



Green Cloaks

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Engineering Update – June 2016

Explosives Errata

Complete Rules Update, March 2017

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1 SKILLS

1.1 DELMONT REGIMENTAL SKILL

Delmont's regimental skill has changed to a choice at character creation of one of the following skills:

- Backstab
- Pistol
- Rifle

1.2 EXECUTE

Execute can only be performed on unconscious or dying targets, or in previously agreed roleplay situations with the intended target. As before, this still requires 3 seconds of roleplay, and reduces the target's death count to 15 seconds, unless the target is already below 15 seconds, at which point they will die.

1.3 EXPLOSIVES

One free grenade will be given to characters with Tier 2 or 3 of the Explosives skill at the start of each event as follows:

- **Tier 2:** 1 free frag grenade.
- **Tier 3:** 1 free frag grenade or 1 free stun grenade.

1.3.1 Remote Detonator usage.

These may be placed and primed with 10 seconds of appropriate roleplay. Once primed it may be detonated at will by the person who placed it to affect the 3 targets closest to the item within 3 metres with >RELEVANT CALL<.

The person who placed it may not leave a 30ft radius of the charge or it becomes a dud. The charge must be detonated within 10 minutes of being placed or it becomes a dud. Use of a remote charge requires a ref.

1.4 GRAPPLE

Grapple is not to be used in heavy combat situations or as an offensive battlefield call. Do not attempt to use it to drag people out of battle lines or similar. Attempting to Grapple someone in the middle of a fight is considered dangerous for all involved. This call is meant to be used as a method of restraint rather than capture.

1.5 MARKSMAN

A shield can block your line of sight, because if you happen to be spotted, taking cover behind a shield is sensible while you find some more solid cover. This may mean that you expose a limb and get a "cripple" call instead.

1.5.1 Marksman with a Bow

The wording in the Rules v2.5 implies that you can, technically, make a marksman arrow. This slipped through the net from when "Bow" was a separate skill. Arrows already do automatic knockdown, and may not be used for the Marksman skill. The Marksman skill requires a rifle physrep and cannot be done with a bow.

1.6 MEDITATION

Meditation on the battlefield will no longer be allowed. Meditation requires quiet and contemplation, not something that you will find on any battlefield, therefore, if you need to, meditate before muster.

1.7 MEDICAE

You cannot use the Medicae skill on yourself, or use it to assist the use of the skill on yourself.

2 CALLS

2.1 FATAL

As before, all hits on all locations are reduced to 0 and the target's death count is reduced to 60 seconds when incapacitated by this call (this does not carry over to subsequent instances of entering the dying state; death count reverts to the normal 120 seconds). This reduction to 60 seconds takes place regardless of any items that the target may be wearing that give them an increased death count.

For clarification, this call cannot be parried, blocked or dodged. It will go through shields and shield generators, the Dodge call, Omega Protection tier 3, and Vrede shield generators. Basically, if the blow hits you, or something attached to you, the "Fatal" effect happens, unless you have a specific item that states otherwise. If the blow does not hit you, or anything attached to you, the effect does not happen.

3 PROPS & BLASTERS

3.1 PYROTECHNICS

All pyrotechnics are restricted to being approved by our H&S person, and can, currently, only be used by refs and marshals. Due to various persons having problems with smoke/flashes/bangs, we will advise people in advance in pyrotechnics are to be used.

3.2 "RIVAL" BLASTERS

The muzzle velocity remains at the current 110fps, but we now allow specific 3rd party rounds that have proven to be no denser than the original Nerf rounds. If the round is stamped with either an "X", "C", or "N", then they are OK to use.

3.3 SHARP & POINTED PROPS

All real blades are restricted and must be stored safely in a tent while not in use.

We have decided to disallow the use of sharp and/or pointed objects on the battlefield, particularly for roleplaying repairing of armour or use of the Medicae skill. This is because of the danger of another person falling on someone using these and accidentally stabbing someone as a result.

You can still use these props in a camp area, however we ask that you are aware of your surroundings and take care.

Some examples of these types of items include: screwdrivers, needle nose pliers, Voltmeter spikes.

4 GENERAL RULES

4.1 IN-CHARACTER PHOTOGRAPHY

You may take personal pictures in character, for in character reasons (getting your phone out to photograph a map, for instance, or a personal commemorative picture) provided it is for non-commercial reasons. Hand held cameras are not allowed to be used on the battlefield, but if you have a Go-Pro or similar affixed recording device, you can use that. However, if someone objects to having their picture taken or published on social media, please respect their wishes and remove the picture in question.

Green Cloaks do have very good photographers present at most events, and they commonly allow you to use their pictures for non-commercial use, but check the photographer's own terms and conditions.

5 NON-COMBATANTS

5.1 NON-COMBATANT BANDS

Due to the non-return of the non-combatant bands over the last few years, it has been decided that all non-combatants will be asked to pay a deposit of £5 for the bands. This is returnable upon return of the non-com band. We regret this decision, but the number of bands that we have supplied and not had returned over the years adds up to props we cannot have because we keep having to buy more non-com bands.

