



PLAYER FACILITIES

A Guide to operating and running Facilities in the N-E-X-U-S Live Action system.

Version 2.1

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I GENERAL INFORMATION

I.1 WHAT IS A FACILITY?

A Facility is structure of a certain size, with a GRADE and SPEC, that can be used to affect the game world. The nature or function of the Facility is up to you...

There are numerous different functions for Facilities, each giving a bonus to a particular Downtime action, Facilities can also have uptime benefits. Some common examples are discussed in a later section.

To build or upgrade Facilities, a number of 'Mechanical Components' of the same GRADE as the structure you wish to build are required.

Facilities also require a number of 'Fuel' tokens to operate. The Fuel must be the same GRADE as the Facility, and the amount of Fuel used per Downtime determines the Facilities SPEC.

You must maintain control of your Facility at all times; if a rival group takes control, you lose access to the Facility. Facilities can also be destroyed using explosives!

I.2 ON-SCREEN & OFF-SCREEN FACILITIES

There are two main types of Facility. The most common are room-based and tent-based Facilities. These are started by settling a room or tent at an event and are called 'on-screen' Facilities. A referee must check the room or tent, and you will be granted a BASIC Facility of your choice, which can be upgraded using a Labour Project.

The second type is 'off-screen' Facilities. These Facilities are outside the boundaries of the site, perhaps miles away from the in-game location of the event. To establish off-screen Facilities, a character with the 'Reconnaissance Skill' must provide a map to a suitable territory.

I.3 MINIMUM 'ON-SCREEN' FACILITY SIZES & DECOR

A BASIC Facility should be at least 3 square meters.

A MODERN Facility should be at least 6 square meters.

An ADVANCED Facility should be at least 9 square meters.

A Facility is more than just an empty space, you will also need to consider décor and location. The Facility should have an identifiable boundary. When starting a BASIC Facility, you could use camping tables, chairs and/or some drapes, while MODERN or ADVANCED Facilities should have a distinctly more 'hi-tech' set dressing. Please bear in mind the better the décor and phys-reps, the more you improve the game for everyone!

1.4 FACILITY GRADES & SPECIFICATION

There are 3 GRADES of Facility as with any other items; BASIC, MODERN and ADVANCED, representing the Facilities technology level. Room-based and all off-screen Facilities have the potential to be any of the 3 GRADES. Tent-based Facilities can only be BASIC or MODERN.

The SPEC is determined by the number of Fuel tokens provided for that Facility to operate. This can be between 1 and 5 per Downtime. If a Facility has the ability to operate during an event then it will be authorised for Uptime use after the Fuel tokens are handed to the admin desk. You can increase a Facilities SPEC by providing more Fuel.

1.5 FACILITY FUEL

The number of Fuel tokens you provide for your Facility to operate determines its SPEC output. The Fuel used must be of the same Grade as your Facility. BASIC Fuel can be viewed as prepared wood, charcoal and similar. MODERN Fuels are oil based similar to petrochemicals, while ADVANCED Fuels would be much more futuristic in nature.

Fuel can be obtained through various means. BASIC Fuel can be produced easily using the Raw Material 'Bio-Mass', obtained from Farming Facilities, or further refined into a MODERN oil based Fuels, using a Research & Development project. Fuel can be purchased using the Trader Network or Networking Favours. Fuel can also be obtained through general game play, looting or direct exchange between characters during an event.

1.6 FACILITY FUNCTION

Upon creating a Facility, the owner must designate a function. The list of Facility functions is open for discussion with the Game team. Some examples are given in the next section.

When converting the Facility to a new function, they revert back to BASIC. Any BASIC Facility can then be used for a different effect every turn, but MODERN and ADVANCED Facilities are not so versatile.

1.7 LABOUR PROJECTS: BUILDING, UPGRADING AND CONVERTING FACILITIES

Building and upgrading Facilities requires time and resources. The time taken to build or upgrade a Facility is considered using 'Work-Points'(WP). When converting the Facility to a new function they revert back to BASIC.

	<i>Upgrade</i>	<i>/</i>	<i>Build</i>	<i>Mechanical Components</i>
BASIC	=		10 WP	5 BASIC
MODERN	= 20 WP		30 WP	5 MODERN
ADVANCED	= 30 WP		60 WP	5 ADVANCED

Building Facilities also requires a number of Mechanical components of the same GRADE as the structure you wish to build.

1.8 FACILITIES & WORK-POINTS

Working with Facilities, as with all Research + Development, is calculated using 'Work-Points'. Each project has a total number of Work-Points required to complete the work.

