

**Forces of the Empire Blaster Battle**  
**MediaWest\*Con 2001**  
**Character Creation and Rules of Play.**  
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*Changes for Y2K +1 are in Italics*

## Introduction

The Blaster Battle is an event, sponsored by the Forces of the Empire Starwars Role-Play and Fan Club, held at MediaWest\*Con. The basic premise is a Space Station called Port Lansing which exists in the Starwars Universe where the Alliance and the Empire meet every year, and as such things usually go, hostilities tend to break out.

The Blaster Battle is an Interactive Role-Play game mixed with elements of capture the flag. Players are encouraged to dress in costumes of their favorite Starwars characters, either from the Movies, Books, or of their own creation, strap on a Blaster, and come run the halls with us.

I hope that everyone has a good time this year, I'll be doing my best to see that everyone does.

### Same ol' RANT

Here it comes. The same RANT that we hear every year, from many different people. I for one am tired of hearing it and repeating it for 4 years now, I know most other people are tired of it as well. However, no matter how much people say they understand the RANT, they are tired of hearing it, and they are living by the words of the RANT, something always seems to happen that proves that just isn't true. Although having said that, last year went very well so maybe we are starting to live the words of the RANT, we'll repeat it again though, just for effect. So here we go... the RANT.

The Blaster Battle is only a game. Did you hear me when I said that? Only a game. The Galaxy does not hang in the balance. In fact nothing hangs in the balance. It is a game and it is meant to be fun for all involved. If you are a person that is only happy when you are winning, we don't want you in this game. Winning is not the point, having fun IS, and if winning is your bottom line, then you should be playing Paint Ball or Lazer Tag or the like, because here, we are doing this for the Role-Play and the chance to loose our selves in a story for a bit. It is true that one side will win in the end, but it doesn't matter who as long as everyone has a good time. In sort, the BB is only a game. So let's make sure we act that way.

There, the RANT is over. I'll be making it again in person before the Battle. Please, everyone out there, take the RANT to heart. Learn it, Live it, Be it.

## Some General Rules

These are just some general rules and other ramblings from the mind of the BBRPC before we get into the Character Creation and Specific stuff for the Battle.

- 1) The Blaster Battle is a GAME between Friends. Let's be sure to treat it that way. (See the RANT above).
- 2) You **MUST** be a member of MediaWest\*Con to participate in the Blaster Battle. No IF's AND's or BUT's.  
You also need to be wearing your MediaWest\*Con Badge visibly during the combat. This is so Con Security can checkup on us.
- 3) The age limit to take part in the Battle is 16. This is because of some problems we've had in previous years with young people playing in the battle, not living the words of the RANT and causing some problems and for various legal and insurance reasons. Those under 16 are welcome to role-play with us throughout the weekend, but to participate in Hallway Combat you must be at least 16 years old.

