



**STARBASE 1 LARP**

**THE  
MARSHAL'S  
HANDBOOK**



# THE MARSHAL'S GUIDE AND RULEBOOK

## **Welcome to the Starbase 1 LARP'S Marshal's Handbook!**

Congratulations! Welcome to the Starbase 1 LARP Marshal's Team! We are excited to have you aboard. As a Marshal, you will Play a vital role in making the Starbase 1 LARP a Success! Our goal of providing Safe, Family Fun cannot be completed without your efforts. We hope this Marshal's Handbook will assist you in becoming acquainted with the Starbase 1 LARP, and answer many of your initial Questions.

This Handbook explains the Starbase 1's Marshal's Rules, Policies, Regulations, Gameplay and Guidelines for the Gamespace. If you have any Questions about any of its Contents, please feel free to Contact a Manager. In an effort to be responsive to the needs of our growing Business, Changes or Additions are at the Company's Discretion, however, Marshals will be informed when Changes are made.

We are glad that you have joined our Team, and anticipate a worthwhile, Fun and exciting Experience for You!

Rick Smith  
Owner



## MARSHAL APPLICATION FORM

Starfleet Command - Mojave is always looking for Individuals that would like to Marshal for our Missions. The Marshal Position, whether it be the Operations Marshal, the Rules Marshal, the Co-Ord Marshal, or a Settings Marshal, are Key to the function of a Live Action Role Play (LARP) Event. Saying that, we would like to take the Opportunity to list some basic obligations to the Role of these important Game Positions.

Marshals are expected to always act with Empathy. Viewing things from the mindset of the Person you are engaging with is important. You can know Rules backwards and forwards, run every threat correctly, and be the best Mod Runner, or NPC Wrangler on the Planet - but if you don't have the capability to interact with others, and really empathize with them, you will be challenged to be a Marshal for our Game.

Marshals should always represent what is best about the Community. Our Community is comprised of all kinds of different People, from all walks of Life. Race, Religion, and Ethnicities. Political Affiliations are irrelevant - in our Community, everyone is Equal. We show Respect to one another, and make sure that we insure a Safe Play Space for all. The actions of a Marshal reflect the totality of the Game, as Players will look to them as the example of the Team producing the Event.

Marshal Applicants should consider the amount of stress that comes with the Position. It would be unfair to say that this is an easy Job. It can be very Rewarding, and that is why many do it. But it can have a profound impact on your "Out of Game" Life, and sometimes that can be negative. While we allow Players to be able to apply for a Marshal Position after only three Events with us, we encourage those that have been here for some time to Apply - as they best know the stresses that can occur on one of our Missions.



## QUICK REFERENCE

### AT THE START OF EACH GAME PERIOD

The following things happen to each Player at the start of each Mission:

- Mission Briefing. You brief Players on Equipment, Operations and Mission Objectives.
- Check Users for Leaderboard Updates. Any Abilities that have specific things happen at the start of a Game Period (such as Addiction) also go off now.
- Equipment issued such as a Tricorder is used in the Game, your current Department section is used.
- If a Defensive Weapon is used in the Game, your Real Life Skills becomes equal to your In-Game Skills.
- Any Equipment used in the Game, must be checked for Correct Use and Handling.

### GAME MASTER'S CHECKLIST

Understand what type of Mission you're running.

- Is it a Standard Mission, or a Bonus Mission (are there continuing Team and Mission Points)?
- Will you design the Mission parameters, or will the Players?
- Will you have NPCs who work for you, or will all the characters in game be Players who have autonomy?
- Decide how many Players you want, and how long you want the game to last (30 minutes, 1 hour, etc.).

Apply the Game Mechanics. Log STATs and Abilities to all the Crewmembers you've marshaled, in a timely manner. Determine which Asset will be used in the Mission.

Determine how many Game Periods you will Marshall in one day. An evening Game is normally one Period. A full day of Games could be 2 or 3. Prepare to Run. Assemble your Assistant GMs and NPCs at the start, to organize the Mission needs. Get your Props, or other materials in order.

Arrive early; Budget at least 10 minutes for Setup, more if your Mission is longer than an hour. Issue your Team their Mission Order, Weapons, Information, between game action Requirements, and other Materials. Be prepared to answer Questions. Run the Mission.

Award Mission Points. Have Teams update their Leaderboard Rankings. Get all Mission Equipment and Materials back from Crewmembers.



