

REDDIT RESCUE FORCE

Official Document

Medic Manual v.1.2



Last Updated: June 17, 2014

Disclaimer: This handbook currently applies to the 'alpha' release of DayZ Standalone. As patches are applied and the game progresses along the developmental process, changes to the medical system will no doubt occur and it is our intention to amend this guide accordingly.

Corrections: Should you find an omission/error, please please send a message via the 'Message the Mods' button on the sidebar. Indicate the area within the handbook you are referring to (i.e. page number and section) and provide the updated information so that all contributors may benefit. For recommendations/ideas regarding the medic manual specifically, please also submit in this way.

Recent edit suggestions highlighted in yellow.

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Contributors: For those who have contributed through recommendations, relevant questions and supplying updated info/testing... CHEERS!! inc. /u/atropinebase, /u/eatlardfudge, /u/elgorath, /u/i_am_lukes_father, /u/Killer_Beast, /u/nvchad2, /u/ShenanigansFTW, /u/Supasouljer, /u/The_Fod, and /u/wezagred.

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1.0 - Common abbreviations and terms

All abbreviations are arranged by alphabetical order.

Ambusher - People who set up help requests or enter a TS room with the objective of locating medics at a particular area on a particular server with the intention of killing them. All confirmed/suspected/associated ambushers which the RRF has had contact with are listed in the steam blacklist document (see 'Resources' tab on RRF subreddit). These people are to be terminated with extreme prejudice... their mothers' also hate them... and they hurt kittens... plain bad people.

Bambi - Term, of dubious origin, for those players who are new to the concepts and gameplay of DayZ. These players are assumed to make basic mistakes until they become familiar with the game... treat them with some human kindness as they could be a future medic in the making.

Bandit - In the DayZ mod (and other versions) there was a morality system built-in where players who killed others, shot first and were involved in bandit activity were given a unique player skin. The term 'bandit' is often thrown around in internet forums in the **wrong context**, often being included in the same breath as hackers, ambushers, glitches, server admin rights abusers. Banditry is a legitimate permanent, or opportunistic, playstyle. However, when conducting RRF rescues and interacting with medics on the RRF TS, any banditry is contrary to the safety of our medics and patients and is not allowed in this context.

Comms - General term for communication. RRF only permits use of the RRF Teamspeak server during rescues. Can also refer to the general etiquette and efficiency of a player's communication skills in TS i.e. group leader asks for "clear comms" to listen carefully in game or to reduce noise in a TS room, etc.

Dead-drop - Where a required medical item will be dropped at a specific location on one server, to which the patient will be directed to for collection. Usually responding medics are required to view collection from a distance to insure successful collection. Advantages include being a safe rescue precaution when there is a single medic or fewer medics than patients. Also useful in situations where ambush is likely (and medics are interested to confirm suspicions) or in particularly dangerous areas. Issues arise when servers reset (losing the item to server restart completely) or if the patient cannot find the dead-drop location or is lagging and having issues collecting the item.

Desync - When your game/player is 'out of sync' with the constantly updating record of your player (and their situation) which is held on the centralized server hive. Happens so often you'd

think it was an actual deliberate aspect of DayZ gameplay. Expect invisible zombies and magically appearing players to kill/wound/bugger-your-gear whilst you are desynced.

Fresh Spawn - Players who have recently spawned and therefore have limited gear. Any player can become fresh spawn from having been killed so TREAT WITH MEASURED SUSPICION. Keep at a safe distance as they'll most likely envy your gear, regardless of their usual in-game ethical code, they've nothing to lose and 99% will take a pop at you while afflicted with "freshie-gear-blindness".

Ghosting - A tactic utilized by arseholes where they attack a player and the exchange reaches a stalemate... and the offending player transfers to another server to move to a more favourable position, before returning to the server where the firefight began to gain unfair positional advantage.

Hero - The reverse side of the morality coin when compared with bandits. Many people like to profess to being a hero in DayZ, very few actually stick with it and those that are 'heroes' tend to not advertise it to others. Most of the heroes you meet in DayZ are only heroes in the context of helping their local electricity provider and dominos pizza outlet stay employed.

Ranger - The Reddit Rescue Rangers are the official support and combat organization of the Reddit Rescue Force. The Rangers are a private group, and operate within their section in the RRF Teamspeak and through their private subreddit.

Red chain - Symbol indicated on-screen in-game to show the strength of your online connection.

Server Hopping - The tactic of staying at a high value loot site and repeatedly moving between different servers with the explicit objective of looting. No true criteria for this as it's common practice between players to move to another server if no useable loot at all is found for a few hours. The term is applied to those moving servers systematically and repeatedly. Such players tend to have plenty of good items on them... often considered by the wider DayZ community to be 'cash cows' and worth milking :-)

Server IP - The unique address (numerical) that identifies a particular server and allows player connection.

Trader - Roleplay type where the player assumes the role of someone supplying items in exchange for goods and services. RRF does not allow trading or approaches from traders via TS or the RRF subreddit. The only item supply allowed is the donation of medical gear (no inferred charge attached). Medics of course are allowed to ask other medics (in TS) if they are interested in an item they've just found i.e. when they're playing together or if someone is

looking for an item and another medic can supply it.

Trusted Medic (TM) - A medic that has shown, through participation in varying numbers of rescues (different tiers are available according to rescue experience), that they can be 'trusted' not to kill a patient and interact safely with other medics. In addition, they should be expected to be aware of the RRF processes and the current DayZ medical system to be able to reliably inform patients and newer medics.

TS - '*TeamSpeak*' - The freeware communications application which accesses the voice server, paid for and maintained tirelessly by /u/Powerchicken, and all our generous donors. Used to organize rescues and provide a basic filter against previous ambushers and ne'er do wells so that rescues can be conducted within a safe and streamlined environment. Commonly a completely alien term to many of those requesting help, therefore the first comment on any post should always be 'here is a link to our [TS guide](#)'.

VOIP - 'Voice over Internet Protocol' methods allow for voice calls to be made via IP networks (i.e. the internet), in contrast to traditional public switched telephone network (i.e. normal phone).

