



Introduction SAMS was last reviewed in early 2007 at which point the blue smarties had been removed, but now they are back it seems like a good time for an update with a couple of new rules to keep you all on your toes. SAMS does not stipulate things such as number of hits or armour but simply offer recommendations for the guidance of umpires.

Credits While SAMS is a lot of my own work, many others have influenced it's development including Ben Roberts, John Treadaway, David Harvey, Paul and Jenny Watson, James Bloodworth, Phil Higgins, Jasper Hedger, Black Watch, Sarah Clark, Pete and Rob Morton and Dai Rees. Thanks go in addition to Jenny Watson for helping with Medical Terminology. I must also thank Corinne Svoboda for the idea behind and the construction of the SAMS logo.

Recommendation: a basic player has 3 hits, plus Armour or other similar protection

Recommendation: +1 hit for a Hard Helmet, +1 for Front chest armour, +1 for back/spinal armour, +1 for both upper arms and +1 for both legs

Player Classes

In SAMS based games, players ALL fall into one of the four player character types. Everyone has some skill at everything if you attempt it, so ANYONE can operate SAMS

| Totally Unskilled | First Aider/Responder | Medic | Surgeon |
|---|---|--------------------------------|--|
| If you have no skill you should administer 3 treatments | If you wish to try you can administer two treatments, OR you may stabilise the casualty by administering one pain killer pill which resets the bleed out time to 20 minutes so a medic can attend | You may complete one treatment | A surgeon is a player class who may make treatments like a medic but all effects are reduced by 50% round down. In addition a surgeon may perform "operation"(s) to remove serious wounds from a player. |

New Feature – Fluids

Fluids are *usually* good for you and aid recovery and so if a medic or Surgeon player (not anyone else) can administer a small drink or suitable role-played equivalent if the drink to hand is not real-world compatible with the patient (which must still actually involve the dispensing of an expendable fluid – if you haven't got it you can't use it! - and no, pee doesn't count no matter how much the casualty has shot at you!) . Fluid may be given only once per minute of delay time, reducing the overall delay by 1 minute. Fluid may NOT be self-administered.

Drugs For role-playing purposes the smarties as coloured have the following effects.

| | | |
|--------|----------------|--|
| Red | Anaesthetic | 1 per 10 minutes, too many kills unless Adrenalin Administered |
| Brown | Hallucinogen | Subject sees things for 10 minutes |
| Orange | Adrenalin | Boosts system – no more than 1 per 10 minutes or heart attack occurs – if so follow CPR rule |
| Yellow | Tranquillisers | Subject calms down but does not fall unconscious – lasts for 10 minutes |
| Green | Stimulant | Counteracts effect of Tranquillisers, if more than 1 taken in 10 minutes, draw a smartie at random, if green subject is addicted and needs a Green at least once every 10 minutes |
| Blue | Vasal Dilator | Causes Artery and Vein walls to relax promoting blood flow – used in treating strokes and cardiac problems, may also be found in vending machines located in the conveniences of less reputable drinking establishments. |
| Purple | Truth Drug | After Purple is administered, subject draws another colour at random (does not disclose this to the questioner) if colour is not purple subject must answer truthfully for 10 minutes |
| Pink | Pain Killer | Effect lasts 10 minutes |

As with previous versions there are two levels – What follows is the standard system, see Appendix A for the Basic System.

| | | |
|----------------------------|---|--|
| Casualty Time-line | Zero Hits (unconscious) | Some hits remaining (Walking Wounded) |
| Casualty wounded | Casualty falls to the floor, apart from a dying yell, casualty may not interact in game context with any other players except one attempting to perform a medical operation on them. You MAY NOT reload your weapon during this time – if your weapon reloads itself because it has cooled down like a star rifle, that's OK. | Casualty behaves as they feel fit |
| | If no action for 20 minutes casualty becomes corpse. See CPR | |
| Casualty Treated with SAMS | Casualty remains unconscious for the stipulated period. Casualty may not interact in Game context, see above. | Casualty does not fall unconscious, all time delays are halved (round down), any serious wounds drop down to non-serious equivalents |
| SAMS delay over | Casualty regains consciousness – first action is to reset sensor to full hits appropriate to game. | Casualty regains full hits and may reset sensor appropriately if not engaged in a fire-fight or other game context task |
| Follow on Treatment | Casualty may seek out Trauma Surgeon player and have them remove all impediments generated above | Casualty may seek out Trauma Surgeon player and have them remove all impediments generated above |

How to Administer a Single medical treatment

Select two smarties from your medical supplies – it doesn't matter if you deliberately pick colours or choose them at random – if you deliberately choose “Good” results at the start of a game, likely as not you'll be handing out “bad” results by the end.

