

MIDWAY - MAIN RULES_(v1.4)

Introduction

This is the story of a village called Midway. It is the story of the Beginning.

The End happened many years ago - outside of living memory; the last great war, and the one that caused that caused the greatest catastrophe. The cities were destroyed and only a handful in a thousand people survived. A period of horrible suffering followed during which many more died - starvation, disease, skirmishes between those that survived over the crumbs left by what had gone before. Many alive now believe that this period is over, and that Mankind has begun the work of rebuilding what was. But this will be a slow process, and who is to say that anything will be like it was before?

Some legacies of the End still remain - the rain, when it falls, is laden with pollutants and acids; better now than ten years ago, but most prudent individuals wear some kind of eye protection to avoid damage to their eyesight.

The plague is a more persistent concern - a hugely virulent disease, capable of wiping out entire settlements in a matter of weeks. Paranoia over the plague drives entire communities into solitude and eventual stagnancy, and learning how to turn a loved one with symptoms away from the door is a skill that many have had to learn.

Though there are settlements both large and small now, the civilising elements that a network of cities and towns create are gone. Small communities prey on small communities. Bands of roaming thieves, gypsies, con-men and ne'er-do-wells are commonplace, and those that would live in the wilderness learn fast to keep their wits about them, and a weapon close to hand.

Of course, there are rumors of monsters in shadowy areas. Nobody can say if these are true or not. The absence of constant communication means that news comes most often in the form of rumors. And sometimes, rumors are the product of a late night drinking badly-brewed liquor on an empty stomach.

*

At the Beginning there are some few settlements worth noting. Erin's Point is one such - situated in a large flat area of arable land the town formed out of a co-operative group of farmers who banded together for protection and to barter their goods - almost the way that the first human settlements grew. From there they attracted outsiders who came to buy food, and professional merchants settled close by. As the population center grew, so did the services offered and required, until there was a town to speak of, which has grown since then.

Another notable settlement is Haven; a completely different type of place than Erin's Point.

Where Erin's Point began mostly as a farming community, Haven was formed from a shantytown around what was a pre-End power station. Though only a little of the original mechanism is still used, it is once again a functioning power station, burning wood and waste to generate power - the smoke plume from the power station is a beacon in the surrounding area, and industry of a very basic nature flourishes in the town.

There is an important trade between Erin's Point and Haven - the two settlements are obviously symbiotic with one producing food and farm goods, the other producing machined items and metals. The only trouble, once the two had found each other, was the geography between them. Erin's Point lies to the North of a crater - the site of some mighty city before the End, now nothing other than a hole teeming with radiation and stone fused into glass. Haven is to the South of the crater, the best trade route between the two is through a heavily forested area known as the Green Belt. Unfortunately the belt by its nature is an ideal place for thieves, plague victims and wild animals to call their home, and this makes the trade route a dangerous one.

Until now, at least...

*

There exists a small pre-End suburb on the Erin's point edge of the Green Belt - badly damaged to be sure, but it could be used as the basis of a settlement. It seems obvious that it could be used as a small "waypoint" settlement with a reasonable garrison, but also with a certain amount of storage and facilities for weary travellers. A joint decision was taken to settle it properly.

It is unlikely that such a settlement will exist purely as a garrison - supplies will not always come from either Haven or Erin's Point. Especially in the winter season the "waypoint" will have to be able to survive as an entity in its own right. The name was obvious - a small village midway between the two larger settlements.

And so a small group of pioneers have left Haven and Erin's Point, arranging to meet together in the ruins of the suburb and start to take it as their own. There will be hardships and there will be pain - there will be those who will see the new village as a ripe fruit for the picking, and there is always the threat of the environment and disease, not to mention the fact that the alliance between Haven and Erin's Point is a shaky one. But on the edge of the Green Belt there is profit to be made, a reputation to be generated, a home to be built.

Welcome to Midway. Welcome to the Beginning.

Life at the End

Scarcity

The End, as far as anybody knows, was a planet-wide disaster. Of the cities that can be reached,

none have been found to be anything other than enormous craters. Some smaller towns escaped the bombing, only to be destroyed by plague later. Right now the biggest settlements are those that have developed since the End; those that started again rather than relying on an older and decaying way of life.

Power

Fossil fuels are next to non-existent. Though there was some fuel left in cars or at petrol stations after the End it was siphoned and used in the decade that followed. In the years immediately following the collapse of society there was no easy way of obtaining the crude oil that petrol could be generated from, and if it could be sourced, the methods of turning it into something useful were dangerous and wasteful. What petrol was left was a valuable commodity, until people stopped using petrol engines and began to forget how to maintain them. These days, a century after the End, petrol is useful but hardly vital. Coal and oil are rare within the earth - hundreds of years of pre-End industry have used up almost everything that there once was.

There are those that have experimented in using alcohol to power vehicle engines, and likewise there has been some experimentation into the use of vegetable-derived products for powering vehicles. This is the exception rather than the rule, though, and tends to be limited to larger settlements with the crop space to share - most small villages worry more about making sure their mouths are fed.

Electricity is similarly rare. Of course, there are ways of generating electricity other than by burning non-renewable resources. Haven works by burning wood for the most part, although experiments are underway with hydroelectric power. There are some other "powered" communities, but by and large the manufacturing processes necessary to produce reasonable batteries, cabling and transformers makes large-scale electrical installations unlikely, especially those on the scale of the pre-End.

Candles are a frequent sight in the evenings. Likewise lamps burning distilled alcohols of one sort or another. A certain amount of scavenging can still be done for technological solutions - lighters, self-recharging torches and solar celled lamps can still be seen in various settlements, though even these are becoming rarer.

Scavenging

With scarcity a way of life, scavenging meat from the bones of pre-End civilisation is a viable career choice. These scavengers must put up with the risks inherent to pre-End civilisations in the form of dangerous crumbling architecture, plague-ridden bodies, predatory wildlife as well as other scavengers, some of whom specialise in salvaging artifacts from fresh corpses.

However - the treasure that comes from the past is still vitally important to the present. Knives that stay sharp, durable textiles and precious metals are highly in demand as well as the obvious weapons and electrical goods.

