

Z Company: Last Days

Welcome to Z Company: Last Days! This is a three-part Live Action Role-Playing event taking place at Camp Crabtree, Umstead State Park in Raleigh, NC. You will take on the role of one of the last survivors of a zombie apocalypse, and work with your fellow players to repel the hordes of zombies, scavenge resources from the area around your compound, and find a way to stop the spread of the zombie infection before it's too late! Our plot team will work side by side with you during the character creation process in order to have your character concept best fit with our overarching story. During the event, combat will be simulated with LARP-safe melee weapons, approved NERF guns, and a very simple hit point system. Can you survive?

The World Has Changed...

Our story begins just seven days after the initial zombie outbreak. Your character, a resident of the Triangle area, first heard the reports on the news about people going crazy and attacking each other for no reason... And it was spreading. Within twenty-four hours of the first reports, it had spread to every continent across the globe. National emergencies were declared in almost every country, but it was too late to contain the outbreak. You were one of the fortunate ones who found a safe place to hide while chaos erupted around you. Four days after the outbreak, desperate for a solution, the US military unleashed an experimental weapon. An extremely powerful electromagnetic wave swept over the east coast, frying every electrical component in its path. The blast, however, did not destroy the infected. It only disoriented them, giving any survivors a chance to make it to safety. The last transmission for your emergency radio that you received instructed you and any other survivors to make your way to Umstead State Park in Raleigh. There were other people there, and they could help...

The Setting

The majority of our story will take place at a makeshift fort built right in the middle of Umstead State Park. A thrown together wall built of scrap metal, broken-down vehicles, and building materials surrounds most of Camp Crabtree. Due to the electromagnetic blast, virtually all electronic devices are useless. Phones, internet, TV, and even radios are all silent. Cars line the roadways, most of them having run out gas days ago, or disabled by the blast. Because your characters life was normal only a few days ago, your characters clothes and gear should be items readily accessible in your everyday life.

Characters

Like most fictional tales, our story needs heroes. That's where you come in. Everyone will be creating a fictional character to play during the course of our story. Your character can be as similar or as different from your real self as you wish. The character you portray has had a lifetime of different experiences, struggles, victories, friends, and enemies, and we encourage you to explore each part of your character's backstory for the best experience possible. Once you have a general idea of who you want your character to be, we'll help you fit that character into our story.

Creating a new character

When you register for the event, you will fill out a questionnaire that will help us fit your character into our story.

Real name:

Character Name:

Character class:

Character occupation (what you did before the outbreak):

How did your character spend last weekend?:

Does your character have a previous connection to any other player character (Spouse, sibling, soccer team mates, my college professor, etc.):

Create at least 1 Non-Player character with a relationship to your PC (Who are they? How do you know them?):

Are there any other details about your PC you would like us to include?:

Once we have this information, we will build your character into our overall world, creating a truly collaborative storytelling experience. A few weeks prior to the first event, you will receive a personalized backstory for your character, complete with history and personal connections to other PC's.

Character Classes-

You may choose one of five classes for your character, each with special abilities. If an ability has a cooldown time, you must wait the allotted time before using that ability again.

Classes

- Athlete
 - Athlete (3 HP)
 - The athlete is the strong, melee fighter type.
 - Abilities-
 - Mighty Swing - Athlete can deal 2 points of damage with a single melee swing. Must say "double damage" when using attack.
 - Cooldown Time: 5 minutes
 - Let's Get Outta Here - Athlete may run a full speed while carrying a body for 10 seconds.
 - Cooldown Time: 1 Minute

- Sharpshooter
 - Sharpshooter (2 HP)
 - The sharpshooter is an expert with firearms, whether they are military, law enforcement, civilian marksman, or just an avid game hunter.
 - Abilities-
 - Right between the eyes - Sharpshooter can deal 2 points of damage with a single ranged attack. Must say "double damage" when using attack.
 - Cooldown Time: 5 Minutes
 - Drop it! - Sharpshooter causes the target hit with the attack to drop everything in their hands. Must say "Disarm" when making the attack. May not be used on shields or claws.
 - Cooldown Time: 10 Minutes

- Medic
 - Medic (2 HP)
 - The medic has some form of medical training, whether they are a nurse, surgeon, EMT, or vet tech.
 - Abilities-
 - Triage - Restores 1 temporary HP to dying person. Will disappear in 10 minutes. Characters may only be triaged once before needing First Aid. Takes 10 seconds to perform.
 - No supplies required
 - First Aid - Restores a dying character to 1 HP. Takes 30 seconds to perform.

