



# Ardent

s p a c e r s

**Basic Training**  
[Essential Game Rules]

## Welcome, Spacer!

This guide covers your Basic Training, containing all you need to know to start working on the ship. This includes a compulsory introduction to each of the four major modules of diplomacy, combat, biomed, and engineering.

So long as you've read this Training Module and understand the task at hand, you'll be able to participate in any activity during a deployment.

## What the Game is:

- ▶ A planetside mission where everyone camps in tents and/or temporary structures depending on the location. Your objectives will be near to the camp or within it. Limited travel across the planet may be possible.
- ▶ A series of tasks, interactions, and conflicts with the environment, local aliens, and Alliance enemies on the planet. Whilst disagreements within the Ardent's crew are expected, more severe conflicts are mediated by the senior A-COM staff and violence against crewmates will have consequences.
- ▶ A story with a constant risk of melee and blaster combat. We strive for a diplomacy-first approach, but there are likely to be violent threats on missions and you won't be able to talk down every potential fight. The Mission Base has automatic forcefields to defend those inside tents.
- ▶ A set objective that is possible to fail. The crew must work together to succeed a minimum number of tasks or reach a set goal for the mission to be considered complete. The ship will only have a limited time window to investigate each planet to maintain its exploration schedule and any planet-dependent targets not met by the end of the deployment will not be possible to continue later.

## What the Game is not:

- ▶ A perfectly equipped mission. You will not always have all the resources you need to succeed and will need to make compromises.
- ▶ A space station simulation. You are a crewmember of the Ardent, but the ship will be in orbit and only accessible occasionally for specific tasks in small rooms.
- ▶ A pre-written character game. You make your own character using the setting to create a backstory. The plotline revolves around the mission planet and the Ardent overall, with players fulfilling the role of general or specialist crewmates, not the bridge crew.
- ▶ A high-budget endeavour. This game is more in line with the average UK LARP and although we are putting a decent budget into props and costumes, do not expect high-end costumes or perfectly IC camps from everyone. We spotlight the most on-brief player costumes online and in documents, and our photographers can be excellent at hiding the less in-character elements of the venue and setup.

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Important Note: These are the basic rules which are expanded upon in additional files. In-game items and effects may overrule what is stated here. If in doubt, follow any in-game instructions over this document.

# Expected Behaviour

Please familiarise yourself with our full Code of Conduct, available online.

## General Behaviour

We expect all attendees to treat each other with courtesy when they are Out of Character.

- ▶ Ask permission before touching someone, including for healing roleplay.
- ▶ Be respectful of others' boundaries.
- ▶ Never force someone to go anywhere alone.
- ▶ We encourage the use of ungendered language when referring to groups.
- ▶ Endeavour to refer to others using the name and gender they request, both in-character and Out of Character

If you feel unable to interact kindly with someone, avoid them or request a formal Do Not Interact through our Conduct team. Insulting, bullying, or targeting protected characteristics of someone you dislike will not be tolerated.

## Age Verification

You must be 18+ to play or crew events, with your date of birth listed on your account. If we are given reason to doubt, we will email you requesting you bring ID to your next event.

Anyone supplying alcohol must perform their own due diligence.

## Game Themes

Sci-Fi stories often explore many important contemporary themes. This game will not depict real world discrimination as established in the Equality Act 2010, but may explore it metaphorically via NPC alien characters and cultures in order to drive conflict with player characters.

Any real world modern day discrimination, whether at the event, online, in conversation or written into lore should always be challenged in an Out of Character manner.

## Drinking and Smoking

Be responsible with your drinking. If you are obviously impaired (a good rule of thumb is anything over the driving limit), you will not be allowed to join in with combat.

Smoking, whether tobacco or vape, is not permitted in any buildings or communal tents. Smoking waste must be disposed of responsibly, not discarded on the ground.

## Topics

We ask attendees to refrain from discussing certain topics in public areas. LARP events are a holiday and often an escape from everyday life.

- ▶ Modern day politics
- ▶ Extremist politics, whether modern or historical
- ▶ Non-consensual sex

## Feedback

We are eager to receive feedback both during and after events and will attempt to adapt during the game if we know there is a problem. Whether it's changing a plot location, adding more of a type of activity or rewriting aspects of the story, let us know and we'll try our best!

If there isn't a referee available, the A-COM desk will be able to assist you.

## Conflict with Others

This game includes themes of social conflict, where players seek in-game advantages when roleplaying with each other.

### When to avoid PvP

You should avoid in-character confrontation with anyone you hold animosity towards Out of Character.

The people around you may be personally affected by issues you want to play out in game and must not face retaliation for opting out.

## Referee Mediation

Referees are available to help mediate in-game conflicts so they remain engaging and fair for all parties.

If your conflict has real world elements, the referee may seek support from the Conduct team so that the situation can be handled appropriately.

### Raising a Complaint

If you have any complaints or concerns about anyone at the venue, please find a referee so the issue can be escalated to the correct team member to resolve.

If you have a disagreement with a referee once all the information on a situation has been presented, this should be escalated to their team leader or the event manager.