# QUICK COMBAT GUIDE FOR COMBAT MODERATORS

## INITIATING COMBAT

1. Send an Attack/Defend Order.
2. If necessary, pause the game to:
  - A) Player Injury
  - B) Equipment Malfunction

## ORGANIZATION

1. Say: "Please now."
2. Check players for STATS/Abilities.
3. Have people return, and keep them in roughly the same place as they started.

## MISSION LEVEL 1

1. Teams all checked in.
2. Mission Equipment Assigned.
3. Leaderboard Updated
4. Medical Checks
5. Team Mission Briefing
- 6.

## SUBSEQUENT MISSIONS

1. Starting Point Check-In.
2. Equipment Check.
3. Medical Check.
4. Points takes effect after all Actions have been resolved.
5. Escort All Players who wanted to leave the Combat, and are able to do so, are out of the Combat Area.
6. Leaderboard Update.

## AFTER COMBAT

1. Check for "Out of Game" factors
2. Be there to handle Post Combat Questions and Actions (for example, Bonus Points, or Catch and Release Points).
- 3.



## **RULES FOR MARSHALS**

The number one Rule of Marshaling is to hear all sides first. A Marshal must be neutral in Situations, and make Objective Decisions. A Marshal should be a Diplomat between Players who are on the verge of arguing, or are actually arguing. However, a Marshal should not interfere with arguments among Teams.

Conflict is part of what makes the Starbase 1 LARP Fun. If a Marshal comes upon two Crewmembers arguing, he should make sure that the argument is not between the Players, but about the Problem.

A Marshal should let the Players do whatever they want (within Safety Margins of course), as long as the Rules allow it, keeping in mind that Safety First is the most important consideration of the Starbase 1 LARP.

A good Marshal knows when to keep Quiet, and when to Speak. Marshals should never volunteer any information, and should speak, only if they need to make a Ruling. Also, a Marshal may provide a Description of someone/something if the phys-rep is lacking.

## **CHEATING**

A Character may be a Lying, Cheating, no-good sack of Bat guano, but not a Player. This Game is based almost entirely on the Honor System, and Cheaters only ruin it for others. If a Character is affected by a Weapon, the Player must Play it out. If a Player cannot accomplish a task because he does not have the Skill, or it's not his Department the Player should not do it. A Player should know the Rules well, before he tries something out of the ordinary.



## **BEING THE GM**

The GM has many responsibilities, such as presenting the conflict to the players, controlling NPCs, and helping everyone apply the rules to the situation in the game.

Let's talk about the GM's jobs.

## **HELP BUILD CAMPAIGNS**

A campaign is a series of games you play with the same characters, where the story builds on what happened in earlier sessions. All the players should collaborate with the GM to plan how the campaign will work. Usually this is a conversation among all of you to decide what sort of heroes you want to play, what sort of world you live in, and what sorts of bad guys you'll have. Talk about how serious you want the game to be and how long you want it to last.

### **Examples:**

Cat-people sky pirates in flying ships, always on the run from the Royal Navy trying to catch them.

Magic-wielding desert townsfolk stand against the invading soldiers of the evil Steel Empire. Students at a boarding school for magical youth solve mysteries and uncover secrets of their ancient school.

## **LEARNING HOW TO BE A GM**

Being a GM and running games can seem intimidating and difficult at first. It's a skill that takes some practice to master, so don't worry - you'll get better the more you do it. If you'd like to read more about the art of GMing Fate, there are several chapters in the Fate Core rules that you should check out: Running the Game, Scenes, Sessions, and Scenarios, and The Long Game are particularly helpful. Fate Core is available for free at [www.evilhat.com](http://www.evilhat.com).

## **BUILD SCENARIOS AND RUN GAME SESSIONS**

A scenario is one short story arc, the sort of thing you might see wrapped up in one or two episodes of an adventure television show, even if it's a smaller part of a bigger story. Usually you can wrap up a scenario in one to three game sessions, assuming you play for three or four hours at a time. But what is a scenario, and how do you build one?

## **GAME MASTER CREATED CHARACTERS**

### **Non-Player Characters**

In a Roleplaying Game, Non-Player Characters (NPCs) are created and played by the GM, hence the term non-player character. In a LARP, non-player characters may be played by a pool of cast players or a GM. Sometimes, NPCs are minor characters that are just in-game for a small percentage of the game. Sometimes they are there for the entire game. And some NPCs are recurring characters that occur several times over the course of a LARP campaign. NPCs are called by different names in different LARP systems, for example, some systems call NPCs cast or monsters (even if there is nothing especially monstrous about the characters).