Weapons

Almost everyone carries a knife of some sort. A knife is useful for so many things that aren't related to combat with other human beings. But of course, when everyone carries a knife, someone's going to get cut. And then when someone gets cut everyone has to carry a knife for fear that it will be them.

Those who possess a ballistic firearm of some sort are a class above those that don't. An entire village can be taken by a few men and a single firearm, and the existence of pre-End weapons is something that all settlements ignore at their peril. Different settlements handle their own stocks of ballistics differently, but almost all large settlements post guards at their gates. And almost all of those guards are armed.

Of course there are exceptions. And there are those that agree that pacifism is a viable alternative. These people are usually young, usually live in a big settlement and rarely leave it, and frequently have a short lifespan.

Trading and Money

There is no longer such a thing as a universal stable currency. Each settlement has its own ideas of what is valuable and what isn't, and the items that are truly valuable in the world are unlikely to frequently change hands on the grounds that they are practically priceless. Preventing counterfeiting would be hard, and so much of the trade that goes on is purely barter. Many individuals who do not technically produce goods accept payment in food for their services, and a week's food - a basket of fruit or baked goods is probably the lowest commonly seen payment for a service.

Transport

The days of flight between continents are gone. There is now no easy way to travel across the oceans, though there are those that would brave the seas. Motorised transport is rarely seen, though steam engines and very occasional petrol engines are used in construction and farming. The fastest method of getting from place to place is still by horse, and all settlements of any size maintain a corral for communal use. One of the most heinous acts that can be perpetrated on any village is to attack or kill the horses.

The Plague

The plague was first seen in the decade following the End. It is a virulent disease which has no know cure and is fatal in a high proportion of cases. Indeed, the plague pandemic which first hit in the wake of the End is said to have killed a full third of the population of every settlement. It is significantly less common in recent times, however - appearing only in small localised outbreaks, often in less salubrious areas where humans eat anything they can get their hands on, including the rats and wolves that it is suspected carry the disease. Prevention is also vitally important, and many settlements practice a doctrine of branding the victim so they can easily be identified and casting them out to fend for themselves.

The plague manifests firstly with aching joints, a general feeling of malaise and difficulty in breathing. As the disease spreads the breathing becomes more and more labored, resulting in a

telltale wheezing sound that is easily recognisable. As the immune system is compromised, the skin becomes yellowed and jaundiced, and finally the victim's digestive system stops working, resulting in dysentery, and eventual death due to malabsorption.

In some cases, the victim's mental state degenerates rapidly in the early stages of infection. It was originally thought that this was caused merely by the knowledge of impending painful death. However - current thinking is that there is some degenerative effect of the plague itself, causing dementia in a small number of individuals. These insane plague victims are the most dangerous of all, often covered in their own fluids and highly infectious. Most settlements deal with this sort of an outbreak with a "shoot to kill" policy.

Table of Contents

[Introduction](#)

[Life at the End](#)

[Scarcity](#)

[Power](#)

[Scavenging](#)

[Weapons](#)

[Trading and Money](#)

[Transport](#)

[The Plague](#)

[General Game Information](#)

[Game Terms](#)

[Character Creation](#)

[Skills List](#)

[Downtime Skills](#)

[Uptime Skills](#)

[Skill Descriptions](#)

[Blacksmithing](#)

[Prestige](#)

[Scavenge](#)

[Herbalist](#)

[First Aid](#)

[Surgeon](#)

[Literacy](#)

[Firearms](#)

[Fig. A: Ammo Table](#)

[Melee Weapons](#)

[Fig. B: Weapon Size Table](#)

[Endurance](#)

[Armour Skills](#)

[Combat](#)

[Firearm Combat](#)

["Weapon Hit"](#)
[Melee Combat](#)
[Armour in Combat](#)
[Hand-to-hand Combat](#)
[Wounds and Damage](#)
 [Fig. C: Damage Track](#)
[INJURED](#)
[FALLEN](#)
[WOUNDED](#)
[CRITICAL](#)
[DYING](#)
[Death](#)
[Execution](#)
[Attacking Defenceless Characters](#)
[Medical Treatment](#)
 [First Aid](#)
 [Surgeon](#)
[Full Combat Example](#)
[Stealing, Lammies and Personal Property](#)
[Ammunition](#)
[Locks](#)
[Explosives](#)
[Game Calls Summary](#)
[Safety Rules](#)
 [Gear](#)
 [Melee Weapons](#)
 [Firearms](#)
 [Site](#)
 [General Live-Action Safety Rules](#)

General Game Information

Midway is a Live Action Role-Playing (LARP) game set in a world destroyed by a great war. Focused on the small new settlement of Midway, the game is designed as a happy medium between traditional political LARP, high fantasy swordplay LARP with latex weaponry and the world of airsoft gun play.

Midway is an Over-18s game and players must be 18 years of age or older to play.

Game Terms

Below is a list of generally used terms both in this document and during play.:

The GM Team - The “games master” team behind Midway, they’re visible on site during events wearing high-vis jackets (and glow sticks in the dark.)

GM - An individual member of the GM team.

OOO Area - The area where players can change, sign in, organise weapons checking and get ready for an event.

IC Area - The play area. Once players are inside this area and time in has been signaled, players are expected to act in character (IC)

The General Operations Desk (GOD) - An area in the OOC area manned by members of the GM team. It will be clearly marked during an event.

Time In - The official start of an event usually signalled by a horn. Players are expected to be in the IC area and ready to play when time in is signalled.

Time Out - The official end of an event usually depicted by a horn.

Player - The person playing a character in Midway.

Character - The persona a player adopts during play.

Character Creation

A new “Midway” character is created with twelve character points. These character points may be spent on any of the skills listed below. Each points cost is for a single “rank” of the relevant skill, therefore spending eight character points on the farming skill (which costs 4 points per rank) would give that character rank two in the farming skill, written as “Farming (2)”.

Skills are separated into “uptime” skills (usable during an event) and “downtime” skills (usable during the period in between events.)

Each character must take one downtime skill, though points allocation after this may go into either downtime skills or uptime skills.

Note: The skills listed in this guide are not representative of all the available downtime skills

and specialisations. This list purely represents what is available at character creation. When completing downtime for an event, the skills that can be upgraded and the upgrade path will be supplied, along with how much time the character must spend studying in order to gain a new skill or rank.

