


FRONTIER APOCALYPSE

PLAYER RULEBOOK 2019

Annotations
by Skorpion  Lake

CONTENTS

Page

| | |
|---------|--|
| 1..... | Money |
| 1..... | How To Win |
| 2..... | Weapons & Ammo Limits |
| 3..... | Healing & Getting Shot |
| 4..... | Bleeding Out |
| 4..... | Getting Healed |
| 5..... | The Town Doctor - Respawn Area |
| 5..... | Getting More Bandages |
| 6..... | Team Colours & Identification |
| 7..... | Frontier Town Security |
| 10..... | Game Types & Missions |
| 10..... | Mining (gas Harvesting) |
| 12..... | Gas Harvester Operation |
| 13..... | How Much Is It Worth? |
| 13..... | Using Your Harvester In The Field |
| 14..... | Regulator Missions (bandit Lands) |
| 15..... | Looting & Lockers |
| | Carrying Loot & Getting Shot |
| 16..... | Bonus Missions |
| 16..... | The Old Fed Outpost |
| 16..... | Citizens of Frontier Town |
| 16..... | Outside Frontier Town |
| 17..... | EXTRA RULES 2019 |
| 19... | Things to do in Frontier Town |
| 20... | Mutant identification guidebook |
| 21... | Foot care tips for the wasteland wanderer |
| 22... | radiation and you. |
| 24 ... | How to avoid bandit attacks, 100% guaranteed. |
| 27 ... | things you might find on the ground that aren't edible. |
| 45... | how to donate to Skorpion Lake  |

1 MONEY

Each player starts with 100 credits each as personal money. There are many, many ways to make more for your assigned team.



1) Get money
2)
3) VICTOR

With the ~~withdrawal~~^{cowardly running away} of the Federation, Frontier Township has created a new Centite Backed currency to unify the local monetary system. However, a few of the old federal notes are still around and barter is always acceptable.

2 HOW TO WIN

The aim of the game is to bring in the biggest Centite harvest this year for your assigned team, the Blue Rock Gang or the Centite Kings.



The Town will buy any harvested Gas brought back from the wastelands and will credit each team's bank with any that is deposited.

Players can also deposit cash into their team accounts they earned from individual quests or for work done during the game.

At the end of the game the team with the most banked money will be the winner. Note that money that is not in the bank will not count!

they are ^{not} kidding about this :/

Each player can carry as many guns in the field as they wish, but there are restrictions on the amount of magazines they can carry.

For each gun you can carry the following
(gun must also be on you person if the mags are)



Pistols

Allowed up to 3 mags per pistol (or if it takes shells, up to 100 revolver shells)



Rifles

Allowed 1 wind-up "high cap" mag or 3 non-wind up mags



Shotguns

Allowed up to 300 rounds in loaded shells (usually around 30 shells)



snipers

Allowed up to 150 rounds in loaded magazines (only includes bolt action snipers)



Support guns (or any drum or box mags)

Allowed one box magazine at the start of the game- once this is empty then they must pay 2000 credits in the town armoury to reload it with bb's

(you provide the bbs
we put a sticker on the mag)



extra ammo (how many bb's can I carry?)

you can carry as much ammo as you wish, as long as it is not in magazines

You are allowed to carry bottles of BB's and speed loaders into the field (the restrictions above are there to limit the time anyone can put down fire before reloading).

Pyros and reusable grenades

These will be available to buy on site and you can bring your own – However, to be able to use them you must buy them "in-game" from the frontier town – we will then stick a sticker on the pyro you have to say its usable in the game.

Grenade shells and multi-shot launchers

Same rules for the shells as the Pyros mentioned above; to be able to use them you must buy them "in-game" from the frontier town.



4 HEALING & GETTING SHOT

During the game day you will ~~likely~~ ^{pretty much definitely} get shot at some point, healing and respawning in Frontier Apocalypse works a little differently from our normal skirmish days.

