

台灣非亡也

Taiwan is not yet lost

Jaws of the Dragon



Control Handbook

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Introduction

STOP! Go read the player guide first!

The player guide explains how most of this works, this is an explanation of the backend, examples, and general guidance.

This game hands more power to Control than a more rigid game in that:

- 1) There is a lot of leeway in the core rules adjudicating combat.
- 2) The Map Control team is operating as a group to play the game against each other but in a non-competitive manner.

The plan is that Game Control (Evan) will be free of any specific role during the game and will roam around to answer Control questions, (to a lesser degree) player questions, and help where needed. The rules provided here are semi-rigid and in the combat rulebook (especially for combat) are intended to be used as best possible and if time pressure forces more SME based adjudication, that is not a problem.

This Handbook provides the overall information about running the game. For the rules governing combat/movement/etc. that are referenced in this, please see the Jaws of the Dragon Rulebook v5.2. Note that none of the card examples (for example the sample cyberattack or high placed agent) are real capabilities in game. As is standard for my games, the combat rules are more kriegsspiel than rigid, and Control's expertise is an essential element. The rules should not be applied mindlessly, especially if this leads to unrealistic outcomes, as reality always trumps rules.

Control Initiative

Have some please! This game works by the controls being active so if you think "maybe this control should know that..." then the answer is not "maybe" it is "yes". Go and tell them. If you are wondering whether to start on this adjudication or that one, just pick one and start. If you have a question, go and ask. The worst thing is for control to be paralyzed by indecision or to waste time sitting around. Speed is important here, and an OK adjudication now and quick is better than one that takes 10 minutes leaving several other adjudications unfinished.

The Scenario

The scenario for this game is a blockade of Taiwan with a pretty kinetic choice by the Chinese to seize a Japanese and Taiwanese island (a possible twisted logic for this probably being to send some political messages to others to stay out, but thankfully, we don't need to take a stance on why). In real life this is a really stupid way to carry out the blockade, for example invading Japanese territory lowers the threshold to their intervention and probably greatly irritates them for example. However, it's really good for a game, otherwise the Japanese stand a decent chance of dithering for most/all of the game for example!

In this scenario, the blockade was done pretty close to a bolt-from-the-blue, with a proportionally small number of forces on "exercise" followed by a movement into blockade and a snap mobilization. The buildup was pretty much undetected by western intelligence, as the Chinese sacrificed long term sustainability of the fight (and extra sealift/airlift) for surprise. Again, maybe not the wisest move for a blockade, but good for a game!

Read the general briefing in the briefing pack (don't worry it's only 1 page) to get the full scenario.

Game Timetable + Sequence of Play

The Day's Timetable

<i>Time</i>	<i>Goings On</i>
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

*The game will end between 4-5 depending on the vibe, but 17:30 is the latest we will go game wise. Do not tell the players that the game will be ending earlier than 17:00 to avoid last turn madness.

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

The Game Turn

Each turn will represent 1 day.¹ 20 minutes is given for teams to talk and negotiate followed by 10 minutes for the Action Phase (when things occur).² When the Action Phase is over, the next turn starts.

The turn is split into the following phases:

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>
Adjudication	Team Time	5 min.
	Negotiation	15 min.
Action Phase		
Briefing and Orders (<i>Military</i>) Speeches, Statements, and Press Conferences* (<i>Heads of State, Diplomats, Spokespeople, Press</i>) UN Security Council Consultations (<i>Diplomats</i>) Intelligence Return (<i>Intelligence</i>)		10 min.

¹ This conveniently gives us a time in game of 13 days, the exact length of the Cuban Missile Crisis.

² If longer turns are to be used, make Team Time 10 minutes, and then just extend negotiation time from then on.

Inventories

Military Room

Taiwan Map Table

- Taiwan Map
- Taiwan Ground Counters
- Ground Unit Attrition Sheets
- 2 x Rulebooks
- d4's, d6's, d20's
- Minefield Sheet + Minefield Counters

Ops Map Table

- Top and Bottom Ops Map
- Naval, Ground, Carrier Aviation Counters
- Sea Unit Tracking Sheets
- 2 x Rulebooks
- d10's and d20's
- 2 x Pre-Generated Weather sheets
- Minefield Sheet + Minefield Counters
- Debris Card + Debris Bag

Air Map Table

- Air Map
- Air Counters
- 2 x Rulebooks
- d12's, d10's, d8's
- 2 x Pre-Generated Weather sheets

Reserves Table

- 1 x Set of Chinese Mobilization Sheets
- 1 x US Reinforcement Tracker
- 2 x TRANSCOM Airlift Sheets
- Chinese Ground Counters
- Chinese Mobilization Color Markers + black/grey blocks for tracking available lift
- US Reserve Counters
- d10's
- Destroyed Units Box

Main Room/Team Rooms

Will to Fight/Intelligence Table

- Will to Fight/Morale Tracking Sheets
- 20mm Blocks for tracking current value
- 10mm Cubes for tracking old value
- Will to Fight/Morale Effectors Sheet
- 2 x Will to Fight/Morale Change Sheet
- Notepads
- Extra PIR Cards

For Each Country*

- Will to Fight Sheet + 3 x 20mm blocks of appropriate color for tracking
- Pens + Notepads
- 12 x Letterhead
- Country Flag (full size + standee), Nation Placard or Room Sign
- 2 x Player Handbooks
- For the Military:
 - Cyberattack Cards
 - Space Attack Packages
 - Special Forces
 - (US, China, Taiwan, Japan, Australia) Munitions Cards
 - (US + China) Nuclear Tracking Sheet + 20mm blocks for trackers
- PIR Cards

UN Table

- UN Flag
- World Public Opinion/UN Leaning Tracker
- 15 x 10mm White Cubes (for abstains)
- 15 x 10mm Black Cubes (for Votes For or Against)
- 5 x 20mm Black Blocks (for Vetos)

Press

- Military Beat + UN Beat press badges

Other

- 1 x Cyber Defense Sheet
- List of Cyberattack by Sweep

* Country tables/country rooms can be separate for each country (and larger teams like the US, China, and Taiwan may require 2 or more). If large tables/rooms are being used, then Australia and the UK and Canada and France can be put at the same table/room.

Control Taskings

The Types of Control

In this game there are 5 types of controls, each performing different tasks: Military, National, Diplomatic, and Intelligence and Press. One control (Diplomacy, Intelligence, and Press) or multiple controls (Military, National) will be covering the tasks. Each section details *what* that control is doing and more importantly *when* they are doing so.

Game Control

Location: Roaming

Evan D'Alessandro is the game control – I am here to answer control questions for the most part and to make sure that the game is running smoothly. If you have questions, or players have questions you can't answer, bother me!

Military Control (Air, Naval, Ground)

Location: Military Room

Military Control (Air, Naval, and Ground) will be in the Military Room separated from the rest of players. In this roll you are dealing with military forces and representing subordinates.

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	Adjudication of Player Orders
	Negotiation	15 min.	
Action Phase		10 min.	1) Brief* military players 2) Get Player Orders for the Turn

*For each of the three domains, have a Red Briefing and a Blue Briefing to create more of a double-blind atmosphere.

Note that if you screw up and do something other than what a player ordered you, that is fine. If possible, rectify the mistake, but if not rectifiable, such mistakes happen for a myriad of reasons in real life, and doubly so in crisis. This may especially be the case in sequencing of actions (e.g. if the players want a cyberattack to happen before something else), as it may sometimes involve multiple controls. In this case just do your best to work together.

If a player's order is unclear, there was a bit of information you can't remember but know was important, or you need a clarification you can head over to the team and ask the player(s) involved. However, do try to keep this to a minimum to ensure the flow of the game.

Ground Control also deals with Chinese mobilization and US Reinforcements.

Military Control (Cyber)

Location: Military Room/Main Room (as required)

The Cyber Control functions like other military controls but conducts personal briefings as necessary (including during negotiation time). It is your responsibility to ensure that the effects of effective cyberattacks are communicated to the other relevant controls when they happen (or when they fail) and when the cyberattacks are resolved and no longer in effect.

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	–Adjudicate Cyberattacks
	Negotiation	15 min.	– Brief military players
Action Phase		10 min.	– Brief military players – Players turn in Cyberattacks

Military Control (Information Domain)

Location: Main Room

Note that unlike in the other Military roles, you do not need to worry about proactively briefing people. You may do so as you wish, but for the most part you only need to brief players who come over to talk to you.

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	– Ensure that National Will to Fight Tracker is consistent with what was adjudicated last turn.
	Negotiation	15 min.	– Intake campaigns and start adjudicating them. – Run through Will to Fight/Morale Effectors Sheet (may require liaising with Military Control)
Action Phase		10 min.	– Adjudication.

Intelligence Control

Location: Main Room/Military Room (as required)

The Intel. Control solely deals with Priority Intelligence Requests from players.

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	– Communicate back information on PIR's
	Negotiation	15 min.	– Intake PIR's – Adjudicate PIR's – Communicate back information on PIR's
Action Phase		10 min.	– Adjudicate PIR's – Communicate back information on PIR's (if required), by pulling aside Intel. players.

National Control

Location: Team Tables

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	– Oversee the players and tell them when Negotiation time starts. – <i>(US and China)</i> If changes to DEFCON/REDCON are made, announce this to all teams/payers when it happens.
	Negotiation	15 min.	– Ensure that people who are leaving the table are allowed to do so and people coming are allowed to do so.
Action Phase Briefing and Orders (<i>Military</i>) Speeches, Statements, + Press Conferences (<i>Heads of State, Diplomats, Spokespeople, Press</i>) UN Security Council Consultations (<i>Diplomats</i>) Intelligence Return (<i>Intelligence</i>)		10 min.	– Ensure military players are sent off to Military Room. – Ensure that at least one diplomat is sent (<i>US, China, Taiwan</i>) or remind team that one or more diplomats can be sent (<i>all other Nations</i>) to UN Informal Consultations. – Pass on any changes in Morale/Will to Fight to Military Control (Information Domain): <u>See Appendix A.</u> – <i>(US and China)</i> Meet and pass on changes in nuclear posture.

Additionally at any point:

- Advise on matters relating to the National government.
- Answer questions about rules or anything else. If you can't answer a question ask another control, or Game Control.
- Monitor players to make sure they are engaged, if not encourage them to talk to others.
- If the team is seeming bored repeatedly or for extended periods, come to Game Control and we will see what can be done/throw them an inject.

Note that if there is something other than the effectors listed in Appendix A that you think would affect the Information Domain (sway public opinion, world opinion, or military morale positively or negatively), you should also inform the Information Domain Control.

If players move up or down the diplomatic escalation ladder in relation to another country, inform Diplomatic Control.

Diplomatic Control

Location: Main Room (Team Time + Negotiation Phase)/UNSC Room (Action Phase)

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	– If UNSC Resolution submitted decide on how NPC countries are voting.
	Negotiation	15 min.	– Play NPC Nations. – Coordinate with Press Control to make sure that any formal declarations, or diplomatic agreements are announced at the start of Speeches, Statements, and Press Conferences.
Action Phase		10 min.	– Oversee UNSC Consultations.

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

NPC's

You will represent any non-played actors during the day as needed (North Korea, Russia, Economic Advisors, etc.).

If players in the diplomatic realm (in the UN, in discussion with NPC's, etc.) take actions that would be newsworthy or affect the information domain (positivity or negatively):

- *Newsworthy:* Either talk to Press Control to have them write something up, or talk to a press player as an NPC
- *Information Domain:* Inform the Military Control (Information Domain), of what has happened and what effect and how large the effect would be.

