

CNA Gaming to the Rescue!

By Dr. Erin Sullivan and Sarah Williamson




A typhoon has struck the small nation of Gameland, causing much flooding and infrastructure damage and resulting in the displacement of hundreds across the country. The US military and the Global humanitarian community have been called in to help Gameland with disaster response.

Print and Play: To play "Gaming to the Rescue" cut out the Resource Tokens, Global Perception Tokens, Colored Meeples, and Event Cards prior to set up. To play you will need 6 six-sided dice (2 red, 2 blue, 2 green preferably).

Set up:

- Roll 1d6 dice for initiative. If tied, roll again.
- Place 6 crisis die (2 red representing medical crises, 2 blue representing sustainment crises, 2 green representing security crises) in a bag.
- In order of initiative, each player draws one dice from the bag. Roll and place dice with rolled side up one at a time on the board starting with the Crisis 1 hex. Repeat until all crisis spaces are full. The number on the die represents the number of resource tokens required to solve each crisis (i.e., a red die showing "3" = requires 3 medical tokens to solve).
- Place red **Humanitarian Community** meeple on D-1 (airport)
- Place blue **US Military** meeple on A-3 (port)
- Place green **Host Nation** meeple on C-3 (city center)
- Distribute player resource tokens, including the purple **Global Perception (GP)** tokens representing worldwide sentiment for each player:

Note: Each player can resolve a crisis at a reduced rate (see italics below); the minimum resources required to resolve a crisis is 1 (e.g., if the hex has a red (medical) dice on 2, the Humanitarian Community can resolve the crisis with 1 medical token)

US MILITARY	HOST NATION	HUMANITARIAN COMMUNITY
<ul style="list-style-type: none"> • 3 security • 3 medical • 3 sustainment • 3 GP 	<ul style="list-style-type: none"> • 4 security • 1 medical • 1 sustainment • 3 GP 	<ul style="list-style-type: none"> • 1 security • 5 medical • 1 sustainment • 3 GP
<i>Can resolve a crisis with 2 fewer sustainment resources</i>	<i>Can resolve a crisis with 2 fewer security resources</i>	<i>Can resolve a crisis with 2 fewer medical resources</i>
 sustainment	 security	 medical

How to play:

At the beginning of each turn cycle:

- Increase all **Crisis Dice** by 1 (except first turn cycle)
- Once a **Crisis Dice** reaches 6, on the next turn place a gray **Riot Meeple** in the crisis hex and reset the dice to 1. For each turn cycle the riot meeple remains unsolved, crises requires one additional resource of that type to solve (i.e., if a hex has a Riot Meeple and a red die reading "2", then $6 + 2 = 8$ medical tokens are required to solve the crisis). If die reaches 6 again, the game ends.
- Draw an **Event Card**, follow the instructions on the card and discard (if an affected player has no resources to give, other players must contribute instead).

- Roll 1d6 to determine which crisis the purple **Media Meeple** will move to for that turn (e.g., if the dice reads 4, place the Media Meeple on hex C-3 for Crisis 4). The Media Meeple allows the international community to see what is going on with the associated crisis. The presence of the Media Meeple can change your **Global Perception (GP)** [see below for details].

On your turn:

- **Move** up to 1 hex (along any side of the hex) and **Share** any number of resources with any player (must be in the same hex except if the supplies are prepositioned in the staging areas C-2 and/or B-5
Note: Humanitarian Community must co-locate with US Military or Host Nation to cross into the ocean (blue hex))
- **Action:** (Choose **ONE** action each turn)
 1. **Resolve crisis** — Spend the resources corresponding to the number and color on the dice and remove the Crisis Dice from the hex if applicable.
 2. **Request resupply** — Request up to 1 resource per turn; players can choose for the resource to arrive at the airport (D-1) or the port (A-3) on the same turn as requested. Any player can retrieve other players resources and can transport up to 5 resources at a time.

