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Title of Presentation:

Demonstration of Algernon WargameThis presentation is believed to be: ☐ SECRET ☐ CONFIDENTIAL ☒ UNCLASSIFIED and will be presented in:☐ Special Session ☐ Tutorial ☒ Demo ☐ CG: A-B-C-D-E-F (Circle one) ☐ List all WG(s) #:

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Algernon Wargame

**76th MORSS
Demonstrations Working Group
June 2008**

The overall classification of this briefing is **UNCLASSIFIED**

This slide is **UNCLASSIFIED**

Agenda

- Introduction
- Ginger Junction Scenario
- Algernon
 - Objectives
 - Components
 - Game Play
- Insights

Introduction:

Objectives

- **Briefing Objectives**
 - Initial Brief – Wargaming with Algernon as a tool to analyze COIN (MORS Workshop – December 2007)
 - Second Brief - Demonstration of the Algernon tool
- **Wargame Objectives:**
 - What type of issues can a wargame explore in the area of IW, specifically Insurgency/COIN?
 - Evaluate COIN wargaming model (Algernon)
 - Determine usefulness to analysis of Insurgency/COIN problems
 - Strengths
 - Weaknesses
 - Ways to improve
 - Determine ability to provide insights on alternative Green and Red Insurgency/COIN strategies
 - Determine ability to provide insights on the value/impacts of differing types and quantities of foreign support to Green COIN and/or Red Insurgent operations

Introduction - Wargame Types

Factor	FromTo
Human Interaction	Seminar wargame	Computerized wargame
Physical set-up	Single location, time	Distributed in space, time
Scope	Military	PMESII
Character	Recreation	Rigorous Research
Extent	Single Scenario	Massive scenario generation
Purpose	Experiential	Analytic

Paul Davis, "Using Gaming in Analysis"

Algernon is a man-in-the-loop, computer-assisted, analytical wargame. This version of Algernon incorporates the Ginger Junction Scenario.

Introduction - Algernon

- **Derived from commercial wargame “Algeria: The War for Independence 1954-1962” by Brian Train**
 - Used for Insurgency/COIN training within USG
- **Modified to incorporate additional functionality**
 - Used to frame issues for scenario development
 - Applied to several scenarios by US Army
 - Applied to a scenario by OSD PA&E SAC
 - Candidate tool for application to another scenario

Ginger Junction Scenario

- **Island group in the South Pacific Ocean**
- **Gained Independence in 1960**
- **Two divisions**
 - Northern Islands
 - Southern Islands
- **Population**
 - Total of 918,675
 - Age Structure Breakdown
 - 0-14 years: 30.9%
 - 15-64 years: 64.7%
 - 65 years and over: 4.4%
 - Population Growth Rate
 - 1.4% (2007 est.)
 - Literacy
 - Total Population 93.7%
- **Economy**
 - Ginger Junction forest, mineral, and fish resources provides one of the most developed of the Pacific island economies.
 - Major Sources of foreign exchange
 - Spice Exports
 - Tourism
 - 300,000 to 400,000 tourists annually
 - Labor Force
 - 137,000
 - Unemployment Rate
 - 7.6% annually
 - Population below poverty line
 - 25.5%

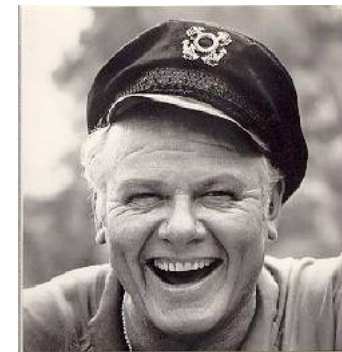


Ginger Junction Government

- **Government Type**
 - Republic
- **Government Capital**
 - Howell
- **Head Of Government**
 - Willy Gilligan
 - Reaffirmed as President September 2007
- **Political Pressure Groups**
 - Blessna, AKA the “Minnow”
 - Founded 1995, began armed rebellion in 2000.
 - Lead by Alan Hale AKA “the Skipper”
 - 150 people have been killed in the insurgency



**President Willy
Gilligan**



**The “Skipper”
(Minnow Leader)**

Ginger Junction Security Forces

- **Armed Forces**

- **Personnel**

- Land Forces 3,014
- Naval Forces 300
 - 7 Patrol Boats
- No Air Force

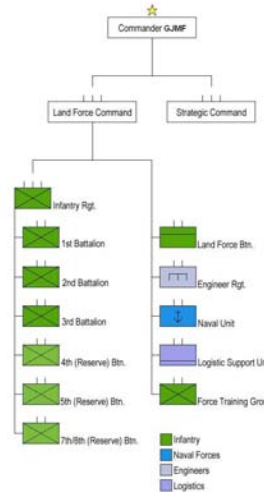
- **Reservists**

- 6,000 est. (to age 45)

- **Ground Force Organization**

- 7 Infantry Battalions
- 1 Engineer Regiment

- **Two Bn's supporting U.N. outside of country**



- **Constabulary**

- **Mission:**

- Maintain law and order
- Preserve the peace
- The protection of life and property
- The prevention and detection of crime
- The enforcement of all laws and regulations.