Avoid escalating disagreements with referees in group settings to reduce the impact on other players' experience.

## Checking In

We recommend checking in with other players during or after any conflict with them, using the Check In Signals (page 5) or a brief Out of Character chat.

Checking in might feel immersion breaking but helps keep the conflict between characters instead of bleeding over to the players.

Opting out of a conflict does not allow you to opt out of in-game consequences for your actions. Future consequences should be agreed out of character, with the assistance of referees if requested.

## IC Relationships

You must get permission before pursuing a romantic relationship with another attendee's character, regardless of whether they are a player or game team.

## Challenging Poor Behaviour

If you feel safe to do so, please challenge any behaviour at events that violates our conduct rules. Whether or not you do, please speak to our Conduct team about the incident.

Accessibility aids and accommodations should not be questioned. If you feel someone is abusing the system, tell a referee.

Any cheating should be reported to a referee to review and not acted on by players. You may request a referee to oversee an interaction where you suspect poor conduct or cheating may occur.

# Safety & Game States

How to quickly communicate safety and out-of-game matters to others.

## Safety Calls

These calls may be shouted by anyone to quickly inform other players on a matter of real life safety.

**Non-Com** Signals the user is a Non-Combatant and must not be physically hit.

**Safety** Pause the game in the immediate area for Out of Character safety.

If you pause the game on safety grounds, you may restart it with "Time In" once the situation is resolved if there is no referee involved.

## Check In Signals

These hand signals may be used at any point to check in and calibrate roleplay.

Please note that this also includes combat. A thumbs down signal must immediately end attacks on that person.

**OK** Everything alright?

**Thumbs up** Yes, continue as is.

**Point up** I want this to get more intense if you do too.

**Wave hand** Unsure, start de-escalating.

**Thumbs down** No, stop this roleplay.

## Referee Calls

These calls may only be used by referees.

**Time In** Starts or resumes In-Game time.

**Time Out** Ends In-Game time for the day.

**Time Freeze** Pauses the game, so something can happen instantaneously.

## OC / IC

These terms mean "Out of Character" or "In Character".

## Game Signals

These hand signals denote whether someone is present or visible in the game.

**Fist up** The person is out of the game. Frequently used by Game Team characters who are walking between the OC area and a mission.

You may briefly put your fist up to make an Out of Character clarification or check in.

**One finger pointing up** The character is invisible but is still present, due to an item effect.

# The Game Team

The volunteers making the game run.

## Referees

Anyone wearing a white cap is a referee, involved in running an aspect of the event. They are not playing a character while wearing the cap, but do feel free to approach them if you need help.



## Game Team

Everyone volunteering to run the game, play NPCs, and fight against players comes under the banner of "Game Team".

We avoid using the term "Crew" as it may cause confusion with the player "crew" of the ship.

## Part-Time Volunteers

We offer a small number of discounted tickets for part-time volunteers, to assist with roles such as First Aid, Weapons Safety, Setup, Refing, and NPC numbers.

## First Aid

Our first aiders are contactable via Referees or by shouting "Safety". A small first aid kit will be available in the A-COM Hub, with full facilities in the Game Team Area.

First aiders are not able to provide any painkillers or medication.

## Traders

We have a limited number of trader and caterer spaces at events. Traders are not automatically part of the Game Team and may have a player character or an NPC depending on their preference.

## Game Team Area

Players are not permitted in the Game Team Area except when accessing First Aid & Emergency provisions or accompanied by a member of the Game Team.

Please be conscious that this area contains spoilers for the event!



## A-COM

The group of In-Character referees are known as A-COM. They play staff members of the Ardent ship and are your first port of call for any queries, concerns, or requests for specific plot or missions.

There is a dedicated A-COM Hub in the middle of the Mission Base. Additional A-COM staff NPCs can be found wandering around the base.

# Artistic Content

Guidelines on making and using art and music in-game.

## Music

Playing music from speakers is allowed during events but must be appropriate to the setting (not something you'd listen to on a modern radio station) and played with consideration to those around you.

Most genres are acceptable, not just electronic, though this is the most popular! Avoid all popular modern music as well as theme tunes or sound tracks from well known movies and games.

"Filks" and shanties are encouraged as a recreational activity to raise morale. Please adapt any outdated or inappropriate lyrics and alter them to reference known locations such as famous planets within the Alliance.

## Explicit Displays & Erotica

Erotica and art with nudity is permitted so long as promotion is discreet and consented to before showing the material. Any explicit displays must be opt-in and therefore not permitted in general clothing, props, or camp decorations outside of your closed tent.

You may only produce erotica of characters if you have explicit permission from the person who plays them, be it player or Game Team member.

## Writing

You should only write prose about your own character or those you have permission from. NPCs may not have an active role in the story.

There is an exception for In-Game news articles and reports, where you may include any character.

## Popular Media

Please do not bring popular media items or cosplays to this event. This is an original IP game and we wish to keep the focus on everyone's original designs.

Any cosplay pieces should be edited so they are not instantly recognisable. Some items, such as stormtrooper helmets, are never appropriate.