2.0 - Subreddit rules

These are viewable on the sidebar (see right of subreddit) when indicating for others.

1. Rescue request posts must be made for all rescues that are to be conducted.
2. List [Injuries] and [Location] in your post title along with your TeamSpeak name and availability in the description. **Title Format: [N] Your Medical Need [L] Your Location - TeamSpeak Name.**
3. Use the RRF TEAMSPEAK for all rescues.
4. All users must abide by our Teamspeak Server Rules.
5. When you are rescued, edit your post to tell us who rescued you and change the flair status of your thread to "RESCUED."
6. Do NOT post non-medical related threads or requests.
7. Videos are allowed, but only when cleared with Moderators to allow a link submission.
8. The incorrect use of thread link flair will result in removal of the thread at moderator discretion.

DISCLAIMER: The RRF is not accountable for the actions of any medic. Do not trust people that identify themselves in-game as "Reddit Rescue Force" without prior solicitation (in a thread and on the TS server).

DO NOT post your SteamID. Only share it with the medic once you're in the RRF TS server.

DO NOT trust people that identify themselves in-game as "Reddit Rescue Force" without prior solicitation (in a thread and on the TS server).

3.0 - TeamSpeak rules

These are included and regularly updated in the RRF TS guide, found in the 'Resources' tab on [/r/RedditRescueForce](#) ([or click here](#)).

4.0 - Addressing issues to admins/mods

RRF is organized through two channels: (1) the /r/RedditRescueForce subreddit and (2) the RRF Teamspeak server. Each of these is administered by different contributors.



RRF Subreddit Moderators

Moderators ensure efficient operating of the subreddit and provide various announcements ('Official' flair) and useful content posts ('Featured' flair) for the benefit of contributors.

- Amit (A9821)
- Doobikhan
- Jon (Mr1337)
- Jung (jungye1186)
- Powerchicken

If you have a useful suggestion, subreddit related complaint, document issue, or anything along these lines then contact the subreddit moderators using the '**Message the moderators**' button near the bottom of the sidebar of the subreddit. Please refrain from individually contacting a moderator. Abuse of this moderator messaging facility will result in appropriate action being taken.



Teamspeak Server Administrators

Administrator has full access powers, and are also the subreddit moderators. Contact them if any issue at all arises.

- Amit (A9821)
- Doobikhan
- Jon (Mr1337)
- Jung (jungye1186)
- Powerchicken

If you have any questions which cannot first be answered by the documents in the 'Resources' tab on the subreddit, or adequately by a flaired TS user, then contact anyone on this list via a TS chat message (not the 'poke' option!) and they will do their best to answer you when available.

★ Teamspeak Server Moderators

Moderators help supervise and moderate the Teamspeak server.







- Dr. Shenanigans
- Extract
- Jigoogly
- Kou
- Mr. Gesundheit
- r4d4r
- Soul
- suchCow
- SupaSouljer
- Talha
- Zoidberg

When a TS admin is not available (busy or otherwise) then send a TS private message (not the 'poke' option!) to anyone on this list and they will do their best to answer you when available.

Note that moderators are server staff (the RRF hosts other gaming communities) and as such will not be familiar with RRF policies at all times. Contact the ones that are within the DayZ and RRF area of channels.

5.0 - User flairs on RRF subreddit & TeamSpeak

There are various flairs and TeamSpeak icons associated with different achievements within the RRF and their 'Trusted Partners'. They're listed here for quick identification:

-  Trusted Medic I
-  Trusted Medic II
-  Trusted Medic III
-  Reddit Rescue Ranger (RRR)
-  Trusted Medic of the Wasteland (TMW)
-  Patient

For more information on these flairs/icons and the application process related to them, check out the following:

- [Trusted Medic](#)
- [Reddit Rescue Rangers \(RRR\)](#)
- [Trusted Partners](#)

6.0 - F.A.Q.

All FAQs are periodically updated through 'Official' flaired posts through community consultation and can be found [here](#).

7.0 - R.E.S. promotion

The 'Reddit Enhancement Suite' (RES) has proven quite useful for many RRF redditors. Trying to describe the many useful advantages it has would be pointless... just download it [from here](#) and say 'thank you' later :-)

8.0 - Using dayZDB map

This [post](#) incorporates some of the essential of using a map (other than the in-game map) to locate particular loot. Additionally here's a [link](#) to English/Russian translations which can help you locate your position in-game and on the dayZDB map.

9.0 - Rescue Request Stats reports

The RRF maintain records related to all submitted rescue requests. These are used to inform all medics about the distribution of requests throughout the map and the nature of the medical emergencies involved (and to realistically view the scale of ambushes).

If you have any questions related to this material, or wish to contribute to this effort, then please contact [/u/TheAngryPuffin](#) via Reddit PM. The vast majority of work, since February 2014, has been contributed by [/u/nvchad2](#) to whom the moderators are very appreciative for his time and effort.

The following are links to reports for each respective month:

- [January 2014](#)
- [February 2014](#)
- [March 2014 \(until Patch 0.43.116251\)](#)
- [March 2014 \(total\)](#)
- [April 2014](#)
- [May 2014](#)
- [June 2014](#)
- [July 2014](#)
- [August 2014](#)
- [September 2014](#)
- [October 2014](#)
- [November 2014](#)
- [December 2014](#)

10.0 - Nutrition

10.1 - Benefits

By keeping your character in an 'energized' and 'hydrated' state (with both indicators at least as light green) you can replenish blood. You do the same to a lesser extent when you have a dark green energized status and at least no thirsty status. By maintaining a healthy character you can reduce the cumulative impact caused by repeated zombie attacks which would otherwise reduce your blood levels with each attack and potentially render you unconscious. 'Healthy' status (where actual health is regenerated) requires light green energized, dark green hydrated and full blood.

