A grayscale photograph of a military aircraft, likely an A-10 Thunderbolt II, parked on a runway. The aircraft is viewed from the side, facing right. In the foreground, the back of a soldier in camouflage uniform and helmet is visible, holding a long, dark object, possibly a rifle or a hose. The background shows a hazy landscape with hills or mountains under a cloudy sky.

# Jaws of the Dragon

Taiwan is not yet lost...

**Player Handbook**  
Evan D'Alessandro

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## *Acknowledgments*

To my father, who has read every word of this game. Without you, it would not exist.

# Introduction

## Welcome!

Welcome to *Jaws of the Dragon*, this handbook will cover all the information you need to know as a player for the game!

**Do not be dismayed at the length of this handbook** as much of it is tables and pictures or won't apply to your role (see Appendix A for what you need to read for your player role). This handbook is more bark than bite!

Knowledge of exactly how things work in the real world is not a prerequisite to playing the game. Some such information will be provided to you in your briefing, you will have National Control and other Controls who can answer your questions, and while military operations and the conduct of diplomacy are complicated, this game tries its best to simplify them for you (you don't even need to know the difference between a 4<sup>th</sup> and 5<sup>th</sup> generation fighter or ambassador and Chargé d'affaires to play this game!).

Note that this is a megagame and thus is just as much about communication under time pressure as it is about the scenario itself. This game works on a rigid timeframe, with each turn processed according to the game timetable (see the Game Timetable + Sequence of Play section). This means clear, quick, and efficient communication is your best ally, and if you don't know what you should be doing at any point, talking to other people to gather information is probably a good idea.

Finally, if you are short of time don't worry about having the perfect decision, just go for it with what you think. An imperfect decision now is better than a perfect decision later. Note that unlike some games you may have played there will be no "victory points" or any other absolute metric of who "won." This game is an exploration of a real-world scenario, and players may decide for themselves how well they thought they did – but like the real world, it will be left to future historians to make judgements on value-laden notions of "success" or "failure."

### **Most Importantly: if you are confused or struggling at any point DON'T PANIC!**

All teams have a member of Control who can answer any questions you might have, and who can help you with rules or anything else you might need.

Some players find their first contact with a megagame confusing. This is natural. If you are struggling to understand your role in the game, or just can't think what to do next, or simply feel out of your depth – don't panic. You are not expected to work it out for yourself – or struggle in silence. Speak to any member of the Control Team and let them know – they will help you to find your way!

## Aim of the Game

The point of this game is the following (and in order):

1. Majorly: for you to have an enjoyable time.
2. Minorly: for you to learn a little bit about how this scenario might play out.
3. Minorly: for you to experience the use of wargaming as a methodological tool.

Note all of these are in relation to the following caveats on "realism":

## *A Note on “Realism”*

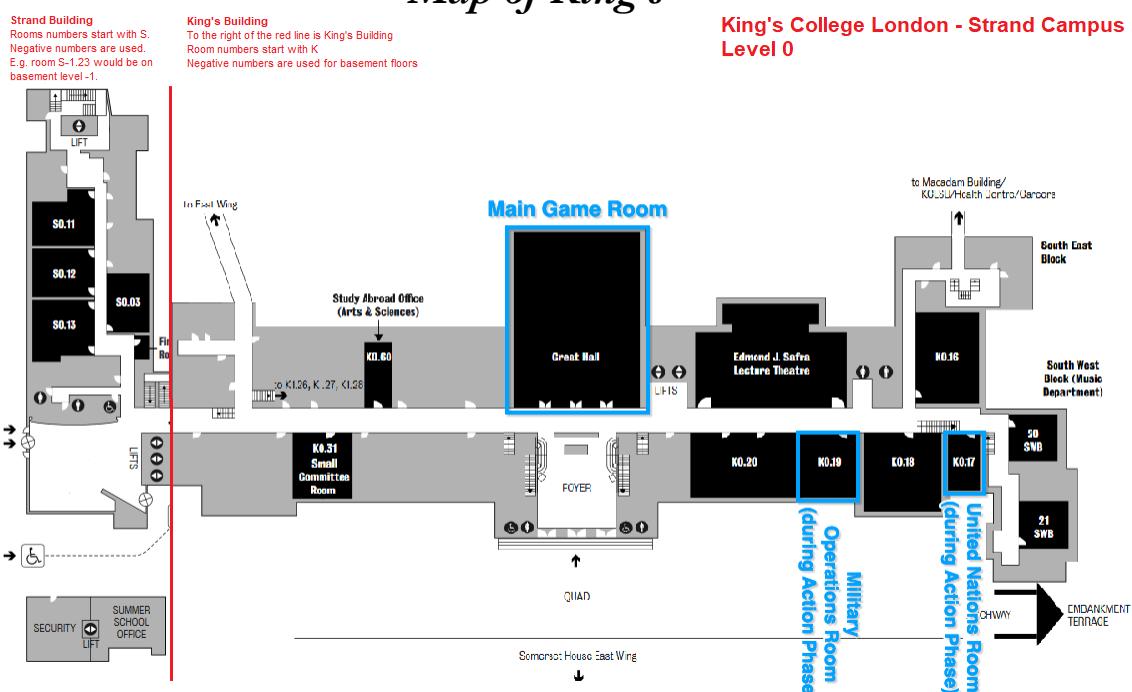
This game is not a perfect simulation of what would happen in such a scenario, and many assumptions have been made for playability<sup>1</sup> and for the research purposes of this game (e.g. this is not the analytic combat version of this game). Most importantly the game has:

- Assumed the factors and decisions leading to the start of the scenario.
- Reduced decision maker's friction in carrying out actions and diplomacy.
- Reduced the time required for tasking, collection, and processing of certain types of intelligence and collection means into finished products.
- Assumed competence of all sides training and ability to conduct joint operations.
- Broadly assumed the availability of sufficient logistics for most operations.
- Has abstracted down from and reduced the fidelity of modeling in comparison to the combat-focused version of this game of:
  - All sides ISR complexes (and a general assumption that they are good).
  - Space Warfare (*Super Smash Sats Ultimate* module)
  - Information Warfare (*Only You Can Give Up...* module)
  - Additional Military Enablers (*And the Kitchen Sink* module)
  - Taiwanese Wartime Politics and Civil Defense (*War, by Other Means* and *And Yet, We Endure* modules)

This game is the distillation of hundreds of hours of work and my specialization in Indo-Pacific militaries and modern operations. That said gaps will always remain, and I am not omniscient no matter how much I would like to be. Do not assume that this game is the gospel truth. A full listing of assumptions, reasonings, sources, and data can be found in the documents for this game, which are freely available for download at [evandalessandro.com/jaws-of-the-dragon/](http://evandalessandro.com/jaws-of-the-dragon/). If you find any errors, think something is inaccurate, insufficiently detailed, or missing, please contact me and let me know: I would love to speak to you to improve this game!

## *Map of King's*

## The Strange



<sup>1</sup> E.g. as Dr. David Banks points out, realism is not feasible in wargames, rather representativeness is, which by necessity requires abstraction and tradeoffs of focus in the design of a wargame.

# Game Timetable + Sequence of Play

## The Day's Timetable

Time	Goings On
9:30	Reception Open
10:00	Game Briefing and Team Strategy Meetings
10:30-17:00	Gameplay (13 x 30-minute turns)
17:00-17:30	Game Debrief
17:30+	Decamp to Pub for informal drinks/debrief

**Note that there is no break for lunch so, please bring your own lunch/snacks.**

## The Game Turn

Each turn will represent 1 day.<sup>2</sup> 20 minutes is given for teams to talk and negotiate followed by 10 minutes for the Action Phase (when things occur). When the Action Phase is over, the next turn starts. The turn is split into the following phases:

Control Phase	Player Phase	Time	Explanation
Adjudication	Team Time	5 min.	<ul style="list-style-type: none"> <li>– During this period teams discuss within themselves their strategy, next steps, and plan for the turn.</li> <li>– Intelligence players brief the team.</li> <li>– Decisions on changes to nuclear posture for the US and China <u>are made at this time</u> (and are announced by Control).</li> </ul>
	Negotiation	15 min.	<ul style="list-style-type: none"> <li>– Players who are allowed to leave their tables may leave their tables to talk with other countries, plan and strategize, and otherwise discuss.</li> <li>– Players who are not allowed to leave their tables should discuss, plan, and strategize. Players who may not leave their tables may still also write notes.</li> <li>– Information Campaigns are conducted at this time.</li> <li>– Priority Intelligence Requests are turned in at this time.</li> </ul>
Action Phase		10 min.	<ul style="list-style-type: none"> <li>– Military players gather at the Control Maps to be briefed on the last turn's military operations and examine the map, before giving orders.</li> <li>– Heads of State, Diplomats and other players make Speeches, give Statements, and hold Press Conferences.</li> <li>– At least one diplomat from the US, China, and Taiwan must attend, others may send diplomats as desired.</li> <li>– PIR's are returned to players, Intelligence players prepare intelligence briefings for their team.</li> </ul>

*\*Speeches and Statements* – please keep your Speech or Statement to no more than 1 1/2 minutes.

*Press Conferences* – during a press conference you will give a short statement (30 seconds max.) and answer the questions of the Press. Press players will be asking questions, but other players may also ask serious questions if so desired. A press conferences will last between 1-2 minutes. Note that if you don't use your title to introduce your question, the speaker does not have to answer the question (e.g. "John Doe of AP News: Ambassador, what is the government response at this time?")

<sup>2</sup> This conveniently gives us a time in game of 13 days, the exact length of the Cuban Missile Crisis.

# Control

This game is run by a Control Team. The Control Team is steadfastly neutral and will take on many roles throughout the day, adjudicating outcomes of decisions, representing non-played nations, and answering any questions you may have.

The Control Team is here to help you and make the game an enjoyable experience!

## *The Types of Control*

In this game there are 5 types of Controls, each performing different tasks: Military, National, Diplomatic, Intelligence and Press. One Control (Diplomacy, Intelligence, and Press) or more Controls (Military, National) will be covering the tasks.

### **Game Control**

Evan D'Alessandro is the game control.

- He has overall responsibility for the game and making sure everything runs smoothly.
- Port of Call for Control Information: He will be around helping answer questions that Control has and cannot answer.

He will be juggling a lot of balls during the game to make sure that the game works as intended and everything runs smoothly, so please do not bother him unless necessary.

### **Military Control**

Military Control will be in the Military room. They will be dealing with movement of military forces and conduct of military operations on the maps and represent your military subordinates. If it comes to outright combat they will be doing a lot of work, so as much as possible try be nice to them (and keep your orders simple, complex orders are less effective and will be useless (if not actively harmful) in the complexity of combat<sup>3</sup>).

- Military Control represents your military subordinates and will fight in the manner you direct them to. These are people who are experienced wargamers and/or military professionals and know the game system, so you can assume the competence of your subordinates.
- Military Control will brief military players at the start of each Action Phase as to what happened last turn before you (the military players) brief them on what they want to do this turn.
- Military Control can answer your military questions as needed.

There are specific military controls for: the Naval, Air, Ground, and Cyber domains. There is also an Information Domain Control, who will be in the main room.

### **National Control**

Each nation will have a National Control. Your National Control will:

- Advise you on matters relating to your government.
- Help you if you have a question about rules or anything else they can help you with. They are your first port of call for rules questions, questions about the game, and information on your country.
- They will help you in keeping you on time during the game and hustling you along if you need to be somewhere.

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<sup>3</sup> For example, see the work of Dr. Jim Storr on modern headquarters and orders for example.

Thus, your National Control represents your political subordinates and educated political advisors. They will council you against doing anything too stupid politically that would surely cost you your position domestically (though they won't stop you from making bad decisions).

## **Diplomatic Control**

Diplomatic Control will:

- Oversee UN Security Council Consultations and Votes.
- Coordinate with Press Control to announce any formal declarations or diplomatic agreements at the start of the Action phase.

Note that if the Press Control is unavailable, then the Diplomatic Control will take over Press Conference/Speech Convening.

*NPC's*

A number of controls will be representing various non-played nations or characters during the day (North Korea, Russia, Economic Advisors, etc...). They will have badges that indicate their country. The Diplomatic Control will be available to represent any other non-played countries or other subordinates who you wish to speak to or will direct you to the appropriate person.

## **Intelligence Control**

The Intelligence Control is solely dedicated to dealing with Priority Intelligence Requests from players. See the *Intelligence Player Rules* section of this handbook for more information on Priority Intelligence Requests.

## **Press Control**

The Press Control oversees the running of the press and takes on writing for any non-played news entity required.

*Press Conference/Speech Convening:* players who wish to have a speech or press conference should talk to Press Control, who will help set up who and in what order is speaking at a speech or press conference.

*News NPCs:* The Press Control will be available to represent any non-played news or other stakeholders who you wish to speak to (e.g. Reuters, Red Cross, local politicians, etc.).