Each player will start with a bandage (an actual physical bandage supplied and numbered by Frontier staff), these bandages are to mark a heal in game.

When you're shot, you raise your hand and shout HIT as loud as you can, you are then effectively out of the game and can do nothing but shout for a medic and wait 3 Minutes to see if your healed or BLEED OUT.

If you have a bandage then you should hold this up in your hand so other people on your team can see you have one ready for them to heal you.



You cannot heal yourself

they are not kidding about this either :)

You have 3 minutes to "BLEED OUT" after being shot (and must keep track of that count down yourself).

Bleeding out

If you have not been healed in 3 minutes, you must keep your hand in the air and walk back to your spawn area (either yellow or blue)



While walking back you may not interact with any other player in any way or even speak to another player - basically you have been wounded and are now unconscious and are only back into the game when you "wake up" back at the spawn having been discovered in the wastelands by your team mates.



Getting healed

However if during the 3 minute BLEED OUT another player gets to you they may heal you, PROVIDING they or you have a bandage. If there is a bandage to use, the player healing you must tie this to your arm and count to ten out loud.



Once the person healing has applied the bandage and done a ten second count, you are then healed back into the game and can continue as normal.



oh noes, I already have 3 bandages

A player can have up to three bandages applied at any one time. If you are shot with three bandages on (or if no one reaches you in three minutes) then you MUST go back to the spawn



it's ok, I'm a doctor.





5

- RESPAWN AREA

Each team has a base (area ringed with their colour tape) this area is where they store their gear and is the Respawn area for both teams.

If you are forced to BLEED OUT after three minutes then to the respawn you must go, where there is a seating area and a special clock on the wall that has coloured 5 min blocks to help you see when its time to respawn

When you arrive, take a look at the clock on the wall the single hand will be on either red or black 5 min block (see pictures to left and right)



LOOK FOR THE COLOUR
THE CLOCK IS
ON WHEN YOU ARRIVE

← WAIT →

RESPAWN WHEN
THE CLOCK REACHES
THE ALTERNATIVE COLOUR



IF ITS BLACK WHEN YOU ARRIVE, YOU WAIT TILL THE HAND GOES FROM BLACK TO RED,

If it is red when you arrive you must wait for it to pass from red to black (or from black to red), then you may respawn

USED

During this time you must stay within 60 feet of the clock and must return any bandages to the "dirty bandages" box located under the clock

The Town Medical Staff will sell additional bandages at the Medical Centre - your team leader can organize buying more during the game

TOWN

Getting more bandages

The Doctor will have additional bandages for sale throughout the day. But only your first one is free!

Bandage



remember wastelanders you can only carry three!



Players in team 1 are The Centite Kings (Yellow armbands)

The good guys



Players team 2 are Blue Rock Gang (Blue armbands)



No wait, these are the good guys

...what?

Frontier Townsfolk and Regulators
Non-player characters.

RED ARMBANDS

during the game **SOME** characters wearing red armbands will try to stop any fighting between the two player teams.

The miners are operating on land controlled by the town although out side of the eyes of red banded players things happen... people get shot and robbed , that's why patrols of town guards are needed

Bandits / Mutants

Wear no colours, they cannot be bargained with and are always a threat and always attack (Anyone without an arm band is an enemy).