Press Control

Location: Main Room (Press Table)

<i>Control Phase</i>	<i>Player Phase</i>	<i>Time</i>	<i>Activities</i>
Adjudication	Team Time	5 min.	– Set up Speeches, Statements, and Press Conferences – Communicate to Military Control (Information Domain), if anything in the Speeches, Statements, and Press Conferences changed the Information Domain.
	Negotiation	15 min.	– Set up Speeches, Statements, and Press Conferences – Play non-state NPC's – Conduct the occasional investigation/write the occasional news article as Reuters as directed by control.
Action Phase		10 min.	– Formally announce any declarations or Diplomatic Agreements (liaise with Diplomatic Control) – Oversee Speeches, Statements, and Press Conferences

Note that if there is something that you think would affect the Information Domain (sway public opinion, world opinion, or military morale positively or negatively), you should also inform the Military Control (Information Domain).

National Control

The key job of the National Controls is to keep the players on time, get them moving to where they are supposed to be, and making sure they are engaged.

Regulating Players

Player roles are laid out in the Player Handbook, and for the most part do not require further discussion. If a player however is seeming detached from the game, do give them a gentle nudge to get them back into it by getting them to go talk to other people (or write notes to people). If that doesn't work, come bother Game Control to help you. Where some of those gentle nudges might be laid are as follows (thought this is not exhaustive):

Head of Government

- Do you know how your military/diplomatic strategy is going? What is the backup plan if everything goes wrong?
- How is your handling of the crisis being perceived at home? Could you do something to make you look better?

Military

- What is the backup plan if the current strategy goes wrong?
- How coordinated are you currently with your allies?
- How is your military currently being perceived on the world stage?
- Have you tried to internationally legitimate your actions?³

Diplomats

- Do you know what the current feeling is in X nation(s)? How can you shape that?
- How is your country currently being perceived on the world stage?
- Have you tried to internationally legitimate your actions?

Intelligence

- Have you established an indicators and warnings model for enemy action?
- What are possible other courses of action you opponents could take?
 - Which of those are the most likely?
 - Which of those are the most dangerous?
- How confident are you on your current predictions?

Player Communications

Note that the strict regulation of player communication is key to the game's success. The full set of player briefings lays out who can talk to who, so you can make sure that people are coming and going as they should. I don't expect (nor want) draconian enforcement of this, but gentle reminders and prodding of players if they are breaking the rules on communication should be done.

Also note that regardless of communication channels players may still write notes and send them to other players (either by giving it to someone else to hand over, going themselves, or having you do it, though you taking notes should be a rare, prod them to hand the notes to a diplomat to hand over).

Some player actions (such as setting up a joint command, or a multilateral discussion forum) may change these communication channels, but final decision on this is up to Game Control. Further note that under specific conditions exemptions to the limitations of communication may be given to a player temporary or permanently. If a player makes such a request and it seems reasonable, find Game Control to approve the request.

³ This may seem a slightly odd question to the realists in the crowd but note that even when countries don't follow international law (or explicitly break it), they always attempt to explain how what they are doing fits within it anyways. For example, Russia has a "special military operation" and not an "invasion" for a reason.

If a player appears disengaged because there is not much talking to do, please notify *Game Control* and they will see if something cannot be arranged.

Press Control

The Press control is a plumpire role (player-umpire).

The News

For the most part you are there to assist the Press players if they have any issues (and make sure they are following the required formatting) and to be a general nuisance as an investigative reporter as directed by Control to shape player action. In this latter case you will be playing Reuters (who mostly function as a newswire service), to publish articles (so heavy on the facts, light on the editorial). This is pretty much to ensure that (Game) Control has an information channel to use if so desired, though (Game) Control may leak to the Press players directly if required.

If at any point you have nothing to do, write short news articles about how bad the world economy is doing or about the plight of normal people in Taiwan.

Beats

Rotate the UN and Military beats fairly and equitably through all Press players over the turns, though if the Press players want to agree upon a dedicated Beat reporter for each beat, this is perfectly fine. If no player wants to take a Beat, you should cover the Beat for the turn. If no player wishes to cover either Beat, cover the UN Beat as it is more important.

Speeches, Statements, and Press Conferences

Overall

Ideally the plan would be to run through about 4 Speeches, Statements, and Press Conferences per *Action Phase*, though vary it up/change it as you see fit. In general:

- Announcements (via statement) of passage of UNSC resolutions and signing of treaties or other official diplomatic documents should come first. These may be as brief as you or the diplomatic control (liaise with them to see what has occurred) announcing it (if no one wants to give a statement or speech on it).
- Otherwise probably have no more than one statement in most *Action Phases*, as they are boring compared to a more fiery Speech or interactive Press Conference.
- For the most part make sure that each team gets a chance to talk before a team gets to go again (for player enjoyment no one has an outsized ability to make more speeches/hold more press conferences than anyone else).

If no one is forthcoming, then during Team Time/Negotiation time you can pick on teams to do a Speech, Statement, or Press Conference and ask them to put someone forward for it (“public opinion is demanding you make a statement...”). They need not make a decision immediately as to who will speak, but they do need to make one before the *Action Phase* obviously.

Etiquette

Remind players of this etiquette when they ask for a Speech, Statement, or Press Conference:

Speech and Statement Etiquette – Player’s speeches and statements are to be no more than a 1 ½ minutes. The exception to this is if an official diplomatic document is being read, in which case the document can be read in full or paraphrased by the players as desired (but no more than 2 ½ minutes still).

Joint Statement Etiquette – For the most case joint statements will be read to government diplomats during negotiation time, but if players wish to read a joint statement in the Action

Phase this may be possible as long as the statement is short. In the case of a joint statement, make sure that the players keep the statement short (or paraphrase a longer statement), and all signatories read the same text, one after the other.

Press Conference Etiquette – During a press conference the speaker will give a short opening statement (max 30 seconds) and then answer questions. Any player may ask questions if so desired, though prioritize press players if possible. If the questions are a little slow and you have a good one, you can also ask a question (as Reuters). Keep the press conferences to 2 minutes at most (a little more if lots of the players are asking good questions). Before the first press conference remind players that they should preface their question with who they are, e.g. “John Doe of AP News: Ambassador, what is the government response at this time?” If a player is repeatedly asking insolent questions instead of serious ones, take them aside and tell them not to.

Timing

If someone gets pushed off the docket because other people ran too long or there were a lot of people who wanted to speak that is fine, just give them priority for a Speech, Statement, or Press Conference in the next turn. The news cycle was full that day and what they are going to say will hit the news cycle tomorrow.

If all Speeches, Statements, and Press Conferences for a turn run short, then you may have them return to their tables and start Team Time early for the players who are there.

Impact on the Information Domain

If you felt a speech was particularly good/bad to the point where it would affect the Information Domain or that a number of news articles (or an exceptionally good or prominent one) have come out recently hammering a point that would have an effect, keep track and let the Information Domain Control know during *Team Time* so they can factor it in.

Effector	Effect
At Control's discretion	+1 or -1 (or even +2/-2)
Good or Bad Speech or Press Conference	+1 or -1 (exceptionally +2/-2)
State of the News	+1 or -1 (or even +2/-2)

Diplomatic Control⁴

Keeping Abreast of the Situation

When possible, as Diplomatic Control you should keep up to date on the news and on military events by talking to control and reading the press. A recommended process is given below (though what exactly works for you may vary). At the end of the Action phase and start of Team Time begin to do the following:

1. Go to Military Room to see how things are developing there.
2. Return to Main Room to ask Information Control about any changes and why.
3. Inform all players of any upcoming votes in the UN and ask how they intend to vote, if a UNSC vote.
 - a. *Note:* don't worry about doing this for UNGA votes, as each played country's vote is too diluted to count; global opinion is the determinant of UNGA resolutions.
4. At this time, inform diplomatic players of teams of any other relevant diplomatic information.
 - a. For example, in the case of one game "as war began in game, [due to France's actions] I made clear to France that doves in Europe have seen them as a leader in the region."⁵
5. Confirm with Press Control who the player allocated to the UN Beat is this turn.
6. Check with information Control one last time before returning to UN room for the Action Phase.

Playing NPC's

During team and negotiation time you may play any national or international organizations NPCs as required (non-national NPCs are handled by Press Control). You may also represent members of missions to the UN, or members of fact-finding missions of the UN during UN Security Council Consultations.

UN Security Council Consultations

At the start make sure you have at least one US, Chinese, and Taiwanese player (these are informal consultations; thus Taiwan is allowed to attend and speak). If not, start the consultation and then go find the missing player(s). If there is a Control without Portfolio they will start the UNSC Consultations with an OSINT military update, if not skip doing this. If players who are not allowed in the room for the Action Phase's consultations are in the room, gently and politely throw them out.

You oversee the decorum of informal consultations in the UNSC.⁶ For the most part this means stepping in to make sure that everyone gets their turn that no one gets too heated, but for the most part should be relatively hands off. The only decorum you need to enforce is the use of proper titles (Mr. Ambassador, His Excellency etc.). Remind them of the need to use titles at the start of each Consultation.

Regardless of size of delegation attending, only one person from a team is allowed to talk in that session, allow each team to choose who at the start of the session if they have not already done so. Other players may talk or give notes to their speaking team member but may not speak to the meeting.

⁴ Thank you to Dr. David Banks for his detailed feedback and reporting on his methods as Diplomatic Control for allowing me to massively improve the specificity of procedure in this section.

⁵ Diplomatic Control (10th of May, 2025)

⁶ While the point of informal consultations is that they aren't governed by procedure, the players often need a bit of structure.

If the players are locking up in terms of talking, you should gently nudge them that this is a private informal consultation, not necessary a negotiation, and that this is an exchange where the clarifying of attitudes and positions of the parties towards a particular subject or range of subjects is to be done openly (though they still may lie).

UNSC Consultation Procedure

The following (in order) is the procedure to generally be used in overseeing UNSC Consultations. It may be deviated from whenever the Diplomatic Control thinks appropriate to do so, these are guidelines, not rules.

1) Global Update

Begin each session by making clear if the World Opinion tracker had moved and why. This is to be general rather than stating exactly what caused individual shifts (e.g., “national media are struggling to see the US going to DEFCON 2 as anything but radically escalatory”). Liaise with the Information Domain Control (and the modifiers in the bottom of this section) where appropriate to ascertain this.

Even if there is no movement, explain why (sometimes due to no activity; sometimes due to conflicting pressures).

2) Voting Results

If a proposal had been put forward for the vote at the end of the last session, explain the results. This includes explaining how NPC states in the UNSC voted and why they voted the way they did. For UNGA votes, if possible, offer some “quotes” to explain why the majority of states voted as they did (“too radical,” “reinforces norms of order,” etc.)

If some player voting activity is a clear break from expectations, the press player with the *UN Beat* should be informed of this after Informal Consultations have ended to help establish the context.

3) Player Activity

Players are encouraged to make any statements or requests. Priority should be given to those who have written proposals, who have a pressing request, or who did not get to speak in the last session (in that order).

Any written document is read out by the author and then passed around the table to other diplomats and the press to take photos.

Players should be reminded when applicable that resolutions did not have to be yes or no. Some teams might also be willing to change their vote with relevant language changes. This reminder should encourage players to think about the trade-offs of trying to rush a vote or build consensus.

Whenever proposals are put forward, remind players that they can ask you for a sense of where global public opinion stands and where the non-played UNSC members stand. This is done to make clear that World Public Opinion is a general mood but can also alter depending on the nature of the proposal put forward. If a proposal was very ambitious, alert the proposer privately.⁷

UN Security Council Votes

When a UNSC resolution is submitted, you make sure that it is textually functional (e.g. has no major glaring flaws that would cause it to be killed for procedural reasons). Players may

⁷ For example, if the USA put forward a proposal so strong in language (that the UNGA recognize Taiwanese independence), you should inform them that (non-played) allies have approached them expressing concern that this was a radical break from the status quo (meaning states favoring the status quo international order would be against it).

inform you of how they wish to vote (and/or Veto), you can mark this on a UN playsheet or keep notes in pencil or on your phone as desired.