For every character working on a project during Downtime, they combine their relevant skill levels; the result is the number of Work-Points they generate per Downtime. Minions of the correct type also generate Work-Points equal to their SPEC, and some Facilities also generate Work-Points towards R+D Projects.

Each Downtime spent working on a project, all the Work-Points combine towards the total Work-Points required to complete the project.

1.9 MINIONS & FACILITIES

Minions are the faceless masses of the bleak future. The main way to gain minions is to use Networking Favours. They can be traded between characters freely, but cannot be stolen.

Minions are used to work in Facilities and fight 'Military Actions' during downtime, but they will not appear at events. Minions do not work independently – a player character is required to lead any downtime action that uses minions. Militia Minions will defend the Territory they are stationed in, without a player character leading them.

There are three types of Minion: Technicians, Labourers and Militia. These can be used for R+D, Labour Projects and Military Actions respectively. Each Minion has a SPEC value indicative of their quality, but Minions do not have a GRADE value.

Minions also need to be fed during downtime. If you do not feed them they will desert. Additionally, if the controlling character is killed, some of their Minions will pass to their group, but a percentage will be lost permanently.

2 FACILITY FUNCTION

A Facility may be used for a single effect, as indicated by its function.

2.1 DOWNTIME FACILITY EFFECTS

The list below is not complete, please speak with the Game team about other possibilities.

Farms and Mines - obtaining quantities of Food items or Raw Materials.

These Facilities produce resources, in the form of Food or Raw Materials (but not Foragables). Farms and mines can only be built off-screen, due to their size. Running the Facility requires a number of characters or Labour minions or equivalent SPEC. Therefore, a MODERN SPEC3 Farm would require 3x SPEC1 Labour Minions, or, 1x SPEC3 Labour Minion.

Farms are used for growing Food or the Raw Material: Bio-Mass, used in the production of Fuel and plant based oil products.

Mines are used to obtain the following Raw Materials: Clay, Ferrous Ore and Non-Ferrous Ore, which are used in the Repair of items and the Production of Components.

Each territory has a rating for Farming, and one for Mining. These ratings are between 1 and 5, and will be listed on maps for that territory. Ratings are very important – areas with a rating of 1 or 2 will yield very few units.

To calculate the output, multiply the GRADE (1-3), the SPEC (1-5) and the Rating (1-5), which gives a range of 1-75 units.

$$\text{GRADE} \times \text{SPEC} \times \text{RATING} = \text{Units of Food / Materials}$$

Workshops & Laboratories - for Science & Engineering ‘R+D Group Projects.’

R+D Facilities must be dedicated to one of the following skills:

- Chemistry
- Electronics
- Medicine
- Mechanics
- Production
- Prototype
- Research
- Software

R+D Facilities give a percentage bonus to projects undertaken that include the skill the Facility was designed for. This bonus increases the total ‘Work-Points’ of all the contributors to the project, thus shortening the time required to complete the project.

To calculate the bonus, multiply the GRADE (1-3) by the SPEC (1-5), and multiply that by 10%.

$$\text{GRADE} \times \text{SPEC} \times 10\% = \text{Bonus}$$

For example, a MODERN 3 Mechanics Facility is being used by 4 characters with a total of 15 'Work-Points' (calculated by combining their relevant skill levels). The Facility gives a bonus of 60% (2 x 3 x 10%), increasing the 'Work-Points' to 24.

Training Facilities - for teaching multiple characters or Minions.

These Facilities allow a teacher to teach several students at once. The Facility can only be used to teach skills from a single Sphere, which must be specified when the Facility is created. To work out how many extra students the Facility can teach, multiply the GRADE (1-3) by the SPEC (1-5).

For example, a BASIC 1 Facility would allow one extra student (1 x 1 = 1), and a MODERN 3 Facility would allow 6 extra students (2 x 3 = 6).

When considering training Minions, the Facility must be setup to train the Sphere that is relevant to that Minion type. Science & Engineering for Technicians, Social for Labourers and Military for Militia Minions.

Defensive Structures - for defending your 'Territory' and Facilities therein from invaders.

Defensive structures are a network of bunkers, watch-towers and fences that can only be built off-screen due to their size. These structures provide a significant bonus to the natural defence value of the land, therefore improving the defence of a 'Territory' and all Facilities within it.

This equation is used determine the defensive bonus given to Facilities and control of the Territory. At this time we are choosing not to disclose exactly how this effects the result of Military Actions. However, the higher the result the better!

$$\left[\frac{(\text{GRADE} \times \text{SPEC}) + \text{Defence Value of Territory}}{10} \right] + 1 = \text{Defensive Bonus}$$

2.2 UPTIME FACILITY EFFECTS

The list below is not complete, please speak with the Game team about other possibilities.

