



# **THE CHERNOBYL PROJECT**

*Version 1.0*

## Introduction

This rulebook should provide all that you need to know about the 'Chernobyl Project' system. We will attempt to notify players of any changes to the rulebook and we will release updated rulebooks as often as we can should they be required.

Please note that this is only the first edition of the rules and we are open to suggestions for improvement and may make changes and additions as we get closer to the first event in an attempt to give everyone a better game experience. If you have any suggestions please send them to our email, you can find it in the Introduction section of the manual.

Before we get into this too far there are two things that everyone needs to understand about this system:

1. This is a horror system, there will be gore, blood and hopefully many terrifying experiences for the players, if that sort of this is not for you then you will probably not enjoy our events.
2. There will be grappling and physical contact between players and crew. I am not talking full on fist fights but monsters may try to grab you and drag you down and the event could get quite physical so please be prepared for such if you want to come to our events.

If you have any questions please feel free to contact me us at:

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Alternatively you can go to our web page at:

<https://sites.google.com/site/chernobylprojectonline>

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I would like to credit the Bleeding Edge LARP rules as the inspiration for this rule set.

## The World in Brief.

On April 26 1986 at 01:23 a catastrophic accident took place in reactor 4 at the Chernobyl Nuclear Power Plant, just outside of Pripjat in the Ukraine. During what authorities describe as "a systems test" the reactor suddenly underwent an unexplained massive power increase, outputting ten times its normal operating values. This increase caused an explosion in the reactor core which ruptured the reactor vessel and exposed the graphite moderator within the reactor to air causing it to ignite. The resulting explosions tore off and lifted the 2000 ton upper plate to which the entire reactor assembly was fastened and sent a plume of highly radioactive smoke up into the atmosphere.

The battle to contain the contamination and avert an even greater catastrophe ultimately involved over 500,000 workers and cost an estimated 18 billion rubles, crippling the Soviet economy and paved the way for the collapse of the Soviet Union.

Today an area extending 31km in all directions from the plant is known as "The exclusion zone" which was evacuated after the disaster and Ukrainian officials estimate will not be safe for human life again for another 20,000 years. As such entry in the exclusion zone is strictly controlled by the military.

The Chernobyl Project is a survival horror live action role play system. It's based in an alternate reality where the terrible events that unfolded at Chernobyl in 1986 had side effects way beyond those of reality.

The players take the part of modern day military investigation teams who are sent to find out what is going on within the exclusion zone that surrounds the disaster site.

It is important to note that characters in these events should perceive the world as it is for us today. They may know they are going in to a potentially dangerous situation but that is all they know. As far as anyone is concerned at the start of the event monsters, undead and other weird and wonderful creatures DO NOT exist. Players should be suitably unsettled if they encounter such a weird and wonderful monster on the event.

We understand that such a request is not always easy, especially for those of us who love a good monster flick but it makes the game better for everyone if players can at least act like they have never seen a horror film. Besides you are all playing bad ass military types, what could be out there you can't handle?

## **Creating your Character**

Generating your character is simple, choose your speciality, choose your equipment and write a small background, that's about all there is to it.

### **Specialities**

Different specialities get different special skills that reflect their skills

**Soldier:** Soldiers start one extra reload of ammo for all firearms they carry on top of the standard amount at start. Soldiers can also start with body armour for free.

**Medic:** Can use the Medical Kits to heal other people, non-medics cannot use med-kits. Medics also start with two extra reloads for one pistol if they take one and are immune to the effects of the radiation sickness card. They can still be killed by sudden large doses of radiation but drawing the card has no effect on them.

**Sniper:** Can call the location of their shots on anyone that can hear them. They do not have to hit with a NERF dart for this to work at long range. They may only call a shot a max of once every thirty seconds as it takes time to reload and aim. Snipers must use an appropriate rifle type weapon.

### **Equipment**

In order to keep an element of realism when it comes to weapons there are some restrictions on how much people can carry. To represent this we are using a simple points system. Each Character can choose 5 points worth of weapons and equipment to start the event with.

**Melee Weapons:** Costs 1 point per weapon (one knife sized weapon is free)

**Pistols:** Any pistol type weapon that can be held in one hand costs 1 point (one single shot pistol is free)

**Rifles/Automatic Weapons etc.:** Weapons that are held in 2 hands cost 2 points

**Medical Kit:** To start with a full medical kit costs 2 points (Cannot have more than 1 at creation)

**Body Armour:** To start with Body Armour costs 1 point

Any firearms taken start the event with enough rounds for 3 full reloads, that is one in the gun and two spares, unless you take a speciality that states otherwise.

