

ARMAD EADON

YEARS GONE BYE



A FULLY IMMERSIVE ZOMBIE SURVIVAL EVENT

ARMAGEDDON: YEARS GONE BYE

The World Didn't End—It Changed.

Six years have passed since the dead first rose and the cities crumbled. The chaos of those early days has hardened into a brutal rhythm of survival. The fortified enclaves of the old stronghold era are gone. In their place stand scattered communities—fragile, fierce, and fiercely territorial.

Some settlements cling to cooperation, trading along dusty, perilous roads patrolled by jumpy scouts. Others rule through force—by blade, bullet, or sheer will. Technology is a rare and coveted relic, bartered like gold. Clean water is currency. Power is a miracle. And across the wastes, threats abound: raiders, mutants, illness, starvation—and worse.

Still, humanity endures. Children grow up in ruins, never knowing the world before. Stories become legends. Strangers become lifelines—or knives in the dark. Trust is earned with blood. Every choice could mean survival—or ruin.

Welcome back to the wastes.

WELCOME TO ARMADADON



Armadeadon is a fully immersive post-apocalyptic zombie survival event. 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 six years after the outbreak. An organization know as ERRA, the emergency relief and recovery agency, stepped in when the government collapsed. They offered sanctuary to survivors but they too ultimately fell. Ammunition is sparse, people more so. They are scattered communities that have adapted to living in this new world, and luckily you have just discovered one!

A WARNING

Armadeadon 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. You will be attacked for no reason, robbed, insulted and hunted. This world is cruel, if this is something that you feel you cannot handle this may not be the game for you.

In order to make this experience as realistic (and terrifying!) as possible we have some intense scenarios that you might encounter. These range from, but are not limited to realistic looking deaths, simulated suicides, realistic gore and other situations and they can happen at any time. If you've ever watched things like The Walking Dead or Black Summer and had no trouble watching then you should be fine!

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. We will have an area designated as a "cool down" area where you can take a break, hydrate and relax. 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 webpage. Preregistering ensures you a spot at the event and it also gives the game staff the opportunity to create personal plots and storylines 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, mess 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 storyline 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. Distressing your costume to help add to the realism is mandatory. This is six years into the apocalypse so have fun with your costume, anything from basic dirty and torn to Mad Max to Fallout style is permitted. 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 this is also made to simulate how survival would be. During game players will be sent to scavenge for supplies, including food for the colony. Be ready to eat random meals. We will not have our staff preparing meals, this will be left up to you and other survivors.

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.

Armageddon 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 your 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.

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.



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 held 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.

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.

LIGHTS

The days of on-demand power have long passed. To keep the mood, we will have minimal lights on. There will be lights for safety reasons, but other than that you will have to rely on flashlights, candles, lanterns, and quite possibly some things you might build! We will have some switches taped off. Please do not remove them, a staff member will be doing that throughout the event.

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. Poppers can be made with gunpowder and paper. 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 gameplay, 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 spell, 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 yellow 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 spell packets unless you have consent from the person. Remember, taboo areas are always off limits.

THE LAVONAS 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 bites by tearing off your Bite Flag. A bite flag will be given to you at check-in. Bite-flags must be worn at all times. You may not hide them or tuck them into your costume, they must be visible at all times. When a player's bite flag is removed they will then 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've spent over five years hiding out, scavenging supplies, scouring settlements, and cobbling together some semblance of a living – surviving any way you can. Your costume should be dirty and distressed, reflecting several years of scavenging and throwing together the best outfit you could for survival: patches, stirches, ragtag armor, and whatever else your character would wear to reflect life in a zombie apocalypse. Use your imagination and get as creative as you want!

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.

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
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	8
Brush it off	4
Maim*	7
Parry*	7
Robin Hood	3

Weapons

Archery	5
Firearm 1	6
Firearm 2	6
Melee	3
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
Secret Stash	5

Shooting

Blast*	5
Crippling Shot*	3
Dead Aim*	6
Head Shot	8
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.