10.2 - Food types

Energized status is attained through eating various items of food, with varying degrees of nutrition available i.e. powdered milk and rice have the highest nutritional content with many portions available but require additional water intake, tinned foods have lower nutritional content with fewer portions available but without the need for additional water intake. Food that is in a 'rotten' condition will show obvious signs of spoilage and will potentially cause food poisoning of various degrees to you. Eating rotten food to survive starvation is not a viable strategy as it will cause more health related issues than it solves in the very short term. Whilst not yet enabled, making a preference for traditionally healthier foods and drinks (i.e. fruit, veg, canned tuna/sardines and water, etc.) rather than traditionally unhealthy foods (i.e. tactical bacon, cereals?, fizzy drinks, etc.) may be a good habit to begin before proper health mechanics are functioning, and dietary options begin connecting with incidents of heart attacks.

10.3 - Forms of hydration

Hydrated status can be achieved by either drinking (1) cans of drinks, (2) water from water bottles (refillable at water pumps), (3) water from canteens (refillable at water pumps), or (4) directly from water pumps. There are ponds available throughout the map but these vary in their accessibility for drinking in the current alpha stage. While canned drinks and water storage containers are limited, water pumps will allow seemingly infinite access to water and are distributed frequently throughout most of the map. Have the water bottle/canteen in hand before interacting with a water pump for refills. Water can also be collected during rain events (when appropriate) at a rate of 8.5% the volume of a water bottle and 5% the volume of a canteen, making it a 'desperation' action. Quality of the container may or may not affect the %.

10.4 - Accessing food

Currently all food items are edible regardless of their relative 'condition', aside from 'ruined' food items which cannot be used. Some items are instantly edible (i.e. fruits and vegetables, rice, powdered milk, canned tuna, etc.) whilst others require a tin opener to access and retain

100% of the contents (i.e. tinned sardines and all cans). You can open canned items with other sharp objects (i.e. axe, screwdriver, etc.) but you will lose a proportion of food which varies with each opening action. To open a can with either a tin opener or sharp object, drag the opening item over the item to be opened and select the 'open item' option. Placing the item into your hands from your inventory, will allow you to scroll through the 'eat' and 'eat all' options with your mouse scroll-wheel. 'Eat' will consume one portion of a food item, whilst eat all will consume all available food portions attributed to the item in hand. You can lift items into your hands without first entering them into your inventory by simply hovering your middle point over the item and picking it up (useful for eating individual items without tabbing into inventory). **Be aware that some malicious players will deliberately apply disinfectant spray to fruit/veg with the intention of making it poisonous to others, be wary of the source of your food.**

10.5 - Berries

Berry picking has also been enabled, with berries forming a distinct object which can be placed in your inventory when picked from a useable bush. The easiest guidance would be to use the 'F' key to interact with any bush you are beside to enable searching. Not all bushes containing berries. The larger blue berries are poisonous and should be avoided, the smaller red berries can be safely eaten. The nutritional value of berries is considerably lower than any other food item and quite time-consuming to gather, therefore it is to be considered a 'desperation/starvation' action. **Not all gathering interactions will result in berries being successfully collected.**

10.6 - Vomiting

Implies that the Energized/Hydrated statuses are related to vomiting. As the video by (TMW) Merino shows, the vomiting is related to a third stat "stomach content" and for energy you can progress far past the light green Energized status to keep a large energy storage without using inventory space. The phrasing of the text is so that it would discourage people to eat beyond light green status as it implies it could cause them to vomit.

10.7 - Cooking

The cooking system is yet to be enabled.

10.8 - Hunting

The hunting system is yet to be enabled.

11.0 - RRF Recommended Medical Kit

The following are currently both functional and useful in-game. These items are checked regularly for functionality with each new update during DayZ alpha developmental phase. Any medic wishing to attend rescue requests should aim to have the following to be effective, in meeting any potential rescue requirements:

Broken legs:

- **Morphine** Compact within inventory (1 slot). Also solves leg pain message.
- **Splints** Requires crafting (bandage + wooden sticks); inefficient (3 slots).

Food poisoning (saline/blood for desperate cases):

- **Charcoal tabs** Improves illness in 'rotten food' incidents (1 slot).
- **Saline bag** Replenishes 500 units to blood level.
- **Blood bag** Replenishes 1000 units to blood level.

Chemical poisoning (water/saline/blood to stabilize patient):

- **Canteen/water bottle** Replenishes lost water (2 slot).
- **Saline bag** Replenishes 500 units to blood level.
- **Blood bag** Replenishes 1000 units to blood level.

Bleeding/blood loss:

- **White Bandages** Stops bleeding (1 slot). Can be used four times.
- **Rags** Stops bleeding (1 slot).
- **Saline bag** Replenishes 500 units to blood level.
- **Blood bag** Replenishes 1000 units to blood level.

Note: 'IV Start Kit' is needed in combination with either saline/blood bags to craft a deliverable solution. This becomes a vertical two slot item.

Unconsciousness:

- **Epi pen** Revives patient (even those under 500 blood units total).
- **Saline bag** Replenishes 500 units to blood level.
- **Blood bag** Replenishes 1000 units to blood level.

Note: 'IV Start Kit' is needed in combination with either saline/blood bags to craft a deliverable solution. This becomes a vertical two slot item.

Heart-attacks:

- **Defibrillator** To be used ONLY on patients who are determined to be experiencing a heart-attack, as indicated by checking patient's pulse and questioning how the patient arrived at their situation. THIS WILL RENDER A HEALTHY PLAYER UNCONSCIOUS OR POTENTIALLY KILL (Credit - /u/wezagred). Requires a functioning battery to be attached.