## Anti-AI Policy

We support human artists and creativity. We do not support the use of generative AI at this game or on our social media, and will remove any such content we discover.

If you suspect someone is using AI you may politely inquire, but please refer it to a referee for the final call and removal.



# Photography

If you'd like to join our Official photography team, please get in touch!

## Our Use of Your Image

We may use official photos from events on our website, social media, and promotional material. If you wish to opt-out or have a specific image removed from our website, please contact us.

We will endeavour to get in touch to double check before using an image of you in prominent places but this may not always be possible, especially for group shots.

## Official Videography

We may from time to time discreetly capture video for promotional use. This follows the same restrictions as our official photography.

Our videography will be very limited and unobtrusive, conducted by individuals with experience filming LARP events. If you have any concerns please don't hesitate to get in touch.

We will only include sound with explicit permission of those filmed.

## Takedown Requests

If you do not wish to be photographed or have your image uploaded by official photographers, please contact us after booking your ticket or discuss personally with our photographers.

If you wish for a photograph of yourself to be removed from an online album, please contact the photographer directly and it will be removed with no questions asked. If you are in the background your face may be blurred instead.

## Taking Your Own Photos

You may take your own photos at events but this must be in a limited capacity and not an attempt to provide full event coverage (as that is our official photographer's role).

You should seek out permission before taking photos of someone or posting them online. Promptly remove any photos if you get a takedown request, without asking why.

Please be conscious of anyone in the background and blur the background if you don't know those people are alright with their face being online.

## Go Pros and Video

If you wish to film anything during the event you must register with us in advance.

Players are provisionally permitted to use Go Pros to capture videos during events for using during that event In Character. Videos must not be uploaded or otherwise shared online.

Out of Character filming, such as for short form content to post online, is not permitted during Time In in any In-Game area where it would impact or include other players.

## Album Releases

Please don't pester our photographers on social media to ask when albums will be released; they will be shared in announcements and on the website when they're ready.

# Mission Overview

What to expect during your planetside mission.

## A-COM Hub

The Hub is a central admin area within the Mission Base where you sign in before the mission and can find A-COM officers to assist with any task during the mission.

There will be basic first aid facilities and a radio to the event staff.

## Mission Timings

- ▶ Friday: 8pm to Midnight
- ▶ Saturday: 10am to Midnight
- ▶ Sunday: 10am to 2pm

You must be set up in the Mission Base before the mission begins on Friday.

## Mission Base

Your home away from home, the Mission Base is a temporary tent-based centre of operations for your time planetside. A small amount of core facilities, such as a surgical bay and FABREP machine, will be installed in communal areas.

All crewmates must provide their own camping setup to deploy before the mission begins.

- ▶ Tents within the Mission Base are inaccessible by general attendees if they are closed. Do not open someone else's tent without their permission.
- ▶ All open tents are fully accessible game areas. All clearly Out of Characters should be hidden and tents are kept open at your own risk.
- ▶ You may freely add any restrictions to your camping space. Any requests for someone to leave must be followed.
- ▶ You may camp in any unreserved space regardless of any affiliations or job role. If you wish to reserve a space or require facilities on an accessibility basis (such as electricity, or proximity to toilets or the center of camp), please inform us via the form published prior to the mission.
- ▶ If you do not wish to camp in the Mission Base there will be a secondary area near the Game Team Area, outside of the game zone.

## Combat Safe Zones

All tents, gazebos, tarpaulins or otherwise covered spaces are strict combat-free zones. You must not attack someone within and cannot use these areas as cover to attack someone who is outside. Any covered area that allows combat will be explicitly marked.

A forcefield disables all weapons within these spaces and blocks any projectiles shot from outside. This forcefield cannot be overridden. Specific areas in Base such as the Weapons Checking tent may have weapons used within for the purpose of safety checking and training only.

## Main Objectives

Each mission will have a series of objectives to complete, viewable in the A-COM Hub and communal Division areas.

Objectives may have a set task to complete or a more vague goal that you must make your own plan for.

It is possible to fail objectives and even full missions. If the Heads of Divisions agree a mission objective must change, it will, though this will prompt meetings with the A-COM Command Staff.

## Division Objectives

Each Division will have a number of unique tasks that only their members can take part in. These focus on the speciality of that Division and may be at odds with the goals of other Divisions.

Division members who have not taken part in a Division-only task that event will have priority over those who have.

## The Law

Player characters are subject to the laws of the Alliance in their interactions with each other and all life they encounter. Although not exhaustively listed here, they are the typical laws you might expect, including regulations against murder, torture, and theft, as well as specific laws against undermining or endangering the mission. There are consequences for not following the law up to and including permanent character retirement.

## Enforcement

Players may assist with law enforcement but any official sanction against other player characters must be approved by A-COM. This helps the referees monitor PvP and step in where needed.

## Leadership

A-COM are the NPC staff of the ship, dedicated to keep things running by coordinating the Divisions.

The Command Staff of A-COM includes the Captain, Chief Scientific Officer, Director of Security, High Commissioner, and Engineering Principal. These characters will occasionally be on the planet.

