

(UNCLASSIFIED)

Enemy Behavior Inject Cards

HOW TO USE

These cards modify how REAPER forces react during execution. Apply during execution phase. Cadre should adjust OPFOR behavior accordingly.

CARD EB-01: AGGRESSIVE COUNTERATTACK (MDCOA)

Apply During: Execution, after initial contact

Inject Text: "REAPER forces immediately launch aggressive counterattack. Enemy reinforces with additional elements and attempts to encircle friendly forces."

Cadre Action: OPFOR becomes more aggressive, attempts flanking maneuvers, uses indirect fire if available.

CARD EB-02: EARLY DETECTION AND COUNTER-AMBUSH

Apply During: Execution, before planned initiation

Inject Text: "REAPER detects friendly movement early. Enemy sets up counter-ambush position and initiates contact on their terms."

Cadre Action: OPFOR detects and engages friendly forces before planned initiation point.

CARD EB-03: RAPID WITHDRAWAL

Apply During: Execution, after contact

Inject Text: "REAPER forces immediately break contact and withdraw rapidly. Enemy abandons equipment and uses pre-planned escape routes."

Cadre Action: OPFOR quickly disengages and withdraws, may leave equipment behind.

CARD EB-04: HYBRID RESPONSE (WITHDRAW THEN COUNTERATTACK)

Apply During: Execution, after initial contact

Inject Text: "REAPER initially withdraws, then reinforces and counterattacks from a different direction within 10 minutes."

Cadre Action: OPFOR withdraws initially, then returns with reinforcements for counterattack.

CARD EB-05: USE OF CIVILIANS AS SHIELDS

Apply During: Execution, during contact

Inject Text: "REAPER forces intermingle with civilian population. Enemy uses civilians as human shields and attempts to blend in."

Cadre Action: OPFOR positions near or with civilian role-players, tests ROE.

CARD EB-06: FEIGNED WITHDRAWAL

Apply During: Execution, after contact

Inject Text: "REAPER appears to withdraw, but actually sets up a hasty ambush along the withdrawal route to catch pursuing friendly forces."

Cadre Action: OPFOR feigns withdrawal, then sets up ambush on friendly approach.

CARD EB-07: SPLIT AND REGROUP

Apply During: Execution, after contact

Inject Text: "REAPER forces split into smaller elements and attempt to regroup at a rally point. Enemy maintains communication and coordination."

Cadre Action: OPFOR breaks into smaller groups, attempts to regroup, maintains coordination.

CARD EB-08: DEFENSIVE STAND

Apply During: Execution, during contact

Inject Text: "REAPER forces take defensive positions and fight from cover. Enemy does not withdraw and attempts to hold ground."

Cadre Action: OPFOR fights defensively, uses prepared positions, does not withdraw.

CARD EB-09: INDIRECT FIRE SUPPORT

Apply During: Execution, during contact

Inject Text: "REAPER calls for and receives indirect fire support. Enemy mortars begin impacting in your area."

Cadre Action: Simulate indirect fire (cadre calls "Incoming!" or uses training devices if available).

CARD EB-10: IED/BOOBY TRAP EMPLOYMENT

Apply During: Execution, during movement or contact

Inject Text: "REAPER has emplaced IEDs along likely friendly routes. Enemy uses booby traps and improvised explosive devices."

Cadre Action: Mark IED locations, test candidate's route selection and obstacle recognition.

ACKNOWLEDGE:

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