ARMBANDS



ARMBANDS

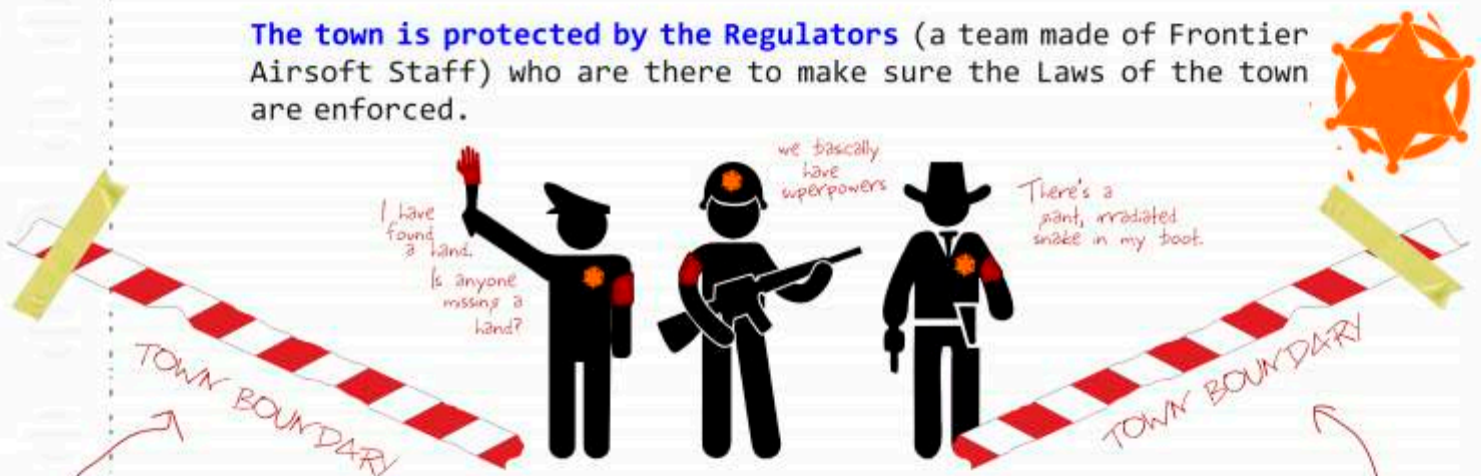
Frontier Town

If you see the Bank, Bar, Doctor, junk dealer and quite a few other people standing around talking and things, you're probably in town.



Whether you're with the Blue Rock Gang or the Centite Kings you will be visiting the Town multiple times during the game, as well as spawning there after your inevitable death.

The town is protected by the Regulators (a team made of Frontier Airsoft Staff) who are there to make sure the Laws of the town are enforced.



These characters represent the multitude of armed guards Frontier Town has. To allow them protect the Town, they have the following special rules that apply **ONLY** when inside the Town boundaries (there is some barrier tape in white and red that surrounds Frontier Town marking these boundaries).

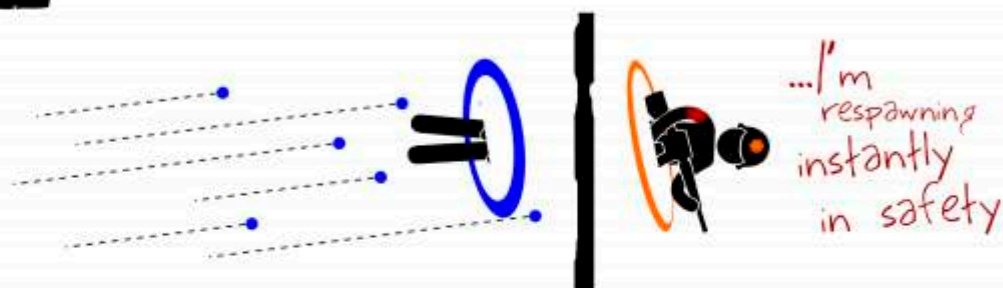
These Special Rules are different from normal player rules but are only in effect inside boundaries of the Town



Inside the Town boundaries all characters wearing red armbands have touch medic (and don't need a bandage or count to heal).



- 2:** Inside the Town boundaries all characters wearing red armbands can choose to instantly respawn from an out-of-bounds area in the town rather than wait three minutes.



- 3:** Inside the Town boundaries all characters wearing red armbands will try to stop any fighting between the two player teams.



- 4:** Inside the Town boundaries all characters wearing red armbands will protect the local's shops from criminal actions.



- 5:** All characters wearing red armbands will attempt to pursue anyone found committing crimes in the town. If the criminal escapes the town, citizens will call upon the Regulators to pursue them.



