



Standard Atkinson Medical System V3 (SAMS3) Tim Atkinson April 2000

Introduction. It's five years almost to the day since I first inflicted this on the tagging world, so It's time for an update, time to make it better, time to stop stuffing those damned plastic bags. As before this is mostly my own work, although I have shamelessly stolen ideas from a vast number of sources and people such as Ben Roberts, John Treadaway, David Harvey, Jasper Hedger, Shaun Danby, Simon Barker and the guys from Blackwatch to name a few. Most of these ideas have been run past various players at various times and modified according to their comments, thanks to you all and here goes...

Definitions. In Lazertag, all rules systems are wildly variable, however this is my latest attempt to provide a set of rules, or rather a family of rules systems, to cover all game types. The other design factor is to try and balance the equation time equals money, so if a player has little money but has taken the time to construct an item, this is balanced against "Off the shelf" solutions.

The SAMS3 system has three levels of usage. The basic level 1 is for basic skirmish games lasting not more than 1 hour in length. Level 2 is intended for a slightly more lengthy game with role-playing interaction, but still with a large quotient of combat, the politically correct "Minimal Role-playing games". Level 3 is intended for major role-playing games where casualties should be light and role-playing interaction between players is paramount. Level 3 is not suitable for use in stand up firefights.

The SAMS3 system follows the traditional style of tag rules systems; each player is allocated a basic number of body points. Unlike SAMS2 I now make no assertion as to the numbers, however I recommend 2 body points (I will assume two body points throughout this document. These body points may be supplemented with body armour as detailed in Appendix 1.

Basic medical notes. As you are shot down, your armour protects you, hence when you finally go down you will have taken a considerable amount of shock damage. When you receive medical attention and you are unconscious, you will hopefully be revived. When you are, no matter how many body points are restored, you receive you full allocation of armour points again.

If you are "walking wounded", that is you have taken some hits and have fallen below the 2 hits body point level you may receive medical attention to restore body points, however you DO NOT RECOVER YOUR ARMOUR.

Sensor failure. Sensor failure is regarded as a random injury and the player should behave as if shot, you have been bitten by a snake or the Ravenous Bugblatter Beast, or you have tripped up and knocked yourself out etc. The different levels of the system are designed to cope with this situation.

How the System works. The problem with SAMS2 was that it was very paper intensive, so now we replace the paper with the new wonder cure all drug of the next Millennium – Smarties.

Smarties come in three sized containers, a small box (20 boxes for 1.89 in my local coop), The traditional Tube – 40 Smarties for about 30-40p.

I have conducted a rigid statistical study of the colour distribution on the Smarties in their respective containers and have found a slight bias that in general red Smarties are rarer than any other colour. I ate 716 Smarties during December 98. If anyone want to discuss the specific results I will be happy to do so later.

Smarties represent a random result generator, as well as giving a reducing number of drugs for the medic to use.

SAMS3 Intermediate Level 2 Medical Rules.

Every player starts with a number of body points (usually 2) plus any armour bonus, when wounded, that is you have been shot enough times that you have one (1) hit left (your sensor is on the last red LED), you may be treated as walking wounded, this means you can approach a Medic player and ask for help, you cannot do this if you have 2 or more points left.

Level 2 introduces two player classes, an Orderly/Stretcher Bearer/First Aider whose job it is to remove unconscious casualties from the line of fire to a place of safety and an EMT/Medic/Paramedic who can perform emergency medical repairs.

An Orderly is equipped with a small number of Smarties and a blindfold. To move an unconscious casualty, the Orderly administers a single Smartie and blindfolds the casualty. The casualty's sensor is then reset to one (1) hit. The Orderly may then lead the casualty away. The colour of the Smartie administered indicates the length of time the Orderly may move the casualty before needing to administer another Smartie. If the casualty is shot, they must immediately go down and have to be further revived by the Orderly. The Orderly's function is to keep the Medics supplied with casualties. When an Orderly delivers a casualty to a Medic, the blindfold is removed and the casualty's sensor is shot down again to await proper attention.