- **Divided into three Policing Divisions containing 33 stations and 66 constabulary posts throughout the Ginger Junction Islands**



Minnow (Insurgent) Structure

- **Strength:** 500 dedicated members
- **Classification:** Separatist
- **Last Attack:** 8 March 2007
- **Base of Operation:** Southern Islands
- **Objective:** Secession of the Southern Islands from the central Ginger Junction government



Ginger Junction Objective: How to Win

- **GREEN (Ginger Junction)**
 - End the insurgency
 - Reduce RED political legitimacy to zero
 - insurgents give up armed insurrection
- **RED (Minnow)**
 - Secede from Ginger Junction
 - Reduce GREEN political legitimacy to zero – GREEN willing to grant independence to Southern Islands

Map



Zone

Zone Indicator

- **UG** = Underground
- Red units base of operations
- **OPS** = Operations
- Where Green and Red conduct operations



- **PTL** = Patrol
- Green Static (police) and mobile units station and perform missions
- **OC** = Operations Complete
- After Red and GREEN complete their missions icons move to this box

Zones have one of three Types of Terrain

- Rural,
- Urban,
- Remote

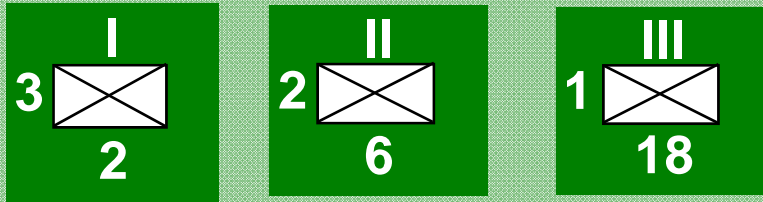
Naval Border Zone

- Green may build border zones along the Naval Border to control insurgent infiltration between the islands of Ginger Junction
- The effect of the border zone is to generate an unfavorable probability for any insurgent units attempting movement missions across it
- Place border zone status markers on the tracks on the map to record the current value
- PSPs must be spent on border zones both to build and to maintain them

Algernon Concepts and Definitions

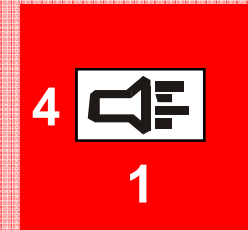
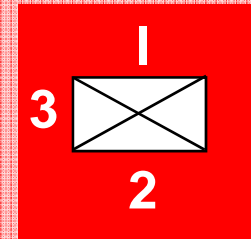
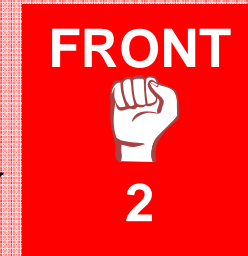
- **Administrative Points (APs)**
 - The insurgent player needs these to continue his struggle
- **Political Support Level (PSL)**
 - Metric for determining popular support for a given side
- **Control**
 - an abstraction of which side commands more legitimacy as the ruling authority in an area
- **Modifiers**
 - Modify potential results of actions due to unit types, terrain, etc.

Units in Algernon



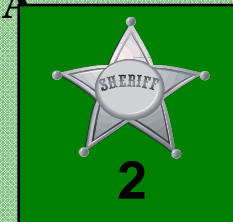
GREEN mobile units include various sized infantry, Elite, and airmobile units

RED units include Front, Cadre and Light Infantry



GREEN Static units:

- Interdict RED movement
- Modify RED mission success
- Provide intelligence
- Conduct PSYOP, CA