- 4) Deliberate Physical Contact or Intent of Physical Contact with other players or other Con members that is *Harmful or even in their wildest dreams might be perceived as Harmful* is entirely unacceptable. If you need to be told this there is something seriously wrong.
- 5) We are part of a larger Con. We are not the only event there, and the majority of the people at the Con are not involved with us. We must be courteous to them at all times. We are only allowed to do this very unique and fun activity as long as they tolerate us. For crying out loud, don't mess with other Con members, be courteous, friendly, and even kiss a little butt if you have to.
- 5a) Players in the Blaster Battle must abide by all the rules of MediaWest\*Con.
- 6) This event is meant to be fun. Rules Lawyers or Rules Rapists who try to exploit the rules to their own advantage are never fun, never. I am not a professional game designer and I am doing my best to keep the rules simple and easy to work with. That means that the rules are easily exploited. Just Don't, ok? I don't want to have to write 100 or 200 pages of rules to keep the Rapists and Lawyers in line and the other players won't be too happy about it either.
- 7) Please don't insist on always being the winner in a fight (falling down is fun too!). See the RANT above.
- 8) The Con is going to put restrictions on where and when we can play (i.e. Quite Halls, Dealers Areas etc.). These restrictions are probably going to be a pain and may cause problems, but please do your absolute best to respect the Con's wishes. See #5 above. Feel free to grumble about the restrictions (I know I will be) but do it out of earshot of the other Con members.
- 9) The Über Judge (me) is the final word. I will do my best to be fair and make everyone happy, but in the end a decision must be made and I will make it. I will be happy to discuss things, but only for so long. Please understand that I am doing my best and I will not be able to keep everyone happy all the time. If I make a decision you don't like, please feel free to let me know in a civilized way, did you hear that part, in a civilized way. I will always reconsider a decision that you don't like, assuming it's presented in a civilized way, but I may or may not change my mind. It is nothing personal, remember that. I am doing my best to keep the game as a whole fun and safe. That is my primary concern.
- 10) There will be several (I hope) other judges helping the Über Judge. They speak with my voice. If they make a decision that is rampantly unpopular, you may talk to the Über Judge about it if you follow the guidelines in #9. BUT please do not come running to me every time a Judge makes an unpopular decision. All it does is slow the game, and I will seldom if ever overturn another Judge's decision. We will all be doing our best to keep the game fun and safe. I will also do my best to make sure all the judges are on the same page, as it were. In general please be nice to the judges, it is only because people volunteer to be judges that we get to play at all, and yelling at them isn't the way to thank them for giving their time so we can play.

## Character Creation

This is the Character Creation system. It is more or less the same as last few years, but is very different from years past. Please read through the whole system before you make up your characters. Even if you have your characters from last year, give it a read, you might find some new stuff.

Remember that you are playing your character, and that your character can do things that you can not. At the same time you may be able to do things your character can not. Just keep that in mind.

### Costs

There is a \$5 fee for entering the Blaster Battle which is used to cover Cantina refreshments and Blaster Battle Supplies (badges etc). You may register two (2) characters for free but each character above two will cost fifty cents to help cover the extra cost of materials. Please pay the Über Judge when you register your characters.

### Creating a Character:

**Points:** There will be a total pool of 17 points to cover all skills and attributes. You will receive one point for each year you've played a character. So a character that is new has 17 points and a character played for two years will have 19 points. You get your point after the con, so if this is the start of your third year, you have played for 2 years and have 19 points

**Skill Maximums:** A first year character will be able to put a maximum of 5 points in any skill or attribute. For each year the character has been played the maximum goes up by one. So a character played for one year has a maximum of 6, two years 7 and so on. No skill or attribute can be higher than the maximum

for the number of years that character has been played. Again, your maximum goes up after the con so if this is the start of your third year, your skill maximums are 7.

**Skills:** You must put at least one point into Mind Rank. You **MUST** also pick at least two non-combat skills (i.e. Knowledge or Force skills) to put some points into even if it's only one point. We do this to force characters to be a little well rounded (see below). Other than that you can distribute points however you want as long as you don't pass the maximums.

#### **Skill Annexes:**

Attached are 3 annexes listing the skills available in the game. These are not complete lists, if you have a skill that isn't covered by one of the listed ones, submit it with your character and we'll see what we can do for you. Annex A: Combat Skills; Annex B: Knowledge Skills; Annex C: Force Skills.

**In an effort to give "younger" characters more of a chance against the "older" characters, we have instituted a couple of new measures to even things out some. I know that some pieces of these new rule may not be popular, however as you all know these rules are an ever evolving thing. We try things, some times they work, some times they don't. We'll see how this goes**

#### Long Time Characters:

Characters that have been played for more than 8 years will not get a point every year after their eighth year, they will get a point every two years. That means that when a character has been played for eight years and has 25 points, they will no longer progress as fast. In that character's ninth year they will not get a point, and in their tenth year they will get a point. They will get a point in their 12<sup>th</sup> year, 14<sup>th</sup> year, and so on. So a character at 8 years has 25 points, that same character will have 25 points in their 9<sup>th</sup> year, 26 points in their tenth year, 27 points in their 12<sup>th</sup> year, and so on.