At least one A-COM Officer will be assigned to each Division as an NPC referee to assist with managing the Division and overseeing game mechanics.

All other A-COM staff are there to assist with the running of the ship and ensure a smooth mission deployment.

## Head of Divisions

Each Division Head is recruited from within the playerbase, voted on by other players. These leaders are expected to change every few missions.

If the current Head is not booked onto a mission, a vote will be held on planetfall to elect a new leader.

## The Ardent's Constitution

The Constitution sets out the high level mission goals that player characters are expected to abide by. Use your own judgement in their application.

- ▶ Respect the autonomy of all peoples.
- ▶ Learn, explore, and gather information about the universe.
- ▶ Act to prevent harm and avoid causing harm where possible.
- ▶ Present the opportunities of the Alliance to those you encounter.

# Crewmate Profile

All about you. More details on Divisions and Origins are available online.

## Basics

Please at minimum upload your name and pronouns for your ID badge.

## Affiliations

Please submit details of any work groups, family members, or other affiliations that may affect your work on the ship.

## Division

You must choose a Division to be a member of during your time on the Ardent.



### DIPLO

The intel team, with a focus on diplomacy, codebreaking, and morale.



### MATTOCK

The security team, with a focus on defence, scouting, and peacekeeping.



### KENOLAB

The science team, with a focus on research, advanced medical procedures, and chemical synthesis.



### TASKMINDERS

The engineering team, with a focus on repairs, salvage, and crafting.

## Personal Health

Every player has 3 Hit Points. Your base Death Count is 60 seconds.

You will be semi-randomly assigned a Blood Type.

Please let us know if you have limited mobility or are a Non-Combatant so we can identify you to relevant Game Team on missions.

## Origin

### Planet

You must be affiliated with or from one of our five sponsor planets to partake in the Ardent mission. These are: Earth, Viront, Marzion IX, Geostation Kessler, and Sultonia.

### Alien

Six alien species are invited to join the Ardent mission as they have the most compatible life support requirements.

There are many more aliens within the Alliance which will be revealed over time but are not currently playable. We do not currently add species by request but are open to suggestions longer term.

Permitted aliens are: Humans, Anthroids, Skala, Vari, Tever, and Omdua.

## Need a Break?

You are not limited to playing only one character at a time and may have multiple "active" characters on the system at once. Please be conscious of keeping all story knowledge, equipment, and money separate.

## Equipment

This game uses items instead of skills or XP. Every character has undergone training to use any items with **grey** tags. You may also use any items with your Division symbol on.



You cannot use any other non-grey tagged items.

All weapons and any equipment that uses game mechanics must be bought in-game and tagged. Props solely to help with roleplay do not need tags.

## Tags & Lammies

Equipment is tracked using plastic tags, which will include keywords or icons to describe what it does. These tags must be attached to the prop.

Unique or plot relevant items may also have a Lammie; a small laminated card with more in-depth instructions. This should be kept with the prop but doesn't need to be attached.



## Power Cells

Items may have a circled number on the card. This denotes how many Power Cells are consumed to use the effect.

## Mods

Some Equipment can be upgraded with Mods, which are represented by additional Tags or Lammies. Any mods can be removed at any time.



Example: This item can now also call "Surge" by using 2 Power Cells.

## Free Items

Any small items, such as ammo, duct tape, and bandages are not tracked and you may bring as much as you'd like.

## Single Use Items

A mixture of tearable cards and stickers are used for single use items, such as grenades or healing patches. You must provide your own prop for cards but may directly use stickers.

## Cybernetics

You can gain special traits by installing cybernetics. Some will have costume or makeup requirements. Any you do not have before your first mission will need to be installed via surgery.

## Sponsorship

Every crewmember is initially sponsored by one organisation, be it a planet, corporation, or the Ardent mission. They will give you items or resources each deployment to help with your work and will make requests of you in return.

You are permitted to enter into further contracts to gain more benefits but will subsequently have contractual obligations to fulfil.

## Credits

The Alliance standard currency. New crewmembers have 500 credits to spend on starting equipment. Everyone gains 55 credits per event or 5 credits per missed event.



# Combat & Hazards

How to fight and react to environmental hazards.

## Hit Points

Hit Points are tracked globally; no matter where you are hit, your total goes down.

There are three categories of Hit Point:

- ▶ **Body Hit Points (B-HP):** If this reaches 0, you start dying.
- ▶ **Amour Hit Points (A-HP):** This protects your body while active.
- ▶ **Energy Hit Points (E-HP):** Any forcefield you are wearing is depleted first.

## Damage

Every hit from a melee weapon or foam dart deals 1 damage. You can choose to take more damage from a hit if you feel it is dramatically suitable.

## Etiquette

- ▶ Do not hit the head, neck, or groin with any weapon. We also discourage hitting the hand, foot, or breast areas with melee weapons.
- ▶ Melee hits must be pulled, so your target is struck by a lighter force and is less likely to be bruised.
- ▶ Melee strikes must be dramatic. If you roll your hits (as if you are playing a drum), your opponent may take the whole set as only 1 damage.
- ▶ Blasters must not be fired at targets closer than 1 metre. Aim for the centre of mass to avoid face hits.
- ▶ All blaster dart hits must be counted no matter how rapid they are.