**Player Support: if you are new or inexperienced and having difficulty or are overwhelmed, please talk to the Press Control.**

# Player Roles

Players will take on specific roles in this game, each tasked to do specific things relating to their role. Smaller countries may have one player performing multiple duties, while larger countries may have several players assigned to specific duties.

Your briefing will lay out what your tasks are and importantly, who you are allowed to leave your table to talk to during the negotiation phase.

Regardless of your role, the main thing you will need to do is to keep talking to other people (either at your table or at others). The game is mostly about communication, negotiation, and coordination. The most effective teams are those who communicate and coordinate clearly and know what their allies and enemies are up to. The game mechanisms should help facilitate some part of that, but you will have the best time if you are proactive in your play and look for opportunities to talk and engage with others. If in doubt, seek someone out and engage with them.

*For a list of all players, their roles, and what rules they need to review, see Appendix A.*

## **Head of State**

The Head of State:

- Leads the nation and team (hopefully to victory, and not off a cliff).
- Decides on overall policy and strategy for the country.
- The buck stops with them (they have the final say on all matters).

As the Head of State, you should make sure that you are kept in the know by your diplomats and military subordinates at all times to make the best possible decisions. For those with larger teams this will necessitate you carefully managing your information flow and delegating of authority and control to keep up with the pace of the crisis. The ability to do these two things is absolutely critical.

On some smaller teams (Philippines, Australia, UK, Canada, and France) the Head of State may also be allowed to function as a Diplomat, except for purposes of UN Security Council Informal Consultations.

## **Military**

Military players represent the highest level of military decision makers. As such, military players will not be micromanaging forces but giving mission orders.<sup>4</sup> Depending on the size of the country, a military player will range from having a specific role in a command hierarchy to commanding the entire military. Within this you may control one or more domains (Air, Sea, Land, Space, Cyber),<sup>5</sup> some teams may have enough players that they may split domain responsibilities between their players.

Your intent is communicated to your subordinates (represented by Military Control) when you brief them during the Action Phase.

For smaller teams (Philippines, UK, Canada, and France) the military player will also function as the intelligence player for the team.

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<sup>4</sup> Mission orders are functionally the intent of the commander to their subordinates (“prevent the Chinese from threatening Japan,” “interdict shipping in this area,” etc.), which then allows the subordinates (who have a better understanding of the operational/tactical situation) to most effectively implement their commander’s intent.

<sup>5</sup> The Air, Land, and Sea domains. The Cyber domain is represented by cards and has its own Control (separate from the maps). Munitions inventories, special forces, some additional capabilities, and the Space Domain are represented by cards and do not have their own domain Control (instead being given to Military Controls as required).

## Diplomats

Diplomats have the role with the widest breadth. Depending on your team you may have a specific country or countries with which you are to engage, or (on smaller teams) you may be tasked with engaging all countries. You keep your team abreast of, and feel out what other countries are thinking, feeling, and saying, conduct formal and informal negotiations, and convey official messages. You are the connective tissue that binds alliances together and the best tool to estimate what other nations are thinking and feeling. You keep everyone on your team informed and abreast of what is going on in other nations, lest everything become disjointed.

During the Action Phase, when Speeches and Press Conferences are being held you may be able to make a Speech or Hold a Press Conference. Speak to the Press Control if you wish to do so, though this is not a guarantee that you will get on air (Press Control will inform you if you do get to make a Speech or Hold a Press Conference).

Note teams without a press spokesperson (Philippines, Australia, UK, Canada, and France) also function as Press players who may post **official statements only**.

## Press

Members of the press carry out their profession as journalists. For some of players that may mean being the best state media they can be, coordinating closely with the state to push a specific message. For others it means upholding the Journalist's Creed and conducting deep investigation into a specific event or person. Whatever the case, Press players will publish stories online into the media environment, which will shape the average person's perception of the ongoing crisis.

***It is necessary that press players (or players who can post news) bring a computer with them to be able to write and post their stories. All other players can see the news by scanning the QR code in the Press Section of this Handbook!***

## Intelligence

Intelligence players represent the intelligence apparatus of the various states in the region. In this role they are to collect information as to what is going on, process it, and attempt to make sense of why things are happening and what will happen next. This is perhaps the most cerebral and difficult role, but one of the most important. Any insight you can gain on your opponent is worth its weight in gold.

Some Intelligence players (the Director of National Intelligence, Minister for State Security, National Security Bureau, and Australian Secret Intelligence Service) may also post statements like the Press.

## Information Warfare

Some specific players have roles in information warfare (IW), sometimes in addition to other duties. This does not mean that other players may not conduct Information Warfare, but rather that some teams have personnel dedicated to it.

## *Player Communications*

Communication between players is strictly regulated in this game, both for realism (to replicate many of the communications issues found in the real world), and for fun. Your personal briefing will describe who you are allowed to leave your team table to talk to (if your nation has two tables, both of those tables count as your "team table"). Note however, that you may still send written notes to other players. You may leave the table to pass the note or ask a

diplomat or your National Control (if they are not too busy) to pass the note but may not talk with the person the note is going to as you hand it over).

Please use formal titles (“Ambassador” or “General”) when talking or writing to other people. Subordinates should provide proper respect to their superiors (“Sir,” “Madam,” etc.).

Players may take actions that change these communication channels over the course of the game if they desire, but in most cases player actions will not affect the communication channels. Under specific conditions there may be exceptions to these limits, if you believe you have a good reason for, or would like to request an exemption, ask Game Control.



*A pair of Taiwanese M-60's hiding out under a shrine roof to avoid aerial and satellite observation.*

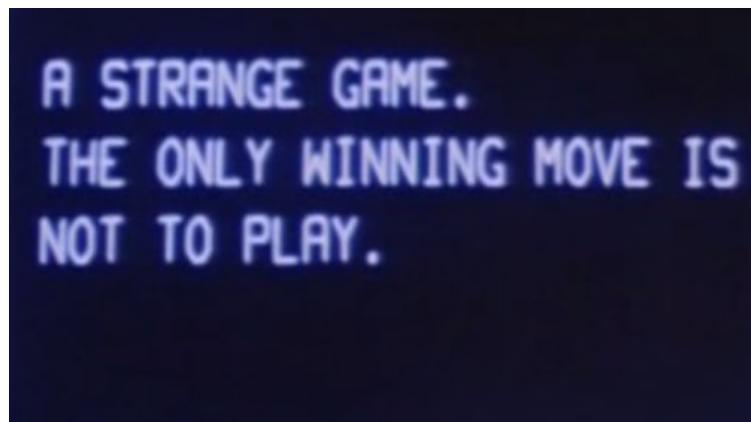
# There Are No Rules (Kind of)

*“Nothing may be done contrary to what could or would be done in an actual crisis.” – Fred T. Jane (bastardized)*

The following sections comprise the “rigid rules” of the game: places where it is prescribed how things must be done. This does not mean that these are the only places or ways that things can be done. Importantly: If you have something you would like to do but there are no rules for it presented here, simply inform your National Control or other relevant Control what you would like to do instead, and they will determine if it can be carried out. In fact, there are a few roles where this will be the norm (People’s Armed Police, Ministry of the Interior<sup>6</sup>), though of course such non-rigid actions are also still bound by the constraints of the real world.

In some cases, the “rigid rules” of the game do not have a full explanation of how they are resolved, this is because I wish players to react and think like real-life decisionmakers and their staff (who don’t have “the rules” either) rather than chess players with a full knowledge of the consequences of every action.<sup>7</sup>

Thus, there are rules (and quite detailed with hundreds of pages<sup>8</sup> and footnotes<sup>9</sup> of research), but you as the player will not be privy to all of them. Where key basic information would be known to decisionmakers (things like movement or unit capabilities) it is described below. If you have any questions, you can also always ask a relevant control!



*WOPR on playing Global Thermonuclear War*

<sup>6</sup> The Commander of the People’s Armed Police and the Taiwanese Minister of the Interior for example both oversee their respective Coast Guards and have some other responsibilities for which there are no prescribed rules.

<sup>7</sup> *Polyhedral Possibilities – What do Dice Represent in Combat Resolution?*, Evan D’Alessandro, 2025, Unpublished Manuscript.

<sup>8</sup> The order of battle alone has 1300 footnotes, and is over 200 pages.

<sup>9</sup> The combat rulebook alone cites over 8,500 pages of 160 distinct sources (and has been peer reviewed).

# Diplomatic Player Rules

**Overseen by:** Diplomatic Control

Note that on top of the following rules, you should keep abreast of national (and partner) morale and will to fight (see the Information Domain Rules section) as popular opinion may affect the viability of your actions and tenability of various diplomatic positions.

## **UN Security Council Informal Consultations**

Each turn during the *Action Phase* there are informal consultations in the UN Security Council.<sup>10</sup> The US, Chinese, and Taiwanese teams must all send at least one diplomat (of their choosing) to the informal consultation. Other teams may send diplomats as desired. Note that this may include negotiations but should be treated as an exchange of views at a minimum.<sup>11</sup>

## **UN Security Council Votes**

A vote by the UN Security Council may be called by any country on any topic by submitting a written resolution for consideration (to the Diplomatic Control) and calling for a vote on it during the informal consultations in the *Action Phase*.<sup>12</sup> Such resolutions help to increase international support and legitimate international actions.<sup>13</sup> The outcome of the vote will be given at the start of the next *Action Phase*.

Once a resolution has been submitted and the vote has been called, each played country in the UN Security Council (China, France, UK, US) may vote (for, against, abstain) by informing the Diplomatic Control of how they intend to vote and if they intend to veto. The Diplomatic Control will note how non-played countries vote on the UN Security Council Sheet (see next page). If the vote is successful (9 or more *For*), if any country has stated they will veto, a veto of the resolution will occur. If the vote is successful and there are no vetoes, the resolution passes.

Note that if you do not inform Diplomatic Control of how you intend to vote, your country will abstain and will not veto.<sup>14</sup>

The current UN Security Council makeup is as follows:

<i>Group</i>	<i>African</i>	<i>Asia-Pacific</i>	<i>Eastern European</i>	<i>Latin American + Caribbean</i>	<i>Western European + Others</i>
<i>Permanent Members</i>		- China	- Russia		- France - UK - US
<i>Non-Permanent Members</i>	- Côte d'Ivoire - Madagascar - Somalia	- Indonesia - Kuwait	- Armenia	- Belize - Grenada	- New Zealand - Ireland

<sup>10</sup> In the UN context these are either: (1) private meetings of the Security Council not governed by the Charter or the Council's rules of procedure. These private meetings are usually referred to as "informal consultations of the whole" or "informals," and occur in the Consultation Room, next to the Council Chamber where the public meetings of the Security Council occur. No official records are kept of informal consultations. (2) Any informal meeting in relation to the work of the Council, including caucus groups, groups of friends, contact groups, and Arria formula meetings.

<sup>11</sup> As opposed to a negotiation, a diplomatic exchange limited to clarifying the attitudes of the parties towards a particular subject or range of subjects. In French, a tour d'horizon.

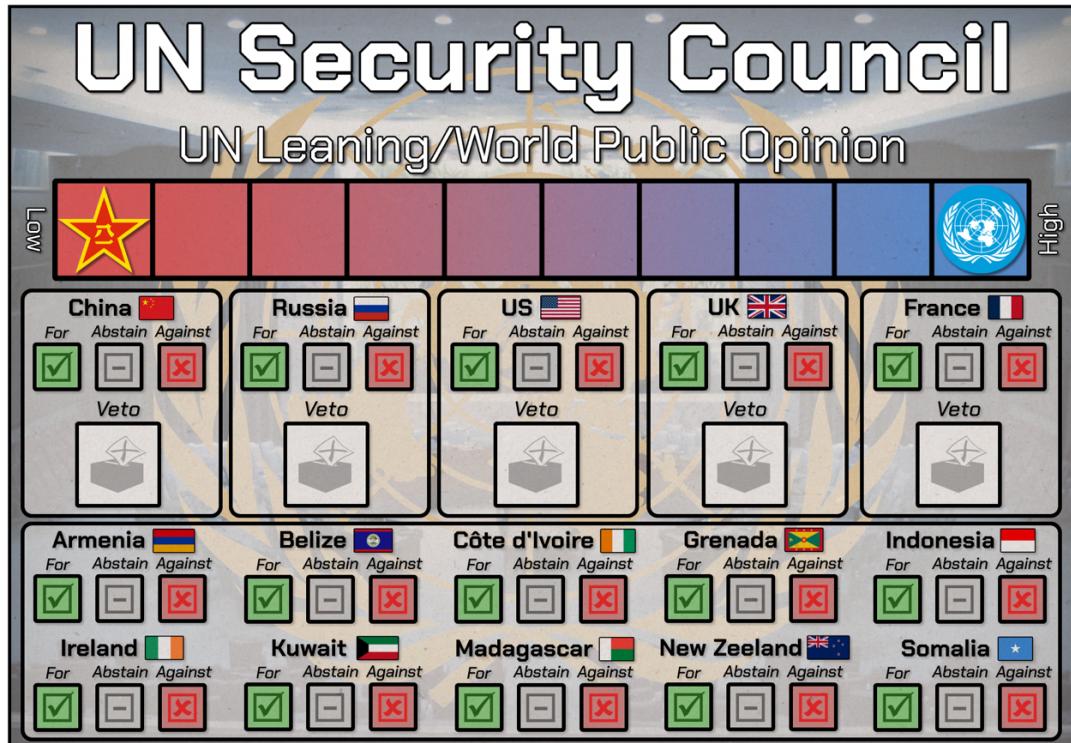
<sup>12</sup> The UN General Assembly is represented by the World Public Opinion/UN Tracker on the UN table.