People who are playing long time characters older than 8 years MUST RECALCULATE YOUR POINTS.

You will lose points, and I'm sorry about that, but we need to do something about the younger characters getting squashed all the time. If you have an old character please recalculate. We didn't want to go with the option of freezing points at a certain level and this was the best idea we had.

#### Luck:

The idea of Luck was suggested by Bernadette Crumb, and is an attempt to give new young characters an occasional chance to beat an older character. Newer characters will be given Luck Cards, which can be used to add points to stats during role-play / combat. Brand new characters will have 5 cards, 1 year characters 4 cards, 2 year 3 cards, 3 year 2 cards, 4 year 1 card, and once a character is 5 years old they no longer get Luck Cards.

The Luck Cards can be used once and once only to augment one stat test, so if you use 3 luck cards to bring your blaster skill from a 4 to a 7 to beat that Rebel sharp shooter, those 3 luck cards are gone. Luck cards will be issued with the character's name on them, and once the card is used in combat / role-play the card is to be handed over to the character it was used on who will then tear it up and throw it away.

The Maximum number of Luck Cards that can be used to augment any stat test is 3. Luck Cards can be used on any stat test as long as the character has the skill already. They can not be used as a "new" skill, you must already have the skill you are using your Luck with. Luck cards cannot be pooled, a character can only use them to enhance their own stat test, and if more than one character is trying to accomplish something by working together only one character in the group working together may use Luck.

Each Character will get a set of Luck Cards for the day, and they will only be good for that day. So Joe Newbie gets 5 luck cards on Friday, uses 4 of them (2 to help with blaster and 2 to help with a Systems Engineering Stat Test). On Saturday Joe Newbie gets 5 more luck cards to use that day but the one he had left over from yesterday is no good any more and should be thrown out. Cards will be dated and can only be used on that day. Cards will renew (your Luck pool refills) each morning of the Con but those are the only cards you have for that whole day, so use them wisely.

Use of Luck Cards must be declared before an encounter occurs. You cannot check stats, realize you've been shot, then decide you are going to use your Luck. During Battles if you are going to use your Luck Cards in a shoot out, you must have them in your hand and you must declare you are using Luck before the shooting starts, in other words, if you plan on using luck have the cards in your hand while you're walking down the hall before you run into the Imperial squad. In other situations, interrogations etc., you can only declare you are going to use up to 3 luck cards before any stats are checked. Once you've looked at each other's badges, you're "out of luck".

Luck cannot be used in situations where you are surprised, nor can it be used to try to anticipate events (future sight).

This system seemed to work well last year and as such we're going to continue to use it this year. We are still "testing" this idea and if you have any thoughts or comments (on luck or any of the rules) please let us know.

#### **Force users:**

The Force is just like any other Skills. Each Force Power is a separate skill, so that you must spend points on each skill, such as TK or mind tricks separately. This represents the amount of training that needs to be done to get good at the various skills that force users have.

Force Walls are not permitted. As far as I know we never see a "Force Wall" in any of the movies, so we shouldn't see them in our game. There is no such thing as a Wall with the Force.

Deflection of blaster bolts uses your Lightsaber-Force skill. You can only deflect a total weapon skill up to or equal to your rank in the Lightsaber skill. By the way, you need to have a Lightsaber in your hand to deflect blaster bolts. If you have a 4 in Saber and a 3 shoots at you, you deflect. If you have a 4 and two 2's shoot at you, you deflect, if you have a 4 and a 2 and a 3 shoot at you, you're toast. As a general rule, for most force users, if more than one person is shooting at you, assume they've got you and go down. Catching blaster bolts on your hand; Nope, ain't happen'n. Only Vader can do that, and mostly because his hand is robotic.

