

## The Reddit Rescue Rangers

Regiment of the [Reddit Rescue Force](#)

DayZ - Standalone (Alpher)

**Medic Field Manual v.2.2.1 (01-23-14)** [\[WORK IN PROGRESS\]](#) [CHANGELOG](#)

Updated with Dayz Version: 0.32.114557

Suggestions, comments, questions? Post a comment [HERE](#), and I will try to address them!

PLEASE SHARE THIS DOCUMENT WITH YOUR FRIENDS! IT WILL SAVE LIVES.



*“fiat iustitia, et pereat mundus”*

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## I. THE BASICS

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### A. DEFAULT CHARACTER STATISTICS

Status effects, or modifiers as the scripts call them, usually have multiple stages that become increasingly more dire. An example of this is hunger, where you go from hungry to very hungry, and then to starving. You don't start losing health or blood until you're starving, so the stages serve as warnings (DayZDB).

When you spawn, you start with the following default values:

**Health:** 5000

**Blood:** 5000

**Energy:** 1000

**Water:** 1800

**Stomach:** 1000

**Hunger:** [unknown]

**Thirst:** [unknown]

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## B. GENERAL MEDICAL EQUIPMENT LIST (In-game descriptions & Information)

1. **ALCOHOL TINCTURE** (1 slot - multi use - consumable)
  - Home proven alcohol-based tincture of natural essential oils, their substances and also some aromatic extracts. Can be useful for disinfection of scratches and wounds or diluted for refreshing bath.
  - Consumption gives your character Mild Food Poisoning (unverified)
  - Application gives your character “sick” status for ~10 minutes.
  - Used to disinfect rags
2. **BANDAGE - GREEN (x1)** (1 slot - consumable)
  - Pre-packed sterile dressing used for application to a wound to promote healing and stop bleeding. It is designed to be in direct contact with the wound.
3. **BANDAGE - WHITE (x4)** (1 slot - consumable)
  - Pre-packed sterile dressing used for application to a wound to promote healing and stop bleeding. It is designed to be in direct contact with the wound.
4. **BLOOD BAG IV** (2 slots - consumable)
  - Whole blood product with connected intravenous delivery attachment to administer a blood transfusion. Will last over a month when refrigerated, less than a day if not.
  - Cannot be used on yourself.
5. **BLOOD BAG KIT** (1 slot - consumable)
  - A sterile medical bag for collecting blood. Contains CPDA Solution which prevents coagulation of blood. Contains everything required to collect whole blood donations.
  - Cannot be used on yourself.
6. **BLOOD TESTING KIT** (1 slot - consumable)
  - Single-use blood type test kit contains everything needed to perform a complete blood test for ABO and Rb. It’s a quick way to identify your blood type.
7. **CHARCOAL TABS** (1 slot - consumable)
  - Activated Carbon in form of tablets used to trapping chemicals to stop some types of poisoning when used as a part of standard treatment.
  - Dosage: x1 tablet (unverified).
  - Causes you to vomit regardless of whether or not you are sick. If you have food/chemical poisoning, it will clear those status, but you will be stuck with whatever energy and water is left over from the vomit event, and an empty stomach.
8. **DEFIBRILLATOR** (4 slots - reusable)
  - Electrical defibrillator manufactured by the AccuMed Corporation. Read instructions carefully! If needed, shave the chest of the patient before use.
  - Requires a 9v battery to operate.
  - Is essentially a 4-slot epinephrine.
  - Reduces the shock status temporarily.
9. **DISINFECTANT SPRAY** (2 slots - multi use - consumable)
  - The label reads: “kills viruses and bacteria on environmental surfaces in your home and in public places. It eliminates germs and odors on hard non-porous surfaces that you come into contact with every day.”
  - Consumption will lead to Chemical Poisoning (mild or severe)

or application gives your character “sick” status for ~10 minutes.

- Used to disinfect rags

10. **EPINEPHRINE** (1 slot - consumable)

- A self-administered emergency injection for treatment of life-threatening allergic reactions. Side effects may include increase in heart rate, stronger or irregular heartbeat, sweating, nausea and vomiting, paleness, dizziness, weakness or shakiness, headache, apprehension, nervousness, or anxiety.

- Reduces the shock status temporarily.

11. **FIRST AID PACK** (4 slots - storage unit)

- A collection of supplies and equipment for use in giving first aid, purchased complete. Looks like the kind of kit people usually have in their homes. Can only contain medical items.

