

**The UK Laser Tag Alliance**

**Player Handbook**



**May 2009 Version**

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# Introduction

Welcome to the first edition of the UKLTA Lasertag Players Handbook. There follows the standard documents as developed over the 20 year history of the hobby. These document the basic rules and behaviours found (and sometimes required) on tag games which may not be familiar to all players as well as a few sets of optional rules which may or may not be in use on any game. In addition it includes a copy of the UKLTA constitution which details the way in which the hobby is administered and the responsibilities of the members of the UKLTA committee.

As these rules, bylaws, guidelines or whatever have evolved over a period of many years some may be out of date and others inconsistent. The committee recognises this and will to the best of its ability clarify or correct the situation as soon as is possible – please bring any such observation to the attention of any committee member but failing that anyone taking any part in the events should always err on the side of safety.

Longer term - It should be remembered that paper versions of these documents may be out of date as rules and technology evolves (and smartie colours change) so players should always check the UKLTA website for the most up to date version which will be regarded as definitive.

Tim Atkinson UKLTA Chairman 2008-09

## Game Rules

Following a meeting of the clubs listed below at TAGCON 96, the following rules/standards were debated, voted on and agreed for use by all of the mentioned clubs, in interclub games and at Dropzone.

Barking Wardogs,  
Brothers in Arms,  
Light Brigade,  
South London Warlords,  
3rd Age,  
NOAG,  
Fiat Lux,

Individual role players not affiliated to a club.

(MI5 did not enter the meeting but indicated their agreement with current rules.)

**It is expected and required that all players will abide by these rules. Any player who does not comply with any of these rules, or any rules defined by the game organiser will be removed from these and possibly all other games.**

All players are asked to comply, and ensure that others comply, with the spirit of these rules and act so as not to diminish the good reputation of this hobby.

The rules cover Sensors, Weapons, Armour and Medical systems.

The rules are split into two types:

Core rules which are used in every game, and optional rules which are used **only** in individual games, and which the game organiser will specify in advance. In the case of Dropzone specifically, Optional Rules in use will be marked as being in force or not explicitly.

NOTE: Non-Player Characters (NPCs) in games may disregard Rules and standards that state "Players", when the game organiser wishes them to.

# *Sensors*

## Core Rules

Players' sensors will be worn on the head and have an effective 360 degree arc of sensitivity. They should not distinguish from which direction the hit is received i.e. they should be slaved if separate sensors are used.

Players' sensors must be of a sufficient sensitivity so as to pass a baseline test performed at Dropzone and at other interclub events. As in previous years, sensors must be able to be hit with a standard Starlyte Laser Tag pistol with the lens removed (snubbed) at a range of 3 metres in a horizontal line. After registration, sensors will be tested with a new battery in place (preferably alkaline), as per the last two years. Technical advice, help and tools should be on hand for those sensors that fall below the baseline test. **Technical note:** It is understood that, unlike sensors, the frequency at which a Starlyte pistol operates is fixed. In the event of any dispute up to 2 other snubbed Starlyte pistols may be used with 2 of 3 weapon tests deciding the issue.

It is a player's responsibility to ensure that their sensor retains the aforementioned sensitivity throughout the whole of a game. Sensor checks may be performed at appropriate moments during a game and failure to pass must be immediately and permanently rectified or removal from the game will result. **Note:** It is in players' interests to waterproof their sensors to avoid possible removal from a game. Technical support may be available from other gamers or through the pages of FIREFIGHT.

On realising that their sensor is insensitive a player will **immediately** call for assistance from the nearest player. The battery should then be changed in the presence of this player. A player may change a battery himself or herself, should no other player be available. A player may take **no other action** with an insensitive sensor, **until** the battery is changed and the sensor is sensitive.

When conducting **aimed** fire the firer's sensor must be exposed to the target. It is appreciated that when sniping from cover it may be difficult for a player to ensure this however if a weapon may fire out of cover it is probable that the sensor can be hit.