Look the colours up on the chart – the colour combinations of the smarties are unique so while there is for example a red-pink combination, there is no pink-red one.

Perform the treatment(s) specified for the wound, inform the patient of the delay time and then move on.

How to Move a casualty

All players may “carry” another casualty by administering one smartie of any colour, they may then move the casualty – casualty moves themselves but Player must remain in physical contact with the patient – if contact is lost patient falls to floor. The player moving the patient may not use their weapon during this time, if you do, the casualty falls to the floor.

How to Perform Surgery

A surgeon may, by administering one smartie of each colour (8 smarties), perform an “operation” to remove one bandage or impediment from a walking wounded casualty. This process carries a delay of 10 minutes during which time the trauma surgeon must remain in close contact with the casualty. Any loss of or interruption to the process results in it needing to be restarted from scratch. New Feature – Instead of merely “holding hands” the Surgeon character may use a game of operation or one of the “Morton Bullet Boxes” as featured in the Firefly games in Dropzone 2010 – Place this on the chest/back/body of the patient and one successful extraction of a bullet reduces the time to finish the operation by 1 minute so if the operation is going to last 10 minutes and four successful “extractions” are performed, this will reduce the time to 6 minutes – no role-playing get arounds – surgery is not easy - if you can't do it you will only have to wait the 10 minutes which you will have to if no trauma box is available.

How to relocate an Arm

Players that have dislocated their shoulders may seek out a Trauma Surgeon who will administer 4 pain killers (pinks) or 1 anaesthetic (red) and with suitable role-playing will pull the appropriate arm to relocate itself in the socket.

How to perform CPR

Should a player die by bleeding out (20 minute delay) for a further 10 minutes they may be revived by a trauma surgeon player who performs CPR (with suitable role-playing) – Draw 1 (and eat) smartie at random every minute – if a red one is drawn the player is dead with no chance of recovery, if a pink one is drawn the player recovers otherwise the CPR continues

Appendix A – SAMS Basic

SAMS basic is a lot simpler than SAMS standard – When you get shot down anyone who has some can administer medical treatment.

Administer one smartie and the casualty waits for the following time delay before re-entering the game.

| | | | | | | | |
|-------|--------------------------|--------|--------------------------|-------|--------------------------|--------|-------------------------|
| Red | 9 minutes (count to 900) | Orange | 5 minutes (count to 500) | Green | 3 minutes (count to 300) | Purple | 1 minute (count to 100) |
| Brown | 7 minutes (count to 700) | Yellow | 4 minutes (count to 400) | Blue | 2 minutes (count to 200) | Pink | No Delay |

Appendix B – Statistical Smarties

Thanks to several people I have compiled a list of smartie colour occurrence probability tables.

The conclusions seems to be as follows.

Mathematically you have a 1 in 7 chance of picking a colour or 14.28% however this is slightly modified by the distribution of colours which ranges from about 9% to 19% in sample testing (a total of 1644 smarties were consumed in the course of this study). As each smartie is worth 6.666% of the total you can see that the range of probabilities can be seriously affected by a single smartie.

Bizarrely there are some regional variations, for example in Southampton and London you are much more likely to get browns, while in Sheffield yellow seem to predominate (but less so) – Coventry seems to spend much of it's time whacked out on greens!!

Essentially the contents of smartie packs are pretty random you should expect to get about 15 smarties in one of the little boxes, 40 in the now hexagonal tube and somewhere around the 170 mark in a giant tube (Yes Dai you were stiffed for the one that only had 140 in it!!)

If you wish more info I suggest you google for it, there are some SERIOUSLY sad smartie weirdo's out there.....

Thanks to Dai Rees, Paul and Jenny Watson, Sarah Clark and my long suffering chocoholic wife Corinne for your help in compiling this little study.

Appendix C – Higgins Sensors

One really neat thing for SAMS I can't take credit for is that Phil Higgins recently modified the code in his headband sensors to facilitate medical systems.

When you get shot down a bleed out timer starts, you may press the button to kill the siren. If you are attended during the 20 minutes, press the button again and this starts a minute timer where the sensor beeps once for one minute, twice for two and so on. If you are not attended within 20 minutes, the siren starts again indicating you are dead.

I believe now the Splinter Faction Sensors incorporate similar functionality however I'm not familiar with how it works.