- Allows for up to six items in the pack, while providing protection and only taking up four inventory spaces.

- Default included items: (x2 bandage x1 Water Purification Tablets x1 IV Start Kit x1 Blood Bag Kit x1 Syringe)

12. **INJECTION VIAL** (1 slot - consumable)

\_\_\_\_\_ - Injection vial made of molded borosilicate amber glass usually used to store medical solutions or antibiotics

- Contains an unknown amount of painkiller solution (unverified)

13. **IV START KIT** (1 slot - Consumable)

- All the items needed to facilitate intravenous delivery. Products are individually wrapped, conveniently assembled, sterilized and packaged to save valuable time.

14. **MORPHINE AUTO-INJECTOR** (1 slot - consumable)

\_\_\_\_\_ - Pain management auto-injection system. Warning: May be habit forming!

15. **PAINKILLERS (10 pills)** (1 slot)

- A moderate painkiller suitable for regular use in relief of pain and inflammation caused by moderate wounds.

16. **RAGS** (1 slot - consumable)

\_\_\_\_\_ - An assortment of torn rags.

- Makeshift bandage made from rags (crafted from clothing), stops bleeding, possible chance of infection.

17. **SALINE BAG** (1 slot - consumable)

- Sterile bag containing Isotonic saline (0.9%).

18. **SALINE BAG IV** (2 slots - consumable)

- Sterile bag containing Isotonic saline (0.9%) with connected intravenous delivery attachment. Already contains everything needed to administer a saline transfusion.

- Cannot be used on yourself.

19. **SPLINT** (1 slot - consumable - unverified)

- Primitive splint. It gets the job done, but your broken limb will never feel the same.

- Can be crafted by dragging x1 Wooden sticks onto x2 rags or x1 bandages.

20. **SYRINGE** (1 slot - reusable)

- Fitted with a hypodermic needle, commonly used to inject substances into the body or extract fluids from it. This syringe does not appear to contain anything.

21. **TETRACYCLINE ANTIBIOTICS (12 pills)** (1 slot - consumable)

- Tetracycline is broad spectrum antibiotic used to treat or prevent certain bacterial infections.

22. **VITAMIN BOTTLE (12 pills)** (1 slot - consumable)  
- A small plastic bottle with multi-vitamin pastilles. Covers vitamin A, C, D, E, K, B2, B5, and B12. Consult with your physician or pharmacist.
23. **WATER PURIFICATION TABLETS (12 pills)** (1 slot - consumable)  
- Often used to disinfect potentially unsafe water from common water-borne diseases. Uses hypochlorous acid for a safe and palatable results. One tablet per bottle.

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## II. CONDITIONS AND REMEDIES

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**Green/yellow** status update: need is moderate

**Red** status update: need is immediate (will lead to unconsciousness if not treated)

### A. AGGREGATE BLOOD LOSS

#### 1. Condition:

All characters will start out with 5000 units of blood. Loss of blood due to bleeding or from physical trauma will reduce the amount of blood.

Symptoms of aggregate blood loss are:

- Bleeding
- Loss of clarity in vision (vision becomes blurry, hazy)
- Loss of color (vision becomes desaturated, grayscaled)

#### 2. Remedies:

- a. Saline Bag IV (required materials: x1 **Saline bag** x1 **IV Starter Kit**)
  - A person must be administered Saline Bag IV by a medic.
  - To create a Saline IV drag the IV Starter Kit on top of the Saline Bag.
  - This process will create x1 Saline Bag IV.
  - To administer a Saline Bag IV, place the Saline Bag IV in your hand, and apply to the patient by using the scroll wheel to produce the corresponding menu options for application.
  - **Restores blood (total amount unknown in current patch)**
  
- b. Blood Bag IV (required materials: x1 **Blood Bag Kit** x1 **IV Starter Kit**)
  - Take a blood sample from the patient to determine his/her bloodtype (required materials: x1 **IV Starter Kit** x1 **Syringe** x1 **Blood Testing Kit**)
  - To draw blood, place the Blood Bag Kit in your hand, and draw blood from another person by using the scroll wheel to produce the corresponding menu options for application.
  - To create a Blood Bag IV drag the IV starter Kit on top of the Blood Bag.
  - This process will create x1 Blood Bag IV.
  - To administer a Blood Bag IV, place the Blood Bag IV in your hand, and either apply to the patient by using the scroll wheel to produce the corresponding menu options for application.
  - **Restores 1000 blood**
  - **WARNING: Hemolytic Reaction occurs when blood types are incompatible.**