Other equipment pointers:

- Other medical items (i.e. syringe, water purification tabs, etc.) are available in-game but as yet have no assigned functionality, and are therefore useless.
- A 'First Aid Kit' allows storage of six 'medical-only' items within four inventory slots. As 'Small Protector Cases' become available, exchange 'First Aid Kits' for these as they can include non-medical items and give flexibility in inventory management.
- Keep multiple bandages in different sections of your inventory. When injured, damage can be caused to items which could render them 'ruined' and unusable, leaving you at a disadvantage.
- Before attending a rescue, have your inventory items organized. Craft any splints and combine 'IV Start Kits' with blood/saline bags beforehand. This removes time exposed while tabbed to your inventory.
- Have important items available in the hot-bar (along the bottom of the screen, accessible by number keys 1-0). This removes time exposed while spent in inventory.
- To prolong the life of charcoal tabs, consider dropping them for the patient to self administer (current bug significantly decreases volume of charcoal tabs available when force-fed, compared with self administering).
- The state of unconsciousness is slightly bugged. Although Epi pens should revive those with less than 500 blood units total, attempt blood/saline transfusions first and then determine subsequent treatment.
- Rather than completely bring the patient's blood levels back to maximum, it is less 'equipment intensive' to bring them to consciousness and then give Rice/Powdered Milk and direct them to a water pump, to encourage reaching a 'healthy' state and regenerating their own blood.
- Different treatments leave you prone for different periods of time. It's acceptable to drop the medical item for the patient to self administer, to avoid additional danger. There is a risk of this item disappearing if inside a building, or lost through server reset (all items outside your inventory are non-persistent).

12.0 - New medics/introduction section

If you're starting out as a medic (and potentially new to DayZ), we've created this section just for you. RRF has an open community format so there are 'guidance' points on how to properly

conduct a rescue which will help introduce you to new medics and the rescue process, etc. There are also rules linked with using the subreddit and TS which must be abided by and are in place after two years of application and experience by moderators / TS admins. These rules ensure as fair an environment as is possible online.

What follows are some directions to help get you started:

- Familiarise yourself with this medic manual and all the documents available within the 'resources' tab on the RRF subreddit.
- There are 'auto-refresh' extensions which you can add to your internet browser to allow you to keep an eye on current 'new' rescues (on a timed refresh).
- When responding to a Reddit post, be helpful and direct the patient to the teamspeak ([example here](#)). We have [a guide](#) specially prepared for this purpose.
- The TS is organized into separate rooms for distinct purposes. Rescue rooms are for conducting rescues and are to be cleared when not in use. The medic waiting room is where medics can hang out and talk between rescues.
- To get involved in rescues, perhaps join in with other medics. It's always difficult at the beginning as medics tend to be suspicious, but after some time and getting into a few rescues, you'll get more acceptance... but those you haven't worked with will still keep an eye on you in-game.
- Try and resist the temptation to make redundant posts on the subreddit i.e. hearsay, "look what loot I found", accusing people, etc.
- If you have an issue regarding any infringement of the TS rules or have an important question regarding the RRF, contact a subreddit moderator/TS admin.
- You can edit your in-game name by clicking on it at the DayZ title screen.

13.0 - Rescue Procedure & Guidelines

This is a general template for conducting a safe and organized rescue. Each rescue features it's own challenges depending on the location, co-operation of the patient and server connection issues which plague DayZ alpha release. While you are free to conduct the rescue in your own way, this template features numerous safeguards and efficiencies which we have learned since the inception of RRF. These recommendations may seem excessive but this is what has been regularly requested by medics asking for instruction.

13.1 - Initial contact on RRF subreddit

- Upon seeing a post that you can respond to, direct the patient to the RRF teamspeak server (if someone has not already done so), mentioning the TS address (63.251.20.99:19040) and also featuring a link to the [RRF TS guide](#). This keeps things simple as everything they need is explained clearly and moves them to the TS where comms can be improved through voice conversation.
- Rescues are ONLY ever conducted on the official RRF TS rescue rooms.
- Patients should ONLY be directed to the 'Help Waiting Room' or an open rescue room.

13.2 - Migrating to the RRF Teamspeak

- Maintain a calm tone throughout the entire proceedings.
- Check that the patient has made a post on the RRF subreddit. If not, assure them that it only takes a minute and that all rescues require an initial post. Ask them for their SteamID and ensure that they aren't blacklisted on the [RRF SteamID Blacklist](#).
- Once a valid post has been made, right click the patient's name in TS and select '*select server group*' and select '*PATIENT*'. This flairs them as a patient for ease of identification. Remember to later remove this after the rescue is completed.
- Clarify the following (*update post with details if it occurs that you are unavailable i.e. patient got location wrong, you need to go AFK*):
 - o Regular / Hardcore / Experimental?
 - o Approximate location? *i.e. City or nearest landmark*
 - o Exact location? *i.e. Inside the store, front section, behind the counter.*

- o How many patients involved?
 - o Nature of injury / medical need?
 - o Any of their friends online?
 - o Steam name? (*type in chat to avoid difficulty*)
 - o In-game name? (*type in chat to avoid difficulty*)
 - o Confirm main details of patient's player skin i.e. (1) main weapon, (2) headwear, (3) top clothing, (4) bottom clothing and (5) gender.
- Check steam name against steam blacklist ([found here](#)).

Any player appearing as a positive match on the blacklist should be flagged to the TS admins/moderators immediately, and follow their subsequent instructions. Do not reveal to the OP that they are on the blacklist.

- Copy-and-paste the link to the OP's rescue request into a document, along with their steam name. This is useful for later in the event that there is an ambush (*and that you forget the important info for the [ambush report](#)*).
- Tell patient that you will make your way to their location and will instruct them further when appropriate. Do not reveal your current location or from which direction you are travelling.

13.3 - Interim staging

Between the 'migrating to teamspeak' phase and 'actual rescue' phase, have all those medics involved make their way to the general area around the patient's proposed location. Chat between each other and the patient, feature general conversation and ask some questions about how they ended up injured... keeping in mind any deviations from the original story. Make your way to the rescue area as swiftly as possible without being distracted by looting activities.

13.4 - Actual rescue

COMMS DISCIPLINE TO BE RIGIDLY OBSERVED DURING THIS TIME !!

- When all participants are set-up near the location given by the patient, determine those who are (1) delivering medical treatment (designated medic), (2) those providing close overwatch and (3) those securing the general area and overwatching from sniping positions. In the event of a '**dead-drop**', where a required medical item is left at a location on a server for collection by the patient, there is no need for direct contact with patient.