NOTE: All weapons need to be inspected by the event marshals before they can be used at the event. If you have any questions about your weapons please check with the event team before the event.

### **Background**

A character's background is what helps you bring the character to life. We ask for five lines that tell a little about the character and person you are and how you came to be. Just five lines, no more. You can write more if you want to but given as life expectancy is quite short at our events it is not worth your time or ours to write a lengthy and detailed character history and then your character dies messily ten minutes into play.

Each time you create a new character you will be asked to write a new five lines about your new character before you will be allowed to bring them into play.

## **Equipment**

Players are expected to carry with them everything they will need for the time in period. This includes, food, drink and if you are feeling brave, sleeping gear. Not to mention your weapons and ammo. We expect players to be in character for a full 24 hours straight, meaning there will not be breaks for meals or toilet trips and there will be no safe zones, so make sure you have everything with you that you may need to survive.

NOTE: In the event of a character death only, ammo, haz-mat suits and medical kits may be looted from dead characters. Guns and other supplies should not be taken.

## **Weapons**

Given the variety of weapons available out there we have decided to restrict the approved weapons to just NERF brand weapons of either the N-Strike/N-Strike Elite or Vortex ranges. We also encourage people to give their NERF guns a coat of paint to make them look a bit more realistic and therefore helps avoid breaking the in character experience.

NOTE: NERF weapons that have been modified to increase range, power or any other alteration beyond a coat of paint need to be approved by the event marshals before they can be used at the event.

Battery powered NERF weapons are permitted but it is up to the owner of the weapon to ensure they have sufficient batteries to keep the weapon powered up for the duration of the event.

Using NERF weapons make weapon rules very simple, you fire your gun, if you hit something then you hit it. If the gun jams then it jams. If you don't have ammo for it then you don't have ammo for it, Simple.

## **Ammo**

There are four types of NERF brand ammo that will be allowed at the events. These are as follows:

1. Vortex Ammo
2. Strip Darts
3. Whistler Darts
4. N-Strike Elite Darts

Other types of NERF ammo will NOT be allowed, however the glow in the dark variants of the above are acceptable. If you have any questions or want to make sure your ammo is acceptable please contact the event team before the event.

Players are expected to bring their own ammo and in order to make sure players can keep track of it, we suggest that you mark your ammo with a unique mark. The event team will be using unmarked ammo to denote that it belongs to the system.

For ease of use, ammo is considered interchangeable between weapons that use the same ammo types.

Spent ammo should not be collected by players, the crew and marshals will do their best to collect it up and may choose to re-issue it to the party in the form of supply drops over the course of the weekend.

We cannot guarantee to recover all used darts and players should be aware that some of their darts may be lost over the course of the event. At the end of the event all ammo will be gathered up by the event team and separated by mark so players can collect their own ammo.

## **Melee Weapons**

Anyone wishing to use melee weapons must have a LARP safe version of the weapon they would want to be using, however they must look appropriate to the setting. All character can start with an appropriate

looking/sized knife for free but have to purchase but larger weapons such as axes, crowbars and the like with one of their starting points. All melee weapons will need checking by the event marshals before they can be used.

### **Body Armour**

If you have body armour or something that looks appropriately like body armour then you can wear it in character. You cannot start with body armour unless you spend one of your starting points to have it or choose the soldier specialisation, but anyone may use body armour found on the event. Body armour will allow you to ignore the first serious or fatal wound you receive. After this the armour is useless and you need get new armour. Body armour will not protect you from mortal wounds. Body armour cannot be worn at the same time as a Haz-mat Suit.

### **Haz-Mat Suits**

Haz-Mat Suits may be provided by the event team over the course of the event and will let players enter hazardous situations such as areas of high radiation or toxic fumes without harm. Haz-mat phys-reps will be provided by the event team as needed and will only work as long as they do not have bullet holes in them or such. Haz-mat suits will not provide indefinite protection and you will be briefed at the event as to how long a suit will protect you under what circumstances. Haz-mat suits cannot be worn at the same time as body armour.

### **Injuries**

No matter if you are shot, bitten, stabbed, burned or run over you can be sure that your character is going to get wounded over the course of the event and you are going to need to be treated.

