

Dropzone 2019

Time Agency and High Frontier May 24th - 27th



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Chairman's Greeting

Welcome to Dropzone!

Thank you for booking for Dropzone 2019! This is the 27th Dropzone, running annually since 1992, which makes us one of the longest running LRP events in the UK. This year sees us return to the Gunman airsoft site at Eversley in Hampshire. With its varied terrain and selection of built environments, this site offers many possibilities for our game organisers, much more than was possible at Harmer Green.

This year, we are returning to the idea of having themed games in a common setting and we give you not one, but two, themes.

Our first theme, running all day on Saturday, is brand new and is called the Time Agency. Huge thanks to Claire Barclay and David Dorward, who have written a game runner and player guide, as well as a comprehensive background, from scratch. Players take on the role of agents and operatives who patrol history, seeking to prevent accidental or malicious changes to the timeline.

Secondly, we have a day of games set in the High Frontier universe as rebooted and updated by Paul Watson and James Bloodworth, among others. James has completely rewritten the High Frontier guidebook and I regard it as essential reading for anyone planning to run a game in this setting, as well as a handy guide for all players.

As always, Dropzone and all the other events are only possible because of the people who are prepared to give up a great deal of their time and energy to create and run games. Our thanks in particular to James Bloodworth, Andy Flood, Dai Rees, Claire Barclay, Eddie King, James Barclay, Paul Watson and Shaun Danby.



Welcome to Dropzone XXVII

Dropzone 2019 Takes place over the late May bank holiday weekend:
Friday 24th - Monday 27th May 2019

The event is being held at Gunman Airsoft, Eversley, Hampshire

A few reminders:

- The site opens from 2pm on 24th May and we need to be off site by 11am on 27th May.
- The event is not open to anyone under the age of 18 due to insurance constraints
- Camping is on site and is recommended (also, the Gunman Airsoft guys get lonely without us). There is space for tents, campervans and, if you want to, sleeping in your car. I would, however advise against a caravan due to the nature of the track to the site. There will be “noisy” and “quiet” camping areas. Please see a committee member or someone that attended last year, upon arrival, for more details.
- Camp stoves should be used in accordance with safety guidelines and care should be taken to ensure we can return to Eversley by not burning it down.
- There will be a Barbeque on the Saturday evening (burgers and sausages as well as a veggie option) and lots of salad, all included in your ticket price!
- No campfires are allowed but there will most likely be bonfires each night in one of the “villages” for socialising after a busy day of gaming. BYOB.
- There will be portaloos and solar showers on site as well as a constantly boiling kettle in the team room.
- There is a supermarket nearby for many of your other needs.
- Bring plenty of drinking water (although there will be some on site) and portable water system (e.g. camelbak) if you have one
- It should go without saying, that this is a non-contact LRP and **actual** (not pretend) violent or abusive behaviour will not be tolerated.
- Any out of character issues should be brought to the attention of a committee member as soon as possible
- First aiders kindly ask that you all wear underwear to this event.

More information about conduct and site rules can be found later in this booklet.

Please note, if you require a black and white only copy of this booklet, one is available from the Dropzone coordinator, Claire Barclay. Just email firstcowinspace@googlemail.com with your request.



Friday 24th May 21:00 hrs

North vs South

By Andy Flood & James Bloodworth

The romance, the action, the adventure, the costumes of the American civil war..... you'll find none of that here, just a light hearted poke at traditional rivalries.

In order to settle the age old argument of which end of the UK is best, the government has declared a "no holds barred" competition of North vs South, ecky thump vs awight guvnor (they may even find some bad news to bury while the competition is taking place).

The two teams will compete to complete a series of goals to prove which end of the UK is best.

Players should be divided in to teams by their geographical origin. Those from border areas or other lands will be divided among the teams to even any disparity of numbers.

Costume

The teams may dress however they wish, so long as their individual costumes have some stereotypical elements of regional dress, either historical or modern.

The arbitrary dividing line will be drawn at Luton. For the purposes of this game East Anglia will count as "South" and Wales as "North".