There are two things that differentiate NPCs from PCs in a LARP setting: autonomy and focus. In general, player characters are fully autonomous, attempting anything they wish. NPCs are usually put into game with a purpose, and given specific instructions. Some NPCs may have more leeway with those instructions than others, but NPCs usually fill some role in the game.

Also, in general, the focus of the attention of the game is on the player characters. NPCs are there to enhance the game, not be the focus of the plots and activities. If you find you have an NPC that has become the focus of attention, ask yourself if you would enjoy watching the NPC if you were a player character. SomeLARPs have coined a clever term for what two (or more) NPCs have a big scene with each other while the player characters are spectators. They call it "monsterbaiting." Avoid monsterbaiting in public; it's embarrassing.

### **What To Tell NPCs**

As stated above, NPCs are sent into game with a purpose. Some NPC roles are quick, "try to steal the great golden egg; if you are caught fight to the death." Some are more involved, "you are a teacher of the magicks of the winds; you are looking for students to instruct. Basic instruction can take as long as three years." But all of them serve a purpose for the game, and few of them have complete autonomy.

In general, the less in-game time an NPC has, the less you need to do for the character. The egg-thieves, for example, probably don't need a history more involved than that one sentence. The Master of the Winds may need a detailed history and an explanation of what wind magick is and how to teach it. More importantly, you don't need to work up full STATS on most of your NPCs. The thieves would need basic combat stats, but nothing else. There's no need to work up full characters for them, and the players might suffer from information overload. The teacher, on the other hand, might have more points worth of STATS and Abilities than are allowed to player characters. That is important: when you create NPCs, you are allowed to break the rules. As a GM, you can create NPCs that have better STATS that are allowed to players, and you can create NPCs that only have the STATS they need for a given scene, and you can change NPC STATS between scenes if it suits your purposes.

### **GM Generated Player Characters**

Sometimes you, the GM, may create the player characters for your LARP. If they are characters, which will intermingle with player generated characters, we suggest that you follow the character creation rules you give your players. That is only fair. However, if you are running a one-shot game where you create all the characters, we suggest you treat them as NPCs for the purpose of history and STATS: give them only what they need to play the game. You don't need to have fully flushed out STATS or balanced Abilities if you are creating all the characters, and the game is not a continuing campaign.



## SCENARIOS

A scenario needs two things: A bad guy with a goal, and a reason the PCs can't ignore it.

**Bad guy with a goal:** You've probably figured this out already. The campaign's main opposition, or one of his allies, is probably your bad guy.

**Something the PCs can't ignore:** Now you have to give the PCs a reason to care. Make sure the bad guy's goal is up in the PCs' faces, where they need to do something about it or bad things will happen to them, or to people or things they value.

## RUNNING GAME SESSIONS

Now that your bad guy is doing something the PCs will pay attention to, it's time to start them off. Sometimes the best way to do that, especially for the first session of a new story arc, is to put them right in the action. Once the PCs know why they should care about what's going on, you just get out of the way and let them take care of it.

That said, there are a bunch of tasks the GM needs to perform to run the session:

**RUN SCENES:** A session is made up of individual scenes. Decide where the scene begins, who's there, and what's going on. Decide when all the interesting things have played out and the scene's over.

**ADJUDICATE THE RULES:** When some question comes up about how to apply the rules, you get final say.

**SET DIFFICULTIES:** You decide how difficult tasks should be.

**PLAY THE NPCs:** Each player controls their own character, but you control all the rest, including the bad guys.

**KEEP THINGS MOVING:** If the players don't know what to do next, it's your job to give them a nudge. Never let things get too bogged down in indecision or because they don't have enough information - do something to shake things up.

**MAKE SURE EVERYONE HAS A CHANCE TO BE AWESOME:** Your goal isn't to defeat the players, but to challenge them. Make sure every PC gets a chance to be the star once in a while, from the big bad warrior to the little sneaky thief.

## SETTING DIFFICULTY LEVELS

When another character is opposing a PC, their rolls provide the opposition in a conflict, contest, or challenge. But if there's no active opposition, you have to decide how hard the task is.

Low difficulties are best when you want to give the PCs a chance to show off and be awesome. Difficulties near their approach ratings are best when you want to provide tension but not overwhelm them. High difficulties are best when you want to emphasize how dire or unusual the circumstances are and make them pull out all the stops.

## **RULES OF THUMB:**

If the task isn't very tough at all, give it a Mediocre (+0) - or just tell the player they succeed without a roll.

If you can think of at least one reason why the task is tough, pick Fair (+2).

If the task is extremely difficult, pick Great (+4).

If the task is impossibly difficult, go as high as you think makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that's fine.