For your Facility to function during an event you must provide a number of Fuel tokens at the admin desk. The number of Fuel tokens you supply will determine the SPEC of your Facility for the remainder of the event and the following Downtime. The Fuel provided must be of the same GRADE as the Facility.

Repair Workshops & Laboratories – grants bonus when repairing items.

Any Workshop or Laboratory can be used as a Repair Shop during uptime. When using the Facility, the characters Repair Skill can be increased to the SPEC of the Facility and no 'Raw Material' requirement is needed to repair items, this is considered in the cost of Facility Fuel.

The Facilities GRADE must equal or exceed that of the damaged item, and the Facility Theory must be listed on the item-card. Only items with a SPEC equal to or less than the Facilities SPEC can be repaired.

As when repairing all items, characters with the Repair skill must use it in combination with theory skills to effect a repair. Between you and any contributors, you must have at least level 1 in each listed Theory for that item, detailed on the item-card.

You must spend 2 minutes per SPEC role-playing the repair, and then remove the 'Damaged' sticker, if present.

Surgery Theatre – grants bonus when using the surgery ability.

Any Medicine Laboratory can be used for Surgery during uptime. This ability requires a MODERN or better Science Study Kit and use of the medical Facility. You must Medi-check the patient first, and tell them their new Injury-Status at the end of the treatment.

You can reduce the patients 'Injury-Status' by your Medicine skill level and it takes 2 minutes of surgery role-play for each reduction.

When using a MODERN or ADVANCED Facility, the characters Medicine Skill can be increased to the SPEC of the Facility. You can reduce the patients 'Injury-Status' by the Facilities SPEC or your skill level, whichever is greatest. As before it takes 2 minutes for each reduction.

Some drugs & equipment can be used on injured characters to reduce their 'Injury-Points'. The surgeon character should indicate if this is the case.

Décor and role-play is an important consideration in all Facilities. In Medical Facilities beds are required for each patient being operated on. Folding camping beds have been put to good use by some players!

3 ADDITIONAL: 'ON-SCREEN' FACILITIES.

3.1 HOW TO CREATE A NEW FACILITY

If you find a room suitable to start a Facility (must have at least 3 square meters of floor space) then you can claim it as your BASIC I Facility.

First of all, check to see if anyone owns the area you are claiming. To do so, look for the 'Facility Notice' on the wall. If you find one, the room is occupied!

When claiming an unoccupied area you need to go to the admin desk to register your Facility. You will also need to discuss the function of your Facility.

E.g a Chemistry Teaching Facility, a Mechanics Workshop, or a Medical Facility.

In addition you will need to provide details of who is registered owner of the Facility. This can be yourself or any member of your group -Facilities must be registered to individuals.

You will then be given a 'Facility Notice'. On this will be written the name and Facility function, also its GRADE. If you have Fuel, and want your Facility functional during the event, it will be given SPEC equal to the number of Fuel tokens you provide, and authorised for uptime use.

Underneath will be a blank table with the columns time, and ownership. Put the current time in the first box. In the ownership box write your name, or a member of your group.

This notice needs to be placed visibly in the Facility, so that if other people want to see it then they can do so easily.

It is not possible to claim an off-screen Facility at an event, though events are a good place to obtain maps for a suitable location.

3.2 FACILITY CONTROL

Each on-screen Facility is given a 'Facility Notice', this is a necessary out-of-character mechanic to record the ownership of the Facility, and present important info a character would gain by viewing the contents of the Facility while at an event. It is also used to show who controls a Facility during Downtime for any 'Group Projects' undertaken there.

On the Facility Notice it will detail the Facilities function, the GRADE & SPEC of the Facility and ownership details. Facilities must be registered to individuals. There is also a box explaining how to take and hold a Facility for your own purposes (also discussed below).

3.3 DISPUTED FACILITIES

A disputed Facility cannot be used during downtime, it has either been damaged during the fighting or the fighting continues.

On the Facility Notice there are a number of boxes to record ownership. If these boxes are filled up during the course of a single event, then the Facility is considered 'disputed' and can not be used for downtime and Group Projects.

3.4 HOW TO TAKE AN EXISTING FACILITY

You need to enter the Facility and locate the 'Facility Notice' – this should be in a prominent place and not hidden away.

Having located the Facility Notice, in the 'time' column put the current time, and leave the rest of the notice blank for the time being.