- All RRF participants move to a server of your choosing (at a safe log-out/log-in location). Do not announce the IP to the patient.
- Get into a direct viewing position of patient spawn-in location
- Inform patient about (1) keeping hands free from any weapons or items, (2) moving around and (3) not following direct instructions of the medic.
- Allow patient to spawn in using (1) steam name exchange or (2) IP address method (*method credited to /u/ShenanigansFTW for mentioning*). Steam name method requires one medic adding patient to their steam friends list and the patient selecting the 'join game' option beside the medic's name in their steam friends list. The IP address method requires the patient to click 'change server' on the main DayZ screen, select 'remote', and enter the IP address given to them by the medic (copy-paste this in the chat to minimize errors).
- Have one participant watch the player list whilst patient is spawning in (*checking for player in-game name for confirmation, whilst being wary of new multiple players appearing*).
- Have designated medic and close overwatch view the patient spawning in.
- Designated medic is to verbally direct the rescue, instructing the patient and applying treatment as quickly as possible. A common courtesy is to drop off some food once the medical emergency is complete.

Failure to comply with the designated medic's instructions will warrant a repeat verbal order. After two CLEARLY issued warnings for non-compliance with the assisting medic then the medic is able to use their own discretion whether to continue with the rescue or not. If the patient makes any significant aggressive move i.e. moves a gun to their hands or raises their fists close to the medic, then intentional wounding is warranted (leg shot). This allows the rescue to potentially continue if the aggression was misinterpreted (additional bandage + blood/saline administration) however if the patient was deliberately aggressive, leg wounding allows rescuers to extract without being pursued on foot by the patient.

- Designated medic announces completion of the rescue and asks patient to log off in front of them immediately.
- Any further questions from the patient about DayZ, the medical system, the RRF or

otherwise is to be deferred until the patient has logged out and all RRF contributors are safely extracted. Incessant questions are sometimes used as a stalling tactic and to complicate the TS comms and medical treatment... but mostly they're just an innocent complicating factor that need to be handled correctly.

- Once a rescue is completed, right click the patient's name in TS and select '*select server group*' and de-select '*PATIENT*'.
- Have all RRF contributors include their Reddit name in the room chat so that the OP can copy-paste these into the description of their post (when editing it) and credit the rescuers. Also direct them to change the flair to rescued (or whatever is appropriate).

Unconscious OP: These patients restrict the selection of the server on which to carry out the rescue. Be extra cautious on these occasions and carefully approach and view the rescue area from a concealed position before commencing with the rescue. Medical treatment can also take relatively longer in such cases.

Crippled OP: Those with broken legs can ascend/descend ladders and descend stairs (although not ascend). Some doorways will also prevent their access/exit. Use this information to request that crippled patients move from exposed positions to an area with fewer angles of fire or an alternative location nearby (keep in mind the dangers zombies can pose to prone individuals).

Prioritization: Do not needlessly extend a rescue attempt by getting distracted by collecting fallen RRF contributors gear or chasing passing aggressors. The longer a rescue is extended by then the greater the chances of something going very wrong... know when to leave... [adopt the Kenny Rogers approach](#) :-)

Lost OP: Patient does not remember necessarily the particular building they went unconscious in, for example. By keeping the TS room quiet and having the OP use the in-game 'local' chat (Default: *CAPS LOCK*), it is possible to indicate their position using either voice or text chat (all in 'local', not TS).

OP with friends or unable to join TS: There's no reason why someone cannot download a simple program and install it to use whilst they're logged out/unconscious, we even have an [easy guide](#) to help them. There are occasions where 'friends' act on behalf of a patient in TS... TREAT WITH CAUTION... with the preference being to meet at a new location and provide the 'friend' with supplies with which they can treat the patient. Any patient with multiple friends should be treated in isolation from them, on a completely separate server.

Non-emergency interactions: These include supplying the OP with food (preferably high

energy content dehydrated foods) and directing them to an appropriate water pump before they log out (Note: *You are under no obligation to actually take them to the water pump*). This is done to ensure the OP is in a 'healthy' state and not prone to becoming a repeat request later that day i.e. floored by zombie due to weakened state. **IT IS RECOMMENDED THAT YOU NEVER PROVIDE A PATIENT WITH (1) AMMO FOR ANY FIREARM OR (2) AN ACTUAL WEAPON. They may be concealing an alternative secondary pistol which you may be providing them with ammo to use against you.**

General rescue considerations: Keep in mind that DayZ SA fosters paranoia and mistrust between players and it takes a considerable degree of trust in RRF and our contributors to request help from us. During the rescue, please keep in mind that you're representing all your fellow medics, past and present.

- Keep the conversation appropriate to the patient and within the rules of the TS.
- DO NOT needlessly fire weapons at or near the patient (either as a joke or to deal with zombies). Melee weapons should be used as default preference when clearing the infected, with firearms used in only the most extreme circumstances.
- DO NOT joke about killing/branding patient or others in the room (sets a bad conversational tone).
- DO NOT handcuff and search the patient's gear.
- DO NOT TAKE ANYTHING from the patient UNLESS, at the end of the rescue, they explicitly tell you that you may keep an item which they are offering in compensation for their rescue i.e. med supplies to help next patient.

14.0 - Blood donations

Disclaimer: These suggestions are a current attempt to deal with blood transfusions, as patches are made and changes applied, some of these measures may become redundant but will be updated as needed.

Background: In an effort to keep RRF medics stocked with compatible blood, we have a formal supply register of donors along with a guiding procedure. Blood is essential within DayZ having both an effect on your characters ability to both see and resist being knocked unconscious. Blood can be lost through any bleeding injury inflicted by zombies and PvP combat, as indicated by the blood loss animation. In some instances of severe poisoning, blood can also be lost. Blood can be replaced by an individual through maintaining a 'healthy' state. This is reached by consuming sufficient food and water over time, and maintaining regular feeding/drinking. Blood can also be replaced, quickly and in large volumes; through administering blood/saline IV bags via a third party. Blood (1000 units) has a higher restorative value than saline (500 units).

