

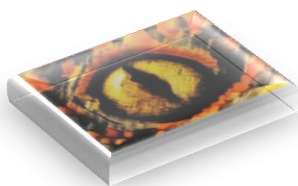


Fallen Days:
After the Kettle Stopped
Game 1

*September 16-18th 2016,
Candleston Castle, Bridgend*

www.firefight.org.uk/falldays

Rules booklet (v1.0)



Contents

Contents

After the Kettle Stopped.....	1
Contents.....	2
1. INTRODUCTION.....	2
2. SAFETY, FIRST AID	3
3. EQUIPMENT, IN-GAME ITEMS ETC.	3
4. PROFESSIONS AND SKILLS.....	4
Engineering	4
Medical.....	4
Military.....	4
Survival.....	4
Thievery.....	5
Skill tests	5
5. HANDLING CONFLICT	5
Close-quarters Conflict	5
Lasertag Combat	9
6. MEDICAL SYSTEM.....	11
General information	11
Levels of medical skill.....	12
Different actions relating to curing injuries.....	13
7. HUNGER AND SHORTAGES	15
Resources granted by Oversight.....	15
Survival and foraging	16

1. INTRODUCTION

This document assumes that you have already read the player/crew booklet. If not, please start with that and then come back here.

Most who have played a UKLTA laser-tag LARP before will be familiar with how we normally run games but there are some real changes to things in Fallen Days. So please have a quick read of this before you play, especially the 'Handling conflict' section, even if you play regularly with us.

If there are any queries or problems at the event, please approach one of the GMs: Simon Clark, Andy Flood, Bel Potter or Nick Reynolds. We will be wearing Hi-Vis waistcoats and will not be acting as NPCs in the game so there should always be somebody available.

2. SAFETY, FIRST AID

The site is generally safe to walk around but being a woodland area may have trip hazards, well-hidden holes, steep banks etc. so please take care during play. At no point enter or cross any water, the site is bounded by a river on two sides and we will not be going outside this. There are some houses that border on the site but lack proper gates or fences; if you are on a long walk and it looks like you're approaching a garden or house, turn back. Please be aware of your own fitness and don't over-exert yourself or take unnecessary risks. If you have any fitness issues or specific medical conditions that may impact your ability to play, please let us know as soon as possible.

As per the players' book, everybody must carry a whistle to call for help in case of an incident and a good quality, bright torch to enable them to find their way in the site at night if necessary. We have provided setting-appropriate dynamo torches, but you should carry a better torch in case conditions demand it.

Although we've never had a serious accident, it's always best to be prepared. The whistle signals are as follows, please learn them.

- Game start: 1 whistle blast and/or call of 'time in'
- Game over: 3 long blasts on the whistle (only to be done at the request of a game organiser).
- Emergency: Continuous blasts on whistles: stop play and close on the whistle blower.

Our First Aider for the game is Andy Flood from the crew team. If you are a properly qualified First Aider and would be willing to assist, please let us know.

3. EQUIPMENT, IN-GAME ITEMS ETC.

This is a game about a less civil society, it is possible that people will rob you and take your stuff. Oversight will feel free to confiscate anything they like the look of. Likewise, should you overcome an NPC you can take their stuff. Please do not take this personally; it is part of the game. Hiding/stashing stuff is quite a reasonable thing to do, be sure that nobody sees you and it's well hidden. We recommend you bring a small backpack or similar bag to carry in-game items.

We will provide you with clear plastic Ziploc bags to place any personal items etc. that you wish to carry but are not to be interfered with e.g. mobile phones, car keys, wallets etc. These are not to be searched/pilfered. No tents, cars or yurts are to be searched/pilfered by anybody, including crew, but please do not use them to safely hide in-game items.

With some valuable items, e.g. Lasertag weapons, high-end torches, PMR radios (walkie-talkies) etc. used by players or crew, we will veto taking them. These can be handmade prized possessions or expensive and we may substitute them with something else if it is available.