Example

Andrew is a trader, leaving his native Erin's Point to live in Midway. His father was a farmer, like many in Erin's Point, and he taught his son the basics of tending the land before Andrew rebelled and decided to make his way in the world of the merchant. Since then Andrew has had some small success as a trader and has built up a regular clientele. Andrew's player decides that this is best represented with one level of Farming, costing four points and fulfilling the need for one level of a downtime skill. Deciding that Andrew is no fool, and keeps a baseball bat under the counter of his stall, Andrew's player adds one rank in each of "Weapons: Medium Blunt" at a cost of two points and "Armour: Soft" at a cost of four points.

Andrew's Skills: Farming (1), Weapons: Medium Blunt (1), Armour: Soft (1)

Skills List

Downtime Skills

| <u>Skill Name</u> | <u>Cost</u> |
|-------------------|-------------|
| Farming | 4 |
| Blacksmithing | 4 |
| Prestige | 4 |
| Scavenge | 4 |
| Herbalist | 4 |

Uptime Skills

| <u>Skill Name</u> | <u>Cost</u> |
|-------------------------|-------------|
| Firearms: Pistol | 4 |
| Firearms: Shotgun/Rifle | 2 |
| Firearms: Assault Rifle | 6 |
| Weapons: Short Sharp | 2 |
| Weapons: Medium Sharp | 2 |
| Weapons: Long Sharp | 2 |
| Weapons: Short Blunt2 | |
| Weapons: Medium Blunt | 2 |

| | |
|---------------------|---|
| Weapons: Long Blunt | 2 |
| Weapons: Ranged | 4 |
| Armour: Soft | 4 |
| Armour: Hard | 6 |
| Literacy | 2 |
| First Aid | 4 |
| Surgeon | 6 |
| Endurance | 4 |

Skill Descriptions

(Note: For full downtime rules see the Downtime Rules Guide. Also, skills here are presented from Rank 1 through Rank 3. Skills above Rank 3 are possible through expenditure of character points earned through experience, and some of these confer extra abilities or “unlock” further skills that may be learned.)

Farming

The ability to farm and/or grow plants designed for mass harvesting. Entitles a player to pick up food cards at an event in a quantity determined by the level of the skill - At Farming (1) a farmer receives two food per downtime slot spent farming. At Farming (3) this rises to three food per downtime slot.

Blacksmithing

The ability to use a forge to heat and craft metal. At Blacksmithing (1), a smith may use a downtime slot to repair soft armour or make a blunt weapon. At Blacksmithing (2) he may repair hard armour, make soft armour or make sharp weapons. At Blacksmithing (3) he has the right knowledge of balance, heft and alloying to make ranged weapons, and the skill to make hard armour.

Prestige

This character has some degree of sway where they come from which translates as a reputation in either Haven or Erin’s Point. This reputation may be useful in conversations with the relevant settlement in downtime.

Scavenge

The Scavenge skill represents the ability to pick up items from pre-War settlements and the environment during downtime. At Scavenging (1) a scavenger gets the option to choose one

from a list of items per slot spent scavenging. For each slot, the scavenger is granted one of those items. She has a 50/50 chance to receive one more of that item. At Scavenging (1) the list of possible items for scavenging is Food, Shotgun/Rifle Reload and Herb: Sacha's Wort. At Scavenging (2) a Pistol Reload may be scavenged. At Scavenging (3) the Scavenger may pick two items to scavenge and receive two items plus one 50/50 chance for an additional one rather than one item and one 50/50 chance for another of the same thing.

Herbalist

A character that has the Herbalist skill is proficient at identifying, picking and storing herbs in downtime. Entitles a player to pick up herb cards at an event in a quantity determined by the level of the skill. This skill will also allow a character to understand "recipes" for combining herbs of different sorts for different effects. At Herbalist (1) a herbalist may recognise, pick and store Sacha's Wort and Blueleaf. At Herbalist (2) the herbalist may acquire Tongueroot and learns how to combine herbs to produce a powerful analgesic. At Herbalist (3) the herbalist learns how to combine herbs to make an invigorating draft.

First Aid

A character with the first aid skill may render assistance to a character who has been wounded in battle, stopping their bleeding and stabilising their condition. First aid is about stopping the dying process rather than starting the healing process, however. Better first aid skill will enable a faster healing process and may confer additional benefits. First Aid (2) and First Aid (3) allow the first aider to work faster than one less skilled.

Surgeon

A surgeon is about starting the healing process rather than stopping the dying process. Using surgery a character can heal another character's injuries, setting them on the road to recovery or getting them back into a battle. At Surgeon (1) and Surgeon (2) a Surgeon can heal one hit point using Medical Supplies (see "Wounds and Damage.") At Surgeon (3) she can heal two hit points in this manner.

Literacy

It is not assumed that all characters can read and write. This skill allows a character to read and write. The level of the skill available is an indication of how proficient a reader the character is, with higher levels indicating the knowledge of more than one language.

Firearms

Having the firearms skill provides a character with the knowledge necessary to use the weapon in question. At character creation it also allows the player to carry one of this type of weapon during an event. The player receives a laminated card at the start of his/her first event representing the weapon in question which must be attached to the weapon, and that weapon

may be fully loaded at the start of the event to a standard capacity depending on the weapon type. Further reloads are not allowed during the event. Any weapon that does not have a lammy attached to it is considered to be a wreck and may not be fired or loaded during the event. Increasing the rank of a firearms skill allows a character to carry more than one weapon of that type, for example a character may buy the pistol skill twice and carry two pistols, either using them both at the same time or keeping one in reserve for when the first's magazine is depleted.

A character may, at the start of an event, load as many weapons as their Firearms skill suggests (see "Ammunition" below.) A character with Firearms: Shotgun/Rifle (1) could load a single shotgun (or rifle) at the start of an event. If a character has the Shotgun/Rifle skill but no actual Shotgun (or rifle), he may receive a Shotgun/Rifle Reload lammy in lieu of the reload. While this may seem counterintuitive, this is fair on all players, and the circumstance where a player has a skill without the relevant weapon is likely to be an infrequent one.

