



## NEWSLETTER - 30 MARCH 2015

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***ONLY 6 Weeks to go!***

**Expedition 5: 8 - 10 May 2015**

**Expedition 6: 19 - 21 June 2015**

**Expedition 7: 14 - 16 August 2015**

**Expedition 8: 18 - 20 September 2015**



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## **New Forums**

We are pleased to announce the launch of the new forums system for the Vale. We are very pleased with the new forums and we hope they will offer us all a much better way to communicate. Facebook pages can be great but they present a number of issues and don't allow us to do many things that we would like such as maintain frequently asked questions and controlled private areas for particular groups.

The new system will allow a player access to a general area Gallery, Resources, Events, Rules, Travel Arrangements and so on as soon as they

have set up an approved identity. Your character will have access to different forums depending upon the Camp, Race and Organisations to which you belong but this is only available once we have a record of your character and camp. So it is very important that we have an up to date record of your currently active character.

This brings up another important point. It would be quite wrong to allow people to have characters in both camps on the forums. Happily the number of players in each camp is no longer restricted so this is no longer a serious problem. It will no longer be possible to have a character in each camp going forward. There are two players we are aware of with a character in each camp: if you think you are one of them or if you think it also applies to you please contact us on [characters@majesticoaklrp.co.uk](mailto:characters@majesticoaklrp.co.uk) so that we can discuss how to handle the situation.

We will be doing everything possible to get you all properly logged into these new forums as soon as possible but it is important that it is done accurately and properly and is quite a job to get everyone's character on them initially. Please bear with us.

## Rules

We have been working on simplifying the rules text so that it is easier to read them and to make them more manageable for new players joining the game.

Short versions of the Core Rules (what you need to play) are now contained in a two sheet printable pdf and there are other short summaries of key additional rules for Character Generation, Combat Skills, Magic Skills and so on. These will all be put up on the forums for easy access.

We will supplement these documents with FAQs on the Rules Forum so that we can keep everything up to date and keep all our players advised of any clarifications and notes.

At the same time we have been examining the rules and have made the following minor changes to simplify them and make them more consistent:

### ***Healing – the wound cleansing step has been removed***

- As a consequence there is no longer any need to have both bandaging and cauterising – cauterising has been removed.
- It is the view that the BARBER and APOTHECARY skills are no longer necessary as two separate skills so these have been combined into a single APOTHECARY skill which includes all the abilities.
- POULTICES are now available to apothecaries in unlimited numbers but must have an orange piece of cloth 10 cm x 20 cm tied on with a bandage so as to be clearly visible.
- There is a one page wound and healing summary.

***Wounds – wound used to be locational but are now non-locational  
(players can roleplay their wounds as appropriate)***

- As a consequence the effect of a wound is now the same wherever you are hit.
- Resilient is now simpler because it does not depend where you are hit.

***Dismissal – is now not an instant death***

- It instantly incapacitates the victim leaving them on a life clock.
- It means they can be completely killed by anyone with a KILLING BLOW.

## **Our Volunteer Policy**

Volunteers are very important to everyone involved in running LRPs and the Vale is no exception. Without your help the Vale would not run. We therefore both need and appreciate your help. This document seeks to set out what we ask of those who choose to help us by volunteering, the behaviour that we expect and what we can do to help our volunteers.

We expect all members of the game team to do their best to treat each other and anyone else attending the event with courtesy and respect. That said, we do not tolerate abusive behaviour of any kind to our volunteers. If any participants are rude or unpleasant, please try to be polite but report the matter as soon as possible to a Referee or the Head of OPS so that we can deal with the abusive participant.

Members of the Games Team, including our volunteers, have the opportunity to act in ways that may benefit any of their friends who are playing. We expect all members of the Games Team to refrain from this type of behaviour.

Finally, we expect all members of the Games Team to behave in an appropriate manner while “on duty”; those who do not may be asked not to volunteer in future or, in extreme cases, may be asked not to attend our events at all.

If you would like to volunteer to join the Games Team and help us to put on and run events, please contact Tom Park at [cs@majesticoaklrp.co.uk](mailto:cs@majesticoaklrp.co.uk) We will need a number of volunteers and would love to have your help, but there are limits to the number of volunteers we need for certain jobs. If we have all the help we currently require for a particular job, we would love to have your help with something else or we will add your name to a shortlist of those prepared to help and contact you as soon as we are able to utilise your kind offer of assistance.

