reset-able. To reset these skills you need to rest for ten minutes. During this time you cannot use any game skills or move around (unless role-playing stretching or similar activities).

All skills marked with an asterisk * are reset-able skills.

MENTAL

Technical Skills

Chemistry	7
Disarm Traps	5
Explosives	6
Heisenberg	6
Jerry-rig	5
Mechanics	6
Reload Shells	8
Repair Armor	6
Set Traps	5
Technician	6

Medical

Administer Drugs	5
Bandage	5
CPR	5
Diagnose	3
First Aid	3
Master Surgeon	8
Set Limb	2
Surgeon	8

PHYSICAL

Fighting

Adrenaline Rush	5
Battle Rage*	5
Brawler*	2
Brush it off	4
Dual Wield	5
Maim*	7
Parry*	7
Robin Hood	3
Waylay*	5

Weapons

Archery	5
Dual Guns	5
Firearm 1	6
Firearm 2	6
Melee	4
Shield	6
Small Weapon	0
Thrown 1	2
Thrown 2	6

INSTINCTIVE

General

Attention!	10
Forage	3
Hunting	3
Luck	7
Provisions	2
Scavenge	3
Suck the Poison Out	6

Shooting

Blast*	5
Crippling Shot*	3
Dead Aim*	6
Head Shot*	10
Kill Shot*	8
Shooting Gallery	8
Suppressing Fire*	8

* - reset-able skill

TECHNICAL SKILLS

Chemistry

Cost: 7

Prerequisite: none

You paid attention in Chemistry class. Chemistry allows you to mix certain chemicals or components to create useful medicines, compounds or other IG items. You need access to a Chemistry Lab to use this skill unless a Plot Card says otherwise. See the Chemistry section.



Disarm Traps

Cost: 5

Prerequisite: Mechanics

This skill allows you to attempt to disarm a trap. It does not guarantee success. You can only disarm a trap in a fashion that would make it so that it can easily be reset. Don't break the trap! You must provide your own set of prop tools to disarm traps.

Explosives

Cost: 6

Prerequisite: none

You know how to make things go BOOM. This skill allows you to create explosive devices with the proper resources. You need access to a Chemistry Lab to use this skill unless a Plot Card says otherwise.

Heisenberg

Cost: 6

Prerequisite: Chemistry

All those nights of studying have paid off. You can substitute one ingredient for another for a chemistry formula. This is a once per purchase skill.

Jerry-rig

Cost: 5

Prerequisite: Mechanics

You've fixed enough things to know that all parts aren't necessary. If you have all but one item for a broken item you can repair it. This is a once per purchase skill.

Mechanics

Cost: 6

Prerequisite: none

You are mechanically inclined. This skill allows you to build, repair and maintain engines, motors, and basic tools and devices. You need access to a Workshop to use this skill unless a Plot Card says otherwise.



Reload Shells

Cost: 8

Prerequisite: Explosives

Out of ammo? No problem. This skill allows you to reload spent bullet shells with appropriate resources. You need access to a Workshop to use this skill unless a Plot Card says otherwise.

Repair Armor

Cost: 6

Prerequisite: none

This skill allows you to repair damaged armor. You can repair one armor point per minute of role playing. You must provide your own prop tools to repair armor.

Set Traps

Cost: 5

Prerequisite: Mechanics

You don't like to get caught with your pants down. This skill allows you to set traps with the proper resources.

Technician

Cost: 6

Prerequisite: none

Maybe you worked in a repair shop, or maybe your parents bought you a bunch of those Radio Shack do-it-yourself kits. Regardless, this skill allows you to build, repair and maintain computers and radios. You need access to a Comm Station to use this skill unless a Plot Card says otherwise.



MEDICAL SKILLS

Administer Drugs

Cost: 5

Prerequisite: none

Whether you were a pharmacist or a drug addict, you have enough experience to administer drugs and medications to other people.

