

Situation:

The called danger-close artillery strike was too close or you send the wrong coordinates– Friendly fire.

Deadline & Stabilization:

You are out of the game (dead).

Remaining capabilities:

None

www.ASTKM.DE/MSc

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

MEDIC-CARD
VERSION 1.0 - EN

Situation:

Your FAC aired an Close-Air-Support-Call which was executed by two Eurofighters. Sadly they had a very bad IFF – Friendly Fire.

Deadline & Stabilization:

You are out of the game (dead).

Remaining capabilities:

None

www.ASTKM.DE/MSc

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

MEDIC-CARD
VERSION 1.0 - EN

Situation:

The enemy has adjusted his mortars to your position.

Deadline & Stabilization:

You are out of the game (dead).

Remaining capabilities:

None

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MEDIC-CARD
VERSION 1.0 - EN

Medical treatment:

No medical treatment necessary.

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

You are out of the game and you don't talk to others. Put on your Deathrag, wait 5 minutes where you get hit and then go to respawn.
By reaching your re-spawn you're back in the game.

Medical treatment:

No medical treatment necessary.

Protection:

Personal protective equipment will not prevent the injury.

Behaviour:

You are out of the game and you don't talk to others. Put on your Deathrag, wait 5 minutes where you get hit and then go to respawn.
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