You also decide how the NPC countries vote, based on player actions, player negotiation with NPC countries, UN Leaning/World Public Opinion (WPO), and your own expertise (if possible). The rough dispositions of countries are given here:

- **Armenia:** Will support the European/ NATO position.
- **Belize:** Formally recognizes Taiwan, will support Taiwan, unless it gets a really good economic deal from China (it will wheel and deal if possible).
- **Côte d'Ivoire:** Leans China but will attempt to stay out of the line of fire.
- **Grenada:** Will keep its head down, will follow strong international consensus.
- **Indonesia:** Will attempt to maintain neutrality to avoid Chinese backlash (lots of abstentions for the most part).
- **Ireland:** Leans western, will follow strong international consensus. Wants to maintain good relations with UK, EU, US (in that order)
- **Kuwait:** Will support the US position.
- **Madagascar:** Leans China but will attempt to stay out of the line of fire.
- **New Zealand:** Will support the Australian then US position (in that order).
- **Somalia:** Supports China.
- **Russia:** Will support the Chinese position. Will use their veto to prevent authorization of military force or sanctions but will otherwise try to avoid using their veto if the Chinese are not going to use theirs either.⁸

If the resolution passes inform the Press Control and the Press Control will announce the measure that was passed (and roughly what it does) at the Start of the *Action Phase's* Speeches, Statements, and Press Conferences.

UN General Assembly Votes

If a UNGA Vote is called, the US/Chinese side will win based on which way UN Leaning/World Public Opinion is leaning. If World Public Opinion is close, tell the players that there is a risk that they may lose the vote due to the fact that the issue is so close run in the UN.

Checking Official Diplomatic Documents

You are to check official diplomatic documents to ensure that they have all required signatures. This also (more importantly) means you will be kept abreast of all official diplomatic documents being signed so you know what is going on and can announce it during the *Action Phase* and make sure it has the appropriate effect on the information domain.

Effect on Intelligence

If an intelligence sharing agreement is signed between two or more parties, let the Intelligence Control know.

Effect on Military Operations

If a military agreement is signed between two or more parties, let the relevant Military Control know about the agreement.

Effect on the Information Domain

If as a result of things said during consultations, or while you are playing an NPC, you think something is said, agreed, or done that would have an effect on the Information Domain,

⁸ E.g. the Russians will ensure that the UN does not legitimize action, but (like other states) does not want to be seen as the sole obstructionist.

let the Military Control (Information Domain) know what has happened and the effect. If there is something that the press should be aware of, talk to the Press Control.

Effectors and Effects listed on next page.

Effector	Effect
At Control's discretion	+1 or -1 (or even +2/-2)
Effective Joint Denunciation	-1 World Public Opinion to denounced country
Effective Joint Statement	<i>Usually</i> +1 to Will to Fight/Morale of State
War Started by State (de jure/de facto) w/ no UNSC approval ⁹	<i>Very Generally</i> -4 World Public Opinion of State ¹⁰ <i>Possibly</i> effects on State's Will to Fight/Morale
War Started by State (de jure/de facto) w/ UNGA/Regional Body approval ¹¹	<i>Reduces effects</i> (-2 instead of -4) of no UNSC approval. <i>And possibly reduces negative effects</i> on State's Will to Fight/Morale
UNSC Measure Passage	<i>Usually</i> +3 to Will to Fight/Morale of State, or -3 to denounced state
UNGA Measure Passage	<i>Usually</i> +1 to Will to Fight/Morale of State, or -3 to denounced state

⁹ That regional organizations have less effect than the UNSC is directly represented, 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>

¹⁰ The exact specifics should be considered carefully by Control, for example, a US-led coalition of the willing would indicate greater legitimacy (and thus less WPO effect) than unilateral US action. Provoked US action (as perceived in the international sphere via the press) would also be less damaging than unprovoked action.

¹¹ That regional organizations have less effect than the UNSC is directly represented, 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>, pg. 9

Intelligence Control Rules

Each turn you will attempt to return as expeditiously as possible PIR cards and High-Placed agent questions to the players, though given the rate at which intelligence works, if delays occur that's ok! You may have to walk around and talk with National Control (who will probably have a fair degree of the info required to answer your question)¹² or other control (occasionally even players, who you can compel to tell the truth, but try to avoid asking players as much as possible) to get the necessary information, so don't worry about having to roam around.

For the most part based on your experience and knowledge and the collection means quality table below, report back information. Tend towards reporting back as much as possible and avoiding miscommunication or untruths (though misperception is perfectly fine). My goal here is not to have players chasing ghosts or blaming control for incorrect information, so give them the truth, the whole truth, and nothing but the truth as much as you feasibly can (and is within their collection means). Telling them that their analysts are unsure on any given PIR is also a good cover if you yourself are unsure as to what is going on.

If a new intelligence sharing agreement is negotiated, you will be informed by Diplomatic Control. Given the short duration in the game to get such sharing up to speed efficiently, generally an agreement will move the lower partner's means up a rung towards the higher partner.

<i>National Collection Means Quality</i>						
	Counter Intel.	HUMINT	SIGINT	IMINT	MASINT	FININT
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) ¹	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

*Downgrade to Poor in wartime.

¹East China Sea

¹² Practically the fact that National Control is pretty likely to know (but may not know exact details or be slightly wrong on the details) or may just be wrong sometimes (or out of date) is not necessary a bad model of the problems with capturing, processing, and acting on intelligence at the speed of relevance.

High Placed Agent Cards

High Placed Agent(s) cards can be used at any time, and the information should be turned around inside the turn if possible. The question must be in relation to the field of the agent. If the agent is not compromised, return the card to the player and they can ask the agent more questions, though doing so each time commutatively increases the risk to the agent.

You may decide risks and success of the agent finding the information at your discretion, or if you wish to add some more interest to the use of agents, roll a d20 each time one is used. -1 per question asked to the agent, -3 if the questions are asked the next day.



1	2	3-8	9+
Agent Compromised, Captured	Info found, Agent compromised, needs to be exfiltrated to get access to info.	Info not found (yet)	Info found

List of High Placed Agents

This is a list of all spy cards in the game (though double agents may or may not be used). Double Agents instead feed information to the opponent instead of finding information out for the players.

Spy	Spying for:	Spying on:
Harlequin	China	US [Political]
Patrician	China	US [Intelligence]
Strategos	China	Taiwan [Military]
Cobalt	Taiwan	US [Political]
Mercury	Taiwan	China [Political]
Silver	Taiwan	China [Military]
Butterfly	Japan	China [Finance]
Fisherman	Philippines	China [Law Enforcement]
Yeoman	Australia	China [Cyber]
Herald	Australia	China [Media]
Manticore	US	China [Intelligence]
Ace	US	China [Diplomatic]
Slapdash	Canada	China [Economic]
Faraday	Canada	China [Political]
Sandbagger	United Kingdom	China [Social]
Logger	France	Taiwan [Diplomatic]
Courtier*	"Taiwan" (Turned by China)	China [Military]
Pewter*	"China" (Turned by Taiwan)	Taiwan [Military]

*Double Agent

Military Rules

General Overview

The Briefing Cycle

As there will be 2-3 controls for each domain, you should have one “red” control, and one “blue” control for a domain (2 blue’s if you have 3 controls). They are responsible for roughly keeping track of what each side is doing and holding the domain briefing for that side. If players who are not allowed in the room for the Action Phase briefings/orders are in the room, gently and politely throw them out (the Military Beat press player is allowed, but no other press!).

Playing the Game

Each of the main games (naval on the operations map, ground on the Taiwan map, air on the air map) will have 2-3 controls who will cooperatively play with/against each other. The rules for each section are attached in the Combat Rules document. Cyber has a dedicated control who will notify the other controls of any cyber effects to their games as they happen.

On occasion things may not work, or control will have to make a call on something.¹³ This is fine, and it is how the game is intended to be run. As always, if the rules don’t work or don’t cover a situation, break the rules, or make something up! In this case an O.K. decision made now is better than a perfect decision later.

Importantly – when units are destroyed, place them in the Destroyed Units Box on the Reinforcement Table (so Information Domain can count them)!

Player Interface

Controls have a great deal of leeway in deciding how to do things, as players are giving you their operational intent, not making tactical decisions. During the action phase after you brief them on updates on the situation players for each domain (air, sea, land) will brief you on their intent. Try to do as much of it as possible, but in reality, they will likely request far more than you can reasonably remember, and it would be feasible for a military to conduct in 24 hours. Do your best and where you forget/don’t do things, make up an excuse.¹⁴

If there is ever a point where you absolutely need guidance from a player, such as enemy forces have moved that were to be struck under very specific conditions, and you are unsure if the strike should still go ahead or not, you can hunt down players to get an instant decision. These should be instant (yes or no preferably) – taking seconds, with no discussion. However, try to minimize this as much as possible, if you as the subordinate makes a move higher ups don’t like, such is the nature of crises and wars.

When the players show up for the Briefing and Orders Phase, you will brief them and this may disrupt their plans from that turn. They will likely have to change plans and orders on some occasions. Give them some time to do this (though keep them conscious of the time and on time), only push them to give an immediate answer if the Action Phase is drawing to an end. Don’t take written orders from the players. Trying to read what multiple teams/branches have written and do adjudication will take too long. You can take notes on what the players are briefing you on (probably important for the Blue Controls), but if you do so, make sure that you do not end up writing down endless detail from the players.

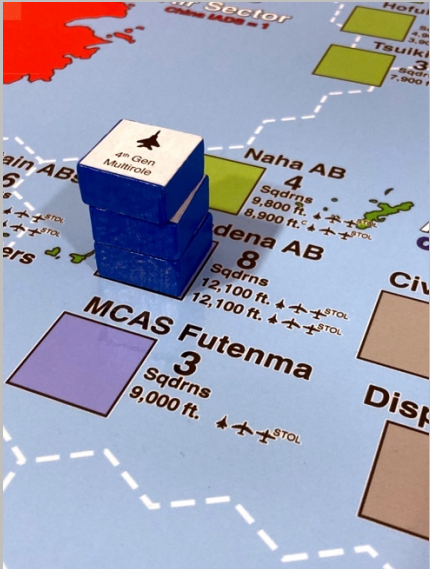


¹³ For example, the land, air, and sea fights are all playing out simultaneously, things that might usually happen somewhat in sequence may be slightly out of sequence. For example, the exact timing of when airstrikes on ground targets or air attacks on task groups may change from turn to turn. This may have no effect, or it could be important (for example if the Carrier Strike Group is sunk before or after it launches its air wing to strike a target). When in doubt things happen in the order that they occur in real time, so something happening at 10:01 happens before something at 10:07.

¹⁴ Tell them that the planning cycle hasn’t caught up (lots of planning for even relatively simple military operations takes 24-72 hours) or that there are logistical difficulties (always a classic and always a realistic problem!)

Weather and Detection/Tracking

At the start of every turn weather and detection and tracking will occur. Weather effects detection and tracking, and detection and tracking affects all domains. On the Operations Map and the Air Map the appropriate weather cards should be placed as stated in the pre-generated weather sheets.

Then all detections should be rolled for. *Any detected block is placed face up rather than vertical so it can be seen by all.* Tracked naval units are marked with a cross so they are known to be tracked (all ground units with the exception of the Multidomain Task Force and all air units are tracked, there is no point in putting tracked markers on them.)