Only after 30 minutes have passed, may you write your name, or a member of your group, in the ownership column. If you leave, or are forced to leave the Facility before the 30 minute timer has passed, then you do not have control of it, and must begin the process again.

Once the 30 minutes has passed and you are in control of the Facility, the Facility and all its content belong to you and it remains at the same GRADE and SPEC level it was, with the same function.

3.5 HOW TO RECOVER A FACILITY

What if you get back and find that your Facility has been taken over? You will need to retake it using the above rules. Be wary of people hanging around in your Facility for extended periods of time, and be sure to check the Facility Notice.

3.6 FACILITY SECURITY

It may be that your Facility has weak-points such as doorways and windows. If these have suitable doors or shutters a 'lock' item-card can be attached to secure them.

Alternatively, mechanical Components can be used to screen the gap. In this case you can bring some dark material that can be pinned to the outside of the frame by a character with the mechanics skill. A mechanics Component item-card should have the name of the Facility written on it, and be signed by the 'Mechanic' completing the job, then clearly stapled to the screen. At the end of the event these Components should be included with the rest of your inventory in your character-pack and can be used to replace the screen at the next event. These Components cannot be used for any other application.

4 ADDITIONAL: 'OFF-SCREEN' FACILITIES.

For detailed info on Territory and Mapping, Territory Control, Military Action and attacking off-screen Facilities; please download the 'Territory & Mapping' rules supplement.

4.1 HOW TO CREATE A NEW FACILITY

To establish a Facility, or for any other action in an off-screen 'Territory', a Map is required. Maps can be obtained through game play and with use of the 'Reconnaissance Skill'.

To operate Facilities in an off-screen Territory, you require 'Territory Control' or requesting authorisation of the person / group that holds control over that Territory. Territory Control can be achieved by mounting a successful 'Military Action' on that Territory. Once you have it, you can begin operating Facilities, but, should you loose control or authorisation, then your Facility is counted as 'disputed'.

Some Territories will contain abandoned structures that can be immediately put to use as BASIC Facilities. If this is the case you need only to specify the function for the Facility and provide some Fuel tokens for its operation. You could also consider a 'Labour Project' to upgrade the GRADE of the Facility at this point (see 1.9 Labour Projects).

Other Territories will contain operational Facilities of various GRADE and SPEC. These Facilities may be run by other player groups or in-game factions and they will not give them up without a fight!

4.2 FACILITY 'AUTHORISATION' & 'GROUP PROJECTS'

When a Facility is located in a Territory 'controlled' by another player whom you know, 'Authorisation' is required for that Facility to operate. If authorisation is withdrawn or not given, then that Facility is considered 'disputed'. Once authorisation is granted, then it remains until the order is withdrawn; please contact admin to do so.

It is also possible for the listed owner of a Facility to loan it to another character for the purposes of 'Group Projects' during downtime.

4.3 HOW TO DEFEND YOUR FACILITY

To defend an off-screen Facility you need to submit a Military Action. Players and Militia Minions can be ordered to defend a Facility during downtime, and they will remain defending the Facility until given alternative orders.

You might also want to build a Defence Facility. These structures provide a significant bonus to the natural defence value of the land, therefore improving the defence of a 'Territory' and all Facilities within it. (see 2: Facility Function).

4.4 DISPUTED FACILITIES

A disputed Facility cannot be used during downtime, it has either been damaged during the fighting or the fighting continues around its location.

When a Facility is located in a Territory 'controlled' by another player, 'authorisation' is required for that Facility to operate.

Thanks for reading this Rules Supplement, we hope you find it informative!

Please bear in mind, with such a large system in place, its important to remember as you read through these mechanics, that you need not memorise it all, and to progress in the game, does not require you participate in all the different avenues available to you. You can enjoy N-E-X-U-S at whatever pace suits your individual play style.

Good Luck!

Please let us have your comments and suggestions on our forums:

www.NEXUSlarp.co.uk

The rules here are provided for the playing of N-E-X-U-S live action games.
Please seek our written approval before using any part of our system.

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Important safety Notice:

Everyone's enjoyment and especially safety should be foremost in everyone's mind. While we take all due care to minimise risk to customers, by booking to attend a

N-E-X-U-S Event, you accept that you will be involved in simulated combat using Foam Latex and airsoft technologies and that this carries with it a risk of injury due to bad luck or misuse of equipment. The games take place often running around at pace, on uneven surfaces and sometimes in poor light.

By booking to attend any N-E-X-U-S Events players acknowledge this risk and understand that primary responsibility for their own safety remains with themselves.

See end section for Rules & Regulations when Booking to attend an event.