

2nd Marine Raider Battalion

Basic Medical Orientation

This is a simple guide that is designed for the regular rifleman (or any other non-medical) to learn everything they need to know about the ACE Advanced Medical System and how we use it. There are 3 primary subjects that will be covered here: bandages, injectors and loadouts.

Bandages



Basic Bandage (Field Dressing)

This is your bog-standard field dressing used all over to quickly patch up minor wounds.

GOOD for	Abrasions/scrapes, contusions/bruises, lacerations/tears, as well as anything that is particularly minor
OK for	Crushes, punctures
BAD for	Avulsions, cuts, velocity wounds



Packing Bandage

These bandages are used to pack out wounds with large, heavily bleeding openings and staunch the bleeding.

GOOD for	Abrasions/scrapes, <u>avulsions</u> , contusions, <u>velocity wounds</u>
OK for	Crushes
BAD for	Cuts, lacerations/tears, punctures



Elastic Bandage

An elasticated bandage that is designed to apply a controlled, uniform pressure to the affected area.

GOOD for	Abrasions/scrapes, <u>contusions/bruises</u> , <u>crushes</u> , <u>cuts</u> , <u>lacerations/tears</u> , <u>punctures</u>
OK for	Velocity wounds
BAD for	Avulsions



QuikClot

This is a medicated bandage that can be used as a quick-and-dirty fix to many injuries.

GOOD for	Nothing in particular
OK for	Almost everything
BAD for	Avulsions

Where the wound type is underlined, that indicates that you should almost always use that bandage type for that particular wound. Note that, for small wounds, using a field dressing is perfectly acceptable, especially if you would end up wasting a large quantity of the more specialised bandages otherwise.

And, if you're not sure which type of bandage to use, the QuikClot is a reliable fallback, as it treats almost everything fairly well.

Injectors



Morphine

The strongest painkiller currently in common use (at least until ketamine takes over in a few years' time). You'll be seeing a lot of these, and while ideally you won't need it, you'll probably end up using a lot of it too.

Pain	Reduced significantly. Extreme cases may require an additional dose to remove
Heart Rate	Reduced.
Blood Pressure	Reduced.



Epinephrine

A form of synthesised adrenaline. If you suffer a severe allergy, you'll be very familiar with these, as it's issued to sufferers and used to counter their allergic reaction. In ACE Medical, it's mostly used as a method to bring the heart rate and blood pressure up, often to counter the side-effects or morphine.

Pain	No effect.
Heart Rate	Increased.
Blood Pressure	Increased.

There's also atropine, but as a non-medic, you don't need to worry about that.

NOTE: It is highly recommended that you do not administer these yourself, unless you *really* need it. Get a medic to do it. At the very least, make sure any medics that treat you afterwards know what you've taken.

Loadout

Before I begin this part, it's worth mentioning that the following are just recommendations, or guidelines; you do not have to stick to them to the letter. Indeed, for many loadouts, you probably won't be able to anyway. Instead, use these as a guide and adapt them to suit your loadout, taking more or less depending on how much space/weight you can spare.

As a non-medic, there are essentially two options available to you for your loadout. You can either take an even spread of all 4 bandage types, or you can take just 1 (usually QuikClots). As an additional to this, you'll have to decide how many of the two effectual injectors to take. Remember that the supplies you carry are not always just for yourself; it will greatly help your medic(s) (and the unit as a whole) to have extra medical supplies spread across the members of the unit.

The following is a quick summary of the two loadouts and a quick comparison.

Option 1 (Recommended)	Option 2 (Alternate)
6-8x each bandage type 2-4x Morphine Autoinjector 1-2x Epinephrine Autoinjector	10-12x QuikClot 2-4x Morphine Autoinjector 1-2x Epinephrine Autoinjector
+ Spreads extra supplies throughout the squad - Heavier load	+ Reduces confusion when self-treating + Lighter load - Less supplies spread through squad

As a final additional note, it may be worth considering carrying some of the more advanced items (if you have the space), such as the Personal Aid Kit (PAK). In our setup, PAKs are very medic-only and are consumed on use; hence, you can't use it yourself, but carrying one anyway may give the medic(s) a bit of an easier time. If you're confused about what to take, just ask a medic.