Still Alive Injury And Infection Flowchart (Version 1.7)

Injury Type?

- Gunshot
- Melee
- Bite

Are the Wounds Wrapped?

- Yes
- No → **+1 Infection Dice Per Unwrapped Wound**

+1 Infection Dice Per Bite

Number of Bites?

- Less Than 5
- 5 or More → **+1 Infection Counter Per Bite** → **+1 Infection Dice For Each Limb That Has More Than 1 Bite**

3 Or More Bites On One Limb?

- Yes
- No

Roll An Infection Check For the Character. If it fails, Amputate the Limb.

Heal Wounds

Roll Any Infection Dice And Add Up Total As Infection Counters

Give Character Infection Counters

Release Patient

Infection Dice
No Skill: d12
Infection Res 1: d10
Infection Res 2: d8
Infection Res 3: d6
Infection Res 4: d4

Healing Time

Medic/Field Medic Skills
Wrapping Wound: 10 sec
Wrapping Own Wound: 20 sec

Doctor Skills
Treating Wrapped Wound: 2 min
Treating Unwrapped Wound: 5 min
Treating Chest Wound: 10 min

Surgeon Skills
Treating Wrapped Bullet Wound: 5 min
Treating Unwrapped Bullet Wound: 10 min