Medical System (and other rules in effect)

Reset your sensor when you reach a respawn point



Saturday 25th May 10:00 hrs

“Operation Hephaestus”

Rise of an Empire

By Dai Rees

Time Window Target – 10:00 Thursday May 25th 1899

The British Empire appears to be at its zenith! Recent conquests in The Middle East, Africa and Australasia have resulted in over 1/3 of the World’s population living under British rule. Her Imperial Majesty, Queen Victoria, Empress of India and of Africa, is attending the demonstration of the ‘Watkins Wonder’ a new land vehicle for the Army.

This supposedly ‘ground breaking’ machine comes from the same company that built the Watkins sub-machine gun, and the automaton artillery, partly responsible for the recent victories in Africa and Afghanistan.

Costume

The Royal Party including Her Imperial Majesty - Civilian clothes

British soldiers - Khaki combats

Foreign Dignitaries/Observers (multiple nationalities)

Time Agents – Black Suit-like clothes

Time Operatives – Black Combats

Medical System (and other rules in effect)

SIAB

SAMS

H-Bomb Explosives and Demolitions system

You can find the rules for these here: <https://www.firefight.org.uk/documents/>

Time Team need to identify objects and individuals of interest, and formulate a plan to ensure no further disruption of the timeline.

For specific roles please contact Dai Rees <mailto:dai.rees42@gmail.com>



Saturday 25th May 14:00 hrs

“Operation Aion”

Recovering Past Renown

By Dai Rees

Time Window Target – 14:00 Monday May 25th 1970

Against the background of the Space Race, and continued ‘Proxy Wars’ across the globe; British prestige and renown is dwindling. In order to boost Britain’s reputation, the British Rocket Group are attempting to Power up a ‘Relic’ recently unearthed from a London Bomb site.

Costume

British Rocket Group Scientists - Civilian clothes, overalls or white coats.

British Soldiers – Khaki combats or British DPM (American Woodland)

CIA – Suits or shirtsleeves/blouse plus tie

Russian/East German agents – Civilian clothes

Time

Agents - Black suit-like clothes, white shirt

Time Operatives – Black Combats

Medical System (and other rules in effect)

SIAB

SAMS

H-bomb Explosives and Demolitions system

You can find the rules for these here: <https://www.firefight.org.uk/documents/>

Time Team need to identify objects and individuals, and formulate a plan to repair damage to the timeline.

For specific roles please contact Dai Rees <mailto:dai.rees42@gmail.com>



Saturday 25th May 20:00

“Operation Zeus”

We All Fall Down

By Claire Barclay

WARNING: STROBE LIGHTS WILL BE USED FOR PART OF THIS GAME.
It is your responsibility to let game organisers know if you are prone to epileptic seizures PRIOR to attending Dropzone.

All hands on deck! Emergency procedures in place!

Things have been changing; something is badly wrong. You have been chosen to fight the enemies of Jupiter and prevent a catastrophic paradox that could see all of time destroyed. Will you prevent destruction on a massive scale or will fate dictate the end of times? Will there be a “home” to go back to or will you be stranded, unable to go home at all? Join the Time Agency and protect all of civilisation!

Costumes

Time Agents - Black suit-like clothes, white shirt

Time Operatives - Black combats

Medical System (and other rules in effect)

SIAB

H-Bomb explosives and demolition system

You can find the rules for these here: <https://www.firefight.org.uk/documents/>

NPCs required

Time Agency to identify objects and individuals, and formulate a plan to repair damage to the timeline.

For specific roles or other queries please contact Claire Barclay

firstcowinspace@googlemail.com



Sunday 26th May 10:00 hrs

Trouble on AB245

By Eddie King

The Marine Corps of the ship Excalibur have just finished a rescue mission on a mining planet, designated AB962.

The mission was to rescue a Wayland-Yutani representative with his security retinue. The rep had got himself into a rather sticky situation with a dispute over miners' pay.

All work on the planet had stopped and the miners had started rioting.

The Marines were called in to restore the peace and extract the rep from the planet.

Everything went according to plan except for a few injuries and the lieutenant getting hit in the head by a flying lump of ore that one of the miners threw when the riot started.

En route home from AB962 all crew and guests are in suspended animation.

The Excalibur on-board computer picked up a distress beacon from AB425.

