

Freefall X - Game Rules - 2016

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Introduction

Welcome to Freefall, a unique Airsoft/Boffer Larp set in the universe of Firefly & Serenity, written by Joss Whedon. If you haven't watched either the Firefly show, or it's companion movie Serenity, I would recommend it so you get a feel for the flavor and style of the game. If you're more accustomed to Airsoft games, you should know that there are no uniform requirements. Typically, Alliance troops wear blues. Aside from that, anyone can wear whatever they want. People that have only played in LARPs should be aware that going out into the field requires special safety equipment. You will also run the risk of being shot by an airsoft weapon. This can be a bit stingy, but is very unlikely to do more than leave a little welt if it hits bare skin or thin clothing. Remember to dress appropriately!

Safety and Field Rules

AGE REQUIREMENT

All players must be sixteen years old or older to participate; players under sixteen must be personally pre-authorized by the field owner and Event Organizer.

Players under eighteen years old are required to have a Parental Waiver signed and dated by their parent or legal guardian. **NO EXCEPTIONS.**

Safety

Goggles must be worn at all times on the field and target range.

At no time during the game will a player be allowed to break the seal of the goggles from around his or her eyes when in the Free-fire area. Please allow a player time to pause and properly don eye protection if they are making their way out onto the field from a goggles-off Safe Area (this includes chasing that player).

Only goggles / eyewear that meet the following requirements will be allowed:

- the impact standard for goggles is ANSI z.87.1.
- they must fully encompass the eyes, with no gaps.
- it is recommended that they be fitted with a head strap to keep them from falling off.
- the lens frame must be sturdy enough to keep the lens in place during play.
- Mesh goggles are no longer allowed due to field restrictions.

All minors under the age of 18 years old are required to wear full-face masks covering the mouth, ears, nose and other soft tissue while within the Free-fire area. **NO EXCEPTIONS!**

BARREL BLOCKING DEVICES ARE REQUIRED OFF-FIELD

Barrel blocking devices such as the paintball-approved barrel socks or barrel condoms, or holsters for airsoft sidearms, are required to be secured over player's gun barrels at all times. The only exception is at the target range or on the Free-fire area after the game starts. Please allow a player time to pause and properly attach a barrel blocker if they are making their way out of the Free-fire area (this includes chasing that player).

ALL GUNS MUST BE MAGAZINE FREE OFF-FIELD

All handheld or slung airsoft guns must be magazine free ("Mag Out") in the staging and parking lot areas. Sidearms are not required to be mag free as long as they are holstered.

ALL GUNS MUST BE SAFELY TRANSPORTED

All guests must transport their guns in a safe manner. Specifically, all guns must be carried in their original packing boxes or a soft or hard shell case suitable for real firearms, until you are in the Safe Zone.

FPS LIMITS WILL BE STRICTLY ENFORCED

All airsoft guns must be chronographed prior to game time. Only 0.2g BBs allowed during chronograph. Metal BBs are not allowed in the event. 8mm weapons are only allowed if inspected and approved by the Event organizer. Players may also be chosen at random for handheld chronograph spot-checks by referees.

FPS Limits are:

AEGs & GBBs: 400 FPS w/ .20 gram BBs.

Single-Shot, Semi-Auto, or Bolt Action Sniper Rifles: 550 FPS with .20 gram BBs.

All airsoft guns will be chronographed prior to the beginning of the game using .20 gram BBs. You will be given 2 attempts, consisting of no more than 3 shots each, in which to chronograph at the appropriate FPS. If your gun is unable to chronograph under the legal limit after 2 attempts, you will not be able to use that weapon in the game.

Once your gun passes the chronograph test, it will have a colored zip tie attached to it classifying it as either a Standard or a Sniper class weapon. No airsoft weapons without zip ties will be allowed on the field of play. All guns are subject to a chronograph test at any time deemed necessary by the Event Organizer or referees. Any modifications made to your gun after being chronographed found to increase your FPS will result in your immediate and permanent removal from the game. No refunds will be issued.

SNIPERS

Sniper weapons must be single or bolt action rifles (gas or spring) or a Semi-Auto AEG that is unable to fire full-auto.

Minimum Engagement Distance of 100 feet from your position.

A sniper rifle must fire between 400 FPS and 550 FPS with .20 BBs.

A sniper's secondary weapon must be firing under 400 FPS. This weapon must be used whenever your opponent is less than 100 feet from your position.

The Event Organizer and Referees are the authorities in determining weapon eligibility. Their decisions are final.

SHOOTING SAFETY

Players may only discharge their airsoft weapons at the target range or in the Free-fire Area of the playing field. No shooting within, into, or out of the Safe Area, the Parking Area, the Camping Area, or the Trading Post.