If a firearms skill is learned after character creation, the lammy must be obtained from some in-game source (either stripped from a fallen friend or enemy, or made by a blacksmith.)

| <i>Ammunition</i> | |
|--|----------------------|
| The amount of ammunition carried in a weapon is limited, and it is unlikely (but not impossible) that weapons will be able to be reloaded during an event. | |
| <u>Type</u> | <u>Rounds</u> |
| Shotgun/Rifle | 4 |
| Pistol | 12 |
| Assault Rifle | 30 |
| NOTE: A shotgun or a rifle is loaded to four "shots" (this may be different to rounds). | |

Fig. A: Ammo Table

Melee Weapons

Having a weapons skill confers on an individual the knowledge and training required to use a particular class of weapon. At character creation it also allows the player to carry one of this type of weapon during an event. The player receives a laminated card at the start of his/her first event representing the weapon in question which must be attached to a suitable physrep. The "sharp" skills cover all manner of bladed weapons. The "blunt" skills cover blunt weapons like maces, hammers, staffs or cudgels.

The sizes attached to the skills indicate the dimensions of the physrep used with the skill,

according to the table below:

| Weapon Skill | Physrep Size |
|---------------------|--------------------------------------|
| Long | greater than 42 inches (100cm) |
| Medium | 18 inches (45cm) - 4s inches (100cm) |
| Short | less than 18 inches (45cm) |

Fig. B: Weapon Size Table

Weapons: Ranged covers weapons which are not firearms but which are ranged, such as throwing knives or bows. At rank 1 all the weapons skills have a similar effect - the user may only use the call "SINGLE" or "PULLED." Increasing the rank on a particular weapons skill allows the use of that weapon to become more effective.

For Weapons: Blunt and Weapons: Sharp there is no additional benefit to rank 2. However, at rank 3 a blunt weapons user may use the "STUN" call. Weapons: Sharp gains the ability to use the "DOUBLE" call at rank 3. Weapons: Ranged does not improve at rank 2 or 3.

Endurance

While a normal person can take a certain amount of physical punishment, a character with the Endurance skill is that little bit tougher. This may be for a variety of reasons like extreme physical fitness, or maybe just a lifetime of sleeping in the open and wrestling bears. This character receives one extra hit point in play. Increasing the rank of endurance that a character has increases the number of additional hit points they have on a one to one basis, ie at rank 1 a character has 2 hit points (one by default and an additional one from the Endurance (1).) At Endurance (3) the same character would have 4 hit points (one by default and an additional three from the Endurance (3).)

Armour Skills

The armour skill represents both the knowledge necessary to wear armour and move in it, and comes in two types: Hard and soft. Hard armour covers armour made by a blacksmith fashioned from heavy plates of interlocking metal, or the prized possession of many a post-End warrior: pre-End armour fashioned of resins, ceramics or better. Soft armour, by contrast, is fashioned from either hardened leather or layer upon leather of quilted material intended to be able to stop a blade, or a low caliber bullet.

At character creation it also confers upon an individual ownership of a valuable item - the player receives an armour lammy at their first event, detailing the number of armour points gained from the armour (2 for soft, 4 for hard.) The lammy must be attached to an armour physrep, which must cover the torso of the player wearing it. Any armour physrep without a lammy attached to it

will not confer additional armour points. armour may not be “stacked” - i.e, there is no benefit of wearing two suits of armour.

Combat

Firearm Combat

A “hit” in firearm combat occurs when a player is successfully shot by another player. Should a player be hit with multiple “automatic fire” or “scatter fire” hits simultaneously, or within the same second, this should be treated as one hit. This is known as “*The one second rule.*”

A character has a number of hit points dependant on what skills he/she has. Most starting characters will have only one hit point.

A character who receives hits equal to his hit points becomes FALLEN (see below.)

“Weapon Hit”

A weapon hit by gunfire should be dropped, and the call “WEAPON HIT” should be used. This includes Melee, Firearm and Thrown weapons held in the hand.

Melee Combat

A “hit” in melee combat occurs when one character lands a blow on another character. The attacker should make a “damage call” on a successful hit in order to describe the type of blow that has been used. These calls are as follows:

PULLED, SINGLE, DOUBLE - These calls indicate the damage done by a blow. “PULLED” is a zero-damage attack where the blow is “pulled”, “SINGLE” is an attack which causes a single hit of damage. “DOUBLE” is an attack which does two hits of damage.

As well as a damage call, a character may also use a “modifier” which gives an extra effect. These calls are as follows:

STUN - A damage call followed by “STUN” does an amount of damage indicated by the call, but the affected character must also fall to the ground.

THROUGH - A damage call followed by “THROUGH” bypasses the mitigating effects of armour, instead affecting the injured character’s hit points directly. A “THROUGH” attack does not damage the target’s armour at all.

The calls that a character can make with a Melee attack are determined by the rank that the character has in the relevant skill. At rank one, both “Weapons: Sharp” and “Weapons: Blunt”

allow a character to call “PULLED” and “SINGLE.”

Example: John is a grizzled old warrior who is sparring with his young protege Luke. Luke has been unsuccessfully trying to hit his teacher for longer than John thinks should be necessary, so he taps the younger man on the head with his wooden practice sword, calling “PULLED STUN.” This call causes no damage, but Luke falls to the ground. John lets Luke find his feet, laughing, but the humiliation causes the youth to attack in earnest, landing a “SINGLE.” John takes a single hit worth of damage.

Armour in Combat

All types of armour have a lammy indicating how many armour points they have. These armour points are removed before hit points. Hard or soft armour that is damaged should be taken to a blacksmith for repair (see “Blacksmithing” in the downtime section below.) Both melee and firearm combat remove armor points in the same way.

Hand-to-hand Combat

There is no real direct hand-to-hand combat system in Midway. See “General Live-Action Safety Rules”, “Execution” and “Attacking Defenceless Characters.”

Wounds and Damage

| |
|----------|
| Healthy |
| INJURED |
| FALLEN |
| WOUNDED |
| DYING |
| CRITICAL |
| Dead |

Fig. C: Damage Track

INJURED

A character who has more than one hit point and takes a hit in combat is considered to be INJURED as long as they still have at least one hit point. The player should role-play having a minor injury and consider seeing a surgeon for medical treatment. However this has no direct

effect on how the player can act in combat.

