



*Blood Red Roses*  
*Crew Guide*



# *Welcome to the Crew!*

Firstly, THANK YOU for choosing to Crew at Blood Red Roses.

We simply couldn't run the events without you! Our LARP is influenced and inspired by the medieval era, notably The Wars of the Roses period and as such we strive for a medieval feel to all kit and equipment.

## *Crewing is Free and Great Fun!*

Your camping for two nights, your breakfasts & your Saturday night meal are all provided free of charge in return for you taking on the roles needed to populate the world of Blood Red Roses. Think of yourselves as Extras in a Fantasy movie! We pride ourselves on creating exciting and detailed Non-Player Characters (NPCs) for our Crew to enjoy and put their own stamp on.

## *Die, Die and Die Again!*

There's no denying it, you'll likely find your crew characters dying, especially if you present some kind of threat to the Players. The good news is you get to die spectacularly every time! All Crew characters are written to interact and influence the Players in some way, be that as a merchant trader, a local noble or even as an undead warrior.

The options are endless and some will last longer than others!

## *Will I be Guided?*

The Ref team will brief the Crew each day and you will be given details of any characters you play, receiving a character sheet as a helpful reference. There are many experienced Crew members who will be happy to guide and show you the ropes. The Ref team are always around if you get stuck for ideas or need help. We run weapons training at events and provide all the kit you need. There is always a Crew Base onsite where the Players are not permitted to enter. This where Crew can relax, store kit & prepare for encounters.





## *Do I Have to Fight?*

Combat is a strong part of any Blood Red Roses event and so if you are willing to give this a go that would be great! If you've not used LARP weapons before then you can join one of the free weapon training workshops at an event - even experienced Crew benefit from a refresher!

It's definitely not essential to participate in combat. We write many non-combatant NPCs that are just as important to the story and plot. If you'd rather not fight, just let the Ref team know.

## *Crew Combat*

If you are involved in Combat you will be given a brief on how many times you can be hit before falling over and dying - these are your Hit Points. This number will vary depending on the type of creature/person you are. Once you reach your number of hits, make sure you die dramatically!

The Crew are there to enhance the experience for the Players so when in combat, be reactive and be dramatic!

Blood Red Roses can be gritty and gory and we enjoy the use of fake blood, make up and sometimes latex prosthetics to create injuries and effects.

## *Suspension of Disbelief*

Very often the Crew need to move across the site without being seen by the Players. Sometimes this just isn't possible, so we ask that if your character is not meant to be in the game space at that time, you raise one hand in the air. This also works if your character has been killed; you can get up and, by raising your hand the Players know not to kill you again! As soon as your encounter is over, head back to the Crew Base for your next task.