## Dying

At 0 B-HP you begin dying.

- ▶ The standard Death Count is 60 seconds, after which you are dead. This pauses and resets with the call "Stabilise".
- ▶ You cannot move location or use any items, but can talk.
- ▶ You can make one heroic 5 second act whilst dying, ignoring standard dying rules. You cannot be healed during this act and immediately die once 5 seconds have passed.

## Eye Protection

Wearing eye protection grants +1 A-HP. Eye protection is highly encouraged but is not currently mandatory in combat.

## Teleporter

Anyone can use the ship's teleporter. Hit your chest with your palm then walk Out of Character to the teleporter in Base. Take 1 B-HP damage when you arrive.

## Weapon Safety

All weapons must be checked by our team before use at the game. Please view up-to-date rules on our website.

## Non-Combatants

To opt-out of immediate combat, give the "Thumbs Down" hand signal when someone approaches. If they continue approaching, say "Non-Com".


## Hazard Calls

Each call has an associated colour and symbol, which may be used for other game mechanics such as smoke SFX, equipment tags, and chemicals.


**Zone** This effects everyone in 5ft.


**Gas** This effect is from a gas.


**Blast X** (Red)  Deals X damage. If unspecified, take 1 damage.


**Corrode** (Orange)  Target item or body part is unusable until resolved.


**Effect** (Black)  A description of the effect will follow.

**Frost** (Blue)  Target cannot use items, struggling with their hand-eye coordination.

**Pulse** (Purple)  Pushes the target away by 5 paces.

**Rad** (Green)  Gain 1 rank of radiation.

**Static** (Yellow)  Target item (or character's cybernetics) cannot use Power Cells.

**Stun** (Pink)  Stuns target for 5 seconds, or until injured, whichever is shorter.

## Radiation

Radiation is tracked in ranks with higher ranks giving worse effects over time.

It can be applied by calls, smoke, by touching green chemicals, and by self ref card instructions. Just seeing the green Radiation symbol will not irradiate you.

If you become irradiated, you will be able to collect a radiation rank guide from a referee or the Kenolab. Radiation effects may change between missions or events.

## Gas & Smoke SFX

Gas effects may be invisible or physrepped with coloured smoke grenades. Anyone within 5ft of a physical SFX smoke effect or a gas call's target is affected by the gas effect.

For smoke SFX, the effect applies every 5 seconds you are within its range, stacking with each application.

Gas can only be resisted by wearing a specific in-game item such as a Respirator. Holding your breath or covering your nose with a hand will not work.

## Self Ref Cards

Self Ref cards are found in the environment, giving extra descriptions of the surrounding area and briefing you on any potential game effects. Please read the Self Ref card before interacting with anything nearby. Just reading the Self Ref card will not trigger an effect.

## Health & Fault Cards

You may be handed an effect card for injuries or equipment damage. You must keep this card and follow the roleplay prompts until it is resolved. Please stick to timings as accurately as possible.



# Social Interactions

Rules surrounding speech, reactions, and handling other individuals.

## Diplomacy

Every character of note will have a Desire, Decorum, Dynamic, and Deceit written into their briefing. Specific items will allow you to uncover or alter one or more of these points.

- ▶ **Desires:** What does this character want?
- ▶ **Dynamic:** How does this character view their relationship with you?
- ▶ **Decorum:** What does this character consider polite?
- ▶ **Deceit:** Will this character lie and what about?

Consider what these might be for your character, as you may be the target of a detection item!

## “Detect Lie” Responses

When using a lie detector-style item, call “Detect Lie” immediately after a statement is made. The target must respond “Yes”, “No”, or “Resist” (if they are immune to the effect).

## Carrying

Anyone can carry an unresisting character by themselves. A resisting character must instead be restrained.

## Restraints

Anyone can roleplay restraining someone with help from one other person by using the “Restrain” call. This includes forcing them to move.

You can opt to make your character weaker and need more assistance.

## Theft & Looting

You may only steal or loot in-game items, such as tagged items, lammies, or game provided resources (credits, chemicals, materials).

- ▶ Locked boxes must not be permanently damaged in attempts to open them but you may carefully pick locks or unscrew hinges.
- ▶ All thefts must be logged in the A-COM Hub within 15 minutes. Any props will be stored with Lost Property and you will keep the tags to put onto your own prop.
- ▶ You may not use someone else’s physrep without permission.
- ▶ NPC’s physreps and weapons may only be taken if the crew member offers them during a search.

## Distracting

You may attempt to distract someone through roleplay, making them focus on you and snapping them out of a Fear effect. You must make it clear you are attempting to distract them or otherwise get their focus.

Distractions require at least 5 seconds of roleplay or until your target feels you have roleplayed well enough.