Unit to Missions – Example: Urban

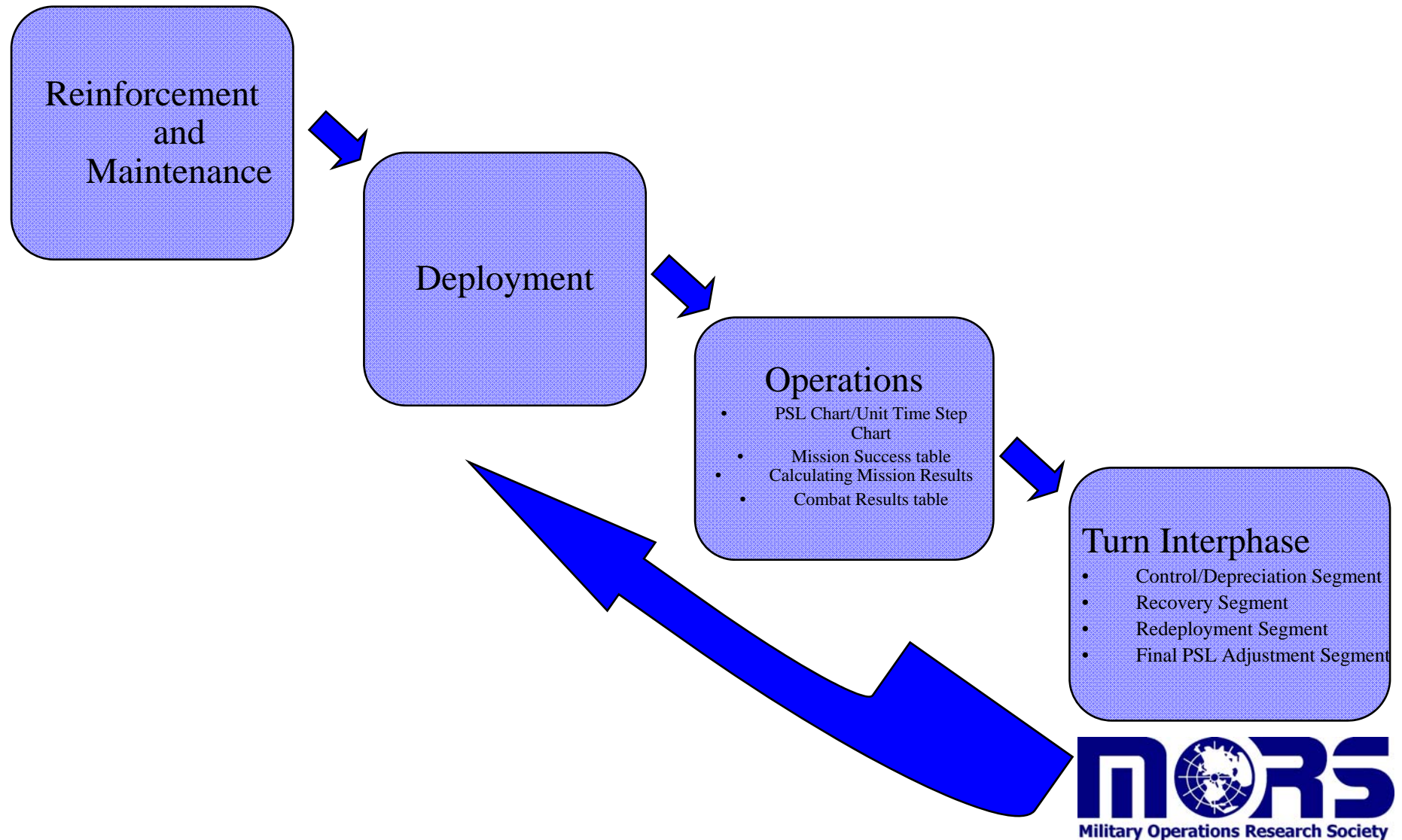
Urban Missions					
Red			Green		
Mission	Unit	# of Units per Adjudication	Mission	Unit	# of Units per Adjudication
Propaganda*	Any Unit	1	Pacification Missions* (Civil Affairs / Neutralization)	Police / Police (w/ Elite)	1 / 1 (∞)
Intimidation*	Cadre	1	Intelligence	Police	∞
	Company		Flush	Company	∞
	Battalion			Battalion	∞
	Regiment			Regiment	∞
Strike*	Front (w/ Cadre)	1 (∞)		Brigade	∞
Harass	Company	1	Division	∞	
	Battalion		Elite Company	∞	
	Regiment		Elite Battalion	∞	
Movement - Land	Cadre	1	React	Company	∞
	Company			Battalion	∞
	Battalion			Regiment	∞
	Regiment			Brigade	∞
Movement - Water	Cadre			Division	∞
	Company			Elite Company	∞
	Battalion			Elite Battalion	∞
	Regiment				

AP/PSP Cost per mission (by unit)

0	0
1	1
3	1+
5	

*Missions can only be executed one time per zone per turn

Gameplay



Insights - Case Descriptions

Base Case and Six Excursions

Strategic Approaches Green/Red	Free Play	Popular Protracted Warfare	Military	Velvet Revolution
Free Play	Base Case		Case 6	
Kinetic		Case 3		Case 1
Non-Kinetic	Case 5		Case 4	Case 2

Insights - Algernon Wargame Results

- **Multiple plays resulted in different results**
 - Red outlasts Green: Green exhausts resources
 - Green destroys Red: Early Green military operations eliminate the nascent Red insurgency
 - Green preempts Red: Green strategy focuses on addressing the underlying causes of the Insurgency → Red cause becomes irrelevant
 - Neither wins: Red mitigating Green preemption strategy produced mutual exhaustion → resulting in no Popular support for either side and a failed state
- **Easier to eliminate the causes of insurgency prior to the insurgency gaining strength than when the insurgency is firmly established**
- **Resource management drives insurgent and government strategies**

General Insights

- **Objective: Can wargames in general develop analytic insights?**
 - Wargames provide platforms for conversations on the issues
 - Wargames aid in exploring the problem space
- **Objective: What type of questions can wargames in general answer in the area of IW, more specifically Insurgency/COIN?**
 - Wargames aid in understanding effects of soft factors associated with the problem of Insurgency/COIN
 - Wargames illustrate COIN is hard to do - highlight complexities of the problem
- **Objective: How should wargames be employed in analyzing Insurgency/COIN?**
 - Conduct wargame at the beginning of a study to:
 - Explore scenario problem space
 - Examine Government and Insurgent decision-making dynamics
 - Explore alternative Government and Insurgent courses of action
 - Frame questions for further analysis
 - Provide input for more detailed model development
 - Conduct wargame at the end of a study to:
 - Aggregate and consolidate the insights learned from detailed modeling and analysis into an overall campaign context
- **Insights are consistent with the outcome of the MORS Wargame Workshop, October 2007**