Standing Marine Corps orders are to respond to any and all distress signals received.

The computer changed course and diverted the Excalibur to AB425.

On arrival to planet AB425 the first crew member to be resuscitated, as always, was the synthetic science officer.

The next person to be resuscitated was the Wayland-Yutani rep, then the marines.

All crew were then briefed on the situation.

Distress Signal intercepted message as follows:

Wayland-Yutani transport ship Tiger has crashed on AB425 reason unknown.....

Transport ship Tiger crew status is unknown.....

Status of cargo on transport ship Tiger is unknown.....

Transmission end

Other information

AB425 was terraformed by a Wayland-Yutani colony in order to create an atmosphere capable of sustaining life.

The colony was created 100 years ago making the current colonists 7th generation.

The terraforming has transformed the AB425 into a lush forest planet and no longer needed; the atmosphere processor was shut down and abandoned.

All original colony buildings have been dismantled and the materials recycled into the new settlement in the woods.

Not all of the colonists stayed on planet; some moved on to terraform other worlds elsewhere.



Costumes

Marine Corps - Multicam/British MTP with armour

Wayland-Yutani security - Blacks with armour

NPCs - Blacks

Medical System (and other rules in effect)

SAMS 2

H-bomb Explosives and Demolitions system

For specific roles please contact Eddie King eddiethepanda@hotmail.co.uk



Sunday 26th May 14:00 hrs

Sharp Sticks and Harsh Language

By Paul Watson

A meteor strike, personnel cryo-chambers jettisoned into the atmosphere of an earth-like planet whilst automatic systems begin repairs. Team will awaken slightly confused and lost. Is the planet as harmless as it seems? Is there any way back to the ship? Where are your weapons? All these answers and more during the game.

This game is set immediately after Trouble on AB425, therefore it is recommended that you play on with the same character.

Costumes

Marine Corps - Multicam/British MTP with armour

Wayland-Yutani security - Blacks with armour

NPCs - Blacks

Medical System (and other rules in effect)

SAMS 2

H-bomb Explosives and Demolitions system

If you have any queries please contact Paul Watson



Sunday 26th May 20:00 hrs

Tangled Web

By Shaun Danby

When a group of holidaymakers, including an ex-Senator and a Member of the British Parliament fail to return from an exclusive resort planet run by Delos Corporation, the FSA and the ISPF are alerted by friends and family.

Mounting a mission to the outer zone would stretch even the combined resources of the Marshalls office and the Star Cops. With the help of the ICC calling upon the US Colonial forces, a joint task force is set up. There is no shortage of Marine units willing to volunteer for a rescue mission to an exclusive resort world, affordable only by the Ultra-Rich of society.

Player roles

- USCM team 1 (1st Battalion, 9th Regiment Echo Company) 10 (12 Max)
- USCM team 2 (2nd Battalion Sierra Team) **scripted** 10 (12 Max)
- FSA investigation team 1 (2 Max)
- ISPF Investigation team 2 (3 Max)
- ICC inspector(s) 1 (2 Max)
- ICC Security 1 (2 Max)
- Private Investigator(s) engaged by the Resorts Administrator 1 (2 Max)
- Private Investigator(s) Security team 1 (2 Max)
- Other Scripted PCs (Please contact Organiser) 3 (4 Max)

USCM team make-up generally similar to that from *Aliens*

NPCs

Various roles (Please contact Shaun Danby)

Costume: Black's etc. (Please contact Shaun Danby)

For more teaser information go to:

<https://www.facebook.com/High-Frontier-Tangled-Web-367117504038168/>



Site Information & Directions



Directions

Address: Gunman Airsoft Eversley, The Welsh Dr, Eversley, Hook RG27 0PX.

In Google Maps type in Gunman Airsoft Eversley for map and directions (do still go to the end of this section for more info regarding finding the site). If using a satnav device, type in the full address, not the postcode (the postcode will get you pretty close but not close enough for a prize! See the end of this section for more info).