'O- Blood Bank' Teamspeak Channel: The 'O- Blood Bank' channel on the RRF Teamspeak is where up-to-date information on available donors and those with caches of O- is available (see below).

The screenshot shows the Teamspeak 3 interface. On the left, the channel list is expanded to show 'Reddit Rescue Force (RRF)' with several sub-channels. The 'O- Blood Bank (Read Description)' channel is highlighted with a red box. On the right, the channel's properties and description are displayed. The description includes a warning that the channel is restricted to O- blood only and provides instructions for active transfusions, server type identification, and contact information for admins.

Property	Value
Name	O- Blood Bank (Read Description)
Topic	For active transfusions and related info
Codec	Opus Voice
Codec Quality	6 (estimated bitrate: 5.71 KB/s)
Type	Permanent
Current Clients	0 / Unlimited
Subscription Status	Subscribed
Voice Data Encryption	Unencrypted

Description:
**** RESTRICTED TO O- BLOOD ONLY ****
 Active transfusions take place in this room. Also this description will be updated daily to reflect available O- donors and those holding supplies of O-. The intention is to develop a donation guideline and link it here.
 Server type is identified through the labels [HC] and [REG] ('Hardcore 1PP' and 'Regular 3PP').
 Once O- character status is confirmed/deceased, contact the admins in TS to be added/removed.

Active Donors:
 TheAngryPuffin [HC]
 Darthok [REG]

Holding Supplies:
 TheAngryPuffin [REG]

The description for this channel (see window on right) has all relevant information.

Risks: Reasons for not considering blood types other than O-:

- O- Blood can be administered to any recipient, avoiding potentially fatal problems

with blood type compatibility.

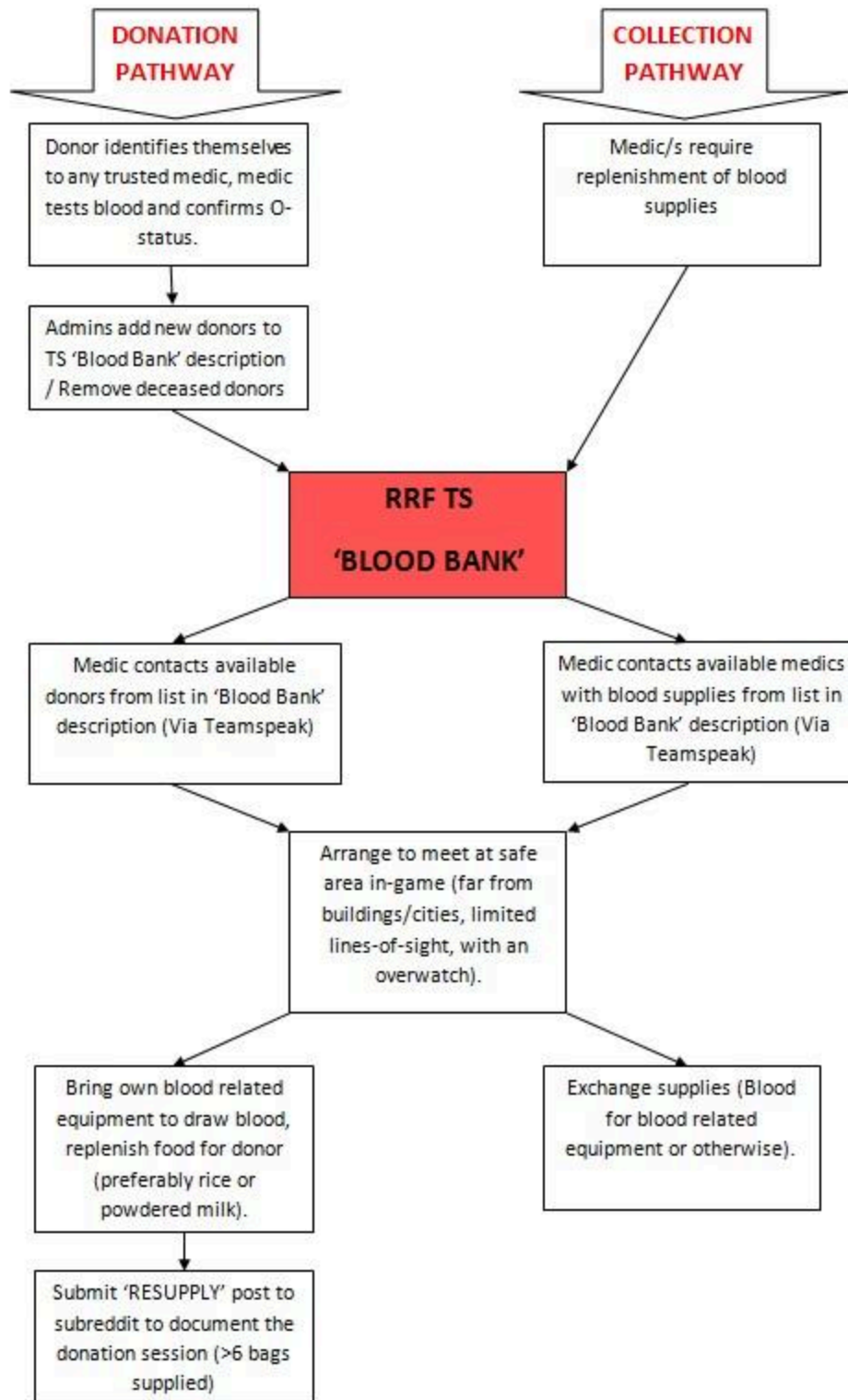
- Blood donation meetings take up valuable time of all those concerned.
- Equipment required for blood donations takes (1) time to be gathered and (2) involves an inventory burden on players. These costs in time and space should not be wasted.

All donation sessions conducted and organized through the RRF TS 'Blood Bank' channel should remain restricted to O⁻ only for these reasons. Anyone attempting to deliberately contaminate donations through passing off other blood types, with the purpose of injuring patients, will be dealt with accordingly by RRF admins.