<i>Air Domain</i>	<i>Ground Domain</i>	<i>Naval Domain</i>
<p>All units are detected and tracked (can be fired at) all the time.</p>  <p>All units in the stack are always Detected and Tracked. <i>Decoys are placed under other blocks to make the stack seem bigger than it is.</i></p>	<p>All units are tracked (can be fired at) but are not detected unless they are attacked or attack.</p>  <p>The Combed Arms Brigade and Mech Brigade are both detected, and the Infantry Brigade is not. All units are tracked.</p>	<p>Units are not detected/tracked unless they have been detected/tracked by the rules in the rulebook</p>  <p>The Green sub has been detected and tracked by the undetected Red unit. The Green sub has detected and tracked the red submarine. The Yellow missile boats are undetected and untracked, while the Yellow ESG is detected and tracked. <i>Detected units should be marked with a cross, but I haven't yet got the piece shipment I ordered so they are missing in this image.</i></p>

Decoys – Some cards may allow the placing of decoys. Decoys can be moved like a normal unit. If detected the decoy is shown to the enemy and removed (unless in the air domain). If attacked:

- On the ground, the decoy is removed.
- At sea, the decoy remains and is not removed.
- On an airbase, the decoy is removed.¹⁵

¹⁵ Note that even though decoys are always detected in the air game, they are not removed and can be take hits that would otherwise affect regular squadrons.

Naval Combat

Important Information

Detection is critical and is the first task you should carry out each turn. You cannot shoot at something if you haven't detected and tracked it!

For surface combat units are limited by their number of Vertical Launch System (VLS) cells (how many missiles they carry). Once shot off, they must be replenished in a friendly port (it takes one day to reload a group fully). For China this is any named city not directly across the Taiwan strait, for Japan and Taiwan this is any named city of theirs, for the US this is Yokosuka.

To help speed up the rules, group all missile fire against a naval target in any given turn when possible. E.g. if an air strike, a naval unit's anti-ship missiles, and land-based anti-ship ballistic missiles are all targeting the same naval unit, sum the total number of salvos of incoming missiles rather than resolving them sequentially (this also helps things run faster and assumes the competence of forces to launch a time on target attack).

Keeping track of how many missiles have been shot off by using the tracking sheets is absolutely key (see SAG 1 and CSG 5 below as examples)!

Naval Combat Order

In accordance with the players intent use the following order of operations:

1. Place weather cards (see pre-generated sheet)
2. Conduct detection
3. Liaise with Air Control to make requests for air assets
4. Move/fight surface assets and submarines + conduct long range missile strikes on naval targets
5. Conduct minelaying/minesweeping

Also note:

- Replace MPA tokens only when MPA tokens arrive from the Air Control.
- You control carrier air assets, so should review the air combat rules.

Practical Advice on Running Naval Combat

There is no 'overkill.' There is only 'open fire' and 'reload.'

- # 37 of The Seventy Maxims of Maximally Effective Mercenaries

Detect first, fire first, and fire everything you have at the enemy. Offensive salvos should typically consist of every available missile. While ships move slowly and thus have smaller operational ranges, long range missiles and aircraft are able to mass fires against naval targets much faster. Liaise with the Air Control to get maritime strikes from air forces if required. Blue forces be wary of China's long-range missiles but do not be overly terrified of them, they are simply another form of missile threat to your ships – if you have enough interceptors you will be fine.

Combat Example

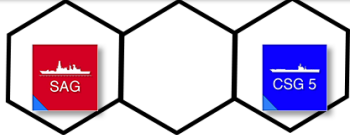
In this example a Chinese SAG is two hexes away from CSG 5 (which has one squadron on CAP over the Carrier), Chinese missiles have a range of two so they can attack the carrier if they detect it. During detection at the start of the turn, both units were detected and tracked so both can be attacked. It's arbitrarily decided that the Chinese have the initiative to strike first (perhaps by rolling a dice for each unit and seeing which is high):

Roll type = Offensive missiles - 1/2 Defensive missiles* (e.g. 2 defensive missiles cover 1 offensive)²⁵
 *When Subs attack, the Defense cannot be greater (e.g. only equal or less than)²⁶

D10 Roll ²⁷	- 1 -	- 2 -	- 3 -	- 4 -	- 5 -	- 6 -	- 7 -	- 8 -	- 9 -	- 10 -
If Defense greater	-	-	-	-	-	-	-	-	1	1
If Defense is equal	-	-	-	-	1	1	1	1	2	2
If Defense less than	1	1	2	2	3	3	3	3	3	3

Damage: - 1 - 1 - 2 - 2 - 3 - 3 - 3 - 3 - 3 - 3 -

Excess damage carries over to other units in the same task force.



3 attacking missiles (3 air + 1 naval) - 2.5 defensive missiles (5/2) means defense is less than. A roll of 4 means 2 damage.

Using the 3 available aircraft squadrons, CSG 5 launches an attack on SAC-I. Each squadron carries one missile (3 total missiles across the 3 squadrons).

SAG 1 (Surface Action Group 1)		
Missiles	Offensive Missiles	Defensive Missiles
	3	5
Type		

CSG 5 (Carrier Strike Group 5), USS Ronald Regan (CVN-76)		
Missiles	Offensive Missiles	Defensive Missiles
	3	5
Type		
Aircraft Munitions		
	3	3

2 damage means the SAC is sunk!

Type	1st Damage	2nd Damage ²⁸	3rd Damage ²⁹
SAG	<ul style="list-style-type: none"> Loose half (1/2) missiles ASW effectiveness decreased. 	Sunk ³⁰	-
CSG (Carrier)	<ul style="list-style-type: none"> Loose half (1/2) missiles 	<ul style="list-style-type: none"> Loose remaining missiles Speed one-half (1/2) Half (1/2) sortie generation ASW effectiveness decreased. 	Sunk
ESG (Amphib)	<ul style="list-style-type: none"> Loose half (1/2) missiles Carried units 1/2 damaged 	<ul style="list-style-type: none"> Loose remaining missiles Speed one-half (1/2) Carried units 1/2 damaged ASW effectiveness decreased 	Sunk
Missile Boat Squadron	None	Sunk	-

Naval Mines

Mines will be marked on the map by a counter on the map for the minefield. Naval minefields will be marked on the Ops Map, and coastal minefields marked on the Taiwan Map. Naval Control is responsible for both types of minefields. The number of mines in each minefield is tracked on the Minefield Sheets.

Coastal Mine



Open Water Mine



Open water minefield on the Ops Map and under Naval Control. Placed on a hex side, intersection, or in a hex as appropriate.

Coastal minefield Covering Haihu beach on the Taiwan Map.

There are spaces for 12 minefields on the sheet (more can be laid, but you'll have to draw your own sheet if that happens, though I doubt we will have that many minefields). Minefields are represented by a minefield box on the minefield sheet. When the minefield is initially seeded (or whenever it is re-seeded), calculate the number required to Clear a Lane. For example, in a minefield seeded with 40 mines, the number required to clear a lane is 4.

Minefield	Total Mines	# to Clear a Lane (1/10 th of Total Mines)
1	40	4 If reseeded, reset.

Minesweepers will then sweep the mines required to clear a lane before they try to sweep the mines in an entire minefield (remember each swept mine in a lane reduces the number of total mines as well!). A minesweeper clears d6 mines a turn. Once a lane is clear ships can move through the minefield without issue (there is a 1/100 chance that a naval unit is damaged when moving through a swept lane, so only check if it's something really important like a carrier).

Air Combat

Overview

My suspicion is that you initially will have very little to do and then have very much to do. Moving aircraft around is pretty simple, but air combat is the more complex set of rules (plus missile salvos will be going all over the place!)

Air combat occurs on the Air Map. This domain is the most complicated and requires the most joint work between the two controls. Basically, decide what aircraft squadrons are flying what missions for the entire map and then adjudicate them (easy right?). Start adjudication with the Taiwan air sector as if the game goes hot, attacks on ground units may become significant for the Ground Controls so they should be resolved first. Then do Ryukyus/Japan/Philippines, and then anything else.

Air Combat Order

In accordance with the players intent use the following order of operations:

1. Place weather cards (see pre-generated sheet)
2. Liaise with Naval/Ground to figure out what they require
3. Allocate Aircraft to Missions
4. Execute Missions
 - a. Resolve Air to Air
 - b. Resolve losses to IADS
 - c. Resolve Strike Missions
5. Pass successful strike information to Naval/Ground Control
6. Pass any MPA tokens (air superiority or greater in given Air Sector, 2 ASW tokens per MPA squadron) to Naval Control
7. Resolve any attrition of Support Aircraft (if Air Superiority, 1 on d12 = 1 damage. If Parity instead, -3 on d12)
8. Resolve any missile strikes on airbases.

Practical Advice on Running Air Combat

Air combat is probably the most complex and time consuming of the rules, but Don't Panic!TM most of the complicated bit is figuring out what is available (anything at an airbases that has a functional runway) and allocating aircraft to missions. The other complicated bit is that you straddle the line between the three main domains as you support the ground and naval domains. At the start of each turn talk with the Ground and Naval Controls to see how many strike missions they want and try to meet their needs if it meets with player intents.

Figuring out What is Available

Everything is available to fly 1 sortie (mission) per day, except bombers in off map basing. US bombers off map basing may not sortie more than the sortie rate of their location. For example a location with a .5 sortie rate means a bomber flight can conduct 1 sortie per 2 days (so if there are two bomber flights, only one may sortie per day).

Allocating Aircraft to Missions

Most aircraft roles are clear: Fighters go for interception and fighting for air supremacy, Tac Bombers go for ground attack or anti-ship attacks, Ground support for ground support. Multiroles can perform any of these missions. Disperse multirole to match the operational intent as needed.

When putting together a strike package have the following:

- 1 squadron to conduct the strike (multirole, tac bomber, or bomber)
- 1 squadron to escort the strike (fighter or multirole)

- *If attacking a ground target:* 1 squadron for SEAD (multirole)
- If the strike is carried out by only stealth aircraft, you probably don't need the SEAD.

If you start to get really pressed for time, make sure that the Taiwan air sector is done, then the Ryukyus, North Philippines, East China Sea, and South Japan are all resolved, and then all the other sectors.

Terror Bombing

The bombing of civilian targets (terror bombing), is almost always counterproductive. If it occurs, you should inform Press Control. You should Inform Information Domain Control if you think the bombing would increase Will to Fight. Only in rare cases where attacking civilian targets indicates the weakness of the military/government does terror bombing decrease will to fight, if this specific scenario occurs, inform the Information Domain Control

Ground Combat

Overview

You will likely be doing a lot of “move stuff around on the map” and maybe a few SOF missions for most of the game and then if it goes hot, probably just outlying islands fights. If it goes hot SOF missions for the most part are ignorable and can be adjudicated last. Note that you will need to deal with movement of ground units on the Ops map too, so you may have to move between maps.

You also have responsibility for overseeing the Chinese Military Mobilization (see National Rules below) and US Reinforcements (see separate TRANSCOM module Out of the Blue).

Ground Combat Procedure

In accordance with the players intent use the following order of operations:

1. Liaise with Air Control to request air support as required
2. Liaise with Naval Control if amphibious actions are going to occur
3. Resolve missile/long range fires attacks.
4. Resolve any SOF missions (*though in practice this can be done at the end if crunched for time*)
5. Conduct all movement
 - a. Movement may be degraded by refugees or interdiction.
6. Reveal/conceal units
 - a. Units that are on the frontline are revealed (placed face up)
7. Resolve Ground Combat
 - a. Maneuver attacks first
 - b. Attritional attacks (if time crunched, use the following method:)

<i>Situation</i>	<i>Advantaged Side</i>	<i>Disadvantaged Side</i>
A side has major advantage(s)	50% chance of attrition	1 attrition
Both sides at rough parity	1 attrition	1 attrition

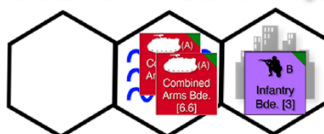
 - c. Resolve air strikes as/when available
 - i. Ground Support – deal 1d2 attrition (or 1 if the squadron is damaged) to a targeted ground unit.
 - ii. Interdiction - The squadron inflicts 1 attrition on an enemy unit moving and reduces their movement by half.
8. Conduct any regeneration of combat power.