<sup>13</sup> See *Coercion through IOs: The Security Council and the Logic of Information Transmission*, Alexander Thompson, International Organization, Winter, 2006, Vol. 60, No. 1, <https://www.jstor.org/stable/3877866>

<sup>14</sup> Presence is very important in the UN Security Council, as the Soviets learned after allowing UN Security Council Resolution 83 through, allowing the US and allies to use force legitimately against North Korea in 1950.

## UN General Assembly Votes

UNGA resolutions can be submitted in the same manner as in the UNSC, but as they occur in the General Assembly there is no veto power and passage of the resolution is based on international perception of the country and resolution. UNGA resolutions are less effective in shaping international opinion and legitimizing actions than UNSC resolutions.



The UN Security Council Sheet.

## Official Diplomatic Documents

Treaties, agreements, joint communiques, and other diplomatic documents (including declarations of war) are *Official Diplomatic Documents* and as such require more care than simple scrawling on paper. Special letterhead will be provided for the writing of such official documents (though drafts are probably best written on scratch paper). In the case of treaties or other such agreements in which two or more parties are involved, for the Official Diplomatic Document to be considered valid it must contain signatures from all states involved. The signatures must come from those authorized to sign (requiring full powers<sup>15</sup> or authorization by the head of state in writing), to be checked by the Diplomatic Control.

Declarations of War and Collective Notes<sup>16</sup> must be delivered in written form and read aloud to the country (and can also be read during Speeches/Press Conferences). In the case of a Collective Note, the same text should be read by each signatory of the note, one after the other.

It is advisable, upon agreement (in most cases) or delivery (in the case of Declarations of War and Collective Notes) of an Official Diplomatic Document, to notify the press or to put out a press statement with the text of the agreement. In the case of a high-level summit or meeting a communiqué<sup>17</sup> should be issued.

<sup>15</sup> The capacity to sign a treaty. Usually, it consists of a specific written authorization granted by a state to one of its diplomatic agents. Such powers must be available for inspection by the other party(ies) to the treaty. However, a head of state and foreign minister enjoys full powers by virtue of their office.

<sup>16</sup> A single note addressed to a state by two or more states. Designed to give maximum force to a joint representation, it may nevertheless both be difficult to agree and be seen as an attempt at bullying. As a result, it is a somewhat rare form of diplomatic communication.

<sup>17</sup> An agreed statement issued at the end of a summit meeting, other high-level visit, or multilateral conference. Occasionally called declarations (to which they bear a resemblance), communiqués are done to give the public a

## Diplomatic Escalation Ladder<sup>18</sup>

There are existing sets of norms for diplomatic signaling with a nation. For clarity these have been given below, and the gameplay effect of notable actions on the game given.

Level of Escalation	Action (Host Govt. Displeased)	Action (Foreign Govt. Displeased)	Gameplay Effect
1	Informal Protest	Informal Protest	Informal protest should be made.
2	Representations <sup>19</sup>	Representations	Representations should be made.
3	Formal Protest	Formal Protest	Formal written protest should be delivered.
4	Routine Diplomatic Activities Suspended	Routine Diplomatic Activities Suspended	Deliver written notification of this action to the other side.
5	Refusal to Meet with Ambassador	Refusal to meet with Host Government Officials	Ambassador may not talk to any high-ranking official (large country), or the Foreign Minister only (small country)
6	Lower-Level Persona non Grata <sup>20</sup>	Temporary Recall of Ambassador	Deliver written notification of this action to the other side.
7	Ambassador Handed Their Passport <sup>21</sup>	Permanent Recall of Ambassador	Ambassador may no longer talk to nation (but may write notes), the Diplomatic Head of a Nation may still talk.
8	Closure of Consulate	Temporary Recall of Mission	The Diplomatic Head may no longer talk to nation (but may write notes).
9	Closure of Embassy	Permanent Recall of Mission	Only Head of State to Head of State talks allowed. The Diplomatic Head may still write notes.

**Not Under Standard Part of Ladder** – Ejection of suspected spies operating under diplomatic cover (as Persona non Grata).

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sense of what has been discussed under each heading on the agenda and also suggest the substance of any consensus achieved.

<sup>18</sup> All technical language drawn from *A Dictionary of Diplomacy* (2<sup>nd</sup> Ed.), G. R. Berridge and Alan James, 2003, ISBN 1 4039 15350.

<sup>19</sup> Diplomatic language for a mild, or at least relatively mild, protest: 'I have been making representations to the MFA about their disregard of the German Ambassador's privileges and immunities.'

<sup>20</sup> The term used by a receiving state to indicate that a diplomatic agent or a consular officer is no longer acceptable as such. Anyone so designated must be recalled by the sending state. Other members of a diplomatic mission or of a consular post may also be declared unacceptable – but in their case the Latin expression is not used. They too must then be recalled or their functions with the mission or post terminated. A receiving state is not obliged to explain its reasons for declaring persons *personae non grata* or unacceptable. However, it is well understood that such reasons may include the belief that the individuals in question are engaged in espionage, connected with terrorism or subversive activity, or have committed some other breach of the receiving state's criminal law.

<sup>21</sup> A phrase sometimes used to refer to the fact that a head of mission has been requested by the receiving state to leave the country immediately. It has long been anachronistic, dating from the time when governments issued passports to permit foreigners to both enter and leave their territories. To be 'handed a passport' was in effect to be handed an exit visa.

# Intelligence Player Rules

Overseen by: Intelligence Control

Each turn each team may fill out a Priority Intelligence Request (PIR) card. These represent the key questions you are tasking your country's intelligence collection apparatus and analysts towards answering. These will be adjudicated by Control and returned to you with the relevant information. The PIR card looks as follows:

<b>Priority Intelligence Request(s)</b>	
Turn:	Agency/Nation:
<b>PIR 1:</b>	
Means Used	
<input type="checkbox"/> Counter Intel. <input type="checkbox"/> HUMINT <input type="checkbox"/> ELINT <input type="checkbox"/> COMINT <input type="checkbox"/> IMINT <input type="checkbox"/> MASINT <input type="checkbox"/> FININT	
Human Intel.      Electronic Intel.      Comms. Intel.      Image Intel.      Measurement and Signature Intel.      Financial Intel.	
Return:	
<b>PIR 2:</b>	
Means Used	
<input type="checkbox"/> Counter Intel. <input type="checkbox"/> HUMINT <input type="checkbox"/> ELINT <input type="checkbox"/> COMINT <input type="checkbox"/> IMINT <input type="checkbox"/> MASINT <input type="checkbox"/> FININT	
Human Intel.      Electronic Intel.      Comms. Intel.      Image Intel.      Measurement and Signature Intel.      Financial Intel.	
Return:	

## Filling out the PIR Card

How many PIR's on the PIR card you may fill out depends on if you have an intelligence player or not. If you have an intelligence player you may fill out up to 2 PIR's each turn (e.g. the full card, though you may choose to only put in one PIR), but this is less effective than concentrating on one PIR (e.g. two PIR's is half as effective per question as 1 PIR).<sup>22</sup> If you do not have an intelligence player, you may only fill out 1 PIR (e.g. Philippines, UK, Canada, France<sup>23</sup>).

When you fill out a PIR, check all boxes for means that you think apply (or wish to use) in terms of collection and wish to task to the PIR (note that this will be adjudicated by control, so attempts to game the system by selecting only your best means will not work, select the most relevant means to ensure the best chance of success). You may task the same means on both PIR's (this does not affect chance of successful intelligence collection<sup>24</sup>).

PIR's may be turned in during the *Negotiation Phase* and will optimally be returned to you in the *Action Phase*, but due to the nature of specific PIRs and collection means, may be returned later. It is possible that an attempt to collect information on a PIR may be unsuccessful, but this does not prevent you from trying to collect on the PIR again or in the future.

<sup>22</sup> Functionally, you have a limited number of means and analysts that you can quickly re-task, so splitting them between two questions means you are less likely to get a good answer to either question than concentrating on one (though there may be good reasons to try to get the answer to two questions).

<sup>23</sup> Note this list also includes those who do not have a major focus in region (UK, Canada, France), or who lack state capacity for a sophisticated intelligence outfit at scale (Philippines).

<sup>24</sup> Functionally the collection means are less of a bottleneck than processing of the collected information.

## Means

Each nation's intelligence apparatus has various means with different levels of capability.<sup>25</sup> These modify the success of collection. The exact method of adjudication will not be revealed, but the general quality of each nation's means in the Indo-Pacific region is known to all and presented below. Note certain nations may be able to use better nations' intelligence collection methods if they are part of an existing intelligence sharing alliance/agreement (such as 5 Eyes, or bilateral intelligence sharing), or an intelligence sharing agreement is negotiated (note however that sharing intelligence does increase the risks of certain sources or methods being compromised).

National Collection Means Quality						
	CI Counter-intelligence	HUMINT Human Intel.	SIGINT Signals Intel.	IMINT Image Intel.	MASINT Measurement + Signature Intel.	FININT Financial Intel.
US (5 s)	Good	Good (OK vs. China)	Good (V. Good if COMINT)	Very Good	Good	Good
China	OK (V. Good vs. Taiwan)	Poor (V. Good vs. Taiwan)*	OK (Good if COMINT)	Good	OK	OK
Taiwan	V. Good	Poor (V. Good vs. China)	OK (Good vs. China)*	Poor (OK vs. China*)	OK (Good vs. China)	Poor
Japan	OK	OK	OK (Good in ECS) <sup>1</sup>	OK	OK	OK
Philippines	Poor	Poor	Poor	Poor	Poor	Bad
Australia (5 s)	OK	OK	Poor V. Good (5 )	OK V. Good (5 )	OK	OK
UK (5 s)	OK	OK	Poor V. Good (5 )	OK V. Good (5 )	Poor	Good
Canada (5 s)	OK	OK (Good v. China)	Poor V. Good (5 )	OK V. Good (5 )	Poor	OK
France	OK	OK	Poor	OK	Poor	OK

\*Likely to degrade significantly in wartime.

<sup>1</sup>East China Sea

## High Placed Agent Cards

Each nation may<sup>26</sup> have High Placed Agent(s) in an adversary government they can use to get a clear answer at a critical juncture. To use these agents, inform Intelligence Control of your question and hand over the card (you may do this separately or in conjunction with a PIR card). The question must be in relation to the field of the agent (for the example on the right, the question must relate to the Chinese Economy). Note that asking such important agents for information on a quick turnaround carries risk that they may be compromised or discovered and captured and asking them repeatedly for different information greatly increases the risk to them (though it may be necessary!). In addition, sharing/disclosing intelligence gathered by such an agent places them at extreme risk if not done carefully.



<sup>25</sup> Very Good, Good, OK, Poor, and Bad

<sup>26</sup> E.g. only some nations in this game do. Of course, who does (and in what areas) cannot be disclosed...

# Press Player Rules

**Overseen by:** Press Control

The Press will run off a WordPress site. News articles, press releases, and other such will each be published onto the WordPress site so other players can read them.

The WordPress site can be accessed by the link or by the QR code to the right:

<https://kwnjawsofthedragon.wordpress.com/>



There are two main types of roles relating to the news:

- *Members of the Press* – Conduct investigations, interviews, and otherwise ferret out and publish stories. Members of the Press publish News Articles.
- *Spokespeople* – Governmental point of contact for the press, draft and release formal government statements. Note that Heads of Foreign Affairs for a state who lack a Spokesperson can publish as a Spokespersons.

In addition, the Intelligence Agency roles of Director of National Intelligence, Minister for State Security, National Security Bureau, and Australian Secret Intelligence Service may also publish on the Press website.

- *Intelligence Agencies* – May disclose intelligence in official communications.

**No other players may write on the WordPress site.**

## **News Articles (Members of the Press)**

Don't worry about making each article a shining example of journalism, but each news article must be based on at least one credible source. For this game, a good article now is better than a perfect article later. For each article you post please include the name of your News Agency in the title (or if joint work or a joint investigation, put both names). For example:

### **BBC – Chinese Marine Brigades Deploy to Taiwan Strait**

April 12, 2025

Anonymous sources in the US government confirmed that Chinese marines have mobilized and are moving towards the Taiwan Strait. Speaking off the record a Pentagon official said....