At the end of each turn cycle:

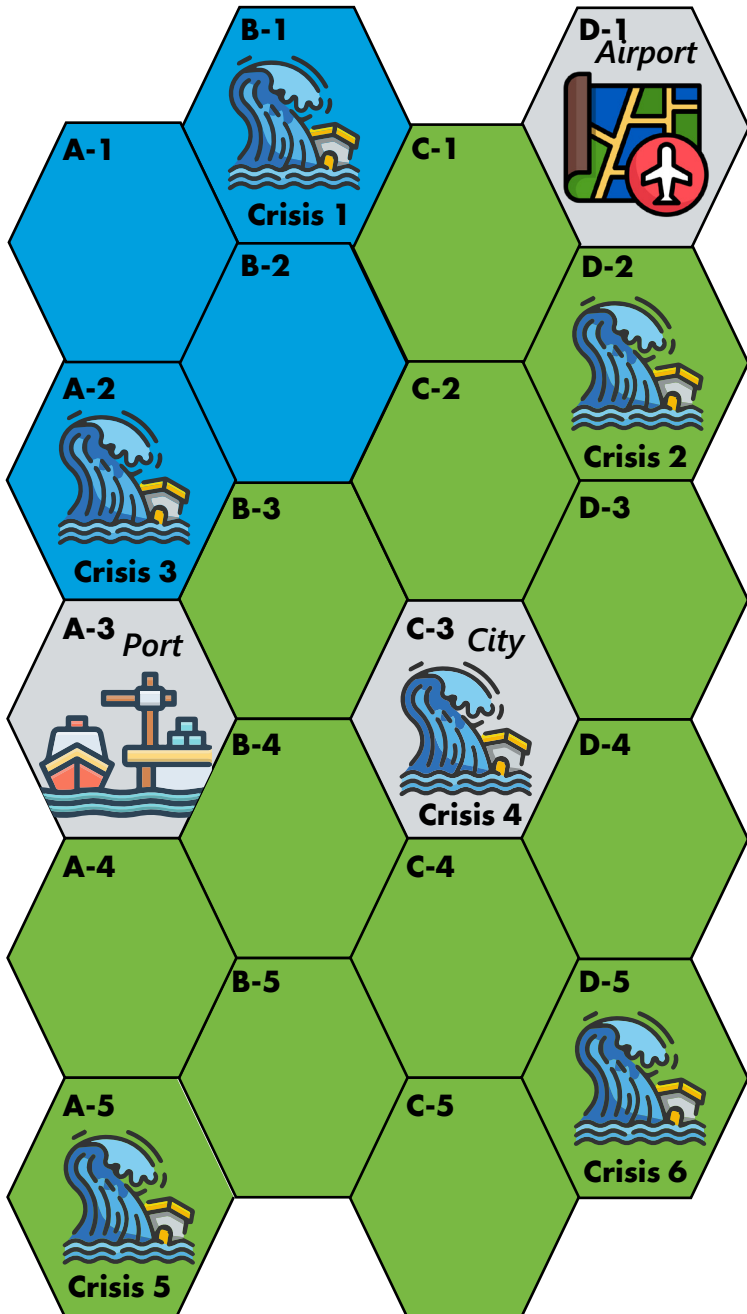
At the end of the turn cycle, allocate GP according to the following crisis conditions:

1. If the crisis is resolved, then the player who resolved the crisis gains 1 GP token
2. If the crisis dice is less than or equal to 3, then no GP tokens are gained or lost
3. If the crisis dice is greater than 3, then 1 GP token is deducted from the player with the same color meeple as the crisis dice (e.g., If Crisis 4 is a medical crisis denoted with the red die, then the Humanitarian Community is deducted 1 GP token)

How to win:

- The game will end when either all the crises are resolved, or one crisis has both a **Riot Meeple** and the **Crisis Dice** reaches 6 again. The player with the highest **Global Perception** score wins. The goal is to not only solve all the crises as a group, but also individually have the best perception amongst the international community at the end of the game.