6

Once a character wearing red armbands leaves the Town boundaries they have NORMAL PLAYER rules for healing and respawning and also have a three minute BLEED OUT as well.



The above special rules allow the players to have limited freedom in the town to roleplay and potentially get up to mischief. Townsfolk and Regulators wearing red armbands don't like their lives being disrupted, and will respond accordingly. Within the town limits they are capable of stopping criminal actions with extreme prejudice, if the need arises. This also means the Town is a (relatively) safe place for players to visit and spend some downtime from the hectic life of a miner.

Have you seen this boy?



We're respawning without getting shot instantly!



Somewhere there is a crime happening...



Protect & Serve



used to be a lot more robberies before the Regulators were formed... coincidence? I think not.



There are various ways to make money for your team during the day, and only by taking advantage of every opportunity will your team make the most credits and win the game.

There are **four main types** of activities that players can take part in. There will also be **additional bonus missions and opportunities** to be discovered by interacting with the non-player characters (Red Armbands) in town. Remember, townsfolk won't *always* just give out missions to anyone that's nearby, you might have to bribe them, ask them nicely (or not) or be in the right place at the right time...



Will no-one take this heavy sack of rocks across the wastelands for a tiny reward?

Are you going to play the black hat or white hat?



- Type 1 - Mining (Gas Harvesting)
- Type 2 - Regulator Missions (Bandit Lands)
- Type 3 - Looting and Lockers
- Type 4 - Corporal Flint's Fighting pit

NOT that kind of gas.



Type 1 MINING (GAS HARVESTING)

This is a competition to bring in the **biggest Centrozine gas harvest from wasteland**. Mining Towers have been driven deep into the ground in the wastelands to draw up gas from the buried Centite using a new mining process invented by the Riggers.

This year each team will have a **portable Gas Harvester** to take out of the town. They will need to collect gas from the three types of fracking towers pumping gas up from the rich ore veins in the wastelands.

THE THREE TYPES ARE

Centrozine Gas

Tiberium Gas

Fobos Gas

Your gas harvesting mining machine will have three connector nozzles on the end of a long hose. Each connector matches one of the fracking towers.



Frakk yeah!

Simply connect the correct nozzle to the port on the fracking tower. Harvesting is completely automated once the hose is connected. The panel on top of your Gas Harvester will show you how much Gas you've collected, and will look something like this:



This big section will light up when you have filled all three main tanks. When it does you have made Centane, which is worth a lot more credits than the other three types.

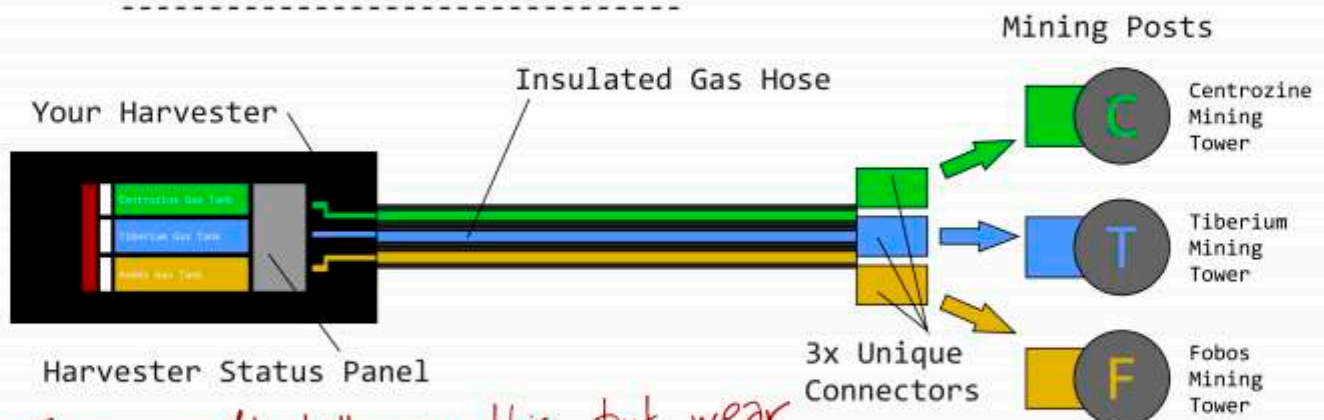
The three main Gas Tanks are represented by three columns that gradually illuminate as gas is harvested. When 10% of a tank has been filled, the respective column will start to light up. Every further 10% of a tank's capacity is represented by an increase in illumination.