Should you take a PMR radio from an NPC, do not change the channel. Having players 'snoop' on the communications of the NPCs is a valid option in the game but we will be using other channels for GM and crew communications. Please consider it code locked and unchangeable.

4. PROFESSIONS AND SKILLS

This game operates with a 'light' skills system, where somebody's pre-Invasion profession and the things they've had to do to get by afterwards determine what they can do in game. There will be a significant degree of flexibility about this as the collapse has forced people to adapt and become self-reliant. So feel free to roleplay doing things and not be constrained by the lack of a long skill list.

The only time where specific skills become relevant is for the following specialties. If you have one of these skills, you will know from your character sheet.

Engineering

All players can try to operate functional technology but only engineers or scientists can fix things or deduce what something specialist does without random, possibly ill-advised, button pressing.

Medical

Although all players can do basic First Aid, only trained medical personnel (Doctors, Paramedics etc.) can do proper diagnosis, treatment and surgery. Going to them will be safer for you and makes better use of your limited medical supplies. For more information about the Medical skill, please see below under "Medical System".

Military

All players are able to use a pistol, rifle etc., but only somebody from a military background will be able to help if it is jammed or damaged, safely use or make explosives etc. Players with the military skill also have the ability to treat a dislocated shoulder (in addition to a Medical Professional).

Survival

It's a tougher world but mostly you rely on working together to get by. Some people have learned to forage effectively while alone in the wild. They are able to find edible/medicinal plants and game to either live on or trade. For more information about the Survival skill, please see below under "Survival and foraging".

Thievery

You've all made compromises but some people make a habit of bending and breaking the rules. Only they know how to break into buildings quickly and quietly or pick locks.

Skill tests

Most of the time you will just succeed at a skill. If something is easy but time consuming, we may say "Engineering: 5 minutes". If it is a difficult or risky task we use 'Bop It!' toys to simulate this and will ask you to reach a certain score, for example "Engineering: 75 points". This test will either be set in person by a GM, or as a card/label/envelope attached to an object or location. If there is a card, this may also show what to do in the event of success or failure.

We will show you how to use the 'Bop It!' if necessary at the start of the event, many of our players will already be familiar with them.

5. HANDLING CONFLICT

There are two types of physical conflict in the system for this game: close-quarters conflict, which aims to model hostage situations, brawls, etc., and Lasertag combat, which models a no holds barred, stand-up firearms fight, usually in an open area.

Close-quarters Conflict

All UKLTA games are essentially non-contact; we do not use LARP-safe weapons to hit other players/crew. When it comes down to a no holds barred stand-up fight we expect people to resolve combat using Lasertag firearms.

However, due to the setting, there will be times where players don't have firearms to hand or it would be inappropriate for players to let others know they have them. The penalties from Oversight for non-authorized civilians carrying a firearm are high. Therefore, we have some rules for narratively handling conflict where there is a threat of violence, with or without weapons, at close quarters.

The intention is that the conflict system can be used to model taking a hostage, robbing somebody of their stuff, forcing them to tell you something etc. without it ever coming to blows or shots being fired. It also exists to reduce the temptation to immediately shift to firearm combat to resolve all conflicts and then use the in-game medical system to heal people up afterwards. This is bad for character immersion, roleplaying and realism.

If you can get away from your opponent(s) easily, for example by running off or leaving a building/room, it's not close quarters and this system doesn't apply. If they're up in your face, have a knife at your back, a gun pointed right at your head, etc. it does.

The system works on a principle of escalation to gain control and only one person or group is said to have **control of the situation** at a time.

Whoever has **control of the situation** can force you to do what they want. Comply with them, but you don't have to be happy about it. So long as they've got that knife at your throat, or that gun at your back, etc. you do what they say, no 'fighting back'. This can include orders to drop your weapon, give them your stuff and so on. Roleplay this out though, it's not much fun for either of you if what should be a tense situation is handled mechanically.

Once a person has **control of the situation** they have it uncontested for a minimum of about 30 seconds. Don't start a stopwatch, use your common sense here. They remain in control until somebody else **escalates the situation** or it changes naturally by them moving away etc. Again, use your common sense.