Ground Combat Example

Ground combat occurs when land forces come into contact. The Ground Combat Rules cover ground combat. In most cases this is hex to hex, but for outlying islands consider the units to all be in the same hex.

Two Chinese Marine Brigades conducts an amphibious assault on a Taiwanese Infantry brigade in a city.

Combat Power Ratio: 13:2:3, or 4:1



This is a maneuver prepared attack vs. a prepared defense, so we start at the 4:1 column of combat power and apply any column shifts, ending in the 1:4 column after the column shifts are applied.

Basic = Sum Attacker Power vs. Sum Defender Power
 Choose sidebar display
 Then roll 1d4 (if Maneuver), or don't (Attacker) for each side and shift that # of columns in each side's favor.

Atk vs. Def Ratio: ⁸⁵	1:4	1:2	1:1	2:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1
Meeting Engagement	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
Prepared Atk. vs. Prepared Defense	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
Prepared Atk. vs. Breaching	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲

▲ = Attacker attrited, ♥ = Defender attrited, ☒ = Attacker and Defender attrited
 G = Number of hexes damaged unit must retreat (cannot be mitigated). If unit cannot retreat to friendly hex it is destroyed.
 P = Number of hexes damaged unit must retreat. A unit can choose not to retreat (or to retreat some) and is attrited for each P it chooses to ignore.⁸⁶ If unit must retreat and cannot retreat to friendly hex it is destroyed.

Factors	Column Shift	Other Effects
Light Infantry vs. Armor ⁸⁷	1 favorable shift for Armor	
Air Support (per strike) ⁸⁸	1 favorable shift	
Light Urban/Rice Paddies/Hills (Rough)	2 favorable shifts for Defender ⁸⁹	
Mountains/Heavy Urban (Very Rough)	4 favorable shifts for Defender ⁹⁰	May ignore 1 P
Fortification (per lvl., max 2)	1 favorable shift for Defender	May ignore 1 P per fortification, Attacker takes 2x casualties ⁹³
Amphibious Assault	2 favorable shifts for Defender ⁹⁴	For each P Attacker is attrited.
Air Assault	Unit takes losses equal to IADS Value x 10% (IADS 2=20% losses)	For each P Attacker is attrited.
Naval Gunfire Support ⁹⁵	1 favorable shift	
Unit can't do Brig. level combined arms	1 unfavorable shift <i>when attacking</i> ⁹⁶	
Surprise Achieved plus Successful Deception ⁹⁷	4 favorable shifts <i>when attacking</i>	If defender attrited, attrited by 5 times the normal amount.

We then roll a d4 for each side, and shift that number of columns for each side, this means we end in the 2:1 column, which is an attacker attrited result.

Additional Military Assets

Space

Space rules are presented here for if you have time for them, you may otherwise free-
 kriegsspiel the effect on your section of the game as desired, though the Risks should be taken
account of and adjudicated.

Once used, kinetic packages are gone, non-kinetic packages are be regenerated on 5+
 (d10).

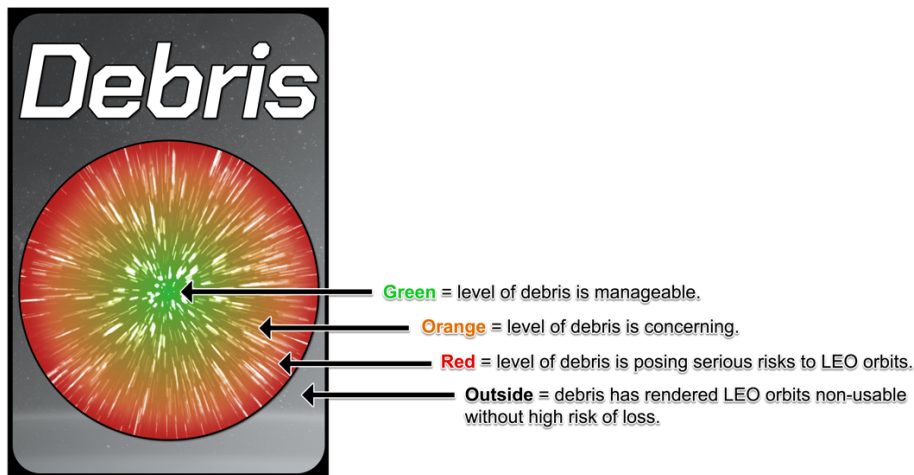
<i>Target Satellites</i>	<i>Effect</i>	<i>Risks</i>
Intelligence, Surveillance, and Recognizance (ISR)	-2 on detection rolls in a given air sector on the Ops Map.	Debris (+ Public Backlash) Nuclear Escalation
Positioning, Navigation and Timing (PNT) Satellites (e.g. GPS)	Units in a given air sector move 1 less hex, missile salvos count as one less, 75% chance that aircraft can sortie.	Debris Public Backlash
Command and Control (C2) Satellites (e.g. communications satellites)	Units may not execute coordinated operations unless collocated. Unit may not receive new orders at control's discretion.	Debris (+ Public Backlash) Nuclear Escalation
Nuclear Command and Control (NC3) Satellites	Get Game Control!	(Big risk of) Nuclear Armageddon

Risks

The types of risks are adjudicated as:

- *Debris* – Kinetic: Pull d6 cubes from the Debris Bag, Non-Kinetic: Pull 1 cube. Place all black cubes onto the Debris card. If a red cube is pulled, pull another d6, etc. For each attack and red cube pulled, add another red cube.
- *Public Backlash* – Reduce public opinion of the target state by 1 (Information Domain Control will ask).
- *Nuclear Escalation* – Game Control will adjudicate.

Debris risk is ignored if there is a deconfliction card.



Note that higher levels of debris do not have an in-game effect but should be described to the players as an ever-growing problem as more and more debris occurs (if it reaches Red or Outside levels, notify Game Control to do an inject).

Long Range Missiles and Munitions (US, China, Taiwan, Japan, Australia Only)

The People's Liberation Army, INDOPACOM, and other forces maintain large numbers of exquisite munitions salvos. This consists of a number of cards that players have each representing a salvo of munitions (15-30 depending on the weapon). All US and Australian salvos can be carried by any aircraft (1 salvo per squadron), or a B-1, B-2, or B-52 flight can carry 4 salvos at once. Ground launched missiles (much of the Taiwanese inventory) do not require an aircraft for launch. There is no limit to the number of salvos that can be launched at once by ground launchers.¹⁶

Players can use these salvos by handing the card(s) over to you. They may earmark them for specific use (by writing on the bottom) or give you discretion to use them as you see fit. If you receive cards for another control (for example, Naval Control receives cards earmarked for "airbase attack," pass the cards to the correct control).

Missile cards will have an indication of their range, in the case of China this is from the mainland (though missile ranges are also given on the Ops map), for non-Chinese ones range is given to be of help in free-kriegsspeiling things as these are air-launched). The salvos' ability to strike naval or ground targets, if they are bunker busters, and if they are hypersonic are all noted. The US also has MALD's (air launched decoys, which reduce IADS), and Quickstrike-ER naval mines. Japanese, Australian, and Taiwanese forces also have missile inventories, but these will be abstracted in the game.

Rules

Missile attacks are relatively simple, depending on the types of salvos, you find the total number of salvos (doubling if ship or Ohio missiles, dividing by 1/2 or 1/3rd of Chinese land-based missiles fired at long ranges). You then add or reduce by defending assets and roll a d10 to resolve. See the relevant Missile rules in the combat rulebook.

Additional Capabilities

There are a small number of other capabilities represented by cards. These are intended to 1) help with some free-kriegsspiel, and 2) lend the illusion of further depth than is being used. I do have rules for all this (the *And the Kitchen Sink...* module), but that would be for a much more combat-focused game, 3) to head off players who may say "what about X capability....".

The cards are as follows:

- *Engineer Group (Taiwanese Only)* – Use supply to fortify a unit or allow a brigade to conduct a wet gap crossing.
- *Group Army Engineers (China Only)* – Use supply to fortify a unit or allow a brigade to conduct a wet gap crossing.
- *MDTF Support (US Only)* – 1 column shift on any US ground unit fight.
- *PCH191 Strikes* – Attrit an enemy unit on Taiwan or reduce Taiwanese IADS by 1 for 1 Strike.
- *SOF on Taiwan (US Only)* – Immediately regenerate one SOF team.
- *Suicide USV (Taiwan Only)* – 10% chance to damage 1 naval unit within 1 hex of Taiwan.

¹⁶ As each turn is 24 hours, launchers can reload many times in that period. They are practically limited to executing time on target attacks with some number of salvos at once (as it takes time to reload launchers) but given that the Chinese have in the low hundreds of conventional-rolled launchers in the PLARF, this is still a large number of missiles. The Taiwanese have a fair number of launchers as well.

Cyber


Each countries cyberattacks are represented by cards turned over to you when used. Each has the following information:

Scope –Tactical, Operational, or Strategic, depending upon the size and scope. Tactical attacks can be used with any military authorization, but Operational attacks required the military chief sign off and strategic the Head of Government sign off.

Effect – A description of the cyberattack in real world terms, and in *italics* the in-game effect that you as control need to pass on to the relevant control.

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

Projected Chance of Success vs. Undefended Target – How likely the attack is to succeed if the target had no defenses (see next section). All targets will have defenses, so no attack will be as effective as on paper. The chance of success is the Projected Chance of Success vs. Undefended Target minus the target's defenses.

<small>CLASSIFIED GREYSCALE//GREYSCALE</small>
 MINISTRY OF STATE SECURITY 國家安全部
Deep Blue Hospital Ransomware Capability
1. <i>Scope:</i> Tactical
2. <i>Effect:</i> Use known exploits in hospital operating systems in the West to deploy ransomware to lock out and disrupt hospital operations. <i>Reduces Will to Fight by 1.</i>
3. <i>Target:</i> US Hospitals [Econ]
4. <i>Projected Chance of Success Against an Undefended Target</i> 90%
Requiring Authorization By: Chairman, CMC <i>(Severe Risk of Economic Disruption and Escalation Risk)</i>
Authorized: _____ (Chairman, CMC)
<small>CLASSIFIED GREYSCALE//GREYSCALE</small>

Authorization – Who must authorize the attack. They must sign off, before the cyberattack can be used. If the attack is not signed off by the appropriate person, send it back for authorization.

Duration – No cyberattacks have a listed duration. They remain in effect until they are defeated.¹⁷ A cyberattack is defeated when it fails to succeed on it's roll for that turn, e.g. roll each turn for the cyberattack to succeed against the target, if it succeeds then the attack remains in effect, if it fails, the attack ends. You may alternately use your discretion to end or extend cyberattacks duration. A nation may only attempt to defeat a number of cyberattacks in a turn equal to the number of cyberattacks it can launch in a given turn (e.g. the US may only attempt to defeat 3 cyberattacks a turn).¹⁸

Running Cyberattacks

A list of the important information for each cyberattack and status tracker is in the Control Cyber Reference sheet. You can use this sheet for the tracking/resolution of cyberattacks, along with the cyber defenses card.

When a cyberattack is successful, inform the relevant control(s) of the effect as noted on the Control Cyber Reference and deposit the active cards with applicable control. Remove the card from control when the attack is defeated.

¹⁷ This is a combination of both efforts to clean up the cyberattack and efforts to mitigate the effect of the cyberattack in by finding alternatives and work arounds.