## Optional Rules

When conducting **any** fire the firer's sensor must be exposed to the target. (Use this rule to replace 5 at the discretion of the game organiser)

## ***Weapons***

### Core Rules

Any player's weapon will have a bright muzzle flash (visible from the target's point of view at night when within range) and a sound system significantly louder than a standard Laser Tag Starlyte pistol **unless** the player is using an unmodified weapon i.e.: Terminator, Starlyte, GI Joe, Quickshot, Survivor Shot.

Weapons with a rate of fire greater than 1 shot per second and a range greater than 100metres should not have a sight fitted unless they have a fire limiting device (times lock-out, ammo counter etc.) also fitted. **Note:** An ammunition counter should disable the weapon from firing when the magazine has emptied. The magazine size will be no more than 100 shot's and the disable time no less than 5 seconds or 0.75 seconds per 10 shots.

Real Lasers of any type **must not** be used as target designators or weapons.

## ***Armour***

### Optional Rules

An unarmoured player shall start the game on 2 lives.

The additional lives allocated for armoured body locations shall be as follows:

- Upper Torso (front & back) 1
- Both arms 1
- Both legs 1
- Helmet 1

The armour must have at least two of the following three properties:

- Constricting (reduces movement)
- Heavy
- Hot to wear.

## ***Medical***

### Core rules

Players who have been taken down to zero hits must as soon as possible fall to the ground (safety taken into account) lie still and remove their sensor. A player may scream at the moment of the last hit to indicate injury but remain silent thereafter.

It has been agreed that the Coup-de-Grace rule is assumed to be suspended for the duration of Dropzone. However, game organisers can, at their discretion, declare the rule in usage. This discretionary rule is as follows: Once a player has no more sensor hits left an armed player can deliver a coup-de-grace by placing his hand on the injured player's head and saying **slowly** "You are dead". This makes the character unrecoverable.

A player may leave a game by taking off their head mounted sensor and leaving by a route avoiding play. The player may not communicate with other players except to emphasise (if necessary) that she/he is out of the game.

### Optional Rules

Medical rules only apply to the initial 2 body points-that is the last 2 hits to be taken off a sensor. A designated character class may regenerate Armour points.

Once a player has no more sensor hits left he/she must be reached by a medic within a certain amount of time or else the character is said to be unrecoverable and may no longer take part in the game. The time limit in use at Dropzone is 30 Minutes.

## Code of Conduct and Site Rules

1. All players of UKLTA events must read and adhere to these regulations. For insurance and legal reasons you must be over eighteen years of age and must have completed a booking form before being able to take part in the event.
2. Be courteous and polite to any members of public that may stray onto the event site. Go out of your way to allay any fears and never intimidate, alienate, threaten, be abusive or point any weapon towards them.
3. No weapon is to be carried or displayed off the event site and they must be packed away out of sight during transit.
4. Once you are geared up, do not move outside of the event site.
5. Do not move, remove, damage or sabotage any of the sites fixtures and fittings. Likewise never touch, loot or disable the property of other players without their permission. Lootable props may be included as part of any one scenario or an overall scenario.
6. Please respect and obey the rulings of the event marshals (these should be readily identifiable), abide by the rules of the game and the law of the land. These regulations are to be considered always in force, unless otherwise stated.
7. No illegal substances to be allowed on site.
8. Do not bring any replica guns, blank firing guns, starter pistols or any illegal knife to the event.
9. No smoke bombs or other pyrotechnics will be allowed on site with the exception of those authorised for use on adventures.
10. Keep litter to a minimum and dispose of all litter from your camping area at the end of the event.
11. No Campfires are allowed unless we have the siteowner's specific permission
12. No alcohol should be consumed before or during any of the scheduled games and none should be taken out into the field.

## Emergency Whistle Signals

Although we've never had an accident, it's always best to be prepared. In order to facilitate communications over the whole of site, ALL players must carry a whistle. The whistle signals are as follows, **please learn them**:

Game over: 3 long blasts on the whistle (only to be done by at the request of a game organiser).

Emergency: Continuous blasts on whistles stop play and close on the whistle blower.