NO BLIND SHOOTING

Players MUST sight down their airsoft weapon while they are shooting. No shooting around corners or over barriers without looking. Never thrust an airsoft gun muzzle into an armored vehicle vision slit from the outside.

TOWER/STRUCTURES

Players may not shoot at more than a 45-degree angle downward from the tops of structures or towers. This is to prevent BBs from striking the top of the head and possibly penetrating the top vents of goggles. Players are not allowed to shoot through small cracks or holes in structures (for example, warped boards on the walls of the castle) but may fire through large holes, gaps caused by missing boards, windows, or doorways.

10-FOOT NO-FIRE

Players may never fire an airsoft gun at another player who is closer than the minimum engagement distance of 10 feet. If an opponent is closer than 10 feet away, a player may ONLY attack or defend with a hand-held padded melee weapon, a NERF stunner, or by Brawling. Airsoft guns may not be used as melee weapons, nor may they be used to block melee weapon strikes. DO NOT fire into an open vehicle window or door with an airsoft gun from within ten feet. Use common sense and courtesy; if an opponent is close (11-20 feet), use trigger control and don't light them up.

NO BANG KILL

Players may not inflict a wound on another player by using a “bang kill”. They must resort to withdrawing to a minimum airsoft engagement distance, using a NERF stunner, attacking with a melee weapon, or brawling.

HEADSHOTS

While headshots count, players are asked not to intentionally target another player’s head with an airsoft weapon unless it is the only target your opponent presents to you.

NO UNAUTHORIZED EQUIPMENT

Players are not allowed to bring onto the playing field any equipment deemed unsafe by the Event Organizer. Players on the field are not allowed to carry real knives or edged weapons of any kind, explosive or other pyrotechnic devices including lit smoke grenades, real firearms, or other non-airsoft related items.

Rubber melee weapons, latex melee weapons, boffer melee weapons, NERF-launching RPGs, BB landmines, cold smoke grenades, BB grenades, or any other specialty weapons must be individually approved by the Event Organizer before use in the game.

NO ALCOHOL OR ILLEGAL DRUGS ARE ALLOWED ANYWHERE ON SITE

No smoking on the playing field or target range. Smoking is allowed in the Safe Zone and parking areas.

MOTORIZED VEHICLES & RPGs

Automobile-based vehicles (skiffs) are confined to roads and parking areas. ATV-based vehicles (mules) may travel off-road. All vehicles are limited to speeds under 5mph while on the field of play. Players on foot must stay at least fifteen feet away from a moving vehicle, unless they are members of the vehicle’s crew. Players on foot may approach a stationary vehicle. All players next to a vehicle must follow any and all directions or commands given by the vehicle’s driver. Failure to do so will result in being removed from the event.

Gas-powered “RPGs” firing 2-inch diameter closed-cell foam (NERF) rockets are used to simulate shoulder-fired anti-tank weapons. **ONLY THOSE RPGs PERSONALLY APPROVED BY THE EVENT ORGANIZER MAY BE USED IN THE GAME.** A hit by a rocket anywhere on a vehicle disables that vehicle and wounds all that vehicle’s occupants. A disabled vehicle must stop immediately, turn off its engine, and display a red flag to indicate its damaged status.

RPGs may be used to disable landed spacecraft in the same manner, except that the occupants of the spacecraft are NOT wounded by an RPG hit (the spacecraft’s containment shielding will protect anyone onboard from blast damage.)

A disabled vehicle or spacecraft may be repaired by an Engineer.

An RPG hit to the side of a small building or tent wounds all the occupants of that building or tent.

AVOID FIELD HAZARDS

Players should avoid all field hazards such as fences, ruts, and vines. Guests should report any hazard to the field operator. Players may not construct anything that will hinder the movement or cause injury to other players. Players are not allowed to construct any sort of trip wires or roadblocks. Players may never climb trees or tree stands, enter or exit a structure through a window, or climb on a vehicle without the vehicle's owner's permission. NEVER crawl under a vehicle or lie down in a road!

NO VERBAL ABUSE OR UNWANTED PHYSICAL CONTACT

No deliberately derogatory name-calling, slurs against anyone's race, color, national origin, family members, teams or equipment will be tolerated. Guests wearing clothing with offensive wording on them will be asked to remove the garment.

Keep in mind that this is a LARP (Live Action Role Play,) and that some players are roleplaying characters who will act badly towards other characters within the game. A character may be hostile, or may double-cross you, or may cheat your character out of money within the game setting. Do not let personal friction between in-game characters become real-life vendettas once the game is over. Please control your temper so as not to ruin the spirit of the game.

A player may not touch another player or their equipment at any time without their express permission, except to place a hand on the shoulder of a player to "capture" or "carry" that player.