¹⁸ This does not mean that if there is one ongoing cyberattack, they may attempt to defeat it three times however, nor that the US could launch less cyberattacks that turn.

Defenses

Before the game each team has a number of cyber defense points you will assign to defend their four areas of cyber domain: Diplomatic, Information, Military, Economic. Each point assigned to the domain that the reduces the chance of success of an attack by 5%. Each time a country suffers a cyberattack (regardless of the attacks success) it gets to increase its cyber defense in that area by one point. This will be tracked on the Cyber Defenses Sheet (right). In addition, each time a cyberattack is used against a country in a given sector, the country will sweep the sector for other cyberattacks (e.g. an attack on US Diplomatic systems, will lead to a sweep of US Diplomatic systems). There is a 5% chance (a 5% on a d20, e.g. on a roll of 20) that each other cyberattack targeting that area will be found.

	Defense: Diplo	Defense: Info	Defense: Military	Defense: Econ
Australia (Starting Def: 5)				
Canada (Starting Def: 4)				
China (Starting Def: 9)				
France (Starting Def: 3)				
Japan (Starting Def: 5)				
Philippines (Starting Def: 3)				
Taiwan (Starting Def: 5)				
UK (Starting Def: 4)				
US (Starting Def: 7)				
Commercial	2	2	3	1

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 per Turn	1	2	3

Success Chance Quick Reference

d20 Roll	Chance of Success	d20 Roll	Chance of Success
20	5%	10+	55%
19+	10%	9+	60%
18+	15%	8+	65%
17+	20%	7+	70%
16+	25%	6+	75%
15+	30%	5+	80%
14+	35%	4+	85%
13+	40%	3+	90%
12+	45%	2+	95%
11+	50%	1+	100%

Regeneration of Cyberattacks

When a cyberattack is defeated roll a d20. On a 18+ the cyberattack is retained and returned to the players after 2d10 days. It's chance of success drops by 10%, and (if feasible) it's effect also lessens by 1 (or an equivalent, if the effect would be reduced to 0, don't reduce its effect).

Feeding Back Information to Players

When players come to hand over cyberattacks during the Action Phase, you should feed back the following information to players:

- *Succeeded or Failed Attacks* – Tell the players if any of the attacks they launched last turn succeeded or failed.
- *Detected and Stopped Attacks* – Tell players if any ongoing cyberattacks against them were defeated this turn. Tell players if a sweep that was conducted found any cyberattacks that have now been excised.
- *Cyber Defenses* – Tell the players if their cyber defenses increased last turn. If you think it is in doubt where cyber defenses would be increased as a result of a cyberattack, you can ask the players where they would wish to allocate it between the options.
- *Attacks in Progress* – During Team/Negotiation time, after finishing adjudication of cyberattacks tell nations that came under cyberattack the nature of the attack they are under. If you do not have time to do this, tell the players when they come to hand in attacks during the Action Phase.

Nuclear Posture (US and China Only)

Both the US (STRATCOM) and Chinese (Nuclear Operations Cell, CMC) players have tracking sheets track nuclear readiness.

The launch posture of nuclear forces must always be set. Launch on warning is highly dangerous as it can lead to inadvertent nuclear war. If players set for Launch on Warning, they will need to have decided on what sort of nuclear strike they will launch on warning. They may not set Launch on Warning until they have decided on their targeting for the Launch on Warning (the Chinese start at Launch on Warning with the targeting being a full Countervalue strike).

At any point during *Team Time* or the *Negotiation Phase* REDCON/DEFCON can be changed, this is announced publicly to all teams when it occurs. Each turn during *Team Time* or the *Negotiation Phase* changes to each type of weapons force readiness can be made (forces increased/decreased in readiness). Thus, during the Action Phase, the US and Chinese National Controls should meet and pass on any changes that have been made to ensure both sides sheets are correct and up to date. These changes should then be given to the INDOPACOM J2 (or if not available the DNI) on the US side, and the Chinese side the Intel Bureau of the Joint Staff Department of the CMC (or if not available MSS).

For simplicities sake, the crossed-out eye symbol will have no effect on information flow (despite the contradicting statement in the player handbook). The perception that the information could be out of date is sufficient.

– Changed At Any Time
 – NEVER Publicly Known

– Changed During Team or Negotiation Time
 – Publicly Known, Announced upon being Changed

REDCON READINESS CONDITION			DEFCON DEFENSE CONDITION				
REDCON REDCON REDCON REDCON REDCON Garrison Dispersed Prepared Ready Go			DEFCON DEFCON DEFCON DEFCON DEFCON 1 2 3 4 5				

DF-31A/AG Type: Road Mobile Range: US West Coast Warhead(s): 1 x 250 kt 	DF-41/41A Type: Road Mobile Range: US East Coast Warhead(s): 3 x 250 kt 	DF-5A/B Type: Silo Range: US East Coast Warhead(s): 1 x 5 MT (A) or 5 x 250 kt (B) 	
IRBM's Missile: DF-26 Type: ICBM 	DF-21 Type: ALBM Range: First Island Chain Warhead(s): 1 x 250 kt 	8th Air Force Type: AGM-86B ALCM (W80) W80 Warhead: 200 kt Carrier: B-52 (20 per) Type: Bombs B-61 Warhead: 3-400 kt B-83 Warhead: 1.2 MT Carrier: B-2A (16 per)	Global Strike Command Nuclear Rolled Bombers
6 x Type 94 SSBN Type: JL-3 SLBM Range: US West Coast Armament: 12 JL-3 with 3 x Warheads 		90th Missile Wing Type: 135 x Minuteman III ICBM Armament: 3 x Mk 12A or 1 Mk 21 RV with W78 (335 kt) or W87 (300 kt)	341st Missile Wing Type: 135 x Minuteman III ICBM Armament: 3 x Mk 12A or 1 Mk 21 RV with W78 (335 kt) or W87 (300 kt)
91st Missile Wing Type: 135 x Minuteman III ICBM Armament: 3 x Mk 12A or 1 Mk 21 RV with W78 (335 kt) or W87 (300 kt)		14 x Ohio SSBN Type: Submarine Armament: 20 x Trident II each with 8 x 475 kt warheads	

– Changed During Team or Negotiation Time
 – Known to other side [US/China], passed between US and China National Controls during the Action Phase

Information Domain Rules

This is more or less going to be adjudicated on vibes and vibes alone. When players are ordering an information campaign, you should consider:

- Do they have a clear target, is that target persuadable?
- Is the message clear?
- Is the way they are going to message + is the message itself likely to change minds?
- Are there ongoing things that will affect the message?
- If the campaign is found out, will it be bad (e.g. a friendly nation using covert means to influence an ally's population¹⁹)

You can then adjust trackers as you wish. In most cases I do not expect there to be great movement from information campaigns rapidly though perhaps over a couple of days it may have an effect, (perhaps roll each day, looking for a 6 on a d6 or so, but use your judgment!).

I expect most of the movement to come from the Will to Fight (WtoF)/Morale Effectors Sheet effects (see right), and from other controls notifying you that something that has occurred in their area that will affect you (when they inform you make sure you understand the logic of why they think this is having an effect so you can evaluate what they have told you in the larger context you have). Other controls will tell you what has happened and what effect it has (either they will have a given effect written down, or they will have discretion as to what happens).

Note that you will need to liaise with the military to fill out the Will to Fight (WtoF)/Morale Effectors Sheet (it's noted on the sheet where). You will also need to pick up any destroyed units from the Destroyed Units box (things that might be affected by destroyed units are marked with a ☠️)

Each turn you can track the changes by putting a 10mm cube to show where the marker was before it moved so players can see what happened last turn. If using separate physical sheets update all team trackers during team time (don't forget to update the UN sheet too!). If using a single sheet this doesn't need to be done.

If players ask for updates, do not use prescriptive language and explain in general vagaries/uncertainties of public opinion, be descriptive about sentiments!

Effects

The trackers have no real impact on the game (other than a check on Japan's Article 9), though the players should not know this, and should be led to believe the opposite. If applicable to a given situation the trackers can (and should be!) be taken into account.

The one exception to this is that if the Taiwanese Will to Fight tracks are at rock bottom for multiple turns *and* their front is collapsing on mainland Taiwan, they will surrender (but I suspect this is unlikely to happen).

Will to Fight (WtoF)/Morale Effectors Sheet v4.0¹

Taiwan Will to Fight		Effect	Control Note
Outlying Island Captured		-2 All	
Territory Gained / Major City Recaptured		+1 All	Liaise w/ Ground Control
Territory Lost / Major City Lost		-1 All	☠️
US Carrier Lost		-1 Military/Civilian	☠️
Taiwanese Naval (N) (Ground (G)) unit destroyed		-1 Military (N) / -2 All (G)	
World Public Opinion is at Highest		+1 to Politician	
PLA Morale is at Lowest		+1 Military/Politician	
US Declares force ground unit to Taiwan (once per unit)		+2 All	Liaise w/ Ground Control
Politicians' Morale is at Highest (H) or Lowest (L)*		+1 (H) / -1 (L) Civilian	
US Declares Entry into the War**		+5 All	
Other Country Enters into the War*		+2 All	
* If US refuses entry, apply this as a negative modifier instead.			

PLA Morale		Effect	Note
Territory Gained/Major City Captured		+1	Liaise w/ Ground Control
Captured Territory Lost		-1	☠️
Carrier Lost		-1	☠️
US Carrier Sunk		+1	☠️
Taiwanese Politician WtoF at Lowest		+1	
Taiwanese Military WtoF at Lowest		+1	
Japanese Will to Fight at Lowest		+1	
Filipino Will to Fight at Lowest		+1	Liaise w/ Air/Naval Control
Strikes on Mainland Chinese City		+1	

Japanese Will to Fight		Effect	Note
US Carrier Lost		-1	☠️
Japanese non-aircraft unit destroyed		-1	☠️
Strikes on Mainland Japan		+1	Liaise w/ Air/Naval Control
Twn. Politicians' WtoF at Lowest		-1	
Filipino Will to Fight at Lowest		-1	
UN/World Public Opinion at Highest		+1	

World Public Opinion [†]		Effect	Note
US Carrier Sunk		-1	☠️
Chinese Carrier Sunk		+1	☠️
† Nation to conduct a major attack in Space		-2	Liaise w/ Military Control

UK/French/Canadian/Australian Morale		Effect	Control Note
(France/UK) Carrier Lost		-2	
(Australia) Per Turn		+1	
US Carrier Lost		-1	☠️
Chinese Carrier Sunk		+1	☠️
Strikes on Mainland (Kinetic)		+1	Liaise w/ Air/Naval Control
Taiwanese Politicians' WtoF at Lowest		-1	
US Morale is at Highest (H) or Lowest (L)		+1 (H) / -1 (L)	
UN/World Public Opinion at Highest		+1	
Per non-aircraft unit destroyed		-1	☠️

Philippines Will to Fight		Effect	Note
US Carrier Lost		-1	☠️
Filipino unit destroyed		-1	☠️
Strikes on the Philippines		+1	Liaise w/ Air/Naval Control
US Morale at Lowest		-1	
Less than 6 US units in Country*		-1	Look at Ops Map
More than 6 US units in Country*		+1	Look at Ops Map
* Per day while at war with China			

US Morale		Effect	Note
Per Turn		+1	
Carrier Lost		-1	☠️
Chinese Carrier Sunk		+1	☠️
Strikes on Hawaii/CONUS		+1	Liaise w/ Air/Naval Control
Taiwanese Politicians' WtoF at Lowest		-1	
Japanese WtoF at Lowest		-1	
Filipino WtoF at Lowest		-1	

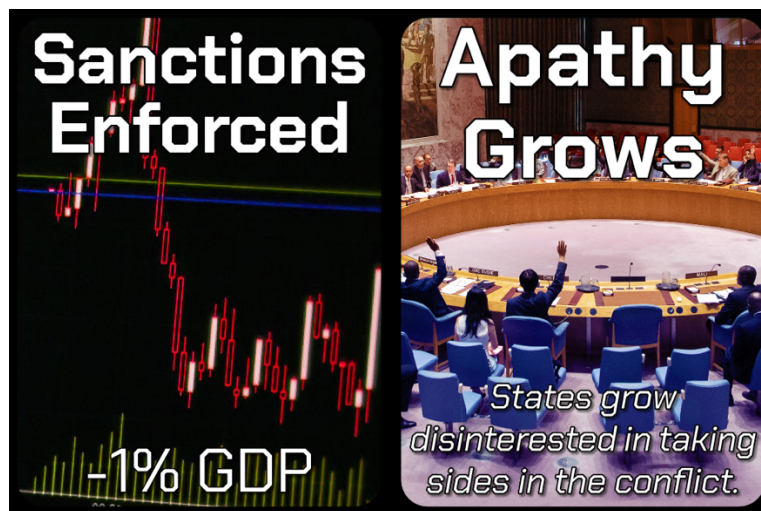
Any Track		Effect	Note
AI Control's discretion		+1 or -1 (or even +2/-2)	

¹⁹ Pentagon ran secret anti-vax campaign to undermine China during pandemic, Chris Bing and Joel Schectman, June 14, 2024, <https://www.reuters.com/investigates/special-report/usa-covid-propaganda/>

If information operations target a non-played country, inform Diplomatic Control as to the operation and its effectiveness, so that they can play NPCs (most importantly UNSC members that may be targeted) correctly.

