FLX Inject Cards - User Guide

OVERVIEW

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

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

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

- **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

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`

ACKNOWLEDGE:

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