Colour of Smartie	Casualty may be moved for ...
Red	8 min. (count to 800)
Brown	7 min. (count to 700)
Yellow	6 min. (count to 600)
Green	5 min. (count to 500)
Blue	4 min. (count to 400)
Pink	3 min. (count to 300)
Purple	2 min. (count to 200)
Orange	1 min (count to 100)

The Medic is equipped with more Smarties and some bandages. In order to treat a casualty in the level two system the Medic takes two Smarties in sequence, one determines the delay, the other in conjunction with the first determines the wound on the table on the following page.

If no Medics are available, an Orderly may attempt medical aid, but as they are inexperienced they should perform two (2) consecutive Medical repairs (i.e. take two Smarties, do the treatment, take two more Smarties and do the further treatment as required). A non-medically trained player should behave as an orderly in this situation, except that three- (3) consecutive medical repairs should be performed.

In order to inject an air of realism into SAMS3, we are introducing a new feature for Dropzone 2000, each player should now start the game with at least one Bandage or "First Field Dressing". From now on the medic isn't going to use their own bandages on you, it's up to you to carry your own in a place where the medic will find it if you are unconscious and therefore incapable of speech. If you don't have a bandage, you may well bleed to death.

1 st Colour	Delay	2 nd Colour	Severity	Wound	Effect	Treatment	Notes
Red	8	Red	Severe	Dead	That's it Game over	None	Return to muster point
Red	8	Brown	Severe	Head		Bandage head	Lose memory of 15 minutes preceding the wound
Red	8	Yellow	Severe	Eyes	Blinded	Blindfold eyes	Remove Blindfold after the delay time
Red	8	Green	Severe	Left Ear	Poor Hearing/Loss of Balance	Bandage Ear	Balance returns after 15 minutes
Red	8	Blue	Severe	Right Ear	Poor Hearing/Loss of Balance		Balance returns after 15 minutes
Red	8	Pink	Severe	Neck		Bandage Neck	Not too tight – difficulty speaking for remainder of game
Red	8	Purple	Severe	Left shoulder	Lose major mobility in Arm	Immobilise Arm	May not carry Large rifle using this limb
Red	8	Orange	Severe	Right Shoulder	Lose major mobility in Arm	Immobilise Arm	May not carry Large rifle using this limb
Brown	7	Brown	Severe	Left Arm	Arm is useless	Immobilise Arm	May not use this limb
Brown	7	Yellow	Severe	Right Arm	Arm is useless	Immobilise Arm	May not use this limb
Brown	7	Green	Severe	Left Hand	Hand is useless	Bandage Hand	Cannot Grip with Hand
Brown	7	Blue	Severe	Right Hand	Hand is useless	Bandage Hand	Cannot Grip with Hand
Brown	7	Pink	Severe	Upper Chest	Sucking Wound	Bandage upper Chest	If not wearing Armour Do another medical test after delay is up
Brown	7	Purple	Severe	Abdomen		Bandage Abdomen	If not wearing Armour Do another medical test after delay is up
Brown	7	Orange	Severe	Left leg	Leg is useless	Splint Leg	May only move with extreme difficulty and will require 1 painkiller per 15 minutes of doing so
Yellow	6	Yellow	Severe	Right Leg	Leg is useless	Splint Leg	May only move with extreme difficulty and will require 1 painkiller for every 15mins doing so
Yellow	6	Green	Severe	Left Foot	Foot is badly damaged	Immobilise Ankle joint	May only move using 1 painkiller every 30 minutes of doing so
Yellow	6	Blue	Severe	Right Foot	Foot is badly damaged	Immobilise Ankle joint	May only move using 1 painkiller every 30 minutes of doing so.
Yellow	6	Pink	Slight	Head		Bandage Head	
Yellow	6	Purple	Slight	Eyes		If not wearing eye protection Blindfold for delay	If wearing eye protection, ignore this wound
Yellow	6	Orange	Slight	Left Ear	Bleeding from ear		Loss of balance during time delay
Green	5	Green	Slight	Right Ear	Bleeding from ear		Loss of balance during time delay – Take another tablet, if this is green you are addicted and must have 1 green tablet every 30 minutes, you will become increasingly violent if you don't get one.
Green	5	Blue	Slight	Neck	Stick neck		
Green	5	Pink	Slight	Left Shoulder	Strained shoulder		May not lift heavy weights
Green	5	Purple	Slight	Right Shoulder	Strained Shoulder		May not lift heavy weights
Green	5	Orange	Slight	Left Arm	Strained Arm		May not left heavy weights
Blue	4	Blue	Slight	Right Arm	Strained Arm		May not left heavy weights
Blue	4	Pink	Slight	Left Hand	Lacerated hand	Lightly bandage	
Blue	4	Purple	Slight	Right Hand	Lacerated Hand	Lightly bandage	
Blue	4	Orange	Slight	Upper Chest	Winded		No running for 15 minutes
Pink	3	Pink	Slight	Abdomen	Vomit last meal (preferably on bystander)		
Pink	3	Purple	Slight	Left Leg	Strained Muscle		No running for 15 minutes
Pink	3	Orange	Slight	Right leg	Strained Muscle		No running for 15 minutes
Purple	2	Purple	Slight	Left Foot	Sprained Ankle	Bandage ankle	No running for 15 minutes
Purple	2	Orange	Slight	Right Foot	Sprained Ankle	Bandage ankle	No running for 15 minutes
Orange	1	Orange	Stunned	No specific wound			No effect you got off lightly