Algernon Insights

- **Strengths**
 - Information hiding. Limited information available to each side on order of battle, location, and general conditions
 - Multiple excursions can be conducted quickly
- **Weaknesses**
 - Hiding information, algorithms, and data detracts from the discussions that accompany game play
 - Discussion is more important than the actual outcome
 - Must be modified to accommodate all insurgency types specified in FM3-24
- **Improvements**
 - Intelligence and Information
 - Scale
 - Definition of Resources
 - Popular Support
 - Adjudication
 - Missions
 - Victory Conditions

Conclusion

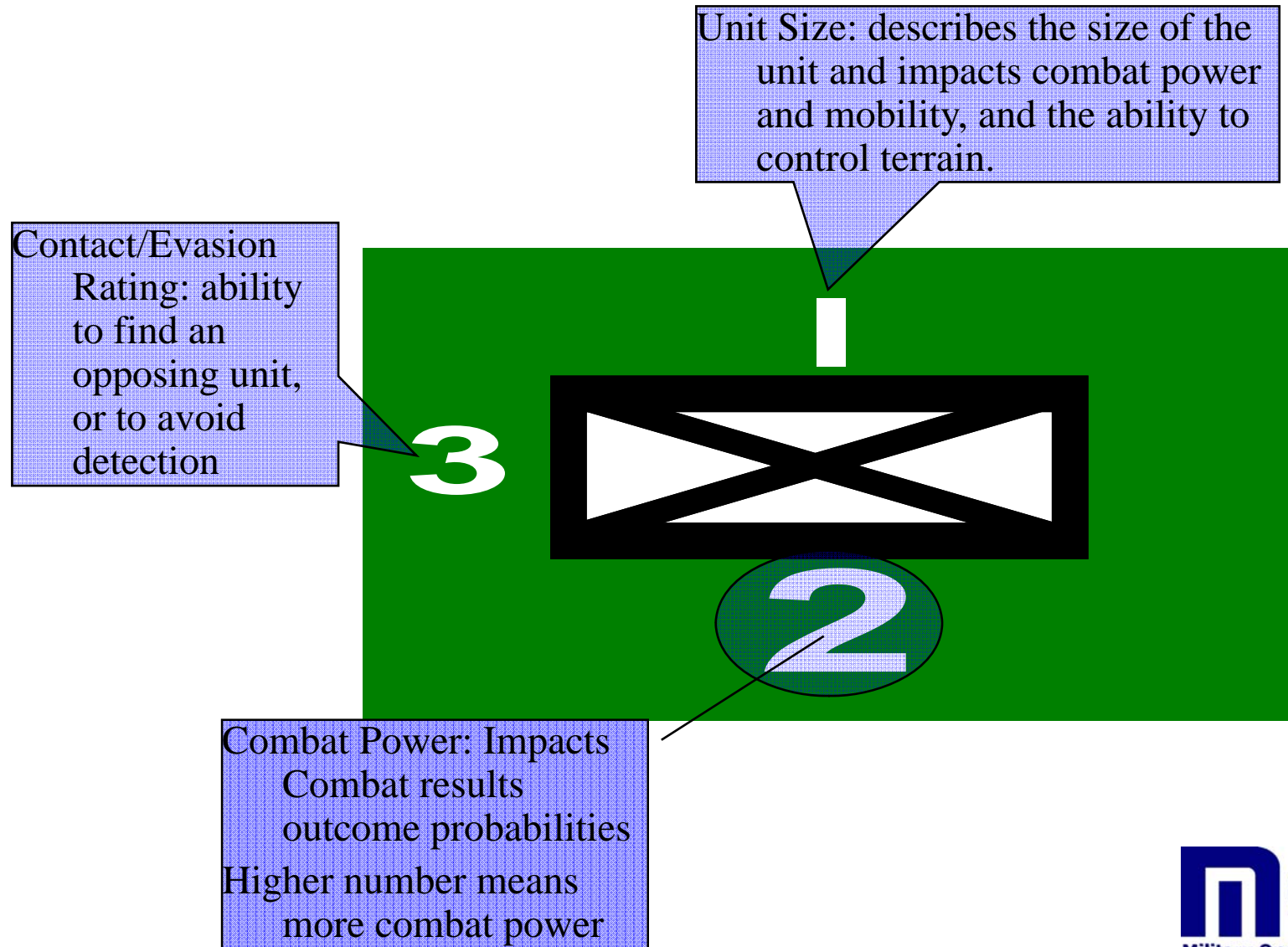
- **Wargames provide a means for exploring the problem space when analyzing Insurgency/COIN issues**
 - Discussion and wargame design efforts may be more important than the wargame results
- **Algernon rule set is useful tool for wargaming Insurgency/COIN**
- **As with other tools, improvements to Algernon will increase its utility in providing insights on Insurgency/COIN problems**
- **Algernon v2 has been coded and was tested**
 - Additional functionality: Blue, Airpower, Naval operations, Defection, Infrastructure, other
 - Resolves most of the issues surfaced during MORS Workshop

Questions?

