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<http://rpg.stackexchange.com/questions/2971/which-roleplaying-games-feature-realistic-combat>

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19 November 2013 16:40

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Blue Planet v2

Combat

Combat in BP is deadly. Everything you know in real life about weapons is applicable in-game. Knives - kill. Guns - kill. Grenades - kill. If combat starts and the first thing you do doesn't involve diving for cover (or some similar defensive action) you most likely get injured or even killed.

The mechanics for handling injuries is abstract. There are "only" three degrees of wounds:

- **minor**
- **serious**
- **critical**

Minor wounds impose a stacking -1 penalty on all checks. If you suffer 10 minor wounds (or stack up enough other wounds to increase the wound penalty enough) the penalty is so big that you - strictly following the rules - just cannot succeed at any given task, no matter your skill.

Serious wounds impose a stacking -2 penalty on all checks and require a check to stay conscious. A character cannot actually die from a serious wound but being incapacitated in a hostile environment is pretty lethal by itself.

Critical wounds impose a stacking -4 penalty on all checks, require a check to stay conscious *and* require a check to avoid death. You can actually die instantly from the attack, survive the attack, or slowly bleed to death.

This mechanic allows for situations that are pretty hard to simulate in other, hit point based, systems, like:

- conscious but slowly bleeding to death
- unconscious but stable
- conscious but wracked with pain and unable to get anything done

Armor works in a way that makes it (slightly) less likely for the attacker to score a serious or critical wound. Hitting is dependent on your skills and a few environmental circumstances but generally speaking there's nothing you can do if fired upon from some distance away.

Also, certain attacks are so powerful that it is really impossible for a character to survive the attack. An unarmored person being fired upon with a heavy autocannon (a vehicle mounted large caliber weapon - think something along [these lines](#)) using anti-personal ammunition would need to roll something like a -9 on a ten-sided die to not die instantly from the hit.

Healing

Healing in BP is also quite realistic. Depending on the most severe wound a character suffered he's out of order for a few hours or needs to stay in hospital for months. Note that the most severe single wound penalty (-1 for minor, -2 for severe, -4 for critical) is also applied to any checks a medical professional makes to heal a character. Someone with a critical wound is really in deep trouble.

Minor wounds are merely scratches that heal in one day.

Serious wounds are injuries that require the character to get medical attention for several weeks until the wound penalty is removed. A good medic can reduce the required time by a few days.

Critical wounds are life-threatening and require the character to be monitored and treated for months! Until the wound is completely healed the character is very likely not doing anything any time soon. A good doctor can get him out of hospital a few weeks earlier.

Dogs In the Vineyard - rather odd to bring up, but it simulates the adrenaline dump very well. You don't actually know how badly you've been hurt, so in that sense it really puts you into the role.

There is no rapid healing. If you get shot you don't magically heal that in a day or at night. Surgery is the only way to get lots of hit points back quickly, but it can impose other penalties.