# UKLTA Constitution

## A) Mission Statement: -

1. *The UKLTA is a national body for the benefit of Laser-Tag LRP events run by members for members.*

## B) Administrative Period

1. *The Accounting Period for the UKLTA will be from 1<sup>st</sup> July to 30<sup>th</sup> June each year.*

## C) The duties of the UKLTA include: -

1. *Provisioning of the national event, Dropzone*
2. *Provisioning and administering the Insurance Policy currently held with the LRP Alliance to cover the National Event Dropzone and other committee approved events held throughout the year.*
3. *In line with the above point, ensuring a national database of players who are paid up members is available to game organisers, also to issue membership cards to full paid up members.*
4. *Ensure documentation (including web content) relating to the UKLTA is relevant and kept up-to-date*
5. *Co-ordinate debate with regard to matters relating to hobby (such as changes to the Core Rules, guidelines for permissible game equipment, etc.)*

## D) Membership of the UKLTA: -

1. *The primary condition of membership is strict adherence to this document as well as the Code of Conduct and Inter club Rules*
2. *All members will have filled out in full an application form*
3. *There are two types of membership to the UKLTA, annual and temporary.*
4. *Annual (Full) Membership The annual charge is per year or per part year and covers the members under the insurance policy for the year July 1<sup>st</sup> to June 30<sup>th</sup>.*
5. *Temporary membership is half Full Membership and only covers the person for the duration of the event (max 72hours) that they are currently attending.*
6. *The UKLTA reserves the right of membership and attendance at events.*

## E) Decision Making

1. *For issues relating to the running of the UKLTA a simple Majority of votes cast by at least half the voting committee members is enough to make a decision – the chairman will have a casting vote only.*
2. *For issues relating to the Constitution of the UKLTA – This Document and the Inter club Rules - a simple Majority of votes cast by the full voting membership is required (The committee will allow a minimum of four weeks for members to vote).*
3. *Reporting – Committee members will inform the membership of the current state of accounts and event attendance annually at the start of the new club year*
4. *Elections – Elections for all committee posts will be held at the start of the new club year – voting procedure is as described in section E1 except all annual members are eligible to vote – This voting will be overseen by the outgoing Chairman. No Individual may hold more than one committee post at any point during a club year.*
5. *Disputes – will be heard by the committee and resolved by a standard committee vote. If this is insufficient, 10 full member's signatures on a document outlining the nature of the dispute will be enough to call for a vote of the full membership on the matter within 1 month of the dispute being raised – the result of this vote will be final.*

## F) Committee Officers of the UKLTA: -

1. *Chairman: To oversee the UKLTA committee and ensure all tasks are carried out correctly,*

*to organise and chair at least one (preferably two) committee meeting per year to discuss UKLTA matters when other forms of communication (forum, email, etc.) might not be appropriate.*

- 2. Treasurer: To oversee the UKLTA bank account, both monies paid in and out and to provide a financial statement at the end of the year.*
- 3. Secretary: To ensure minutes of any meeting are taken down correctly, to note any action point's people may have gained. To ensure the Insurance Policy is kept operational and to ensure all paperwork and documentation is complete and available where appropriate.*
- 4. Membership Secretary: To ensure that the membership database is accurate and to send out mail reminders and chasers to people when their dues are up. To manage bookings for the National Event and assist other event organisers in player recruitment where possible.*
- 5. Dropzone Co-coordinator: To co-ordinate the national event (this will of course be assisted by other roles in the committee). This combines the old role of site and games co-coordinator*
- 6. Web Officer: To ensure web content is correct and maintained, also to arrange purchase of appropriate domain names as required and provisioning of web space.*
- 7. Public Relations Officer: To manage the public face of the club which may include the creation (or overseeing the creation of) advertising materials or opportunities as appropriate.*

## Laser Tag LRP game etiquette

Not rules as such but standard words and behaviours you may encounter or should follow during a game....

