

(UNCLASSIFIED)

Civilian Scenario Inject Cards

HOW TO USE

These cards introduce civilian scenarios to test ROE and decision-making. Apply during execution phase. Use role-players if available, or simulate through injects.

CARD CS-01: CIVILIAN VEHICLE APPROACHES

Apply During: Execution, during movement or at objective

Inject Text: "Civilian Situation: Unmarked civilian vehicle approaches your position/objective area. Vehicle is moving slowly, occupants are not clearly visible. Vehicle does not respond to signals."

Effect: Tests candidate's ROE application, target identification, and decision-making under uncertainty.

CARD CS-02: LOCAL CIVILIANS REQUEST ASSISTANCE

Apply During: Execution, during movement

Inject Text: "Civilian Situation: Local civilians approach your unit requesting medical assistance. They report that REAPER forces have been harassing their village. Civilians are distressed and seeking help."

Effect: Tests candidate's ability to balance mission requirements with humanitarian concerns and information gathering.

CARD CS-03: MIXED CIVILIAN/ENEMY CONVOY

Apply During: Execution, at objective (for ambush missions)

Inject Text: "Civilian Situation: Approaching convoy contains both civilian vehicles and REAPER vehicles intermingled. Must positively identify targets before engagement."

Effect: Tests target identification, ROE application, and ability to distinguish combatants from non-combatants.

CARD CS-04: CIVILIANS IN OBJECTIVE AREA

Apply During: Execution, at objective

Inject Text: "Civilian Situation: Civilians are present in the objective area. Some may be held against their will by REAPER forces. Mission must account for civilian presence."

Effect: Tests candidate's ability to plan for and execute mission while protecting civilians.

CARD CS-05: CIVILIAN REPORTING ENEMY ACTIVITY

Apply During: TLP or during execution

Inject Text: "Civilian Situation: Local civilian approaches and reports REAPER activity. Provides intelligence but may be unreliable. Civilian requests protection."

Effect: Tests candidate's ability to evaluate intelligence, interact with civilians, and balance mission security.

CARD CS-06: MEDICAL EMERGENCY - CIVILIAN

Apply During: Execution, during movement or at objective

Inject Text: "Civilian Situation: Civilian medical emergency occurs near your position. Local civilian is injured and requires immediate medical attention. No other medical resources available."

Effect: Tests candidate's ability to balance mission requirements with humanitarian assistance and resource allocation.

CARD CS-07: CIVILIANS FLEEING AREA

Apply During: Execution, during movement

Inject Text: "Civilian Situation: Large group of civilians is fleeing the area, moving toward your position. Civilians report REAPER activity behind them. May be mixed with REAPER forces."

Effect: Tests candidate's ability to handle refugee situations, maintain security, and identify threats.

CARD CS-08: CIVILIAN PROPERTY DAMAGE CONCERNS

Apply During: TLP or during execution

Inject Text: "Civilian Situation: Local civilians express concern about potential damage to their property during operations. Request coordination to minimize impact."

Effect: Tests candidate's ability to consider collateral damage and coordinate with civilian population.

CARD CS-09: UNACCOMPANIED CHILDREN

Apply During: Execution, during movement or at objective

Inject Text: "Civilian Situation: Unaccompanied children are present in the area. Children appear lost or separated from families. No adult supervision visible."

Effect: Tests candidate's ability to handle vulnerable civilian populations and child protection concerns.

CARD CS-10: CIVILIAN INTERFERENCE

Apply During: Execution, at objective

Inject Text: "Civilian Situation: Civilians attempt to interfere with operations. Some civilians are hostile or uncooperative. May be attempting to warn REAPER forces."

Effect: Tests candidate's ability to manage hostile or uncooperative civilians while maintaining mission focus and security.

ACKNOWLEDGE:

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