FALLEN

A character who becomes wounded by suffering damage equal to or greater than their hit points must drop to the ground and should call FALLEN. This character is now incapacitated and must not move, use a weapon - a herbal preparation would be okay - or speak (except to a medic of some kind - see "medical treatment" below.) The character must count out loud in a normal speaking volume - "One - FALLEN. Two - FALLEN" for five minutes - Up to three hundred. Once this period is completed, the character may stand again and may act normally, but they are reduced to zero hit points - a further hit will take them immediately to DYING. This "recovered from FALLEN" state is called "WOUNDED."

A FALLEN character is not unconscious and can see. While FALLEN, a character may be moved to safety provided they are leaning on a character who is not FALLEN. The helping character may not use a weapon while helping a FALLEN character to safety.

WOUNDED

A WOUNDED character is one who has recovered from FALLEN. This character is considered to be at zero hit points and if he takes any further damage immediately starts DYING. A WOUNDED character may act normally.

CRITICAL

A character who is CRITICAL has been saved from DYING by use of the Surgery skill. They are weakened by the experience and are considered to be at zero hit points. Any further damage will kill the character outright. A CRITICAL character should role-play being disoriented and in pain until they are either out of a combat zone or have been healed.

DYING

A character who suffers a hit once they have already FALLEN must drop to the ground and should call "DYING." This character suffers all of the effects of being FALLEN, but now counts a DYING count - "One - DYING. Two - DYING" for five minutes. At three hundred this character is dead.

A DYING character is unconscious and cannot see. Nor can a DYING character be moved until they are no longer DYING.

Death

A dead character must wait until it is convenient to do so, then place their hands on their head and return to the General Operations Desk. A dead character may not move or speak to other

players.

Execution

A character who is either FALLEN or DYING may be executed. This is done by gunfire - aiming a meter away from the target's body and firing into the ground, or by a weapon, by role-playing the execution of the character without touching the body. For either method, the word "Executing" should be spoken at normal speaking volume. An executed character dies immediately. The method of role-playing or firing into the ground is the preference to actually firing at, or hitting a FALLEN or DYING character for safety reasons.

Attacking Defenceless Characters

If a character is defenceless (bound, FALLEN, DYING.) an attack can be role-played on that character using the call "STRIKE." This call is used like a damage modifier, and may only be used with the damage calls "SINGLE" or "PULLED." This method is preferable to actually hitting a defenceless player for safety reasons.

Example: Unlucky Ed has been found skulking around the side of a building. The first he hears of his discovery is the gunshot following by a searing pain in his leg. He falls (and the player begins his FALLEN count.) Immediately his assailant is on him, standing over him and watching to see if there are any more sneak thieves. As Ed is writhing in pain from the wound (player is still counting) the gunman kneels and smacks him across the face (the player calls "PULLED STRIKE") - it's not enough to hurt, but Ed takes notice as he is interrogated. The gunman could do a more serious blow (a "SINGLE STRIKE") at any time, and in Ed's FALLEN condition that blow would put him to DYING.

Medical Treatment

First Aid

A character with the "First Aid" skill can arrest and reverse a FALLEN count, and can arrest a DYING count.

When a character with First Aid encounters a character who is currently counting FALLEN they may kneel beside that character, role-playing a first aid process. They take over the count from the FALLEN character, but in reverse, from where the injured party left off. Example: A FALLEN character is counting, and has just reached "Fifty - FALLEN." A first aider who begins the healing process will start at "Forty-nine - first aid, Forty-eight - first aid." When the FALLEN count reaches zero again, the injured character may stand and act normally again, but is still

WOUNDED and at zero hit points. If it is the case that the first aid count would be longer than the remaining FALLEN count (for example, “counting back” a character with a FALLEN count almost completed) the FALLEN count should stand, though First Aid may still be role-played.

A character with First Aid who encounters a character who is counting DYING may kneel beside that character, role-playing a first aid process. However, they may not reverse the DYING process. They may only keep the character from death. This is done by kneeling beside the injured character and repeating the word “Stabilise.” While being stabilised, a character may not move, though he/she may talk normally to any character in the immediate vicinity. He/she may not be moved to another location, nor may he/she use a firearm or melee weapon.

Surgeon

A character with the “Surgeon” skill may not arrest or reverse a FALLEN count. However - a surgeon may reverse a DYING count.

When a character with Surgeon encounters a character who is counting DYING he/she may kneel beside the injured party, role-playing surgery. The surgeon takes over the count from the DYING character, but in reverse, from where the injured party left off. When the DYING count reaches zero again the character may stand and walk, but is considered to be CRITICAL. Any additional wounds taken at this stage will kill the character outright. The CRITICAL character should role-play being disoriented and in pain until they are either out of a combat zone or have been healed.

A surgeon may use “Medical Supplies” lammies in order to give hit points back to a character who has lost them. Medical Supplies lammies represent the supplies required to heal a character, but they must be used in conjunction with a “surgery kit.” The surgery kit is a valuable, lammied object. Depending on the skill of the surgeon, the surgery kit may be required to stay in one place for the duration of any given event.

To be healed, a character must remain still and in the same location as the surgeon and the Surgery Kit for ten minutes (this does not have to be counted, it may be timed.) The surgeon should role-play some of this healing process. The “Medical Supplies” lammy is destroyed in the process.

A character may not receive more than their starting balance of hit points via surgery.

Full Combat Example

Andrew (who we first met in the character creation section) is returning to the gates of Midway in the dark. It is past curfew, and he is within the friendly lights of the settlement when a shot rings

out from the darkness - Bandits!

Andrew has just been hit; luckily Andrew wears leather armour (classed as “soft armour” in game terms providing two points of protection). Andrew’s armour has been damaged by the shot (he removes one tab from his armour lammy to mark the damage).

Andrew dives for cover. Out of nowhere a second bandit appears wielding an axe, he swings and catches Andrew on the arm calling “SINGLE” (Andrew’s armour takes a second point of damage). Andrew reacts and swings his bat and manages to hit his assailant calling “SINGLE” the bandit drops to the ground and begins his FALLEN count.

Andrew runs for the gate but another shot hits him in the back. Andrew has only one hit point left, so he is FALLEN. (He begins counting... “Fallen - one, Fallen - two...”)