If you are travelling from the South (including South West and South Coast), leave the M27 and take the M3 (Junction 4) towards London/Winchester. Take Junction 5 from the M3 the A287/B3349 to Hook. At the roundabout take the 2nd exit onto Griffin Way/B3349. At the roundabout take the 2nd exit and stay on Griffin Way/B3349. At the roundabout take the 3rd exit onto London Road/A30. At the roundabout take the 1st exit onto A327. Turn left onto The Welsh Drive (see the end of this section for more info).

If you are travelling from London or via the M25, take the M3 exit (Junction 12). Take the A322 exit towards Woking/Bracknell/Lightwater. At the roundabout take the 3rd exit onto A322. Turn left onto New Road/B3029. At the roundabout, take the 2nd exit onto Guildford Road/B3029 (go through 1 roundabout). Turn left onto London Road/A30. Slight right to stay on London Road/A30. At "The Meadows" roundabout, take the 2nd exit and stay on London Road/A30. At the roundabout, take the 3rd exit onto A30. Continue onto Hartford Bridge Flats /A30. At the roundabout, take the 2nd exit onto A327. Turn left onto The Welsh Drive (see the end of this section for more info).

If you are coming from the North (but avoiding M25 on a bank holiday weekend) follow the M1 South East. At junction 15A take the A43 exit and continue onto the A43. At the roundabout take the 2nd exit and stay on A43. At the next roundabout, take the 2nd exit and stay on the A43. At the next roundabout take the first exit and stay on A43. At the (you



guessed it!) next roundabout take the 2nd exit onto Towcester bypass/A43. At the roundabout (yes, another one) take the 2nd exit onto A43. At the next roundabout, take the 2nd exit Brackley bypass/A43. At the next roundabout, take the 2nd exit and stay on Brackley bypass/A43. At the roundabout (and another), take the 1st exit onto A43. At the next roundabout take the 2nd exit and stay on the A43. At Barleymow Roundabout, take the 2nd exit and stay on A43. At the roundabout take the 2nd exit and stay on A43. At Cherwell Roundabout, take the first exit onto the M40 slip road. Continue on to exit 10. Merge onto M40.

At this point you have a choice: M40 or A34

<p>M40 At junction 4, take the A404 exit to High Wycombe/Marlow/Maidenhead. At the roundabout, take the 2nd exit onto A404. At the roundabout take the 3rd exit. Keep right to continue on A404(M), follow signs for Reading/Slough/Windsor/M4. At the roundabout take the 3rd exit onto the M4 slip road. Merge onto M4. At junction 10, exit onto A329(M) towards Reading (E). Take the exit towards Winnersh/Woodley/Earley/A329. At the roundabout, take the 2nd exit onto Wharfdale Road. Use the left 2 lanes to turn slightly left towards A3290. Use any lane to turn left onto A3290. Continue straight onto B3270. At the roundabout, take the 1st exit onto Mill Lane. At the roundabout, take the 3rd exit onto Mole Road/B3030. Continue to follow the B3030. At the roundabout, take the 3rd exit onto Eversley Road/A327. At the roundabout, take the 3rd exit and stay on Eversley Road/A327. At the roundabout take the 2nd exit and stay on Eversley Road/A327. At the roundabout, take the 2nd exit and stay on A327. Turn right onto The Welsh Drive (see the end of this section for more info).</p>	<p>A34 At junction 9, use the left 2 lanes to take the A34/A41 exit to Bicester/Aylesbury/Oxford/Newbury. At the roundabout, take the 3rd exit onto A34. Take the exit towards Chieveley/M4. At the roundabout, take the 1st exit onto the M4 slip road to London/Reading. Merge onto M4. At junction 11, use the 2nd from the left lane to take the A33 exit to Reading (Cen&S)/Basingstoke. At the roundabout, take the 4th exit onto Basingstoke Road/A33. At the roundabout, take the 2nd exit onto Basingstoke Road/A33. Turn left onto The Causeway. At the roundabout, continue straight onto B3011. Turn left onto Bramshill road. Turn right and keep left to continue on The Welsh Drive (see the end of this section for more info).</p>
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Please note that once on The Welsh Drive, look for the quarry entrance where you will see (if you are lucky) a well camouflaged, short, squat gas bottle proclaiming "Gunman Airsoft". It may look like you shouldn't be taking this little quarry track but, trust me, you should!

