

Hello and welcome to Alliance LARP! Alliance has a sizable ruleset that can be intimidating to a first time reader. On top of that, preparing for the logistics of a weekend-long camping trip can be daunting unto itself! Here are the things you absolutely need to know before attending your first game with Alliance LARP. See you in Fortannis!

Rules

Alliance has a rulebook and a player's guide, both of which can be downloaded as free PDFs from: alliancelarp.com/rulebook/

With both books being over 280 pages in length, let's skip the fluff and cover just the basic mechanics you'll need to know at your first game. For this document, we'll also assume you already have a character created. If you need help with that, you can find a guide on that here: [LINK TO YET BE MADE](#)

Safety - The Most Important Rule of Alliance

Alliance is a game involving physical combat and is an active outdoor game, often in rough terrain. If there is an instance of potential danger, or a safety concern of any kind, you will hear the call, "HOLD!" Immediately stop what you are doing, drop to a knee, and remain silent as the issue is resolved. This may be due to an injury, an unsafe situation, or any other safety concern.

Any player, especially you reading this right now, may call a hold if they think it might be necessary. While you obviously shouldn't use this power irresponsibly, in any instance you feel a hold might be the correct call you should call a hold. If a situation is dangerous, it's best to call a hold right away and get it resolved, and if it's not, no one will fault you for being safe.

In situations where someone has been injured, you may also call for a medic to attend to the situation. There should be someone on site with some amount of medical training who can handle the issue appropriately.

When a hold is over, a marshal will confirm with all players in the area that they are good to resume, then will call lay-on to continue the game.

Safety - Going Out Of Game

For one reason or another throughout the weekend, you may need to go out-of-game, such as during all holds. To signify this, place a hand or a weapon on your head. Alternatively, you may wear a white headband if you will be out of game for an extended period of time.

Safety - Paging

Not everyone is comfortable participating in the combat aspects of Alliance. If this is the case, you have the option of being a page. This will typically be represented by a colored headband

designated by the local Alliance chapter. Pages are not to be attacked physically, though they may still be killed by being held at weapon's length and the attacking player saying, "Page I slay you one, page I slay you two, page I slay you three."

Safety - Items

Safety is the most important concern of Alliance LARP. All weapons, armor, and other costuming are checked for safety at the start of every weekend. If an item is deemed unsafe by safety staff, it will not be permitted to be used for the weekend.

Off-Site Logistics

Before you attend any Alliance game, you'll need to be registered with Alliance LARP. You can do this online at db.alliancelarp.com. You'll create a free account and character which you will use to register for games. Without a character created, you will be unable to register and attend any Alliance events. Once you've created your character, navigate to the Events tab, scroll to and select the event you're planning on attending, and follow the prompts there to complete your registration.

Characters Yours, Mine, and Ours

When you come to game, you have two options for how you want to play. A player character, or PC, is your own creation. Everything they do is up to you! For your PC you will need to provide your own costuming, weapons, backstory, and create a character sheet online. You may only ever play one PC at any Alliance event. After creating your character and attending your first event, you may rewrite your character completely, if you so choose. **This rewrite is only allowed following your first PC event.**

A non-player character, or NPC, is created by the game runners. Their background, motives, and abilities are determined by staff and assigned to people to be played. As an NPC, you will play many characters over the course of an event, but you must play them as directed by the plot staff.

If you are attending as an NPC, you'll need to wear all black nondescript clothing which can easily go under costuming. Costumes for NPCs will be provided for you, though you're always welcome to bring pieces of your own if you so choose! Even as an NPC, you must still have a PC registered in the database so you can receive event credit.

On-Site Logistics, Check-In, and Setting Up Camp

You may arrive on site beginning Friday afternoon. Staff will direct you towards where you can begin setting up your tent or cabin and other accommodations. If you need any special sleeping arrangements made, let staff know as much in advance as possible to provide the best chance of these being accommodated for.

Once your camp is set up, put on your costuming and kit and head to logistics. If you're unsure as to where logistics is held, ask a staff member and they'll help you. Be sure to be wearing your full armor and bring all weapons you intend on using during the weekend so they can be checked for safety.

At logistics, you'll receive a packet which will include your character sheet, any items your character might receive, and any additional information provided by the game. At your first game, you will also be asked to sign a safety liability form. If you're under the age of 18, be sure to fill this out before attending the game and bring it with you with a parent or legal guardian's signature on it.

Logistics will also include a check of your weapons, armor, and costume, both for safety and game evaluation purposes. A staff designated marshal will examine everything to make sure your gear is safe, evaluate your armor to see how effective it is in-game, and confirm you're properly representing your character's costuming requirements.

Once you have your packet and have had your equipment and costume checked, you're good to go! Game hasn't begun yet, so meet new people, get to know the camp, and enjoy yourself until 30 minutes before game-on. At that time, all players gather in a designated location for listen-up. This will include introductions, general game info, and any other final information staff needs to communicate with everyone before game-on. Following listen-up, a staff member will call game-on and your adventure begins!