Bandage

Cost: 5

Prerequisite: none

Better than just rubbing dirt in the wound, this skill allows you to bandage people to heal them. Each bandage Heals one hit point of damage. You start with 2 sterile bandages. Each bandage can only be used once, then it will need to be sterilized by IG ways to use it again. Bring your own cloth strips for bandaging, you'll need them.

CPR

Cost: 5

Prerequisite: First Aid

No one's dying on your watch if you can help it! If someone has suffered the death effect and you can reach them within 1 minute, you may attempt to preform CPR. Kneel next to the target and

state “CPR started.” Place both hands on their arm (if the player is okay with touching), and begin counting to 60. If you or the target are affected with any game effects you must restart the count.

Upon completion, roll a six sided die (you must provide your own). If you roll an even number, the attempt is a success and the target is now stable but unconscious. If you roll an odd number, or their 5 minute countdown is reached, the target is permanently dead.

Diagnose

Cost: 3

Prerequisite: none

You can tell something's wrong with someone when you need to. This skill allows you to check the status of a person's health. You can see if they are stable, unstable or dying, check how many HP they have, detect a maimed limb or see if they are infected with the zombie virus.

First Aid

Cost: 3

Prerequisite: Diagnose

You're no doctor, but you know how to use a first aid kit in a pinch. This skill allows you to take someone from unstable to stable after one minute of role playing giving first aid and doing nothing else.

Master Surgeon

Cost: 8

Prerequisite: Surgeon

Sometimes even the most skilled surgeon can't save them all, but luckily you're better than the most skilled surgeon. If you fail a surgery roll you can count it as a success, saving your patient. This is a once per purchase skill.



Set Limb

Cost: 2

Prerequisite: First Aid

You gotta keep moving to stay alive. This skill allows you to restore a maimed limb after a minute of role playing.

Surgeon

Cost: 8

Prerequisite: First Aid

You're trained in emergency response. This skill allows you to operate on someone who is dying. You would role-play doing surgery on the person for 10 minutes. As soon as you start the surgery the target would pause their dying cycle. Upon completion, roll a six sided die (you must provide your own). If you roll an even number, the attempt is a success and the target is now stable, healed to 2 hit points but unconscious for 10 minutes. If you roll an odd number, the target would restart their dying process.

FIGHTING SKILLS

Adrenaline Rush

Cost: 5

Prerequisite: none

When your fight or flight response kicks in, you get one additional hit point for 5 minutes. This hit point cannot be healed, so when it's gone, it's gone. This is a once per purchase skill.

Battle Rage

Cost: 5

Prerequisite: Adrenaline Rush

In the heat of battle, suddenly all you can see is red. Your blood is pumping and you can take more damage than you usually can. This skill allows you to fight to -5 hit points. Once you hit -5 you will become unconscious and start your dying cycle.

Brawler

Cost: 2

Prerequisite: none

You've been in quite a few bar fights in your day. You can throw a subdue packet and call Subdue. Your targets must be within arms reach. This is a reset-able skill.

Brush it off

Cost: 4

Prerequisite: none

Sometimes there's no stopping you and you just walk it off. This skill allows you to negate one Maim effect. This is a once per purchase skill.

Dual Wield

Cost: 5

Prerequisite: Melee

Two is better than one! This skill allows you to wield two melee weapons simultaneously, one in each hand.

Maim

Cost: 7

Prerequisite: A Weapon skill

Whether you just hit them hard enough in the right spot or you just got lucky, this skill allows you to call the Maim effect to render the hit limb useless. This is a reset-able skill.

Parry

Cost: 7

Prerequisite: Melee

Either they aren't quick enough or you're just that good, you can use this skill to negate one melee attack. This is a reset-able skill.

Robin Hood

Cost: 3

Prerequisite: Archery

Maybe you're a master hunter or maybe you've seen too many fantasy movies. Regardless, you're pretty damn good with a bow and arrow. You can call "3 damage" with a bow 3 times in succession. This is a once per purchase skill.