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b-1. Blood Component ABO Compatibility Chart: Red Blood Cells and Plasma

## DONOR

PATIENT	O-	O+	A-	A+	B-	B+	AB-	AB+
O-	OK							
O+	OK	OK						
A-	OK		OK					
A+	OK	OK	OK	OK				
B-	OK				OK			
B+	OK	OK			OK	OK		
AB-	OK		OK		OK		OK	
AB+	OK	OK	OK	OK	OK	OK	OK	OK

- If a patient is in dire need of a blood transfusion, and if the time to process the recipient's blood would cause a detriment delay, O Negative blood can be issued. They are known as universal donors.

- If a patient has AB+ blood type, he/she can receive donor blood of any type.

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## B. HEMOLYTIC REACTION (FATAL)

### 1. Condition:

A hemolytic reaction is caused by receiving a blood transfusion with incompatible blood types. A blood transfusion only adds 1000 blood, while a saline IV sets you back to 5000, so a transfusion should only be used in emergencies, or after confirming compatibility - because a hemolytic reaction is fatal (DayzDB).

#### Stage One

- Status text: sick
- Effect: **-10% Blood/sec**

#### Stage Two

- Status text: sick
- Effect: **-20% Blood/sec**

#### Stage Three

- Status text: sick
- Effect: **-25% Blood/sec**

#### Stage Four

- Status text: sick
- Effect: **-5000 blood**

### 2. Remedies:

- a. None

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## C. BLEEDING

### **1. Condition:**

Bleeding will occur when you receive direct physical trauma. Bleeding will lower your aggregate blood count.

Symptoms will include a physical drain of blood (can be seen with the eye), and a message telling you that your “clothes are being dampened by the blood.” Bleeding will lead to other symptoms of blood loss (mentioned above).

### **2. Remedies:**

- a. Bandaging (required materials: x1 **bandage** or x1 **rag**s).
  - You may stop bleeding by applying a clean (recommended) or a worn/dirty (only recommended in dire cases) bandage to your wound.
  - To administer a bandage or a rag, place the bandage in your hand, and apply to oneself by using the scroll wheel to produce the corresponding menu option for application.
  - The use of a rag has a chance of the wound becoming infected.

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## D. THIRST/DEHYDRATION

### 1. Condition:

Thirst will occur when your character has not had something to drink for a certain time and during a physical activity (i.e. running). Lack of a drink for an extended period of time will lead to dehydration.

Symptoms of thirst and dehydration include the following status updates (in order of severity: mild-severe):

**Mild Dehydration:** water below 2000

“I feel thirsty” / “I’m thirsty” / “I need a drink” / “I feel like having a drink” / “I want to drink something”

- Status text: thirsty

**Dehydration:** water below 1000

“I really need to drink”

- Status text: thirsty

**Severe Dehydration:** water below 0

“I’m dying of dehydration”

- Status text: thirsty

-----

- EFFECTS: **-5 Health/sec / -1% Blood/sec**

### 2. Remedies:

- a. Drink water (required materials: x1 **water bottle** or x1 **canteen** or x1 **soda can**)
  - Drink a hydrating fluid until your notifications cease.
  - Even though you will get a green text notification stating that your “thirst has been quenched, drink every time you get a notification of your thirst.
  - Taking a swig will only satisfy your thirst to an extent. You may need to drink more than once to fully satisfy your thirst.
  - To fully satisfy your thirst, drink water until you receive a “I am absolutely stuffed message.” This will prolong the time the you can be active without having to eat again.

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## E. HUNGER/STARVATION

### 1. Condition:

Starvation will occur when your character has not consumed food for an extended period of time.

**Hungry:** energy below 600

“My stomach grumbles” / “I’m feeling hungry” / “I want to eat something” / “I feel hungry”

- Status text: hungry

**Very Hungry:** energy below 300

“I’m extremely hungry” / “My stomach grumbled violently” / “I’m starving”

- Status text: hungry

**Starving:** energy below 100

“I’m dying of starvation”

- Status text: starving

-----

- Effects: **-1 Health/sec / -0.5% Blood/sec**

### 2. Remedies:

a. Consume food (required materials: x1 **canned food** x1 **fresh fruit** x1 **packaged food**)

- Consuming food until your notifications cease.