## **OPTIONAL RULE: APPROACH-RELATED TARGET NUMBERS**

Sometimes being Careful makes things a lot easier; sometimes it just takes too long. The GM may wish to adjust the target number up or down by 1 or 2 depending on whether you choose a fitting or a problematic approach. This makes things a bit more complex, but for some groups it's worth it.

## **BAD GUYS**

When you make a bad guy, you can stat them out exactly like the PCs, with approaches, aspects, stress, and consequences. You should do this for important or recurring bad guys who are intended to give the PCs some real difficulties, but you shouldn't need more than one or two of these in a scenario.

**Ferengi:** Other bad guys are Ferengi - unnamed thugs or monsters or goons that are there to make the PCs' day a little more difficult, but they're designed to be more or less easily swept aside, especially by powerful PCs. Here's how you create their stats:

Make a list of what this Ferengi is skilled at. They get a +2 to all rolls dealing with these things.

Make a list of what this Ferengi is bad at. They get a -2 to all rolls dealing with these things. Everything else gets a +0 when rolled.

Give the Ferengi an aspect or two to reinforce what they're good and bad at, or if they have a particular strength or vulnerability. It's okay if a Ferengi's aspects are really simple.

Ferengi have zero, one, or two boxes in their stress track, depending on how tough you imagine them to be.

Ferengi can't take consequences. If they run out of stress boxes (or don't have any), the next hit takes them down.

Examples:

**CYCLOPS HOUSE BULLY:** Cyclops House Bully, Cowardly Without Backup Skilled (+2) at: Frightening other students, weaseling out of trouble, breaking things Bad (-2) at: Planning, studying Stress: None (first hit takes them out)

**KLINGONS:** Klingons are Skilled (+2) at: Sneaking, ambushing Bad (-2) at: Standing up to determined opposition Stress: []

**ANDORIANS:** I'm a Andorian, Vulnerable Belly Skilled (+2) at: Flying, biting Bad (-2) at: Anything that isn't flying or biting Stress: []

**Groups of the Marquis:** If you have a lot of low-level bad guys facing the PCs, you can make your job easier by treating them as a group - or maybe a few groups. Instead of tracking a dozen bad guys, you track three groups of four bad guys each. Each of these groups acts like a single character and has a set of stats just like a single Ferengi would:

Choose a couple of things they're skilled at. You might designate "ganging up" as one of the things the group is good at.

Choose a couple of things they're not so good at.  
Give them an aspect.



## **ORGANIZATION OF STARBASE 1 LARP**

Starbase 1 is a continuously running, Laser Tag-based LARP in the Southern California region of the Western United States. In the course of the Company's Life, the manner in which it is Operated, and the Policies that it adheres to, will be continuously refined to improve the overall Experience of the Players, and to ensure the continued production of the Starbase 1 LARP. The Owner of the Starbase 1 LARP intends to run it in such a manner that the Players have a Voice in the Organization, and are provided a Level of Transparency into the Operation of the Game.



## **POSITIONS WITHIN THE GAME**

There are several different Positions defined in the Game to ensure that the Starbase 1 LARP is run smoothly, both during the Game, and between Missions. These Positions have specific Duties defined by the Owner, and are Compensated with Wages and Merchandise, to recognize the Contribution of the Players to the Game. Some of the Positions are appointed, and have no Set Term, while others are appointed from amongst a Pool of job Candidates and Volunteers within the Crewmember's Ranks, for specified Terms. The Position of Player's Representative specifically is filled via General Elections by the Crewmembers at specified times of the year. The Roster showing the most current Members in each of the Positions is available on the website.



## **OWNER**

The Owner is the Proprietor of the Game. He is Responsible for Maintenance of the Organization, Organizing Events, establishing Game Policy, Maintaining Game Balance, overseeing the Development and Release of New Mission Challenges, and handling any Disciplinary Issues, or instances of Cheating. He is the Right-Holder to the Starbase 1 LARP Intellectual Property (IP), as well as the Controller of all Physical Property belonging to the Company. Each Marshal Committee is Subordinate to the Owner, and should a Member of an appropriate Marshal Committee not be available, the Owner can act in the Marshals' stead. Additionally the Owner Polices the Website, and prevents Abuse of the Online Resources. The Owner may be contacted at iMachine @ Hotmail (dot) Com....

Any Questions, Comments, or Suggestions about the Game in general, or that do not fall in the specific areas covered below, should be directed to the Owner. Additionally, any Issues with Marshals, or other Players should also be directed to the Owner. Though they are not officially assigned to any Cleanup Job, the Site is ultimately their Responsibility. They ensure the Site is Clean, and perform a Walk-through with the Game Marshals, of the Event Site.