A shout goes out in the darkness - It seems that the village guards have been drawn by the gunfire and have seen Andrew’s plight. Two arrive, one armed with a shotgun, the other with a mace. Warily they approach, seeing the assailant on the ground Mr. Mace walks over and role plays smashing the bandit’s head in with his mace calling “Execute” - the second bandit seems to have decided that discretion is the better part of valour. The shotgun-owner lays his weapon down and begins tending to Andrew’s wounds (Mr. Shotgun has First Aid and takes over Andrew’s FALLEN count, counting him back to zero from one hundred. Mr. Mace keeps watch.)

As Andrew has now received sufficient first aid he may get to his feet, he is considered WOUNDED. He is helped back to the settlement supported by the guards and brought to a surgeon to receive full medical attention.

Stealing, Lammies and Personal Property

A lammied item is a weapon in the IC area which has a laminated card attached to it. This card identifies the item in an IC sense. The lammy should in most cases be attached to a physical representation (physrep.) For example, a “Medical Supplies” lammy may be attached to a small box or pouch. There are three exceptions to this rule - food, meal and herb lammies, which it would be unwieldy to attach to physreps. It is suggested (though not required) that lammies for these items be attached to some box or bag which might contain the relevant items.

All weapons (firearms and melee weapons) that are used in an IC sense must have lammies attached. A weapon that is in the IC area without a lammy attached is considered to be broken (and therefore cannot be fired, though it can be carried.)

Should an item be stolen or taken from a character, the physrep should be returned to the General Operations Desk (GOD) or to a GM in the IC area as soon as is reasonable to be de-

lammied. The GM will help the player find a suitable physrep if one is available or agree where the item is IC until one is obtained. The lammy may be removed from the physrep and kept, and must be attached to a physrep if it is brought back into the play area otherwise is being kept "off site"; unless of course it is one of the items mentioned earlier. In this way items may be "stolen" without a player's personal property being stolen. In the event that a player is uncomfortable handing the physrep for an item to another player it is acceptable to remove the lammy and hand the lammy to the assailant who should report it to a GM as soon as reasonably possible. The GM team man a location in the IC area, and also GOD itself. "Stolen" items that have been de-lammied can be kept at either location.

If a character is unable to defend themselves due to capture, incapacitation or being dead, he/she may be searched. This is achieved by role-playing a search and saying "I search you." Please respect that other players may not wish to be frisked, or roughly searched. If you are unable to defend yourself and you are searched, you are obliged to hand over any lammied item to the searcher.

Lammies in the IC area for which there are no corresponding physreps are to be discouraged, and can produce IC confusion. If in doubt, contact a member of the GM team, who may be able to lend an "anonymous" physrep (typically a brown paper package tied up with string) for an item.

Physreps remain the property of the player who owns them, and a player is ultimately responsible for their physreps. If an item is unattended in the IC area, it can be IC stolen, in which case the physrep must be returned to the General Operations Desk as soon as possible. Players who have lost a physrep should report the loss to a GM or to the General Operations Desk immediately.

Ammunition

Airsoft weapons use the same ammunition, regardless of the type of the weapon. Real-life weapons do not. Rather than impose a non-enforceable rule that ammunition may only be swapped between similar weapons Midway imposes the rule that ammunition may not be traded between weapons once those weapons are loaded. Weapon reload lammies, on the other hand, may be traded between players.

Should you wish to forgo loading your weapon at the start of an event and instead receive a weapon reload lammy, please contact a member of the GM team.

At the end of an event, guns are assumed to be discharged.

Example: Jonah has Firearms: Pistol (1) ever since character creation. He has a pistol lammy attached to his pistol physrep. At the start of the event he loads his pistol to twelve shots. During the course of the event he finds another pistol, which has three shots left in it. Jonah may not

take this ammunition and load it into another pistol. Jonah keeps the spare pistol. At the start of the next event, he may load one pistol, because he has Firearms: Pistol (1). The other pistol is empty unless filled with a Pistol Reload lammy that Jonah has acquired on his travels.

Locks

Locks in Midway are available as lammies which do not need a physrep in order to be used in the game. A lock comes as one lammy which is usually cut by the player into two parts, one featuring a large number representing the durability of the lock and one representing the key.

When cut into two parts, the "lock" part can be strung onto a piece of string (not a cable tie) holding something shut. It can be opened safely using the key which matches the cut on it.

In order to break open a lock, wounds must be dealt to it greater than or equal to the durability of the lock (as indicated by the large number on the lock part of the lammy) in the normal way. If a melee weapon is used to break the lock, the normal damage calls (SINGLE etc.) should be used in a normal speaking voice, this represents the sound made by the weapon on the lock. If a firearm is used to break the lock and a ricochet occurs, hitting a character in the process then this should be treated as a normal wound.

Explosives

Explosives in Midway are available as either a lammied item called "EXPLOSIVE COMPOUND" or as a lammied "EXPLOSIVE." Explosive compound is inert and can be fashioned into an Explosive by using one downtime slot in downtime - it should be physrepped as a powder or liquid.

An Explosive is physrepped in the game using an airsoft grenade (such as a Thunder B) packed with flour. If an explosive is used inside a portakabin, everyone in the cabin is taken immediately to a FALLEN state. If the explosive is used outside a portakabin, then anyone who is hit by the flour packed inside the physrep is taken immediately to FALLEN.

Explosives are inherently dangerous. Each explosive lammy has a tab that can be ripped on it with a hidden section. This section should be ripped prior to the explosive being used, and the instructions followed. A certain proportion of all explosives will explode on use, taking the user immediately to CRITICAL.

Game Calls Summary

“FALLEN” - Used when a character gets to zero hit points. The character who calls FALLEN must drop to the ground and begin a FALLEN count.

“DYING” - Used when a character gets to below zero hit points. The character who calls DYING must drop to the ground and begin a DYING count.

“WEAPON HIT” - Used when a character’s weapon is hit by gunfire. The character must drop the weapon in question.

“STABILISE” - Used instead of a count when First Aid is being used to help a dying character.

“SINGLE”, “DOUBLE”, “PULLED” - Damage calls for Melee weapons, causing one, two and zero damage respectively.

“STUN” - Damage modifier. The victim must fall to the ground when hit.

“THROUGH” - Damage modifier. This attack bypasses all armour worn by the victim.