Another problematic issue is the large proliferation of Force users in the game. There are just too many force users. Several methods were proposed to control this, but most of them were very restrictive. So here is the rule. If your force using character is not a member of either the Jedi or the Sith (the two main Force Using Orders in our Universe) then the maximum rank in any force skill the character can have is 3. This represents the lack of clear and continuing training that people outside of the two major orders experience. (I know many will be unhappy about this, but something needed to be done. This seemed like the best course). If your character through the course of role-play does join the Sith or Jedi then that restriction is removed. This is different than last year.

The reasoning behind the changes from previous years regarding Force Skills is that I feel that Force users became very abusive and too powerful, thus causing an unfun experience for non-Force using characters. This is my attempt to solve the problem. As always if you have a problem with how the rules are set up, let's talk about it.

The use of Force Skills in combat is restricted to two (2) doorways range. The same as blasters

#### **Knowledge Skills**

Several people asked that we do away with the extra skills, such as Computer and Engineering saying that they never got used and were superfluous. This has been true in the past, and may turn out to be true again, however they are still there. Basically if we do away with the extra skills than we turn into just plain fighting machines, and very few humans spends their whole life doing nothing but fighting. Besides a good role playing game is about more than Hack and Slash. So the Extra skills are still there. Also, there will be several small events during the weekend that will require use of special skills, so don't just assume that you don't need them. We are going to do our best this year to make you use those skills.

Some people may notice that using this system some numbers may not be as high as they have been in past years, before I took over. Remember that if you're numbers are a little lower, so are everyone else's. It is all relative. Please remember that before you complain about how low your points are.

Also we have based this system on 3 being the average human skill in something (I know, people have complained about that for years. But think about it. For all intents and purposes any character that someone is going to play in our game is going to be very much above average anyway. While it may not at first glance make sense to have 3 be average, when you think that most of us are great heroes it works better if we have more room above average to move up to.) So 3 would represent the average level of mundane training in a given skill. That gives us plenty of room for growth

While 3 is average, 10 is god like. In most cases 10 is not a realistic number for anyone to have (you must have played a character 5 years or more to have a 10 in any skill). If you do ask for a 10 please justify it with a good role-play reason. Also remember, a game full of super humans isn't much fun, please make your characters well rounded, rather than dumping points into one skill. Some movie characters (see below) will have 10's in a skill as will some of the long running player characters in the game.

## Movie Characters

If you plan on playing a movie character please speak with me first. Several people will be playing movie characters already and we need to make sure there are no conflicts. Also I will be tweaking some stats in the movie characters to make them more like the movies. If you do plan on playing a movie character, please submit your stats as you think they should be and we will talk together and make any changes that are thought to be necessary to make the character more true to fiction.

### Example Characters

1st year Merc/Soldier/Grunt (17 points,  
Max of 5 in any skill)  
Willpower - 3  
Blaster - 3  
HtH - 3  
Demolitions - 3  
Security Systems- 3  
First Aid - 2

1st year Force User (17 points,  
Max of 5 in any skill)  
Willpower - 4  
Lightsaber - 4  
Force - TK - 3  
Force - Healing - 3  
Computer - 2  
Stealth - 1

3rd year Free Trader (19 points,  
Max of 7 in any skill)  
Willpower - 5  
Blaster - 4  
Hand to Hand - 3  
Engineering - 3  
Security - 2  
Pilot - 2

3rd year Force User (19 points,  
Max of 7 in any skill)  
Willpower - 5  
Light Saber - 4  
Blaster - 1  
Computer - 3  
Demolitions -2  
Force - Mind Probe - 4

## Character History and Role Play Hooks

Please include some background on your character. You might want to include some role-play "hooks" (open ended story ideas in your history that could be used in weekend plot lines). I will be making efforts to generate role-play, especially for new characters, during the weekend, and if you take the time to add these hooks to your character background it will give us the chance to give you the chance to have more role play.

I also encourage everyone to role-play during the weekend. Also, if you see someone you don't know, ask them if they are interested in joining in your plot line; hire a merc, recruit a new soldier, hire a free spacer, etc. etc., etc. Let's get everyone involved!