## **Statements (Spokespersons)**

Again, don't worry about making a statement perfect. A statement put out early is one that is seen and taken account of while one published later has often become irrelevant by the time it is published. For each statement you post please include your role in the statement title and include "Statement on \_\_\_\_". For example:

### **White House Press Secretary – Statement on Chinese Marine Brigade Mobilization**

April 12, 2025

The White House is aware of the mobilization of Chinese Marine Brigades and their movement to Fujian Province and is monitoring the situation carefully. At this time...

## **Intelligence Services**

Intelligence services (e.g. Intelligence Agencies, which does not include INDOPACOM or CMC Intelligence roles) may post in an official capacity. When releasing information known to be true to the intelligence agency, as a release you may disclose information. In this case you disclose the information under the name of your intelligence service. You may not distort the truth when publishing under your name, unless you are the Chinese Ministry for State Security (in which case you may).

### MI6 – Chinese Marine Brigades Mobilized

April 12, 2025

Information disclosed by MI6 indicates that as of yesterday the 1<sup>st</sup>, 2<sup>nd</sup>, 5<sup>th</sup>, and 6<sup>th</sup> PLA Navy Marine Brigades have mobilized and deployed to ports in the Taiwan Strait...



*A Taiwanese Civil Defense Booklet*

# Military Player Rules

## *General Overview*

As a high-level officer, you are not expected (nor is it useful or desirable) to micromanage the deployment of individual aircraft squadrons or the fighting and positioning of naval task forces. For the most part you will be telling your military subordinates the end state you want them to achieve (your operational intent) and then let your subordinates (Military Control) work out how they will achieve that.

If possible, avoid the use of qualified directives: "do this IF this happens..." as they are real burden on an officer who hasn't slept in the last 36 hours and is trying to intake information while planning complex operations against a peer adversary. It increases the risk that their understanding of the plan will be faulty (and once executed incorrectly, there are no takebacks!). Be direct and simple.

The following sections of the rules presents both how you give your operational intent and information to base your intents off of. When orders are given, your subordinates will attempt to follow them to the best of their ability, but the situation may change, or their tactical understanding may sometimes necessitate changes to the plan.

Note that the information given here on how combat works, and the unit identification is merely to help you interpret the map and understand forces. The Military Controls will be highly qualified and can provide you more detail, but you don't need to know more than is listed here.

## **BATTLE STAFF OFFICER**



**REMEMBER..**

**..EVERYTHING YOU  
PLAN AND WRITE  
MUST BE  
EXECUTED BY  
THIS MAN**

**HE AND HIS BUDDIES WILL BE THE  
FIRST TO PAY FOR YOUR MISTAKES**

**DO YOUR JOB WELL—FUTURES DEPEND ON IT**

AT72-100-POSTER-350-120, AUG 98

REPLACES POSTER 103, WHICH MAY BE USED UP TO STOCK IF EXHAUSTED

## Action Phase (Briefing and Orders)

During the Briefing and Orders phase the military players will come into the Military Control room. You will be quickly briefed by your respective Military Control in the given domain (e.g. there will be 2 simultaneous briefings on what is occurring for domain by the military controls for each domain for each side (3 Red and 3 Blue, 6 briefings total)).<sup>27</sup> You will then brief your Control on your operational intent (e.g., what you want your military to do in the next turn(s) in the given domain), and hand in any cards you want to. Note that written intents will not be accepted by Control, you may only verbally brief them as to your intent.

Cyber cards go to the Military Control (Cyber), Special Forces cards to the Military Control (Ground), Munitions cards to the Military Control you are releasing the munitions to.

### Example Operational Intents:

- *Ground* - Attempt to pin the enemy on the right flank and breakthrough on the left, for the left use the air assault unit to assist in attempting the breakthrough.
- *Air* – Push up aircraft over Taiwan 24/7 to allow us to intercept planes attempting to land on the island. They may buzz and deploy flares, but they may not shoot down the planes.
- *Naval* – Move all available forces towards Taiwan at best speed to send a political signal.

Note that because of the order of briefing you will be briefed on the updates of the last day and then be expected to give your Operational Intent immediately after. This may well mean that the situation changes from what you had planned on and you may only have a few moments to come up with something new.<sup>28</sup> Therefore, you should also come up with a few contingency plans during your Team and Negotiation Time, and have a full understanding of when and where you (as a military commander) are allowed to make decisions on your own, and where your superiors (either higher ranked officers or politicians) want to retain full control and you should check with them before doing anything.<sup>29</sup>

The most effective teams are those that have clear authorities to act (or know when they are to wait to ask higher ups) and are planning ahead and not getting disrupted by day-to-day changes (and acting flexibly when the forces of fate make them switch plans). Think three days ahead and into the next week, not just tomorrow (though you do need to think about tomorrow!), as tomorrow is always subject to change. Remember that the enemy gets a vote!

Note that for Blue, there will be a lot of you trying to talk to one Control. This is an intended problem.<sup>30</sup> Keep your operational intent short, and where possible conduct joint operations to lessen the load (for example the US and Japanese teams can say “US and Japanese submarines will work together to patrol the Ryukyu Island barrier,” instead of both teams detailing that they will patrol the barrier). Note with operational intent that it is very easy to overload your subordinates and their planning cycle by telling them six or eight things, it is likely best to constrain yourself to a handful of specifics (if any) in your operational intent in any given turn.

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<sup>27</sup> E.g. there is a Red and Blue Ground Briefing, a Red and Blue Air Briefing, and a Red and Blue Naval Briefing (all occurring at the same time).

<sup>28</sup> Partly this is done just due to the way the game works, but also it helps inject some friction and the need to make decisions quickly, as well as some replication of the 48- or 72-hour planning cycle.

<sup>29</sup> Functionally, this makes the dilemma of where is control important to prevent escalation vs. where is the ability to react important to allow the seizure of advantages.

<sup>30</sup> Alliances trying to coordinate and conduct joint operations have a great many advantages, but also a great many drawbacks. Multi-nation planning, command and control, and coordination is particularly difficult to do and to do well.

# Naval Combat

Overseen by: Military Control (Naval)

## Units

On the naval map will be

- Surface naval forces
- Submarines
- Carriers and their air wings
- Ground units that are not on Taiwan (or Chinese units mobilizing)

Despite being on this map, Ground units not on Taiwan fall under the remit of the ground component commander (if the nation has one), and are dealt with by the Military Control (Ground).



*The Operations Map upon which naval movement/ combat, carrier aviation, and strategic ground movement occurs.*

## Understanding Naval Combat

Modern naval combat is defined by the detection of the enemy to allow for exchanges of missile salvos (or by missiles carried by aircraft or ground launchers).<sup>31</sup> For surface combat, units are limited by their number of Vertical Launch System (VLS) cells, basically how many missiles they carry. Once fired, they must be replenished in port. Subsurface combatants (submarines) are stealthy and are unlikely to be detected unless loitering in a highly trafficked area or attempting an attack.

## Understanding the Map

One hex on the map is 100 miles or 87 nautical miles. All countries are marked in their respective national color. The coloration of hexes indicates depth (light blue = shallow, medium blue = medium, dark blue = deep). White dashed lines indicate corresponding Air Sectors for the Air Map. Solid colored lines indicate Chinese missile ranges. The blue dotted line running through the Ryukyus down through the Philippines indicates the emplaced US (+ partner) hydrophone networks designed to detect submarines in their hex. The red dotted line indicates the summative effect of the Underwater Great Wall and provides a general bonus to detection of submarines in all hexes inside that line as opposed to detecting submarines in their area.

## Minelaying and Minesweeping

Minefields are noted by a minefield marker. These may be open water minefields (on the ops map), or shallow water minefields (on the Taiwan map). Control will allocate available minesweepers and minelayers to the main effort of minesweeping/laying unless otherwise commanded.



<sup>31</sup> For the best introductory overview see *Fleet Tactics and Naval Operations (3<sup>rd</sup> Edition)*, Cpt. Wayne P. Hughes Jr., USN (Ret.) and R. Adm. Robert P. Girrier, USN (Ret.), 2018, <https://www.usni.org/press/books/fleet-tactics-and-naval-operations-third-edition>

## Movement Rates

Unit	Movement Rate
CSG, ESG, SAG, Missile Boats	Up to 6 hexes/day
Submarines (Stealthy)	Up to 3 hexes/day
Nuclear Submarines (Sprinting)	Up to 6 hexes/day

## Missile Ranges

Missile Type	Range	Missile Type	Range
Chinese AShM	2 hexes	US AShM	1 hex
Submarine AShM - 1 hex			
Carrier-Based J15	3 hexes	US Carrier F-18	5 hexes
		US Carrier F-35	6 hexes
Chinese LACM	18 hexes	US LACM	10 hexes

AShM = Anti-Ship Missile

LACM = Land Attack Cruise Missile

As missiles are expended, they will be marked with cubes, either ■ black offensive (attacking naval or ground targets), or □ white defensive missile markers (intercepting incoming missiles) to indicate 50 VLS cell equivalents (e.g. ~50 missiles) of that type expended.

## Naval Units

Marker	Unit	Notes
 	Carrier Strike Group (CSG)	1 carrier + 4-5 ship screen (able to conduct surface warfare and anti-submarine tasks). US Carriers have 4 squadrons of aircraft, all others 2. Total: 400 VLS cells (Vertical Launch System cell, each carrying (usually) 1 missile), split to 100 offensive, 300 defensive cells. Moves up to 6 <span style="color: black;">◆</span> /turn. <u>The carrier air wing is placed underneath the CSG token.</u>
	Expeditionary Strike Group (ESG)	2-3 Amphibious Warfare Ships (generally 1 LHD and 1 LPD + 1 LSD) + 4-5 ship screen (able to conduct surface warfare and anti-submarine tasks). Has embarked 1 reinforced marine battalion. Total: 400 VLS cells (100 offensive, 300 defensive). Moves up to 6 <span style="color: black;">◆</span> /turn.
	Surface Action Group (SAG)	Generally, 4-5 ships. (able to conduct surface warfare and anti-submarine tasks). Total: 400 VLS cells (200 offensive, 200 defensive). Moves up to 6 <span style="color: black;">◆</span> /turn.
	Missile Boats	Generally comprised of 6 “Missile Boats” – any sort of ships using hit and run tactics due to limited VLS capacity (including older corvettes, frigates). Can functionally make 1 attack before being out of missiles. Not able to operate far away from ports due to limited onboard stores. Moves up to 6 <span style="color: black;">◆</span> /turn.
	Submarine (Nuclear Powered)	1 submarine able to conduct surface warfare and anti-submarine tasks. Some can launch a salvo of land attack missiles. Generally, carries a mix of anti-ship missiles, torpedoes, and sometimes LACM. Moves up to 3 <span style="color: black;">◆</span> /turn stealthily, or to 6 <span style="color: black;">◆</span> /noisily (only recommended when moving with CSG, ESG, or SAG).
	Submarine (Diesel)	1 submarine able to conduct surface warfare and anti-submarine tasks. May sit on the bottom in shallow water and not move to be more stealthy. Generally, carries at least anti-ship missiles and torpedoes. Moves up to 2 <span style="color: black;">◆</span> /turn
	Submarine (SSGN)	Missile submarine, it is not able to effectively fight other submarines or surface ships. Has 154 Tomahawk land attack cruise missiles (8 attacks before being out of missiles). Moves up to 3 <span style="color: black;">◆</span> /turn stealthily, or to 6 <span style="color: black;">◆</span> /noisily (only recommended when moving with CSG, ESG, or SAG).

# Air Combat

Overseen by: Military Control (Air)

## Units

On the naval map will be:

- Air Squadrons
- THADD Batteries

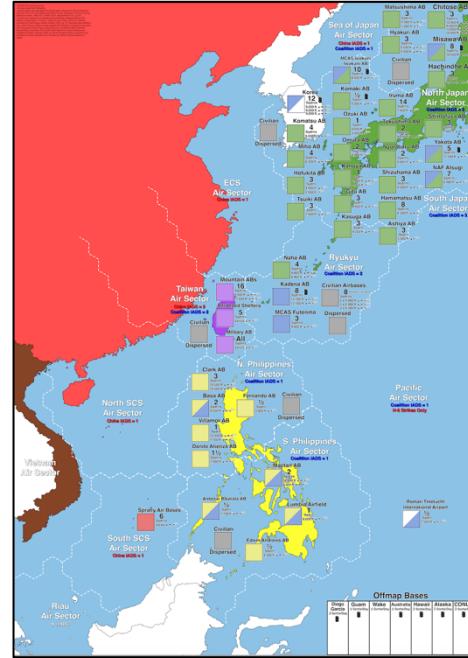
## Important Information

Squadrons conduct operations in their own sectors, or squadrons can conduct operations into adjacent sectors (the exact number based on how much tanker support is available<sup>32</sup>). Bombers range over the whole map. Squadrons conducting missions into areas with enemy IADS (Integrated Air Defense System) values risk being shot down by ground-based defenses and a network of interceptors: stealth aircraft are substantially less affected by IADS. Moving a squadron from one sector to another generally takes three days (or two if you are the US).

