

Situation:

Both your arms got burned by an explosion. You are under shock.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You are under shock, confused and slightly aggressive.

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MEDIC-CARD
VERSION 1.0 - EN

Situation:

You received several shots in the stomach and you're under shock.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You are under shock, panicking, confused, slightly aggressive yelling at everybody in sight (including enemies).

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Situation:

A 40 mm grenade detonates in some distance. Shrapnel hits your thigh.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You can't stand or crawl. You can still use your arms to reach cover and call for a medic.

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Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Bandage on both arms
- Infusion to treat hypovolemia (Period 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Take off vest/plate carrier etc.
- Put bandage around the waist
- Infusion to treat hypovolemia (Period 10 minutes)

Protection:

Vest & SAPI: It's difficult to breathe, you fall to the ground. There is no deadline, After 10 minutes of regeneration and a body check you can get back into the game.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Bandage on thigh
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

A hand grenade explodes near your position and shrapnel hits your head.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You are unconscious.

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MEDIC-CARD

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Situation:

You suddenly brake down. You couldn't stand the pressure of the latest fights.

Deadline:

The Deadline adds up to 30 minutes. Stabilization is not possible.

Remaining capabilities:

You are unconscious.

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Situation:

You got hit in the upper arm by a projectile.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You can't move your weak arm anymore and are only able to walk supported by two comrades.

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Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Put patient flat on the ground or seat him supported by a tree or similar
- Head bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Helmet: Fall to the ground. You need 10 minutes to get yourself together and after conducting a body check you are back in the game.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Put patient flat on the ground or seat him supported by a tree or similar
- Infusion to treat dehydration (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury, quite the converse.

Behaviour:

After a complete treatment you are back in the game. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Talk with the injured and him escort out of the danger zone
- Body check (Check: breathing, pulse, consciousness, further wounds)
- Put a bandage on the upper arm.
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

You are situated in the field of a detonation. You suffer from injuries in the facial region. In addition, your right arm is dislocated.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You are unconscious.

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Situation:

You received a grazing shot on the head and you are losing a lot of blood.

Deadline:

The Deadline adds up to 20 minutes. Stabilization is not possible.

Remaining capabilities:

You are under shock, panicking, confused and slightly aggressive.

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Situation:

You suffer from a shot in the thigh.

Deadline:

The Deadline adds up to 30 minutes. Stabilization is not required.

Remaining capabilities:

Talking, help the medic, ability to walk with the help from two comrades.

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Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Put on head bandage
- Fix attach the arm on the torso using a bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Put on head bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Helmet: Fall to the ground. You need 10 minutes to get yourself together and after conducting a body check you are back in the game.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds).
- put bandage on the thigh

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

You got shot in the thigh.

Deadline:

The Deadline adds up to 30 minutes.
Stabilization is not required.

Remaining capabilities:

Talking, help the medic, ability to walk with the help from two comrades.

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Situation:

Shrapnel grazed your head.
Luckily it is just a scratch.

Deadline:

The Deadline adds up to 30 minutes.
Stabilization is not required.

Remaining capabilities:

You can talk (even though rather quiet and babbling); help the medic ability to walk with the help from one comrade.

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Situation:

You received a grazing shot on the upper arm.

Deadline:

The Deadline adds up to 30 minutes.
Stabilization is not required.

Remaining capabilities:

Talking, help the medic ability to walk with the help from one comrade.
You can't use the affected arm.

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Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds).
- Bandage on the thigh

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Head bandage

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment:

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Bandage on the upper arm

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

You were hit twice in the chest.

Deadline & Stabilization:

The deadline adds up to 10 minutes.
Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You can't move because of the pain, still you can call for a medic.
If someone moves you just scream louder!

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Situation:

A grenade explodes in some distance and you got hit by shrapnel in your thigh.

Deadline & Stabilization:

The deadline adds up to 15 minutes.
Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You can call a medic and use your arms to reach cover.

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Situation:

You got shot in the upper arm.

Deadline & Stabilization:

The deadline adds up to 20 minutes.
Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You can't move your arm and are able to walk with the help from one comrade.

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Stabilization (anyone):

- Talk with the wounded and escort him out of the danger zone.
- Pull off Vest/chest rig etc.