Players may not be physically bound without their express permission, whether it would be in-game or not.

NIGHT GAME RULES

Players are expected to display patience and courtesy to all other players during the night game. Confusion can set in and rules and actions may need to be clearly communicated to other players so that the game may continue without incident.

All weapons rules apply, including the airsoft 10-foot no-fire rule. Sniper weapons and RPGs are not allowed. Vehicles are not allowed. Brawling and looting are both still acceptable at night.

Any player who wishes to play outside the Safe Zone must have a blinking white or red light or red/orange glowstick to use as a "Kill Rag" for the night game. If you do not have any of these, you are confined to the Safe Zone.

A player who is hit during the Night Game must display a BLINKING white or red light or glowstick to indicate their wounded status. LEDs or flashlights that can be made to blink are acceptable for this purpose.

FIELD REFEREES' DECISIONS ARE FINAL

The host field supplies referees to ensure the safety of all players. Field referees are not here to provide in-game rulings, but only to ensure safe play and aid players in actual physical difficulty. Any decision a field referee makes is final and will not be discussed on the playing field. The referee will discuss any calls in a calm manner off-field after the day's gameplay is over. Difficult in-game questions should be brought to the Event Organizer or his NPC representative for resolution.

Players who are found by a field referee to have violated any of the safety or field rules listed here will be asked by the Event Organizer to leave the game with no refund issued.

Character Roles

Life is filled with different people that have different experiences. Freefall is no different. When you step into the role of your character, there are endless possibilities for you to embrace. Beyond the obvious of what economic background your character comes from (rich Core family to dirt farmer on an Outer Rim moon), there is also if you're pro-government (The Alliance) or not (Browncoats). Also important is what sort of career that you've embraced.

Citizen

Shopkeepers, traveling salesmen, tourists, cattle ranchers, sheep farmers, and any number of other people that keep things running and find their own adventures day to day. They may not be looking for excitement, but on Ataraxia anything can happen. You don't need any additional training or schooling to do these things, so there aren't really any additional rules for how they operate.

Engineer

It doesn't matter if you went to school for mechanics or it just comes naturally to you, there was some serious training that went into making ships keep running. Engineers are needed for a wide variety of things. Only an Engineer can repair a ship, fix a sabotaged mine head, help repair the massive generators that keep the town powered, or hook up a stun wire fence to keep the Reavers out.

All Engineers must report to the Salvage Yard for debriefing on the Engineering Rules. There is an actual skill test in order to successfully complete an Engineering challenge. The difficulty of what you're trying to do dictates the time limit in which you must complete the skill test.

Medical

Medical personnel is restricted. This is not the Core, medical care can be occasionally hard to come by and most ships don't travel with a Doctor or a Surgeon. That said, there are three different roles for Medical Personnel.

Medics – Trained in first aid and basic care, medics can help out simple wounds. (Wound levels 1 – 4)

Doctors – Having gone through medical school and receiving formal training, Doctors can handle all but the most serious wounds. This role is restricted more heavily than medics. (Wound levels 1 – 7)

Surgeons – Talented and usually rare, it takes a bunch of extra years of medical school in order to reach this level of expertise. A good Surgeon can take any wound you have and get you back up and running. This is the most restricted level of Medical Personnel and there will not be more than five surgeons at any game. (Wound levels 1 – 9)

For an explanation of wound levels and their effects, please see [Wound Levels and Effects](#).

Mercenary

Soldiers of fortune available to the highest bidder, all that you need to take up this profession is a gun and the ability to pull the trigger. Some are loyal to their employers, but some can be turned to your side with enough cashy money. Most ships have one or two on crew and they can usually find jobs by asking around.

Pilot

If your ship doesn't have a pilot, you'll be parked in the docks from here to the end of the universe.

Occasionally crazy, those that choose this profession are responsible for things getting where they need to go out in the black. If they're good, it'll get there safely and on time.

Ships

There will be different types of ships available and those can be found both at the Port Authority and also in the Ships Handbook that we will be putting out at a later date. The ships will be clearly defined as to how much cargo they can carry. Any other modifications to them will fall under the Black Market/Smuggling rules.

Combat and Wounds

Let's be honest here. Combat happens. This is a big scary universe and sometimes people shoot at you, or start a bar fight, or try to stab someone. This section goes into detail on all the ways that you can inflict harm on someone else... or they can inflict harm upon you. Just remember, there is no physical contact without consent.

Airsoft

Pistols, Shotguns, & Springers – A player may carry any and all types of magazines for pistols and shotguns. They may reload and refill these at any time without any penalty at the ammo shop. No permit is needed for these weapons or their ammo.

