

(UNCLASSIFIED)

---

## Civilian Scenario Inject Cards

### HOW TO USE

---

These cards introduce civilian scenarios to test ROE and decision-making. Apply during execution phase. Use role-players if available, or simulate through injects.

---

### CARD CS-01: CIVILIAN VEHICLE APPROACHES

---

**Apply During:** Execution, during movement or at objective

**Inject Text:** "Civilian Situation: Unmarked civilian vehicle approaches your position/objective area. Vehicle is moving slowly, occupants are not clearly visible. Vehicle does not respond to signals."

**Effect:** Tests candidate's ROE application, target identification, and decision-making under uncertainty.

---

### CARD CS-02: LOCAL CIVILIANS REQUEST ASSISTANCE

---

**Apply During:** Execution, during movement

**Inject Text:** "Civilian Situation: Local civilians approach your unit requesting medical assistance. They report that REAPER forces have been harassing their village. Civilians are distressed and seeking help."

**Effect:** Tests candidate's ability to balance mission requirements with humanitarian concerns and information gathering.

---

### CARD CS-03: MIXED CIVILIAN/ENEMY CONVOY

---

**Apply During:** Execution, at objective (for ambush missions)

**Inject Text:** "Civilian Situation: Approaching convoy contains both civilian vehicles and REAPER vehicles intermingled. Must positively identify targets before engagement."

**Effect:** Tests target identification, ROE application, and ability to distinguish combatants from non-combatants.

---

### CARD CS-04: CIVILIANS IN OBJECTIVE AREA

---

**Apply During:** Execution, at objective

**Inject Text:** "Civilian Situation: Civilians are present in the objective area. Some may be held against their will by REAPER forces. Mission must account for civilian presence."

**Effect:** Tests candidate's ability to plan for and execute mission while protecting civilians.

---

### CARD CS-05: CIVILIAN REPORTING ENEMY ACTIVITY

---

**Apply During:** TLP or during execution

**Inject Text:** "Civilian Situation: Local civilian approaches and reports REAPER activity. Provides intelligence but may be unreliable. Civilian requests protection."

**Effect:** Tests candidate's ability to evaluate intelligence, interact with civilians, and balance mission security.

---

#### **CARD CS-06: MEDICAL EMERGENCY - CIVILIAN**

---

**Apply During:** Execution, during movement or at objective

**Inject Text:** "Civilian Situation: Civilian medical emergency occurs near your position. Local civilian is injured and requires immediate medical attention. No other medical resources available."

**Effect:** Tests candidate's ability to balance mission requirements with humanitarian assistance and resource allocation.

---

#### **CARD CS-07: CIVILIANS FLEEING AREA**

---

**Apply During:** Execution, during movement

**Inject Text:** "Civilian Situation: Large group of civilians is fleeing the area, moving toward your position. Civilians report REAPER activity behind them. May be mixed with REAPER forces."

**Effect:** Tests candidate's ability to handle refugee situations, maintain security, and identify threats.

---

#### **CARD CS-08: CIVILIAN PROPERTY DAMAGE CONCERNS**

---

**Apply During:** TLP or during execution

**Inject Text:** "Civilian Situation: Local civilians express concern about potential damage to their property during operations. Request coordination to minimize impact."

**Effect:** Tests candidate's ability to consider collateral damage and coordinate with civilian population.

---

#### **CARD CS-09: UNACCOMPANIED CHILDREN**

---

**Apply During:** Execution, during movement or at objective

**Inject Text:** "Civilian Situation: Unaccompanied children are present in the area. Children appear lost or separated from families. No adult supervision visible."

**Effect:** Tests candidate's ability to handle vulnerable civilian populations and child protection concerns.

---

#### **CARD CS-10: CIVILIAN INTERFERENCE**

---

**Apply During:** Execution, at objective

**Inject Text:** "Civilian Situation: Civilians attempt to interfere with operations. Some civilians are hostile or uncooperative. May be attempting to warn REAPER forces."

**Effect:** Tests candidate's ability to manage hostile or uncooperative civilians while maintaining mission focus and security.

---

---

**ACKNOWLEDGE:**

MATTHEW WAGNER  
CPT, FA  
FLORIDA ARMY NATIONAL GUARD

**OFFICIAL:**

CPT KOLACKSY  
COMMANDER

---

**DISTRIBUTION:**

CDR, 211 RTI  
S3, 211 RTI  
CDR, 4-211 RTI  
Full-Time Staff, 211 RTI  
HQ PLT, OCS DET, 211 RTI  
1st PLT PL, OCS DET, 211 RTI