Note: Players are encouraged to communicate with each other





Designer Notes

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Gaming to the Rescue! is a simple micro-wargame where players cooperate with each other to solve a variety of humanitarian crises. Players can represent the US military, the host nation government, or the humanitarian community. The turn-based hex-and-counter structure of the game illustrates the time it takes to resolve crises and the difficulty actors may face in reaching crises, while the event injections illustrate the possibilities that may help or harm humanitarian assistance and disaster relief efforts. The three players are meant to represent several of the groups traditionally involved in a disaster relief response, while the “crisis” dice represent the local population and the possibility for unrest and distrust among the people receiving humanitarian assistance. The design aims to give players a representative sample of the resources that each would likely have in different scenarios. The ambiguity of the map allows for discussion of HADR operations in different settings and with a wide range of allies and partners.

The CNA Gaming & Integration Program is the nation’s premier wargaming organization, addressing the most challenging problems with research-based games – from inception to impact. For more information, please contact:

Dr. Christopher Ma, Research Program Director, Gaming & Integration Program (mac@cna.org)

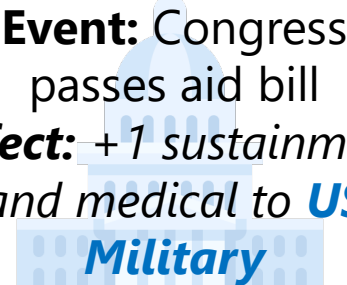
Dr. Jeremy Sepinsky, Lead Wargame Designer, Gaming & Integration Program (sepinskyj@cna.org)

Glossary:

1d6 = 1 six-sided dice



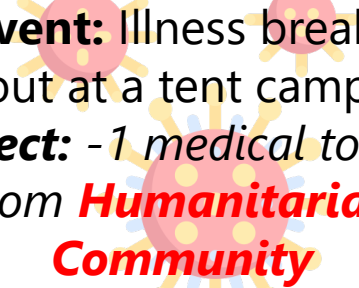
Event: Instagram post of soldiers giving kids food goes viral
Effect: -1 all Crisis Dice



Event: Congress passes aid bill
Effect: +1 sustainment and medical to **US Military**



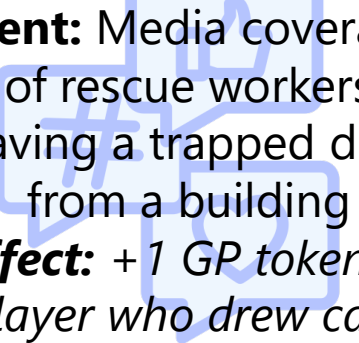
Event: UN sends peacekeepers
Effect: +2 security for **Humanitarian Community**



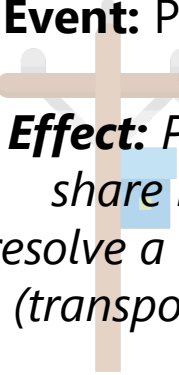
Event: Illness breaks out at a tent camp:
Effect: -1 medical token from **Humanitarian Community**



Event: Looters in the city center
Event: -1 security token from the **US Military**



Event: Media coverage of rescue workers saving a trapped dog from a building
Effect: +1 GP token to player who drew card



Event: Power lines are down
Effect: *Players cannot share resources to resolve a crisis for 1 turn (transporting resources is ok)*



Event: Local businesses donate supplies
Effect: +1 medical & +1 sustainment to **Humanitarian Community**



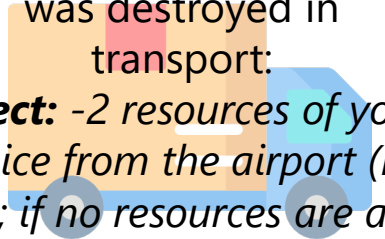
Event: Volunteers in the community
Effect: +1 sustainment and +1 security from **Host Nation**



