

U001

**Situation:**

You blocked the passway of several bullets and you've paid the ultimate price for that.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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

**MEDIC-CARD**  
VERSION 1.0 - EN

U002

**Situation:**

You aroused an small booby trap.  
The injuries are deadly.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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**MEDIC-CARD**  
VERSION 1.0 - EN

U003

**Situation:**

A grenade lands right in front of you. You jumped onto the grenade, covering it with your body.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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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're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Personal protective equipment will not prevent the injury.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Personal protective equipment will not prevent the injury - brought about this heroic feat.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn and let celebrate yourself as a hero.

**Situation:**

A grenade detonates directly in front of you. A lot of shrapnels hits you.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

For 3 more minutes you will rattle and cry for help. Then you fall into silence.

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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# MEDIC-CARD

VERSION 1.0 - EN

**Situation:**

You tried to stop an incoming burst from a machine gun. This act was unsuccessful and you are bleeding from a lot of holes.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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# MEDIC-CARD

VERSION 1.0 - EN

**Situation:**

You get hit hit by a sniper. You comrades are hearing the shot not until your bodies hits the ground.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSc](http://www.ASTKM.DE/MSc)

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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're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Vest/SAPI: You could curse for a minute and can roughly guess where it came from. Then you fall into silence.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Personal protective equipment will not prevent the injury.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Situation:**

A 40mm HE grenade detonates directly in front of you. Shrapnel hits your torso.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSK](http://www.ASTKM.DE/MSK)

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# MEDIC-CARD

VERSION 1.0 - EN

**Situation:**

You stopped a bullet with your chest.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSK](http://www.ASTKM.DE/MSK)

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# MEDIC-CARD

VERSION 1.0 - EN

**Situation:**

A RPG-grenade stuck in your belly. Luckily its a dud shell.

**Deadline & Stabilization:**

You are out of game (dead).

**Remaining capabilities:**

None

[www.ASTKM.DE/MSK](http://www.ASTKM.DE/MSK)

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# MEDIC-CARD

VERSION 1.0 - EN

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Vest/SAPI: Saved you from being out of game. You be in a daze for 5 minutes and have a shrapnel wound on your upper arm. Get a bodycheck plus a bandage for your upper arm from the CFR and you are back in game.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Vest/SAPI: You have to sit down and catch a breath for 10 minutes. You need a bodycheck from a CFR and then you are back in game.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.

**Medical treatment:**

No medical treatment necessary.

**Protection:**

Personal protective equipment will not prevent the injury.

**Behaviour:**

You're out of the game and not able to talk. Put on your deathrag, wait 15 minutes and then go to the respawn.