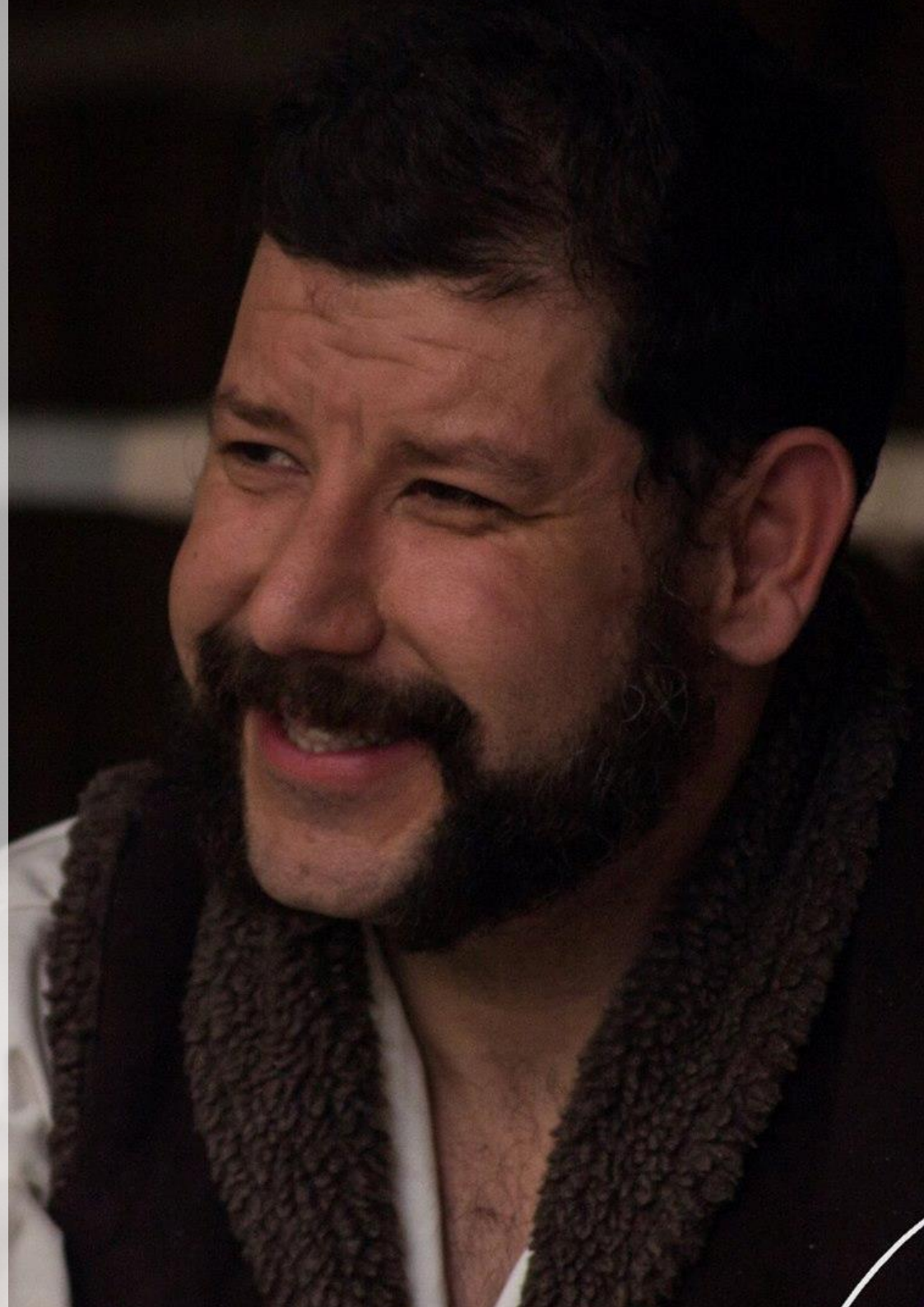
## *What Do I Need to Bring?*

Our extensive crew kit will be at your disposal for outer costumes and weapons, you will just need to bring along a base layer for each day. This can be plain, unbranded trousers in a natural/dark colour (not jeans) and a vest or plain top. You may wish to get your own 'crew' shirt but this is not necessary.

- You'll need sensible, waterproof footwear, preferably with ankle support (walking boots). Trainers and welly boots are not permitted.
  - Socks! And then some more socks, and then some more...
  - Everyone needs to bring their own drinking vessel, plate/bowl and cutlery. These should be labelled and feel 'of the period'. We can point you in the right direction to find these.
  - Toiletries and hygiene supplies to keep clean during the event. There is no hot running water on site, only cold but that's no excuse to let hygiene standards slip.
  - Water and snacks. The site does have a well and standing pipe but many prefer to bring bottled water.
  - A tent and suitable camping equipment. There will be tons of space for you to pitch your tent in the field.
  - Sun cream and insect repellent (there are ticks in the forest).
  - Bin bags to take home wet clothes and boots. Towels to act as mud mats, helping your tent to stay cleaner.
  - Torches are essential to find your way back to your tent after dark!
- Take ownership of your aches and pains. Pack a packet of pain relief just in case as well as any medication that you normally take.

## *Beginning and End*

Events run from Time In on a Friday evening until Time Out on Sunday afternoon. People are permitted on site during Friday afternoon to set up and we ask, for as many Crew as possible to help us build and prepare the game space, as well as pack down after the game ends on Sunday afternoon.





## *Keep It Secret, Keep It Safe*

As you help us prepare the game space you will get an idea of how the setting will look and you'll see some of the props and devices that have been made in secret for the event. It is imperative that the integrity of the game space be maintained and that information isn't divulged to the Players before they find it for themselves. There is a Crew Hub within our Facebook that allows Crew members to prepare their characters and understand parts of the background to the event. This information must also be kept from the Players to ensure immersion and prevent metagaming.