## Hallway Combat

During the Blaster Battle on Sunday night and any other skirmishes during the weekend we will be participating in Hallway Combat. Most of this is pretty straight forward, however we will go over it anyway.

### No Real Weapons

No Real Weapons are to be carried or used during the Hallway Combat. This includes real Guns, Slingshots, Edged Weapons of any kind, etc. etc. etc.. I know the knife is part of your costume, but there is too big a chance of someone getting hurt. Please leave the knives in your room during Hallway Combat.

### Shooting at each other

Weapon Range is two (2) Door Ways. If someone is firing from anywhere in a door way, they can hit any where up to two door ways away (it doesn't matter if they are standing in the front or back of the door way, they can hit any where up to the end of the second door way)

When you are shot, please fall (or sit, or whatever) down. You will be "stunned" for two (2) minutes (120 seconds). Healing is covered below.

You can not shoot people's hands or feet. If a hand or foot is sticking out, you can shoot at it, but it will be very hard to hit and even if you do hit it, not enough damaged is caused to take the person out (we can say that not enough stun energy is transferred to the central nervous system from a peripheral limb.) Only if you can see a person's head, or any part of their main body can they be shot.

By the Same token, you can not stick your gun around a corner and fire blindly and expect to hit anything. You must be looking where you are shooting to hit anything.

If there is a question about who shot who, a judge can compare weapon ranks, the higher rank will win. In a tie, both people are stunned (lame I know but there isn't a better way to deal with it).

If it is obvious who shot who, please don't ask to check stats. If someone is behind you or obviously has surprise, they got you. Please fall down. We shouldn't have to plead with you to fall down. Ok, look, just fall down once in a while, even if you had the drop on them, it just isn't worth arguing about. See the RANT above. Falling down can be fun.

Some of us have in the past worn costumes that make it hard to hear when someone calls we've been shot. Please try to avoid doing this. Make sure that you can hear someone down the hall talking in a moderately loud voice. If you notice someone isn't falling after being told repeatedly that they have been shot, go out of play and talk to them. I'm sure they'll see the error of their ways and fall down (right?!).

If there is some question as to what happened in a combat try to work it out. If possible and everyone will agree, use the solution that best works with role-play and with the situation.

If all else fails, ask a judge to compare stats of all the players involved. This is very time consuming and a pain in the butt, so please try to work out the combat without resorting to stats if at all possible.

There will be no limit on the number of times you can be shot (with the possible exception of a death match in the atrium or some such). So you have no reason not to fall when shot. I for one like this game because you can get shot a lot and not have to worry about it.

Remember always that good role-play, or what seems right in the situation, always wins over stats!

### **Force use in Combat**

The Range for someone using the Force in combat is two (2) doorways, the same as weapons. For the most part Force skills work the same in combat as in regular Role-Play. Future Site and Danger Sense skills are difficult in Combat as there is no really good way to know if there are Imperials down the hall, as such any kind of future sight/force sight/danger sense can not be used during the battles (there is too much danger and violence because there is a war going on, and your sense is over whelmed).

### **Role Play in Combat**

There is NO role-play ban, role-play during the battle is perfectly acceptable. If you want to take someone to your base and interrogate them that is fine. However we ask that you don't spend all your time in your base as this is no fun for the other people playing.

### **Drugs**

*A character given a sleeping drug will be stunned for 2 minutes. A character cannot be re-drugged after it has worn off. (See the rules on shooting a character after they have already been shot)*

### **Bases**

*There has been a request to make the bases un-raidable this year, however I'd like to hear everyone's opinion before making a final ruling. A decision on bases will be made before the battle starts.*

Once you have raided the base you have 5 minutes (time kept by the base judge) to get out of the base. If you are not gone in five minutes than reinforcements arrive you are all captured and become prisoners of the side who's base you were occupying.