- Consuming a part of your food will only satisfy your hunger to an extent.

You may need to eat more than once to fully satisfy your hunger.

- To fully satisfy your hunger, eat food until you receive a “I am absolutely stuffed message.” This will prolong the time the you can be active without having to eat again.

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## F. BEING STUFFED

### 1. Condition

Stuffed: stomach above 2500

“My stomach feels stuffed” / “I feel really full” / “My stomach feels completely full”

Fully Stuffed: stomach above 3500

“My stomach feels absolutely stuffed” / “I feel over-fed” / “My stomach feels much more full than normal”

Vomiting

“I am close to vomiting” / “I think I’m going to vomit” / “I’m going to vomit”

-----

- Status text: sick

- Effects: Vomiting (-500 stomach / -600 Energy (min of 100) / -1000 water)

### 2. Remedies

a. Natural - let body overcome vomiting

b. Charcoal Tablets (Required materials: **x1 Charcoal Tabs**)

- Take charcoal tabs (dosage unconfirmed or unverified)

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## G. FOOD POISONING

### 1. Condition

Food poisoning has up to six stages, depending on the severity of the poisoning. The most likely source of poisoning is from eating rotten fruit, which has a 50% chance of minor poisoning, and a 5% chance of moderate poisoning. Alcohol tinctures have a 75% and 20% chance for minor food poisoning.

#### Stage One

“I have a funny taste in my mouth” / “My mouth taste funny” / “I notice a weird taste “ / “My mouth tastes weird.”

#### Stage Two (Minor)

“I feel nauseous” / “I feel queasy” / “I feel like throwing up  
“I feel like I’m going to vomit”

#### Stage Two (Moderate/Severe)

“I feel nauseous” / “I feel queasy” / “I feel like throwing up”

-----

- Status text: sick

- Effects:

Minor: -13.3% Water/sec

Moderate: -13.6% Water/sec / -0.2% Blood/Sec

Severe: -19.5% Water/sec / -0.3% Blood/Sec

#### Stage Three (Minor)

“I feel dizzy” / “I feel light-headed” / “I feel faint” / “I feel unsteady”

#### Stage Three (Moderate/Severe)

“I am close to vomiting” / “I think I’m going to vomit” / “I’m going to vomit”

-----

- Status text: sick

- Effects:

Minor: -13.6% Water/sec / -0.1 Blood/sec

Moderate/Severe: Vomiting: -500 Stomach / -600 Energy / -1000 Water

#### Stage Four (Moderate)

“I feel dizzy” / “I feel light-headed” / “I feel faint” / “I feel unsteady”

#### Stage Four (Severe)

“I feel cramps in my stomach”

-----

- Status text: sick

- Effects:

Moderate: -14.3% Water/sec / -0.1% Blood/sec

Severe: -26% Water/sec / 0.2% Blood/Sec

**Stage Five (moderate)**

“I feel tired” / “I feel run-down” / “I feel worn-out”

**Stage Five (Severe)**

“I am close to vomiting” / “I think I’m going to vomit” / “I’m going to vomit”

-----

- Effects:

Severe: Vomiting: **-500 Stomach / -600 Energy / -1000 Water**

**Stage Six (Severe)**

“I feel exhausted” / “I feel extremely tired”

-----

- Status text: sick

- Effects:

Severe: **-19.5% Water/sec**

**2. Remedies**

a. Charcoal Tablets (Required materials: **x1 Charcoal Tabs**)

- Take charcoal tabs (dosage unconfirmed or unverified)

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## H. CHEMICAL POISONING

Chemical poisoning is comparable to severe food poisoning. It has six stages, and is very likely to be fatal. It's normally caused by drinking disinfectant spray (DayZDB).

### **Stage One**

"I have a funny taste in my mouth" / "My mouth taste funny" / "I notice a weird taste " / "My mouth tastes weird."

