

(UNCLASSIFIED)

Situation Update Inject Cards

HOW TO USE

Provide these updates during TLP (Step 1: Receive Mission) or as intelligence updates during planning. Can be delivered verbally, written on a card, or as a SITREP.

CARD SU-01: INCREASED ENEMY STRENGTH

Apply During: TLP Step 1 or Step 2

Inject Text: "Updated Intelligence: REAPER convoy now consists of 3 vehicles instead of 2. Lead vehicle is confirmed to have a heavy machine gun. Estimated personnel count increased to 10-12 combatants."

Effect: Candidate must adjust plan for increased enemy strength and firepower.

CARD SU-02: ENEMY OBSERVATION POSTS

Apply During: TLP Step 1 or Step 2

Inject Text: "SITREP: REAPER has established observation posts along the route. Your planned ambush site may be under observation. Enemy is actively monitoring friendly movement patterns."

Effect: Candidate must consider counter-reconnaissance and adjust approach/ambush site selection.

CARD SU-03: ENEMY ROUTE CHANGE

Apply During: TLP Step 2 or Step 3

Inject Text: "Intelligence Update: REAPER has changed their route. They are now using an alternate road, bypassing your original objective location. New route passes through [specify alternate location]."

Effect: Candidate must adjust mission plan for new objective location or route.

CARD SU-04: ENEMY REINFORCEMENTS NEARBY

Apply During: TLP Step 2 or Step 3

Inject Text: "Updated Intelligence: REAPER quick reaction force is positioned 2 kilometers northeast of your objective. They can respond within 15 minutes of contact. Enemy has established communication network."

Effect: Candidate must plan for faster enemy response and potential counterattack.

CARD SU-05: ADDITIONAL ENEMY POSITIONS

Apply During: TLP Step 1 or Step 2

Inject Text: "Intelligence Update: REAPER has established a secondary defensive position 500 meters south of the primary objective. Enemy is operating in a coordinated network."

Effect: Candidate must account for multiple enemy positions and potential mutual support.

CARD SU-06: ENEMY EQUIPMENT UPGRADE

Apply During: TLP Step 1 or Step 2

Inject Text: "Updated Intelligence: REAPER forces now have indirect fire capability. Enemy has 60mm mortars positioned within range of your objective area."

Effect: Candidate must plan for indirect fire threat and adjust scheme of fires.

CARD SU-07: ENEMY WITHDRAWAL ROUTE IDENTIFIED

Apply During: TLP Step 2 or Step 3

Inject Text: "Intelligence Update: REAPER has established a known withdrawal route to the east. Enemy will likely use this route if engaged."

Effect: Candidate can plan to interdict withdrawal route or must account for enemy escape.

CARD SU-08: CIVILIAN ACTIVITY REPORTED

Apply During: TLP Step 1 or Step 2

Inject Text: "Intelligence Update: Local civilians report increased REAPER activity in the area over the past 24 hours. Civilian movement patterns have changed due to security concerns."

Effect: Candidate must consider civilian presence and adjust ROE considerations.

CARD SU-09: ENEMY COMMUNICATION INTERCEPT

Apply During: TLP Step 2 or Step 3

Inject Text: "SIGINT Update: REAPER communications intercepted indicate they are aware of friendly operations in the area. Enemy is on heightened alert."

Effect: Candidate must plan for increased enemy security and awareness.

CARD SU-10: TERRAIN CHANGES

Apply During: TLP Step 1 or Step 2

Inject Text: "Terrain Update: Recent weather has altered the terrain. The primary approach route is now partially flooded/muddy. Alternate routes may be required."

Effect: Candidate must adjust movement plan for terrain changes.

ACKNOWLEDGE:

MATTHEW WAGNER

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