## Understanding the Map

The map is divided into Air Sectors based roughly on the combat radius of aircraft (the dashed white lines).

Each box indicates a military air base with boxes with two colors indicating a base used by two nations (white being neutral). Grey boxes indicate dispersal to civilian airbases, useful to decrease the risk of loss of units, but require political authorization to do so. The fuel drum indicates that large numbers of tankers may operate out of that base, and the IADS value represents the effectiveness of the IADS in the area (higher is better). The Off Map Bases box in the bottom right corner indicates bases that US bombers can be based out of that are not on the map, which decreases their sortie rate (the number of times they can fly per day) with the benefit of them being at less risk from Chinese long-range missiles.



*The Air Map upon which all air units (except carrier air wings) are placed.*



*A crashed US P-8A Poseidon Maritime Patrol Aircraft*

<sup>32</sup> This is something that Control will deal with, and you need not be massively concerned about.

Air Units		
Marker	Unit	Notes
  	5 <sup>th</sup> Generation Squadrons/ F-35 Squadron	Advanced 5 <sup>th</sup> generation stealth aircraft (US F-22 and F-35's and Chinese J-20's). The F-35 is a 5 <sup>th</sup> Generation Fighter with advanced sensor fusion and datalink capabilities. 12 aircraft per squadron.
  	4 <sup>th</sup> , 3 <sup>rd</sup> , and 2 <sup>nd</sup> Generation Squadrons	Many types of aircraft. Squadrons of 16-18 aircraft. Multirole aircraft are capable of attacking ships but are generally with less effective than bombers. 4 <sup>th</sup> generation aircraft are substantially more modern and capable than 3 <sup>rd</sup> generation.
	4 <sup>th</sup> Gen Tac Bomber	Chinese's JH-7 Squadrons of 16-18 aircraft. Capable of attacking ships and ground targets.
  	US Bomber Flights	Each flight is able to deliver ~100 missiles on a target. B-2 flight = ~6-7 aircraft, B-1 flight = ~4 aircraft, B-52 flight = ~5 aircraft. Can fire land attack cruise missiles and anti-ship missiles. B-2's are stealth aircraft.
	Chinese Bomber Flights	~16 aircraft. Each flight is able to deliver ~100 missiles on a target. Chinese H-6K and H-6N flight is anti-ship missile capable. Land attack capable H-6's abstracted as launchers for missiles.
	THADD Battery	One of the US's Theater High Altitude Air Defense batteries capable of intercepting ballistic missiles. Indicates a concentration of air defense assets.

Tankers, AWACS, EW, etc. are assigned to support player directed missions by control. You do not need to issue orders to them. They are considered present as appropriate to current air and basing situation.

# Ground Combat

Overseen by: Military Control (Ground)

## Units

On the Taiwan Map will be ground forces. Ground units moving strategically (e.g. not on Taiwan) will be on the Ops Map, and Chinese units on their mobilization tracker.

## Important Information

The standard unit in this game is a Brigade (3,000 to 5,000 troops), though some regimental sized units are present.

## Understanding the Map

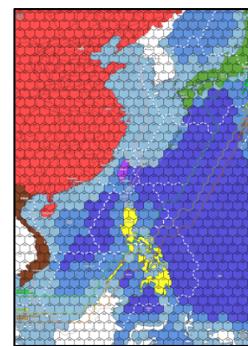
On the Taiwan map each small hex is 17 miles (30km). Each large hex corresponds to a hex on the Ops Map (and is marked with its hex number). On the Operations Map each hex is 100 miles (87 nautical miles). On the Taiwan map each invasion beach is marked with the number of brigades that can land during an attack, major ports and concentration of urban areas are also marked. The outlying islands of Taiwan are represented in boxes in the bottom left of the Taiwan map with the hex numbers of the islands.



The Taiwan Map upon which all Taiwanese army units and any invading units will go.

## Important Information

Units are brigades with divisional or corps enablers attached meaning that each unit can fight (more or less) independently. For a successful attack a ratio of 3:1 in combat power is required,<sup>33</sup> while for rough terrain (mountains, urban) or overcoming a heavily defended position a 5:1 ratio is (usually) required.<sup>34</sup> Unit combat powers are given in brackets on the counter (note these may be affected by enablers). Air superiority is a massive force multiplier, as is surprise,<sup>35</sup> and large amphibious operations are extremely difficult to pull off. Non-professional units (Taiwan's C-level reserves) are less effective on the offensive than defense.



The Ops Map upon which strategic ground movement occurs.

## Special Forces

Special Forces cards allow you to use your special forces teams to conduct missions. To do so, specify what mission you want them to conduct and hand it off to Ground Control during the Action Phase. As with giving orders in general, give the intent of the mission.

Note that it might take some time for the unit to infiltrate and that communications may be spotty or non-existent while conducting missions. Using Special Forces incurs risk, and units may be lost when used. If not, they will be returned to you when they have conducted their mission and successfully exfiltrated. This usually takes a number of days to do.



A Special Forces Card

<sup>33</sup> This is a gross oversimplification of a very complex debate, for a comprehensive overview in the context of wargaming see the footnotes of the combat rulebook. For more simple discussion see *An Examination of Force Ratios*, Maj. Joshua Christian, School of Advanced Military Studies, 2019, <https://apps.dtic.mil/sti/pdfs/AD1083211.pdf>.

<sup>34</sup> This is again a gross oversimplification, but workable. See various footnotes in the combat rulebook and *Column Shift: Urban Warfare*, Evan D'Alessandro, 2025, Unpublished Manuscript.

<sup>35</sup> *Deception, Counterdeception and Counterintelligence*, Robert Clark and William Mitchel, 1st Edition, 2019, pg. 6-7

## Ground Movement Rates

Unit	Movement (Operations Map)	Movement (Taiwan Map)
Land Units (Rotating) <sup>36</sup>	0 hexes/turn	1 hex/turn
Land Units (Cross Country)	1 hex/turn	5 hexes/turn
Land Units (Road)	2 hexes/turn	11 hexes/turn
Land Units (Rail)	5 hexes/turn	27 hexes/turn
Helicopters (Assault or Reposition)	3 hexes/turn	16 hexes/turn
Dis)Embark Brigade on Ships	(Usually) Load 1/2 brigade per port per day.	

Land Units		
Marker	Unit	Notes <sup>37,38</sup>
	Infantry Brigade	~4-5,000 soldiers in light vehicles with limited armor and towed artillery. Limited ability to conduct offensive attacks. Taiwanese units with A, B, C, and D indicate reserve units of various types (though A units are majority professional troops and not reservists).
	Mechanized Infantry Brigade	~4-5,000 soldiers in armored personal carriers and infantry fighting vehicles along with tanks and self-propelled artillery. Can effectively conduct offensive attacks. Chinese Brigades with (A) indicate amphibious trained units.
	Armor Brigade	~3-4,000 soldiers with tanks and self-propelled artillery along with infantry in armored personal carriers or infantry fighting vehicles. Can effectively conduct offensive attacks.
	Artillery Units	Unit size varies. Image indicates primary composition (tube or missile artillery). Units lend firepower to friendly units in range (generally the same hex (Op's Map) or adjacent hex (Taiwan Map))
	Airborne Brigades	As above but also trained for parachuting. Chinese units may be marked Mot. (Motorized), Mech (Mechanized), or AAslt (Air Assault, not to be confused with the above Chinese air assault units not under PLAAF command).
	Air Assault Brigades <sup>39</sup>	~3-4,000 light infantry with little to no supporting assets and a handful of very light vehicles who are trained to conduct air assault by helicopters.

<sup>36</sup> Rotating means to move a unit that is on the front line off the front line, replacing it with another unit. This means that they are no longer in combat and can begin to regenerate combat power.

<sup>37</sup> Divisional and Corps logistics, air defense, etc. abstracted. Four units in a hex on the Taiwan sub-map would be the bare minimum required for a “continuous line” to be formed.

<sup>38</sup> Numbers in brackets for example: [1.0] indicate the combat power of a unit (and can be used for the calculation of force ratios). Higher numbers are better than lower numbers. The sheets to the side of the ground map with boxes indicate attrition, attrition adds up over time to permanent damage to the unit which reduces combat power in increments of 1 and may eventually cause the unit to be destroyed. Units can sustain an amount of damage equal to their combat power and then are destroyed. Units can also regenerate combat power if pulled off the frontline.

<sup>39</sup> Despite these units using helicopters they do not move any faster than a normal ground unit except when conducting an air assault (Air Assault Brigades) or repositioning (Attack Helicopter Brigades).

 Helicopter Bde. [9]    Army Av. Bde. [3.3]    (Aus) Av. Rgmt. [4.5]	Attack Helicopter Brigades	Unit size varies. Attack helicopters are able to move rapidly to blunt attacks or provide combat power to other units. Employment of helicopters on the attack must be carefully planned due to their weaknesses, and they risk high losses against a good enemy defense.
 Marine Bde. [3.9]	Marine Brigade	~4-5,000 soldiers in armored personal carriers and infantry fighting vehicles along with tanks and artillery. Can conduct amphibious landings. Can effectively conduct offensive attacks.
 15th MEU [3.0]    3rd MLR [1.0]	Marine Battalions, MEU's, MLR, and BLT	Smaller marine units (~2-3,000 personnel) transported by ESG's. Marine Expeditionary Units (MEU), Battalions, and Battalion Landing Teams (BLT), are designed for ground fights. Marine Littoral Regiments (MLR) are designed to provide long range missile fires and have the capacity to launch 1 missile attack. A LMR will not do well in a stand-up fight.
 MP Bde. [3.2]	Military Police Brigade	Specialist 202 <sup>nd</sup> Military Police Command tasked with evacuation and protection of Taiwanese VIP's and defense of critical bunkers and headquarters in Taipei.



*A Taiwanese Armored Brigade moving through Taipei past a 7-11.*

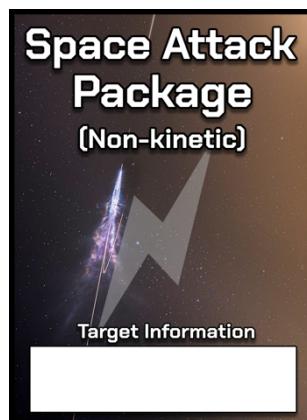
## *Additional Military Assets*

### **Space**

**Overseen by:** Military Control (Naval, Ground, or Air)

Most major nations maintain the ability to conduct offensive operations in space. This consists of a number of Kinetic and Non-kinetic attack packages that the military has. Kinetic means that the selected satellites or space-based intelligence system (ground stations, intelligence processing locations, etc.) are taken out by kinetic action (e.g. blowing them up or smashing them to pieces). Non-kinetic means the use of actions like cyber, electronic warfare, jamming, or dazzling (burning out satellite optics with a laser) to degrade or destroy the satellites.

Kinetic packages tend to be more effective and longer lasting than non-kinetic, but non-kinetic packages tend to be less escalatory (and less immediately attributable). Furthermore, once used kinetic packages are gone, but non-kinetic packages may be regenerated (but not necessarily).



Each of these packages allows you to destroy or degrade the enemy's ability to use their space-based assets. To use these, you give them to your Military Control. You may either earmark them to be used only against a certain type of target (e.g., ISR, PNT, or C2 satellites) by writing in the target on the bottom of the card, or you may delegate authority to your subordinate commanders to use these packages as they think best.

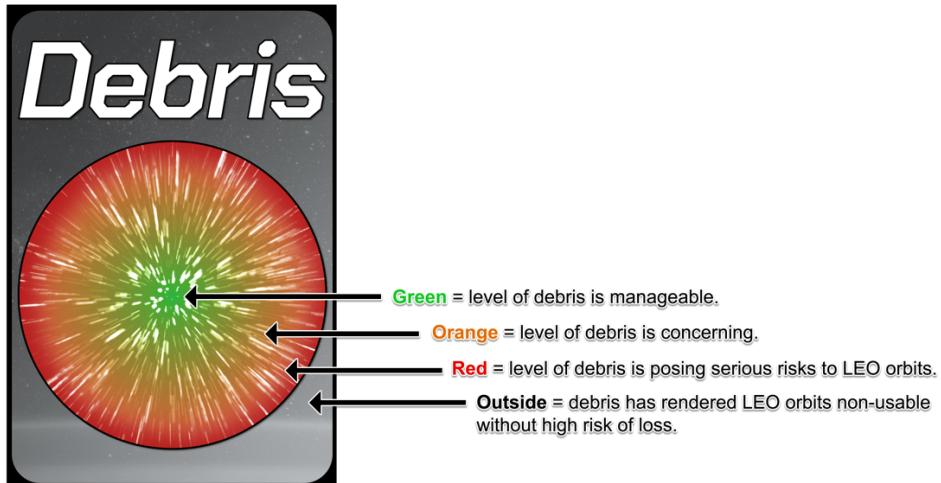
Target Satellites	Effect	Risks
Intelligence, Surveillance, and Reconnaissance (ISR)	Decrease enemies' ability to find and track units in a given area	Debris (+ Public Backlash) Nuclear Escalation
Positioning, Navigation and Timing (PNT) Satellites (e.g. GPS)	Limits ability of the enemy to conduct precession strike and move precisely	Debris (+ Public Backlash)
Command and Control (C2) Satellites (e.g. communications satellites)	Enemy units will find it harder to coordinate, receive orders, and intelligence.	Debris (+ Public Backlash) Nuclear Escalation
Nuclear Command and Control (NC3) Satellites <sup>40</sup>	Would decrease the ability of the enemy to detect nuclear launch and slightly delay response to it.	(Almost Assured) Nuclear Armageddon

<sup>40</sup> An astute observer will know that "NC3 satellites" does not include the early warning satellites constellations, but I use the term NC3 here for ease to refer to all satellites with a role in NC3 and early warning.

