PROLIFERATION OR PEACE

A missile race game by Sarah Williamson

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Materials Required:
Pencil
2 six-sided dice
6 red six-sided mini-dice; 3 black six-sided mini-dice
1 player sheet (player action sheets and missile parts)

Set Up: Place **RED** dice by "Domestic Sanctions" boxes and **BLACK** dice by "Int'l Sanctions" boxes. DPRK Choose one blue or red cut-out part from the player sheet to be the "missile part" and secretly mark the back. **Choose three additional parts from the cut-out sheet and place all 4 parts** on any of the starting positions on the board. You can begin with up to 2 parts in an advanced starting position—put blue parts in the Advanced Start boxes, and the red parts on the original START position.

To Win: Player with most points **after 12 turns*** wins.

DPRK: Earns points for each delivered part.
Red parts = 3 PTs, Blue parts = 1 PT,
Hidden missile part = 6 PTs.

Nonproliferation Coalition: Earns points based on the number of DPRK parts delivered (the number of points under each delivered part box). E.g: 1 part delivered = 3 PTS, 0 parts delivered = 4 PTs. PTs also earned by removing parts with law enforcement (see player sheet).
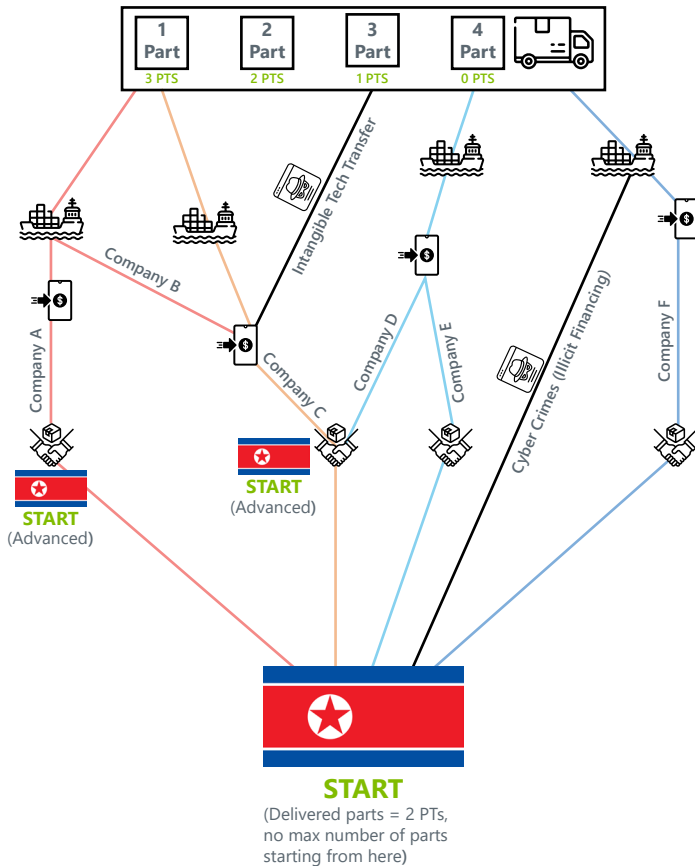
Delivery Steps

Negotiation: No roll required to advance here

Payment received: No roll required to advance here

Part shipped: Roll 6 or higher to advance here

Part delivered: Roll 9 or higher to advance here

ITT or Cyber: Roll 9 or higher to skip to 1-2 steps

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Board

1 Part	2 Part	3 Part	4 Part	🚚
3 PTS	2 PTS	1 PTS	0 PTS	

Company A · Company B · Company C · Company D · Company E · Company F

Intangible Tech Transfer

Cyber Crimes (Illicit Financing)

START (Advanced)

START (Advanced)

START
(Delivered parts = 2 PTs, no max number of parts starting from here)

Proliferation or Peace is a simple micro-wargame where players must race against each other to either procure missile parts or prevent said procurement. Players represent either the DPRK and its missile program, or the Nonproliferation Coalition, comprising of countries seeking to prevent the DPRK from gaining critical missile parts. The network structure of the game highlights the many potential paths, some shorter than others, that companies may use to smuggle their missile parts into the DPRK, while the "hidden part" feature alludes to the existence of shell companies, illegitimate transactions, or decoy parts. In contrast, the actions available to the Nonproliferation Coalition player broadly reflect the capabilities of the US and other coalition members, including domestic and international sanctions, law enforcement, and industry awareness. Meanwhile, the actions given to the DPRK, including cyber capabilities, foreign agents, and the ability to circumvent sanctions, show the limits of the tools available to the Nonproliferation Coalition. Finally, the design is purposely skewed towards the DPRK –they have a greater potential number of points. This is to represent the real-life advantage that the DPRK often has against the non-proliferation coalition and the many ways the DPRK out-maneuvers the coalition's efforts to stop the movement of illicit goods. This micro-wargame aims to both introduce players to the many tools available on both the DPRK and the non-proliferation coalition and illustrate the educational opportunities wargames provide.

The **CNA Gaming & Integration Program** designs bespoke analytical and educational games on a variety of topics – such as operational warfighting, cyber & space, global security, future technologies, and more. We tailor the wargame design, data collection process, and analysis to meet each sponsor's unique needs. If you are interested in learning more about CNA wargaming, you can reach out to the following:

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*Game Play Tip: Use dice to count down number of turns remaining.
Glossary:
Missile part = one of the cutout peices to be used to represent missile parts
d6 = 1 six-sided dice
PT/PTs = point(s)