Game Setup

- Gameboard/Computer Map
- Game Concepts and Definitions
- Game Counters
- Units

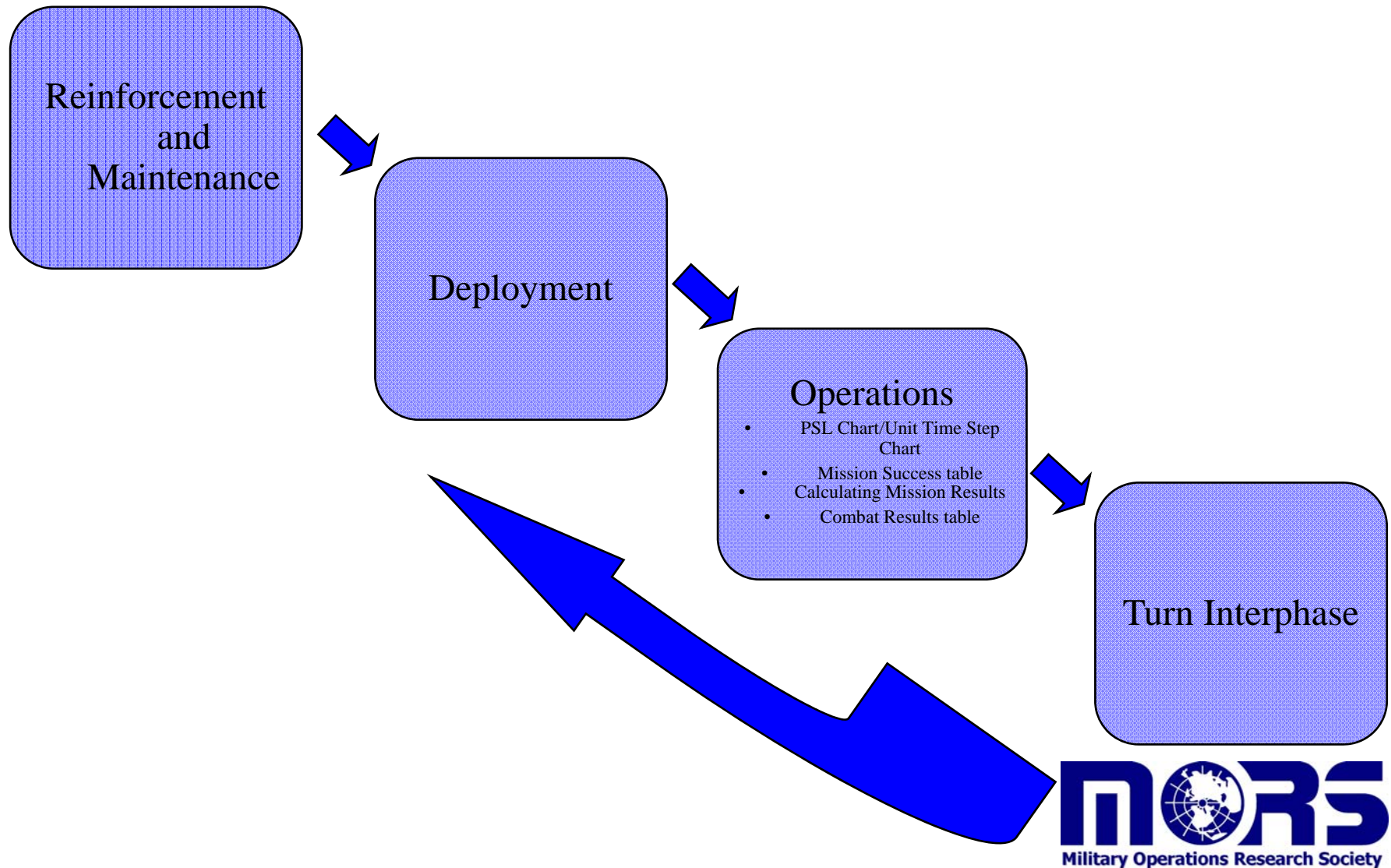
Unit Markings in Ginger Junction



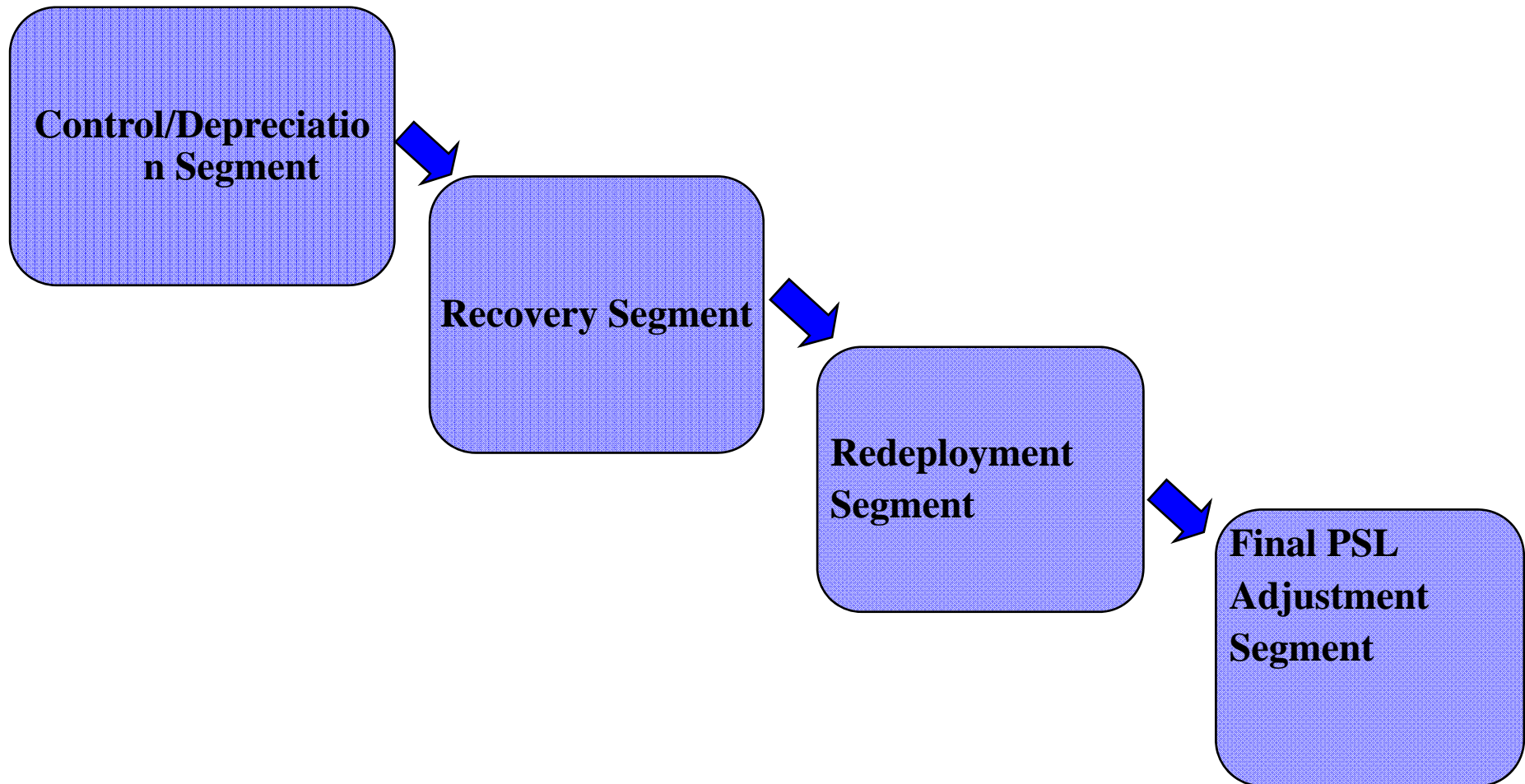
Control



Gameplay



Turn Interphase Segments



Missions

GREEN Missions	
Patrol Mission: Reduces results modifier from RED missions	Intelligence Mission: Intended to determine if RED unit is present in the UG
Flush Mission (Mobile Units Only): If successful, GREEN will “flush” RED units in UG into OPS box	React Mission: GREEN reacts to missions conducted by RED
Pacification Missions	
Civil Affairs: Designed to increase appeal of GREEN message to local population	Neutralization: If successful, knocks affected RED units out of active service and into “neutralized” status
Population Resettlement (Rural Only): Automatically converts rural zones to remote and causes affected zones to become “terrorized.” Analogous to the “Strategic Hamlet” mission of Vietnam	

Detailed steps for GREEN and RED Missions provided in game rules

Missions (Cont.)

RED Missions	
Harass Mission: RED attack on GREEN units in the same zone	Movement Mission: RED unit movement from one zone to the other, which may be hindered by GREEN units in PTL box
Propaganda Mission: mission intended to impact PSL levels for either GREEN or RED, at RED's prerogative	Intimidation Mission: intended to render static GREEN units combat ineffective by neutralizing them
Labor Strike Mission: If successful, renders GREEN units neutralized and adjusts PSLs	