## *Don't Overthink It*

Crewing is so much fun, its immersive, creative and ultimately, you're in the forest for the weekend with a group of like-minded people! You don't have to learn any of the lore or history off by heart and there's always people around to support and nudge you in the right direction. Get stuck in and give it a go, guaranteed you'll be back for more! You'll even gain XP to use in the future if you Play.

## *Props, Costume and Design*

Although the Ref team make a fair amount of the props and costume needed for each event, we can't make it all! Very often we reach out into the community and ask for help creating props such as maps, letters, books, paintings and other exciting pieces. If you'd like to lend a hand creatively just let us know and we can contact you as and when we need help!

## *The Website*

Our website has lots more information about the in depth game and its rules. We cover some of the basics in the next few pages which will get you started. Check out the website for more explanations.

[www.bloodredroses.org](http://www.bloodredroses.org)

# *Game Culture & Basic Rules*

## **Be Inclusive**

Blood Red Roses prides itself on being an inclusive and safe community both face to face and online where respect for each other is of paramount importance. Our Code of Conduct and Equality & Diversity statements exist to protect and maintain the safety of everyone in the community. Take a look at them on our website.

## **Be Safe**

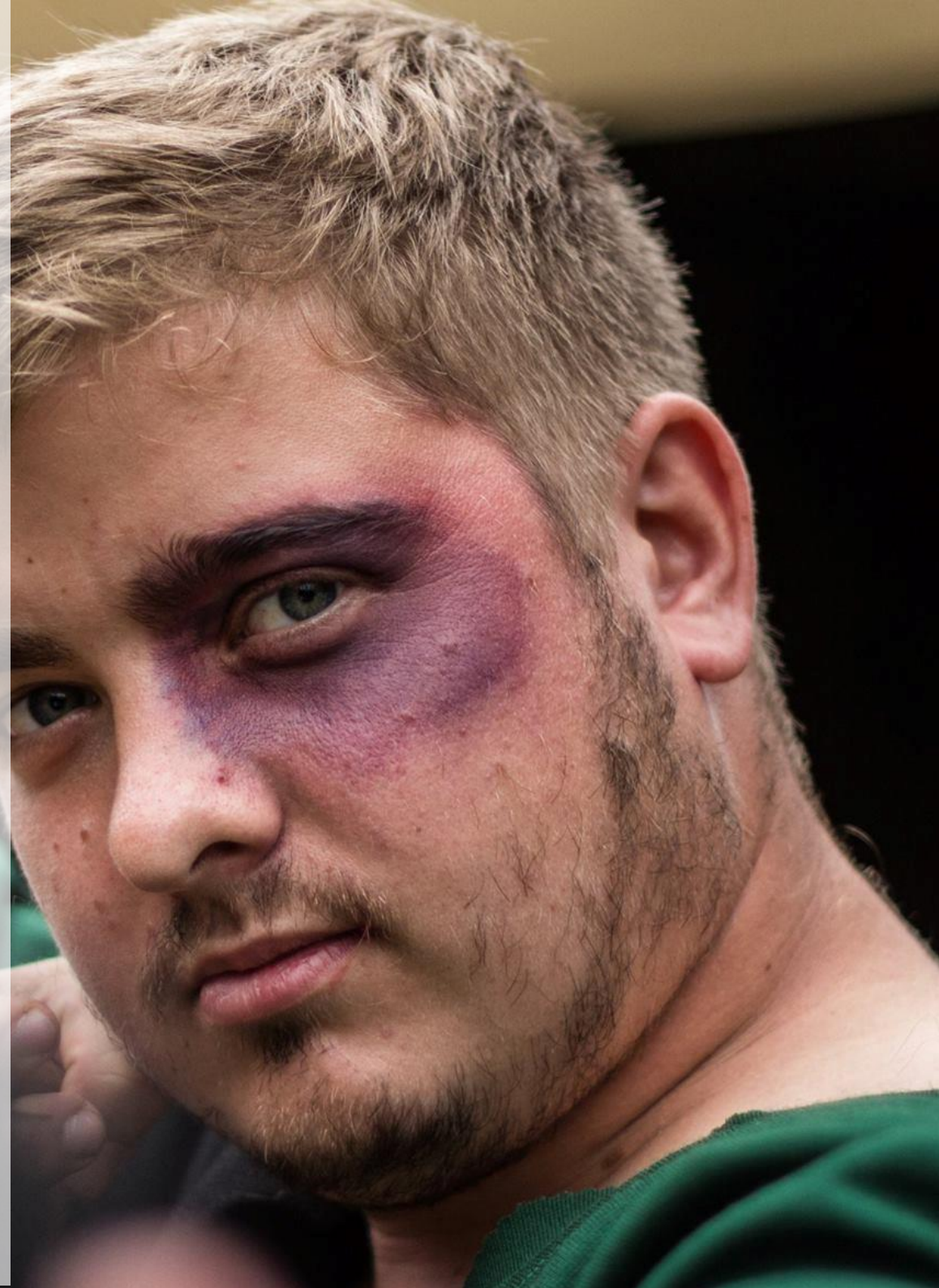
Ultimately you are responsible for your own safety and that of those you encounter. Following the game rules will help you stay safe, however if a situation presents itself where adhering to the rules would oblige you to do something dangerous then employ common sense and put your safety and that of others first. There are 'In Game' calls to support staying safe as well as fire wardens and first aiders (both physical and mental) on site during events.

