

POSTSHOCK QUICK REFERENCE GUIDE

This quick reference guide can be used as a tool for new players wanting a quick overview on the rules for PostShock. For the comprehensive guide book that includes background, game lore and more, please refer to the full PostShock guide available on the website.

CODE OF CONDUCT

SAFETY CALLS AND NORMAL CALLS



GAME ON

Game starts/resumes. Get into character.



STOP/HOLD

Game stops momentarily. Reasons include injury or other game related issues. If safety issue, all players are to take a knee/hold weapon overhead until game on is called.



GAME OVER

Game has finished.

MARSHALS



Marshals will be wearing identifying clothing (red head gear) and will be introduced during the morning brief. They are similar to referees who will help the game move along, enforce rules and aid players. They are also there to help resolve any problems between players.

Respect them and their decisions. Failure to do so will result in you being removed from play.

Players who behave badly will be warned. Further repeat offences can result in being removed from the event. Violations of any serious nature will result in immediate removal, and possibly escorted by appropriate authorities. If you are removed from an event for any reason, you will be prohibited from returning to future PostShock events or participating in any of our digital medias until further notice.

APPEALS PROCESS

If you believe a ruling from a marshal was unfair, you may appeal the decision through the formal process outlined below. These decisions must be done in an out of character area and in a respectful manner.

Players who attempt to commence the appeal process on field may face marshal or disciplinary action.

The chain of appeals is as follows.

1. Your guild leader unless you are not part of a guild or are the leader.
2. The marshal who made the ruling.
3. The shift supervisor of the day.
4. If the issue has not been resolved on the day, message the PostShock Facebook page within 3 days of the incident.

Any ruling that is needed from the committee will be done at the next committee meeting.

For rulings made by members of the committee, appeals may be presented to the next committee member in the chain of appeals. If the committee has reached a majority vote, that decision is considered final.

PLAYER CONDUCT

You are expected to abide by the rules detailed in the PostShock Guide and do your best to contribute to an immersive and enjoyable experience for all.

As a participant, you are expected to treat all players, marshals, and the organisers with respect. This includes gaining consent regarding roleplay and not breaching a player's personal space. Harassment of committee members will not be tolerated. These events are rated 18+. With realistic themes found in the post-apocalyptic genre, there will be 18+ themes, including and not limited to, sexual references, drug references and violence. However, references to rape or paedophilia are not permitted at PostShock events or on any digital platforms.

Excessive use of crude language, abusive/racist or any other derogatory communications in the field of play or on any of our digital platforms will result in you being warned or banned for a set period.

PostShock reserves the right to enforce the removal of any player or guild that are portraying or displaying abusive, racist or offensive costuming and propping, as determined by the PostShock Committee. This includes, but is not limited to; graphics, the use of body SFX, clothing, makeup, and your characters props. It also includes the iconography and cultural practices of live cultures. We ask that our players show respect, and while we encourage the appreciation of these groups of peoples, we ask that players do not take/appropriate anything of specific cultural significance, as determined by that culture. Some examples of things NOT accepted at PostShock:

- Black face
- Native American headdresses, body paint and rituals
- Indigenous Australian body paint and rituals
- Imagery of deceased indigenous individuals
- Mexican "Sugar Skull" (Day of the Dead, or Día de Muertos)

Sexual harassment of any kind will not be tolerated and will result in removal and legal action.

Consumption of illegal substances, or participation in illegal activities at one of our events will result in your immediate removal and legal action.

Alcohol is not permitted at weekly events. There may be weekend/games days where alcohol may be allowed however, this will be disclosed in the terms and conditions released for those individual events.

During weekend/games day events where alcohol consumption may be allowed, this is during "Game-On" only by approved sources and within in-game boundaries. During "Game-Off", alcohol can be consumed in the camping areas after night events. If you are too drunk to drive, you are too drunk to play. Excessive

consumption and drunken behaviour will result in removal from the game, and up to removal from the event, with possible repercussions at committee disciplinary discretion.

SAFETY

SAFETY GLASSES



As a safety precaution, eye protection must be worn during times of play. E.g. safety glasses, sunglasses and goggles etc. Players who fail to have appropriate eyewear will be restricted to out of character areas until suitable coverage is worn.

ARMOUR GUIDE

All players start with a base of 4HP.

Armour **halves** any damage taken on it. E.g. If shot in the chest with a bullet, and you are wearing an approved chest piece, you will take 2HP instead of 4HP. Any area not covered by armour will take the full 4HP (this includes hitting gaps in armour). Bullets that hit a gun you are holding count as hitting an armoured zone (2HP).

Hit points can be increased by wearing a helmet. Partial helmets (such as a modern military helmet) or a mask (hockey mask) gives a bonus 1HP. Full helmets that safely covers the face, such as a motocross helmet, sports helmet with grill or police riot helmets will give you 2HP.

Bonus HP and other items may possibly be awarded upon inspection for good costuming, this includes outstanding prosthetics, armour, or costuming quality at Committee discretion.



All styles of armour MUST be appropriate for a pandemic apocalypse set in 2086. All WEATHERED clothing must represent your character accurately and fit within the time periods aesthetic.

Wearing clean clothing/costume will result in an in character 'Washing Machine tax' which will cost resources in game to wash your clothing. Tax will be determined depending on the exchange rate on the day.

For more information on armour halving damage see [Weapons and Damage](#).

WEAPONS AND DAMAGE



~ALL WEAPONS MUST BE INSPECTED UPON SIGN IN~

VALID AND INVALID HITS

Wrist flicking Only use your wrist instead of your arm and wrist, just flicking your wrist back and forth. These do not count and will do no damage.