AEGs, Support Weapons, & Sniper Rifles – Due to the trade embargo on Ataraxia, ammo is hard to come by and to reflect that, players may either carry 2 standard/midcap/non-winding magazines or 1 Hi-capacity magazine and 1 standard/midcap/non-winding magazine. These will be marked during chrono. Players armed with Support Weapons may field ultra-high capacity Box or Drum mags, but will start the game empty. All AEGs have restricted ammunition and their magazines **MAY NOT** be refilled on the field. If you run out of ammo, you cannot refill them with BBs until you return to the Ammo Shop, other factions and groups may also have their own Ammo Crates in their bases or ships.

Low and midcap magazines cost one chip to reload. High caps cost two chips. Box/drum magazines cost 5 chips.

These weapons are considered Military Grade and according to planetary government and the Alliance, require a permit for the gun and a separate permit for the ammunition. You may choose to ignore this as it is not a game rule. Ignoring this law may have in game consequences, do so at your character's own peril.

Nerf-launchers, RPGs, Mortars, & M203s – Due to the inaccurate, slow, and limited ammo supply for these weapon., Explosive reloads use a different color chip. Each chip lets you reload one grenade, rocket, or M203 shell.

These weapons are considered illegal on this moon. This is not a game rule, but a law set by planetary government or the Alliance. Ignoring this law may have in game consequences, do so at your character's own peril.

The rules for refilling ammo are a game mechanic and cannot be ignored. Anyone caught with extra mags or refilling without using the chip method will be considered cheating and censured based on the severity of the offence.

Boffer and Melee

Melee combat is the act of striking another player with a hand-held weapon. All melee weapons may be used in both the Free-fire Area and the Safe Zone. These weapons may not be thrusting or punching weapons. Any style of boffer, toy, or rubber sword, knife, ax, club, etc. is allowed as long as it is only used to strike or hit. A strike on another player must be a light to medium strength hit. Players who repeatedly use excessive force in melee combat, or who actually injure another player, will be ejected from the event.

Latex or other Rubber melee weapons – These weapons cause wound damage as if being struck by an airsoft BB.

Boffer or other Foam melee weapons – These weapons cause KO/STUN damage as if being brawled or shot with a Nerf or Nerf-like stunner.

All melee weapons must be inspected and approved prior to use. Players caught with melee weapons that have not been inspected will forfeit those items until the end of the game or be kicked out of the event.

Brawling

Unlike airsoft shooting, which is only allowed in the Free-fire area, Brawling is game-legal in both the Free-fire area and the Safe Zone. A player may be temporarily Knocked Out (KO'd) by brawling. A KO'd player must immediately and silently collapse to the ground and remain lying as though unconscious until revived by another player. Anyone can revive a KO'd player by shaking them awake and helping them get back up. A player does NOT display a red kill rag when KO'd. There are no Wound Numbers inflicted by Brawling, so a Medpak is not required to revive a KO'd player. A KO'd player revives without assistance after 1 minute.

A brawl between players is simulated by a vigorous round of “Rock, Paper, Scissors.” The challenger approaches within striking distance of his or her chosen opponent brandishing a closed fist and shouting “Brawl! Three, Two, One” If the defender cannot or does not immediately close his or her fist in response and begin the “Rock, Paper, Scissors” three-count, the defender is automatically KO'd by the challenger on the count of ONE; if the defender “fights back,” the winner of the “Rock, Paper, Scissors” round is considered to have landed a good punch, and the loser must immediately collapse as if unconscious. In case of a tie, the brawlers have the choice to do another round, or to stop brawling.

Two or more challengers may “gang up” on a single defender in a brawl, as long as every challenger in that brawl does “Rock, Paper, Scissors” at the same time; this way, it is possible that the defender might be able to KO one or more of the challengers before being KO'd himself.

Armor does not prevent being KO'd.

In the event of a confusing or honestly unclear outcome, the brawl may be replayed if ALL parties involved agree. If agreement cannot be reached, all players involved are to consider themselves KO'ed from the ferocity of the brawl.

Stunners

All nerf or similar guns that fire foam darts, disks, balls, or non-rigid projectiles qualify as stunners. If you are shot by a stunner, you must fall down and lay still for 1 minute as you are considered KO'd. You may then be looted for any lootable item, coup de gras killed, or revived by another player as per the KO rules.

Wound Levels and Effects

Any player with an unopened Medpak may revive any other wounded player, regardless of team affiliation. To revive a wounded player, a player with no wounds must open a Medpak, read it to the wounded player and place it in the wounded player's hand. The wounded player puts the Wound card from the opened Medpak in his or her ID envelope, and immediately begins to roleplay the severity of their current wound number total.

A player must carry every wound card that has been used to revive him/her in their character ID envelope, adding up their wound number total and roleplaying the appropriate level of injury until treated by a Medic, Doctor, or Surgeon.