This is not explicitly a call because it requires your target to opt-in to the effect. They may ignore you if they feel it’s appropriate for the situation or they don’t find your roleplay convincing enough. If you wish to force a similar effect on someone, use an item that grants the “Fixate” call.

## Effect Calls

These calls should be incorporated into a short phrase to sound more natural in conversation.

- Detect** Followed by a description of what is being detected.
- Faux Pas** Smooths over an insult.
- Fear** Target is afraid of the user until they are out of sight and hearing range or they are Distracted or Fixated on something else.
- Fixate** Target is fully focused on the user while the user maintains line of sight.
- Pacify** Target’s emotions are dulled for 5 minutes unless otherwise specified, making them resistant to Read attempts.
- Read** Target must give a one word response describing their current opinion or emotional state.
- Restrain** The target is physically restrained and cannot move. Items can grant this call without roleplay.
- Resist** A response to show a call had no effect. This is the only call listed here that doesn’t require a sentence.

## Bribes

Bribes represent something valuable that you haven’t obtained during the game - an artifact from your homeworld, an expensive wine, a sought after trading card - whatever you wish.

If an NPC is susceptible to bribery, they will value these tokens as a substitute to whatever they’d usually ask for in negotiations.

If a player accepts a Bribe, they may then use it on someone else or exchange it with A-COM for 100 Credits.



## Invisibility

Each item that grants Invisibility will have different restrictions on its use. If you break the restrictions, the effect ends.

Raise one finger above your head to show you are invisible. Being invisible only affects sight; other people can still hear you. If someone reacts to your presence, you may state “Invisible” to remind them. This is the only sound that should be treated as Out-of-Character.

## Detection

If you hear a Detect call that matches your description or an item you have on you (Detect Lifeform, Detect Human, Detect Blaster, etc), reply with “Ping” like a radar result.

Detection items will list what they Detect.

The Detect call is only reliable against characters, as well as items marked out by referees, since props can’t speak.

## Searching

Players can search other characters or for hidden items in the environment (so long as there is a referee to highlight the item). This does not use a call.

Spend at least 5 seconds roleplaying looking in a specific 5ft area, or checking a specific limb of a character (a full body search, with head and torso, will take 30 seconds). Always ask before physically touching someone.

You cannot use this rule to find player-hidden objects in the environment.

# BioMedicine

The art of maintaining good health and examining the universe.

## Restoring Health

Items grant these calls, allowing you to heal. Missing HP is restored overnight.

**Heal** Restores 1 B-HP.

**Stabilise** Pauses a Death Count.

## Medicine

Medicine will list either a symptom it resolves, or a specific named illness.

## Blood Types

Every crewmate has a blood type. If they have a blood loss symptom, they will need a transfusion from a matching crewmate or from the medbay's stock.

## Health Cards

Health Cards are lammies, some of which can be torn open, describing specific injuries or medical conditions for you to roleplay. They are handed out by referees and require roleplay, medicine, or Surgery to be resolved.

You may only read how to resolve a Health Card if you have an item that allows you to, such as a scanner.

If you don't have an item that allows you to read the solution but want to try fixing it anyway, have the patient or a witness read it silently and track what you're doing. If you predict the correct solution, it's fixed! If not, either the card will state what to do or the patient decides what the consequence is to your failure.

## Surgery

Some Health Cards, as well as Cybernetic installation, require Surgery.

Surgery is intended to be an intense roleplay scene with the outcome determined by a card draw. As you perform your roleplay, you add the Medicine and Equipment used to a deck, then shuffle and draw a card at the end.

Surgery must be performed in a surgical area (such as the Kenolab), or somewhere with a supply of surgical cards.

## End Results

**Green** Success

**Yellow** Complication

**Red** Failure

**Blue** Custom result; explained on the Medicine card.

## Building the Deck

The Health Card will outline several symptoms and a Rating number. This Rating is the **total** number of cards that must be in your deck after the procedure.

You create your deck by using Medicines. Each Medicine card will be green, yellow, or blue, and is added directly to the deck when used. You can only use Medicine cards that match a symptom, and cannot add any more for a particular symptom after the [number] after it has been reached.

Some Equipment will add its own card to the deck to help with the surgery or resolve a specific symptom.

If at the end there are too few cards in the deck, the remainder is filled with red cards to meet the Rating. After that, if your Medicine has not met each symptom [number], add a further red card for each missed amount.

TESTING IN PROGRESS

## Sample Research

Samples are unidentified substances for you to research, marked out by a lammie.

Each lammie will list a series of practical tasks to complete to uncover information about the sample. Longer tasks will list a code, which you should take to Kenolab to get a detailed task sheet.

Sample projects can be indefinitely repeated to receive the set rewards, so long as you can find more samples.

## Completing the Task

Completing each task will reveal a code used to unlock a specific result box in the Kenolab. Take out any rewards inside and put in your sample lammie and physprep alongside any resources you used to complete the puzzle. Make sure to include the ID numbers of those involved. Return this box to the Kenolab or A-COM for recycling!

TESTING IN PROGRESS

## Synthesis

Chemical Synthesis tasks are visual puzzles where you overlay different chemical shapes to recreate a larger image. Find new puzzles in the Kenolab or out in the world.