The site will be open to us from 3pm
Please all drive safely!



Code of Conduct and Site Rules

1. All players of DROPZONE must read and adhere to these regulations. For insurance and legal reasons you must be over eighteen years of age and must have completed a DROPZONE booking form before being able to take part in the event.
2. Be courteous and polite to any members of public that may stray onto the event site. Go out of your way to allay any fears and never intimidate, alienate, threaten, be abusive or point any weapon towards them.
3. No weapon is to be carried or displayed off the event site and they must be packed away out of sight during transit.
4. Once you are geared up, do not move outside of the event site.
5. Do not move, remove, damage or sabotage any of the sites fixtures and fittings. Likewise never touch, loot or disable the property of other players without their permission. Lootable props may be included as part of any one scenario or an overall scenario.
6. Please respect and obey the rulings of the game refs, abide by the rules of the game and the law of the land. These regulations are to be considered always in force, unless otherwise stated.
7. No illegal substances to be allowed on site.
8. Do not bring any replica guns, blank firing guns, starter pistols or any illegal knife to the event.
9. No smoke bombs or other pyrotechnics will be allowed on site with the exception of those authorised for use on adventures.
10. Keep litter to a minimum and dispose of all litter from your camping area at the end of the weekend (bins and bags will be provided).
11. No Campfires are allowed (even for cooking purposes) except at the designated fire pit. You can't miss it - it's the one full of 'refreshed' taggers.
12. No alcohol should be consumed before or during any of the scheduled games put on at Dropzone 2019 and none should be taken out into the field



Safety, Health and First Aid

Your personal fitness is your own responsibility; however, it would be appreciated if you would advise us in advance of any special needs or problems. You can do this by contacting us through the Firefight Facebook page or directly contact the Dropzone co-ordinator, Claire Barclay firstcowinspace@googlemail.com .

Please remember that live role-play games are both physically demanding and potentially dangerous activities. It would be greatly appreciated if you would let us know, in advance, of any medical qualifications you possess and if you would be happy to volunteer your services as a first aider for the weekend.

A comprehensive first aid kit will be placed in an advertised location and first aiders will be identified at the start of each game.

Emergency Whistle Signals:

In order to facilitate communications over the whole of site, ALL players must carry a whistle. The whistle signals are as follows, please learn them:

Game start: 1 whistle blast and/or call of 'time in'

Game over: 3 long blasts on the whistle (only to be done by or at the request of a game organiser).

Emergency: Continuous blasts on whistles: stop play and close on the whistle blower's location.

For night games, all players **MUST** carry a torch and a whistle.



Equipment Hire

The committee have arranged a strictly limited number of guns and sensors for hire. The conditions of hire are as follows:

1. There is a flat fee of £10 per item for the whole weekend. This includes the cost of one brand new, good quality set of appropriate batteries for the piece of equipment in question. This fee applies regardless of the time during the weekend at which the equipment is issued. (For example, if the equipment is hired on the Friday the fee is £10, if the equipment is hired on the Sunday afternoon, the fee is £10).
2. Extra batteries required are the responsibility of the person hiring the equipment. Please note if you are hiring a sensor, you will have to change the battery at some point over the weekend, possibly more than once.
3. In addition to the hire fee, a returnable deposit for each item will be required before any item of equipment is issued. The deposit required is £30 in the form of cash or a cheque (sorry no IOUs). Please note this is per item of equipment, if you hire a gun and a sensor, the combined deposit will be $£30 \times 2 = £60$ (plus $£10 \times 2 = £20$ non-returnable hire fee).
4. The deposit is to cover breakage or loss; you must return the item to either Jenny Watson or Simon Barker only. If you hand the item to anyone else to return, it is still your responsibility.
5. Deposits will only be returned to the person who originally paid them, and at the discretion of those persons named in rule 4 after a thorough inspection of the returned item. Please note that in many cases you are borrowing individuals' own personal kit, it does not belong to Dropzone and has been loaned as a contribution to the hobby. It is only fair that the equipment is returned in a fully functional condition.