Wound numbers are cumulative (they add up).

The wound number value of each Medpak can vary from 1 to 10, 1 being the lightest wound and 9 being nearly fatal. A player who reaches a Wound Number value of 10 or more dies immediately.

A Medic can "heal" (remove) one Wound Level from a character's ID envelope anywhere in the field by adding a Medic's "green cross or minus one" Field Dressing Card after wrapping a bandage around a limb of that player. A player may only bear one Field Dressing Card and bandage at a time, a player who is already using a Field Dressing Card and bandage cannot be given another one by a Medic. Due to the effects of the Range War last year, Medic Field Dressings remove 2 wound levels instead of one. This is what happens when the Sheep Ranchers win. Only a Doctor or Surgeon can "heal" (remove) all of a player's opened Medpak wounds and Field Dressing cards at once by doing surgery on the wounded player at a MedCenter.

The length of surgery and medical attention is dependent on the severity of the wound. Treatment time is 5 minutes per wound level for wound levels 1-6 and 10 minutes per wound level for wound levels 7-9.

For example, Dave, Joe, and Bob are on the field, and Joe and Bob are both hit. Dave pulls a wound card for Joe, tells Joe that his wound level is a 4, and hands Joe the card. Joe takes the wound card and puts it in his ID Envelope. Dave then pulls a wound card for Bob, tells Bob that his wound is a 7, and hands Bob the card. Bob puts the card in his ID Envelope. Dave and Joe stand up and put a hand on Bob's shoulder and the three of them head back into town. They may only move at a normal walk since Joe's wound level says he can't move any faster than that. By keeping their hands on Bob's shoulder, they are considered to be carrying him since his wound level means he can't move under his own power. They make it to a medical center in town and the Doctor treats Joe. Joe sits out of game in recovery for 20 minutes then turns his wound card into the Doctor before leaving fully healed. Meanwhile the Doctor has treated Bob. Bob then sits out of game for 40 minutes in recovery then turns in his wound card to the Doctor before leaving fully healed.

Surgeons are the only characters who can attempt "life-saving surgery" when a critically wounded player returns to town. This is a time-intensive and random process, with varying odds of success, but it is a chance to save that character.

Wound Totals

1-2 – Light Wound. No weapons restrictions. No movement restrictions and must roleplay the appropriate injured location.

3-4 – Moderate Wound. You may only fire a weapon on semi-automatic, and must roleplay the appropriate injured location (fractured rib, bad shoulder, sore leg, etc.) You may only move unassisted at a normal walk, Faster if assisted.

5-6 – Serious Wound. You may only shoot a pistol or similar light sidearm. You must roleplay the loss of function of the one most appropriate limb.

You must roleplay the inability to stand up on your own, but may crawl unassisted. You may move at a normal walk if assisted. You are downed automatically in a Brawl.

7-8 – Severe Wound. You may not fire any weapon. You must roleplay the inability to move under your own power. You are downed automatically in a Brawl.

9 – Critical Wound. You may not fire any weapon. You must roleplay complete unconsciousness, with the occasional optional seizure for additional drama.

10 – Corpse. You are dead, dead, dead. Hit the ground and stop twitching. Display your kill rag for at least 5 minutes and then go and check in with the Event Organizer or Ref.

CAPTURE & CARRYING WOUNDED

A player is considered captured, restrained, and carried when TWO other players stand on either side of that player and each places a hand on that player's shoulders. This means the captured player must cease to struggle and may not run away, fight, or break free. Completely restraining another player always requires 2 additional players. If only one person is escorting another, the escorted player is not restrained and may draw a weapon, begin a brawl, or attempt to flee at any time.

Wounded players may be dragged by another player at a walking pace. If another person assists in carrying the wounded, they may jog. No running while carrying wounded.

CRAWLING WOUNDED & CHARACTER DEATH

If you are wounded and abandoned for a minimum of 5 minutes, you have two choices. One choice is to bleed out and die. The other is to muster up your character's last bit of strength and willpower and begin slowly dragging your carcass back to the nearest Safe Zone while dramatically roleplaying a very wounded state. Please note that you must be both freshly wounded AND abandoned before you can choose to crawl out. If there is a firefight or melee or brawl raging around you, you must stay put until at least 2 minutes after everyone, friend or foe, has left. If you choose to attempt to save yourself, you may not run, jog, or leisurely walk; you are on your last ounce of strength and all you can do is crawl back into town before you die. You must drag yourself to the town doctor or medical facility and beg for help - no Medics are capable of healing you now. A doctor will attempt to do life-saving surgery on your character; if successful, you may heal up and continue playing, but it may take time for your character to heal. If not successful, your character dies on the operating table.

