

MEDICAL & RESCUE QG-05

PARTIALLY VERIFIED

STAR CITIZEN 4.10.x

EN

REV 2026-09

Star Citizen game mechanics only – no real-world medical advice. Information from the 4.10 game data and game texts.

INJURY

- **Body parts:** head, torso, left/right arm, left/right leg – each with its own value.
- **Tiers:** minor, moderate, severe (HUD warning with body part).
- **Medication:** relieve symptoms – only a bed treats the injury itself.
- **BDL:** every dose raises the blood drug level; too high sedates and can incapacitate.

BED TIER PER INJURY

- **Tier 1:** severe injuries
- **Tier 2:** moderate injuries
- **Tier 3:** minor injuries
- **Beds:** hospital, clinic, ship. If the tier is too low, the bed points you to a higher facility.

MEDPEN

Consumable Select Radial Menu

4

Medical Pen – Inject Other

RMB

tap

On yourself: equip the pen, then “Firearm – Attack”.
On others: not in Armistice Zones.

PARAMED / MEDGUN

Fire mode: self / others

B

Aim Down Sight (use display)

RMB

Administer dose

LMB

Insert refill

R

tap

The default mode locks out above a critical BDL limit.

INCAPACITATED

Request Rescue

M

hold 1.5 s

Regen

BACKSPACE

hold 1.5 s

Force Re-spawn (E.V.A. / On Foot)

BACKSPACE

hold 0.5 s

A timer runs until death. Per game text, ask your group, chat or a rescue beacon for revival before it ends.

DRAGGING (PER GAME TEXT)

- **Drag:** pull unconscious players – at walking pace, one-handed weapons usable.
- **Release:** via interaction mode (release body).
- **Ends on:** sprinting, jumping, crouching or a two-handed weapon.
- **Hand-over:** unconscious patients at the Emergency Drop Off.

STATUS & HELP

PIT (injuries, symptoms)

L-ALT + F

Interaction Mode

F

mobiGlas (Toggle)

F1

Dismiss Corpse Marker

NO DEFAULT

NOT YET VERIFIED (4.10)

- **Dosage & duration** per pen
- **Loading unconscious players** into vehicles – depends on ship and patch
- **Damage per tier** – which hits cause which tier