Mission Limitations due to Terrain

- Types of terrain: Urban, Rural, Remote

RED

- Urban Missions

- Propaganda*
- Intimidation*
- Strike*
- Harass
- Movement

- Rural Missions

- Propaganda*
- Intimidation*
- Harass
- Movement

- Remote Missions

- Intimidation*
- Harass
- Movement

GREEN

- Civil Affairs/Neutralization*

- Intelligence
- Flush
- React

- Civil Affairs/Neutralization/Population Resettlement*

- Intelligence
- Flush
- React

- Neutralization*

- Intelligence
- Flush
- React

*Missions can only be executed one time per zone per turn

Unit to Missions - Rural

Rural Missions					
Red			Green		
Mission	Unit	# of Units per Adjudication	Mission	Unit	# of Units per Adjudication
Propaganda*	Any Unit	1	Intelligence	Police	∞
Intimidation*	Cadre	1	Flush	Company	∞
	Company			Battalion	∞
	Battalion			Regiment	∞
	Regiment			Brigade	∞
Harass	Company	1		Division	∞
	Battalion			Elite Company	∞
	Regiment			Elite Battalion	∞
Movement - Land	Cadre	1	React	Company	∞
	Company			Battalion	∞
	Battalion			Regiment	∞
	Regiment			Brigade	∞
Movement - Water	Cadre			Division	∞
	Company			Elite Company	∞
	Battalion			Elite Battalion	∞
	Regiment			Pacification Missions* (Civil Affairs / Neutralization / Population Resettlement)	Police / Police (w/ Elite) / Police

AP/PSP Cost per mission (by unit)

0	0
1	1
3	1+
5	

*Missions can only be executed one time per zone per turn

Unit to Missions - Remote

Remote Missions						
Red			Green			
Mission	Unit	# of Units per Adjudication	Mission	Unit	# of Units per Adjudication	
Intimidation*	Cadre	1	Pacification Missions* (Neutralization)	Police (w/ Elite)	1 (∞)	
	Company		Intelligence	Police	∞	
	Battalion		Flush	Company	∞	
	Regiment			Battalion	∞	
Harass	Company	Regiment		∞		
	Battalion	Brigade		∞		
	Regiment	Division		∞		
Movement - Land	Cadre	1			Elite Company	∞
	Company				Elite Battalion	∞
	Battalion		Company		∞	
	Regiment		Battalion		∞	
Movement - Water	Cadre		React	Regiment	∞	
	Company			Brigade	∞	
	Battalion			Division	∞	
	Regiment			Elite Company	∞	
				Elite Battalion	∞	

AP/PSP Cost per mission (by unit)

0	0
1	1
3	1+
5	

*Missions can only be executed one time per zone per turn

Final PSL Adjustment Segment

- Adjust final PSL levels according to which side controls which region. PSL values are as follows
 - Zone 1 = 1 PSP Rural
 - Zone 2 = 2 PSP Rural
 - Zone 3 = 1 PSP Rural
 - Zone 4 = 2 PSP Rural
 - Zone 5 = 1 PSP Remote
 - Zone 6 = 1 PSP Rural
 - Zone 7 = 1 PSP Rural
 - Zone 8/MaryAnne = 3 PSP Urban
 - Zone 9/Howell = 3 PSP Urban
- Subtract on PSP for each GREEN/RED Zone terrorized

First turn...missions and results

GREEN MISSION SETS

- **Intelligence Mission Routine**
- May only be conducted in areas with at least one nonneutralized static GREEN unit.
- Check to confirm static unit (police) availability.
- Check to confirm that the static unit is non-neutralized.
- Pay one PSL, total Contact Ratings of static units and roll to contact each RED unit in the UG box by rolling this total or less on 1D6 (DRM: +1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if in Urban area).
- Roll die to determine mission success/failure.
- If die roll is sufficient to contact the RED group, as described above, then the RED unit is moved to the OC box.
- If the die roll fails the static group is moved to the OC box and the RED group remains in the UG box.
- Repeat steps 4-7 for each static unit conducting the intelligence mission
- Units contacted are moved to OC box, where they are vulnerable to future Flush operations.

GREEN Missions

Flush Mission Routine (mobile units only)

- Confirm there is a non-neutralized mobile unit available to flush
- Designate Flushing units from area's OPS box. Patrolling mobile units in that area may join the mission, and airmobile units may travel any distance to join.
- Contact number = Total of Contact Ratings of involved units. Government player must roll equal to or less than Contact Number on 1D6 to find individual RED units in OPS or OC box (DRM: +1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if target unit in Urban area or OC box)
- First Contacted RED units, then the GREEN, fire on the Combat Results Table.
- Apply results.
- Place RED and GREEN regular Army units in OC box; GREEN elite units go there on a 1-3 die roll.

GREEN Missions

Patrol (static units only)

- Confirm that there are static units available in the PTL box
- Patrolling units are deployed to the PTL box during the deployment phase.
- The general effect of patrolling units is to give an unfavorable DRM to RED missions.
- Any mobile units patrolling in the area may react to any RED mission or join a flush mission if the GREEN player wants them to.
- Place in the OC box of the area after reacting.

GREEN Missions

React Mission Routine

- Deploy mobile units from the OPS box of the area against the RED units that just conducted a mission.
- Patrolling mobile units in the area may join, and airmobilized units may travel any distance to join. The RED units are automatically contacted, but they have a chance to evade to the UG box (roll equal to or less than Evasion Rating).
- Roll die to determine if RED units successfully evade GREEN attack. Evasion successful if the die roll is less than the unit's contact rating.
- After evasion check, first RED units, then the GREEN, fire on the Combat Results Table.
- Place remaining RED and GREEN regular Army units in OC box; RED elite units go there on a 1-3.