Set out below are the expectations and benefits of each of the various volunteer roles:

## **People who come to “monster” for us**

### *What we expect*

We expect you to arrive in plenty of time to be briefed and ready for time in. We expect you to be physically capable of moving round the site (which is uneven broken ground and quite a good size at 170 acres) and to be prepared to enter combat, if required. We expect you to be sober when you attend to monster (drinking you're your duties are over for the day is fine as long as you are ok by the morning). We normally expect you to be available for action for most of the event but the Monster Coordinator will make sure you have breaks when you can rest or if you wish play, you can do so during these periods (for example: going into camp to have a beer with your friends).

### *What we will provide*

You will need to bring your base kit (basic suitable clothing and decent boots) and you may bring your own weapons if you wish, but we will provide any specific kit you need, including weapons and armour, if you do not wish to bring your own or yours is unsuitable. You will not need to pay for the event, as you are a volunteer. While you are on duty we will provide you with food or meal tickets to take to the food vendors on site.

## **People who come to play camp NPCs for us**

### *What we expect*

We expect you to arrive in plenty of time to be briefed and ready for time in. We expect you to play your camp NPC for the whole event. Obviously, you can take time to rest in OC areas, and so forth, but you cannot play at the event. We expect you to follow your brief and work with us to try to make the events as good as possible. We expect you to be well acquainted with the rules.

### *What we will provide*

You will need to bring the kit for your NPC. If you have difficulties with this we will try to assist you. You will not need to pay for the event, as you are a volunteer. While you are on duty we will provide you with food or meal tickets to take to the food vendors on site.

## **People who come to do the resources placement:**

### *What we expect*

We expect you to arrive in plenty of time to be briefed and ready for time in. We expect you to be physically capable of moving round the site a great deal (which is uneven broken ground and quite a good size at 170 acres) and be fit enough to perform some degree of manual labour. We expect you to be sober when you attend to do your duties (drinking once your duties have finished for the day is fine as long as you are ok by the morning). We expect you to be available for action for the period that the nodes are active (Friday from time in until 8pm; Saturday from 10am to 8pm; Sunday 10am to 2pm) but the Resources Referee will ensure you have time to rest. After the nodes close in the evening, you can rest or if you wish play (for example: going into camp to have a beer with your friends).

### ***What we will provide***

We appreciate that this job is physically demanding and we are keen to do what we can to take pressure off the people who doing it. With this in mind we will provide a person that you nominate with a ticket to the event at which you are volunteering. The idea is that this person would be someone who would help you with setting up and taking down tents, doing the driving and so on to try to take pressure off. Volunteers for resource placement will need to give us the name of their aid (and they will need to give us their character details) on the Friday a week prior to the event.

You will need to bring the kit suitable for moving around the site possibly in bad weather. You will not need to pay for the event, as you are a volunteer. While you are on duty we will provide you with food or meal tickets to take to the food vendors on site.

## **People who man Ops:**

### ***What we expect***

We expect you to arrive in plenty time to be briefed and ready to work on the OPS desk. As the OPS desk opens from 1400 on Friday we would appreciate it if you could try to arrive by 1200; if this will not be possible please let the Head of OPS know in advance. We expect you to be available for OPS duties for a significant part of the event – the Head of OPS will produce a rota or equivalent. We expect you to follow the reasonable instructions of the Head of OPS and work with us to try to make the events as good as possible. We expect you to try to treat everyone with courtesy and respect, even if they are difficult, but we do not tolerate any abusive behaviour to any of our volunteers, and this is particularly true of the OPS team – please try to be polite and report the matter immediately to a Referee or the Head of OPS so that we can deal with the abusive participant.

### ***What we will provide***

We expect you to be sober when you attend OPS (drinking once you have finished your duties for the day is fine as long as you are ok by the morning). We normally expect you to be available for action for a

substantial part of the event but the Head of OPS will make sure you have breaks when you can rest or if you wish play, you can do so during these periods (for example: going into camp to have a beer with your friends). You will not need to pay for the event, as you are a volunteer. While you are on duty we will provide you with food or meal tickets to take to the food vendors on site.

## **Set up and take down crew:**

### *What we expect*

We expect you to arrive on Thursday so that you are available all day Friday from 10am to 6pm to get the site ready. We expect you to remain after time out on Sunday and not to leave until take down is complete or Monday morning (you are not expected to work on Monday) and to be available from 3pm on Sunday until 9pm on Sunday to take down the site. We expect you to be physically capable of moving round the site (which is uneven broken ground and quite a good size at 170 acres) and to be prepared to lift and carry so you will need to be physically fit. We expect you to be sober when you attend to volunteer.

### *What we will provide*

We will provide you with a free ticket to the event to thank you for your help as a volunteer.



### **Legal Information**

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