Combat Mechanics - Weapon Attacks

Weapons in Alliance LARP are represented with stylized foam weapons called boffers. These may be crafted yourself or purchased through various retailers, though you should always confirm if a weapon is likely to pass with your local chapter before purchasing one. Instructions for building your own may be found in the Alliance Rulebook PP. 83-86.

Attacks made with a weapon in Alliance consist of two parts, a *Number* and a *Qualifier*, both of which are stated verbally immediately prior to your attack. The *Number* is how much damage is being done, the *Qualifier* is what type of damage that is. For all starting equipment, the *Qualifier* is "Normal," and the type of weapon determines the amount of damage done. This will be stated as (for example) "Three Normal!" "Three, Three, Three," or "Normal Three" **are not valid calls and may be ignored by the character receiving them.** The verbal statement is an out-of-game representation of the sounds of combat; clashing steel, whistling arrows, and so forth, and can therefore be heard by anyone who also can hear your verbal calls.

Combat Mechanics - Spellcasting & Channeling

Spells are represented in-game by spell packets, which consist of a square of fabric tied loosely around birdseed. These are usually made yourself and instructions for them can be found in the Alliance Rulebook P. 108.

All spells have an in-game incantation which must be said to summon the magical energies needed to cast the spell. The incantation can be found in the rulebook or on the Alliance Database where you created your character. The incantations will also be included on your character sheet which you receive at Logistics before the start of the event. You will then throw a spell packet as the spell itself. The effects of spells are greatly varied, so study the rulebook for the spells you can use and (for now) skip the rest.

Channeling is a separate pool of points, think “mana” from Ye Olde Fantasy Adventure MMORPG. Like spells, channeling also requires an in-game incantation. This is called as (Number) Elemental <Type>. As a beginning adventurer, channeling can be cast in increments of five or ten points at a time. Celestial channelers may channel fire, ice, lightning, or stone (they select which one based on their Source, which is received at check-in) and Earth channelers may channel healing or chaos (also selected via Source at check-in).

Combat Mechanics - Armor & Health

As much as you may wish to avoid it, taking damage is part of combat, and your health and armor determine how much damage you can take. Your health and armor function as two separate pools from which your health is drained as your character is attacked. Attacks damage your armor first. Subtract the damage of an attack from your armor total. When your armor reaches 0, subtract the damage from your health pool instead.

Armor may be repaired via the Blacksmith skill. By taking a knee and spending 60 seconds of uninterrupted focus role-playing fixing your armor, it is completely restored to its full value. Health may be regained through healing spells or healing potions.

Combat Mechanics - Matters of Life and Death

When a character reaches exactly 0 HP, they are unconscious for 60 seconds, at which point they wake up with 1 HP, likely still in pain and bleeding, but alive. If a character takes damage which would surpass 0 HP, they are at -1 HP (regardless of how much additional damage has been taken) and begin bleeding out. For 60 seconds, the character may be revived with a healing potion, healing spell, or the First Aid skill. If this aid is not received, the character is dead. For 300 seconds (5 minutes), the character may only be revived with a Life spell. If this is not received, the character's body turns to mist and the player must go to a Permanent Earth Circle to begin resurrection. In game, the character's body turns to mist but all their belongings stay where they fell. You don't have to strip naked, but weapons, pouches and bags, armor, coin, tags, etc must all be left where your body was prior to turning to mist.

When a player arrives at a Permanent Earth Circle to be resurrected, they must wait for a healer who has been invested to begin the resurrection process, though anyone with the Healing Arts skill may complete it. The healer must roleplay 10 minutes of bringing the spirit back, usually through telling a calming story. The resurrecting spirit may not communicate with the healer in any way. Upon a completed resurrection, the character's body - but none of their belongings - reforms in the Circle of Power.

Tags and Other "Stuff"

Every item you have in game needs to be registered as existing in the game world. It would be unfair for a new player to show up with a truck load of gear and immediately have more stuff than someone who's been playing for a year. All items in-game - swords, armor, potions, spellbooks, everything - has a registration called a tag. These tags are pieces of paper provided by logistics to verify an item exists in the game world. To use an out-of-game item, often called a physical representation or phys rep, it must first have a tag associated with it. When you check in at logistics for your first game, you'll be assigned a certain amount of tags for your starting equipment. After that, you must find all your tags in-game.

Offentimes when someone dies, they'll have an amount of treasure which you can claim. Approach them and say, "I search you." You don't have to actually search them physically! You'd then find any items which they would drop upon their death.

What's Going On?

Alliance is a game of pretend. While we strive to be as immersive as possible, some things must be left to the imagination. If you are ever in an instance where you are unsure of what is supposed to be seen by your character, you may place your hand on your head to go out of game and ask, "What do I see?" You'll be given the description of whatever is before you.

If at any point you are confused about something which has just happened from a game mechanic standpoint, you may also ask. If you're hit with an attack and hear its call but don't know how to react to the effect, you may clarify with the person who made the attack. Remember we're all friends out of game, even if we're trying to kill each other in game!