The White bar under each column shows when the tank is being filled. (activity light)

The red bar will flash when the Gas Harvester is not doing anything (standby mode)

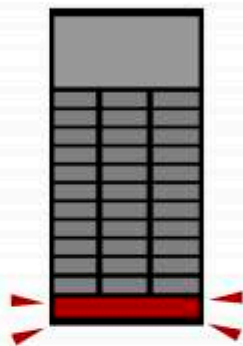
Frakking Toasters!

GAS HARVESTER OVERVIEW



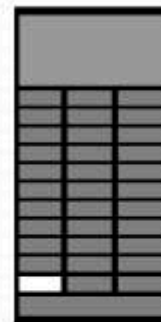
They won't tell you this, but wear lead underpants if you plan to carry this box around for a while...

GAS HARVESTER OPERATION



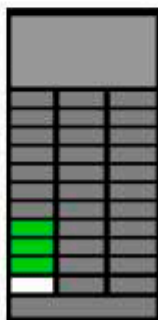
Red bar is flashing

Your harvester is in Standby mode. It will flash when it's not doing anything else.



White bar is on

Your harvester is Filling the indicated tank. It takes 3 minutes to fill a tank completely.

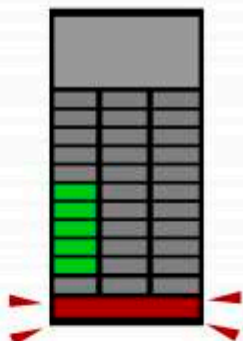


Tank bars are filling up

Your harvester is collecting Gas. Each bar represents 10% of the tank and takes 18 seconds to fill.

White bar has gone off, Tank bars are at the top

Your harvester has filled the tank up. The red bar will flash, showing the harvester is in standby. You need to take it to another tower and plug a different hose in.

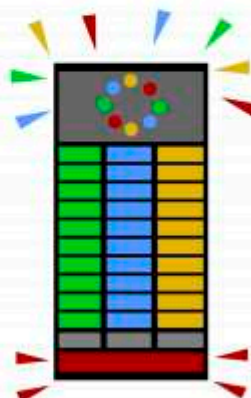
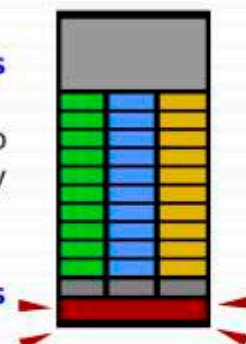


Tank bars have not filled all the way up, red bar is flashing.

You have disconnected the hose before filling is complete. You can reconnect to complete filling, or bank what you have already have, or go to another tower and fill another tank.

Tank bars are all full, red bar is flashing.

Your Gas Harvester is full! It needs to be taken to the Bank in Town to empty it.

