

APOCALYPSIS Showdown

A POST-APOCALYPTIC PLAYER VS. PLAYER LARP

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01 Introduction

In this post-apocalyptic setting players get to experience a fight for

survival amongst the rubble and ruins of wars past.

This rules-light post-apocalyptic game focuses on the thematic actions,

roleplaying, and combat of the players. Players are given open reign with

the creation of their character's backstories and personalities and are

given few limitations on their character's appearance/costume and

motivations.

02 The War

A third world war engulfed the planet, leading to nuclear destruction and a near extinction of the human race. A century later, the descendants of those who survived the massacre live in a world of magic and chaos. People have become scavengers, rebuilding a new world from the remnants of the old. Nations like those who brought upon destruction no longer exist and factions control territories. The area known as Burgundar was long disputed by three factions who all wanted to lay claim to the land. The Boogeymen were victorious but the battles aren't over.



The factions

Factions are organized groups of people that have banded together around a commonality to help each other survive and thrive. Most claim control over territory and runs the community within that territory. Some are nomadic and move from place to place, scavenging and raiding. While there are dozens of factions living in the area that was once called Southern Maine, there are currently two predominant factions around the area of Burgundar, the Boogeymen, and the Saints. These factions have fought each other for decades.

The Boogeymen are a group made up of outcasts that were kicked out of their communities because of their genetic mutations like horns, strange colored eyes, scales, tails, and other visibly inhuman like qualities. These mutations don't result in a superior physicality but they are more intune with magic.



The Boogeymen

Territory: The Wastes ^{and} Burgundar

Abilities: Magic Blast,
Blinding Light, & Healing Touch

Symbol: fire

Boogeymen Abilities: (Once per respawn.)

Magic Blast: Area of effect (20 ft) knocks everyone in range over for 3 seconds. Players affected by this must act out being knocked over by the blast (or take a knee) for 3 seconds.

Blinding Light: Area of effect (20ft) blinds everyone in range for 3 seconds. Players affected by this must act out being blinded (can flail) for 3 seconds.

Healing Touch: Able to heal oneself (no one else) for 3HP.



Saint Abilities:

(Once per respawn.)

Healing Prayer: able to give oneself or another IHP with the laying on of hands and a short prayer.

Inspiration: Able to inspire an ally to resist the damage from a single future attack.

Trip: Able to trip an opponent upon a successful attack

(including with guns) for

3 seconds. Players affected

by this must act out being knocked over by the blast (or take a knee) for 3 seconds

The Saints are a group of people that believe the human race is being tested by ancient gods and they can only prove themselves worthy of the afterlife by conquering. They partake of drugs to become closer to the divine and think of the Boogeymen as a challenge sent to them as part of the trial. A Saints' greatest achievement is to kill a Boogeyman. They dress like everyday is a dark religious ritual and often decorate themselves with the bones of their kills.

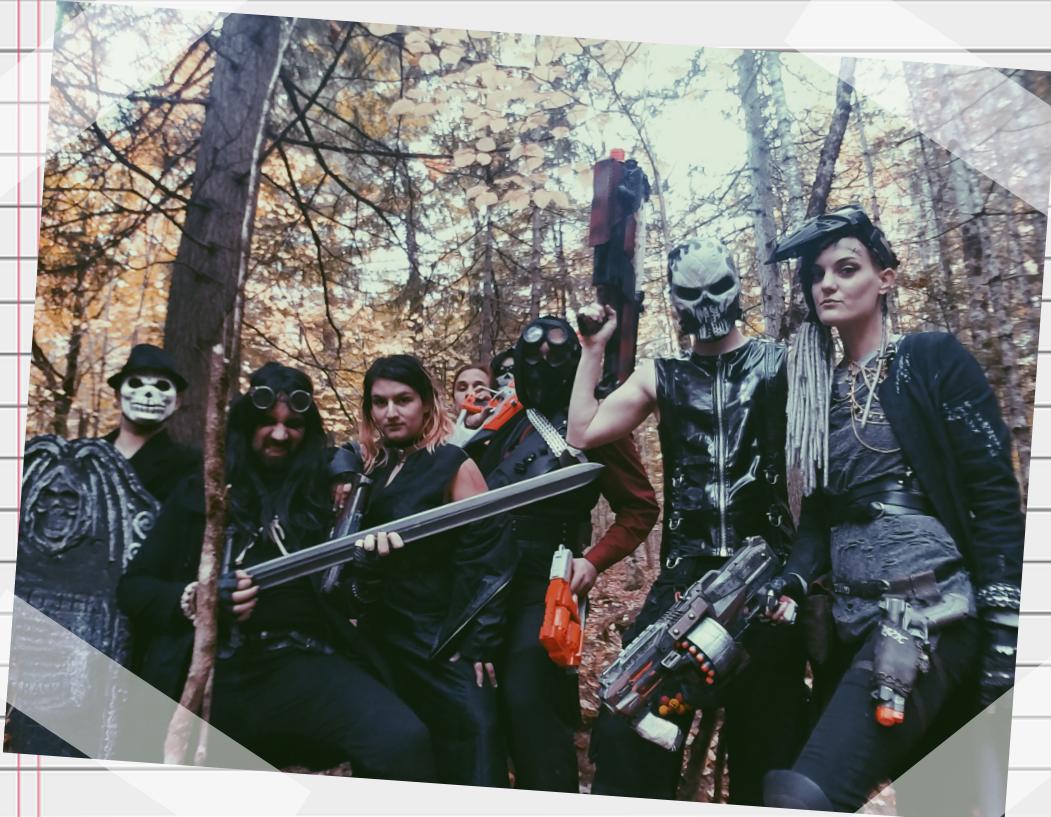
The Saints

Territory: (name)