More of the same kind of violent threat **escalates the situation**. A deadlier threat also **escalates the situation** and neutralises the previous, less deadly form of threat. The natural progression is: unarmed, sharp/blunt weapon, firearm. So, for example, one person with a knife can hold off several unarmed people but a gun trumps that. It sounds complicated but really, it isn't.

Unarmed close combat

Whatever people think, most can't conduct a 'stage fight' safely in an unpredictable environment. There will be no one-on-one melee fights, no exceptions. You can get up in each other's face and roleplay as much as you like but don't take it any further.

If a **group** of people want to overpower a person (or smaller group), close in and surround them menacingly, the biggest group has **control of the situation**. At no point can you actually manhandle anybody.

If anybody draws a sharp/blunt weapon or firearm, they **escalate the situation** and take control.

Remember, you can't escalate immediately after they gang up, as you are required to give them 30 seconds where they have **control of the situation**. So you probably want to stall them or try to run and get your knife/gun ready if they're after you. Once they've surrounded you it's too late and they can disarm you.

Knives, axes, other sharp/heavy objects

All weapons used must be LARP or 'martial arts training' safe and checked by a GM on arrival. At no point is anybody to be hit/stabbed with anything. You may **touch** a person with a weapon to signify intent, e.g. hold a LARP-safe knife to their chest, at their back etc. Again you must not strike or push anybody with a weapon of any kind.

As a general rule, the person who threatens with a weapon at close quarters AND who is not threatened by an equivalent or higher weapon **controls the situation**.

Often the sequence of events could be as follows:

- John pulls a knife and taps it on George's back indicating that he is threatening with a weapon. John has **control of the situation**. He will probably want to make George disarm if he has any weapons on him.
- Mary sneaks behind John and puts her scalpel next to his throat. She is now threatening John. This **escalates the situation, which** means that Mary now takes **control of the situation**.

If two or more persons are acting in unison with a common goal, then they are considered a "group" and they jointly have control of the situation. So, if a clan of robbers intent on robbing the bank have drawn knives and are threatening the bank cashier, they are in control of the situation as a group.

If there are two persons threatening someone with equivalent weapons and neither of them is being threatened but they are not acting together, then nobody has control of the situation. Somebody either needs to back down, leave, or draw a gun. Roleplay this until that happens.

For example, if two both John and Mary are trying to rob George at knifepoint, each acting independently for their own benefit (rather than as a group), then neither of them has control.

If everybody involved who threatens is also being threatened with an equivalent weapon, then nobody has **control of the situation**. Remember, only one person / group can be in control at a time.

If at any point somebody purposefully threatens in close combat with a firearm, they **escalate the situation** and take control. Remember though that the first person with a knife etc. has at least 30s of agency so they **can** make you drop your pistol and there's nothing you can do about it. These rules are intended to empower players against a better armed opposition if they can get up close and catch them by surprise. Use this.

Firearms

The first person to threaten in close range with a firearm takes **control of the situation**. Note that a slung/holstered weapon that isn't purposefully in your hand doesn't count.

For the purpose of firearms, close combat means at arm's length. So any firearm must be right in the target's personal space, pressed into their back, inches from their face and so on. If it isn't then you don't have control.

As above in relation to knives, the person who threatens with a firearm AND is not threatened by a firearm at close range has **control of the situation**. Again it has to be up close and personal.

Again, as above, if two people are threatening in unison for a common goal, then they are considered a group and have control of the situation. For example, if Bonnie and Clyde are both holding a gun to the bank cashier's head, they are in control of the situation together.

If two people threaten with firearms and neither of them is threatened and they are not acting in unison, then nobody is in control of the situation. Remember, only one person / group can be in **control of the situation** at a time.

If everyone is both threatened and under threat (in true Mexican standoff style), then nobody is in control of the situation. Somebody either needs to back down, leave or have an actual combat to decide who has control of the situation. Roleplay it out until this happens.