“EXECUTE” - Can be used on a fallen or dying character. Has the effect of killing them outright.

“MAN DOWN” - In the event that a player suffers an injury of some sort and needs medical attention he or she should use this call. This call should also be used in the event that their eye protection is damaged or removed. Players should stop what they are doing and follow the instructions of a GM until the situation is resolved.

“EMERGENCY” - In the event of some emergency such as a fire this call may be issued. GMs will immediately respond, and players should consider themselves out-of-character until such time as the situation is resolved.

Safety Rules

Gear

- Goggles/eye protection must be worn during play at all times, unless in the General Operations / OOC area. ***This is non-negotiable - eye protection must not be removed for any reason in the IC area. Breach of this rule will lead to ejection from the game.***
- Strong footwear with ankle support is highly recommended.
- Headgear that protects ears and the mouth area is recommended.

Melee Weapons

- “Melee weapon” refers to latex weapons with a hard core - under no circumstances should a “real” weapon of any kind be brought to the game.

- Any melee weapon to be used in the IC area must be safety-checked by a GM.
- “Stabbing” motions must not be used with melee weapons - this sort of motion can cause damage both to the people involved and to the weapon. Rather, “sweeping” or “slashing” motions should be used.
- Blows to the head are disallowed. A hit from a melee weapon on the head area is ignored. Instances of “blocking” blows with the head area are frowned on and will be investigated.

Firearms

- “Firearm” refers to airsoft BB-firing replica weapons. “Paintball” weapons are not suitable. Under no circumstances should a “real” weapon of any kind be brought to the game.
- Any firearms brought into the IC area must be checked for safety and compliance by a GM.
- Head-shots are discouraged, but if a situation occurs where the head is the only possible target, are allowed.

Site

- The site is separated into an IC area and an OOC area. Do not discharge weapons except in the IC area/chronograph area. When in the OOC area magazines should be removed and selectors switched to the Safety position.
- Do not climb through the windows of portakabins or on top of them in the IC area.
- Midway is often played in the dark. Players are recommended to bring a torch for personal use as the ground can be uneven in the IC area. However - we ask that torches are kept small and unobtrusive - other players do not wish to be blinded by bright lights, and it is felt that very bright spot lamps or halogen beams detract from the setting somewhat.

General Safety Rules

- While Midway is a game that includes combat rules, it is important to have respect for the play styles of different people. With this in mind, you should never strike or grapple with another player unless that player is aware of what is going to happen (presumably because you have discussed the matter OOC beforehand.) Do not assume that because you have played with another player before that they will understand what your intentions are.
- Sometimes a player may need to leave the site for OOC reasons. If this is required, place your hands on top of your head and walk quickly and quietly to the OOC area. While on your way you are out of character and may not talk or interact with anyone. Excessive use of this rule to gain an out of character advantage will be monitored.

MIDWAY DOWNTIME

Overview

The purpose of the Midway downtime system is to simulate the periods of time in between “uptime” events. An event might detail a day in the life of Midway, the next event might take place a month later. What, then, do characters do in the intervening time?

Downtime can be used in a variety of ways - it can be used to improve the skills that a character possesses. It can be used by a character to make items that can be used in uptime. It can also be used to send letters to Erin’s Point, Haven or a number of other settlements.

Downtime is submitted physically back to the General Operations Desk in the envelope provided. Anything placed in the downtime envelope will be returned at the start of the next event together with anything that is generated during downtime. If you do not submit enough food lammies to cover your downtime action it will not be processed.

It is advised to return all your lammies at the end of an event. If you do not return a lammy and lose it during the time between games please speak to a GM.

Buying Downtime

Downtime is made up of three “slots” and up to three “letters.” A character gets one slot and one letter for free, but the other two must be purchased using food - one food lammy purchases one slot and one letter. This process simulates the character’s hunt for food in the times between events - if a character has no food available he or she will spend most of his time foraging and will have little time for training or production. If a character has a full belly and stores available he or she will have more time available for other things in life.

As well as actions bought with food, there is a space on the downtime sheet for “free” actions - actions which are not affected by game rules and do not result in lammies. An example of a free downtime action might be scouting an area, or spending time carousing. A good rule of thumb to use is that a “free” action is the sort of thing that might take a day, whereas downtime slot actions are more complex and will take longer.

If a downtime slot is not used, it becomes by default a “Scrounge” action. This represents the character’s search for food during times of inactivity. A Scrounge action always costs nothing and nets the character two “Meal” lammies. Seven Meal lammies can be combined into one “Food” lammy.

Using Skills During Downtime

For each downtime skill there are a number of actions which can be undertaken, each of which has a certain cost in slots.

Farming

For each slot spent farming, Farming (1) will produce two food (and will therefore receive two food lammies at the start of the next event.) At Farming (3) this rises to three food per downtime slot.

Blacksmithing

At Blacksmithing (1), a smith may use a downtime slot to repair soft armour or make a blunt weapon. At Blacksmithing (2) he may repair hard armour, make soft armour or make sharp weapons. At Blacksmithing (3) he has the right knowledge of balance, heft and alloying to make ranged weapons, and the skill to make hard armour.

Scavenge

At Scavenging (1) a scavenger gets the option to choose one from a list of items per slot spent scavenging. For each slot, the scavenger is granted one of those items. She has a 50/50 chance to receive one more of that item. At Scavenging (1) the list of possible items for scavenging is Food, Shotgun/Rifle Reload and Herb: Sacha's Wort. At Scavenging (2) a Pistol Reload may be scavenged. At Scavenging (3) the Scavenger may pick two items to scavenge and receive two items plus one 50/50 chance for an additional one rather than one item and one 50/50 chance for another of the same thing.

Example: Bill spends one slot of his downtime scavenging. He chooses to look for Food and flips a coin with a GM. It comes up tails - Bill gets one food and nothing more!

Herbalist

At Herbalist (1) a herbalist may use a downtime slot to look for herbs, and receives two herbs *of the same type* per slot used (therefore receiving two herb lammies at the start of the next event.) The herbs a herbalist can recognise (and hence request) at rank 1 are Sacha's Wort and Blueleaf. At Herbalist (2) the herbalist may acquire Tongueroot and learns how to combine herbs to produce a powerful analgesic. At Herbalist (3) the herbalist learns how to combine herbs to make an invigorating draft.