- Tag LRP as mentioned above is non-contact – i.e. you are not allowed to make any kind of attack that results in you or anything you are carrying making any kind of physical contact with another person.
  - Under certain special circumstances as detailed in the coup-de-grace rule above and the use of monsters this may be slightly – but only very slightly relaxed to allow a hand on shoulder surprise attack. Such attacks are always successful and effectively remove all your sensor hits immediately regardless of the state of your sensor.
  - LRP weapons other than lasertag weapons may not be used – even if they are regarded as legal in other LRP systems.
- Player Character – PC – a standard player in an LRP Tag game
- Non-Player Character – NPC – an umpire controlled character injected into the game to move it in a certain direction
- Member of the Public – M.O.P. – If you hear MOP declared that means there is a person in the vicinity that is nothing to do with the game or event and you should use extreme discretion whilst they are in the area.
- “In Game” or “In Game Context” – events or situations within the fictional context of the game – for example the landing one for the shuttle craft
- “Out of Game” or “Out of game context” – events or situations related to the game but outside of the fictional context – for example what time the game starts.
- If a player or person is not wearing a sensor on their head they are not in the game
- If a person is wearing a high visibility vest without a sensor on their head they are likely to be an umpire
- If a person is not wearing a sensor they may leave the game area “invisibly” by raising their hand and walking out (preferably skirting around any in-game activity that may be happening)
- Time Freeze – if an umpire declares a time-freeze it means you should stand on the spot, close your eyes and stick your fingers in your ears and hum to yourself – this mild form of sensory deprivation is used to allow umpires to manoeuvre a game mechanic into place (or away) and is used in lieu of a TV style special effect for example teleportation. A Time Freeze will only typically last from a few seconds to a minute – when you hear the call “Time In” game play will recommence exactly as it was left off and you may react to any changed circumstances accordingly.
- You may remove a characters weapon or other equipment by touching the item in question and saying clearly “I am removing this” you may not physically remove the item without the characters express permission.
- Similarly – a character may declare they are searching you – you may reveal any game lootable props you are carrying easily or you may require them to pat each pocket or webbing pouch until they get in close proximity to a lootable item – players should use discretion when searching other players, however players should not use another players “Out of Game” reluctance to search them as an excuse to withhold “In Game” items.

## Useful Rules systems

In the next few pages there follow a series of rules that are ENTIRELY OPTIONAL but game organisers may choose to use on games to avoid players having to learn a new set of rules.

YOU SHOULD ASSUME THAT NONE OF THESE RULES ARE ALLOWED UNLESS THE GAME RUNNER EXPLICITLY SAYS THEY ARE INDIVIDUALLY USING THE NAME OF EACH RULE.

Just because SAMSXP is being used does not automatically mean that H-Bomb or Whack! Are in play.

# SAMS XP

## Credits

While SAMS is a lot of my own work, many others have influenced its development including Ben Roberts, John Treadaway, David Harvey, Paul and Jenny Watson, James Bloodworth, Phil Higgins, Jasper Hedger, Black Watch, Sarah Clark and Dai Rees. I must also thank Corinne Svoboda for the idea behind and the construction of the new SAMS logo and Mik Reed and Chris Hannaford for the name. Tim Atkinson Feb 2007

## Introduction

It's been a good many years since we revisited SAMS so with the Smartie Colour Crisis of 2006 now seemed like a good time to revisit and clarify some of the finer points. I am going to attempt to remove some of the specifics of previous versions of SAMS for a shorter simpler system. So I am not going to stipulate things such as number of hits or armour but simply offer recommendations.

**Recommendation 1 a basic player has 3 hits, plus Armour or other protection**

**Recommendation 2 +1 hit for a Hard Helmet, +1 for Front chest armour, +1 for back/spinal armour, +1 for both upper arms and +1 for both legs – to a maximum of 6 hits total**

As with previous versions there are two levels – What follows is the standard system, see Appendix A for the Basic System.