## **THE GAME MASTERS**

What are the Game Marshals, exactly? It is many things, to many people. Even though they are quantified as an NPC shift, the fact remains that without the Game Marshal Structure, the Game would not run well, if at all. They serve as Operations Marshals to make sure the Mission Content runs smoothly, and to effect Placement, Repairs and Maintenance on Mission Assets. Rules Marshals get the NPCs ready and mobilized quickly, giving them Stats, and making sure the Missions go as intended. The Operations Marshal runs the HQ, making sure the needs of the Players are met quickly, efficiently, and with little error. Settings Marshals help in other Roles, such as the Bridge, the Remote Outposts, they also serve as part of the Safety Team, the Set-Up Team and other areas.



## **ENFORCING GAME RULES**

### **MARSHALS**

Marshals are the referees of the Starbase 1 LARP. If a Player has a question about Rules, or needs an Official to Witness an Action, he should see a Marshal of the appropriate type. A Marshal is appointed to his Position based on his knowledge of and contributions to the Mission. A Marshal will have the appropriate Department Uniform. If someone claims to be a Marshal and does not have an appropriate Uniform, ask for another Marshal of that type.

Most Marshals play their Characters, but are able to step Out-of-Game to make Rulings. If a Marshal is wearing a Black Uniform with a Black Badge, he should be ignored In-Play because his Character is not there.

Anyone caught impersonating a Marshal will be subject to immediate Disciplinary Action, as will any Marshal who attempts to serve as a Marshal for himself.



## TYPES OF MARSHALS

Most Marshals have a limited scope within which they can make Decisions. This Limitation is based on a Marshal's knowledge, which has been tested in order to make sure he is capable of being a Marshal of that type. Some people will be Marshals in more than one Category. Whenever a Player has a question, he should be certain he asks the proper Marshal.



## OPERATIONS MARSHALS

An Operations Marshal is a Position that involves "Running" the Mission from the "Driver's Seat". Your main Responsibilities is to ensure that the Leaderboard System is being used properly, and that you are maintaining the flow of the Mission's Operation, and Content that are going on in the Game. Other facets needed for the Position not only include a working knowledge of the Rules, but the ability to create reactive Plot, gauge the interest of the Player base during their Shift, and Record Key Information for Review after the Mission. Operations Marshals typically never leave the Operations at HQ, and interact with the Game via the COMM, their Rules Marshals, and NPCs on Shift. In order to be considered for this Position, one must first complete the Training of a Rules Marshal.

The Marshals are Appointed or Elected Players to whom the Owner has delegated specific Responsibilities. The Marshals are logically grouped by Responsibility into a Marshal Committee, and in most instances Report to the Head of that Committee. In turn the Head of the Committee reports to the Owner. In the cases where there is not a specific Head of a Committee, the individual Marshals report directly to the Owner.

In addition to the specific Duties of each Marshal Committee, members of several of the committees are authorized to check and adjust Member's Profile and Leaderboard ranking belonging to any Player, including fellow Marshals, and the Owner, to ensure that the Leaderboard is being properly updated when a Player completes a Task, or solves a Puzzle, and that the Player is not using Skills not listed on their Profile. Marshals with this Authority have been instructed by the Owner to randomly check these Profiles following major Missions in the Game, and during quiet moments, when they would not be interrupting Gameplay. They may also be asked to check the Tricorders of Players who may suspect someone is inappropriately using Equipment.

In general, the latter scenario is rare, as most Players tend to give other Players the benefit of the doubt, so if a Player has been asked to show a Marshal their Tricorder, it is likely they have only been randomly selected, and should not take Offense. Players should treat Marshals with Respect. The Marshals are working to better the Game and fulfill necessary Duties, and should receive Praise for doing so. In addition, the Owner has vested the Marshals with Authority in their given Responsibilities, and that Authority extends to reprimand Players who show the Marshal Disrespect, or Disregard the Marshal's Authority. In general, such Conflicts are quite rare, and if a Player has issue with a Marshal, or the Marshal's Action, there is a system for escalating issues detailed later in this section.





### **COMBAT MARSHAL**

A Combat Marshal is concerned with all aspects of Combat. This includes, but is not limited to, deciding whether or not a Weapon is Safe. These Marshals will be at the HQ during Check-In, to ensure everyone's Personal, and Mission-issued Weapons are Safe. If so, they will hand out the appropriate Tags. A Combat Marshal may, at any time, ask to see a Player's Weapon, or Equipment to check for a Safety Tag, and to Check the Weapon again, in order to make sure that it has not become unsafe during the Gameplay.

