

(UNCLASSIFIED)

Timeline Pressure Inject Cards

HOW TO USE

These cards modify time constraints and urgency. Apply during TLP Step 1 (Receive Mission) or as updates during planning. Modify the timeline in the OPORD or provide as an urgent update.

CARD TP-01: ACCELERATED TIMELINE

Apply During: TLP Step 1

Inject Text: "Urgent Update: REAPER convoy is moving faster than expected. Timeline accelerated. SP time moved up by 30 minutes. Reduce TLP time accordingly."

Effect: Candidate has less time for planning, must prioritize tasks, and work under increased pressure.

CARD TP-02: DELAYED START POINT

Apply During: TLP Step 2 or Step 3

Inject Text: "Timeline Update: SP delayed by 45 minutes due to [weather/logistics/coordination]. Mission timeline (completion time) remains unchanged. Adjust plan to account for reduced execution time."

Effect: Candidate must adjust plan to account for delayed start but same end time, requiring faster execution.

CARD TP-03: NO-NOTICE EXECUTION

Apply During: TLP Step 1

Inject Text: "Urgent: Immediate execution required. Minimal TLP time available. Mission must be executed within 30 minutes. Prioritize essential planning only."

Effect: Candidate must work under extreme time pressure with minimal planning time.

CARD TP-04: EXTENDED TIMELINE

Apply During: TLP Step 1

Inject Text: "Timeline Update: Mission timeline extended. You have additional time for detailed planning and preparation. Use extra time to refine plan and conduct additional reconnaissance."

Effect: Candidate has more time but must demonstrate effective use of additional planning time.

CARD TP-05: MULTIPLE TIME-SENSITIVE EVENTS

Apply During: TLP Step 1 or Step 2

Inject Text: "Timeline Update: Multiple time-sensitive events must be coordinated. Mission must be synchronized with [other unit operation/air support window/logistics window]. Timing is critical."

Effect: Candidate must coordinate multiple timelines and synchronization requirements.

CARD TP-06: WINDOW OF OPPORTUNITY CLOSING

Apply During: TLP Step 2 or Step 3

Inject Text: "Urgent: Window of opportunity is closing. REAPER will move/change position within [X] hours. Mission must be executed before window closes or opportunity is lost."

Effect: Candidate must work under time pressure with a hard deadline for mission execution.

CARD TP-07: WEATHER WINDOW

Apply During: TLP Step 1 or Step 2

Inject Text: "Weather Update: Favorable weather conditions will only last for [X] hours. After that, weather will deteriorate significantly, affecting mission execution. Plan to execute within weather window."

Effect: Candidate must plan to execute within a specific weather window.

CARD TP-08: FOLLOW-ON MISSION DEPENDENCY

Apply During: TLP Step 1

Inject Text: "Timeline Update: This mission must be completed on time to enable follow-on operations. [Other unit] is dependent on your success and timeline. Delay will affect larger operation."

Effect: Candidate understands mission is part of larger operation, increasing importance of timeline.

CARD TP-09: ENEMY TIMELINE AWARENESS

Apply During: TLP Step 1 or Step 2

Inject Text: "Intelligence Update: REAPER is aware of friendly timeline and may adjust their operations accordingly. Enemy may attempt to preempt friendly actions."

Effect: Candidate must consider that enemy may act based on friendly timeline, requiring adjustment to plan.

CARD TP-10: SPLIT TIMELINE

Apply During: TLP Step 1

Inject Text: "Timeline Update: Different elements have different timelines. [Element 1] must execute at [time], [Element 2] at [different time]. Coordinate multiple execution times."

Effect: Candidate must plan for staggered execution times and coordinate multiple elements.

ACKNOWLEDGE:

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