



**Battlecry: Age of Markoth  
Faction Leaders Requirements and  
Expectations**

## OVERVIEW

As the game has evolved, the role of Faction leaders has transformed from individuals who gather like-minded enthusiasts around a shared aesthetic to figures viewed in the community as role models, educators, mentors, and, most importantly, LEADERS.

Given the significant influence of these positions in the community, it has become essential to establish certain requirements and expectations for them. This framework serves to enhance and advance the community by setting a positive example through volunteering your time and leading on/off the field.

## REQUIREMENTS FOR FACTION LEADERS:

### AGE REQUIREMENT

Faction leader is an 18+ position. Due to the nature of responsibility outlined within this document faction leaders will be required to be 18 years of age or above. Additionally if your faction has members who are under 18 that are not you are legally responsible for, you are required to hold a valid NSW Working With Children Check which for volunteers can be obtained for free.

### VOLUNTEERING REQUIREMENT

Committing to helping with volunteer positions within the community. As a community leader it is important to be visibly seen contributing to the community. Additionally, volunteering is a great way to get your faction involved in volunteering especially for games where your faction is not particularly present on the field. Each volunteer role will be assigned a point association based on the impact of that role, playtime sacrificed and how much it affects you being able to participate in a game. As a faction leader you will be required to accrue a minimum of **24 volunteer points** throughout the year, based on a **45 game year**, either through general volunteer roles or by joining the respective teams. Cancelled games will lower the required amount and the points will be tracked through an online volunteer roster. The points for volunteer activities are as follows:

- Sign-in *pre-game* – 1 point
- Pre-Game Training – 1 point
  - Weapon Training (Weapon Trainer Team)
  - Recruit Training (Recruit Trainer Team)
  - Weapon/Costume Check Desk
- Field/sign-in pack down Overseer – 1 point
- Content creation *pre-game* - 1 point
  - Live streaming, taking photos, videos before a game (Social Media Team)
- Content creation *during games* - 2 points
  - Live streaming, taking photos, videos during a round (Social Media Team)

- Safety officer duties - 1-2 points (Safety Officer Team)
  - Points dependant upon whether or not an injury occurs that results in game time lost for oneself to look after the injured individual.
- BBQ – 3 points
  - Cooking the food, selling and packing up afterwards.
- Officiating – 4 points (Official/GM Team)
- Volunteering behind the sign-in desk all night - 4 points
- Additional points can be given at the discretion of the committee for services rendered.

Please note that committee members who are also faction leaders, due to the extra time they already volunteer towards the community, have a minimum of **12 volunteer points** that need to be accrued.

*Unforeseen circumstances resulting in a faction leader's inability attend games and/or volunteer will be taken into consideration*

Remember that all volunteers receive volunteer perks such as free food and free games.

## CODE OF CONDUCT

As a Faction leader the example you set is important so it is required that you not only follow the Battlecry Code of Conduct but also ensure that your members are doing so, as agreed upon by all participants who have joined the Battlecry community. You also agree to become a mandatory reporter, letting the Player Advocate and/or Officials know of any breaches in the COC that a community member is performing that you are aware of.

## EXPECTATIONS FOR FACTION LEADERS

### PROMOTE ALL FACTIONS TO THE COMMUNITY

Battle games are no fun if there is only one side. While promoting your own faction it is important to also promote other factions within the community. This includes but is not limited to the following:

- Not 'bad mouthing' other factions
- Helping players identifying the correct faction for them
- Avoid actively targeting players from other factions, bringing them over to your own
- Recommending other factions to your own faction members if you think they might fit them better.



## **GAME CONTRIBUTION**

As a faction leader it is important to attend post round debriefs to discuss issues with the Game running team. During these debriefs you may be called to have difficult conversations with your faction members around behaviour or actions on the field. Likewise you may be praised for the actions of your faction members on the field. Being a conduit for this feedback and ensuring it is properly communicated is vital to our game to ensure everyone is having a safe and enjoyable experience.

At the start of the calendar year the campaigns are announced. It is expected that your faction will be present for games where it is a main focus. If there are any issues with coordinating your faction to attend these games you need to liaise with the Game Master and Story Teams at least 4 weeks in advance.

## **RULES UNDERSTANDING**

As a leader of a Faction, it is expected that both you and your players remain well-versed in the rules and maintain a safe presence on the field. A Faction leader must ensure that their members are ready on the field for the game, knowledgeable about the rules, and interact with others in a friendly and considerate manner while engaging in combat safely and respectfully. If a leader feels that one of their members isn't acting in a friendly and considerate manner they should call it out and notify an Official. Further escalations from there if required will be enforced by the Officials (during a game) and the Player Advocate.

## **ENCOURAGEMENTS FOR FACTION LEADERS**

### **TEAM BUILDING**

Host team-building events with Faction members to enhance community spirit and foster camaraderie. These activities encourage stronger bonds, trust, and teamwork among members, creating a more united and supportive Faction.

### **IDEA CONTRIBUTION**

If you or your members have ideas for games that help to show your faction history/lore please work with the Story Team so these can be made into "Tales of Markoth" campaigns. These stories can be a great way to help grow your faction if you have room.



## YOUR FACTION VOICE

With these new responsibilities and expectations also comes rights. As a community leader you will be given a voting seat on a sub-committee as a Faction Leader. This entitles you to a voice when decisions and issues are put out by the committee, seeking community input.

## COMPLAINTS

If a Faction leader is not maintaining their responsibilities and you wish to make a complaint, please submit a complaint through the website [battlecrylarp.com/pages/code-of-conduct](http://battlecrylarp.com/pages/code-of-conduct) at the bottom of the page.

## REVIEWS

This document will be regularly reviewed and is subject to change. Those that this document affects will be notified prior to the changes and will be allowed to preview and request amendments before the next version goes live.

If you have any feedback you wish to provide for this document, please email the committee: [admin@battlecrylarp.com](mailto:admin@battlecrylarp.com)