Some rules are as follows:

- **(Of Key Importance!)** If the World Public Opinion tracker reaches either end of the track, hand a card to the respective team and reset the track to the middle. If the tracker went to Pro-China give the US Team a “Apathy Grows” card. If the tracker went to Pro-Taiwan give the China team a “Sanctions Enforced” card. Neither of these have any inherent effect on gameplay but should be factor into a discussion about the ability of either side to sustain the conflict in the long term at the end of the game. Please inform Press Control if these occur so that a news story can be put out.
- *(If you have time)* If a nations Will to Fight or Morale tracker is 1 away from the bottom attrit 1 ground unit in active combat by 1. If it’s at the bottom, attrit 2 different units by 1 instead.²⁰ – Inform Military Control (Ground) to do this.
- *(If you have time)* If the Support Deck Module (*And the Kitchen Sink...*) is being used, each turn (or every other turn) the Taiwanese People’s morale is at its highest the Taiwanese team gain 1 *Volunteer* card and 1 *Civilian Resistance* card (max 5 *Civilian Resistance* cards over the course of the game).
- *(Handled by the Japan Control, but inform them if WtF is at rock bottom)* If Japanese will to fight is very low, the Diet will refuse to invoke an Article 9 existential crisis situation.
- *(Handled by the Game Control, but inform them if all WtF is at rock bottom)* If all the Taiwanese Will to Fight tracks are at rock bottom for multiple turns and their frontline is collapsing during a ground invasion, they will surrender.



The Sanctions and Apathy cards

²⁰ Desertion or lowed combat effectiveness (or attrition via leaving comrades behind or allowing positions to be penetrated leading to captures due to surrender and poor morale) are commonly assumed to be the major outcomes of low morale there may be others (I take a view of a very minor increase in attrition as being the main effect). However, reduction in ability to coordinate units may possibly be another effect of low morale, see *Meatgrinder: Russian Tactics in the Second Year of Its Invasion of Ukraine*, Jack Watling and Nick Reynolds, RUSI Special Report, 19 May 2023, <https://static.rusi.org/403-SR-Russian-Tactics-web-final.pdf>, pg. 8

Control without Portfolio

Control without Portfolio (CwP) is a “hatchet man” for the Game Control and have few defined duties.

Helping Game Control

Game Control is usually overburdened. Your job is to help answer questions, deal with issues and otherwise help Game Control expand their span of command to keep the game running smoothly. If you are not doing anything, find Game Control and ask if there is something you can be doing.

OSINT Military Update for Diplomats

CwP is to hang out in the Military Room during adjudication as possible to gather what is going on. At the start of the action phase go to the Diplomatic Room and give a short (max 1 minute) short military update to the diplomatic players on what has occurred (the two/three main things that happened this turn, what the press/experts are saying about it).

Poking and Prodding

At the direction of Game Control, or on your own initiative poke and prod the players about relevant issues. If there are multiple CwP then each activity (usually split this up with CwP's taking certain nations) should be led by a single CwP to allow for clear control of the poking and prodding. These issues are given on the separate “Jaws of the Dragon Additional Issues Sheet”.

National Rules

United States

Reinforcements

See TRANSCOM module rules *Out of the Blue*.

China

Coups

Some players may think about conducting a coup. If this is the case, please let Game Control know. An attempted coup will be adjudicated on the fly, but the following information is presented both to help adjudicate and if some players start think about (or asking you about) the idea to help explain the players how difficult this will be. If possible, we will attempt to drag out the coup planning past the end of the game.

Xi Jinping's power over the military is not absolute,²¹ nor is it trivial.²² To conduct a coup there are multiple centers of gravity that must be controlled. These are ranked in order of power, higher trumps lower, but multiple lower may trump a higher. Where two people are listed, the higher one likely exerts more control than the other.

Center of Gravity	Who Exercises Control
Central Guards Bureau (bodyguards) ²³	– Xi Jinping
The PLA (activated for coup/counter coup use)	– The Senior Vice Chairman of the CMC (direct control + factions) – Xi Jinping (some factions)
Central Theater Command Forces (activated for coup/counter coup use)	<i>Order here is a toss-up</i> – Senior Vice Chairman of the CMC (direct control + factions) – Xi Jinping (some factions)
The Status of Leader (+ Chair of CMC), and Intuitional and Political Inertia	– Xi Jinping
The PLA Beijing Garrison (activated for coup/counter coup use)	– Xi Jinping (likely through factions) ²⁴ – Senior Vice Chairman of the CMC (official control)
PAP 1 st Mobile Detachment (activated for coup/counter coup use) ²⁵	– Commander, People's Armed Police – Xi Jinping (likely some factional control + inertia) – Senior Vice Chairman of the CMC (official control)
The Peoples Armed Police (activated for coup/counter coup use)	– Commander, Peoples Armed Police – Xi Jinping (likely some factional control + inertia) ²⁶
Ministry for State Security	– Minister for State Security – Xi Jinping (likely some factional control + inertia) ²⁷
The PLA Beijing Garrison (passive)	– Xi Jinping (likely through factions) – Senior Vice Chairman of the CMC (official control)
The PLA (Passive)	– The Senior Vice Chairman of the CMC (direct control + factions) – Xi Jinping (some factions)
The Peoples Armed Police (passive)	– Commander, People's Armed Police – Xi Jinping (likely some factional control + inertia) ²⁸
Ministry for Public Security	– Xi Jinping (through Xi Faction)

²¹ *Can Xi Jinping Control the PLA?*, Joel Wuthnow, China Leadership Monitor, Spring 2025 Issue 83 Saturday, March 1, 2025, <https://www.prleader.org/post/can-xi-jinping-control-the-pla>

²² *He Weidong's Possible Downfall and Xi's Trust Deficit With the PLA*, K. Tristan Tang, China Brief Volume: 25 Issue: 7, April 11, 2025, <https://jamestown.org/program/he-weidongs-possible-downfall-and-xis-trust-deficit-with-the-pla/>

²³ *Terminal Authority: Assessing the CCP's Emerging Crisis of Political Succession*, Peace Ajirrotutu, Sunny Cheung, Arran Hope, Matthew Johnson, Peter Mattis, Shijie Wang, and Cheryl Yu, China Brief Volume: 25 Issue: 14, China Brief Volume: 25 Issue: 14, <https://jamestown.org/program/terminal-authority-assessing-the-ccps-emerging-crisis-of-political-succession/>

²⁴ I have no real evidence of this, but the Xi faction will have worked hard to make this happen, so I suspect it's the case.

²⁵ *China's Other Army: The People's Armed Police in an Era of Reform*, China Strategic Perspectives 14, Joel Wuthnow, April 2019, <https://inss.ndu.edu/Portals/82/China%20SP%2014%20Final%20for%20Web.pdf?ver=2019-04-16-121756-937>, pg. 13

²⁶ Again, no evidence, but likely that there is some factional control + the legitimacy and inertia of being the leader.

²⁷ *Continuous Purges: Xi's Control of the Public Security Apparatus and the Changing Dynamics of CCP Elite Politics*, Guoguang Wu, China Leadership Monitor, Winter 2020 Issue 66, December 1, 2020, <https://www.prleader.org/post/continuous-purges-xi-s-public-security-apparatus-and-the-changing-dynamics-of-ccp-elite-politics>

²⁸ Again, no evidence, but likely that there is some factional control + the legitimacy and inertia of being the leader.

Top Party Families Support ²⁹	– No inherent controller
Beijing	– No inherent controller
The Propaganda Department	– Xi Jinping (through Xi Faction) ³⁰
Central Party Bureaucracy	– Xi Jinping (through Xi Faction) ³¹

Players must also consider:

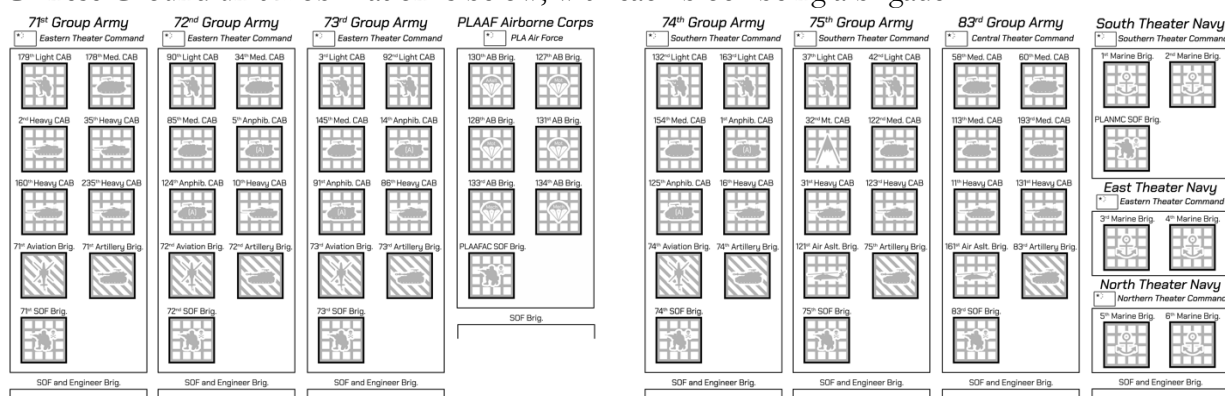
- How to prevent the escape of Xi from attempted capture?
- How much force to use to overwhelm his bodyguard (a shootout risks killing Xi, posing legitimacy problems)?
- Is Xi the main target or are their other targets (family, other ministers, etc..) that should be gone after?
- How this will be messaged both to a domestic audience and an external audience.
- How will the nuclear chain of command be controlled and secured, how will this be communicated to the US?
- Etcetera, Etcetera (there are so many things to consider!)

Also note that anyone could turn the other plotters in at any point to basically get whatever job and benefits they wanted from Xi for notifying him of someone plotting a coup. Anyone who is plotting a coup should have extreme suspicion and paranoia induced in them (and be incentives to rat out the others for personal gain)!