Waylay

Cost: 5

Prerequisite: A weapon skill

This skill represents a crack on the back of a victim's head to knock them out. You must be behind an opponent to use this skill. This skill cannot be used while running; your feet must be still when you use the skill. You call out "Waylay" and tap your opponent on the back of the shoulder with a melee weapon

WEAPONS SKILLS

Archery

Cost: 5

Prerequisite: none

This skill allows you to use archery weapons like bows and crossbows. You may start with up to 12 arrows or bolts. Arrows and bolts are reusable.

Dual Guns

Cost: 5

Prerequisite: Firearm 1

This skill allows you to wield two "Firearm 1" firearms simultaneously, one in each hand.

Firearm 1

Cost: 6

Prerequisite: none

This skill allows you to use any *single shot*, *pump action*, or *revolver* type foam dart gun that is not automatic. You may start with up to 12 bullets.

Firearm 2

Cost: 6

Prerequisite: Firearm 1

This skill allows you to use any *automatic, rapid fire, or gatling* style foam dart gun.

Melee

Cost: 4

Prerequisite: none

This skill allows you to use any melee weapon over 15”.

Shield

Cost: 6

Prerequisite: none

This skill allows you to use a shield, which is good for stopping most weapons but not good for bullets. Bullets go right through to damage you and Maim your arm.

Small Weapon

Cost: 0

Prerequisite: none

This skill allows you to use any melee weapon under 15”.

Thrown 1

Cost: 2

Prerequisite: none

This skill allows you to use boffer thrown weapons.

Thrown 2

Cost: 6

Prerequisite: Thrown 1

This skill allows you to use *explosive* thrown weapons. You do not start with any explosives, they must be found IG.

GENERAL SKILLS

Attention!

Cost: 10

Prerequisite: Melee

When all hope seems lost for your friends and family you can draw the attention of the undead masses to you, giving them time to escape. This is a last act of courage. To use this skill, yell “By my voice, all zombies to me!” You also gain 3 uses of the Parry effect and 3 “5 damage” attacks with a melee weapon when using this skill. This is a once per purchase skill.

Forage

Cost: 3

Prerequisite: none

When you’re hungry, you know how to find food anywhere. This skill allows you to read any Forage cards you may find. Forage cards usually result in receiving food.

Hunting

Cost: 3

Prerequisite: none

This skill simulates your character hunting for food in surrounding areas. This skill allows you to read any hunting cards you may find. Hunting cards usually result in receiving meat.

Luck

Cost: 7

Prerequisite: none

With this skill you can recover from unstable to stable without first aid. This is a once per purchase skill.

Provisions

Cost: 2

Prerequisite: none

This skill gives you 3 points that can be spent in the IG item area. This is a once per purchase skill.

Scavenge

Cost: 3

Prerequisite: none

This skill simulates your character foraging for supplies in surrounding areas. This skill allows you to read any Scavenge cards you may find. Scavenge cards usually result in receiving game items.



Suck the Poison Out

Cost: 6

Prerequisite: none

All those hours watching snake shows on that animal channel have taught you one valuable thing. You can suck the zombie virus out of a person (within five minutes of the bite). The target must be stationary. Touch the infected area for 30 seconds and then say "Remove zombie virus."

SHOOTING SKILLS

Blast

Cost: 5

Prerequisite: Firearm 1

You can knock people on their ass when you have to. This skill allows you to shoot your target and call "5 damage and Trip!" This is a reset-able skill.

Crippling Shot

Cost: 3

Prerequisite: Firearm 1

You've spent some time at the range and got your target practice in. This skill allows you to shoot your target and state "Maim X" with X being the limb you wish to maim. This is a reset-able skill.

Dead Aim

Cost: 6

Prerequisite: Firearm 1

You know how to stop your enemy in their tracks. This skill allows you to shoot your target and call "5 damage and Stun!". This is a reset-able skill.

