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.

**Set up:**
- Roll 1d6 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) die on 2, the Humanitarian Community can resolve the crisis with 1 medical token).

- 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).
- **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 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).

**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.
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:

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

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: Looters in the city center  
**Event:** -1 security token from the **US Military**  
**Effect:** +1 GP token to player who drew card

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

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

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

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

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

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

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

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

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

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