## Risks

Using space attack packages incurs risk:

- *Debris* – Kinetic (and even non-kinetic to a more limited degree) attack packages create debris that can destroy or damage other satellites (and can cascade as a debris strike creates more debris). This may lead to accidentally damaging enemy NC3 (see Nuclear Escalation), or friendly or neutral satellites (either civilian or military). The generation of debris is generally frowned upon as it limits space access and makes things dangerous in orbit. Debris is tracked on the Debris Card:



- *Public Backlash* – Large amounts of public infrastructure all over the world is increasingly dependent on space. Either destroying specific parts that are relied upon (such as PNT satellites), or by destruction of other groups of satellites that others are dependent on (either intentionally or by debris) will be disliked by the affected countries and people.
- *Nuclear Escalation* – Most nuclear weapons states depend upon (with other sensors and communications) both specific ISR satellites and C2 satellites to see enemy nuclear launches and then to command the launch of their own nuclear weapons in response. While deliberate efforts can be made to avoid attacking those satellites, a number of ISR satellites and C2 and PNT satellites are dual use (performing both conventional military roles and NC3 ones) and striking them could lead to nuclear escalation or nuclear use if the attack was viewed as part of a nuclear first strike or attempt to damage the effectiveness of the nation's nuclear deterrent.

The risks above can be mitigated (except for public backlash to a certain degree) by your enemy specifically helping you deconflict which satellites are not to be targeted (e.g. minimize debris and avoid targeting declared and undeclared NC3 satellites). If the enemy agrees to do this, you get a Deconflicted! Card that you should turn in with the attack package(s) which will mitigate the risk of Nuclear Escalation and to some degree Debris. If they do not, you will have to run the risks listed above if you choose to employ an attack package.

## Long Range Missiles and Munitions (US and China Only)

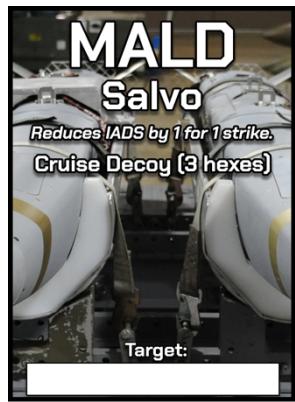
**Overseen by:** Military Control (Naval, Ground, or Air)

The People's Liberation Army and INDOPACOM maintain munitions inventories for use in wartime. This consists of a number of Long-Range Missile cards for the Chinese, or Munitions cards for INDOPACOM each representing a salvo of munitions (15-30 missiles/munitions depending on the weapon).

Long range missiles and munitions salvos allow you to conduct long range strikes. To do so you delegate authority to your subordinate commanders to use these munitions, who will use them as optimally as possible. To use these, you give them to your Military Control. You may either earmark them to be used only against a certain type of target (e.g., US Carriers, Airbases, etc.) and write it on the bottom of the card, against a general set of targets (e.g., Air, Naval, Ground), or simply delegate the use to your subordinate commanders (e.g., the relevant Control) by not writing a preplanned target on the card. You can then hand the card to Control during the Briefing and Orders Phase.

Once used a salvo is gone. These are the full national inventories of munitions, so ensure that they are being used optimally as due to the long lead time for these high technology munitions, you should not expect to receive any more during the game. Also note that enemy strikes can destroy your stockpiles!

In the specific case of DF-21's and DF-26's these are dual-use intermediate range ballistic missiles (IRBM's) and are maintained for both nuclear and conventional strike. The CMC has final say in how many are allocated to nuclear roles (held by the Nuclear Operations Cell), versus assigned to conventional roles (held by the CMC Chief of Staff)



*A Chinese DF-12 Salvo. The Ship and Tank indicate it can strike Naval and Ground targets, and bunker buster indicates it is less degraded by hardened targets. The range of the missile in hexes on the operational map is given.*

*A US MALD salvo, an air launched decoy designed to support air operations.*

## Additional Capabilities

There are a small number of other capabilities that are represented in the game (corps engineers, PCL-191 MRL's, MDTF's non-kinetic abilities, etc.). You do not need to understand these, as these cards are reminders of capabilities for control, but you may see them in the Military Room.

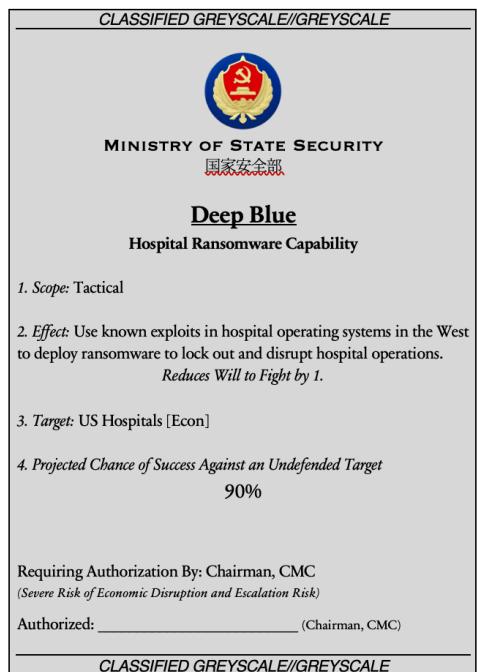


*Example Additional Capabilities*

# Cyber

Overseen by: Military Control (Cyber)

Your country's prepositioned cyberattacks are represented by a number of cyberattack cards given to you. An example cyberattack card is given here.



**Scope** – This is either Tactical, Operational, or Strategic, depending upon the size and scope of the effect.

**Effect** – A description of the cyberattack, and in *italics*, the in-game effect.

**Target** – What the target is, and what type of sector it resides in (Diplomatic, Informational, Military, or Economic)

## Projected Chance of Success Against

**Undefended Target** – How likely the attack is to succeed if the target had no defenses. All targets will have defenses, so no attack will be as effective as on paper.

**Authorization** – Who must authorize the attack. They must sign off (dry erase markers will be provided), before the cyberattack can be used.

## Defenses

Due to the constant efforts in a war to defend computer systems, you may occasionally detect existing enemy access or activity in your systems. If this occurs eradication of the access and of any deployed software packages will be attempted and Control will inform you of the nature of the access and packages detected (if such forensics are possible). Also note that if you are attacked your defenses will improve in the affected domains as people move to fix known problems, patch revealed vulnerabilities, and discover new work arounds. Control may *occasionally* ask you which you wish to direct efforts in defending towards. The current status of your defenses can be ascertained by asking the Cyber Control.

## Number of Cyberattacks

Each country's cyber operations units can deploy a limited number of Cyberattacks per turn. The number is given on the table below:

Country	Australia, Canada, France, Japan, Philippines, UK	Taiwan	US	China
Cyberattacks/Turn	1	2	3	5

## Regeneration of Cyberattacks

Note that high impact cyberattacks take much time and effort to generate, so it is extremely unlikely that you will find new cyber exploits and/or be able to usefully exploit them over the course of the game. However, even once a cyberattack has been used there is still a chance that you will retain access in the system and may be able to rebuild the capability (though its impact is extremely likely to be diminished). Control will notify you if you have retained persistence in the system.

# Nuclear Posture (US and China Only)

Overseen by: National Control (US and China)

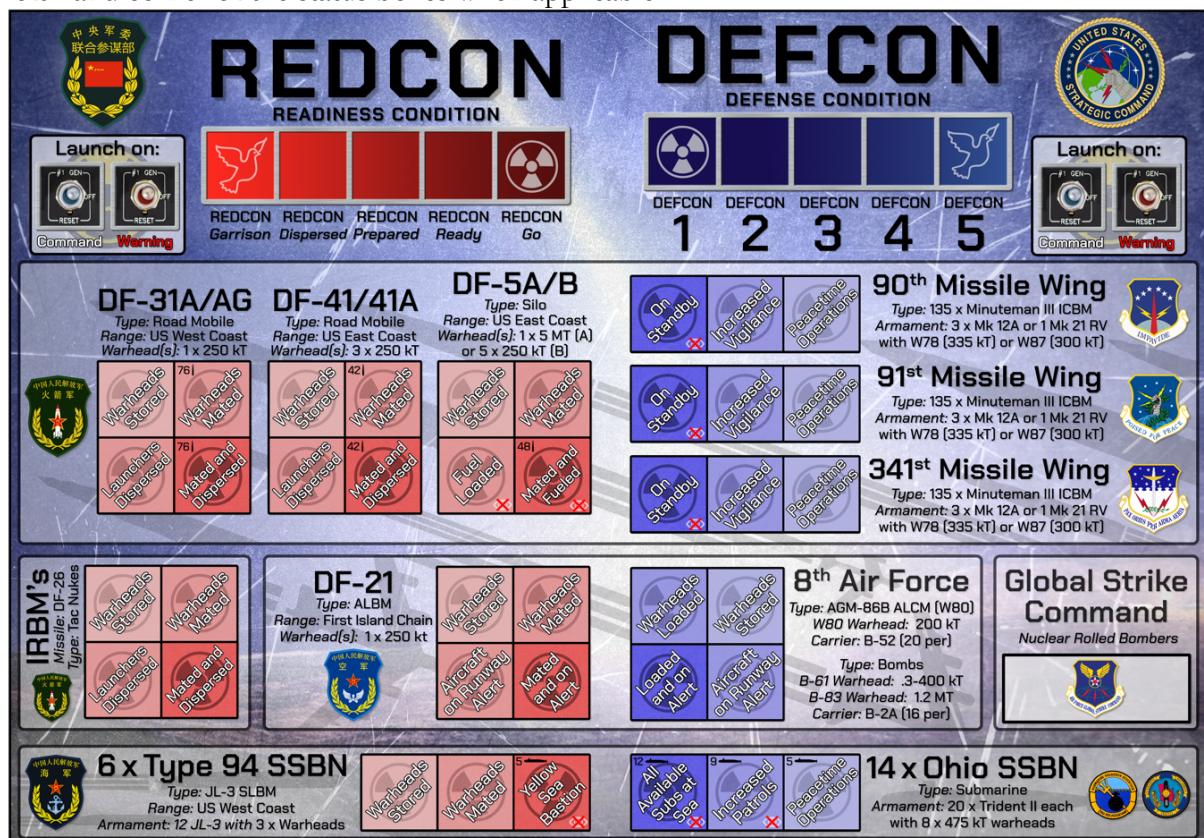
Both the US (STRATCOM) and Chinese (Nuclear Operations Cell, CMC) teams have the following tracking sheet to keep track of their own and their adversary's nuclear readiness. Darker colors indicate a higher level of nuclear readiness, with the darkest box indicating the ability to launch all available weapons in minutes.

**RECON or DEFCON** – The top section indicates the current RECON or DEFCON level of the nation. This can be changed during Team Time or Negotiation Time and is public knowledge.

**Launch On** – The Launch on box lets you set your nuclear posture. The launch posture of your forces is never public knowledge (unless publicly disclosed or leaked). You have two options:

- *Launch on Command* means that your nuclear forces will only launch if they receive an order to do so from the Commander-in-Chief of the Armed Forces.
- *Launch on Warning* means that your nuclear forces will initiate a nuclear launch once there is positive warning of an incoming nuclear attack, without waiting for approval from the Commander-in-Chief. In Launch on Warning, you will need to decide what targets will be hit in advance, otherwise, your nuclear forces will default to a full Countervalue attack.

Each type of weapon indicates its type: silo based, road mobile launcher, air launched ballistic or cruise missile (ALBM or ALCM), submarine launched ballistic missile (SLBM), or bomb. The range of the weapons is given, and the warhead number and tonnage (submarines also list the number carried on each submarine). The number of missiles is given under the type, or the number of platforms (submarines), or fireable weapons (Chinese ICBM's) in the upper left-hand corner of the status boxes when applicable.



Each turn during *Team Time* or during the *Negotiation Phase* changes to each type of weapons force readiness may be made (forces increased/decreased in readiness).

Notify your National Control of any changes you make. Control will notify you of changes to the enemy's force posture. Note that boxes with a crossed-out eye symbol in the lower right-hand corner indicate that you may not know immediately if the opponent's posture moves to that level.