If somebody starts shooting, this is combat (see 'Lasertag Combat') and may God help you all.

For practical reasons, we recommend against actually firing a Lasertag weapon in a confined space indoors and starting a combat. The high intensity IR output needed to make them effective often means you will 'hit' everybody in the room including yourself. These conflict rules are partly a response to this problem; save the actual shooting for outdoors where Lasertag is unequalled in safely emulating gun combat.

Taking somebody out

If you have **control of the situation** and have a deadly weapon or firearm ready to use on a character, you may 'take out' that single character (see 'Lasertag combat'). Mime the action needed to do so, draw that knife across their throat, pretend to 'fire' the gun etc. and make it very clear that you've done so by exaggerating the motion. If using a firearm call "Point blank!" which is the standard UKLTA term for this.

When this happens your target must drop as if all their hits have been taken and they are immediately 'taken out'. After this, **you no longer have control of the situation**. Better run if they have friends.

This rule exists because characters have multiple 'hits' in the combat system to represent luck as much as actual injury. This makes the concept of a 'knifing', 'headshot', 'kneecapping' etc. impractical to model with actual Lasertag combat and it needs to be roleplayed.

De-escalation

The person or group who has **control of the situation** can end the conflict at any point by lowering their weapons, presumably after getting what they want. Don't immediately start conflict again if you 'lost'. Get over it and have your revenge later.

Personal Safety

If at any point you feel unsafe (physically or mentally) while handling conflict, forcefully call 'Cut!' as if you're the director in a movie. Everybody must then pause the conflict to resolve this and if necessary call a GM. The person calling the 'Cut!' has final say over whether they are safe or not it's not a discussion.

Final note

Remember all this is about close-quarters conflict, a person with a knife 30' away outdoors is no immediate threat. So stay out of their reach and they have no control over you. If they're in the only doorway to a tiny room with a gun or knife, you bet they've got control.

Above all, use your common sense, this is an aid to roleplaying, not an attempt at CQB military combat simulation. If necessary, GMs will intervene in the event of a dispute.

Lasertag Combat

While we've just had a lot of talk about resolving violent standoffs without resorting to an actual firefight we expect there to be plenty of gunplay in the game and we use the very well proven UKLTA Lasertag system for this.

Like many LARPs, Fallen Days uses 'global hits' to represent whether or not you can still function or have been 'taken out' and need medical attention. The individual 'hits' do not represent literal wounds but when you get down to zero, your luck has run out and you are taken out of the game, usually temporarily. Bigger guns do more hits.

Lasertag technology

We use technology to emulate firearms safely. Despite the name, Lasertag involves no lasers and is 100% safe as it uses similar technology to a TV remote control. You must all wear a functional Lasertag sensor, unobstructed, on your head throughout time-in. If your costume includes a hat, obviously adjust the sensor and put it on that instead. Some people find this more comfortable than wearing the sensor directly on their head.

Strategically blocking your sensor with your surroundings while still managing to see and fire at opponents is not allowed and if a GM sees it we will be grumpy at you. Firing completely wildly, for instance by shooting a pistol blindly round a corner, is OK.

If you are a regular member of the hobby and are bringing your own sensor it must be 'Data over Tag' (DoT) capable. If you have requested a loan sensor we will provide an appropriate DoT capable one. Please request this in advance when booking to ensure we have enough loan sensors for the game.

For practical reasons, we recommend against actually firing a Lasertag weapon in a confined space indoors in a combat. The high intensity IR output needed to make them effective often means you will hit everybody in the room, including yourself. We have written the conflict system described in the previous section partly to try and work around this problem.

How to operate your Lasertag sensor

The sensors we provide have very simple controls, a small switch to turn it on/off and a button to control it. The sensors remember most settings when you turn them off. They use lights and sound to let you know what is going on.

Here's a quick summary of how they behave.

