

Situation:

You were situated in range of a detonation of a phosphor grenade and suffer from serious burnings on the torso and arms.

Deadline & Stabilization:

The deadline adds up to 10 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

None, you are unconscious.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD
VERSION 1.0 - EN

Situation:

You were hit by a hand grenade. You suffer from injuries caused by splitter on both legs and you are under shock.

Deadline & Stabilization:

The deadline adds up to 10 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

You can call for a medic. Your condition does not allow for more.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD
VERSION 1.0 - EN

Situation:

A projectile hit your head and you are unconscious.

Deadline & Stabilization:

The deadline adds up to 10 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

None, you are unconscious.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD
VERSION 1.0 - EN

Stabilization (Medic): Treatment only possible in HQ

- Take off vest/PC/chest rigg
- Cover arms and torso with one bandage, respectively
- Infusion to treat hypovolemia (until MedEvac/HQ)
- Provide a quick evacuation

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.

Stabilization (Medic): Treatment only possible in HQ

- Each leg gets bandaged
- Infusion to treat hypovolemia (until MedEvac/HQ)
- Provide a quick evacuation

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.

Stabilization (Medic): Treatment only possible in HQ

- Put on head bandage
- Infusion to treat hypovolemia (until MedEvac/HQ)
- Provide a quick evacuation

Protection:

Helmet: The projectile bounces off you only suffer from a concussion.

After 10 minutes you have recovered and after receiving a bodycheck by a medic you are back in the game.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.

Situation:

A HE-grenade explodes next to you. Splitters hit you head and your torso.

Deadline & Stabilization:

The deadline adds up to 10 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

None, you are unconscious.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD

VERSION 1.0 - EN

Situation:

You have been hit several times and have instantly lost consciousness.

Deadline & Stabilization:

The deadline adds up to 20 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

None, you are unconscious.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD

VERSION 1.0 - EN

Situation:

A sniper shot you leaving a life-threatening injury in the torso.

Deadline & Stabilization:

The deadline adds up to 15 minutes. Such a serious injury can only be stabilized by a medic.

Remaining capabilities:

You can call for a medic. Your condition does not allow for more.

www.ASTKM.DE/MSc

PLEASE RETURN USED AND
UNUSED CARDS AFTER THE
GAME TO ORGANISATION!

MEDIC-CARD

VERSION 1.0 - EN

Stabilization (Medic): Treatment only possible in HQ

- Put on head and torso bandages
- Infusion to treat hypovolemia (until MedEvac/HQ)
- Provide a quick evacuation

Protection:

Helmet: The head injury is not applicable. | Vest/SAPI: The injury on the torso is not applicable. | Helmet & Vest/SAPI: After 10 minutes you have recovered and after receiving a bodycheck by a medic you are back in the game.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.

Stabilization (Medic): Treatment only possible in HQ

- One bandage on one arm and one leg
- Infusion to treat hypovolemia (until MedEvac/HQ)
- Provide a quick evacuation

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.

Stabilization (Medic): Treatment only possible in HQ

- Remove veste/PC/chest rigg
- Put bandage on torso
- Infusion to treat hypovolemia (until MedEvac/HQ)

Protection:

Vest/SAPI: The plate stoppet the bullet. After 10 minutes you have recovered and after receiving a bodycheck by a medic you are back in the game.

Behaviour:

Reaching the HQ (via MedEvac or transportation by comrades) you are back in the game. If no medic reaches you by the end of the deadline, you are out of the game, put on your death rag, stay in position for 20 minutes and then go to respawn.