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| Time | Colour1 | Colour2 | Type | Location | Symptom | Condition | Treatment | Notes |
|------|---------|---------|--------|----------------|-----------------------------------|-----------------------|-----------------------------------|---|
| 9 | Red | Red | Severe | All over | No Life signs | Dead | None | Trauma Surgeon may attempt CPR |
| 9 | | Brown | Severe | Head | Minor Abrasions | Concussion | Bandage Head | Lose memory for 10 minutes prior to wound |
| 9 | | Orange | Severe | Eyes | Blindness | Flash Blinded | Bandage Eyes | Blindfold for 10 minutes after recovery |
| 9 | | Yellow | Severe | Left Ear | Loss of balance Bleeding Deafness | Ruptured Eardrum | Bandage Ear | Balance returns 10 minutes after recovery |
| 9 | | Green | Severe | Right Ear | Loss of Balance Bleeding Deafness | Ruptured Eardrum | Bandage Ear | Balance returns 10 minutes after recovery |
| 9 | | Blue | Severe | Neck | Bleeding | Abrasions | Bandage Neck | Not too tight |
| 9 | | Purple | Severe | Left Shoulder | Pain | Dislocated Shoulder | Immobilise Arm | Trauma Surgeon may attempt to relocate |
| 9 | | Pink | Severe | Right Shoulder | Pain | Dislocated Shoulder | Immobilise Arm | Trauma Surgeon May attempt to relocate |
| 7 | Brown | Brown | Severe | Left Arm | Pain | Broken Arm | Immobilise Arm | May not use arm to carry/hold/use weapon |
| 7 | | Orange | Severe | Right Arm | Pain | Broken Arm | Immobilise Arm | May not use arm to carry/hold/use weapon |
| 7 | | Yellow | Severe | Left Hand | Pain | Broken Fingers | Strap fingers together | May not fire gun with hand |
| 7 | | Green | Severe | Right Hand | Pain | Broken Fingers | Strap fingers together | May not fire gun with hand |
| 7 | | Blue | Severe | Chest | sucking/gurgling | Sucking Chest Wound | Bandage wound non-porous material | |
| 7 | | Purple | Severe | Abdomen | Bleeding | Abrasions | Bandage abdomen | |
| 7 | | Pink | Severe | Left Leg | Pain | Broken Leg | Immobilise Leg | May not walk without aid |
| 5 | Orange | Orange | Severe | Right Leg | Pain | Broken Leg | Immobilise Leg | May not walk without aid |
| 5 | | Yellow | Severe | Left Foot | Pain | Broken Toes | Painkiller | Take painkiller every hour |
| 5 | | Green | Severe | Right Foot | Pain | Broken Toes | Painkiller | Take painkiller every hour |
| 5 | | Blue | Slight | Head | Confusion | Minor Concussion | Tranquilliser | |
| 5 | | Purple | Slight | Eyes | Blinded | Dazzled | Rest | Only if not wearing eye protection |
| 5 | | Pink | Slight | Left Ear | Bleeding Deafness | Hearing Damage | Rest | |
| 4 | Yellow | Yellow | Slight | Right Ear | Bleeding Deafness | Hearing Damage | Rest | |
| 4 | | Green | Slight | Neck | Bleeding | Abrasions | Bandage Neck | Not too tight |
| 4 | | Blue | Slight | Left Shoulder | Arm is painful | Strained Shoulder | Immobilise Arm for 10 minutes | No firing gun with this arm for 10 minutes |
| 4 | | Purple | Slight | Right Shoulder | Arm is painful | Strained Shoulder | Immobilise Arm for 10 minutes | No firing gun with this arm for 10 minutes |
| 4 | | Pink | Slight | Left Arm | Arm Painful | Strain | Painkiller | |
| 3 | Green | Green | Slight | Right Arm | Arm Painful | Strain | Painkiller | Draw another random smartie, if green you are addicted and require 1 green smartie every 10 minutes until cured |
| 3 | | Blue | Slight | Left Hand | Hand is painful | Broken Fingers | Strap fingers together | May not fire gun with hand |
| 3 | | Purple | Slight | Right Hand | Hand is painful | Broken Fingers | Strap fingers together | May not fire gun with hand |
| 3 | | Pink | Slight | Chest | Winded | Winded | Rest | No running for 10 minutes |
| 2 | Blue | Blue | Slight | Abdomen | Nauseous | Concussion to stomach | Rest | Vomit meal preferably over nearby player |
| 2 | | Purple | Slight | Left Leg | Leg Painful | Strain | Painkiller | No running for 10 minutes |
| 2 | | Pink | Slight | Right Leg | Leg Painful | Strain | Painkiller | No running for 10 minutes |
| 1 | Purple | Purple | Slight | Left Foot | Pain | Broken Toes | Painkiller | Take painkiller every hour |
| 1 | | Pink | Slight | Right Foot | Pain | Broken Toes | Painkiller | Take painkiller every hour |
| 0 | Pink | Pink | None | None | None | None | None | You got off lucky |

If no bandage is available, recovery time is increased by 5 minutes