<b>Casualty Timeline</b>	Zero Hits (unconscious)	Some hits remaining (Walking Wounded)
Casualty wounded	Casualty falls to the floor, apart from a dying yell; casualty may not interact in game context with any other players except one attempting to perform a medical operation on them. You MAY NOT reload your weapon during this time – if your weapon reloads itself because it has cooled down like a star rifle, that's OK.	Casualty behaves as they feel fit
	If no action for 20 minutes casualty becomes corpse. See CPR	
Casualty Treated with SAMS	Casualty remains unconscious for the stipulated period. Casualty may not interact in Game context, see above.	Casualty does not fall unconscious, all time delays are halved (round down), any serious wounds drop down to non-serious equivalents
SAMS delay over	Casualty regains consciousness – first action is to reset sensor to full hits appropriate to game.	Casualty regains full hits and may reset sensor appropriately if not engaged in a firefight or other game context task
Follow on Treatment	Casualty may seek out Trauma Surgeon player and have them remove all impediments generated above	Casualty may seek out Trauma Surgeon player and have them remove all impediments generated above

## Player Classes

In SAMS based games, players ALL fall into one of the four player character types. Everyone has some skill at everything if you attempt it, so ANYONE can operate SAMS

2. **Totally Unskilled** – If you have no skill you should administer 3 treatments
3. **First Aider/Responder** – If you wish to try you can administer two treatments, OR you may stabilise the casualty by administering one pain killer pill which resets the bleed out time to 20 mins so a medic can attend
4. **Medic** – You may complete one treatment
5. **Trauma Surgeon** – a trauma surgeon is a new player class who may make treatments like a medic but all effects are reduced by 50% round down. In addition a trauma surgeon may by administering one smartie of each colour (7 smarties), remove one bandage or impediment from a walking wounded casualty. This process carries a delay of 7 minutes during which time the trauma surgeon must remain in physical contact with the casualty. Any loss of physical contact and the process has to be restarted from scratch.

## New feature – Drugs

For role-playing purposes the smarties as coloured have the following effects.

Red	Anaesthetic	1 per 10 mins, too many kills unless Adrenalin Administered
Brown	Hallucinogen	Subject sees things for 10 mins
Orange	Adrenalin	Boosts system – no more than 1 per 10 mins or heart attack occurs – if so follow CPR rule
Yellow	Tranquilisers	Subject calms down but does not fall unconscious – lasts for 10 mins
Green	Stimulant	Counteracts effect of Tranquilisers, if more than 1 taken in 10 mins, draw a smartie at random, if green subject is addicted and needs a Green at least once every 10 mins otherwise behaviour becomes violent and erratic
Purple	Truth Drug	After Purple is administered, subject draws another colour at random (does not disclose this to the questioner) if colour is not

		purple subject must answer truthfully for 10 mins
Pink	Pain Killer	Effect lasts 10 minutes

### How to Administer a Single medical treatment

Select two smarties from your medical supplies – it doesn't matter if you deliberately pick colours or choose them at random – if you deliberately choose “Good” results at the start of a game, likely as not you'll be handing out “bad” results by the end.

Look the colours up on the chart – the colour combinations of the smarties are unique so while there is for example a red-pink combination, there is no pink-red one. Perform the treatment(s) specified for the wound, inform the patient of the delay time and then move on.

### How to Move a casualty

All players may “carry” another casualty by administering one smartie of any colour, they may then move the casualty – casualty moves themselves but Player must remain in physical contact with the patient – if contact is lost patient falls to floor. The player moving the patient may not use their weapon during this time, if you do, the casualty falls to the floor.

### How to Perform Surgery

Trauma Surgeon players may remove any long lasting hits from players by performing the following operation – The surgeon must remain in physical contact with the player for 10 minutes, the surgeon must administer one of each coloured smartie to the player so 7 in all red,brown,orange,yellow,green,purple and pink.

### How to relocate an Arm

Players that have dislocated their shoulders may seek out a Trauma Surgeon who will administer 4 pain killers (pinks) or 1 anaesthetic (red) and with suitable role-playing will pull the appropriate arm to relocate itself in the socket.