## **Get Invested**

You will get so much more out of Blood Red Roses if you are willing to engage with the world, explore its resources, practice your combat or hone your skills. We encourage you to actively roleplay wherever you have the chance - "searching" for tracks without looking for any will not yield any results. You don't have to be an experienced fighter or purchase expensive kit, just make a real effort to engage with the game.

## **Don't Take the P\*ss**

Follow the rules of fair play and treat others as you would like to be treated. Don't do anything to anyone that would be upsetting to you. This game is not about winning at all costs but about roleplaying in style and in character. If you have a complaint or problem, please let the Ref team know. We really do want feedback and we can only help out if we know about it.



## *Site Rules*

Illegal substances and legal highs are not permitted anywhere on site. Anyone found to be in possession of or using any such substances will be removed from the site.

Real life intoxication e.g. alcohol, during Up Time is not permitted and will not be tolerated. Drinking immediately prior to Time In is also not advised. The decision of the Ref team in these matters is final.

You must be 18 years of age to participate in combat at Blood Red Roses and to consume alcohol on site.

Dogs are not permitted on site during Up Time.

Fires should only ever be created in designated fire areas. The fire warden must always be informed before any fire is created.

Smoking or vaping is only permitted in outdoor areas. Devices for smoking or vaping must be in character.

All Calls used in game must be acknowledged and acted upon.

The site must be respected - "Leave only footprints, take only memories."

The Blood Red Roses Code of Conduct will be displayed on our website, our Facebook page and also in communal areas at our events.



# Game Calls

In an attempt to maintain the atmosphere of our in-game world, calls are kept to a minimum. There are, however a few essential calls that everyone should familiarise themselves with to ensure safety and smooth running of the game.

We have divided the Calls into two categories:  
Time and Safety and In Game Effects.

## Time and Safety Calls

**Time In/Time Out** - Signals the beginning and the end of the game.

**Time Freeze** - On hearing this call the Players will close their eyes, cover their ears and hum. The Refs and Crew are about to make a change to their immediate environment.

**Stop the Game** -If you (not your character) feel that the current situation is too much, raise your hand and use this call. It effects only your immediate environment and will pause events until you are clear of the space. Your character will not avoid harm or other consequences. It is to be used if you are in real-life distress.

**Man Down** - If you or someone you can see is injured then you must shout 'Man Down'. If you hear a cry of Man Down you should also shout it to ensure the message reaches everyone. Upon shouting the call kneel down if possible so that the first aiders have a clear view of the area. This call is strictly reserved for OOC injuries - find an alternative phrase if a character is hurt.

