

(UNCLASSIFIED)

Friendly Force Status Inject Cards

HOW TO USE

These cards modify the starting conditions of friendly forces. Apply during TLP Step 1 (Receive Mission) or at the beginning of execution. Can be delivered as a SITREP or status update.

CARD FF-01: SQUAD LEADER CASUALTY

Apply During: TLP Step 1 or beginning of execution

Inject Text: "Friendly Force Status: [1st/2nd/3rd] Squad Leader is a casualty and cannot continue. Platoon Sergeant assumes [squad] Squad Leader duties. Squad is now led by the senior team leader."

Effect: Candidate must adjust task organization and leadership assignments.

CARD FF-02: RADIO FAILURE

Apply During: TLP Step 1 or beginning of execution

Inject Text: "Equipment Status: [1st/2nd/3rd] Squad's primary radio is non-functional. Squad must use alternate communication methods (runners, visual signals, or secondary radio if available)."

Effect: Candidate must adjust communication plan and PACE procedures.

CARD FF-03: REDUCED PERSONNEL STRENGTH

Apply During: TLP Step 1

Inject Text: "Personnel Status: Platoon is at 75% strength. [1st/2nd/3rd] Squad has 6 personnel instead of 9. Adjust task organization accordingly."

Effect: Candidate must plan with reduced personnel and adjust task assignments.

CARD FF-04: EQUIPMENT SHORTAGE

Apply During: TLP Step 1

Inject Text: "Equipment Status: Limited ammunition available. Each squad has 50% of normal basic load. Prioritize fires and plan for ammunition conservation."

Effect: Candidate must adjust scheme of fires and plan for ammunition management.

CARD FF-05: MEDICAL EVACUATION REQUIRED

Apply During: TLP Step 1 or beginning of execution

Inject Text: "Medical Status: One Soldier requires immediate medical evacuation. MEDEVAC is available but will take 30 minutes. Plan for casualty evacuation and security during MEDEVAC."

Effect: Candidate must plan for casualty evacuation and security during MEDEVAC operations.

CARD FF-06: VEHICLE BREAKDOWN

Apply During: TLP Step 1 (if applicable) or during movement

Inject Text: "Equipment Status: [Vehicle/Equipment] has mechanical failure and cannot continue. Unit must proceed on foot or with remaining vehicles."

Effect: Candidate must adjust movement plan and timeline.

CARD FF-07: KEY LEADER ABSENT

Apply During: TLP Step 1

Inject Text: "Personnel Status: [Platoon Leader/Platoon Sergeant] is not available. [Next in command] assumes command. Adjust command and control accordingly."

Effect: Candidate must adjust succession of command and may need to assume different role.

CARD FF-08: WATER SHORTAGE

Apply During: TLP Step 1 or during execution

Inject Text: "Logistics Status: Potable water is limited. Each Soldier has 50% of normal water supply. Plan for water conservation and identify water sources."

Effect: Candidate must consider water management and may need to adjust sustainment plan.

CARD FF-09: NIGHT VISION EQUIPMENT FAILURE

Apply During: TLP Step 1 (for night operations)

Inject Text: "Equipment Status: 50% of night vision equipment is non-functional. Distribute working NODs and adjust night movement plan."

Effect: Candidate must adjust night movement techniques and security measures.

CARD FF-10: INTERPRETER/KEY PERSONNEL UNAVAILABLE

Apply During: TLP Step 1

Inject Text: "Personnel Status: [Interpreter/Specialist] is not available for this mission. Unit must operate without [capability]."

Effect: Candidate must adjust plan to account for missing capability or personnel.

ACKNOWLEDGE:

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FLORIDA ARMY NATIONAL GUARD

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