If you choose to bleed out, place your kill rag on your head and walk back to the registration area to await the Event Organizer. Characters that die on the field are not allowed to give any equipment or supplies to any other player, but may quietly leave in-game equipment lying where they were killed. When you arrive back in town, please remember that your character is dead and may not communicate with other players in any way except to surrender in-game items if looted.

No matter how your character dies, you must report to the Event Organizer before you can re-enter play as a new character. Upon starting life as a new character, you should refrain from using knowledge that your previous character possessed. For example, if you were a lowlife crime boss who had dirt on people, you wouldn't know any of that information if you came back as a law-abiding deputy for the local sheriff.

RESPAWN

If you pre-registered or found an in game way to gain them, you can respawn as the same character twice. There are in game plot reasons that support this. When your character dies, you need to be brought to an approved doctor or Surgeon character. They will log your respawn and re-assign you.

You as a player, get to then spend your normal hour as livestock, slave labor, or carnival workers. At the end of that hour you are given a choice of respawn locations. You come back the given location with no ammo except for stunners or pistols, and no memory for 10 minutes before you died. To be perfectly clear, you don't know how you died or who killed you. You will need to visit an ammo box to replenish your supply.

People found spawn camping will be used as an example for the next ten generations by the Event Organizers. It will not be pretty.

BODY ARMOR

Body armor subtracts from a player's wound number total. For example, if you have 5 wound points but are wearing 2 points of armor, you are actually at 3 wound points.

Light Armor - 1 Point. Torso armor only. Armored vest, flak jacket, plate carrier, or other similar breastplate and backplate combination.

Heavy Armor - 2 Points. A combination of torso armor plus pieces protecting the limbs such as shin guards, forearm guards, shoulder pads, etc.

Helmet - 1 Point. May be worn with or without body armor.

Body armor and helmets must be submitted for rating by the Event Organizer before they can be used in the game. The Event Organizer will give you green-numbered Armor Cards totaling the value of the armor you wear. Armor does not stop BBs, blades, brawling, or stunners or allow you to ignore these attacks; it merely assists with your wound totals. You still must roleplay being downed and revived when wearing armor.

COUP DE GRACE KILL

To kill a wounded player displaying a kill rag or a KOed player, stand over him or her with a rubber melee weapon or airsoft gun in hand and say, "Coup de Grace." Three times in a normal speaking voice and not rushed.. (pronounced "Koo Day Grah.") If you sound like a chipmunk on speed when you do this, it will not count. This immediately ends the wounded character's life and the "dead" player may rise and leave as if he or she had bled out. Any other player may intervene by initiating a brawl or melee attack, stunning the attacking player, or shooting the attacking player.

GAME MONEY & LOOTING

A player who is displaying a kill rag, Knocked Out, severely wounded, restrained, or otherwise incapacitated may be looted by another player. A looting player holds out his or her open hand, palm up, and says, "Looting!" The looting victim MUST hand over any and all game cash, props or equipment in his or her possession to the looter. Only game money and game props/equipment supplied by the Event Organizer can be looted in this manner. Personal property and/or personal weapons may not be demanded or taken.

Game money can be used to hire services, pay debts, purchase information and items of value within the game, play carnival games, and buy raffle tickets for the annual Freefall Raffle at the end of the game. The two types of currency in use on Ataraxia are the Alliance Credit (large, colored bills accepted anywhere there is a strong Alliance presence) and Ataraxian Dollars (see the bank for examples).

Remember kids, loot the dead... and the wounded... and the unconscious... and probably the drunks too. It's a living.

Industry

There are a bunch of different ways to make money in this universe, and hauling cargo is one of the easiest. If you don't have a ship, don't worry! The cargo still needs to be collected before it can be shipped.

Building Materials

Mines don't just produce Ore and Gems, there is also a fair amount of dross that they don't want. Good news! That dross can be processed into concrete. Any player can bring a 5lb bag to the processing plant in Malcontent in order to get paid. 10 bags make a shipment ready to go for different ship crews to pick up. Dross will be randomly dropped off at the different mine heads. If you own the mine head, pay attention or someone may walk off with a bag. Players may only carry one bag at a time and may only move at a walk when returning back to town. Each bag is valued at 30 Alliance Credits.

Lumber

Being a mostly forest world, Ataraxia has just now started tapping that natural resource. Lumber is represented by brightly painted dowel rods. Depending on the color, depends on the point value to the lumber. Blue sticks are worth 1 point, Orange are worth 2 points, and Red is worth 3 points. Lumber is taken to Malcontent for processing. Players may only carry one stick at a time and may only move at a walk when doing so. Sticks are worth 20 Alliance Credits per point and a single load is set at 25 points.