Most wounds are treatable by a medic as long as they have the appropriate supplies and time to work on the patient, sometimes however you will not be so lucky. Some injuries are just too severe, for this reason we classify wounds into two categories, Normal Wounds and Mortal Wounds.

### **Wounds**

Getting shot, stabbed, bitten etc. will generally result in a wound. Should you take a wound, you should fall over, you are free to roll around screaming about how much it hurts. You need to keep track of the number of times you are wounded as there is a difference between being shot once and having someone unload an entire magazine into you. Each shot, stab, bite etc. counts as a separate wound.

If you have taken only one wound you can crawl slowly, dragging yourself along with uninjured limbs. You may even use a pistol if you have one to try and fend off any attackers assuming you can draw it with an un-injured arm but you cannot reload it once empty.

Any wounds after the first will cause you to fall unconscious from shock/loss of blood and such like. When a medic comes to treat you, make sure you tell him how many wounds you have taken and if possible where they are.

### **Mortal Wounds**

Sometimes things happen that will kill a character instantly, for example someone shoots you through the head. In these cases there is no chance a medic will be able to do anything for you so your character is dead.

It should be noted however that if someone sprays bullets down a corridor and they just happen to hit your head then that would not necessarily be a mortal wound. However, if a sniper called the head location or if someone put a gun to your head and pulled the trigger that would be a mortal wound.

### **Treating Wounds**

There are three levels of severity for wounds and they are minor, serious and fatal. Medics will be issued with their "medical kit" which consists of a deck of cards. If medic characters wish to bring and use any other medical props they are free to do so as long as no real sharps are included.

When a medic attempts to treat a wounded character the wounded character should draw one card from the deck for each wound he has sustained, the cards will denote the severity of the injuries and the drawn cards should then be discarded. This represents the medic having used some of his medical supplies in trying to patch up the wounded character. When a medic runs out of cards then he has no supplies and can no longer treat people until fresh supplies are located.

***Black Number Cards (except Aces) – Minor Wound***

The character is virtually uninjured and can carry on as normal.

***Red Number Cards (except Aces) – Moderate Wound***

The character has taken a moderate wound which could get worse if left untreated. The character will need the medic to work on them for 10 minutes uninterrupted without them being moved to get them fixed up and back into the fight. If the character is moved before the treatment is completed they must draw a second card to see if the wound has worsened. If a minor wound is drawn then the wound has not worsened, if a moderate wound is drawn the wound has worsened and the treatment time doubles to 20 minutes if a serious wound is drawn the wound has worsened and must be treated as per a serious wound, if a fatal wound is drawn then the character died while being carried.

***Picture Cards – Serious Wound***

The character has taken a very serious wound which will be fatal if left untreated. The character will need 30 minutes of uninterrupted work without being moved from the medic to get him fixed up and back into the fight. The character may be carried if needed but must draw another card when set down to see if the wound has worsened. If a minor wound is drawn then the wounds have not worsened, if a serious wound is drawn the wound has worsened and the treatment time doubles to an hour instead of 30 mins, if a fatal wound is drawn then the character died while being carried.

***Aces – Fatal Wound***

The wounds you received were too serious, and the medic could not save you. You are dead.

***Joker – Radiation Sickness***

Your injury is minor (as per minor injury) but you have been exposed to a significant amount of radiation. Its not enough to kill you straight away but it will kill you in time. In game terms, even if you survive the event your character will die at the end/shortly after from radiation poisoning.

## System Calls

We have tried to keep the system calls as simple and straightforward as possible to help keep the game streamlined and avoid disrupting the immersion as much as we can.

There are In-Character calls that are available for all characters to use. There are:

***KaBLAM:*** To be used when you want to fire your gun but it is not actually safe for you to do so. For example if you wanted to put a gun to your own or someone else's head and pull the trigger it would not really be safe for you to fire a dart at such close range. In this case you would use the KaBLAM! call. May also be used by snipers when firing at targets they would not normally be able to hit when firing darts normally.

There are four out of character calls that will mostly be used by the event marshals.

***Time In:*** The event marshals will use this to denote the start of the event.

***Time out:*** The event marshals will use this to denote the end of the event.

***Time Freeze:*** The event marshals will use this if it needs all players and crew to freeze where they are. Time in will be called when action can resume.

***Safety:*** Can be used by anyone to denote an actual injury to someone at an event. When called everything should stop. Given the nature of the event sites, if no event marshal is present where the injury occurred, someone at the scene of the injury should fetch one as soon as possible.