### Chinese IRBM Forces and DF-21

For Chinese IRBM forces, as you reduce your missile stockpile of DF-26 and DF-21, you will begin to lose these capabilities. For each salvo of missiles used for a conventional mission (see the Long-Range Missile section earlier in this handbook), this is a salvo of missiles not able to be used in a nuclear role.

### Global Strike Command's Bombers

Global Strike Command has control over US bomber forces. If you wish bomber forces to be rolled (and thus ready for nuclear missions), place them in the "Nuclear Rolled Bombers" Box. Un-rolled bombers are placed onto the Reserve Tracker (see US National Rules). At any point STRATCOM with approval from the president or Chief of the Joint Chief's can remove bombers from the Reserve Tracker and/or Air Map and re-roll them into a nuclear role.

Traditionally a number of B-52's are nuclear rolled (9 flights worth are nuclear capable), and B-1B's and B-2's (as well as a good number of B-52's) are rolled for conventional missions. The B-2 cannot deliver the AGM-86B nuclear tipped cruise missile (only nuclear bombs) and is thus less useful in a nuclear role, and the B-1B is not nuclear capable.



*A B-1 bomber of the 489<sup>th</sup> Bomb Group takes off from Dyess Air Force Base in the early morning hours.*

# Information Domain Rules

Overseen by: Military Control (Information Domain)

## Information Warfare Campaign

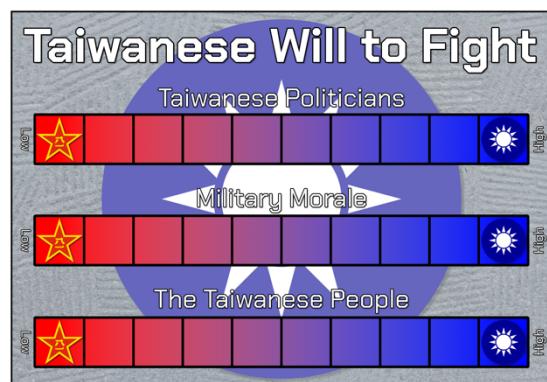
Each turn you may conduct Information Warfare Campaigns during the *Negotiation Phase*. These represent the combination of offensive or defensive information operations and media campaigns by overt and/or covert means.<sup>41</sup> These will be adjudicated by the Information Domain Control, and the effects will be shown on the master Control Sheet. To conduct a campaign, you brief the Information Domain Control as to your message and intent with the campaign. Consider:

- Who are you targeting with your messaging? How vulnerable are they to your message?
- What message you want to convey, what do you want to happen as a result? What nuances are there that you can exploit?
- What messaging channels are you using (social media, official government or local government communications, leafleting, backchannels, etc.)?
- Ongoing events that might support your message or other reasons the campaign is likely to succeed or fail.
- What might happen if you are discovered trying to push this message (is there a chance of backlash)?

For the most part nations will be able to effectively conduct one campaign at a time (perhaps 2 on some occasions). The US, China, or Taiwan may have more, but remember the more you split your messaging, the less effective it is likely to be as the message becomes more and more diluted.

## Sheets

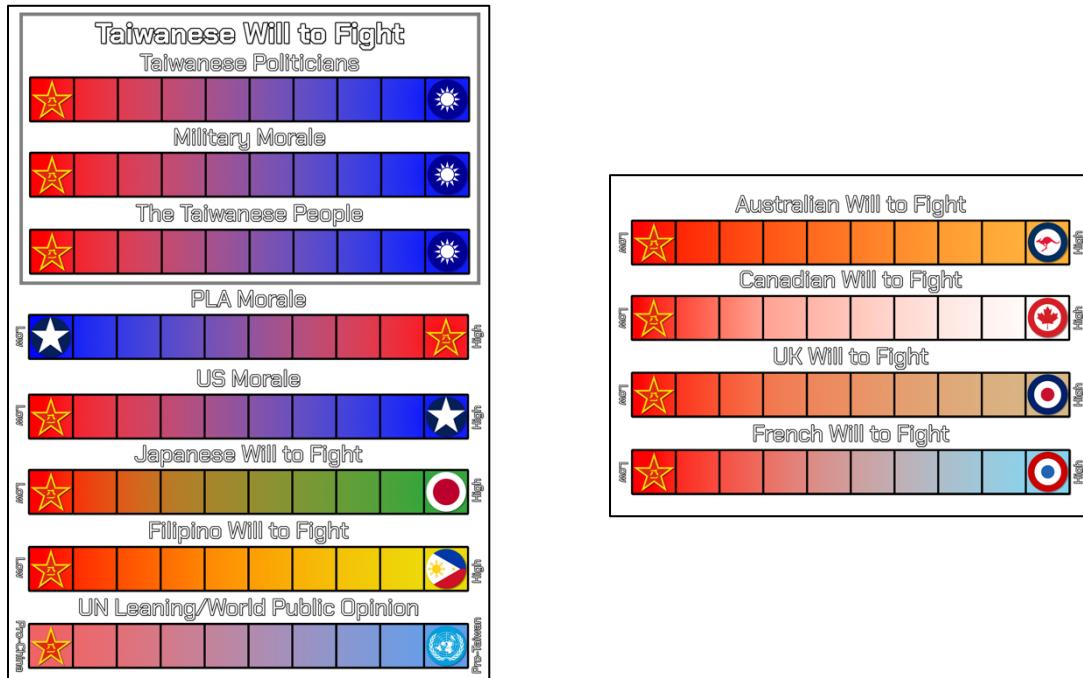
Each team has a sheet with National Will, Morale, and a varying third tracker on it (typically the other tracker of most importance to the country, often that of an ally).



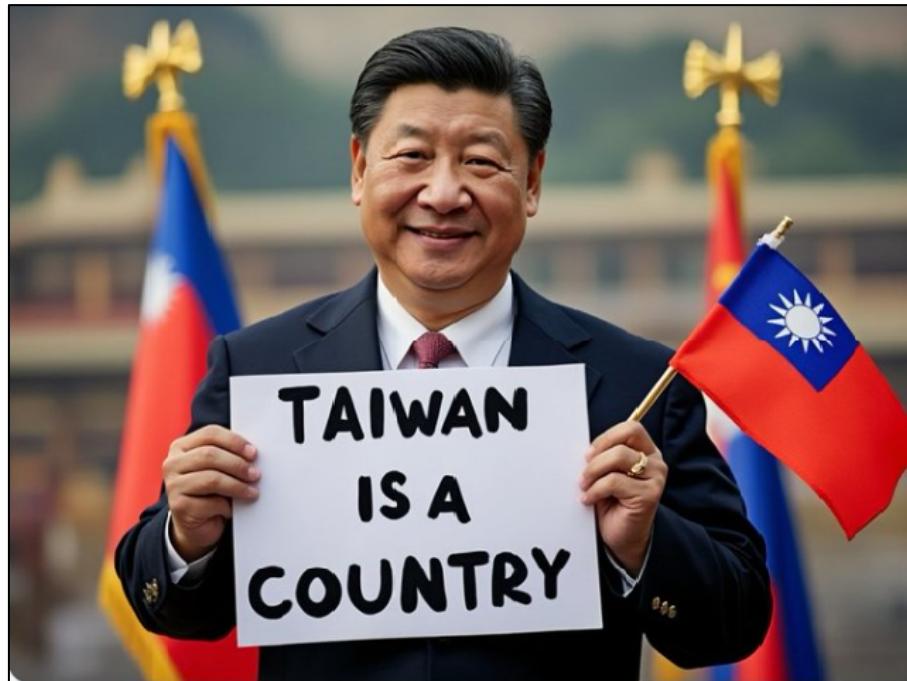
Each turn, these values on your national sheet will be updated by the Information Domain Control or your National Control to be consistent with the master Will to Fight Sheet at the Information Domain table. As you only have the three trackers, you may leave your table to

<sup>41</sup> The exact mix of these being dependent on the type of campaign being conducted.

look at the Control sheets with all the trackers on them at any point during Team Time or Negotiation.



*The two Control Sheets for Will to Fight<sup>42</sup>*



*A piece of clearly unmanipulated media.*

<sup>42</sup> Note this does not cover all factors, but the ones I deem most important. The conflating of UN Leaning/World Public Opinion is debatable, but is a useful playable representation as suggested in some diplomatic literature (see *A Dictionary of Diplomacy* (2<sup>nd</sup> Ed.), G. R. Berridge and Alan James, 2003, ISBN 1 4039 15350, pg. 112-113, 280)

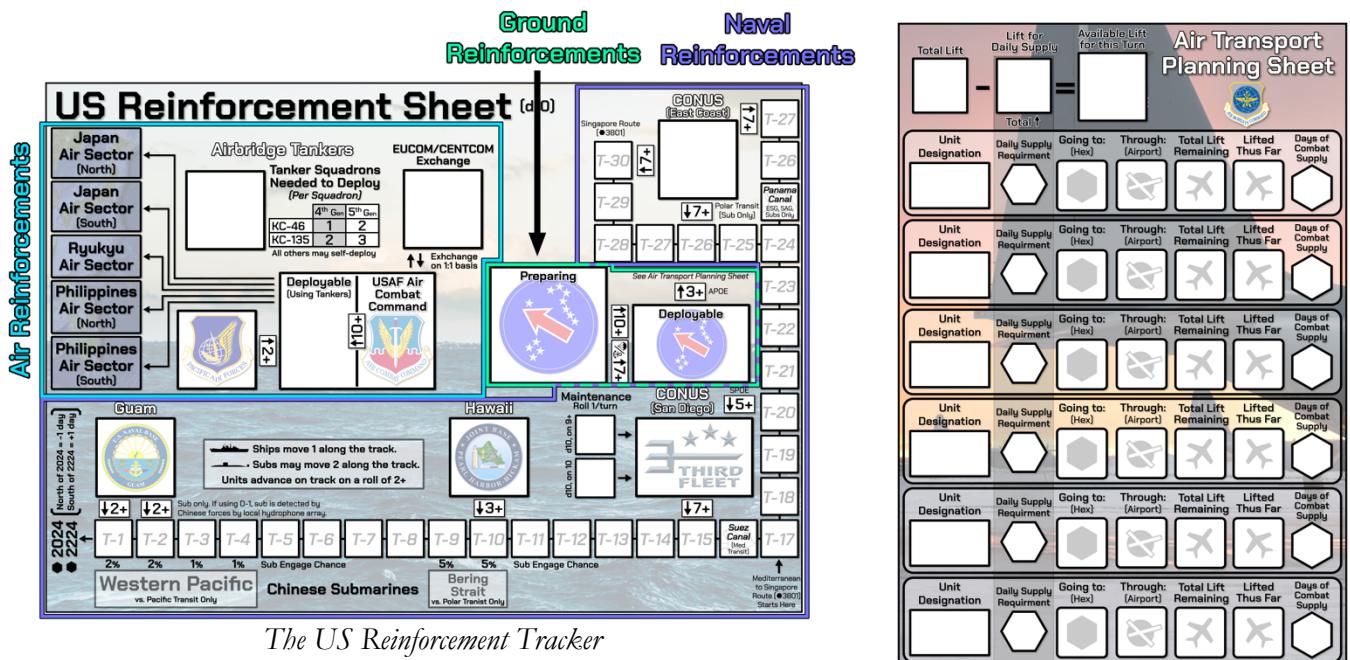
# National Rules

## *United States*

## Reinforcements

**Overseen by:** Military Control (Ground)

US Transportation Command (TRANSCOM) must flow forces into theater: a difficult and complex act to achieve. To do so in this game the following sheets are used. The full description of how this works is in the module rules *Out of the Blue*. No one but TRANSCOM needs to understand these rules, but a short description follows:



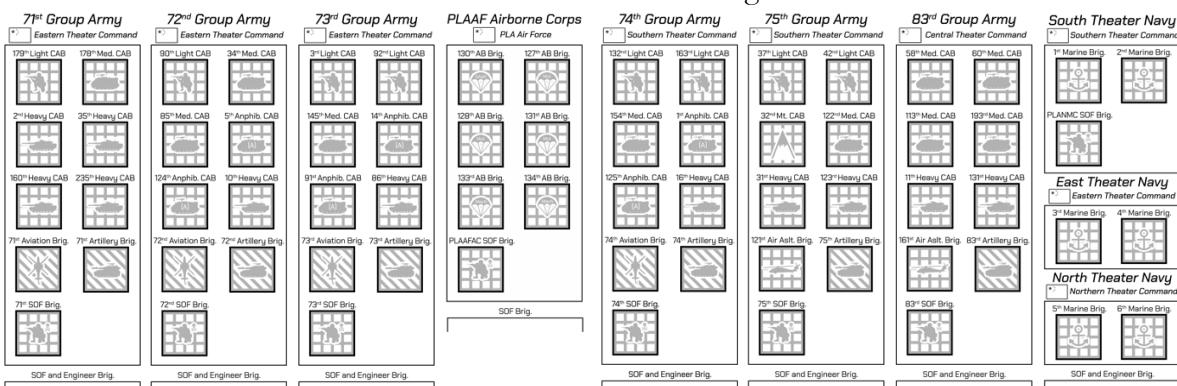
The Reinforcement Tracker deals with the strategic mobilization of forces in all domains and the movement of air and naval forces as well as land forces by sea. The Air Transport Planning Sheet deals only with airlifted ground units.