To clarify, a Blue Stick is worth 20 credits, but a Red Stick is worth 60 credits. 4 Red Sticks are worth 12 points, 5 Orange Sticks are worth 10 points, and 3 Blue Sticks are worth 3 points. Together they would make one load as would any combination of sticks that would add up to 25 points.

Mining

Mining used to be a long and laborious profession on Ataraxia, just ask anyone that's been at it for longer than five years. Nowadays, the mining is all automated. That's not to say that they don't suffer from an occasional (or frequent) sabotage, just that it's not as difficult labor as it used to be.

To start up your automatic minehead, you must install the device. Simply take it out to where your minehead is on the map and place it. Flip the switch and the device will begin counting up. To sabotage an automatic minehead, flip the switch in the other direction. An engineer is required to fix a sabotaged automatic minehead device. They will have to do a skill check.

When you have reached a level that you find acceptable on your automatic minehead device, bring it into town. The Assayer will mark down the time on the counter, and based off those numbers, determine your chances for finding Ataraxite and other gemstones. You will pull the correct number of marbles from a bag and play a game of Kerplunk against the Assayer in order to determine how many gems of what type you

unearth. The color of the marbles will determine the type of gem that you receive. All gems that the Assayer drops are yours, the ones that you drop are lost.

Gem Colors

- Blue
 - Sapphires
 - Legal to be sold, worth \$200 per gem load found
 - Gems can be sold to anyone
- Red
 - Rubies
 - Legal to be sold, worth \$300 per gem load found
 - Gems can be sold to anyone
- Yellow
 - Citrine
 - Legal to be sold, worth \$325 per gem load found
 - Gems can be sold to anyone
- Clear
 - Diamonds
 - Legal to be sold, worth \$400 per gem load found
 - Gems can be sold to anyone
- Green
 - Green Ataraxite
 - Highly illegal, \$2500 fine per gem load with possible jail time
 - \$1500 per gem load if successfully sold on the black market
- White
 - White Ataraxite
 - Highly illegal, \$5000 fine per gem load with possible jail time
 - \$3000 per gem load if successfully sold on the black market

Discovering a New Minehead

New mineheads can be established. You need to take the Assayer into the field where you would like to install the new mine. From there, he will check the map to make sure you're not too close to an existing mine, take core samples, and mark the location. Samples will be sent off world to be tested and new mines can come into play the next year.

Scavenging

There's always money to be made working salvage. There are spare parts out in the field that you can bring into the salvage yard. The prices vary and are set by the Salvage Yard.

Underworld and Shady Dealings

In this game, there are rules. These involve safety, gun and ammo restrictions, and how combat is run. This section is not talking about this at all. What we're talking about is laws. Laws are set in the game and if you aim to misbehave, you can just ignore them at will. Keep in mind that there are people playing law enforcement characters and they will try and hunt you down or stop you.

Crime

Robbing people, forging documents, smuggling, sabotaging mine heads, rustling cattle... these things are all illegal and have in game only consequences. Being obvious about these things will also quickly attract the attention of law enforcement.

Illegal and Banned Items

There are a bunch of items that aren't legal on Ataraxia. Those gems they pull up from the mines? The Alliance said that those go nowhere ever. If they catch you with them, you're looking at some serious jail time. In fact there's a whole list of stuff they consider illegal. That's not to say that you can't get your hands on them, just that you don't want to get caught with it. Anything that can put a dent in a Alliance transport ship also features prominently on that list.

Info Brokers

Are you looking for something or someone? There are people out there that you can bribe for information. You need an illegal ship mod? They know a guy... for a price. Looking for a ship that will smuggle gems for you? They know just the one... but it's going to cost.

Ship Modifications

Ship modifications can be anything from armor plating to hidden compartments for smuggling. Weaponry is also a modification that can be done. Prices depend on who you get to do the work, but all modifications are going to require an Engineer and will require a high difficulty skill test. Depending on the modification, it could also require you to find additional parts. Step one, find a blackmarket dealer or middleman. Good luck...

Smuggling

There are all sorts of things that are illegal across the verse. Doesn't mean it makes sense, just that it ain't legal there. On Ataraxia, military grade weapons and ammo are highly restricted and cannot be shipped in unless through official channels (ie the Alliance knowing about it and approving the transport). Ataraxite gems are seriously illegal and the Alliance is **very** tight lipped as to why. These things can be bought and shipped out, but you have to talk to the right person to make it happen. Be careful, if you're caught by law enforcement or the Alliance, it could mean some serious jail time and fines.

NPC and Staff Roles

There are a couple roles that are NPCs. It's important to note what they are and how they work. It'll make your life easier in the long run.

Assayer



The Assayer handles all of your zoning and mining needs. If you need to ship your ore, sell gems, discover a new minehead, or zone your home for stun wire, this is the man you need to see. Nothing is free in the verse though, so you better be ready to pay the fees. The Assayer's office is located in Malcontent.

