

Altered Reality

BASIC RULES

IN-CHARACTER BACKGROUND INFORMATION

It probably started with the first of two plagues, "Metal Fatigue". It took from us what we thought we needed the most, money, communication, technology.

As the bacteria spread across the world it attacked not the living, but the machines we depend upon. Computers crashed, 'planes fell from the sky and the digital age came to an eventual stop. Our dependency on technology became all too apparent as starvation and chaos changed the world and decimated the population.

However, that was only the start. The second plague, Vine Flu, killed millions over the next few months and left tens of millions infected. People became comatose, then rose in an uncontrollable murderous rage. There was no stopping them, the infection spread like wildfire. By the time it happened, it was already too late.

METAL FATIGUE

Metallilassitudine Archaea

A microscopic bacteria which destroys circuitry, electronics and causes structural damage to ships, vehicles and pipelines. Metal Fatigue effectively killed global technology.

'VINE FLU

Bovine Infectious Retrovirus

The cause of the incurable aggressive behaviour of its victims. The disease is very infectious and deadly. Less than 5% of the population are as yet unaffected.

THEMES AND GUIDANCE

No modern technology works, if it has a microcircuit it simply does not operate. Hunger and disease is rife, no new medicines are being produced and food is either found, caught or grown.

There is no police force, no central authority and many survivors have abandoned social law and become no more than murderous gangs of thugs.

Many people are simply left hiding in their houses, too scared to risk leaving.

WEAPONS AND COMBAT

Care should be taken to control the weapon at all times so that hits to the head, neck, hands or groin are avoided. Such hits suffered in combat cause no damage in the game.

All weapons must be checked by an appropriate referee before use.

Thrown weapons must be soft throughout, while bows are limited to a 30lb pull.

CALLS

| | |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| “REND” | This call will reduce your Endurance by one point. It has a range of about 6 feet - no physical hit needs to be suffered. |
| “MASS...” | Everyone within 10 feet (2m) who is in front of the character who made this call is affected by the following call. |
| “RESIST” | The incoming call has been cancelled. If a mass call has been resisted, each 'Resist' call only affects the individual. |
| “FEAR” | When effected, you cannot advance towards or fight the individual who made this call for 10 seconds. |
| “HEADSHOT” | A mortal blow or gunshot, not necessarily to the head. Health is reduced instantly to zero and a death count started. Armour is ignored entirely. |
| “STUN” | A character who is stunned cannot make combat calls apart from “Resist” until the end of the combat. |
| “KNOCK DOWN” | You are knocked off your feet (alternatively kneel for 5 seconds unable to attack) |
| “SAFETY” | The game has been paused while a health and safety issue is addressed. Wait quietly where you are and listen for more instructions. |

CHARACTER SHEETS

Players should keep their character sheets with them at all times.

Stickers (which represent things such as IC medicines, drugs and injuries) should be stuck to the back of the character sheet.

At the end of the event, all players should hand in their character sheets.

TAGS AND SIGNS

Players should ensure any item tags are read before the item is used. Some items (especially firearms) occasionally have special rules detailed on the tag.

FIREARMS

To use a firearm, a player **MUST** have the correct skill – more information about this can be found on the firearm tag.

HEALTH

Loss of health represents cuts, bruises and exhaustion, only when you run out of health is a life threatening wound inflicted.

When you are hit by a weapon in combat, your health is reduced by one or more. Hits that are unaccompanied by calls always inflict a single point of damage. Calls of "**DOUBLE**" and "**TRIPLE**" which accompany a weapon hit inflict more damage.

ZERO HEALTH

Dropping to zero health will immediately cause you to start "Dying".

While you have Zero Health you may not participate in combat or exert yourself physically, including use of any medical skills. You cannot use any call including "Resist". You still lose Endurance as usual from "Rend" calls.

DYING

If you are Dying, you should be lying still and unable to take any actions. You should start a death count. This represents time remaining in which your life can be saved. A death count is 300 seconds (5 minutes), once this count has ended, your character has died and you should speak to the Ref Desk.

If a character has the First Aid skill, they can "Stabilise" you to stop your death count. You still cannot exert yourself however. Further damage on zero health will cause you to start dying again – restart your death count.

ENDURANCE

Endurance represents your resistance to disease.

Endurance is reduced by one for each call of "**REND**" made within melee range (about 2 metres). Unlike Health, lost Endurance IS restored after roughly 5 minutes of hearing no more "**Rend**" calls.

Rend calls only affect single opponents (unless the call was "Mass Rend"), but the attack does **not** need to make contact for the call to have effect.

ZERO ENDURANCE

If you drop to zero Endurance, you must see the Ref team as soon as possible (this does not mean your character has definitely died).

You cannot use any skill calls, including "Resist" if you have zero endurance. You still lose Health from combat hits.

LEGAL POLICIES

TENTS AND CAMPING

Players and Crew are not allowed to enter or open any closed tent without explicit permission from the owner of the tent, unless the tent is open and obviously inviting others.

PERSONAL PROPERTY

It is unacceptable to take any items belonging to someone else without permission. Instances where obviously in-character items are stolen, they must be brought to the Ref Desk as soon as possible. The coloured ribbons which represent resources, and weapons or armour with tags attached are the only exception to this rule. In the case of weapons or armour, the item must be taken to the Ref Desk – players may not 'cut' tags to steal them.

CODE OF CONDUCT

- Do not do anything that is illegal under British law
- Do not impinge on anyone else enjoying the game
- If you are at any stage unsure or uncomfortable about a role-playing situation, remove yourself from the situation and find a Ref.

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