What to Bring

As well as your many rifles, pistols, sensors, trebuchets etc., any fireside “refreshments” you may require for night time relaxation and your delightful conversational skills, it might be a good idea to bring the items on the following list. Please feel free to add other items to your personal list as appropriate:

- Printouts of any information from this booklet you may need
- All of your player/NPC costumes
- Lasertag sensor and guns (plus spares if you have them)
- Spare batteries
- Bandages (for SAMS 4 medical system. 2/3 each, 1.2 m x 10 cm approx)
- Drinking water and portable water system (e.g. camelbak/bottles)
- Food and drink (non-alcoholic)
- Tent
- Sleeping bag & bedding
- Camp cooking equipment (make sure you have enough gas!)
- Eating utensils
- Toilet roll (in case we do run out)
- Spare warm clothes (if you were at DZ2018, feel free to laugh here)
- Torch (you must carry a torch on night games)
- Whistle (you must carry a whistle on all games)
- Personal medication, if required (please advise us in advance if you have special medical needs or problems)
- Insect repellent (DEET is recommended - yes it really is that bad)
- Sunscreen
- Hat
- Underwear



Local Facilities

Turning right onto the A327 and heading south will bring you to a roundabout on the A30. Turn left here and head towards Camberley. After three roundabouts, you will pass a Shell petrol station. Immediately beyond that is a Tesco Express.

Further on there is a crossroads with traffic lights – going left will give you an Aldi, going right will give you a Lidl, and going straight on will give you another set of lights. Turning left here will give you some local takeaways (Grandma Buggins' is a local landmark...). If you continue straight on at these lights, you will find yourselves at the Meadows roundabout, just off which is a 24hr Tesco and an M&S with foodhall.

Heading on into Camberley will provide all sorts, from KFC to Nepalese. If you have any further questions, speak to Ali and Justin, they're locals!



SIAB

As Time agency uses SIAB for the medical system, I thought I ought to include a little about it here. GMs and anyone playing a Field Medic or Trauma Surgeon should familiarise themselves with the SIAB manual which can be found here:

<https://www.firefight.org.uk/documents/>

In brief, the SIAB will diagnose the patient, assess the severity of the injury and the time it will take to recover. This information can be sent to the sensor which will commence a countdown, beeping every minute until fully recovered. The sensor will then make a sound similar to the start-up notification.

If after diagnosis, the SIAB determines that you have suffered a critical injury, please find a GM as soon as you can.

SAMS 2011 – by Tim Atkinson (Feb 2011)



Introduction

SAMS does not stipulate things such as number of hits or armour but simply offers recommendations for the guidance of referees.

Credits

While SAMS is a lot of Tim's own work, many others have influenced its 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

Recommendation 1: A basic player has 3 hits, plus armour or other similar protection

Recommendation 2: +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 to a maximum of 6 hits total.

Please note that individual game organisers may require that you are on a different number of hits to begin with and additional armour bonuses may also be different.

Standard system

Casualty Timeline	Zero Hits (unconscious)	Some Hits Remaining (Walking wounded)
Casualty Wounded	Casualty falls to the floor. Apart from a “dying yell”, casualty may not interact with any other players except one attempting to perform medical treatment. You MAY NOT reload your weapon during this time (if it reloads automatically, e.g. star rifle, that is fine)	Casualty behaves as they feel fit.
	If no action for 20 minutes, casualty becomes a corpse (See CPR)	
Casualty Treated with SAMS	Casualty remains unconscious for the stipulated period. Casualty MAY NOT interact in game context.	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 (as appropriate for the game).	Casualty regains full hits and may reset sensor appropriately if not engaged in a firefight or other game context
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

Player Classes

In SAMS based games, players ALL fall into one of the four player character types:

1. **Totally unskilled** - If you have no skill you should administer **3** treatments.
2. **First aider/Responder** - If you wish to try, you can administer **2** treatments, OR you may stabilise the casualty by administering **1** painkiller pill which will reset the “bleed out” time to 20 mins to give time for a **Medic** to administer treatment.
3. **Medic** - You may complete **1** treatment.