- To turn the sensor off/on just use the switch, it will remember your current hits.
- To check your current hits, press the button once. It counts them out in groups of three to make it easier to follow. So if you have four hits it will count beep, beep, beep (pause), beep. This is also an easy way to check that your sensor is switched on.
- If you are shot and hit, the sensor will make a descending set of beeps and the lights will flash. The lights give feedback to the person shooting that they've hit.
- If there is a 'near miss' you will hear a single brief 'chirp'. Be aware this occasionally happens if you step out into bright sunlight from the shade.
- Once you have been reduced to zero hits and 'taken out', the sensor will beep and flash continuously. You can silence this annoying noise by pressing the button once.
- To reset the sensor to your starting hits, switch it off, hold the button down, switch it on again, release the button. The sensor will wait a while then do a series of up/down beeps & flashes to show it's ready. You may need to take it off your head to do this as it can be fiddly. Normally you will only reset your sensor if you've received medical attention.
- To change your starting hits, do a reset as above but before it plays the startup sounds push the button briefly, once for each hit. Once the sensor has started check your hits again, it's quite easy to end up with one too many or too few hits.
- A small number of weapons 'stun' players. They will hit as normal but once you are 'taken out' the sensor will sound a slow 'beep.....beep' and you will eventually recover even without the intervention of medical skills.

How to operate your Lasertag gun

Point the wrong end at enemy and pull the trigger. For extra efficacy, aim first. 😊

No, really, many years of development in the hobby have made sure the use of the Lasertag guns is very simple and effective. Pistols and submachine guns tend to have open sights and will be accurate up to maybe 50m if you have time to aim and a steady hand. Rifles of various kinds can have very long ranges in the hundreds of metres when used with more sophisticated sights.

If your shots find their mark, the target's sensor will flash and make a noise. This is to give useful feedback to you as there's no physical impact for you to see and sometimes the player is slow to react.

If we've loaned you a Lasertag weapon, we'll show you how to switch it on/off and reload. Most Lasertag weapons have limited ammunition in the 'clip'. Once it's used up it will stop firing; press the reload button. After a delay of 30s or so you have a fresh 'clip'. Switching a weapon off/on involves a longer delay before it's ready to fire so make sure you leave it on

during time-in then switch it off at the end of the day to conserve the battery.

People in the hobby are very helpful; if you're not sure how some of the tech works, ask another player or a GM.

Hits, being 'taken out', death etc.

Players will typically have a maximum of six hits but occasionally lower (see below under "Hunger, deprivation and shortages"). Once these are reduced to zero you've been 'taken out' in combat, your sensor will tell you by continuously beeping and flashing. There is no concept of 'wounded' once you've taken a hit or two. Until you are 'taken out' you're considered in full health.

When you're 'taken out', fall safely to the ground where you are and you are unable to act in the game temporarily. There are no 'last shots' etc., please go down as soon as you hear your sensor. You are however still there so can in principle be robbed etc.

Pressing the button on your sensor once will stop the noise from the sensor. This should also start a timer that lasts twenty minutes. If this runs out you're in trouble.

You should stay where you are until somebody else can come to your aid. We use a medical system (SAMS) based on coloured Smarties to represent various in-game resources/conditions. Please see the medical system section for detail on this.

In principle, anybody can help you to some extent by using First Aid. However, a Medical Professional will be far safer and use fewer resources. In a world of shortages, you should keep this in mind.

Once you've been treated, set your sensor to whatever hits you are now on, usually your maximum, and then re-join the game.

If nobody comes to your aid after twenty minutes, you're dead, sorry. If you silenced your sensor with a button press it should have been marking time for you and will start going off again. Please remove your sensor from your head and go discreetly to find a GM. We will attempt to drop you back into game when we can (typically as a new character) but it may not be for an hour or two.

6. MEDICAL SYSTEM

General information

This game uses a variant of the SAMS 2011 medical system widely used by the UKLTA (but combines Medic/Surgeon role and does not include any option for 'walking wounded'). We will have a separate copy of the full rules for Medical professionals but the relevant rules are described here.

SAMS models both determination of how serious an injury is and the treatment of it using tubes of the sweet Smarties. So, the Smarties are both an out of game indication of the injury and an in game physical representation of supplies. The colours of the Smarties are important, please let us know if you are colour blind.