### **Stage Two**

"I feel nauseous" / "I feel queasy" / "I feel like throwing up"

-----

- Status text: sick
- Effects: **-26% Water/sec / -0.5% Blood/Sec / -0.5% Health**

### **Stage Three**

"I am close to vomiting" / "I think I'm going to vomit" / "I'm going to vomit"

-----

- Status text: sick
- Effects: Vomiting: **-500 Stomach / -600 Energy / -1000 Water**

### **Stage Four**

"I feel cramps in my stomach"

-----

- Status text: sick
- Effects: **-39% Water/sec / -0.3% Blood/Sec / -0.3% Health/sec**

### **Stage Five**

"I am close to vomiting" / "I think I'm going to vomit" / "I'm going to vomit"

-----

- Effects: Vomiting: **-500 Stomach / -600 Energy / -1000 Water**

### **Stage Six**

"I feel exhausted" / "I feel extremely tired"

-----

- Status text: sick
- Effects: **-26% Water/sec / -0.1% Blood/sec**

## **2. Remedies:**

- a. Charcoal Tablets (Required materials: **x1 Charcoal Tabs**)
  - Take charcoal tabs (dosage unconfirmed or unverified)
- b. Possible to counteract if you keep drinking and eating food constantly.

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## I. UNCONSCIOUSNESS

### **1. Condition:**

Unconsciousness arise from: severe starvation, severe dehydration, head trauma, or shock. Other players can access your inventory during the duration that you are unconscious.

Unconsciousness: shock above Blood / Blood below 500

Symptoms include:

- Black screen stating, "You are unconscious."
- Inability to move
- Inability to see

**NOTE: If you log out while you are unconscious, you will be dead when you load back in.**

### **2. Remedies:**

a. Saline Bag IV (required materials: x1 **Saline bag** x1 **IV Starter Kit**)

- A person must be administered Saline Bag IV by a medic.
- To create a Saline IV, you must first place the Saline Bag in your hand.  
Then, drag the IV Starter Kit on top of the Saline Bag.
- This process will create x1 Saline Bag IV.
- To administer a Saline Bag IV apply to the patient by using the scroll wheel to produce the corresponding menu options for application.

b. Epinephrine (required materials: x1 **Epinephrine**)

- A person will need epinephrine administered by a medic.
- To administer epinephrine to someone, place it in your hand, and apply to the patient by using the scroll wheel to produce the corresponding menu options for application.
- Resets your shock level; revives you if your blood is too low

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J. SHOCK (Unknown)**1. Condition:**

It goes down naturally at a rate of 30 per second. You can get it by getting hit by anything (i.e. Zombies, bullets, axes). If your shock goes above your current blood level, you will immediately go unconscious.

**2. Remedies:**

- a. Restoring Blood above your shock value will cure unconsciousness from shock (required items: x1 **Blood Bag IV** or x1 **Saline Bag IV**).
- b. Sometimes Shock can be above 5000 (required items: x1 **Epinephrine** or x1 **Defibrillator**)

K. INFECTIONS**1. Condition:**

Zombies have a 20% chance to give you an infected wound when they damage you.

**Stage One**

“My wounds are itchy” / “I have itchy wounds”

-----

Status text: sick

Effects: **-13.6% Water/sec**

**Stage Two**

“My wounds are infected” / “I have infected wounds”

-----

Status text: sick

Effects: **-16.9% Water/sec / -0.3% Blood/sec / -0.1% Health/sec**

**Stage Three**

“My wounds are seriously infected” / “I have seriously infected wounds” / “I’m feeling hot” / “I’m feeling warm”

-----

Status text: sick

Effects: **-19.5% Water/sec / -0.1% Blood/sec / -0.3% Health/sec**

**Stage Four**

“My wounds hurt less” / “My wounds look cleaner”

**2. Remedies:**

- a. Alcohol Tincture (required materials: x1 **Alcohol Tincture**)
  - If you receive notification for a Stage One Infection, apply the Alcohol Tincture onto your wound to fight the infection.

- b. Tetracycline Antibiotics (required materials: x1 **Tetracycline Antibiotics**)
    - Dosage is one tablet (unknown and unverified).
  - c. Drinking water
    - Drink copious amounts of water to fight off the infection.
- 

## L. BRAIN FLU (Currently disabled)

### 1. Condition

Brain flu is a fatal disease that zombies have a 1% chance of infecting you with a hit. Unless you're cured by Tetracycline antibiotics, the final stage will never go away on its own until you die. One oddity is that it applies negative shock values, which seems like it would be a good thing - you go unconscious when your shock is *higher* than your blood (DayZDB).

