

Marshal Definitions

At NERO Houston, Marshals are accorded the respect that they deserve: They are the final arbiter of various aspects of the game, and act as on-site representatives of the Chapter owners and Staff.

To become a Marshal is no easy task. You must demonstrate, over the course of several months, a thorough knowledge and understanding of the rules of the particular Marshalling aspect; you must exhibit fairness and equitability in your dealings with players and NPCs alike; and you must, above all, have respect for the game and the spirit of the rules (if not necessarily the letter).

Once a Marshal has made a ruling, it is exceedingly rare that it will be overturned - after all, they are a Marshal because they know what they're doing. Trust them. These are the volunteers who make your game truly come alive and keep us safe.

Formal Magic Marshal

FM Marshal's can inspect and authorize players to cast formal magic spells while in-game. The FM Marshal will attend the Formal Spell Casting and will accept all components from the caster when the spell is completed, marking spell details on all casters cards as necessary.

Monster Marshal

A Monster Marshal is able to determine the monsters that are to be sent into play, either as random or planned encounters. There can be any number of Monster Marshals at a chapter, and in some chapters all staff members are monster marshals too.

Race Marshal

Race Marshals coordinate plot for the Race they are a marshal of in the local chapter or at the National level if they are a NERO ® International representative. These people are the Local Chapter Contact or National Contact, and they help to distribute the Race Handbook to players who request them.

The Race Marshal also advises players on how to apply make-up, dress in proper Racial garb and how to role-play a character of that Race in General. Race Marshals are also responsible for reviewing each character in-game, every quarter or so, to evaluate if the proper make-up and aesthetics are being used, or to warn if someone who is not playing their race correctly.

Rules Marshal

A Rules Marshal can answer a question about how a NERO ® Rule works. There is rarely ever a reason to call a hold to find out how a rule works. Local Chapters have Rules Marshals to make calls when a question arises during game play, and too discuss ideas, suggestions, and feedback on current rules with National Rules Council members.

Safety Marshal

A Safety marshal may choose to halt and move play at any time, at their discretion. It isn't easy to interrupt play, but when an unsafe zone or time period is encountered, it is necessary. If the area is unsafe, be careful when leaving and be sure to advise the Marshal of an alternative area if you know of one.

If a Safety Marshal calls a hold, directs a player to cease an unsafe behavior (e.g. machine-gunning, violations of non-contact rule, etc), or otherwise directs a player in some way, and the Marshal's instructions are not followed, that Marshal has the responsibility to immediately suspend that PC from play and report the infraction to Staff. NERO Houston takes safety VERY seriously, and any violations of our Safety Policy will be considered very seriously. So play it safe!

Weapons Marshal

A Weapons Marshal can inspect any weapon at any time, and may deem the weapon either safe or unsafe for combat, at their discretion. We all entrust our weapon marshals with our safety, and when they request a weapon to be re-made, let us spend the time to make it again, so that we will not hurt ourselves or anyone else.