FIND, FIX, & FINISH 🚀

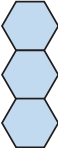*Designed by Sebastian J. Bae*

CNA

Setup: Each player gets their own sheet (preferably laminated), a blue and red cube (or two different coins), a dry erase marker, and 2 d6 die. Place a screen such as a folder or face in opposite directions so the opposing player cannot see your map. **Each player secretly places their 2 cubes (called "Fleets," red and blue) on naval blue hexes on their respective map**.

Directions: Each player will get **ONE** action (#1 or #2) per turn. The player who destroys both opposing surface fleets (both cubes) first wins! It requires **2 hits** to destroy a Fleet. Cross out a DAMAGE box for each successful hit against your associated fleet. Write on your map and track notes of where you have searched. If no one wins in 10 turns, the player with the most culminative Damage boxes and fuel slots remaining on their ships wins. If tied, it ends in a draw.
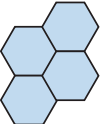
1) Conduct **ONE** of the following ISR capabilities:

Focus: Select any 3 individual hexes that are not adjacent. The opponent must reveal if there are any ships in the selected hex.

Directional: Select a row of 3 adjacent hexes. If you roll 4 or less, the opponent must reveal the location of all ships in selected hexes.

Area: Select 4 adjacent hexes. If you roll 3 or less, the opponent must reveal the location of all ships in selected hexes.

Range (Hexes)	Roll Required
0–2	2+
3–6	3+
7+	4+

Combat: If you have **successfully detected** the enemy Fleet, you may **immediately** conduct a **STRIKE** (using 2 dice) against each enemy Fleet(s) in the hex(es) with one of your Fleets. Without revealing the location of your Fleet, calculate the shortest distance between the target(s) and your attacking Fleet (not counting your own Fleet's hex). If 0 to 2 hexes, success requires a roll of 2 or higher. If 3 to 6 hexes, success requires a 3 or higher. If greater than 7 hexes, success requires a 4 or higher. **For each land hex (brown) your shot path crosses, subtract 1 from your roll**. The attacker allocates 1 DAMAGE to an enemy Fleet for each success. **Lastly, the defender rolls 1 die for detection – on 3 or higher, reveal the attacking Fleet's location**. Even if a Fleet is destroyed, it gets to roll for detection.

2) **Move one or both of your Fleets ONE adjacent hex on the map** by crossing off one of its associated fuel bubbles. You can only move into naval blue hexes and all brown hexes are impassable. If you have no more fuel, you cannot move.

Your Red Fleet (Cube)   Fuel
DAMAGE   DAMAGE

Your Blue Fleet (Cube)   Fuel
DAMAGE   DAMAGE
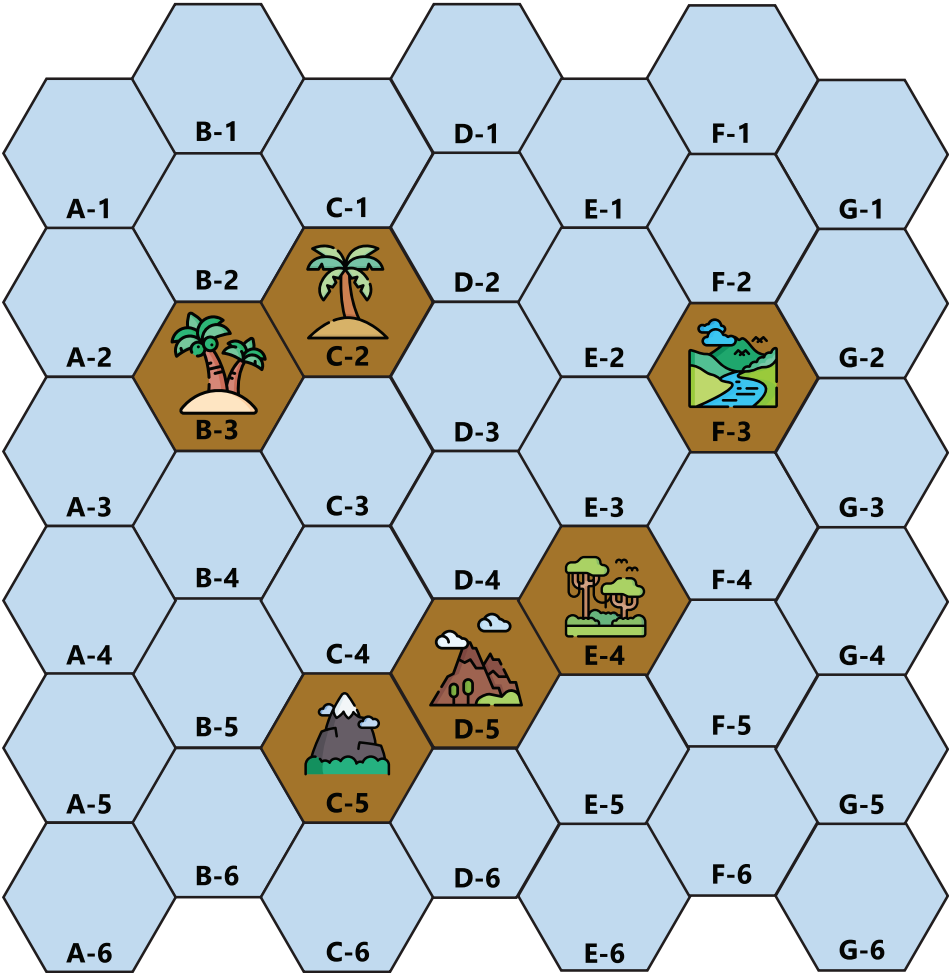
B-1		D-1		F-1

A-1   C-1   E-1   G-1
B-2   D-2   F-2
A-2   C-2   E-2   G-2
B-3   D-3   F-3
A-3   C-3   E-3   G-3
B-4   D-4   F-4
A-4   C-4   E-4   G-4
B-5   D-5   F-5
A-5   C-5   E-5   G-5
B-6   D-6   F-6
A-6   C-6   E-6   G-6

Designer Notes

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Find, Fix, & Finish is a micro-wargame in which players wrestle with imperfect information as they hunt for the opposing fleets. The game aims to familiarize players with the tense back-and-forth as each fleet simultaneously tries to find their targets while concealing their own fleets. Each of the ISR capabilities within the game broadly represents different means to find the enemy. "Focus ISR" represents imagery intelligence such as unmanned aerial systems. "Directional ISR" represents techniques like combat directional finding. "Area ISR" represents signals intelligence that covers a large area. Although immensely simplified, the game aims to highlight how different capabilities have comparative advantages—represented by a tradeoff between probability of success and area of coverage. The map and game are specifically designed so that no singular method is guaranteed or supreme. Each method has its specific value and contextual application. Similarly, the simple combat mechanic aims to highlight key factors—such as distance and terrain—in maritime combat. In the spirit of Wayne Hughes' *Fleet Tactics*, each player must strive to find the enemy first and strike decisively. If unsuccessful, the enemy fleet may surmise your own position or detect your position from your attack and respond with a counterattack of their own.

Find, Fix, & Finish seeks to familiarize players with the utility and limitations of wargames. Wargames must scope their focus and convert abstract reality into simplified models. Wargames excel at highlighting the dynamic interaction between opposing minds, each adapting to one another's actions. In *Find, Fix, & Finish*, anticipating the adversary's actions or inferring their location is a mental tug-of-war of information. Thus, the result is less important than the process of acting, reacting, and adapting against an active opponent. Wargames do not predict the future, but they do help players understand why a particular outcome happened.

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