It is not possible to attempt to experimentally create new products; you must work from a pre-designed sheet.

## Completing the Task

There may be multiple ways to complete a puzzle, so if you don't have all the chemicals listed in an existing solution or want to try and make it more efficient, you are able to redo puzzles so long as you have the reference sheet.

All crewmates are encouraged to record their findings in the Kenolab to prevent work being unnecessarily repeated.

TESTING IN PROGRESS

## Chemicals

Colourful resin tokens are used to represent the Chemicals used in Synthesis.

## Chemical Traits

- ▶ **Shape:** The main feature used in Synthesis.
- ▶ **White:** These chemicals are benign and safe to handle.
- ▶ **Colour:** Each colour has a corresponding effect, matching the Hazard Calls (page 14). This effects anyone physically touching the token without PPE equipment (such as Gloves).
- ▶ **Translucency:** Any translucent chemical is exceptionally rare.

## Labels & Bottles

All chemicals should be physically stored in bottles outside of use. You must write a label for hazardous chemical stating the Hazard and that it will affect anyone physically touching the token without PPE Equipment (such as Gloves).

## Unknown Chemicals

Undiscovered chemicals are represented by a test tube filled with liquid, accompanied by roleplay notes. These are a type of **Sample**, and follow Sample Research rules. Once the experiment is complete, you will be rewarded with a usable Chemical token.



# Engineering

You break it, you fix it.

## Repairs

You may be required to physically repair various props and set pieces, ranging from inserting missing pieces found in the nearby environment to ad-hoc taping parts together.

Please avoid repair methods that will permanently damage props, such as strong adhesives.

## Restoring Armour

Items can grant these calls, allowing you to repair Armour and Items.

**Charge** Grants 1 Energy to an item.

**Repair** Restores 1 A-HP.

## Fault Cards

Fault Cards are lammies, some of which can be torn open, describing specific item damage or problems. They are handed out by referees and require roleplay, items, or Maintenance to be resolved.

You may only read how to resolve a Fault Card if you have an item that allows you to, such as a scanner.

If you don't have an item that allows you to read the solution but want to try fixing it anyway, have a witness read it silently and track what you're doing. If you predict the correct solution, it's fixed! If you fail, there will be a consequence listed on the card.

## Maintenance

Some Fault Cards (or past poor Maintenance results), require Maintenance to resolve.

Maintenance is represented by a Gear Box mechanic. It must be performed in an area with a stock of the Gear tokens needed for this mechanic.

Each Fault card lists a result matching specific Gear tokens. Your goal is to fill the Gear Box with the tokens of the result you want, so when you pull one at the end, you get that result.

## Gear Tokens

The appearance of Gear Tokens is currently in development.



## The Process

Each applicable Fault Card will display a result for several types of Gear tokens and well as a Rating number. This Rating is the **minimum** number of Gear tokens that must be in the Gear Box by the end of the Maintenance. It might sometimes list compulsory replacement parts for you to find.

Any Equipment or other Items that can be used in Maintenance will have a Gear token symbol on them, showing which token to add to the Gear Box when you use it.

You can only use a type of Equipment or Item once unless the card specifies otherwise. There is no upper limit to the number of items you can use.

At the end of the Maintenance roleplay, mix up the Gear Box and draw one token, reading the Fault Card to find the matching result.

TESTING IN PROGRESS

## Alterations

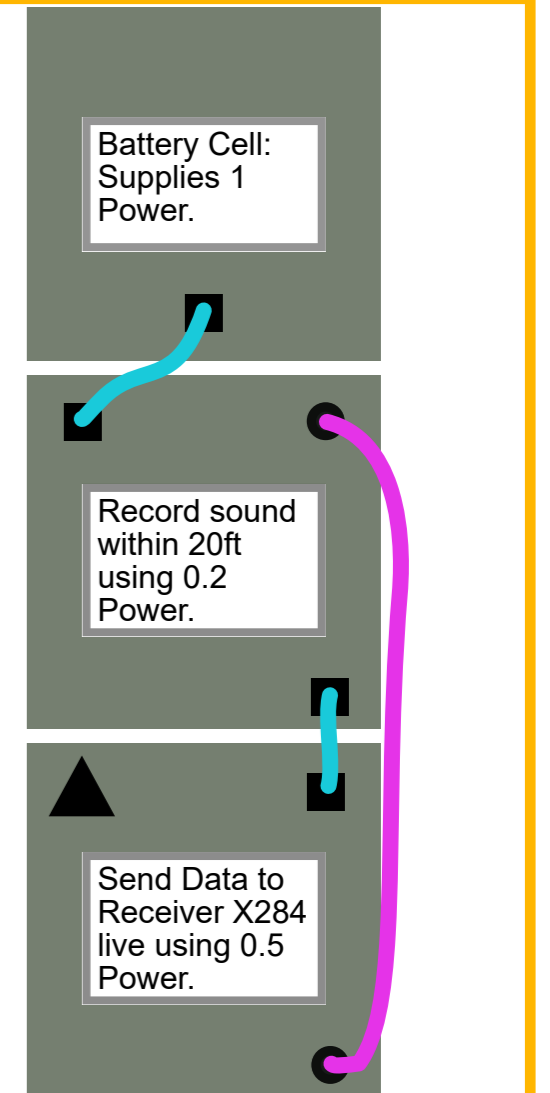
Altering the function of a machine, or performing extensive repairs, uses a TechGrid. All TechGrid modifications require specific Equipment and Items.