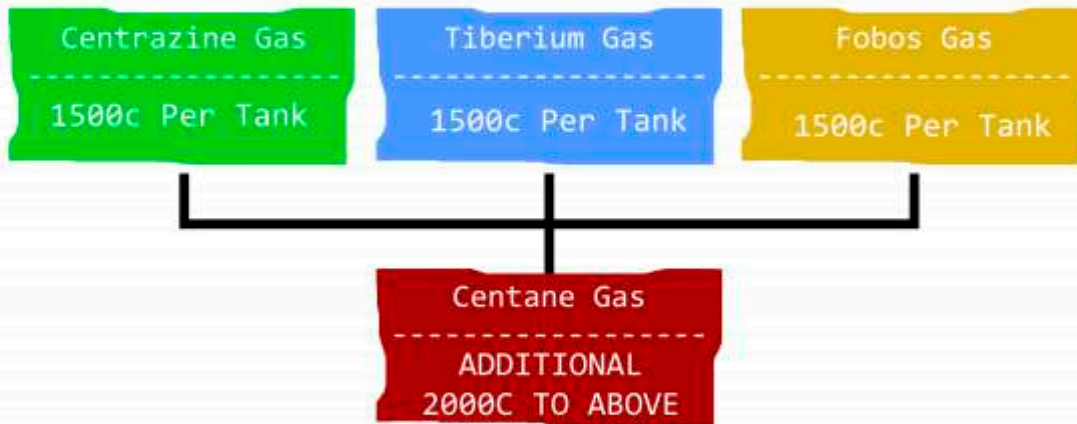


The top panel on the Harvester is flashing in a strange way!

Congratulations! Once all three tanks are full, your Harvester will automatically catalyse some of the Centozine, Tiberium and Fobos gas into **Centane**, a new Super-Gas that is worth a LOT more money (this reaction takes a few seconds). You don't need to do anything, just take it back to the bank.

HOW MUCH IS IT WORTH?

When you take your Gas Harvester back to the bank, the banker will plug it in and drain all the gas into storage tanks, then credit your account with the appropriate payment.



A full Gas Harvester will net your account **6500 Credits**.

YOU CANNOT STEAL THE OTHER TEAMS HARVESTER

USING YOUR GAS HARVESTER IN THE FIELD

You can pass the Gas Harvester around while walking back to respawn if you are hit. This is the only time you can interact with another player when BLEEDING OUT. It can only be passed to a team mate with the same colour armband as you.



You cannot steal the enemy team's harvester.
If you do, your team will automatically loose the game.



The only action that is allowed is unplugging a hose from the tower if the other team should (for some reason) leave it plugged in and unattended. But you must then leave the harvester where it is.



Don't mess with the other teams' Harvester. Serious.

YOU CANNOT STEAL THE OTHER TEAMS HARVESTER

Type 2

REGULATOR MISSIONS (BANDIT LANDS)

Recent construction of "The Wall", that now surrounds and protects the Frontier Town and its adjacent wasteland, has brought with it a blockade from several united Bandit groups.

This makes getting things in and out of Frontier Town now very difficult...



The Bandit Lands are located in a separate area which is not in play in the main game. This additional area is populated with non-player bandits and mutants.

In the game, this area represents dangerous territory outside of "The Wall" that protects Frontier Town. Missions here are only for the bravest!



Signing Up For A Posse

The Town Regulators will often ask the Mining Gangs to help with missions beyond "The Wall", this could be anything from retrieving a shipment that has been ambushed on its way into the town, or as simple as reducing the amount of bandits laying siege to "The Wall" at that moment.

Each of the two Mining Teams will have a Leader and a Base.

Throughout the day the BASE LEADER will offer Bandit quests to the players on their team and they must be completed within a time limit, your Team Leaders will then be asking for volunteers.



The Town will of course pay your Team handsomely for your assistance in clearing out these bandit threats.

to go on a bandit mission you will take a path from your base to the BANDIT GAME AREA

while you are on this path you are NOT part of the main game.

you can not shoot at other players or fight players on the opposite team who you encounter on this path.

blue and yellow teams are ALLIED when in the BANDIT GAME AREA

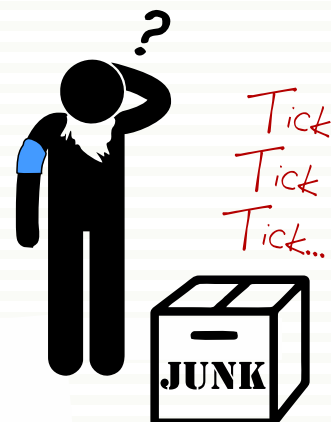
at the end of the path you will find a gate guarded by the game organiser who will allocate small fire teams to take on a variety of time missions against the hordes of bandits (types of mission and rewards will vary and be explained by the game organiser).

