

INTRODUCTION

All of these responsibilities were once totally performed by the Moderators, and on slower nights the QM may simply assist in the Moderators' activities rather than perform them independently. However, when staff service is required, the Moderators put great faith in that the necessary tasks are performed. All staff positions are voluntary but require dedicated, responsible people.

INTERIM

Sometime within the week after a monthly game, the QM will assist the Moderator(s) in *removing batteries from all equipment*. This is to insure against corrosion and help slow battery drainage.

The Friday before the monthly game, the QM will assist the Moderator(s) in *checking and installing batteries* in all equipment. All equipment (including radios and some props) should have "good" batteries to last the night.

PRE-GAME

After Ops has had waivers signed, the players will come to the QM for equipment. The QM will *issue gear* (guns and sensors) only after collecting a player's waiver. If the player is radio certified by the Moderators, the QM will issue radio equipment as well.

Once Ops has initiated the new player orientation, the QM will *give a brief gear tutorial*. Once the games begin, every player should have a good understanding of how to operate their issued equipment.

DURING THE GAME

The QM will *keep an eye out for stray equipment* and note any equipment that was found unattended. The player responsible should be discovered and spoken to. Additionally, the QM should be prepared to *answer questions* if approached by new players, but is otherwise free to enjoy the night's activities.

POST-GAME

Once the night's campaign has concluded, the QM will begin an *accounting of equipment*. All gear, radio equipment, and props

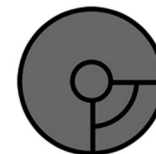
should be accounted for. If there is a question of missing items, the QM should assist the Moderators to find any "lost" items.

A quick *fault-check* should be done on all equipment to insure the equipment is still in working order.

Once the accounting is complete, the QM will *report to the Moderators*. The Moderators will then give approval to pack up all equipment. Once finished, the QM is free to leave for the night.

FINAL WORD

The Quartermaster is a valuable member of the MGL staff, and will work closely with the Moderators in the management of MGL equipment. That said, high player attendance and low Moderator availability may dictate that the Quartermaster may work independently for the majority of the night. When all is said and done, the MGL does not pack up without both the Quartermaster's and Ops' report, which the Moderators do not take lightly.



MAGNUS GLADIUS LUMINIS