Invalid zones Hits to the head, neck and groin are not valid and will do no damage. If you hit a player in one of these zones, check that you have not caused them pain or injury.

WEAPONS DAMAGE

Light Damage (2HP)	Medium Damage (4HP)	Heavy Damage (6+HP)
<ul style="list-style-type: none"> • Melee • Arrows blocked by a shield (armour piercing*) • Band guns blocked by a shield (armour piercing*) • Small throwing weapon 	<ul style="list-style-type: none"> • Nerf • Nerf mega dart (is no longer in play) • Arrows (armour piercing*) • All NPC melee attacks • Band guns (armour piercing*) 	<ul style="list-style-type: none"> • Grenades – 6HP (explosive*) • Chainsaw – 8HP (armour piercing*) • Bombs – 10HP (explosive*) • Upgraded bombs – 15HP (explosive*) • Rocket launcher – 14 damage direct, 6 damage AOE

*Armour piercing and explosive damage ignores the benefits of armour (i.e. full damage is taken). All armour piercing and explosive damage against a deployed shield (braced with two hands) is halved. Following the explosive damage against a shield will make it unusable until it's repaired by an engineer.

WEAPON TYPES AND RESTRICTIONS

Name or Type	Restrictions	Damage
Chainsaw	75-150cm	Heavy Damage - 8HP (armour piercing)
Rocket launcher	-	Heavy Damage - 14HP direct, 6 AOE
Grenade	Approved "dark moon range" grenade prop	Heavy Damage - 6HP (explosive)
Bows	130cm and 25 pounds or under	Medium damage - 4HP (armour piercing)
Band guns (plasma rifles)	-	Medium damage - 4HP
Nerf guns	-	Medium damage - 4HP
Small throwing weapon	5-30cm	Light damage - 2HP
Melee weapon	25-200cm	Light damage - 2HP

LEGAL LARP WEAPONS

LEGAL MELEE WEAPONS

These distributors have standard level of quality that PostShock will allow on site.

- Calimacil
- Epic Armoury
- Palnatoke
- Eagle Flex
- Forgotten Dreams
- Ateliers Nemesis
- Museum Replicas/Warlord
- Eldritch
- Foam Dragon

Note: we will only accept period accurate weapons. Strong medieval designs will not be accepted.

LEGAL BLASTERS

All blasters must be inspected upon sign in. Blasters MUST be painted to fit period accuracy and MUST have an orange tip.

Blasters may be modified slightly but must not shoot over allocated FPS (Feet Per Second) of 80.

To use a gun in game, you must first obtain a "License". See *Crafting how to* for more information in the full guide available on the website.

- Nerf (Max 80 FPS)
- Band Guns: Only fire rubber band gun style projectile (6mm + diameter surgical tubing - which cannot have noticeable hard parts). Maximum exposed area of non-tubing is 15mm (zip tie/rope)
- Bows must be 25 pounds or under



LEGAL BOWS/ARROWS

- Bows must be 25 pounds or under in draw strength
- Arrows must be Woarchery LARP arrows
- All arrows must be inspected at weapons check at the start of each day

SMALL THROWING WEAPONS

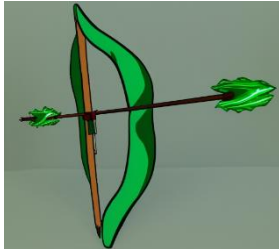
This can include bricks, rocks and small knives and must be:

- Fit for the time period of PostShock
- Coreless and made of closed cell or injection moulded foam

SHIELDS

- Shields are to be made of plywood, plastic or metal with foam edging, or wholly of foam/latex
- Shields are designed to minimize the risk of serious or permanent injury to a person, and damage to foam prop weapons
- Shields must be checked with the weapons master at sign in and have a maximum size of 1x1.5m
- Players must not use a shield which is unsafe
- A marshal reserves the right to take any shield they deem unsafe during any point in the game

▣ BOW LICENSE



- **Obtainable from:** Crafting (game day only)
- **Profession required for crafting:** Tinker
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (NOT halved by armour)
- **Props:** LARP approved bow with a maximum draw strength of 25 pounds
- **Extra rules:** Arrows are recharged after each Game (15 max)
- **Crafted at:** Workshop

GUN LICENSE



- **Obtainable from:** Game night for Game night only (does not give you a Gun license on game days.
- **Pre-requisites:** N/A
- **Damage:** 4 Damage (halved by armour)
- **Props:** Nerf blaster that holds up bullets loaded must be painted to fit post-apocalyptic theme and must have orange tip
- **Extra rules:** Ammo is used once when shot, and can only be picked up by tinkers or marshals

HUMANS



Survivors of the apocalypse that have kept their humanity and visual appearance intact.

Costume Requirements:
Weather clothing or armour.

Special Abilities:
N/A

GAME NIGHT ONLY RULES

RECLONATION AND DEATH

Reclonotion on a week night is normally infinite unless told otherwise. When you die you can choose to stay where you are by putting an arm up indicating you have died, max time 30 seconds) or you may go to respawn after 10 seconds.

When you die, a medic may heal you. Medics must roleplay for 15 seconds (uninterrupted to heal someone for their full HP) , during this time they must roll a D6 for complications:

- 1-2 Roleplay condition (limp, loss of use of arm, change of mindset, etc.)
- 3-4 Complication, healing takes 30s instead of 15 sec.
- 5-6 Everything is fine.

TINKER ■

Ability: Tinkers may recycle bullet. They can repack bullets at a 3-1 ratio (3 picked up bullets gives them 1 new bullet) before removing any bullets from the box, a marshal or game coordinator must be made aware of the number of bullets to be repacked (30 seconds role play to repack all bullets collected). (no tinker station is needed to repack the bullets) all other tinker rules apply.