*(A Combat Marshal has the last word in all matters of Combat.)*



## **PLOT MARSHALS**



### **PLOT MARSHAL**

A Plot Marshal is consulted on matters dealing with Plot Modules and information which only a Plot Marshal would have. These Marshals are very busy during events and should only be consulted if no other Marshal can answer the question.

It is the job of the Plot Marshals (often referred to simply as Plot) to represent the Game World of a Mission (the In-Game Sites where the Mission Events occur) and to model the impact on the greater game world. Plot Marshals orchestrate gameplay the Player Characters are participating in, and interacts with the PCs through the use of Non-Player Characters (typically short term characters invented by Plot Marshals, whose Skill Points and Progress are not officially tracked by Logistics on the Leaderboard). Additionally Plot Marshals manages all Player character travel and communication during the Mission, and any Player who wishes for their Character to leave the Mission for a specific reason should contact Plot Marshal. The Plot Marshals also adjudicates the use of the Skills, the Rank Assignment, and the higher and other Functions. Finally, Players may go to a Plot Marshals when performing a Rank increase, or when they need something written on their Leaderboard Credit. Plot Refs may ask to see any player's Tricorder. The Head Plot Marshal is in charge of overseeing Plot, organizing the Plot Marshal Team, and handling all communications between

Events with Players. The Head Plot Marshals is selected twice a year, and serves a six month term. They then may appoint a number of Players not exceeding ten percent of the average Players per Event from the previous Event, to assist them as Plot Marshals. There are two Plot Marshal terms per year: January through June, and July through December. The appointment for Head of the Plot Marshals takes place during the months of May and November. The newly elected Head of Plot Marshals will serve the month prior to their Plot Marshal's term on the outgoing Plot team in order to familiarize themselves with the Events from the previous Plot Marshals term. Any Player is eligible to run for Head Plot Marshals and must simply apply to the Owner privately, prior to a set deadline, so that their Application can be considered. The Owner will review all Applicants to the Position, conduct comprehensive Interviews, and arrive at their selection two months before the new Head Plot Marshals will take office.

However, before a Crewmember nominates themselves for Head Plot Marshals they must be convinced they can meet the following Requirements:

- The Head Plot Marshals must attend every event of their plot term
- The Head Plot Marshal must maintain a presence on the Starbase 1 web forums
- The Head Plot Marshals must be able to respond to Crewmember's Posts at the Starfleet Command – Mojave Messageboard.

The Plot Marshals under the Head Plot Marshals must be able to attend four out of six Events in a Plot term. Additionally the Head Plot Marshals, and the Plot Marshals are expected to meet at least once between each Event, whether in person, or virtually over a Conference Call, to plan the next Event. Players on Plot may not play their player characters during the plot term. Both the Head of Plot and the Plot Marshals receive a flat rate amount of bribe in compensation for each event they attend as Plot. Additionally they will be compensated in bribe according to the posted rate on the Starbase 1 website for any time in between events they spend planning or working on props for an upcoming event, and any money they spend on props for Plot. Plot does not receive a cleanup job at the end of events; however they are responsible for making sure plot camp is clean, as are any areas used for story modules. Plot Marshals do not need to pay an event fee.



### **MODULE MARSHAL**

A Module Marshal is responsible for running individual Modules, typically for new players. A Module Marshal has the last word on anything that which occurs during the Module he is running. He should keep a record of the players' role-playing and give Experience Points accordingly.

A Module Marshal has no authority outside of a Module and unless authorized by a Plot Marshal, the Module itself is a self-contained entity from which no plot lines continue

### **LOGISTICS MARSHALS**

Logistics maintains all documentation and data regarding player and character demographics. Logistics also manages event sign in and sign out. The Head of Logistics is appointed by the owners and is the most trusted position within the organization as they are directly responsible for all character information. At event the Head of Logistics runs the check-in process: they collect event fees and sign players in, print out character cards and give them to the appropriate players, assigns cleanup jobs, enter characters belonging to new players into the database, and oversees the other Logistics Marshals as they manage the rest of the check-in process.