We had some problems in past years with stuff disappearing from rooms used as bases. This is just plain wrong. The base judge will be sure to keep an eye on things in the bases, and we ask that people who volunteer their rooms as bases take a few minutes to put valuables out of sight or in another room. Let's not have any problems like we have had so we are force to make bases unraidable again.

Bases are also a good place to take one of the many breaks everyone is going to take so they don't wear themselves out.

### **Prisoners**

If you are captured and your captor tells you that you have been searched, assume that all your weapons have been deactivated (yes your rubber knives are deactivated to, it beats having it taken away). However if they don't tell you they've searched you, then they haven't and you are welcome to use that holdout you have on them. Captors, please do not actually take weapons from players. As in past years, weapons once deactivated (or captured, whatever) must be recharged in the vending machine alcove on each floor or at the Base before they can be used again.

Please do not hold captives for more than two minutes unless you are actively role-playing with them, or they say it is ok to hold on to them longer. This is just to keep people in the game. If you are role-playing, keep them as long as you like (and as long as they agree to be kept) but please remember that there are other people out there to role-play with as well. If you have a long scene to work out, do so after the battle if at all possible.

#### Switching Characters during Battle

There will be NO character changing during battle. I have had more than one report of people who, when confronted with an interrogation for which they did not have a high enough skill, pulled out their "deck" of characters, shuffled through it until they found a character with a high enough skill. They then played that character for the interrogation. Come on! The idea was to allow people the chance to get other characters involved for role-play not so that you could have a wider verity of skills to bring to bear. I was very disappointed to hear about this, it really does go against the sprit of the game entirely. I don't care who was doing it, but it will not happen again. So from this point forward for battles or skirmishes, you must pick the character you are going to play at the beginning of the battle and play that character and only that character for the whole battle.

#### Force Damping

Each side has, in their Base, a Force Damped Cell block. Within the walls of these cells, the Force is completely blocked and can not be used at all either passively or actively. This is done basically so that someone can sit down and actually talk to a Force user for more than 30 seconds without being mind controlled. We can make up what ever story we want about why this works, whether we use the iguanas from that book, or we just say it works "because it does" that's fine. There are no portable Force Dampers. The related equipment is too big and bulky to move around. Each side has one, in their base, that's it.

#### Healing

Players who have been shot are unconscious (i.e. stunned) for 2 minutes (120 seconds). Players with Medic or Force - Healing skills can reduce that time by 10 seconds for each point of skill they have.

It takes a healer about 10 seconds to practice their art on someone. If they are interrupted before they finish then there is no effect from the healing (no time is taken off the stun). I know this is kinda goofy and hard to enforce, but it is also silly to say that you can walk up to some one and touch them and they will be just fine. Healers need to take a little time to work their art.

Healing is not cumulative. That is, if a stunned character is worked on by someone with Medic 3 (reducing their down time by 30 seconds) and then someone with an Medic 5 comes along, the Medic 5 can only reduce the stun time by 20 seconds (2 points, the difference between the Medic 3 and the Medic 5) not the full 50 seconds. If someone with an Medic 3 works on a down character, then someone with an Medic 2 comes along, there is nothing the Medic 2 can accomplish. Force - Healing is the same. Only the difference between a higher skill an a lower one can be applied to healing.

The one exception to the above is if Medic is followed by Force - Healing, or vice versa. Because those two skills are very different in how they treat wounds, they can be cumulative. So if a character with Medic 3 works on someone, then a Force Healer with Force - Healing 4 comes along, the person gets the full 4 points (40 seconds) of effect from the Force healer in addition to the 30 seconds they got from the Medic. The opposite is also true, if a Force healer works first, and then a Medic character comes along, the full cumulative effect of Medic can be added because they are different skills being used. This also means that someone with both Force - Healing and Medic can add those two scores together when they are practicing their arts (assuming they aren't in a Force Damp situation)

#### General Play Area

For Safety reasons no combat can take place in the stair wells. You can move between floors, but please take it easy on the stairs. (I used love playing in the stairs too, but it is just too big a safety problem).

