

## FLX Inject Cards - User Guide

### OVERVIEW

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This inject card system allows cadre to quickly vary OPORD iterations during Field Training Exercises (FLX) without requiring new OPORDs. Each iteration can be made unique by applying 1-3 injects from different categories.

### HOW TO USE

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#### Basic Process

1. **Select Base OPORD** - Choose which OPORD to use (001-008)
2. **Choose 1-3 Inject Cards** - Select from different categories to create variation
3. **Apply During TLP or Execution** - Provide injects at appropriate times
4. **Document Which Injects Used** - Track for AAR and to avoid repetition

#### When to Apply Injects

##### During TLP (Troop Leading Procedures):

- Situation Update Cards
- Friendly Force Status Cards
- Timeline Pressure Cards
- Weather/Terrain Cards (if affecting planning)

##### During Execution:

- Enemy Behavior Cards
- Civilian Scenario Cards
- Weather/Terrain Cards (if dynamic)
- Additional Situation Updates

#### Recommended Combinations

##### Simple Variation (1 inject):

- One Situation Update OR
- One Enemy Behavior Card OR
- One Friendly Force Status Card

##### Moderate Variation (2 injects):

- Situation Update + Enemy Behavior
- Friendly Force Status + Timeline Pressure
- Weather/Terrain + Civilian Scenario

##### Complex Variation (3 injects):

- Situation Update + Enemy Behavior + Friendly Force Status
- Weather/Terrain + Timeline Pressure + Civilian Scenario

## INJECT CARD CATEGORIES

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1. **Situation Update Cards** - Intelligence updates that change the tactical problem
2. **Enemy Behavior Cards** - Variations in REAPER actions and reactions
3. **Friendly Force Status Cards** - Changes to friendly unit conditions
4. **Weather/Terrain Cards** - Environmental condition changes
5. **Civilian Scenario Cards** - ROE and decision-making challenges
6. **Timeline Pressure Cards** - Time constraint variations

## TIPS FOR CADRE

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- **Don't Overload:** 1-3 injects per iteration is usually sufficient
- **Mix Categories:** Avoid using multiple injects from the same category
- **Track Usage:** Keep a simple log to avoid repeating the same combination
- **Match Complexity:** Use simpler injects for early iterations, more complex for later ones
- **Be Flexible:** Adjust inject timing based on candidate performance and learning objectives

## QUICK REFERENCE

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See individual inject card files:

- `inject-cards-situation-updates.md`
- `inject-cards-enemy-behavior.md`
- `inject-cards-friendly-force-status.md`
- `inject-cards-weather-terrain.md`
- `inject-cards-civilian-scenarios.md`
- `inject-cards-timeline-pressure.md`

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### ACKNOWLEDGE:

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