At the end of event the Head of Logistics also runs the check-out process. Once a player has finished cleaning their area and completed their cleanup job they need to show their character cards to the Head of Logistics so that any changes to the character or the player's bribe during event may be recorded in the database. Between events the Head of Logistics will update characters according to the players' wishes. The Head of Logistics may be contacted at [logistics@Starbase 11arp. org](mailto:logistics@Starbase11arp.org) or via the Character Update Utility on the website at: [http://www. Starbase 11arp.org/logisticsmenu/ update. php](http://www.Starbase11arp.org/logisticsmenu/update.php). The Head of Logistics appoints assistants to help with the check-in process.

The assistants are responsible for handling any character production, helping new players create characters, put together the starting equipment for new characters, and fill out spell cards. Additionally, during event any Logistics Marshal may ask to see a player's character card or spell card. They may write on character cards and may assist with Resurrections. The Head of Logistics, and any Logistics Marshals they specify, may perform safety checks on weapons. Exotic weapon designs and missile weapons may only be checked by the Head of Safety rather than Logistics. Logistics Marshals may not miss more than two events in a six month period. If the Head of Logistics is going to miss an event they must make arrangements with the owners in advance. The Head of Logistics serves as long as they and the owners are willing. Logistics Marshals serve as long as they, the Head of Logistics, and the owners are willing. At game the Head of Logistics and the Logistics Marshals are compensated bribe at twice the rate per hour listed on the website. Additionally the Head of Logistics receives a flat rate amount of bribe for their work between events doing character updates. Logistics Marshals are not assigned a cleanup job.



### **MONSTER MARSHAL**

A Monster Marshal is in charge of sending monsters out to “terrorize the town.” He is responsible for telling players what type of monster they are playing, what those monsters' statistics and abilities are, the description with which the players are to respond to a “What do I see?” question, and their motivation for being in and around town. Monster Marshals are rarely seen but may be called upon to put to rest any arguments about a monster's special abilities.



## **ROGUE MARSHAL**

A Rogue Marshal is required for a cabin raid and mixing a poison into another liquid (e.g., a drink in the tavern). A Rogue Marshal has the last word on any Rogue skills.



## **RULES MARSHALS**



### **RULES MARSHAL**

A Rules Marshal will have a copy of the rules nearby at all times. He can be relied upon to answer any rules question and should, if necessary, be able to back it up with this book.

Rules Marshals are the Marshals that are seen overseeing and running Missions in the Field. They are the ones that take the Orders that the Ops Marshals give, and make it play out in the Game Environment. They need a strong understanding of the Rules, and the ability to keep their NPCs focused, and the ability to stick to a Schedule. During their four hours, a Rules Marshal may be involved in as many as twelve individual missions/encounters. The Rules Marshals are the backbone of the Team - they are the eyes, ears, and hands of Operations. In order to be considered for this Position, a Player must have first played at least three Games, and have no disciplinary actions on Record. Rules Marshals will be taught three different one hour classes, spread out over their first three events as a Marshal, and also learn from the Field, and in some instances, working with other Marshals.

Rules Marshals answer and clarify all questions related to the rules of the game. They may adjudicate any situation in which rules are in question at game, with the exception of situations in which they are personally involved. Additionally they answer questions regarding rules on the Starbase 1 website forum. The Rules

Marshals also discuss changes that should be made to the rules; however only the owners have the authority to actually authorize an alteration to the rules. The Rules Marshals propose and weigh possible rules changes but the ultimate authority over rules changes rests with the owners. This is to maintain consistent rules between Rules teams, and prevent the changing of the rules to specifically benefit any member of the Rules team. At event Rules Marshals may assist players when they use the resurrection skill in game. They may also write on character cards and request to see any player's spell card or character card.

The Head of Rules is appointed by the Owners. They serve six month terms: January to June or July to December. Any player is eligible to run for Head of Rules and must announce their interest in running one month prior to elections on the Starbase 1 website forum.

The Head of Rules must meet the following requirements:

- The Head of Rules must attend every event of their Rules term
- The Head of Rules must maintain a presence on the Starbase 1 web forums
- The Head of Rules must be able to respond to players
- The Head of Rules must organize at least two rules meetings outside of event during their rules term, during a time that allows the owners to attend. The first meeting should be early in the term to discuss any potential rules changes. There should also be a meeting towards the end of the term to review any changes and their associated edits in the rulebook. Interim meetings may also be needed depended on the magnitude of the changes.

The Head of Rules appoints three assistant Rules Marshals. These Marshals must attend four of the six events in their rules term and maintain a presence on the website forums. They must also attend all rules meetings outside of event. Rules Refs will receive a flat rate amount of bribe for each event they attend and will accrue bribe per the published rates on the website for time spent outside of game at rules meetings. Additionally, Rules Refs are not assigned a cleanup job at the end of events during their term.