Each bandit will also have a ticket that can be collected off their corpse and cashed in at the TOWN BANK as a bounty.

NOTE: SOME TICKETS ARE WORTH A LOT MORE THAN OTHER (KEEP AN EYE ON THE BOUNTY BOARD)



There is a large quantity of loot scattered around the play area. Junk items are marked with a sticker indicating they are junk for game purposes. Players are encouraged to collect this loot and bring it back to the JUNK SHOP in the Town to sell for credits.



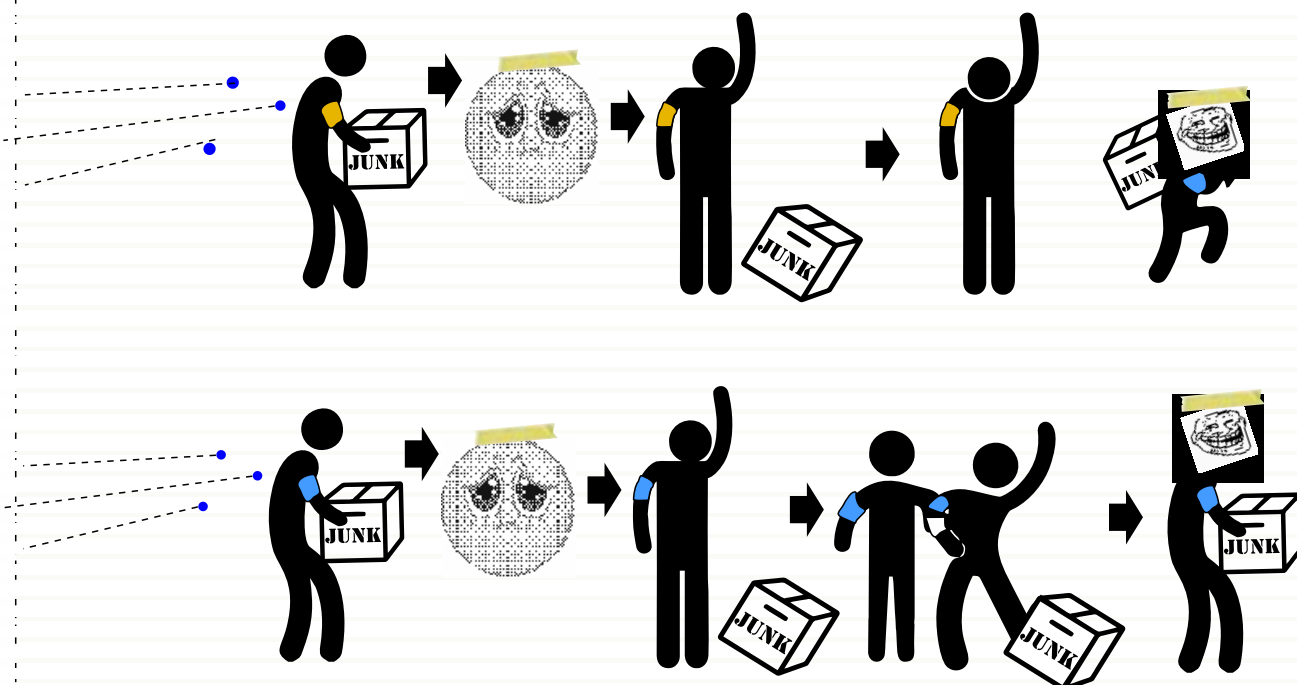
*For the sake of the holy atomics,
ha gle with that greedy bastard junk dealer!*

You may find items with a sticker saying 'SPECIAL loot'. This can either be sold for a LOT more at the JUNK SHOP, or taken to someone special for a reward...