- Consumes 1 bandage
- CLEAR! - Medic may bring a dead character back to 1 HP. Takes 3 seconds to perform and requires an AED be present
 - Consumes # of batteries listed on AED
- Engineer
 - Engineer (3 HP)
 - The engineer is an expert craftsman, as well as handy with a set of tools.
 - Abilities-
 - Repair Armor - Engineers have the ability to repair someones armor on the fly, repairing 1 point of armor for every minute of work with their tools.
 - Consumes 1 Raw Steel
 - Enhance Armor - The engineer can also enhance a fully repaired suit of armor, granting the wearer 1 extra temporary armor point. A person can only benefit from one use of this at a time, and is the first armor point lost. Enhancing a suit of armor takes 10 minutes.
 - Consumes 3 Raw Steel
- Researcher
 - Researcher (2 HP)
 - The researcher is a scientist, librarian, or college professor.
 - Abilities -
 - Here, Drink this! - Researchers are able to concoct some sweet go-juice, granting characters 1 extra temporary HP. Characters can only benefit from 1 extra HP at a time. Effects last 1 hour. Crafting a drink takes 3 minutes.
 - Consumes 1 bottled water
 - Explosive Rounds - Researchers can enhance ammo, allowing a character to call "double damage" the next time they fire their weapon (or "triple damage" if used with Sharpshooter ability). Takes 5 minutes to enhance a weapon.
 - Consumes 1 Black Powder

Character Advancement-

If you manage to survive your first event, you're one of the lucky ones! To represent the experience your character has gained, you will have the option of either enhancing your class abilities (more uses, shorter cooldowns), or learning a skill from another class.

Combat

- Damage and HP

Every character has either two or three starting Hit Points (HP), and anywhere from zero to four armor points depending on the amount of armor they are wearing. Your armor points are the first you lose when taking damage, followed by your HP. If your HP reaches zero, you fall to dying status.

Unless otherwise noted by a tagline, every weapon deals one point of damage, and you are only able to damage the same creature once every two seconds. Once you make contact with someone, they are effectively immune to you for two full seconds. That means if you unload a full clip of ammo at a zombie in four seconds, you sure got him, but you also used thirty bullets to do the same damage you could have done with two, and bullets are not unlimited. This also goes for melee damage. You can only deal damage once every two seconds no matter how many times you hit them. This does not mean, however, that they are immune to everyone, just you. If four people hit a zombie at the same time, the zombie still takes four points of damage.

- Melee Combat

Melee combat will be simulated using padded LARP-safe weapons and shields. Weapons must complete between a forty-five and ninety degree arc between swings, and must make contact with a person's body or clothes to count as a hit. Again, you may only damage a single creature every two seconds, so precision matters a lot more than how fast you swing. Weapons and claws may be blocked using your own melee weapons or shields. Melee weapons may not be used to block ranged attacks, and any ranged attacks striking your weapons count as a hit. Legal targets include someone's torso below the neck, arms above the wrists, legs, and feet. Illegal targets include the head, neck, hands, and groin. All weapons and shields will need to pass a safety inspection prior to use.

- Ranged Combat

Ranged combat will be simulated using approved NERF guns. Guns must be fired from a minimum of three feet from the target for safety. Again, you may only damage a single target once every two seconds, so firing blindly as fast as you can may not be the best choice. Legal targets include anywhere on the body below the neck. The head and neck are illegal targets for ranged weapons. It is also important to remember that ranged weapons are not padded like their melee counterparts. It is your responsibility to keep your NERF gun out of melee combat for everyone's safety. If your ranged weapon is struck by a melee weapon, it becomes jammed and unusable for the next five minutes.

- 1 or 2 handed

Melee weapons under 40" in length are considered one handed weapons, and may be used in conjunction with another one handed weapon or a shield. Melee weapons between 40" and 72" are considered two-handed weapons and must be held with both hands when wielding them. Weapons longer than 72" are prohibited.