Once a unit has been successfully deployed, notify your Control and they will bring the unit over to the map in the appropriate place (exception: air transported ground units, which will already be in place on the map).

# China

Overseen by: Military Control (Ground)

Chinese Ground unit mobilization is tracked on the following sheets:



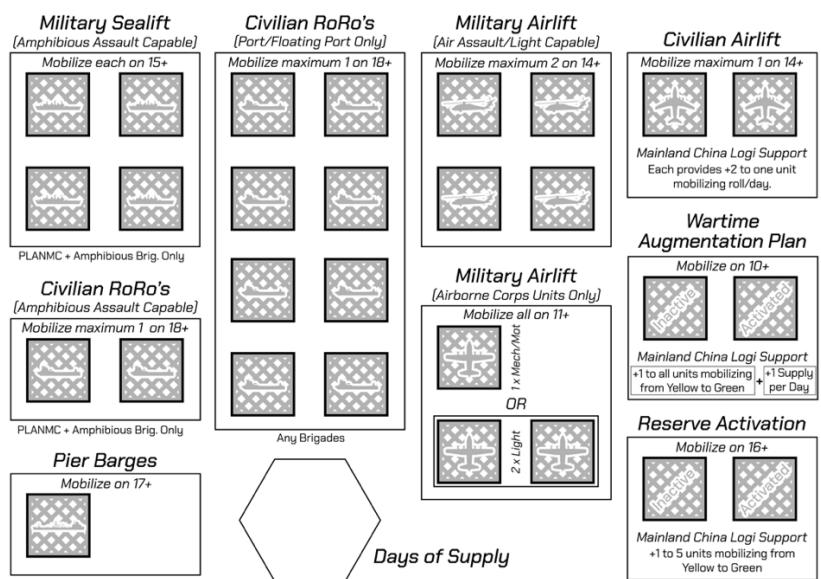
Each Brigade on the sheet will have its current level of mobilization (color coded) marked.

Unit Level of Mobilization <sup>43</sup>	Red	Yellow	Green	Black
Unit Readiness	Unit in Garrison	Unit Mobilizing	Unit Ready, Moved to Staging Area	Unit Mobilized, and Loaded onto Amphibious Shipping
To Mobilize to Next Step (d20)	To Yellow: Automatic	To Green: 19+	To Black: 5+ (Max 4 brigades/day)	—

Note you may never have more Black units than you have mobilized lift.

The mobilization of sea and airlift are also tracked on a sheet:

Each box of lift here equates to one brigade of lift (of the appropriate type). Note that the “Days of Supplies” (added to by the Wartime Augmentation Plan), are days of supplies for the whole nation (e.g. not one day of supply for a brigade). This sheet also uses d20’s for its rolls.



<sup>43</sup> This roughly matches the 3 stage system of readiness used by the PRC. *Preparing for the Nightmare: Readiness and Ad hoc Coalition Operations in the Taiwan Strait*, Mark Stokes, Yang Kuang-shun, and Eric Lee, September 1, 2020, [https://project2049.net/wp-content/uploads/2020/09/Preparing-for-the-Nightmare\\_Readiness-and-Ad-hoc-Coalition-Operations-in-the-Taiwan-Strait\\_Stokes\\_Yang\\_Lee\\_P2049\\_200901.pdf](https://project2049.net/wp-content/uploads/2020/09/Preparing-for-the-Nightmare_Readiness-and-Ad-hoc-Coalition-Operations-in-the-Taiwan-Strait_Stokes_Yang_Lee_P2049_200901.pdf), pg. 5-6

## ***Japan, Article 9, and the Use of Force***

**Overseen by:** National Control (Japan)

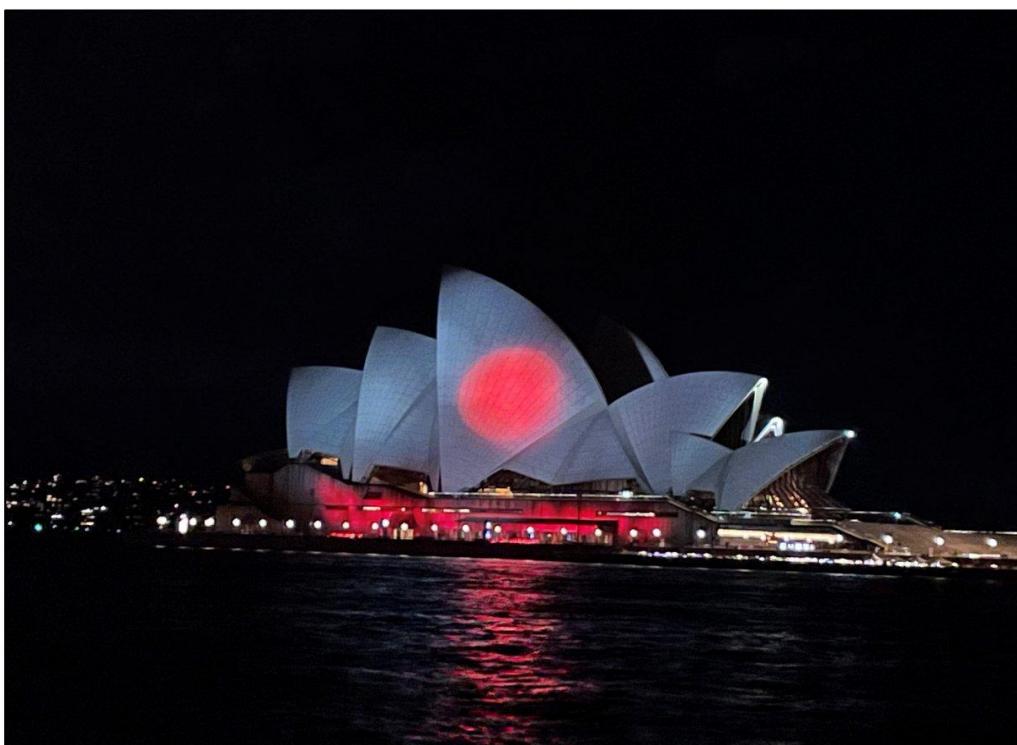
Article 9 of the Japanese Constitution limits the ability of Japan to use military force beyond self-defense. For the Japanese team to use military force not in self-defense 3 criteria must be met:

1. The situation must be an external crisis.
2. There must be no other option other than force.
3. Geographical limitations must be followed on the use of force.

The exact details of the conditions above are laid out in the *Ministry of Foreign Affairs of Japan Legal Briefing Pack* and should be followed as failure to do so would be of massive political risk to the government.

Whether an existential crisis exists shall be determined “in an objective and reasonable manner” and is based on the assessment of the Japanese Cabinet (the Prime Minister, the Minister of Foreign Affairs, and the Commander, Joint Operations Command). This assessment is conducted by vote on a written document detailing the reason the situation raises to being an existential crisis, and how, if an existential crisis exists military force will be used and what restrictions will apply to that force.

Votes may be for, against, or in abstention on the presence of an existential crisis. A majority is required for the measure to pass. A passed decision is then subject to approval by the legislature (and thus by public opinion). While the LDP is the dominant force in the National Diet, it is not the only party, and the ability to twist arms even within the LDP is not absolute, especially on a topic of such importance.



*Sydney Opera House lit up in a show of support for Japan*

# Appendix A: Roles

Please read your character briefing and pages 2-11 of the Player Handbook to get an understanding the general way in which this game works. If your role requires additional rules review it is noted next to your role.

## **United States**

- **President of the United States of America** – No specific role rules needing review
- **White House Press Secretary** – Press player rules
- **Director of National Intelligence** – Intelligence and Press player rules
- **US Secretary of State** – Diplomatic player rules
- **Deputy Secretary of State** – Diplomatic player rules
- **US Ambassador to China** – Diplomatic player rules
- **Director, American Institute in Taiwan** – Diplomatic player rules
- **US Ambassador to Japan** – Diplomatic player rules
- **Secretary of Defense** – No specific role rules needing review
- **Chairman of the Joint Chiefs of Staff** – Military player rules
- **US Transportation Command** – Military player rules and module rules *Out of the Blue*
- **Commander, INDOPACOM** – Military player rules
- **Deputy Commander, INDOPACOM** – Military player rules
- **Commander, J2 (Intelligence), INDOPACOM** – Intelligence and Military player rules
- **Commander, United States Strategic Command** – Nuclear Posture rules

## **China**

- **President of the People's Republic of China** – No specific role rules needing review
- **Minister for State Security** – Intelligence player rules
- **Minister of Foreign Affairs of the People's Republic of China** – Diplomatic player rules
- **Executive Vice Minister of Foreign Affairs** – Diplomatic player rules
- **Director General, Department of North American and Oceanian Affairs** – Diplomatic player rules
- **Director General, Department of Asian Affairs** – Diplomatic player rules
- **Director General, The Department of European Affairs** – Diplomatic player rules
- **Director of the Taiwan Affairs Office** – Diplomatic player rules
- **Spokesperson of the Ministry of Foreign Affairs of the People's Republic of China** – Press player rules
- **Central Military Commission Vice Chairman** – Military player rules
- **Central Military Commission Vice Chairman** – Military player rules
- **Chief of Staff, CMC Joint Operations Command Center** – Military player rules
- **Director, Central Military Commission Political Work Department** – Press and Information Domain player rules
- **Commander of the People's Armed Police** – Naval player rules (though note China Coast Guard are not armed with missiles, just guns)
- **Intelligence Bureau of the Joint Staff Department of the CMC** – Intelligence and Military player rules
- **Nuclear Operations Cell, CMC Joint Operations Command Center** – Nuclear Posture rules

## Taiwan

- **President of the Republic of China** – No specific role rules needing review
- **Vice President of the Republic of China** – No specific role rules needing review
- **Secretary-General to the President** – No specific role rules needing review
- **Spokesperson for the Presidential Office** – Press player rules
- **Minister of Foreign Affairs** – Diplomatic player rules
- **Vice Minister, Ministry of Foreign Affairs** – Diplomatic player rules
- **Deputy Minister of Foreign Affairs** – Diplomatic player rules
- **Director General, Department of North American Affairs** – Diplomatic player rules
- **Director General, East Asia and Pacific Mission** – Diplomatic player rules
- **Minister of National Defense** – Military player rules
- **Chief of the General Staff** – Military player rules
- **Executive Vice Chief of the General Staff** – Military player rules
- **Vice Chief of the General Staff** – Military player rules
- **Vice Chief of the General Staff** – Military player rules
- **Director, Political Warfare Bureau** – Press and Information Domain player rules
- **Minister of the Interior** – No specific role rules needing review
- **Director-General, National Security Bureau** – Intelligence and Press player rules

## Japan

All Japanese players should familiarize themselves with their National Rule on Article 9.

- **Prime Minister of Japan** – No specific role rules needing review
- **Spokesperson, Office of the Prime Minister of Japan** – Press player rules
- **Minister of Foreign Affairs** – Diplomatic player rules
- **Deputy Minister for Foreign Affairs** – Diplomatic player rules
- **Deputy Minister for Foreign Affairs** – Diplomatic player rules
- **Commander, Joint Operations Command** – Military player rules
- **Deputy Commander, Joint Operations Command** – Military player rules
- **Liaison, JSDF-US Forces** – Military player rules
- **Chief, Defense Intelligence Headquarters** – Intelligence and Press player rules

## Australia

- **Prime Minister of Australia** – Diplomatic player rules
- **Minister for Foreign Affairs** – Diplomatic and Press player rules
- **Chief of the Defence Force** – Military player rules
- **Australian Secret Intelligence Service** – Intelligence and Press player rules

## Philippines

- **President of the Philippines** – Diplomatic player rules
- **Secretary of Foreign Affairs** – Diplomatic and Press player rules
- **Chief of Staff of the Armed Forces of the Philippines** – Military and Intelligence player rules

## UK

- **Prime Minister** – Diplomatic player rules
- **Foreign Secretary** – Diplomatic and Press player rules
- **Chief of the Defense Staff** – Military and Intelligence player rules

## Canada

- **Prime Minister of Canada** – Diplomatic player rules
- **Minister for Foreign Affairs** – Diplomatic and Press player rules
- **Chief of the Defence Staff** – Military and Intelligence player rules

## France

- **Président de la République française** – Diplomatic player rules
- **Ministre de l'Europe et des Affaires étrangères** – Diplomatic and Press player rules
- **Chef d'État-Major des Armées** – Military and Intelligence player rules

## Press

- **All Press** – Press player rules



*U.S. Marine Corps Cpl. Caleb Hornbuckle, an MV-22 Osprey crew chief.*