Head Shot

Cost: 10

Prerequisite: Firearm 1

Zombies... best way to kill them is to shoot 'em in the head. With both feet planted on the ground, you aim your weapon, call "Death" and shoot your target in the torso. This is a reset-able skill.

Kill Shot

Cost: 8

Prerequisite: Firearm 1

Shoot to kill. This skill allows you to call "10 damage" with a bullet. This is a reset-able skill.

Shooting Gallery

Cost: 8

Prerequisite: Firearm 1

You've mastered all the first person shooters and arcade gunslinger games. You've been to the range more times than you can count. And, oh ya, you really hate zombies. You can call the "Death" effect 3 times in succession with a firearm. This skill can only be used on zombies. This is a once per purchase skill.

Suppressing Fire

Cost: 8

Prerequisite: Firearm 1

Cover me! This skill allows you to call the Repel effect with a bullet. Any target within arms reach of the target must follow the Repel guidelines. This is a reset-able skill.



IN GAME ITEMS

Every player starts off with 10 points to purchase starting equipment. Everything else must be found in game. You start with one weapon per weapon skill purchased, all other weapons must be purchased following the chart below.

Armor	2	LED Headlamp	1
Arrows(2)	1	Melee weapon	1
Bandages, 3	1	Metal Cooking Pot	1
Batteries, 3	2	Metal Cup	1
Beef jerky	1	MRE	2
Bullets, 3	1	Multi-tool	1
Can Opener	1	Night Vision Goggles	4
Canned food, 2	1	Portable Stove/grill	3
Canteen/Camel Pack	1	Protein/Energy Bars, 2	1
Cell Phone	3	Rope/paracord	1
Compass	1	Silverware	1
Duct tape	1	Stove Fuel	1
Emergency Radio	2	Tent	1
Fire Starter	1	Two-Way Radio	1
Flashlight	1	Water Filtration Tablets	1
Gas Mask	5	Water, 1 gallon or case	0
Gasoline (1 Gallon)*	2	Whistle	1
Glow Stick	1	Zip Ties, 4	1
HAM Radio	3		
Handgun/Rifle	2		

*do not bring real gasoline, use water instead



ARMOR

Armor at Armadeadon is modern combat, police, or military style armor. No medieval armor allowed. Armor provides points of protection from damage. To receive Armor Points (AP), you must wear either actual armor or material that's crafted to resemble armor (such as foam). Armor Points are lost before body points in battle.

Armor is divided into 3 sections on the body: your torso, arms, and legs.

You receive points for each section covered according to the type of armor you wear. If less than the whole section is covered, you receive half points. If less than half of the section is covered, you get no points for that section.

Leather Armor

Leather jackets, vest, chaps, pants, etc. This type of armor provides 1 point per section.

Medium Armor

Medium armor includes leather reinforced by plate (plates must cover 50% or more), Kevlar, or any thick material stronger than leather. This type of armor provides 2 points per section.

Heavy Armor

Heavy armor includes riot gear, hockey pads, or any kind of heavy plastic or plate armor. This type of armor provides 3 points per section.

Helmets

A Helmet that covers your head will allow you to Resist one Waylay effect. A helmet with a face shield allows you to Resist one Waylay and one Subdue effect.



CRAFTING

The following section will show the required IG components to craft various items. You will need the appropriate skills and work-spaces to craft these items.

CHEMISTRY

These items need to be crafted in a lab.

Adrenaline

Ingredients: sodium chloride, sodium metabisulfite, hydrochloric acid, sodium hydroxide, tartic acid.
This substance allows you to fight to -5 body and will remove the Slow effect.

Disinfectant

Ingredients: sodium hypochlorite, alcohol, distilled water.
This substance is used to sterilize things, like bandages.