4. **Trauma Surgeon** - A trauma surgeon may make treatments like a **Medic** with all effects reduced by **50%** (round down if necessary). In addition a **Trauma Surgeon** may, by administering one Smartie of each colour (7 Smarties in total), remove one bandage or impediment from a “walking wounded” casualty. This process carries a delay of 7 minutes, during which time, the **Trauma Surgeon** must remain in physical contact with the casualty (always check that players are happy to be touched - the action requires you to hold hands, if not, have contact with a piece of kit such as webbing). Any loss of physical contact and the process has to be started from scratch.

SAMS 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 roleplaying purposes the Smarties (as coloured) have the following effects:

Red	Anaesthetic	1 per 10 mins , too many causes a lethal overdose unless adrenaline is administered
Brown	Hallucinogen	Subject must roleplay visual and auditory hallucinations for 10 mins
Orange	Adrenaline	Boosts system - no more than 1 per 10 mins or heart attack occurs. If so follow CPR rule
Yellow	Tranquilisers	Subject calms down but does not fall unconscious. Lasts for 10 mins
Green	Stimulant	Counteracts the effects of tranquilisers. If more than 1 taken per 10 mins, draw a Smartie at random. If the Smartie is green, the subject becomes addicted and needs a green Smartie every 10 mins otherwise behaviour becomes violent and erratic
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 mins
Pink	Painkiller	Effect lasts 10 mins

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 (always check that players are happy to be touched - the action requires you to hold hands, if not, have contact with a piece of kit such as webbing). 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

Trauma Surgeon players may remove any long lasting hits from players by performing the following operation – The surgeon must remain in physical contact with the player for 10 minutes, the surgeon must administer one of each coloured smartie to the player so 7 in all red, brown, orange, yellow, green, purple and pink.

Instead of merely “holding hands” the Surgeon character may use a game of operation or one of the “Morton Bullet Boxes” first 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. Administer one Smartie and the casualty waits for the following time delay before re-entering the game.



Basic SAMS

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	6 mins/count to 600
Brown	5 mins/count to 500
Orange	4 mins/count to 400
Yellow	3 mins/count to 300
Green	2 mins/count to 200
Purple	1 min/count to 100
Pink	No delay

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.



Standard SAMS

Time (mins)	Colour 1	Colour 2	Type	Location	Symptom	Condition	Treatment	Notes
6	Red	Red	Severe	All over	No life signs	Dead	None	Trauma Surgeon may attempt CPR
6	Red	Brown	Severe	Head	Minor abrasions on head	Concussion	Bandage head	Lose memory for the 10 mins prior to wound
6	Red	Orange	Severe	Eyes	Blindness	Flash blinded	Bandage eyes	Remove blindfold 10 mins after recovery of consciousness
6	Red	Yellow	Severe	Left ear	Poor hearing/ loss of balance/ bleeding from the ear	Ruptured eardrum	Bandage ear	Balance returns 10 mins after recovery of conscious
6	Red	Green	Severe	Right ear	Poor hearing/ loss of balance/ bleeding from the ear	Ruptured eardrum	Bandage ear	Balance returns 10 mins after recovery of conscious
6	Red	Purple	Severe	Neck	Bleeding from neck	Abrasions	Bandage neck	Not too tight!
6	Red	Pink	Severe	Left shoulder	Lose major mobility in arm	Dislocated Shoulder	Immobilise arm	Trauma Surgeon may try to relocate



5	Brown	Brown	Severe	Right shoulder	Lose major mobility in arm	Dislocated Shoulder	Immobilise arm	Trauma Surgeon may try to relocate
5	Brown	Orange	Severe	Left arm	Arm is useless	Broken arm	Immobilise arm	May not use arm to carry/hold/use weapon
5	Brown	Yellow	Severe	Right arm	Arm is useless	Broken arm	Immobilise arm	May not use arm to carry/hold/use weapon
5	Brown	Green	Severe	Left hand	Hand is useless	Broken fingers	Strap fingers together	May not fire gun with hand
5	Brown	Purple	Severe	Right hand	Hand is useless	Broken fingers	Strap fingers together	May not fire gun with hand
5	Brown	Pink	Severe	Chest	Sucking/gurgling from chest	Sucking chest wound	Seal wound with non-porous material	
4	Orange	Orange	Severe	Abdomen	Bleeding from the abdomen	Abrasions	Bandage abdomen	
4	Orange	Yellow	Severe	Left leg	Leg is useless	Broken leg	Immobilise leg	May not walk without aid
4	Orange	Green	Severe	Right leg	Leg is useless	Broken leg	Immobilise leg	May not walk without aid
4	Orange	Purple	Severe	Left foot	Foot is useless	Broken toes	Painkiller	Take painkiller every hour
4	Orange	Pink	Severe	Right foot	Foot is useless	Broken toes	Painkiller	Take painkiller every hour