Banker



The bank cannot be robbed, looted, or otherwise damaged. The banker may not be killed or wounded. This is a long standing rule that goes way back to the beginning of Freefall. The bank will have a simple procedure this year. There are deposit slips and withdrawal slips. Fill one out and get in line. The line will move very quickly. There are also checks available for people who don't want to carry a ton of cash.

All of the banking accounts are based on the name that you use when you register (your real name). Please make sure that you don't give the banker your character's name when trying to access your account.

Port Authority

If you've got goods that need shipping, this is where you bring them. Alternatively, if you've got a ship and you're looking for cargo, this is where you can pick it up. All legal and above board cargo anyway... This is also a good place to post help wanted ads for crew, and to book passage on ships that are docked on world.

Referees



You'll be able to see the Refs by the red shirts they wear with the word STAFF on the back. Please do not shoot them. They have the right to do spot chrono. They also have radios, so if you have a problem, they can call for help. Refs will also be able to make rules calls.

Some of the Refs actually work for Apocalypse Paintball and are nice enough to work our event. So if a Ref tells you to stop doing something, I would advise listening. Apocalypse Paintball fully has the rights to send someone home without a refund if they are caught acting in an unsafe manner or violating their field rules..

Storyteller Staff



Mykal - If you're looking to do something with plot, come talk to Mykal. It's his job to make your life interesting should you attract his attention.



Kaysy - Administrative, banking, web stuff, and handling the Airsoft Scenario are Kaysy's area. You can ask questions if you have problems, she won't bite, but she may ask you to wait a moment before she can answer you.



Katlenn - Strictly handling medical only. She will also be playing her character.



M - Strictly handling Engineering only. She will also be playing her character.



Jon - Strictly handling underworld and criminal activities only. He will also be playing his character.

Familiar Faces



Preacher Daemon - He'll be happy to hear your confessions (for a price), do last rites (for a price), forgive your sins (for a price), and sell you some holy water... at least he claims it's water.



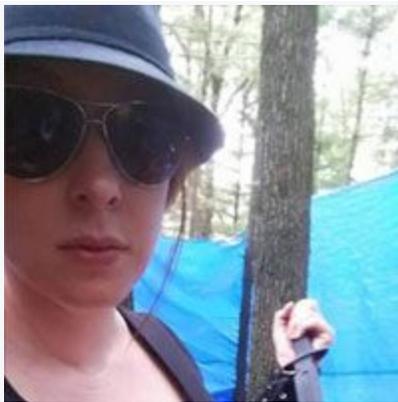
Emmaline - Madam of the Queen of Hearts and a member of the Council of 6 (local government), she's always happy to meet new people and introduce them to her girls and her boys... however your tastes may run.



Prudence Engvall and Minerva Sung - Proprietors of Prudence and Minerva Salvage Company (PMS Co), they sell parts to fix up your ship and will buy salvage that you find in your travels outside of town.



Cutter - Ex con, gun for hire. Will do any dirty job, the dirtier the better, just don't get flaky when it's time to pay up...



Former Judge Ashen Phoenix MD- Wanted by the Alliance, Federal Marshals, and Local Law Enforcement for a variety of crimes (see: Wanted Poster), the former Judge of Ataraxia occasionally claims to be an MD despite not ever getting a degree.



Councilman JT Bricks - The unofficial head of the Council of 6, Captain JT Bricks also is the head of the Phixias Trading Company, handles ore transportation, and just about anything else you may want to ship.



Mr. Stix - Mr. Stix is the owner and operator of the River Stix Saloon. If you're looking for food, a drink, somewhere to relax and unwind, want to know more about hunting reavers, or you want to learn a thing or two about defending yourself, with or without a weapon, Mr. Stix at the River Stix Saloon is the man you want to see.



Dr Casey Leah - Head of the Ataraxian Medical Facility, Dr Casey has had a hand in seriously transforming the moon of Ataraxia.



Zero - Head of the Section 8 crew, Zero is suspected of a lot of shady things, but no one has been able to prove anything so far. If you're looking for work, he's always hiring people for jobs.

Tips for New Roleplayers

Dave Z - Learn the rules and push them to the limits. Learn who has influence, money, material, and watch them. Keep apprised of current events and find a way to profit.

Taylor C - Don't attack people at random. This isn't like other events where it's a giant firefight. Attacking random people will make everyone hate you and target you. This will ruin the game for you. Also, if you pick a side stick to it or you will be low on friends quick.

Kaysy M. - There is so much to do, especially if you talk to other people. Just put yourself out there and try, we've all been the new player once and people at this game have no problem explaining things to you if you can't remember how something works. Communication is king at this type of event. Don't be afraid to try things.