### How to perform CPR

Should a player die by bleeding out (20 minute delay) for a further 10 minutes they may be revived by a trauma surgeon player who performs CPR (with suitable role-playing) – Draw 1 (and eat) smartie at random every minute – if a red one is drawn the player is dead with no chance of recovery, if a pink one is drawn the player recovers otherwise the CPR continues

## Appendix A – SAMS Basic

SAMS basic is a lot simpler than SAMS standard – When you get shot down anyone who has some can administer medical treatment.

Administer one smartie and the casualty waits for the following time delay before re-entering the game.

Red	6 minutes (count to 600)
Brown	5 minutes (count to 500)
Orange	4 minutes (count to 400)
Yellow	3 minutes (count to 300)
Green	2 minutes (count to 200)
Purple	1 minute (count to 100)
Pink	No Delay

## Appendix B – Statistical Smarties

Thanks to several people I have compiled a list of smartie colour occurrence probability tables.

The conclusions seem to be as follows.

Mathematically you have a 1 in 7 chance of picking a colour or 14.28% however this is slightly modified by the distribution of colours which ranges from about 9% to 19% in sample testing (a total of 1644 smarties were consumed in the course of this study). As each smartie is worth 6.666% of the

total you can see that the range of probabilities can be seriously affected by a single smartie.

Bizarrely there are some regional variations, for example in Southampton and London you are much more likely to get browns, while in Sheffield yellow seem to predominate (but less so) – Coventry seems to spend much of its time whacked out on greens!!

Essentially the contents of smartie packs are pretty random you should expect to get about 15 smarties in one of the little boxes, 40 in the now hexagonal tube and somewhere around the 170 mark in a giant tube (Yes Dai you were stiffed for the one that only had 140 in it!!)

If you wish more info I suggest you Google for it, there are some SERIOUSLY sad smartie weirdo's out there.....

Thanks to Dai Rees, Paul and Jenny Watson, Sarah Clark and my long suffering chocoholic wife Corinne for your help in compiling this little study.

## Appendix C – Higgins Sensors

One really neat thing for SAMS I can't take credit for is that Phil Higgins recently modified the code in his headband sensors to facilitate medical systems.

When you get shot down a bleed out timer starts, you may press the button to kill the siren. If you are attended during the 20 minutes, press the button again and this starts a minute timer where the sensor beeps once for one minute, twice for two and so on. If you are not attended within 20 minutes, the siren starts again indicating you are dead.