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 roleplaying. 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. 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 perform 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.

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 roleplaying 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 roleplaying.

Surgeon

Cost: 8

Prerequisite: First Aid

You're trained in emergency response. This skill allows you to operate on someone who is dying. Upon success they will be stable but unconscious for 30 minutes.

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: 8

Prerequisite: none

You've been in quite a few bar fights in your day. You can throw up to 3 subdue packets and call Stun. Your targets must be within arms reach. This is a once per purchase 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.

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.

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.

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 dual wield and start with one firearm. You do not start with ammo.

Firearm 2

Cost: 6

Prerequisite: Firearm 1

This skill allows you to use any *automatic*, *rapid fire*, or *gattling* style foam dart gun. You do not get to start with such a firearm or ammo by purchasing this skill, only what you get with Firearm 1.

Melee

Cost: 3

Prerequisite: none

This skill allows you to use any melee weapon over 15". You may dual wield and start game with one melee weapon.

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.

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 simulates your character foraging for food in surrounding areas. You may interact with any Foraging Cards you find.

Hunting

Cost: 3

Prerequisite: none

This skill simulates your character hunting for food in surrounding areas. You may interact with any Hunting Cards you find.

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 2 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. You may interact with any Scavenging Cards you find.

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 "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 to to call the Stun effect with a bullet. This is a reset-able skill.

Head Shot

Cost: 8

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 once per purchase 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 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
Bandage (1)	1	Melee weapon	1
Battery (1)	1	Metal Cooking Pot	1
Beef jerky	1	Metal Cup	1
Bullet (1)	1	MRE	2
Can Opener	1	Multi-tool	1
Canned food (2)	1	Night Vision Goggles	7
Canteen/Camel Pack	1	Tent	3
Compass	1	Two-Way Radio (Pair)	4
Fire Starter	1	Water Filtration Tablets	1
Flashlight	1	Water, 1 gallon or case	0
Gas Mask	4	Whistle	1
Gasoline (1 Gallon)*	2	Zip Ties, 2	1
Glow Stick	1		
Handgun/Rifle	2		

*do not bring real gasoline, use water instead

ARMOR

Armor at Armadeadon can be heavily distressed modern combat, police, or military style armor. Armor that is cobbled together or reinforced leather or metal plates are 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 Subdue effect.



MAKESHIFT CHEMISTRY SKILLS

With traditional chemicals becoming scarce, survivors have adapted by using readily available materials to craft essential substances.

Adrenaline Substitute ("Rage Tonic")

Ingredients: Caffeine pills (crushed), electrolyte powder, vinegar, charcoal ash

Effect: Allows you to fight to -5 body and removes the Slow effect.

Disinfectant ("Jury-Rigged Sterilizer")

Ingredients: High-proof alcohol, wood ash, boiled water

Effect: Used to sterilize wounds, tools, and bandages.

Epinephrine Substitute ("Heart Starter")

Ingredients: Caffeine pills (crushed), salt, hot pepper extract

Effect: If bleeding out, restores you to 1 body point. Afterward, you cannot use any skills (other than weapon skills) for 1 minute.

Explosives ("Homemade Boom")

Ingredients: Black powder (from match heads, ground charcoal, and fertilizer), carrying vessel, fuse (homemade from cloth soaked in grease and saltpeter)

Effect: Creates an explosive charge.

Fuel (Bio-Diesel Alternative - "Scavenger's Fuel")

Ingredients: Rendered animal fat, wood alcohol (methanol from distilling wood), strained used motor oil

Effect: Can be used to fuel generators, lamps, and makeshift vehicles.

Gunpowder ("Scrap Powder")

Ingredients: Fertilizer (potassium nitrate), crushed charcoal, sulfur (from scavenged batteries or matchboxes)

Effect: Used for bullets and explosives.