Note: If the casualty is walking wounded "severe" wounds are reduced to their "slight" equivalent and "slight" wounds carry no delay time.

SAMS3 Appendix: Armour Locations

Armour in the real world places a weight, dexterity and temperature restriction on its user, therefore to effectively simulate it's use in tag games, we must also simulate these disabilities. Since many players have invested money in "real" armour, while others have constructed their own for cosmetic reasons (investing time) which does not carry all three penalties on use as above, it seems only fair that the armour system will discriminate between these types.

Armour location: Head

A "real" ballistic safety helmet constructed of metal, thick kevlar or the new Spectrashield(tm) material. Examples such as American M1 or Fritz helmets or the current issue British Kevlar helmet are allowable as Head Armour and give a +1-hit bonus. Helmet liners only DO NOT COUNT as head armour. Builders Hard-hats, cycling helmets, motorcycle crash helmets all carry the +1 bonus.

Eye protection such as goggles or safety glasses count as armour. While they do not add an additional armour point, they are proofing against the newer "dazzle" weapons being investigated by current military researchers. As such players wearing eye protection will, in appropriate medical situations, be subject to suitable bonuses or penalties as appropriate. During daylight, players who normally wear glasses will not gain this bonus, unless their glasses are suitably modified using clip on sunglasses or are light reactive such as reactolight sunglasses. At night any eye protection is valid (probably best not to wear sunglasses).

Armour location: Torso (Front or Back)

A "real" ballistic vest constructed from Kevlar such as the commonly available Vietnam style flak jackets, or modern British and American flak vests have the above mentioned three disadvantages, they are heavy, restrict movement and make the wearer very hot. These items are worth 1 bonus points. "Cosmetic" armour, such as that made from car matting or Flak vest liners filled with carrymat or polystyrene may restrict movement and certainly carry the temperature problem but do not weigh as much as a "real" vest. Therefore such items are worth one point. Hard armour systems such as motocross armour or American football armour should be cleared with the individual game organiser, who may allow a bonus.

Armour Location: both Arms

The difference between real and simulated armour is negligible here; therefore armouring from the shoulder at least as far as the elbow (covering the elbow joint) will add one bonus point.

Armour Location: Both Legs

The difference between real and simulated armour is negligible also; therefore armouring from the boot at least as far as the knee (covering the kneecap) will add one bonus point.

To summarise...

Helmet +1 point, Real heavy flak vest +1 points, cosmetic vest +1 point, Both arms +1 point, Both legs +1 point. (Other armour locations, such as Eyes, Hands, Groin and Boots do not carry any hit point advantage but in certain medical situations may well carry an advantage (or a penalty, although this is less likely).)

It is possible in for someone to wear armour giving more than six hits of protection. This is not possible; therefore any points over 6 are ignored.