

(UNCLASSIFIED)

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## Enemy Behavior Inject Cards

### HOW TO USE

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These cards modify how REAPER forces react during execution. Apply during execution phase. Cadre should adjust OPFOR behavior accordingly.

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#### CARD EB-01: AGGRESSIVE COUNTERATTACK (MDCOA)

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**Apply During:** Execution, after initial contact

**Inject Text:** "REAPER forces immediately launch aggressive counterattack. Enemy reinforces with additional elements and attempts to encircle friendly forces."

**Cadre Action:** OPFOR becomes more aggressive, attempts flanking maneuvers, uses indirect fire if available.

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#### CARD EB-02: EARLY DETECTION AND COUNTER-AMBUSH

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**Apply During:** Execution, before planned initiation

**Inject Text:** "REAPER detects friendly movement early. Enemy sets up counter-ambush position and initiates contact on their terms."

**Cadre Action:** OPFOR detects and engages friendly forces before planned initiation point.

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#### CARD EB-03: RAPID WITHDRAWAL

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**Apply During:** Execution, after contact

**Inject Text:** "REAPER forces immediately break contact and withdraw rapidly. Enemy abandons equipment and uses pre-planned escape routes."

**Cadre Action:** OPFOR quickly disengages and withdraws, may leave equipment behind.

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#### CARD EB-04: HYBRID RESPONSE (WITHDRAW THEN COUNTERATTACK)

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**Apply During:** Execution, after initial contact

**Inject Text:** "REAPER initially withdraws, then reinforces and counterattacks from a different direction within 10 minutes."

**Cadre Action:** OPFOR withdraws initially, then returns with reinforcements for counterattack.

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#### CARD EB-05: USE OF CIVILIANS AS SHIELDS

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**Apply During:** Execution, during contact

**Inject Text:** "REAPER forces intermingle with civilian population. Enemy uses civilians as human shields and attempts to blend in."

**Cadre Action:** OPFOR positions near or with civilian role-players, tests ROE.

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#### **CARD EB-06: FEIGNED WITHDRAWAL**

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**Apply During:** Execution, after contact

**Inject Text:** "REAPER appears to withdraw, but actually sets up a hasty ambush along the withdrawal route to catch pursuing friendly forces."

**Cadre Action:** OPFOR feigns withdrawal, then sets up ambush on friendly approach.

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#### **CARD EB-07: SPLIT AND REGROUP**

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**Apply During:** Execution, after contact

**Inject Text:** "REAPER forces split into smaller elements and attempt to regroup at a rally point. Enemy maintains communication and coordination."

**Cadre Action:** OPFOR breaks into smaller groups, attempts to regroup, maintains coordination.

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#### **CARD EB-08: DEFENSIVE STAND**

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**Apply During:** Execution, during contact

**Inject Text:** "REAPER forces take defensive positions and fight from cover. Enemy does not withdraw and attempts to hold ground."

**Cadre Action:** OPFOR fights defensively, uses prepared positions, does not withdraw.

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#### **CARD EB-09: INDIRECT FIRE SUPPORT**

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**Apply During:** Execution, during contact

**Inject Text:** "REAPER calls for and receives indirect fire support. Enemy mortars begin impacting in your area."

**Cadre Action:** Simulate indirect fire (cadre calls "Incoming!" or uses training devices if available).

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#### **CARD EB-10: IED/BOOBY TRAP EMPLOYMENT**

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**Apply During:** Execution, during movement or contact

**Inject Text:** "REAPER has emplaced IEDs along likely friendly routes. Enemy uses booby traps and improvised explosive devices."

**Cadre Action:** Mark IED locations, test candidate's route selection and obstacle recognition.

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**ACKNOWLEDGE:**

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