These Smarties are a limited game resource and we will supply them, do not bring your own. You will also need some bandages and suitable material to roleplay the treatment of wounds if you intend to treat people for all but the simplest wounds. We will have some First Aid supplies but it is helpful if you bring some.

As you use up the Smarties during treatment this represents the use of actual medical supplies. They can thus also be traded, sold, exchanged or stolen. The different colours of the Smarties matter both for the severity of the injury and for surgery, so it is advisable to use them strategically and coordinate with the Medical Professionals.

If a character is "taken out", they can receive First Aid or Professional Medical Care. All characters are able to give First Aid but only those characters with the Medical Profession skill can administer Professional Medical Care. Please note that you cannot administer either First Aid or Professional Medical Care on yourself.

When a character receives Professional Medical Care after being "taken out", they only need to receive one treatment (see below). This means that the casualty takes fewer injuries and thus uses fewer resources to heal. It also means that the casualty has fewer chances to have after effects (such as not able to move without aid, use a gun, or need surgery).

When a character receives First Aid after being "taken out", they need to receive two treatments (which doubles the injuries, after-effects and resources needed to treat them). As this is a game of limited resources, the way you use your medical supplies may have an impact on your survivability as a group.

Levels of medical skill

There are two levels of medical care: First Aid, which is available to all players, and Professional Medical Care, which is only reserved for those with the Medical skill (the Medical Professionals). Exceptionally, Military characters have the ability to relocate a dislocated shoulder.

First Aid

All characters are able to give First Aid. First Aid should mostly be used to **stabilise a casualty** and / or **safely move a casualty** so that they can receive treatment by a Medical Professional.

Any player can also attempt **medical treatment** using First Aid. This is done by administering **two** treatments instead of one. This doubles the amount of injuries and the resources needed as well as the after-effects of the injury. It is ill-advised to do so.

Professional Medical care

Only a professional may give proper medical care. This is much more efficient than First Aid and in the right environment much safer.

A Medical Professional may perform the following actions: administer a **medical treatment**, **perform surgery**, **relocate a shoulder** and provide **CPR**.

Military professionals

Exceptionally, all Military Professionals also have the ability to relocate a shoulder.

Different actions relating to curing injuries

Medical treatment

A Medical Professional can administer medical treatment. At a stretch, anyone with the First Aid skill (all characters) may try to administer medical treatment but they do it at double the cost and with double after-effects. It is, therefore, ill advised to do so.

Select **two Smarties** from your medical supplies. You can deliberately pick colours or choose them at random. If you deliberately choose “good” results at the start of a game, likely as not you'll be handing out “bad” results by the end.

Look the colours up on the SAMS chart. We will distribute laminated copies of this separately. If you can't find the colour combination you have, reverse the order you are looking for.

The chart will give you information about the type of injury and the action needed to treat it.

If a **Medical Professional treats the casualty**, you are **indoors** in a **clean** environment suitably set up for medical care, and can adequately **prepare** and **work carefully** then all **effects (usually a time to recover) are reduced by 50%**.

Inform the casualty what kind of injury they have and how they should roleplay it (for example, broken arm, bleeding in the abdomen, etc.)

Perform the treatment(s) specified for the ‘wound’ (unless exceptional rules apply, see below for **Surgery**, **Dislocated Shoulder** and **CPR**) and check the after-effects. This may include suitable roleplay aids such as bandages, splints and so on.

Eat or discard the Smarties as you see fit when administering the treatment (or share them with your casualty). Do not put them back in your supplies, they are gone.

Many minor ‘wounds’ are things like a concussion that will pass after a period of time, e.g. ten minutes. If you have silenced your Lasertag sensor by pushing the button, then you can have it count this out for you. Press the button once for every minute you need to wait, and

when this has passed it will beep to let you know. Please continue to roleplay appropriately while recovering, as you are back in the game but impaired.

Once you are fully recovered, reset your Lasertag sensor to your maximum hits.