- Approved weapons

- Boffers

Boffer weapons must be made with $\frac{3}{4}$ " PVC pipe. All striking surfaces of a weapons that may come into contact with another player must be covered in $\frac{5}{8}$ " thick pipe foam and either duct tape or gaffers tape. Weapons must have a thrusting tip of at least 2" of open cell foam. All weapons must pass safety inspection during check-in.

- EVA weapons

Weapons made from EVA foam and plastidip will be allowed as long as they meet safety requirements. More info to come later.

- Nerf Guns

Ranged combat will be simulated using NERF guns from one of the approved NERF Series listed below. All guns must fire the standard NERF darts. Weapons can be painted any color, but the front 2" of the barrel must be bright orange. You know, for safety.

- Nerf Doomlands
 - Nerf Modulus
 - Nerf N-Strike
 - Nerf Zombie Strike
 - (No bows or melee)

- Armor

- Armor can be constructed of any material of leather strength or harder (No cloth or costume armor). In theory, it must protect you from a human bite.
 - Torso - 2 armor points
 - 50% of legs and arms- 1 armor point
 - Helmet- 1 armor point

Death & Dying

Once you reach 0 HP, you fall to dying status. Dying status is sixty seconds long. You may not move or take any actions but you may still talk and yell during this time. If no help arrives in sixty seconds, you are dead. Dead status lasts for three minutes, and you may not move, take any actions, or speak during this time. If no help arrives, your body becomes a zombie and your brain is downloaded back to the med tent.

A medic can help someone who is dying in two ways. The first is by using the "Triage" skill. Triage takes 10 seconds to use, and restores 1 temporary HP to the dying. This temporary hit point will disappear in 10 minutes, and you can only receive the benefit of Triage once before receiving actual "First Aid". The second way to heal a dying person is by applying "First Aid". First Aid takes 30 seconds, uses a bandage (loot), and restores 1 HP. A medic can also revive a dead person by using the "revive" skill and an AED (consumes batteries each use).

If you die and become a zombie, your brainwaves are downloaded via satellite to the super cool futuristic med tent. There, a super-advanced 3D printer attempts to recreate your body. Players will draw 1 of 5 colored marbles from a bag. A white marble means you're reconstructed with no problem. A blue marble means you are reconstructed, but with a flaw. A black marble means your body could not be reconstructed, and your character is permanently dead. During your first reconstruction, the bag contains 3 white marbles, 1 blue marble, and 1 black marble. Each time you attempt to reconstruct a body after the first, one white marble is replaced with a black one until you are left with 1 blue and 4 black marbles in the bag.

If you pull a blue marble, characters must choose one "alteration" from a list to be reconstructed with. The alterations can be a missing arm or leg, missing an eye, deafness, giant horns, etc.

Determining a character's health

Any character can assess whether another character is alive, dying, or dead by being within arms reach and saying "Health Check." The character being assessed will respond with their current status. If the character is alive, it will not determine how many HP they currently have.

Dragging

If you wish to drag a dead or dying character, you must simply be within arms reach of that character and announce "Dragging". You may then move at a walking speed with one arm reaching towards the person you are dragging. That person must follow you to the best of their ability until they announce "Dropping" or attempt to hold something else in the hand they are 'dragging' you with.

Regaining Hit Points

As long as you have at least one hit point, you regain one hit point for every ten minutes of rest. Triage or First Aid will not raise you above one hit point.

Special Abilities/Taglines

- Double Damage
 - Take 2 points of damage from next attack
- Triple Damage
 - Take 3 points of damage from next attack
- Fatal Strike
 - Instantly drops you to dying status
- Disarm
 - Drop any hand held item except shields

Monsters

The newly infected zombies are by far the biggest threat to you. Over the last week, millions upon millions of people have been infected and turned into the brain-eating undead. The infected are not the mindless, shuffling dead of old movies, but instead are fast and tough with an almost animalistic intelligence. They have been observed hunting for the living as a pack, and some say they have even set up rudimentary traps for those who still breathe.

In addition to the hordes of undead, there are still other groups of survivors trying to survive this disaster, and not all of them have your best interests in mind. Roving bands of marauders and bandits are also a threat to the community.