These TechGrids operate akin to flowcharts. Each grid section has one role and may have a number of wires and pipes going in and out to power it or transfer data.

To repair a TechGrid you must use the information given on each grid section and connect up missing pieces, swap sections that have been installed incorrectly or replace broken components such as batteries.

To alter a TechGrid you must replace either the lammie on a grid section or the entire grid piece, updating any dependent grid pieces or connectors.

TechGrids are themed differently depending on which civilisation built the machine; they also differ between mechanical and programming TechGrids. You must use parts which physically fit for the machine to work at the end.



TESTING IN PROGRESS

## Crafting Items

You will require a Blueprint to craft an item. These are either stored on the Ardent's system and freely available to all players, or discovered during missions. Blueprints are single use.

To craft an item, go to the FABREP lab and insert:

- ▶ The Blueprint (if not on the system).
- ▶ The materials listed.
- ▶ A crafting form with your details on.

The FABREP takes time to work, as listed on the Blueprint. Return after that time to receive your item. Any items not received by the end of the event will be in your next event's player pack.

## Build Projects

Larger team-based build projects will list a number of tasks to complete, ranging from gathering materials and items to physically constructing props from pieces found during the game. These may be mission objectives or long-term improvements for the ship to unlock new facilities.

All Build Projects will be displayed in the Taskminders bay. Anyone may contribute until the target is met. If you have an idea for a Build Project, talk to A-COM.

## Materials

In-game materials and resources may be represented by a resin token or a Lammie.

# Downtime

Influence each event with these online actions.

## Pre-Mission

As the ship approaches its next destination through manifold space travel, the crew will be given a briefing on the upcoming planet and will decide which courses of action the ship should take between arrival in the system and planetfall. Each mission will present unique options and opportunities, which you will find the results of when the event begins.

## Voting

One month before the event, a voting form will appear on the website. You must be booked on to the event to place your vote.

Everyone's vote counts, deciding where a percentage of the ship's actions go. Any missed votes will go to the default option. All options with votes will do something useful; votes determine how much of an impact each option has on the story, not whether they succeed or fail (unless otherwise stated).

## Options

- ▶ There will be general options open to any crewmate to vote on.
- ▶ MATTOCK's options may include deploying security drones, scouting areas, or investigating planetary defences.
- ▶ KENOLAB's options may include collecting samples, alien biological scans, or chemicals present on the planet.
- ▶ DIPLO's options may include cultural studies, researching diplomatic assets, or detecting communications.
- ▶ TASKMINDER's options may include ship maintenance and upgrades, technological scans, or resource gathering drones.

## Post-Mission

After each deployment, crew mates will have several opportunities to shape the future of the Ardent's mission.

## Debrief

Mission Debriefing forms will be available for crew to formally record their findings during the mission. These forms will also be available during the mission.

## Survey

During the Debrief period, crew mates are encouraged to complete a survey polling the goals of the Ardent's overall mission, and which direction the ship should go next, such as following an ancient technology trail discovered on the planet, making first contact with new nearby civilisations, or countering galactic threats.

Anyone may partake in the survey.

## Feedback

A feedback questionnaire will become available immediately after each event to track the overall experience of the game.

We are always open to feedback by email at [contact@ardentspacers.com](mailto:contact@ardentspacers.com)

# Final Notes

Links to additional files for more in-depth rules, item lists, and setting information.

## Further Documents

- ▶ Ardent Item Catalogue
- ▶ Corporate Sponsorship Opportunities
- ▶ AES Ardent Ship Manual

## Links

[www.ArdentSpacers.com](http://www.ArdentSpacers.com)

<https://www.facebook.com/groups/ardentspacerslarp>

<https://discord.com/invite/8Mg4fzJU3b>

[contact@ardentspacers.com](mailto:contact@ardentspacers.com)

[www.FakeloreGames.com](http://www.FakeloreGames.com)

## Credits

### Rules

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### Proofreaders

Thank you to all those who proofread this ruleset and gave feedback.

### Art

Becky Green: Cover illustration and logo, Division logos, Lammie designs, Credit designs, Alliance logo (collab).

Charley Hall: Anti-AI logo, planet and alien portraits.

James Mole: Credit models and printing.

Keith Chester: Tag designs, Resource designs, Hazard symbols, Alliance logo (collab).

## Iconography



AES Ardent



Alliance Seal



Testing / Observation Matrix (Ship's AI)



A-COM



Playable Divisions

Taskminders - Mattock - Kenolab - Diplo



## **Ardent Spacers**

**A UK LARP Event by Fakelore Games**