Epinephrine

Ingredients: sodium chloride, sodium metabisulfite, hydrochloric acid.
If bleeding out, this will restore you to 1 body point. Afterwards, you cannot use any skills (other than weapon skills) for 1 minute.

Explosives

Ingredients: gunpowder, carrying vessel, fuse.
Explosives can be used to make explosive thrown weapons.

Fuel (bio-diesel)

Ingredients: cooking oils or animal fats, rendered over heat for 30 minutes.
Such fuel is used to power certain machines.

Gunpowder

Ingredients: saltpeter, sulfur, charcoal.
Gunpowder is used for bullets and explosives.

Saline

Ingredients: salt, distilled water.
Saline is used for stim fluid, and can also be used after a successful surgery: will heal to full after 30 minutes.

Smelling salts

Ingredients: ammonia, distilled water, alcohol.
These will Awaken you if you're unconscious.

Stim fluid

Ingredients: antiseptic, saline, vitamins.
Stim fluid heals you to full body points.

Water treatment chemicals

Ingredients: chlorine (bleach), aluminum sulfate.

This substance cleans water instantly (up to 5 gallon per treatment).

MECHANICAL DEVICES

Stimpak

Parts: needle, barrel, plunger; needs to be sterilized

This device will allow you to inject substances into people.

Bullet press

Parts: lever, shell holder, body

This device will allow you to reload bullets.

Generator

Parts: fuel tank, engine, crank shaft, alternator

This device will produce electricity. Fuel is need to operate.

Wind turbine

Parts: gear, propeller, crank shaft, alternator

This device will produce electricity. It produces power slower than a generator, but requires no fuel.

Bullet

Parts: heads, gun powder, primers, brass

This recipe will produce 3 bullets.

These are the commonly known recipes. There are other items you can craft, but recipes and schematics must be found IG.



ZOMBIE RULES

Having a brain that only functions in a primal way makes a zombie's life pretty simple. If you ever find yourself unfortunate enough to become a zombie just remember these simple rules:



1. Brains are for eating, not talking!

Zombies cannot speak. Some classic horror movies might have them yelling “Brains!” but our zombies do not. They can groan, however.

2. Slow! Zombies at play!

Zombies cannot run. For the most part they shamle about but when they sense food they walk fast, albeit clumsily.

3. Look and Listen!

Zombies hunt by visual and audio stimulus. Some can even smell the living if close enough. The best way to avoid them is to hide, stay quiet and shower!

DETECT LIVING

Zombies usually detect their pray by sight, sound or smell. When a zombie is close to you it may state the OOG call “Detect Living.” If you hear this and are stable, unstable, or dying you would respond “living”.

EFFECTS

Effect	Description	Duration
Agony	You experience excruciating pain for 10 seconds. You must hunch over or drop and scream. You may defend yourself with weapons but no other skills can be used.	10 seconds
Awaken	This awakens you from an unstable state. You will be at one hit point.	Instant
Death	This effect kills you instantly. See the Life and Death section for more details.	Instant
Detect	If you hear “detect living”, you would state living.	Instant
Disarm	You must drop anything held in the affected hand, even if held with two hands.	Instant
Maim	Renders a limb useless and causes 1 point of damage.	Until removed
No Effect	If you are immune to an attack, state “No effect.”	Instant
Parry	Allows you to negate a single boffer attack that hits you.	Instant
Refresh	Refreshes used skills.	Instant
Remove	Removes a specified game effect.	Instant
Repel	Target must stay 10 feet away.	5 minutes
Resist	Allows you to negate an effect that hits you.	Instant
Shock	Electrocution that causes 3 damage and Agony, followed by Stun.	Instant
Stun	Cannot move or use any skills.	5 seconds
Subdue	If you’re hit from the front with this effect, it renders you unconscious.	5 minutes
Trip	You must fall to the ground or kneel for 5 seconds.	5 seconds
Waylay	If you’re hit from behind with this effect, it renders you unconscious.	5 minutes



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