Carrying Loot & Getting Shot

If you're shot while carrying Loot items you must drop them on the floor. If you're healed, you can pick them back up and carry on. However if an enemy (or a backstabbing friend) takes the loot while you're Bleeding Out, you can't stop them ('cos you're dying).

If you Bleed Out and go back to town, leave your loot where you died. You might be lucky enough to find it still there.



Type 4 CORPORAL FLINT'S FIGHTING PIT

Corporal Flint was a Federation Officer (but we don't hold that against him anymore)

When the Feds retreated from the area, some say he stayed behind because he loved the freedom and superiority of Frontier Town.

OTHERS SAY, ITS BECAUSE HE STOLE SEVERAL THOUSAND CREDITS FROM HIS SUPERIOR OFFICER AND IS NOW IN HIDING...

Whatever the reason, he has set himself up in business, running Frontier Town's premier entertainment venue "THE PIT".

THE PIT is where you can spectate and wager on the outcome of fights between mighty Gladiators and mutant beasts.

For those brave enough, you can even sign up to take parts in fights yourself and get large cash payouts ... if you win

Hand to Hand weapons are provided by the management



YOU MAGGOTS THINK YOU CAN TAKE US ON?



NOPE



Citizens of Frontier Town

Townsfolk (red armbands) aren't just there for decoration! They usually have things they need doing, and are happy to pay someone to do it rather than do it themselves. Ask around...

Some missions are time-related, so just because someone doesn't have anything in the morning, it doesn't mean they won't have anything later in the day, or vice-versa.

Bear in mind that Townsfolk are people, not vending machines. Simply asking for a job may not always be enough (though this is always a good place to start). Some townsfolk may only entrust their missions to good customers, or people in groups, or someone that's nice to them, or bribes them, or someone they think has nice hair...

Keep your eyes and ears open. There's always more going on than it seems on the surface.

you may also find other missions out there.

Where, when or exactly what you'll encounter? There's only one way to find out...

NEW RULES FOR 2019 - SPAWN BOUNDARIES

In the 2019 version of this game we have moved the spawn area from the town and out to two mining camps (one for each team)

These mining camps are the two teams bases, and will be ringed by barrier tape in their team colour to show the camps borders.

Players on yellow team CANNOT cross under the Blue team's tape and vice versa, Players on Blue team CANNOT cross under the Yellow team's tape

The area inside the tape areas represents a camp of hundreds of miners living underground and is just the surface entrance, as such it's impossible for each team to over run or get into these areas

FURTHERMORE, Players inside their OWN TEAM'S TAPE, DO NOT NEED TO TAKE THERE HITS (so for example a yellow player is at his base inside the tape boundaries and his hit by a bb, he does not need to take a hit at all) but Players CAN fire out of their tape at enemy players they can see

(AGAIN THIS REPRESENTS THE HUNDREDS OF OTHER MINERS FIRING OUT FROM THE BASE - SO BEST STAY AWAY FROM THE OTHER TEAM'S BASE - YOU HAVE BEEN WARNED)



BOUNDARY



BOUNDARY

NEW RULES FOR 2019 - JUGGERNAUTs

A Juggernaut is a relic of the past, retrofitted power armoured suits that encase a man in metal allowing him to become an unstoppable armoured killing machine

Power assisted limbs allow them to carry heavy weapons with ease and a combination of steel and energy shielding protects the operator from any chance of harm from conventional weapons

A single Juggernaut can easily fight 100 regular wastelanders without breaking a sweat

Due to the high value and massive power consumption needed for these power suits, they are only used in situations where the towns people of frontier are in danger, or a situation in the waste lands has resulted in the mining production slowing down

(LIKE ONE SIDE CAMPING ON THE OTHERS SPAWN BOUNDARIES AND TRYING TO HOLD THE OTHER TEAM IN THEIR SPAWN, THIS IS NOT IN SPIRIT OF THE GAME AND AS SUCH THIS MECHANIC IS TO PREVENT IT - YOU'VE BEEN WARNED - BILL)