#### Minor Sickness

"I cough" / "I sneeze"

-----

- Status text: sick
- Effect: **-13% Water/sec**

#### Sickness

"I cough" / "I sneeze" / "I feel my nose dripping" / "My nose feels congested" / "I have a runny nose" / "My throat is sore" / "I feel sore throat" / "My throat hurts"

-----

- Status text: sick
- Effects: **-26% Water/sec / -0.3% Blood/sec / -0.1% Health/sec**

#### Fever

"I'm feeling hot" / "I'm burning up" / "I'm slick with sweat" / "My clothes are soaking with sweat" / "I feel cold" / "I start to shiver" / "I feel shivery" / "I'm shivering"

-----

- Status text: fever
- Effects: **-26% Water/sec / -0.5% Blood/sec / -1 Health/sec / -1 Shock/sec**

#### Terminal

"I'm feeling hot" / "I'm burning up" / "I'm slick with sweat" / "My clothes are soaking with sweat" / "I feel cold" / "I start to shiver" / "I feel shivery" / "I'm shivering"

-----

- Status text: fever
- Effects: **-52% Water/sec / -1% Blood/sec / -5 Health/sec / -5 Shock/sec**

## 2. REMEDIES

- a. Tetracycline Antibiotics (required materials: x1 **Tetracycline Antibiotics**)
    - Take Tetracycline antibiotics
-

M. BROKEN BONES**1. Condition:**

Broken bones occur when you glitch in DayZ and somehow break your bones or from physical trauma. Broken bones will lead to a loss of your aggregate blood count, and will also put you into shock.

Attempting to move with a broken leg does not lead to further increases in Shock.

Symptoms on broken bones include:

- Inability to walk or run (you will immediately get back to a prone position)
- Visible signs of shock
- A status update stating that your broken are broken.

**2. Remedies:**a. Morphine (required materials: x1 **morphine injector**)

- A person may administer morphine to him/herself, or can be administered by a medic.
- To administer a morphine, place it in your hand, and either apply to oneself or to the patient by using the scroll wheel to produce the corresponding menu options for application.
- **\*Currently there is a glitch where you can log out and log back in and your broken leg will be fixed.\***

b. Splint (required materials: x1 **splint**)

- A person may use a splint to apply it to him/herself to fix broken limbs.
- You can craft a splint by dragging the wooden stick onto a rag or a bandage.

N. FOOT INJURY (Currently not fully implemented)**1. Condition**

Caused by running without shoes. You may be injured based on the terrain your character is moving on, and how fast you are going.

**Sore**

“My feet hurt” / “My feet are sore”

**Injured**

“My feet are badly damaged” / “My feet is bleeding” / “My feet is hurting badly”

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O. PAIN (Currently disabled)

**1. Condition:****2. Remedies:**

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P. FATIGUE (currently disabled)**1. Condition:**

Fatigue will occur when your character moves around in a period of time without sufficient rest. Severe fatigue will eventually make your character unconscious (and at this time unconsciousness is bugged and will lead to DEATH).

Symptoms include the following status updates (in order of severity: mild-severe)

-“I feel light-headed”

-“I feel dizzy”

-“I feel faint”

-----

-“I feel worn out”

-“I feel run down”

-----

-“I feel unsteady”

-“I feel faint”

**2. Remedies:**

- a. Rest (required actions: stay motionless for an extended period of time.
    - Remaining motionless for 120 seconds should make your character fully rested.
- 

Q. BODY TEMPERATURE (Unknown)

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## R. HEALING

You will regain blood and health when you are fully fed and watered. There are three stages: light regeneration, full regeneration, and healing. In the regeneration stages, you only regenerate blood, while in the healing stage, you regain health (DayZDB).

**Light Regeneration:** Energy above 3500 and Water above 3000

Effects: **+1 Blood/sec**

**Full Regeneration:** Energy above 5000 and Water above 2500

Effects: **+3 Blood/sec**

**Healing:** Energy above 5000, Water above 2500, and Blood at 5000

Status text: healing

Effects: **+3 Health/sec**

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#### IV. RECOMMENDED SAFETY GUIDELINES

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The following are guidelines for maintaining security and efficiency during a rescue operation.

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##### A. GENERAL GUIDELINES

There is no doubt that both helpless survivors and well-gearred rescue teams are tempting targets for bandits and ambushes. In order to reduce the risk of hostile encounters, the following guidelines should be followed by all parties involved in a rescue operation.

##### B. RESCUER GUIDELINES

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V. RECOMMENDED STRATEGIES

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A. MEDICAL

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B. OTHER COMBAT

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SPECIAL THANKS TO

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DayZDB.com  
/u/MarmotHelm  
[AWaC]Pseudo

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## CHANGELOG

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Change logs of previous versions are not available.