Equipment:

- **IV Start Kit (1 slot):** Combines with 'Saline Bag' or 'Blood Bag' (inc. contents).
- **Blood Bag (1 slot):** Empty bag which can be equipped to remove blood.
- **Blood Bag inc. contents (2 vertical slots):** Full blood bag which appears after taking blood.
- **Blood Test Kit (1 slot):** Applied to self / others / blood bags to determine type.

Procedure: Ensure those acting as donors are in a 'healthy' state and can regenerate blood prior to any transfusions. The following is a general overview which can be flexibly applied at the donor/medic's discretion. Please remember that due to effort required in co-ordinating locations, preparing equipment and waiting for blood to regenerate, that patience is required.



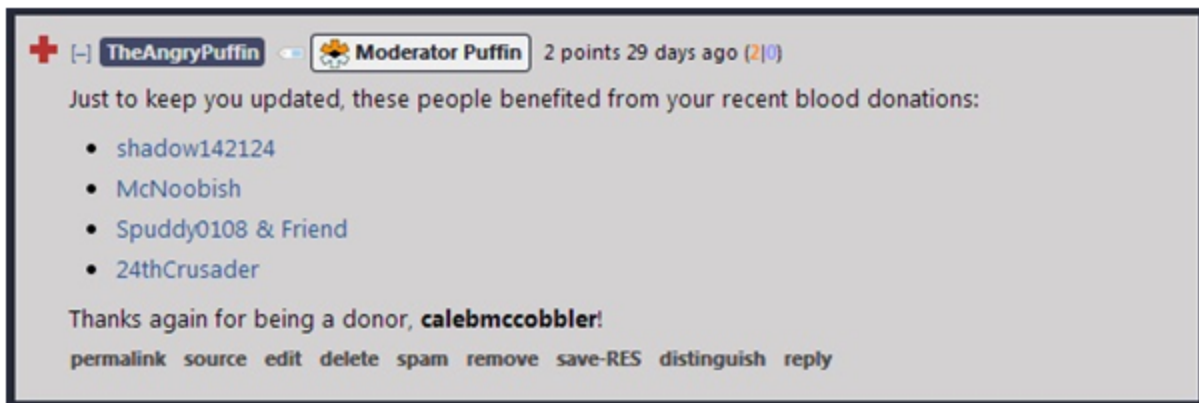
Visibility and Crediting Donors: The last step of the 'donation pathway' is important to ensure interest in donation sessions and the important contribution of donors as supporters of RRF rescues. An additional aid to promoting this service would be to:

- Post a link of the original donation session to any rescues which are carried out using blood provided.



(Note: Original donation post is linked through the donor name)

- Post a link of any rescues to the original blood donation session.



(Note: Rescue posts are linked through the recipient's name)

These interactions within the /r/RedditRescueForce subreddit help provide some cohesion within the RRF community and get people thinking about what's behind a rescue and the support they're getting.

15.0 - Resupply

This flair has a dual function:

1. Used by RRF Trusted medics requesting medical supplies at a certain location. Thread title must include supplies needed and general location. This allows medics to remain in remote areas for long periods where medical supplies are scarce.
2. Used by anyone to notify medics that they have supplies to share. Thread title must include supplies and general location (using the format '**[H] Insert supplies [L] Insert nearest city**'). If there are too many items to list, say "assorted supplies" in the title and place all items in the description. Please check that all supplies are in a usable condition (i.e. not ruined) and that the supplies are relevant (i.e. multiple morphine auto-injectors are preferable to a bag of '*yet-to-be-initiated-in-game*' syringes).

Weapons/ammo are not to be disclosed in the thread contents. If you have a weapon or ammo to give away, you may only notify the person(s) picking up medical supplies in the TS private channel. Please remember that the intention is for a medical resupply and not to act as a pseudo-trading announcement for all gear. Any such posts will be removed and the OP informed as to why.

16.0 - Ambushes

When providing a medical request system to anyone who requires it, there is always the risk of being ambushed (although we have shown that is a rare event, see 'Rescue Requests Stats Reports'). There are many 'dubious' excuses offered by those who wish to ambush you during a rescue, however you only need to be interested in how to identify such incidences and potentially counteract them.

These are **ONLY** some of the basic indicators for an ambush. Individually they have various levels of importance (i.e. SteamID list confirmation is always more reliable than just someone without an established Reddit account):

- Previous posts with OP Reddit account feature some ambush/bandit related posts.
- 'One-day-account' or 'new' on Reddit.
- Refuses to join TS, even after being forwarded the RRF TS Guide.
- Cannot enter TS (potentially blocked due to ban)
- SteamID is present on SteamID blacklist.
- Microphone not working / mutes mic during rescue.
- Voice-changer use.
- Provided SteamID doesn't have DayZ.
- Provides multiple SteamIDs / in-game names which conflict.
- Overhearing typing / conversation by OP to unknown third parties.
- Needless disconnecting / timewasting.
- Deliberate attempts to control location and server for rescue.
- Inability to respond on TS / long breaks in conversation.
- Insistence on using non-voice chat (distraction using keyboard).
- Reasons for rescue don't add up, situation evolves to continuously make the rescue difficult without genuine reason.
- Unknowns (single or groups) join server after patient is given server details.
- Patient is not at previously specified location.

This list is not exhaustive and by no means a **DEFINITE** way of identifying ambushers, but in previous ambushes there were multiple indicators such as these present. Be careful to not accuse people of being ambushers without sufficient evidence, and that all suspicions should be brought directly to admins before any action should be taken (if you acknowledge them as ambushers then you lose any advantage). Any harassing of those making rescue posts or joining the TS for help, will only serve to alienate people from RRF and will be dealt with severely, irrespective of Trusted Medic/RRR/WCI status.

16.1 - SteamID Format

The format of /id/name (Custom URL) differs from /profile/xxxxxxxxxxxxx (ID Number). While the /id/name (Custom URL) format is unique it can easily be changed, the /profile/(number) format is also unique but can not be changed. All accounts have the number format available while Custom URL must be manually changed in profile options. Services such as [Steam ID Finder](#) and the [Enhanced Steam](#) extension for web browsers can be used to find the same user in the other format. The numbers are more reliable in identifying a steam account than the custom URL because the custom URL can change while the number format is constant.