For the sake of clear Noncombatant traffic, the area around the stair wells and the Elevator is "out of play" Characters can not shoot from or be shot in those areas. Characters that abuse the "out of play" zones will be severely reprimanded. Jumping in and out of the "out of play" zones in just another instance of bad sportsmanship and will not be tolerated. The exact dimensions of the "out of play" areas will be determined and discussed on site. To quantify this rule, for this year, if combat is in progress at the border of an out of play area, and a character leaves the out of play area to join in, that character cannot return to the out of play area until the combat ends or that character's entire team retreats together.

There will also be a quite floor (only one we hope) that we will hopefully know about before the game starts. That area can be passed through at a walk (no running) but no combat can take place there at all.

### **Safety and Courtesy**

In general please do not run. Walk briskly. This is to keep us from breaking our fool heads when we fall. It is easy to get excited, but please try to keep in mind that we shouldn't be running. Also be aware of those around you and try not to trip over the dead and dying.

Keep your voices down as well. There will be people in their rooms trying to have conversations and other things. Please do not yell. If necessary go out of play and walk down the hall and talk to the people you need to talk to rather than yelling. Also, no matter how exciting it gets please keep your voices down at all times! If you need to remind your fellow players to keep their voices down, do so nicely with out being abusive

### **Personal Health**

If you start to feel sick, or tired, or dehydrated, stop playing and take a break! That simple. We want everyone to finish the game in as good a shape as the started it. Remember to take frequent breaks for water. I'm sure we'll have several people reminding everyone of the importance of that. This cannot be stressed enough, take care of yourself first, get the Rebel scum second.

Also be aware that the halls may get hot, and dress appropriately. Capes are not a good idea (not only to the keep you nice and warm, they are a tripping hazard). Dress in light cloths if at all possible.

### **Non-Combatants**

The other members of the Con who are not playing with us are Noncombatants (please do not call them mundane, it might be offensive to other con members). Noncombatants are to be treated with the utmost respect at all times. Only as long as they tolerate us will we be allowed to play at MediaWest\*Con. When a noncombatant approaches, announce that a noncombatant is in the area and ALL fighting WILL stop and ALL weapons WILL be pointed at the ceiling or floor until the noncoms are out of the way. In there are noncombatants lingering in the halls talking or whatever, combat will just have to wait until they move on. As above, we only get to do this as long as they let us. Under no circumstances will anyone point a weapon at or other wise threaten or accost anyone who is not playing in the game. Be as polite as possible. If you do accidentally point a gun at someone (I've done it in the heat of battle) please be very apologetic and if necessary kiss a little more butt (see above).

If the noncom is interested in being involved, feel free to use them in some way, however, sending them down the hall to count your opponents and report back is not cool, ok? For all intents and purposes noncoms do not exist and you can't use a nonexistent being for intelligence gathering. If you want them to take a message some where or some such that's cool, and if they are really hot to get involved tell them to make up a character and join in.

### **In Play**

You are only In Play if you badge is prominently displayed. Please wear it on your chest somewhere, not on the front of your pants or under your cloak. Please keep it highly visible. If we can't see your badge you are out of play and can't effect the game universe around you. Please do not go out of play just to get into a better ambush spot. If you walk past someone out of play, put your badge back in a shoot them, they aren't going to be too happy about it. Please choose only good spots to come back into play.

This also applies during weekend long role-play. If you are waling around with your badge on, you are in play and people can mess with you. If you don't want other characters doing things to you don't put you badge on! Likewise, if your badge is on don't be upset when someone starts messing with you!