Saline ("Survivor's Saline")

Ingredients: Salt, boiled water, charcoal filter

Effect: Used for stim fluid, and aids recovery after surgery (full heal after 30 minutes).

Smelling Salts ("Wake-Up Dust")

Ingredients: Crushed concrete (lime), vinegar, alcohol

Effect: Awakens unconscious individuals.

Stimfluid ("Scavenger's Fix")

Ingredients: Garlic or onion extract (natural antiseptic), saline, powdered vitamins (from crushed multivitamins)

Effect: Heals to full body points.

Water Treatment ("Makeshift Purifier")

Ingredients: Wood ash, vinegar, fine sand or charcoal

Effect: Cleans up to 1 gallon of water instantly.

FIREARM CRAFTING SYSTEM

In the world of Armageddon, firearms are a valuable but difficult-to-maintain resource. Those who possess the Mechanic skill have the knowledge and expertise to assemble working weapons from scavenged parts. However, crafting a firearm is not an instant process—it requires time, materials, and a proper workspace.

To build a functional firearm, a survivor must gather three essential components: a barrel, a stock, and a receiver. These parts can be scavenged from the ruins of the old world, stripped from broken weapons, or pieced together from repurposed materials. With these in hand, the survivor must make their way to a workshop: a designated area equipped for firearm assembly.

The process of constructing a weapon takes 5 minutes of roleplaying at the workbench, during which the player must act out assembling, modifying, and testing their creation. Once the firearm is "completed," the survivor must visit Monster Camp, where they will be issued a working foam dart blaster corresponding to their crafted weapon.

Survivors can create four types of firearms: **handguns**, **rifles**, **shotguns**, and **assault rifles**. Each type has its own advantages, but all require the same fundamental components to construct. While firearms can give a survivor a significant edge in battle, they are not indestructible. Resources are limited, and maintaining a working arsenal in the apocalypse is a constant struggle.

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 or sound. 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
Critical Strike	This effect causes 5 points of damage to your hit points.	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
Diagnose	This ability can tell you the health status of a person.	Instant
Disarm	You must drop anything held in the affected hand, even if held with two hands.	Instant
Disengage	You must back away at least 5 feet from your opponent.	Instant
Heal	Restores lost hit points.	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
Slow	You cannot run.	5 minutes
Stabilize	Stops the dying cycle and brings you to 0 BP.	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
Trauma	This effect immediately starts your dying cycle.	Instant
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

Immerse yourself in a world teetering on the brink of chaos with *Armadeadon*. This rulebook is your gateway to a heart-pounding, adrenaline-fueled live-action role-playing experience like no other. As the living dead roam the desolate landscape, you and your fellow survivors must band together, relying on your wits, skills, and cunning to navigate this post-apocalyptic nightmare.

Inside these pages, you will find comprehensive rules that will guide you through the intricacies of survival. From character creation to combat mechanics, from scavenging for vital resources to forming alliances, every aspect of the game is meticulously crafted to create a truly immersive and intense experience. With detailed guidelines on role-playing, weapon simulation, and the psychological impact of living in a world overrun by the undead, this rulebook ensures that you'll never break character.

Prepare to venture into a world where every decision matters, where the line between life and death is razor-thin. Will you be a resourceful scavenger, searching for supplies to sustain your group? Or a fierce warrior, protecting your comrades from hordes of ravenous zombies? The choice is yours, but remember, the consequences of your actions echo throughout the post-apocalyptic landscape.

Armadeadon offers thrilling action and intense role-playing with the right amount of horror. Live out an actual apocalypse, all while learning real-life survival techniques. Unleash your creativity, bring your character to life, and unravel the mysteries of a world forever changed. Can you survive the relentless onslaught of the undead and forge a new path in this shattered reality?

Enter the realm of *Armadeadon*, where survival is paramount, camaraderie is vital, and the line between humanity and monstrosity blurs. Are you ready to face the ultimate test of survival in a world plagued by the walking dead? The apocalypse awaits...



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