**GRUNTZ: COMBAT RULES**

**Getting shot**

Being hit in combat does not necessarily mean death. It does however mean falling on your ass. Each time your character is hit by any form of kinetic impact, you must immediately fall prone and make an appropriate noise!

**Where’d they hit you?**

Hopefully you will know where you’ve been hit, but you may have to conjure some common sense from somewhere if you have been hit by multiple weapons, a spray of automatic fire or caught in an explosion. Give yourself a few seconds of writhing on the ground to figure things out before making a decision.

**Are you armoured?**

Most of the time this will be pretty easy to figure out. Rigid armour (including plastic or ceramic plates, hard foam, metal etc.) will deflect most small-arms fire and reduce damage from fragmentation grenades and explosions, while light armour (soft plastic, ballistic fibre fabric, etc.) will reduce damage from most small-arms fire.

The key here is to not be a douche! Yes your body armour may have saved your lung from being blown through your spine, but you’ll have bruises, maybe broken ribs, and will certainly be in a bad mood. You must also remember that wearing armour doesn’t make you Robocop. Playing the mechanics and simply shaking off shots all day long won’t be earning you any bad ass points in Gruntz!

**Medic!**

Right, so you’ve been hit, and after a few seconds deliberation, you have decided it’s pretty serious. Kudos to you (and an instant bad ass point)! Now if you believe you are still conscious (so no sniper rifle shots to the face etc.) you can start calling for a medic. Once you do this, you no longer have control over determining how serious your injury is. You’re in the hands of your corpsman now.

***A Note on explosions***

If you are caught within the blast radius of a grenade or other such explosive device, you will always need a medic, unless you are wearing a heavy EOD suit or something similar. Medics will take your armour coverage into account.

**Treatment**

So you’re the corpsman trying to patch me up, right? OK, first thing you got to do is question the patient. Make it quick, ask where they’d been hit, if they know what by, stuff like that. If the patient is unconscious you are going to have to make the judgement yourself (maybe ask a few basic ooc questions like “what can I see?” etc.) Now you have to examine the wounds. Once these basic steps have been taken, you have a choice of four diagnoses:

***Light Wound - Walk it off Marine!***

You just need a bucket of pain meds, some coagulant spray (a foul smelling deodorant works well) and a stick of gum. You’ll be limping around for a while maybe, or a little concussed, but just keep chewing that gum and you won’t give a shit. **Treatment Time: 2 minutes**

***Medium Wound – Stay with ME!***

OK so you’re missing a few body parts, but don’t worry, I can just put these back in here like this…that’s it! I’m going to have to clamp that artery, probably relieve the pressure on your brain with this here hand drill. I doubt you’ll be running about, but given some in a trauma recovery booth and you’ll be right as rain. **Treatment Time: 5-10 minutes; Recovery Time: 30 minutes**

***Heavy Wound – Fuuuuuuuuuuuuuuuck!***

Umm….. I’m going to need a bucket and spade for this one. You’re in seriously bad shape, like rapping of the pearly gates. So first thing I need to do is save your brain – we can probably regrow or replace everything else. I’m going to have to put one of these life-support collars around your neck to keep you going long enough for us to cas-evac you back to a trauma recovery booth. Then I need to fix what I can to save enough organs and body parts to get you home. In the meantime, just lay there and dribble. **Treatment Time: 5-10 minutes; Recovery Time: X hours\***

***Mortal Wound – You Dead, bruh***

They should have called for a padre instead of me…

\*Recovery time is dependent on the severity of the injuries, the length and effort of medical treatment and evacuation time.

**FINAL NOTE:** You may at any time decide to die. If you believe that you have been blown to kingdom come and there is no chance of coming back from it, you may elect to die. Doing this may seem obviously self-destructive, but what grunt wouldn’t want to go out like Vasquez or Hudson, right?!