Mobilization

During the Action Phase, Military Control (Ground) will help oversee the mobilization of the PLA Ground Forces (or PLA Army depending on translation). This means you oversee the rolls made by the Chinese player tasked with it and mark the color of units (and move Black (e.g. mobilized) brigades from the Mobilization Sheets to the Airlift and Sealift Sheet when they mobilize to Black status).

Chinese Ground unit mobilization is below, with each block being a brigade.



²⁹ *Terminal Authority: Assessing the CCP's Emerging Crisis of Political Succession*, Peace Ajitrotutu, Sunny Cheung, Arran Hope, Matthew Johnson, Peter Mattis, Shijie Wang, and Cheryl Yu, China Brief Volume: 25 Issue: 14, <https://jamestown.org/program/terminal-authority-assessing-the-ccps-emerging-crisis-of-political-succession/>

³⁰ *Terminal Authority: Assessing the CCP's Emerging Crisis of Political Succession*, Peace Ajitrotutu, Sunny Cheung, Arran Hope, Matthew Johnson, Peter Mattis, Shijie Wang, and Cheryl Yu, China Brief Volume: 25 Issue: 14, <https://jamestown.org/program/terminal-authority-assessing-the-ccps-emerging-crisis-of-political-succession/>

³¹ *Terminal Authority: Assessing the CCP's Emerging Crisis of Political Succession*, Peace Ajitrotutu, Sunny Cheung, Arran Hope, Matthew Johnson, Peter Mattis, Shijie Wang, and Cheryl Yu, China Brief Volume: 25 Issue: 14, <https://jamestown.org/program/terminal-authority-assessing-the-ccps-emerging-crisis-of-political-succession/>

Each Brigade on the sheet will have its current level of mobilization (color coded) marked (either by cube, or by label).

Unit Level of Mobilization	Red	Yellow	Green	Black
Unit Readiness	Unit in Garrison	Unit Mobilizing	Unit Ready, Moved to Staging Area	Unit Mobilized, and Loaded onto Lift (see lift sheet below)
To Mobilize to Next Step (d20)	To Yellow: Automatic	To Green: 19+	To Black: 5+ (Max 4 brigades/day)	—

Note that there may never be more Black units than there is mobilized lift.

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

Military Sealift
[Amphibious Assault Capable]

Mobilize each on 15+

PLANMC + Amphibious Brig. Only

Civilian RoRo's
[Port/Floating Port Only]

Mobilize maximum 1 on 18+

Any Brigades

Military Airlift
[Air Assault/Light Capable]

Mobilize maximum 2 on 14+

Civilian Airlift

Mobilize maximum 1 on 14+

Mainland China Logi Support
Each provides +2 to one unit mobilizing roll/day.

Civilian RoRo's
[Amphibious Assault Capable]

Mobilize maximum 1 on 18+

PLANMC + Amphibious Brig. Only

Military Airlift
[Airborne Corps Units Only]

Mobilize all on 11+

1x Mech/Avn
OR
2x Light

Wartime Augmentation Plan

Mobilize on 10+

Mainland China Logi Support
+1 to all units mobilizing from Yellow to Green +1 Supply per Day

Pier Barges

Mobilize on 17+

Reserve Activation

Mobilize on 16+

Mainland China Logi Support
+1 to 5 units mobilizing from Yellow to Green

Days of Supply

Each box of lift here equates to one brigade of lift (of the appropriate type). Boxes should be covered with black or grey blocks which are removed when the lift becomes available. Units at Black mobilization are transferred to this sheet so the type of lift they are embarked on is known. 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 it’s rolls.

Japan, Article 9, and the Use of Force (Japanese Natl. Control)

The purpose of the Article 9 restriction is to force the Japanese players to deal with Article 9. In actuality, because the Chinese in the scenario have seized land based in the Senkaku's, the situation would be easier. If the players are smart and recognize this, note that they are indeed correct, but that the ability to use force will only apply to allow them to use force to get Chinese forces off of the seized island, nothing more.

When the Japanese Cabinet votes and submits their Article 9 document, get Game Control, together you will represent the Diet (in practice Game Control will defer to you on what the Diet will vote, but Game Control needs to be in the loop). Make sure you also check with the Information Domain Control to get the most up to date Japanese Will to Fight level.

Read through the Japanese MFA briefing (repeated below), so you can assess whether or not the draft they produce will (in your estimation) pass.

Regardless of outcome make sure that the attempt (and it's outcome) is announced at the start of the *Action Phase's* speeches, statements, and press conferences, and the effect of the vote on the information domain is passed to the Information Domain Control.

MFA Briefing (Truncated)³²

Japan's Constitution places checks on the allowable use of force. Article 9 of the Japanese Constitution States:

“Aspiring sincerely to an international peace based on justice and order, the Japanese people forever renounce war as a sovereign right of the nation and the threat or use of force as means of settling international disputes.

In order to accomplish the aim of the preceding paragraph, land, sea, and air forces, as well as other war potential, will never be maintained. The right of belligerency of the state will not be recognized.”

Armed Attack and Request for Assistance - Japan has repeatedly supported the International Court of Justice's decision in *Nicaragua v. United States* which holds that the declaration of an armed attack and request for assistance by an attacked state are necessary preconditions for collective self-defense (on top of the requirements for the right to individual self-defense).

Adjudication

Taiwan (or another country not covered in a mutual defense treaty – e.g. any country US), must meet the above preconditions before *collective* self-defense can be considered.

Three Criteria for Collective Self-Defense

There are 3 domestic legal requirements that constrain Japan in collective self-defense.

Existential-Crisis Situation

First, the situation must pose an existential crisis to Japan. Article 2 of the Armed Attack and Existential Crisis Situations Act (modified in 2015) defines the standard as: “an armed attack against a foreign state that is in a close relationship with Japan occurs, and, as a result, threatens Japan's survival and poses a clear danger to overturn fundamentally its nationals' right to life, liberty, and pursuit of happiness.” The foreign state is expected to be “a country which shares a common interest in responding to an armed attack from outside as a common danger and

³² This brief is heavily based upon *Japan's Evolving Position on the Use of Force in Collective Self-Defense*, Masahiro Kurosaki, Lawfare, August 23, 2018, <https://www.lawfaremedia.org/article/japans-evolving-position-use-force-collective-self-defense>

expresses intention to do so jointly with Japan.” Japan’s use of force is constitutional solely when it is employed for the purpose of protecting its citizens’ right to live in peace.

Japanese government guidance illustrates an existential crisis could comprise “the situation in which a clear danger of the occurrence of armed attack [on Japan] is imminent” or “the tense situation in which armed attack [on Japan] is anticipated.”³³ Government-given examples include armed attack against: U.S. vessels transporting Japanese nationals; U.S. warships conducting ballistic missile surveillance in the vicinity of Japan; or Japanese forces shooting down inbound missiles to Guam. The legislation also allows for exceptional cases in which an attack is neither imminent nor anticipated but could still constitute an existential crisis. A blockade of the Strait of Hormuz, a critical energy lifeline to Japan, is a cited example.

Adjudication

Japanese government guidance indicates more leeway than one might assume, but the burden of proof rests on the players to explain in writing) that the situation is an Existential-Crisis Situation

Under the law, whether an existential crisis exists shall be determined “in an objective and reasonable manner” based on the assessment of the Japanese Cabinet (who’s decision is then subject to prior or subsequent approval by the legislature, depending on circumstances).³⁴ However, this does not allow Japan to assist in anticipatory self-defense against an imminent threat of armed attack; Japan has rejected that doctrine as a matter of international law.

Adjudication

E.g. the players must follow the rules for Article 9 and cannot engage in preemptive strikes (though the US might be able to from Japanese bases).

Minimum Necessary Force and Geographical Limitations

The second condition is that there must be no other appropriate means available to repel the armed attack on Japan’s ally, to ensure Japan’s survival, and/or to protect Japan’s people. Article 9 of the Constitution authorizes the use of force only to the minimum extent necessary for its purpose. This third condition matters particularly in the context of geographical limitations on overseas deployment of Japan’s Self-Defense Force (SDF). The government’s position has been that Japan’s use of force in any territory of another state exceeds the minimum-force restriction, even if the state consents. The government has emphasized that it maintains this stance, but has given two possible theoretical examples of exceptions:

- 1) *Minesweeping in the Strait of Hormuz* – This would be conducted in the sovereign territory of Oman or Iran, but it would fall within the permissible scope of minimum necessary force as an activity dedicated to securing safe navigation.
- 2) *Alternative to Boots on the Ground* – A surgical missile strike on an enemy base overseas could be lawful if the alternative would be “boots on the ground.”

It is important to note that the geographical limitations do not limit Japan’s use of force in collective self-defense in areas with no sovereign (e.g. failed states, high seas (but not areas within an exclusive economic zone), etc.).

Adjudication

It is highly unlikely that the authorization of JGSDF boots on the ground in Taiwan, except perhaps in a very limited aid distribution, a humanitarian role, or providing security for one or the other). To put boots on the ground on Taiwan without an extremely good reason (and the international situation necessitating it) will lead to collapse of the government.

³³ Article 2(2) and (3) of the armed-attack law.

³⁴ Article 9(4)(6)(7) of the armed-attack law; Para. 2 of the Resolution Supplement to the Peace and Security Bills.

Given Positions

Japan has many allies in Asia who conduct operations in areas where Japan has interests (for example freedom of navigation operations). Should an armed attack on those countries occur, one cannot rule out the possibility that it would rise to the level of an existential crisis. The rule of law at sea and freedom of navigation are not merely vital global interests but also ones essential to Japan's security. While Japan has not directly stated it (but has occasionally alluded), LDP³⁵ policy has moved further and further towards considering a free and independent Taiwan as part of its global interests and it is quite possible that an armed attack on Taiwan would be treated as an existential crisis. In cyberspace the Japanese government has it made clear that "a cyberattack carried out as part of an armed attack" could constitute an armed attack itself and trigger an existential crisis but has not taken a definitive stance on other cases of cyberattacks (including cyber-only armed attacks).

³⁵ Liberal Democratic Party: the long-running governing party in Japan.

Appendix A: National Control Will to Fight/Morale Effectors

National Controls for the following nations should inform the Information Domain Control if/when the following happen, and the effect it should have.

Taiwan Will to Fight

<i>Effector</i>	<i>Effect</i>
Humanitarian Aid or Weapons Flown In (max 1/week)	+1 Civilian
The President of Taiwan is Assassinated:	-3 All
Other high ranking Taiwanese Gov/Mil Assassinated:	-1 All

Philippines Will to Fight

<i>Effector</i>	<i>Effect</i>
Controls discretion if Government is being overly cozy to China.	-1/-2

Japanese Will to Fight

<i>Effector</i>	<i>Effect</i>
<i>Article 9 Vote</i>	
Unanimous Approval:	+1
If Any Abstention:	-2
If Any No Votes:	-3
If Motion Rejected:	-6

Appendix B: Control Personnel Allocation

The following is the recommended control allocation if the game is run with the full set of blockade briefings. If the game is smaller allocation will change.

Control	# of Control
Game Control	1
Control without Portfolio	0 to 2+
National Control (Taiwan)	1
National Control (China)	1
National Control (US)	1
National Control (Japan)	1
National Control (Australia <i>and</i> UK)*	1
National Control (Philippines)	1
National Control (Canada <i>and</i> France)*	1
Press Control	1
Diplomatic Control	1
Intelligence Control	1
Information Domain	1
Land Control	1, 2 is optimal
Air Control	2, 3 is optimal
Naval Control	2, 3 is optimal
Cyber Control	1 or 2

* Due to low numbers of players on these teams and language/historical/political/etc. linkages between them, I collocate these teams in the same table/room to allow them more ability to engage with other players. If you increase the size of these teams or drop some of them, recombine controls accordingly.