Time	Colour1	Colour2	Type	Location	Symptom	Condition	Treatment	Notes
6	Red	Red	Severe	All over	No Life signs	Dead	None	Trauma Surgeon may attempt CPR
6	Red	Brown	Severe	Head	Minor Abrasions on head	Concussion	Bandage Head	Lose memory for 10 minutes prior to wound
6	Red	Orange	Severe	Eyes	Blindness	Flash Blinded	Bandage Eyes	Remove Blindfold 10 mins after recovery of consciousness
6	Red	Yellow	Severe	Left Ear	Poor Hearing/Loss of balance/Bleeding from Ear	Ruptured Eardrum	Bandage Ear	Balance returns 10 minutes after recovery of consciousness
6	Red	Green	Severe	Right Ear	Poor Hearing/Loss of Balance/Bleeding from Ear	Ruptured Eardrum	Bandage Ear	Balance returns 10 minutes after recovery of consciousness
6	Red	Purple	Severe	Neck	Bleeding from Neck	Abrasions	Bandage Neck	Not too tight
6	Red	Pink	Severe	Left Shoulder	Lose Major Mobility in Arm	Dislocated Shoulder	Immobilise Arm	Trauma Surgeon may attempt to relocate
5	Brown	Brown	Severe	Right Shoulder	Lose Major Mobility in Arm	Dislocated Shoulder	Immobilise Arm	Trauma Surgeon May attempt to relocate
5		Orange	Severe	Left Arm	Arm is useless	Broken Arm	Immobilise Arm	May not use arm to carry/hold/use weapon
5		Yellow	Severe	Right Arm	Arm is useless	Broken Arm	Immobilise Arm	May not use arm to carry/hold/use weapon
5		Green	Severe	Left Hand	Hand is useless	Broken Fingers	Strap fingers together	May not fire gun with hand
5		Purple	Severe	Right Hand	Hand is useless	Broken Fingers	Strap fingers together	May not fire gun with hand
5		Pink	Severe	Chest	sucking/gurgling from chest	Sucking Chest Wound	Seal wound with nonporous material	
4	Orange	Orange	Severe	Abdomen	Bleeding from Abdomen	Abrasions	Bandage abdomen	
4		Yellow	Severe	Left Leg	Leg is useless	Broken Leg	Immobilise Leg	May not walk without aid
4		Green	Severe	Right Leg	Leg is useless	Broken Leg	Immobilise Leg	May not walk without aid
4		Purple	Severe	Left Foot	Foot Useless	Broken Toes	Painkiller	Take painkiller every hour
4		Pink	Severe	Right Foot	Foot Useless	Broken Toes	Painkiller	Take painkiller every hour
3	Yellow	Yellow	Slight	Head	Dazed and Confused	Minor Concussion	Tranquiliser	
3		Green	Slight	Eyes	Blinded	Dazzled	Rest	Only if not wearing eye protection
3		Purple	Slight	Ears	Bleeding from Ear	Hearing Damage	Rest	
3		Pink	Slight	Left Arm	Arm Painful	Strain	Painkiller	
2	Green	Green	Slight	Right Arm	Arm Painful	Strain	Painkiller	Draw another random smartie, if green you are addicted and require 1 green smartie every 10 minutes until cured
2		Purple	Slight	Chest	Winded	Winded	Rest	No running for 10 minutes
2		Pink	Slight	Abdomen	Nauseous	Concussion to stomach	Rest	Vomit meal preferably over nearby player
1	Purple	Purple	Slight	Left Leg	Leg Painful	Strain	Painkiller	No running for 10 minutes
1		Pink	Slight	Right Leg	Leg Painful	Strain	Painkiller	No running for 10 minutes
0	Pink	Pink	None	None	None	None	None	You got off lucky

## ***H-Bomb Explosives and Demolition System***

### **By H**

These rules are optional. As with Coup De Grace and Point blank, pre-game briefings will state whether explosives rules are in or out.

Only Characters with the DEMOLITIONS SPECIALIST skill or character class can PLANT or DEFUSE explosives. Individual game organisers will decide if/how the ability is available to player characters.

These rules use Phys-Rep non-functioning props to simulate explosives. A Referee or Game Organiser adjudicates detonation effects.

## **SURVEYING THE TARGET**

Explosives can be used to BREACH or DESTROY targets.

BREACH – Blow open a door or blow a hole in a wall or fence.

DESTROY – Blow up a bridge, building, generator etc.

Explosives come in blocks of C4 type PE or bundles of TNT sticks. The following numbers of charges are needed to damage the following materials:

MATERIAL	TO BREACH	TO DESTROY
WOOD	1	2
CONCRETE	2	4
STEEL	3	6
'SPECIAL' 4	8	

(A 'Special' material might be an advanced, alien or supernatural substance that is unusually tough).

It takes twice as much explosive to DESTROY a target as it does to BREACH one. For example, it takes 1 block of C4 to blow open a wooden door, and 2 to blow up a wooden shack.

## **LAYING CHARGES**

1: Emplace the charge

Attach the correct number of charges to the target with duct tape etc.

2: Prime the charge

Screw in the detonator to make the charge live.

3: Attach detonation method

A: Manual push button/plunger detonator attached to the charge by det-cord.

B: Timer device, set to explode after a given time.

C: Radio detonator/receiver unit (strapped to charge). Charge can be triggered from anywhere on site.

4: Detonate the explosives

If manual detonation, shout "Fire in the hole" 3 times and shout BOOM! If timer detonation, timer alarm indicates detonation. Radio detonation requires Referee to announce the effect.

## PROPS LIST

Demo Kit Contents (Modern/Near Future style)

C4 CHARGES (x6)

Phys-repped by a block of wood measuring 2"x1.5"x11" painted White, Green, Yellow or Black (C4 comes in a variety of wrappers). A hole at least 1.5" deep should be drilled in one end to accept a DETONATOR which is screwed in.