### **Out of Play**

A character is out of play when their badge has been removed from its holder and turned around (or taken out of sight all together). During the battle, please only go out of play if absolutely necessary. If you do go out of play and you don't take you badge out, you are still in play and others can mess with you. If you go out of play you must take your badge out, if you are only going to be out for a few seconds to discuss something or the like, covering your badge with your had is acceptable. However saying "oh I was out of play" isn't going to cut it, they've got you. Also do not, ever, go out of play to avoid a capture or stun. This is just bad sportsmanship. If you need to go out of play, do so when it is convenient, not just as the Imperial Arrest team comes around the corner. Be sure you are out of any major events before going out of play. Hiding in a doorway to avoid someone then going out of play once they've passed isn't too cool either. Use common sense as to when you should or should not go out of play.



### **Acts of God and Combat Team Size**

There is no official limit on how large or small your combat teams can be. However, it is very strongly suggested that you keep any operational unit to 5 members or less. This seems to be a good size for the areas we have to play in. If we get large teams running into each other all it does is bog things down.

If you do run into a situation where two large forces have encountered each other and things are getting bogged down, please take the initiative and back off from the encounter. It is no fun for the small recon team of two who never seen anyone because everyone else in the game is taking part in the huge battle up on the fourth floor. So stay small and lean, and if things do start to bog down, break up and go your separate ways.

That brings us to "Acts of God" (or Acts of the Über Judge, if you prefer). My feeling is that AoG got over used in years past, and as such I am going to strongly discourage their use by the judges this year. However, if a judge decides that play has reached the point of molasses in January in Michigan, they are empowered to use AoG to break it up. If they do, and you don't think it was the right move, please refer to #9 and #8 in General Rules for guidelines on respectfully and in a civil manner complaining about it..

### **Using other skills**

Some skills, such as blaster are pretty much self explanatory, the higher skill wins. Using other skills, such as Engineering or Computers is pretty straight forward. If you are attempting to do something, the judge (me) will have set a minimum skill necessary to accomplish the task. If you can meet or exceed the skill level you have accomplished the task and you receive the rewards of doing so. If you can not meet the minimum you aren't able to do the task. In doing some tasks you will be able to add multiple players ranks together, in others you will not, it will be at the discretion of the Über Judge (me).

Mind Rank is a special skill (an attribute really) This attribute is used both to resist mind attacks (i.e. Force - Mind Control / Mind Probe, interrogation etc.) and in some cases will be used to represent your over all mental ability (such as perception, reasoning, etc.) for tasks such as figuring out things or spotting the hidden stuff. Mind Rank is important, don't neglect it.

Some skills will have specific rules to go with them, such as Medic.

In general, if there is a tie in a skill test, the winner will be the "defending" character. That is, for example, the person resisting the mind control, or the person who is being talked out of their ship by Fast Talk artist will win if the ranks involved are equal.

As stated above, role-play wins out over skills in every case. That means that if you have the prisoner dead to rights on willpower, but the scene will be more fun with an interrogation, then go for the role-play. Always go for the role-play over using those impersonal, not very much fun numbers.

### **Money**

Due to the time, hassle, and expense of printing "money", I'm pretty much against the use of "real" money in the game. As such all monetary transactions will be handled on credit. Each side will be given a certain amount of money this year to pay mercs etc. The sides will give credit vouchers (receipts) for work done, which the mercs will turn into to the Über Judge to be added to their accounts.

Please remember that the sides will only have so much money. We will work to set up an economic standard before the game starts so we are all on the same page as far as pay etc. Do not expect to be paid cr. 100,000 credits for each job you do, that is too inflated. We will announce an average going rate for general mercenary work to use as a starting point for negotiations.

### **After Action Session**

There will be a session before, and a session after the Battle to talk about the new rules and how people feel about them. I will wear a rain coat and bring a shield so you can throw stuff if you want. In general I'd like to say that these rules are, and always will be a work in progress. We will take what we learn this year and apply it to next years revision of the rules. That is the way it has been working and over all it seems to work pretty well. I am always open to suggestions and constructive criticism. So, we'll see how it goes this year, and the things we learn will be in next year's rewrite.

Remember --- this is only a game.

oh yeah... and everyone WILL have a good time, I'm watching you and I'll know.