3	Yellow	Yellow	Slight	Head	Dazed and confused	Minor concussion	Tranquiliser	
3	Yellow	Green	Slight	Eyes	Blinded	Dazzled	Rest	Only if not wearing eye protection
3	Yellow	Purple	Slight	Ears	Bleeding from ear	Hearing damage	Rest	
3	Yellow	Pink	Slight	Left arm	Arm painful	Strain	Painkiller	
2	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 mins until you are cured
2	Green	Purple	Slight	Chest	Winded	Winded	Rest	No running for 10 mins
2	Green	Pink	Slight	Abdomen	Nauseous	Concussion to the stomach	Rest	Vomit meal, preferably over nearby player
1	Purple	Purple	Slight	Left leg	Leg painful	Strain	Painkiller	No running for 10 mins
1	Purple	Pink	Slight	Right leg	Leg painful	Strain	Painkiller	No running for 10 mins
0	Pink	Pink	None	None	None	None	None	You got off lucky

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



H-Bomb Explosives and Demolition System - By H

These rules are optional. As with Coup De Grace and Point blank, pre-game briefings will state whether explosives rules are in or out.

Only Characters with the DEMOLITIONS skill or character class can PLANT or DEFUSE explosives. Individual game organisers will decide if/how the ability is available to player characters.

These rules use Phys-Rep non-functioning props to simulate explosives. A Referee or Game Organiser adjudicates detonation effects.

Surveying the Target

Explosives can be used to BREACH or DESTROY targets.

BREACH – Blow open a door or blow a hole in a wall or fence.

DESTROY – Blow up a bridge, building, generator etc.

Explosives come in blocks of C4 type PE or bundles of TNT sticks. The following numbers of charges are needed to damage the following materials:

MATERIAL	TO BREACH	TO DESTROY
WOOD	1	2
CONCRETE	2	4
STEEL	3	6
'SPECIAL'	4	8

(A 'Special' material might be an advanced, alien or supernatural substance that is unusually tough).

It takes twice as much explosive to DESTROY a target as it does to BREACH one. For example, it takes 1 block of C4 to blow open a wooden door, and 2 to blow up a wooden shack.

Laying Charges

1. Emplace the charge
 - Attach the correct number of charges to the target with duct tape etc.
2. Prime the charge
 - Screw in the detonator to make the charge live.
3. Attach detonation method
 - a. Manual push button/plunger detonator attached to the charge by det-cord.
 - b. Timer device, set to explode after a given time.



- c. Radio detonator/receiver unit (strapped to charge). Charge can be triggered from anywhere on site.

4: Detonate the explosives

If manual detonation, shout "Fire in the hole" 3 times and shout BOOM! If timer detonation, timer alarm indicates detonation. Radio detonation requires Referee to announce the effect.

Props List

Demo Kit Contents (Modern/Near Future style)

C4 CHARGES (x6)

Phys-repped by a block of wood measuring 2"x1.5"x11" painted White, Green, Yellow or Black (C4 comes in a variety of wrappers). A hole at least 1.5" deep should be drilled in one end to accept a DETONATOR which is screwed in. 6 Blocks of C4 is the standard load, but individual game organisers may choose to change this.

DETONATORS / BLASTING CAPS (x6)

Phys-repped with carriage bolts which have to be screwed in to the charge to make it 'live'. TOOL KIT Pliers, multitools, etc. that might be useful to a player character, plus gaffer or Duct Tape to attach charges.

DETONATION MEANS

Can be a manual push button/plunger detonator attached to the charge by Det-cord (clothes line), a Timer (kitchen/egg timer) or a push button 'radio' detonator transmitting to a separate receiver unit attached to the charge.