6 Blocks of C4 is the standard load, but individual game organisers may choose to change this.

DETONATORS / BLASTING CAPS (x6)

Phys-repped with carriage bolts which have to be screwed in to the charge to make it 'live'.

TOOL KIT

Pliers, multitools etc that might be useful to a player character, plus gaffer or Duct Tape to attach charges.

DETONATION MEANS

Can be a manual push button/plunger detonator attached to the charge by Det-cord (clothes line), a Timer (kitchen/egg timer) or a push button 'radio' detonator transmitting to a separate receiver unit attached to the charge.

## ***Whack! - Hand to Hand and Melee Combat in Lasertag***

### **Background**

Despite being a non-contact hobby, we have always had some special rules for close attacks. These have usually been special properties of either NPCs or a small, carefully controlled group of players.

Examples are:

“Jaw and claw attack” – typically used by aggressive, non-sentient alien life forms.

Light sabres – restricted to (a very few) Jedi characters in the Star Wars games

The Coup-de-grace, using a rubber knife on a helpless enemy

The Silent Attack special ability, as used in the Unit character creation rules

### **Why Are We Discussing This?**

The popularity of zombie-themed games has pointed up the need for a more structured approach in games where many or most of the players may need to engage in melee combat.

The two main areas of concern when combining melee weapons with lasertag weapons are:

- 1) Avoiding injury to the players
- 2) Avoiding damage to equipment

The simplest way to avoid these problems is to not normally have melee combat in a lasertag game. Unless your game really, really requires it, it's far safer and better to leave it out. However, there are some settings where it may be appropriate; these might include:

Zombie games

Star Wars (prequel setting, where there's loads of Jedi, or the New Republic stories)

Edgar Rice Burroughs Barsoom stories (God, no!)

Warhammer 40K

Post-Apocalypse games where there are few guns and less ammo

I'm sure other will have more ideas, but melee rules should only be used in exceptional circumstances, rather than at every event.

### **Safe Melee Combat**

There are some simple rules to follow when using melee weapons which will minimise the risk of injury.

- 1) Ensure that the weapon is properly constructed and properly maintained. All weapons should be inspected for safety at each event prior to use. They must not be made from hard or breakable plastics.
- 2) Pull your blows! Even a properly constructed LARP-safe weapon can cause considerable pain and even injury if allowed to contact at full force.
- 3) Never, ever thrust with a LARP melee weapon. The core can be pushed through the padding to cause serious injury
- 4) Blows to the head should not normally be used. In cases where it's required e.g. killing zombies, the blow should stop short of impact and a verbal call used (myself, I like to call “BIFF!”).

We also want to avoid having the lasertag weapons hit with melee weapons. Experience has shown that they can be easily damaged in these situations. It is important to resist the temptation to parry a blow with your pulse rifle. Equally important, the lasertag weapon must never be used as a melee weapon – it's not anything like LARP-safe.

One fantasy LARP system that I have experience of (Maelstrom) combines melee weapons and black-powder weapons (which have to be constructed from wood and metal). Going into melee, the guns have to be dropped, or holstered, or slung, as they are deliberately not LARP-safe.

There are a number of people in our hobby who have experience in fantasy LARP who can advise further on the construction and use of melee weapons. There are also construction guides on the internet and on web forums such as Rule 7. For those who are more cash-rich and time-poor there are manufacturers producing some very nice weapons, including some that would fit nicely in a modern or post-modern setting.

Rule 7 – LRP discussion forum, which includes construction guides for weapons and all sorts of other stuff.

<http://forums.rule7.co.uk/>

Eldritch are one of the largest suppliers of LRP latex weapons. They do some of the more unusual items like oars, frying pans and cricket bats. Makai also supply some "improvised" weapons, including a pipe-wrench.

[www.eldritch.com](http://www.eldritch.com)

[www.lrpstore.com](http://www.lrpstore.com)

[www.makai-larp.co.uk](http://www.makai-larp.co.uk)

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