Some 'wounds' are more serious and won't get better by themselves. You will either need to roleplay them until the end of the game or have them treated through Surgery which can only be done by a Medical professional. The exception to this is a dislocated shoulder, which can also be treated by a Military professional.

Surgery

Only a Medical Professional can perform surgery.

In a suitable environment (typically a makeshift field hospital) a Medical professional may, by administering **one Smartie of each colour (8 smarties)**, perform an "operation" to remove one previously permanent impediment from a casualty.

You cannot perform surgery outdoors or in an area without the basic equipment.

This process takes **10 minutes** during which time the Medical Professional must remain in close contact with the casualty and roleplay accordingly. Any interruption to the process results in it needing to be restarted from scratch.

Once this is complete you consider the condition dealt with even if nominally from the description it is something that takes a long while to heal, e.g. a broken leg. This is to enable characters to be fully in the game as much as possible. If you have not already done so, reset your Lasertag sensor to maximum hits.

Relocating an Arm

Medical Professionals or Military Professionals may relocate a dislocated arm previously identified by a medical treatment.

Administer **4 pain killers (pinks) or 1 anaesthetic (red)** and with suitable role-playing pull the appropriate arm to relocate itself in the socket.

CPR

Only a Medical Professional can perform CPR.

Should a player die by bleeding out (20 minute delay) for a further 10 minutes they may be revived by a Medical Professional who performs CPR (with suitable role-playing). **Draw and discard one Smartie at random every minute.** If a red one is drawn, the player is dead with no chance of recovery. If the pink one is drawn the player recovers, otherwise the CPR continues.

Stabilise a Casualty

Any player may stabilise a casualty.

You can **stabilise the casualty** by administering **one pain killer (pink) pill**. This resets their bleed out time to 20 minutes so a Medical Professional can attend. This can be done more than once, but they will remain unable to act and in distress until they are attended to. It is advisable to do this if you think that they 20 minutes bleed out time might be running out.

Move a casualty

Any player may move a casualty.

Administer **one Smartie of any colour**, you may then move the casualty. The player roleplaying the casualty can physically move (and should not be carried) but the player moving them must remain in physical contact with them. If contact is lost the casualty falls to floor. The player moving the casualty may not use their weapon during this time, if they do, the casualty falls to the floor.

The safest thing a player can do is get them to a Medical professional for treatment.

7. HUNGER AND SHORTAGES

To reiterate it's been a hard couple of years and the populace is bent under the will of Oversight.

No players will have eaten well recently and while you're toughened by your new life you are kind of strung out as the game begins. As a result, you will **begin the game with a maximum of four hits**. Normally this would be six.

Resources granted by Oversight

Any time you have your book stamped and collect rations from Oversight then consume them you may increase your maximum and current hits by two to a maximum of six. We will physically represent this by giving you some light refreshments and a snack in character at the 'pub' in game, which is located at the main central building.

You can trade rations with other characters but they, not you, will get the benefit of them.

NB: You do not have to actually consume what we give you, there will be a choice of basic granola bars, biscuits, tea, coffee, soft drinks etc. If you don't want this, have your book stamped and pass anything back to the crew member at the bar.

Also, those characters with the Survival skill can find things that have a similar effect to rations (see below under "Survival and foraging").

Survival and foraging

Some of you have the Survival skill; this allows you to find small game or other things that are equivalent to rations and medical supplies during the game.

Rations

You may see some soft toys (realistic looking animal props were out of budget, sorry ☺) with Survival skill tests marked on them. These will generally have an equivalence to a number of ration stamps and this will be marked on them. These items are not in game for characters without the Survival skill, please do not mess with them.

Any 'rations' found like this may be traded or consumed as if they are any other rations.

Medical supplies

You may see some fake flowers or plants in the wild. These represent plants or other naturally occurring things that are medicinal. They will have a Ziploc bag or jar attached that includes some Smarties. You may only recognise and take these if you have the Survival skill.

These may be freely used/traded as medical supplies but be aware we may have tailored the distribution of Smarties.