**Have a Care** - Open your mouth and cover your ears - Don't plug them. There is about to be a loud noise.







# Game Calls Continued

## In Game Effects Calls

These calls will require the Player characters to act in a certain way. They are designed to add extra excitement and thrill to the game and will very often come from Refs or Crew members. NPCs are not immune to these calls although some creatures will be.

**Paralysis** - This call coupled with a hit to an unarmoured location will render the target motionless for 60 seconds.

**Fear** - Upon hearing this call the target must flee for 10 seconds.

**Terror** - Upon hearing this call the target is rendered motionless for 30 seconds and then must flee for 10 seconds.

**Strength** - A call of Strength implies the use of 'Strength of the Bull' as detailed in the 'Natural Advantages' section of the BRR handbook.

**Subdue** - This call, coupled with a mimed blow to the base of the skull with an appropriate weapon or item, will result in the target being rendered unconscious. This call cannot be used in active combat nor by using the blade of a martial weapon. Subdue can be avoided if full neck armour and a suitably long helm is worn as the attack cannot land.

**Iron Will** - In most cases this call is made using a characterful phrase: "The faith of the Lady protects me!". The purpose of the call is to demonstrate 'Iron Will' as detailed in the 'Natural Advantages' info.

**Knockdown** - If you are struck with a weapon or item that causes 'Knockdown' your chest or your shoulders must make contact with the ground before you can get back up again. As an example, an Algundian longbow will cause Knockdown - enjoy making the Players roleplay this!

**Knockdown + #** - If you are struck with a weapon or item that causes 'Knockdown + #' your chest or your shoulders must make contact with the ground and you must remain there for the number of seconds stated before getting up. As an example, any black powder weapon will cause Knockdown + 10.

# General Combat Rules

In Combat we endeavour to keep the excitement balanced with everyone's safety. To achieve this, the following rules are for everyone on site to adhere to. It is perfectly fine to be a non-combatant NPC however, everyone should be familiar with the rules of safe combat.

All weapons must be inspected by a Referee before the start of a game. Any that don't meet the safety standards will be stored until the event is over. As Crew you won't need to bring any weapons with you but if you do, please refer to our additional document 'Weapon's Criteria' to ensure they meet safety standards and get them to a Ref to be checked before the game.

All attacks are to be 'pulled'. Full strength attacks are not permitted. Blows are never to be aimed at the head, throat or genitalia.

For a hit to count the weapon used must be swung for the full length of the blade. In the case of a stabbing weapon they must travel at least 30cm for the attack to count.

Do not stab with a weapon unless it has been confirmed as stab-safe by the Ref team. Stab-safe weapons require extra diligence, please ensure you are trained in their use. Refs are happy to offer such training.

The use of bow and arrows are permitted during daylight hours. A Ref will undertake an archery lesson with Crew archers before any encounters. Shots are never to be aimed at the head, throat or genitalia. Archers are responsible for where their arrows land, even if their original target moves. Archers will be expected to use reasonable and relative strength draws depending on the distance of their target i.e. no full draws at close range. Arrows should be checked after each use to ensure they are safe for the next shoot.

Combat will occur at night time. In order to ensure epic night fights, we ask that extra precautions are taken, such as slowing the speed of weapons and their attacks, ensuring secure footing and being mindful of light sources.

Improper or dangerous use of weapons will see them confiscated for the duration of the game. If the Ref team determines that you are fighting unsafely then you will be asked to leave the game space.





## *See You Soon!*

Blood Red Roses could ALWAYS use more Crew so we hope to see you, and anyone you can bring along with you, at an event sometime soon! It's helpful to let us know that you're coming along in advance, so we can provide characters and food for you but there are no limitations on Crew spaces.

We are an active community on Facebook (search Blood Red Roses) so feel free to get in touch with us there.

Check out our YouTube channel too! Just search: 'Blood Red Roses - Live Action Role Play'

## *Acknowledgements*

Blood Red Roses would like to acknowledge and thank the game's original creator, Stephen Oldbury for his passion and commitment.

Thanks also go to all previous Referee administrations and to the community as a whole for keeping Blood Red Roses alive and strong, for singing its praises and investing in its future. We can't do what we do without every single one of you.

All photography credits in this Crew Handbook are admirably given to Daniel Parry.

This Crew Handbook is Version 1.0 released June 2021