16.2 - Ambushes: SteamID Blacklist

(can be found on RRF subreddit, under 'resources' tab)

Functions as one of the hurdles that potential ambushers need to overcome. Guide is kept up-to-date almost daily with fresh information and feedback from recent ambush reports. Included within the document ([linked here](#)) are directions on how to (1) enable Steam URL display within Steam, (2) attaining the SteamID URL for a given OP, and (3) searching the blacklist with a given SteamID URL.

The SteamID list is subdivided according to the source/reason for an ID being added to the list. Any confirmed name on the list should be treated as a potential ambush. There is however some difference between the source of SteamIDs.

1. **Blacklisted Steam IDs:** These IDs have been directly associated with a previous ambush attempt. Ambushes are to be expected. **Do not draw attention to the detection and immediately notify an admin or most senior user on TS via 'poke' message. These people are to be terminated with extreme prejudice.**
2. **Blacklisted Group Steam IDs:** Some ambushers are associated with a particular group, either all of whom are involved explicitly in ambushing or suspected as having participated in group ambushes. Ambushes are to be expected. **Do not draw attention to the detection and immediately notify an admin or most senior user on TS via 'poke' message. These people are to be terminated with extreme prejudice.**
3. **Associated People:** People who may be associated or friends with previous ambushers. Ambushes are to be expected. **Do not draw attention to the detection and immediately notify an admin or most senior user on TS via 'poke' message.** Admin discretion is required to justify a rescue attempt. These people are not always

ambushers.

4. **Suspicious Activity:** Those who have been involved in a previous rescue request and provided 'odd' and suspect circumstances which either resulted in their request being aborted previously or were rescued under very controlled conditions (i.e. multiple fire team support). Ambushes are to be expected. **Do not draw attention to the detection and immediately notify an admin or moderator on TS via 'poke' message.** Admin discretion is required to justify a rescue attempt. These people are not always ambushers.

16.3 - Ambushes: Responder's Report

(can be found on RRF subreddit, under 'resources' tab)

This document allow for tracking of ambushes and further investigation by moderators/admins. All information is relevant and easy to quickly record. When commencing a rescue it is recommended that you make a note of such details (even on a piece of paper or document on your PC), in the event that it becomes an ambush and to prevent forgetting details. **It is essential that one report is made for any ambush event, in addition to any information passed to a TS admin.**

This report format collects the following information:

1. Number of hostiles involved,
2. Initial reddit post link,
3. Reddit name of OP,
4. TS name,
5. SteamID of OP,
6. Location of ambush,
7. Reddit account of reporter,
8. Further information.

The Responders Report is available from /r/Redditrescueforce, in the 'Resources' tab ([linked here](#)).

In the event of an ambush, don't get annoyed with yourself or another medic involved. If there was a failure in conducting the rescue, let an admin know and address your frustrations in this manner rather than blaming others and potentially causing arguments. This also allows us to amend our recommendations in this manual and adapt to any significant changes in ambusher tactics. Don't get mad... get even! ;-)

17.0 - Trusted partners

Due to the volume of rescue requests available, and in keeping with the idea of supporting the DayZ community, the RRF has a 'trusted partner' scheme enabling closer cooperative ties with like-minded groups ([see application form here](#)). These include [TMW](#) (Trusted Medics of the Wasteland) and [WCI](#) (Weyland Corporation International).

Unwarranted posts from 'new' or non-trusted rescue organizations **are not allowed** on the RRF subreddit, nor are they allowed to solicit 'recruitment' among our contributors. RRF admins/moderators will be happy to answer any questions and share their experiences with those interested in setting up their own rescue groups.

18.0 - Patch Notes / Changelog

Due to the 'under-development' nature of DayZ currently, updates and hotfixes are released as the developers follow the game 'road-map' (plan for development as unveiled [here](#) at 'Rezzed', photos credited to /u/jsroberts08 from /r/Dayz). As these changes are implemented, they are announced through various channels, most often in developer twitter feeds. All updates are accompanied with a list of changes that have been made since the last updated version, assembled into the changelog linked [here](#).

It is worth remembering that these patch notes can sometimes be deliberately cryptic and also leave out some new aspects, which has been the case since DayZ SA release. This is probably intentional by the development team, rather than a repeated error, so as to keep something back for the inquisitive player base. If you reveal any unlisted changes then share it with other medics before you attempt to ride the /r/DayZ karma train with your discovery

19.0 - Useful links

http://dayz.gamepedia.com/DayZ_Standalone_Wiki

Open contributions assembled here, can be useful for some information. Be warned that some DayZ mod information can be found here mixed within the DayZ SA information. The rate of update and validity of the information is not always reliable.

<http://www.reddit.com/r/dayz/>

Like any subreddit, there's good and bad parts but sifting through the posts you should find some useful nuggets of info and news updates. Please never post here on 'behalf' of the RRF, only RRF subreddit moderators are officially endorsed to do this.

<http://steamcommunity.com/app/221100/discussions/?l=english>

DayZ Steam Community info

<http://dayzgame.com/>

Official site

http://feedback.dayzgame.com/my_view_page.php

Feedback Tracker

<http://dayzdev.tumblr.com/>

Dev Blog

<http://www.reddit.com/r/dayz/comments/1wyfvw/>

How to write a bug report (Credited to /u/Subhazard).

http://www.reddit.com/r/dayz/comments/1xrnnc/does_anyone_else_find_satisfaction_in_this/

How to report a server (Credited to Trusted Medic /u/atropinebase).

<http://www.reddit.com/r/DayZLFG>

Great place to meet people to start a fulfilling in-game friendship... or fulfill a masochistic kink for being force-fed, shot in the back and laughed at by random teenagers.

<http://www.worldtimebuddy.com>

Sync up timezones when communicating with your international buddies.

<http://www.reddit.com/r/DayZTrade>

Like /r/DayZSpawnHelpers... with five times the 'stuff'.