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Version 2.2.1 (01-23-14)

- Edited information regarding Aggregate Blood Loss
  - Edited information regarding Tetracycline Antibiotics
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Version 2.2.0 (12-28-13)

- Edited information regarding Alcohol Tincture
  - Added information regarding Bandages - Green
  - Edited information regarding Charcoal Tabs
  - Edited information regarding Defibrillator
  - Edited information regarding Epinephrine
  - Edited information regarding Disinfectant Spray
  - Edited information regarding Chemical Poisoning
  - Edited information regarding Injection Vial
  - Edited information regarding General Medical Equipment List
  - Edited information regarding Splints
  - Added information regarding Shock
  - Edited information regarding Unconsciousness
  - Edited information regarding Infections
  - Edited information regarding Broken Bones
  - Edited information regarding Pain
- 

Version 2.1.1 (12-22-13)

- Edited information regarding Alcohol Tincture
  - Edited information regarding Disinfectant Spray
  - Edited information regarding Food Poisoning
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Version 2.1.0 (12-21-13)

- Edited information to reflect new patch (0.30.113860)
  - Edited information regarding Broken Bones
  - Edited information regarding Injection Vials
  - Added information regarding Splints
  - Edited information regarding Morphine Auto-Injector
  - Edited information regarding Rags
- 

Version 2.0.1 (12-20-13)

- Edited information regarding Aggregate Blood Loss
- Edited information regarding Hemolytic Reaction
- Fixed Back to Top hyper-marker
- Edited information regarding Aggregate Blood Loss
- Edited information regarding Saline Bag IV

- Edited information regarding Bleeding
- Edited information regarding First Aid Kits
- Edited information regarding Blood Bag IV
- Edited information regarding Pain Killers
- Edited information regarding Default Character Characteristics
- Edited information regarding General Medical Equipment List
- Edited information regarding Unconsciousness
- Edited information regarding Syringe
- Edited information regarding Water Purification Tablets
- Edited information regarding Defibrillators
- Edited information regarding Injection Vial
- Edited information regarding Rags
- Edited information regarding Charcoal Tabs

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#### Version 2.0.0 (12-19-13)

- Added the Basics section
- Merged General Status Updates List and the Conditions and Remedies List
- Edited information regarding Hunger
- Edited information regarding Thirst
- Edited information regarding Unconsciousness
- Edited information regarding Aggregate Blood Loss
- Edited information regarding Being-Stuffed
- Added information regarding Food Poisoning
- Added information regarding Chemical Poisoning
- Edited information regarding Infection
- Added information regarding Brain Flu
- Added information regarding Hemolytic Reaction
- Added information regarding Foot Injury
- Added information regarding Healing
- Overhauled Table of Contents system

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#### Version 1.6.0 (12-19-13)

- Added information regarding Rags
- Edited information regarding First Aid Packs
- Added information regarding Injection Virals
- Overhauled the entire General Medical Equipment List
- Edited titles of the Table of Contents
- Edited general structure of the manual
- Fixed Changelog hyper-marker
- Changed section heading to GENERAL CONDITION NOTIFICATION LIST from GENERAL STATUS  
UPDATES LIST
- Overhauled the entire Changelog section

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### 1.5.0 (12-19-13)

- Edited information regarding Fatigue (currently disabled)
- Edited information regarding Pain (currently disabled)
- Edited information regarding over-stuffed
- Edited information regarding Dehydration
- Added information regarding Dehydration (drink until it says you're full)
- Edited information regarding Starvation
- Added information regarding Starvation (eat until it says you're stuffed)
- Edited general structure of the manual
- Edited information regarding stomach ailments
- Added Tetracycline Antibiotics description
- Added Defibrillator description
- Edited information regarding Disinfectant Spray
- Added Saline Bag IV description
- Added Blood Bag IV description
- Added Blood Bag Kit description
- Edited information regarding transfusion with a blood bag
- Edited organization of General Conditions and Equipment
- Added hyperlink for the Reddit Rescue Force in the title

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### 1.4.1 (12-18-13)

- Edited information regarding unconsciousness.
- Edited information regarding broken bones.
- Edited general structure of the manual

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### 1.4.0 (12-18-13)

- Edited field manual to reflect DayZ Version: 0.29.113822.
- Added Patch Notes section.
- Added link for suggestions, comments, or questions.

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