

Welcome to Heroes and Heroines, a Community Interest Company



Introduction

First off, the community would like to thank you for agreeing to come along and Monster for us. Our LARP events couldn't run without dedicated people who give up their weekends to come along and monster, and the directors, the coordinators, the referees and all of the community members and participants really appreciate you coming along.

This document is designed to help answer a few of the common questions that new participants in Heroes and Heroines ask, and to make sure that you are fully prepared for the event so that you can enjoy yourself as much as possible. If you do have any unanswered questions at the end of it, please don't hesitate to e-mail us (coordinators@heroesandheroines.co.uk) to ask.

If you would like to get to know a few of us before the event, why not join our Discord server here: <https://discord.gg/ZCc3WStMBG> and introduce yourself? It's mostly just us making fun of each other, but it'll give you a chance to get to know a few of us and ask any questions that you may have.

Frequently Asked Questions

What should I bring with me?

You don't need to bring costume or weapons with you to monster (these are provided by the CIC) but if you have some cool bit of kit that you would like to use, then you're welcome to bring it along. Make sure that it doesn't accidentally get absorbed into the club kit though! 😊

Please be sure to let us know if you are allergic to latex, makeup, or other products that we might use during the event... And remind us if we forget in the chaos of delivering the event!

What you will need:

Food

- Our events are self-catering, and as such you will need to bring food with you for the event. The site generally has a stove and an equipped kitchen, but we recommend fairly simple to prepare food and make sure you have a hot meal for the Saturday night (and the Friday if you're not eating at the pub or beforehand)
- Bring snacks, and any drinks you may want for the weekend.
- The CIC provides tea, coffee and milk, as well as a few loaves of bread and a selection of cereals. These are freely available to everybody so don't be afraid to help yourself!

Bedding and Accommodation

- The sites we use are often scout camps or adventure centres, but unless you have been specifically told otherwise it will be in a building rather than camping, so you won't need a tent



or other camping paraphernalia. Just bring a sleeping bag and pillows, plus (if you want to!) a sheet to cover the mattress...

- Please be aware that due to the nature of Scout camps and the buildings we use, sleeping is in mixed rooms and there is very little privacy since these usually feature large rooms full of bunk beds. If you wish a more private space to change personal items of clothing, then we recommend popping to the toilets.
- The building will be heated (though it's usually a bit chillier than home!) so it's worth having a blanket too if you feel the cold.
- All sites have showers and flushing toilets unless stated otherwise, but please be prepared for them not to be luxurious.
- Heroes and Heroines is an LGBTQ+ friendly community and we encourage people to use the toilet and washing facilities that make them most comfortable.

Equipment

- Make sure you have clothes for the weekend. We ask monsters to try to have black trousers/leggings and a black top, which blends in underneath monster kit/costumes. Try to bring fairly bland clothes and try to avoid having big brand names splashed across things if you can (nothing ruins the atmosphere of an encounter like a scary looking monster with 'Armani' emblazoned across them!)
- If you have a good, thick belt, bring it along. It's not essential, but it helps to keep monster kit on in encounters and gives you something to hang pouches and other equipment from.
- Bring some comfortable boots. You will be walking a fair amount, and the ground can be muddy underfoot, so good strong boots are important. If not, the most rugged pair of shoes that you have! 😊
- Wash kit... You'd be surprised how many people forget their toothbrushes! 😊

How will I learn all the rules?

Heroes and Heroines does have a hefty set of rules, as well as a large repertoire of spells and skills to learn about. However, we are fully aware that new participants don't know these, and players and monsters alike won't be offended if you don't know. On your first event you will be assigned a 'buddy' by the referee who will teach you the basics of combat, and who will be on hand to explain things to you as and when they occur. Players will also be briefed that you are a new monster and will do their best to explain things if you look puzzled along the way.

A few quick tips which will help you in 90% of situations:

- If somebody points at you and says something which you don't understand, and you don't have time for them to explain, just knock 10 hits off your total and go "arrghh!"
- If in doubt, die. If you think something might have killed you, or you've lost track of your hits, just die next time somebody does something to you. Nobody minds you falling over early!



- If you've been told to say something specific, and you can't remember it on the spur of the moment, ask your buddy... Or tell the referee after the encounter... They can go in and give the information to the party afterwards and explain things!
- Never be embarrassed to mess up! We've all done it (And we all still do!)

How does combat work?

As a monster, you will be given a set of 'stats' – these will, as a minimum, include your 'life' (ie how many hit points you have) and your 'damage' (ie what damage you do to the people you're fighting)

In addition to the main physical damage calls of Single, Double, Triple, Quad, Quin etc. (these will be explained in a minute) you may also hear either "magic" or "power" followed by a number. For now, just assume that these are comparable with their physical counterparts (magic/power 1 = single, magic/power 2 = double etc) – it's a bit more complicated than that, but for now let's just assume they do exactly the same to avoid complicating things!



As a monster, the following table will tell you what damage you take from each blow:

Damage Call	Monster Hits
Single / Magic 1 / Power 1	1
Double / Magic 2 / Power 2	2
Triple / Magic 3 / Power 3	3
Quad / Magic 4 / Power 4	4
Quin / Magic 5 / Power 5	5

And so on... Basically each increase in damage level does one extra hit...

You are expected to keep a tally of the damage you receive in your head, and when the number of hits you've taken exceeds the amount of life you have you fall over dead... In reality, it's very rare that even a very experienced monster knows EXACTLY how many hits they have received (don't worry! You won't be the only one!) so most people have an approximation in their head, and fall over when it roughly feels right... It's always better to fall over too early than too late!

A quick practical example:

Alex is monsterring, and the referee has told them they are playing a goblin fighter with 50 hits doing double. Alex goes into combat and gets hit five times by a player doing triple ($5 \times 3 = 15$) then 10 times by a player doing double ($10 \times 2 = 20$) twice more by the player doing triple ($2 \times 3 = 6$) and then gets hit three times more by the player doing double ($3 \times 2 = 6$). Alex thinks they've probably taken

about 50 damage worth of hits (It's actually 47) so as after they get hit by the last triple they fall over dead. Alex is a good monster! 😊.

When you have a spell cast at you by a player, the spells usually do a certain amount of hit points as well, so the player SHOULD shout their damage afterwards (if they don't then it's perfectly legitimate to just ignore them) which you just add on to your total number of hits received in the same way as a blow from a weapon. For example, a player shouts "Fire Bolt! 16 Hits" at you, so you take 16 damage from it as in the following example:

Alex is now playing a Bandit warrior. They have been told by the referee that they have 40 hits. Alex enters combat and gets hit by 5 doubles ($5 \times 2 = 10$) and then a player points at them and shouts "Fire Bolt! 16 hits!". Alex has now taken 26 points of damage, so they carry on fighting.

The combat system can be a bit intimidating at first, but monsters find that they pick it up pretty quickly when they're doing it, and after a while it starts to come pretty naturally. If you really feel like you're not enjoying combat after a few goes, then please feel free to have a word with the referee, who will make sure that you are assigned non-combat roles until you feel more confident. We do have participants who either through injury or personal preference don't feel confident in combat, so don't be afraid to ask and nobody will think any less of you!

Remember. If in doubt, don't be afraid to ask... Or just fall over dead if you totally lose count! Nobody will mind!