Event: Aid worker injured
Effect: -1 medical from **Humanitarian Community**



Event: Flood results in contaminated water
Effect: -1 sustainment from **Host Nation**

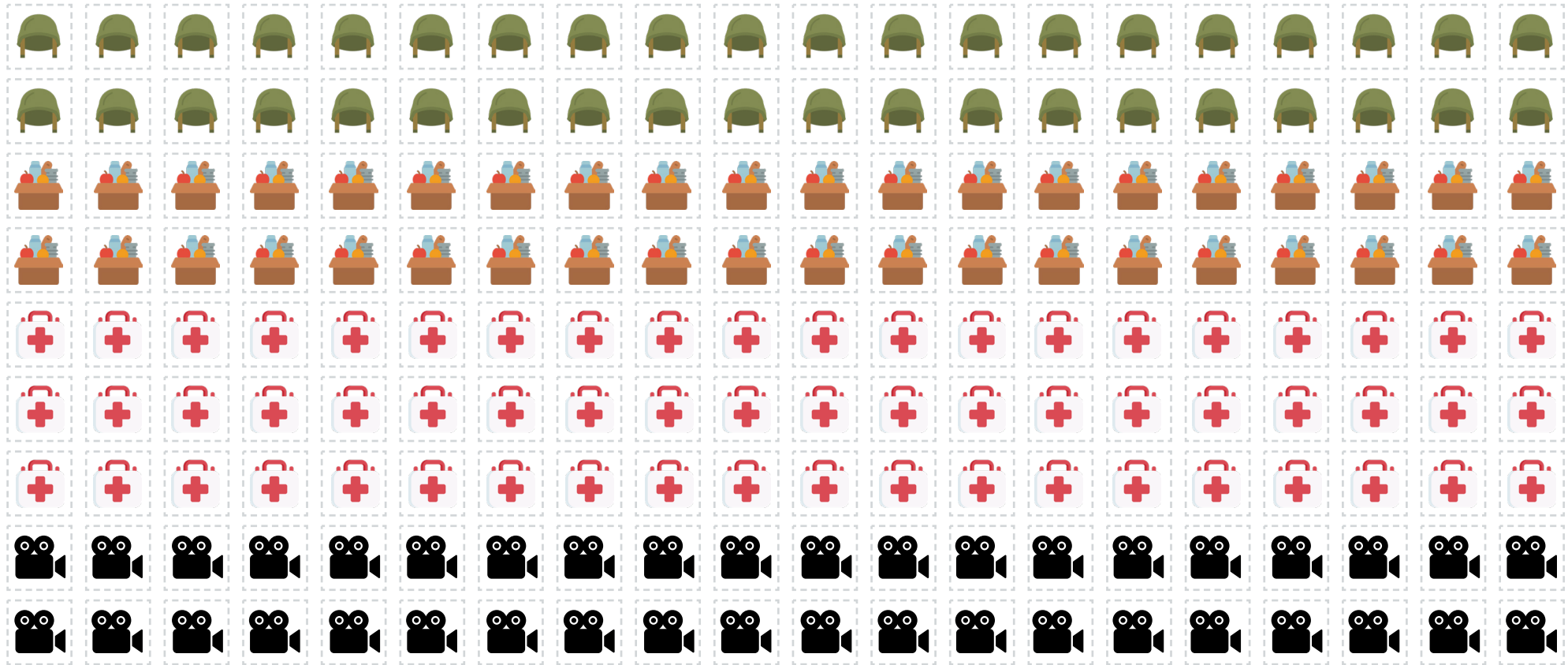


Event: Shipment of goods was destroyed in transport:
Effect: -2 resources of your choice from the airport (D-1); if no resources are at the airport, negate this event

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Resource and Global Perception Tokens

cut along dotted line



Meeples