Prestige

Prestige has no direct use during downtime, but has a strong effect on the business of sending letter to other settlements (see below.)

Improving Skills

At character creation, twelve character points are available to a player with which to design their character. During downtime, a character may exchange one slot for one character point, stating in advance which skill they are looking to improve. The costs for skills earned in this way are the same as at character creation.

Example: Jen has Literacy (1). She decides that it would be helpful for her to be able to read better, and decides to improve her Literacy skill. She declares on her downtime that she will be using two slots, and pays one food for the second slot (the first one is free.) She notes that she is spending these two slots to improve her Literacy (1) to Literacy (2). Her new rank 2 skill is available from the start of the next event.

Researching New Skill Types

Not all the skill possibilities within the Midway system are available at character creation. Additional skills are available, and skills that are not included in the system can be introduced by the GM team. If you have a skill that you think might be a reasonable addition to the game you may state that you are researching as a downtime action (this action requires a downtime slot - it is not a free action.) You will receive a response at the next event indicating if your skill is possible, and if so what skills you will need to research as a pre-requisite.

Teaching Skills During Downtime

You may spend your downtime teaching another character a skill, provided you have the skill at one rank greater than you wish to teach (for example, a character with Farming (1) may not teach another character. A character with Farming (2) may teach another character Farming, but only up to rank 1.) In order to do this, the teacher uses a downtime slot for “teaching” and notes the character she is teaching, and what skill she wishes to teach. The student uses a downtime slot for “learning” and notes the character he or she is learning from and the skill to be learned. The student learns at double the speed he or she otherwise would - i.e at a rate of two character points per downtime slot spent learning. A student may only learn during those downtime slots that a teacher is actively teaching them in. If either player fails to note that they are Teaching or Learning the action is forfeit and will be considered a “Scrounging” action.

Example: Bill has Farming (2). Sheila wishes to learn Farming. Ben offers to teach Sheila, but only for one downtime slot. He notes in his downtime that he is teaching Farming to Sheila, and Sheila notes that she is learning. Sheila learns 2 points of Farming (she would learn 1 point in the same time without a teacher.) She may not continue learning because Bill is not willing to teach for more than one downtime slot at this time. Should Sheila eventually learn Farming (1),

she could not learn Farming (2) from Bill, since Bill can only teach the skill at one rank lower than he is at.

Sending Letters

An important part of the overall story of the village of Midway is its relationship with its parent settlements of Haven and Erin's Point. From time to time, orders may come from "home", or important messages arrive which may change the way Midway operates. For each downtime slot bought, a letter may be sent to a settlement of the character's choosing. These letters may only be written by a character with literacy, although a character with literacy may write a letter on behalf of another character for delivery with that character's downtime.

A character's relationship with other settlements is indicated by their Prestige rank. A character with Prestige is much more likely to have a relationship with another settlement, and is much more likely to receive priority information, updates, orders and maybe even supplies.

Letters are not an exact science. Not all letters will receive a response. Sometimes letters can be robbed, lost or damaged in transit.

Wounds And Downtime

During downtime, a character is assumed to have rested up and healed. All wounds a character may have suffered during uptime are healed and a character is returned to full health. Note that this is not as a result of some magical effect or healing - it may be that a character was scarred during a sword fight and will retain that scar for the rest of her life.

Ammunition and Downtime

During downtime a character is assumed to have scrounged up enough ammunition to fill any handgun they may possess. A character may always start an event with as many rounds as their gun lammy permits.

Travel And Downtime

It is possible that a character may want to travel to another settlement during downtime. It takes roughly a week to travel one way to either Haven or Erin's Point from Midway, and therefore takes one downtime slot (and costs the associated food.) While travelling, a character's ability to write letters is unaffected.

Travel to other areas within the game world may also cost one or more downtime slots - consult a GM on a case-by-case basis.

Unused Downtime Actions

Any downtime slots that are unused during a given downtime will be devoted to looking for food. This action is called a “Scrounge” action, is entirely free, and will garner the character two “meal” lammies. Seven meal lammies can be combined into one “Food” lammy.

Example: Bill has no food with which to power downtime actions. He uses his first downtime slot for Farming, and knows he will gain 2 Food at the start of the next event. He leaves his remaining actions blank. These then become Scrounge actions, and Bill will receive two Meals for each at the start of the next event. In total Bill spends nothing and receives 2 food, 4 meals.

Appendix I - Credits And Thanks

GM Crew - Nick Huggins, Eoin O'Neill, Ronan McHugh, Dee O'Neill

Site - Paul Carey

Rules Sanity Checking and Additions - Brian Wilson, Hugh Lardner

Volunteer site setup crew - Hugh McGuinness, Dwane Higgins, Alex Tang

Additional thanks for the help and advice to - Catherine, Dave, Ian, Pat, Shane

Appendix II - Change Log for Rules 1.4

- The ambidexterity skill has been removed.
- Character points and the associated costs have been doubled. This is to avoid using “half a character point” during downtime processing. Everything is now an integer value.
- Shotgun skill changed to Shotgun/Rifle for clarity. The Shotgun skill has always covered both rifles and shotguns but this was not apparent in the rules.
- Introduced “sizing” on melee weapons.
- Introduced new names for existing game states - WOUNDED and CRITICAL. All states on the “wounded” track are now capitalised for clarity to indicate that this is a game state we are referring to. Added table of states.
- Added “hard” and “soft” armour.
- Added additional safety rules from HRTA site/Event VI rules insert.
- Clarified “research” downtime action - this now costs a slot. Also clarified the word “freeform” as applied to downtime actions. This is now called a “free” action and we clarify that it should take roughly a day, where a “slotted” action takes roughly a week.
- Changed “surgery kit” rule very slightly to make surgery kit lammied, and also to include the possibility that the kit can be moved in between events, or possibly movable by higher level characters.
- Added description covering the theft of an unattended physrep.
- Clarified skill advancement, uptime and downtime a little bit. Removed the statement that all skills can be advanced to level 5.
- Reworked all skill descriptions into the same Skill (rank) format for clarity.
- Moved some paragraphs around a bit for clarity’s sake.
- Added rules for Locks and Explosives.
- Added the rules for travel between settlements as frequently used but not before mentioned in the rules document.