Their headquarters is the Compound

Abilities: Healing Prayer, Inspiration, & Trip

Symbol: Human skull



SAFETY RULES

(ADULTS ONLY game, 18+) *for dark themes and foul language

Lightest Touch Rule: All players must combat each other in a respectful manner and when hitting an opponent to only use the amount of strength and force needed to make a hit. There is no need to strike someone as hard as you can to successfully reduce their HP. If you use excessive force on an opponent it will be called and the damage is negated.

NO HITS TO THE HEAD OR HANDS ALLOWED.

Safety Calls: These calls will create a temporary hold in order to resolve safety issues.

Excessive Force: Used when someone is hitting unnecessarily hard to make them aware of their force. When excessive force is called, the damage is negated.

"Caution": Used when you need to warn another player that they need to be cautious. (Example: You're in a fight and notice that your opponent is about to back into a tree. You should say "Caution, tree behind.")

"Hold": Used when someone has been injured or could potentially be injured. When you hear this call you should stop what you are doing immediately. **EVERYONE MUST HOLD** and only the person that called the hold can call "game-on" when the situation is taken care of. (Can be used when glasses fall off.)

Nerf Guns: Nerf guns are allowed. It is not required but encouraged for them to be painted to fit the feel of the game. No internal modifications are allowed. Each gun will be checked for safety at check-in.

Safety in Buildings: There is no fighting allowed inside buildings. To engage in combat with someone inside a building say "Clarify, I grapple you." Then you both exit the building and then begin combat.

The Trails: There are several trails that take time to learn. During the day a player with more knowledge of the area can show them to you. If you are unfamiliar with Burgundar, use the buddy system when traveling through the woods.

Safety in Buildings: There is no fighting allowed inside buildings. To engage in combat with someone inside a building say "Clarify, I grapple you." Then you both exit the building and then begin combat.

Personal Property: Treat other's property with respect. The site is available by virtue of our hosts. Props are provided by the "GM" to benefit the game. Other player's personal and in-game items are only to be used by the individual's permission.

Harassment Policy: There is no tolerating of any kind of hate speech, sexual harassment, or physical assault. Anyone who violates this policy will be asked to leave without a refund. Thicket Stitchery does not discriminate on the grounds of race, color, religion, sex, sexual orientation, including transgender status and gender expression, relationship lifestyle, national origin, citizenship status, age, disability, genetic information or veteran status.

Sexual Harassment: Sexual harassment of any kind is not allowed in any character backstory or to be implied or discussed in game.

Breaking safety rules or inappropriate behavior can result in your dismissal from the game without refund.

Game Rules

Horn Signal

A horn will be blown to signal game-on and game-off during events as well as to signal breaks. The horn can only be blown by the GM.

Hit Points (HP) & Respawning

Every player has 10 HP and all weapons do 1 HP of damage. When reduced to 0 HP you suffer a casualty and need to log it on the message board by the tavern before respawning at your faction's respawn point. After dramatically acting out your casualty, the period of time that you are logging it and returning to your respawn point you are a "ghost" and need to indicate that by placing a fist on your head. While you are a "ghost" you can not take damage, cause damage, or interact with any of the other players. Boogeymen respawn in the cave and Saints respawn at the shrine.

The faction with the least amount of casualties at the end of the game wins.

Casualties will be calculated on an average based on the number of players in each faction.

(This game is about having fun, and while everyone wants their faction to win, we expect everyone will be honest about their casualties and log them accurately. Additionally, there will be water available in the tavern, please feel free to have some while you are logging your casualty. If you need to use the restroom during the event you may travel to them safely as a "ghost" with a fist on your head)

Weapons: Nerf guns, LARP safe latex crowbars, clubs, swords, etc. LARP safe boffer clubs or swords, etc. (While it is not required to paint your nerf gun to fit the feel of the world it is encouraged. No internal modifications are allowed. All nerf guns will be tested for safety at check-in.)

Scavenging

All player characters are welcome to scavenge the event site. Many valuable tools, concoctions, and materials can be found in the rubble and ruins. Any lootable items will have a tag that states what the item is, what it does, and whether or not it is a take-home item.

Character Creation

Step One: pick a Faction

Step Two: create a character and backstory that fits for your Faction.

Step Three: name your character

Step Four: make/buy/assemble your costume



Azreal the Despoiler, Saints Faction
Lynne Hazelton, Co-Creator and GM

Tree, Boogeymen Faction
Sean Lum, Co-Creator