5.2 NON-COMBATANT BATTLEFIELD ROLES

As of this year, we will no longer be including "non-com roles" for battles.

If you are medically non-com, you must get a band from GOD to indicate that you cannot be hit safely, and you must not participate in battles.

If you are able to walk to & around the battlefield and carry things, you may be asked to be an ammo clip reloader and carrier of ammo crates & water bottles with respawn refs, behind the monsters, where there is no chance of getting accidentally caught up in combat, but you can still be helpful in providing a fun experience for the players on the other side.

If you preferred to request a non-com role as an alternative to fighting purely for fun, this is no longer an available option. This is both to make it clearer for first aiders and refs from a H&S point of view, and to save plot refs from having to shoehorn in a reason for hostages and the like every time. It also means that for players (and monsters), anyone on the battlefield is a valid target, including hostages or civilians, so no having to meta in the back of your mind about who you can or cannot safely hit.

Various lower combat options are available as a regular battlefield monster, such as opting to use a bow, playing a medic, engineer or sniper, or just sitting out of the next respawn when you need a breather. We trust you to know your own limits and not push yourself so hard so that you spoil the rest of your game or put yourself at risk of injury. If in doubt, please speak to the Head of First Aid about your recommended limits, or the Head of Monster about ways in which you can help within your limits.

For your player battle, if your character is a "non-com character" but you are not a medically non-com player, there may be the option for roles such as carrying water that mean you can take the field in a non-com manner, but please note that this is still an IC role as your character, and as such is at best low-com - you may get hit, you are a valid target, however you would probably be less likely to end up in direct combat. You should arrange this IC with your regiment. (My'rna healers are obviously not combat characters, but have an obvious combat role i.e. healing.)

All camps and associated areas are timed out and the tavern closed during battle. We kindly ask all non-com players not taking the field to respect this and not continue your game until the rest return.

5.3 NON-COMBATANT MONSTER SLOT ROLES

There will still be plenty of non-com and role-play encounters for monster slots, as these are not an H&S issue in the same way as battles.

6 THE LAW AND MILITARY POLICE

The position of MP was created by a player some time ago. Since then, it has spread out to the player base and become quite popular. However, the rules regarding MP powers and the laws of the TSA have not yet been codified, leading to many issues both IC and OOC. After feedback and talking with various parties about this issue, we have decided upon the following system of laws and roles for MPs in the Green Cloaks. These rules are designed to create interesting roleplay for all involved; they are NOT meant to be an effective set of laws.

Due to the disparate nature of the Terran Sovereignty and the wide range of cultures and traditions within it, not to mention to vast distances between systems, it soon became clear that a standard military law would need to maintain order in the army. The laws were often found to be too restrictive for certain situations, as well as causing tensions between the varied cultures represented in mixed task forces. The TSA also found themselves unable to deal with disputes and infractions in a reasonable amount of time or with any consistency due to the massive logistical problems caused by distance and limited resources. As such, the following choice was made:

A central, sector-based Military Police command would be maintained to check on the task force at regular intervals (when possible). However, the laws that each regiment follows should be decided upon by the regiment's command themselves (with input from a member of the MP within that regiment), much like their lower command structure is decided.

Each regiment is subject to their own laws and justice. Any disputes and incidences between regiments are to be resolved by the Military Police.

How these laws are decided and the protocol for dealing with inter-regimental issues are laid out below.

6.1 THE LAWS

The regiment command may decide upon the laws their members should follow and the punishments that breaking them entails.

It is recommended that the regiment command takes input from an MP representative from within their own regiment. However, the final choice rests with the command on what the laws are.

The laws for each regiment are normally simple, easy to follow and short, the spirit of the law usually being the main point of it, rather than the letter. Soldiers in battle do not have time to learn and remember complex legal codes.

6.2 THE MILITARY POLICE

Each regiment should have two representatives from the Military Police.

If there are no Military Police in the regiment then these are appointed by the regiment command in a manner they see fit. If there is an open Military Police position in a regiment and a serving member of the Military Police, then the appointment of the new member falls to the current MP. This is normally done via interview and consultation with other members of the Military Police in other regiments and regimental commands.

The role of the Military Police is to collect any reports of infractions of the regimental law within their regiment reported by members of the taskforce. They can then liaise with the regiment command to judge what action needs to be taken (arrest, trial, etc). Once they have permission from the regiment command, they may take the agreed action.

The other main role of the Military Police is to resolve any inter-regimental issues that may arise and calm potential tensions between regiments. In the event of an inter-regimental issue, the Military Police must liaise with their counterparts in the affected regiments and work together with the regiments' commands to reach a resolution.

If no resolution can be reached, the Military Police from both regiments may jointly ask for assistance from the sector Military Police command. However, this is a last resort as this assistance can take some time to arrive and often the issue is resolved before they can arrive or respond.

It is recommended that Military Police regularly meet with their counterparts in other regiments to assess the current relations between regiments, so that efforts can be made to keep the peace before problems arise.