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Bandage the chest
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Vest & SAPI: Vest may not be removed. Bandage on the shoulder. 5 minutes regeneration, then you can go back to the game.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Stabilization (anyone):

- Talk with the wounded and escort him out of the danger zone

Medical treatment (Medic):

- Body check (Check: Breathing, Pulse, Consciousness, further wounds)
- Bandage on thigh
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Stabilization (anyone):

- Talk with the wounded and escort him out of the danger zone.
- Put on emergency bandage to stop the bleeding

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Remove emergency bandage, put on bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

You got shot in the upper arm.

Deadline & Stabilization:

The deadline adds up to 20 minutes. Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You can't move your arm and are able to walk with the help from one comrade.

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Situation:

You got shot in the leg.

Deadline & Stabilization:

The deadline adds up to 20 minutes. Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You can't move your leg and can only walk with the help from two comrades.

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Situation:

You are injured on your ear and it's bleeding heavily.

Deadline & Stabilization:

The deadline adds up to 20 minutes. Stabilization (resulting in a twofold deadline) is possible.

Remaining capabilities:

You are still conscious but you can't move because of the shock. Call out quietly for a medic.

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Stabilization (anyone):

- Talk with the wounded and escort him out of the danger zone.
- Put on emergency bandage to stop the bleeding

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Remove emergency bandage, put on bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Stabilization (anyone):

- Talk with the wounded and escort him out of the danger zone.
- Put on emergency bandage to stop the bleeding

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Remove emergency bandage, put on bandage
- Infusion to treat hypovolemia (Period: 5 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Stabilization (anyone):

- Treat the wounded ear with an emergency bandage
- Calm your comrade

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Treat the wounded ear with a bandage
- Infusion to treat hypovolemia (Period: 10 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. The bandages can be taken off after 15 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Situation:

A projectile or shrapnel hits your primary weapon and your hand is injured.

Deadline:

The deadline adds up to 30 minutes. Stabilization is not required.

Remaining capabilities:

You can't use your primary weapon as well as use your „weak“ hand and can only walk with the help from one comrade.

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Situation:

Your sight is blurry. Your field of vision is limited. You have to lie down!

Deadline:

The deadline adds up to 30 minutes. Stabilization is not required.

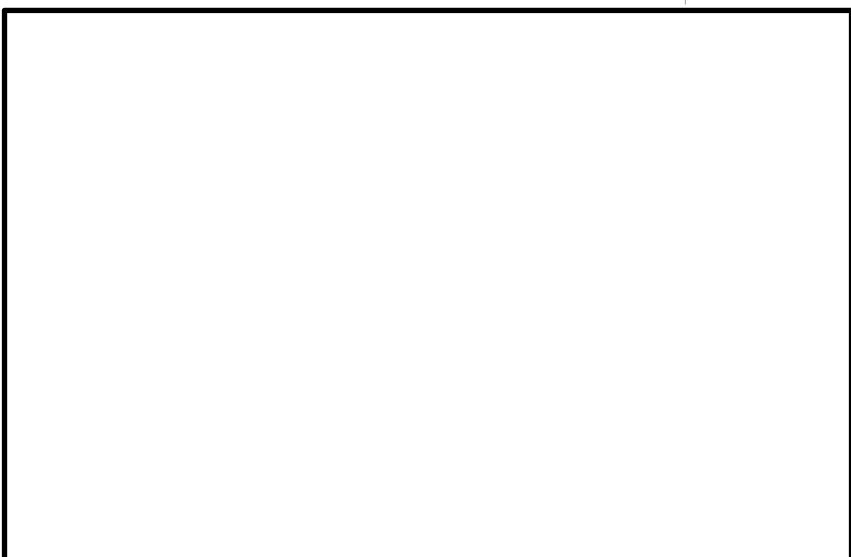
Remaining capabilities:

You're dizzy and weak. You have a hard time orientating. Do not move!

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Medical treatment (anyone):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Treat the wound on the „weak“ hand putting on a bandage

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. 20 minutes after having put on the bandage you are able to use your hand and primary weapon again. The bandages can be taken off after another 10 minutes. If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.

Medical treatment (Medic):

- Body check (Check: breathing, pulse, consciousness, further wounds)
- Give some beverages to the patient
- Infusion to treat hypovolemia (Period: 5 minutes)

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

After a complete treatment you are back in the game. In the future take care about you fluid balance! If no medic reaches you by the end of the deadline you are disabled from the game, put on your death rag, stay in position for 15 minutes and then go to the spawn point.