## **COORDINATION GAME MASTERS**

Coordination, or "Co-Ord" Game Masters are the ones that maintain the numerous Mission and Bonus Target Points on the Leaderboard as they exist in the Game. They take the raw ingredient from the Q-Codes, Tricorders and Weapons and turns it in, and fulfill the Action that the Results require. They also work in a building that is "in Game", called the Outpost's HQ, so they work in Character.

Starfleet Command – Mojave Outpost has a very robust Economy that is Character driven, and so there are many, many adventures to be had there. A cool disposition (long lines of irate crafters can be daunting) and a willingness to



learn and adhere to the process that the Coordination Game Master has set up is important for the Role. Coordination Marshals are required to go through Rules Marshal Training. Due to the specialized Training of a Co-Ord Game Master, Rules and Ops Marshals may not help out in that capacity - however Co-Ord Game Master can help out as a Rules Marshal should the need arise.

## **SETTINGS MARSHALS**



A Settings Marshal is a Catch-all Position for other Responsibilities that require the Authority to act as a Marshal. Typical Positions are “New Player” Marshals, the “Makeup” Marshal (that handles the NPCs that Volunteer for Makeup duty instead of a standard NPC shift), the “Kitchen” Marshal, and “Safety” Marshals. In reality, they are all considered Settings Marshals, as they all work to create the backdrop of the Safe, Welcome Environment that Starbase 1 aspires to.

### **SETTINGS MARSHAL**

A Formal Marshal knows all the ins and outs of Formal Magic. A Formal Magic Marshal is authorized to pull flaws, except those for himself and his friends.



## **SAFETY MARSHALS**



### **SAFETY MARSHAL**

The Safety Marshal knows all the ins and outs of Safe Play. A Formal Safety Marshal is authorized to stop Gameplay.

Safety Marshals attend to all injuries and illnesses while at a Game. Minor Injuries will be treated Onsite, while Players who sustain more serious Injuries will be Transported offsite to a Medical Facility for Treatment. A Head of Safety is appointed by the Owner to serve as long as they, and the Owner are willing. In addition to Injuries, the Head of Safety is also Responsible for Examining any Exotic Weapon Phys Reps (weapons that deviate from the traditional foam and latex over a rigid core design), and all outside Equipment to ensure that they are safe to be used. The Head of Safety may optionally appoint other Safety Marshals to assist them, should Injuries happen during a Mission. All Members of Safety must, at a minimum, have extensive First Aid Treatment and be properly Certified as such. The Head of Safety, and any Safety Marshals they appoint receive a flat rate as compensation for each Event they attend. Additionally, they will receive a flat rate bonus should they have to deal with any Level 1 Medical situation that develops during the Event.



## THE MARSHEL'S CREED

The Mission must be Safe, and it is my Responsibility to Act to ensure the Safety of my Mission. I will Act instead of Watch, I will Say, instead of being Silent, to ensure the Safety of all.

The Mission must be Fun, and it is my Responsibility to ensure that People are having Fun. If People are not having Fun, it is my Responsibility to find out why they are not having Fun. If it is within my Power to help make Mission Fun, I will do so. If it is not within my Power to make game Fun for them, I will Communicate to their Team Members, and other Staff Members, what I have Witness. Making the Game more Fun begins with me.

I will understand the Rules, work to know them, and understand the Genre that the Rules are trying to Enforce.

I will Respect my fellow Staff Members, regardless of my Opinions of who they are, or what they are doing. When I Disagree with what I see, or have concerns I will Voice these concerns, however, I will Voice them in Private to the Person that they concern. If Resolution cannot be found, I will then Speak to someone up the Chain from me, to ensure the Issue is taken care of.

LARPing is a Fun Hobby, and I will do what I can to make sure that it stays Fun for me as well. While I have accepted Responsibilities to my Friends, and my Game, I will NOT become over-focused on a Mission, so that it \*\*\*encompasses all of my Life\*\*\*.

If I say I am going to do something, I will do it. If I find myself in a unique Situation, where I cannot do what it is that I have said I will do, I will let others know, so that I am not hindering the Experience of Others.

I will not Abuse my Position.

I will not Act in a way that will unfairly help myself, or my Friends, nor will I ever take Real World Perks for Abuse of my Game Authority.

Details of what is Discussed as a Team Member, will remain within the Team, and I will not Share these Details outside of it."

If, after Reading and Understanding the importance of the above Criteria, you are interested in being a Marshal for the Starbase 1 LARP, please Read and fill out the Marshal Application.

< [CLICK HERE](#) >