Loot

One of the main components of the game is going to be collecting resources in order to construct a better, safer compound. Players will find a variety of loot on their missions outside of the compound, and each class will be able to craft different items with the resources they find. Each loot tag will also have a "Scrap" value listed on it for easy bartering. Here are just a few examples of an objective with the resources and classes needed.

Repair Generator-

Provides electricity to camp. Needed for lights and security alarm.

Resources needed:

5 Gal. of Gasoline

1 Car Engine

1 Alternator

20 ft. of Copper Wire

Classes Required:

Engineer x 3

Build water filter system-

Provides clean drinking water

Resources Needed:

55 Gal Barrel

10 ft. Copper pipe

1 Charcoal Filter

Classes Required:

Researcher & Engineer

Build AED

Provides 1 usable AED device. Consumes 5 batteries each use. Only usable by Medic

Resources Needed:

50 ft. Copper Wire

4 x Resistors

2 x Circuit board

1 x Adhesive

Classes Required:

Medic & Researcher

Kitchen

Food will be available onsite from our tavern. We will be serving Friday Dinner, Saturday all day, and Sunday breakfast and lunch. Meals will cost \$5-7, and a meal plan covering every meal will be available for purchase at the beginning of the weekend. Please let us know if you have any food restrictions when registering.

What to Bring

- Costume and seasonally appropriate clothes
 - For our first event, most costumes will be mainly everyday clothes that might give some indication of your life before the outbreak. Maybe a college sweatshirt or an NYFD hat could give some insight into your character. Our first event is the end of September, so make sure to include warm clothes for the cold nights.
- Larp-safe weapons, NERF guns, and ammo
 - Boffers and EVA melee weapons, approved foam dart guns, and LARP-safe shields
- Food and Snacks
 - Our tavern will serve meals throughout the day, but it's still a good idea to have some quick snacks on hand. Also, make sure to bring bottled water to stay hydrated!
- Sleeping Bag
 - Cabins at Camp Crabtree are not heated, so make sure to bring a warm sleeping bag and extra blankets.
- Toiletries
 - Bathrooms and showers are available on site.
- Good shoes
 - We will be doing a lot of walking and running, so make sure to wear appropriate footwear.
- Lanterns, Flashlights, and Glowsticks
 - The cabins do not have their own lights, so make sure to bring something to see in the dark.
- Eye Protection
 - The use of some form of eye protection is highly encouraged throughout the weekend, and is required for anyone monstering. Clear plastic safety glasses or wrap around sunglasses are both appropriate.

What NOT to Bring

- Real Weapons
 - This includes knives, swords, firearms, two handed battle axes, etc.
- Illegal Drugs and Alcohol
 - State park prohibits alcohol on premises. Must abide by all state and federal laws at all times.
- Space Heaters
 - There are no electrical outlets in the cabins
- Fireworks
 - Fireworks of any kind are prohibited
- Pets
 - Pets are prohibited from the group campsites at Umstead State Park

Physical Contact

Touching another player without their expressed consent is prohibited. Contact may only be made with an approved, LARP-safe weapon being used in a safe manner. Any violation will result in immediate expulsion from the game.

HOLD Rule

The "HOLD" rule is for emergency situations. If you hear the word "HOLD", immediately stop what you are doing, drop to one knee, and await further instructions. This is only to be used for medical and safety emergencies. If you are injured or feel unsafe, please use the HOLD rule so we can assist and correct the situation. This is not a way to pause the game for questions or rules clarifications. Please see a staff member individually for these questions.

Out of Play

During the course of the weekend, players and staff will need to move around without actually being involved in the game world. A person wearing a white headband, or hold their hand or weapon on top of their head is considered "Out of Play" and does not exist to any characters that may see them. They may not interact with the game world in any way. If you are "Out of Play", please do your best to avoid any In Play areas as much as possible.

Religion

Because our game world begins directly from our real world, faith and religion may be a part of your characters history if you choose. However, we understand religion is a sensitive issue for some people in our world today, and wish to approach the topic respectfully. Personal attacks on a person or character's religion, derogatory or insensitive remarks, or intentional misrepresentation of any world religion will not be tolerated.

Age restriction

Due to the adult content and themes of our game, all players must be at least 18 years old in order to participate.