GREEN Missions -- Pacification

1. Must have non-neutralized static unit in the area to perform; all missions cost one PSP)
2. Only one pacification mission may be conducted in each area per turn.
3. Roll 1D6 to determine result for each mission

Civil Affairs

- Confirm presence of non-neutralized static unit in the area to perform mission.
- Move static unit to OPS box to perform mission.
- DRM: +1 per PSP spent after the first one, or “Amnesty” event in effect
- Check to confirm if Amnesty program is in effect.
- Roll on Mission Success Table. Civil Affairs mission may not be conducted in Remote areas. Roll results = PSP taken from RED PSL @ = remove Terror marker in area, if present

GREEN Missions -- Pacification

Neutralization

- DRM: +1 = each Elite unit assisting or “Amnesty” random event in effect
- Roll on Mission Success Table.
- Die roll result = number of RED companies neutralized
- @ = area Terrorized; all Cadres and Fronts in area are neutralized
- + = area Terrorized; -1D6 GREEN PSP

GREEN Missions -- Pacification

Population Resettlement (rural area only)

- Success is automatic, area automatically becomes Remote and Terrorized;
- RED gains one time 3D6 PSP for each time the mission is conducted.
- Fronts are converted to Cadres

RED Missions

Harass

- RED player designates a single company to do the mission and rolls on the Combat Results Table.
- Check to confirm RED unit is available and nonneutralized
- Roll die to determine mission success.
- The GREEN unit fired upon may fire back at half its firepower rating (round fractions up).
- If the RED company survived the return fire, place it in the OC box.
- If the GREEN unit was neutralized, place it in the OC box as well

RED Missions

Propaganda

- Die roll result = PSP added to own or subtracted from enemy PSL (x2 if in Urban area)
- DRM
 - -1 = area is Terrorized
 - -1 = per every unit on Patrol in that area
 - (dispersed-mode division = 2 units)

RED Missions

Labor Strike

- # x 1D6 = PSL points added to RED PSL tracker or subtracted from GREEN PSL
- + = one RED unit eliminated (RED player's choice)
- DRM:
 - +1 = per Cadre assisting
 - -1 = per every unit on Patrol in that area
- (dispersed-mode division = 2 units)

RED Missions

Movement

- Check to confirm non-neutralized units available for mission
- Roll die to determine mission success
- Die roll result = number of areas the unit may move
- Check to confirm GREEN PTL units are present and nonneutralized.
- + = attempting unit eliminated
- DRM
 - -1 = per every unit on Patrol in area where unit starts (dispersed-mode division = 2 units)
- -? = per Border Zone DRM, if crossed

RED Missions

Intimidation

- Check to confirm RED unit available to conduct mission
- Roll die to determine mission success
- Die roll result = # of GREEN static or mobile units neutralized
- + @ = area is Terrorized

RED Missions

Recovery segment

- Check to determine if any units have become combat ineffective, or neutralized.
- If there are any neutralized units, roll die to determine if each neutralized unit will become nonneutralized
- If the die roll is a 5 or 6, then the neutralized unit is now nonneutralized. If the roll is not a 5 or 6, then the unit remains neutralized.

RED Missions

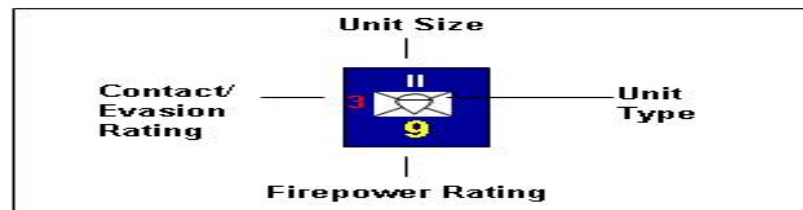
Redeployment segment

- RED returns all units still in play to the UG box.
- GREEN returns all nonneutralized mobile units to the OPS box. Neutralized units remain in the OC box.
- GREEN may change the mode of any infantry units, from heavy to dispersed, and vice versa.

COUNTER LEGEND

	Front
	Cadre
	Army Unit
	Static
	Administrative Points (see 2.3.1)
	Control (see 2.3.2)
	Political Support Level (see 2.3.5)
	Remote Area (see 8.2.5)
	Air Points (see 10.1.1)
	Helicopter Points (see 10.1.2)
	Airmobile (see 10.1.2)
	Border Zone (see 10.2)
	Terror (see 10.3)
	Naval Points (see 10.4)

UNIT LEGEND



UNIT TYPES

	Armored Cavalry
	Cadre
	Infantry
	Marine
	Parachute Infantry

UNIT SIZES

I	Company
II	Battalion
III	Regiment
X	Brigade
XX	Division

COLORS

Green	Ginger Junction Elite
Light Green	Ginger Junction Regular
Light Blue	Coalition Regular
Blue	Coalition Elite
Red	Insurgents Blessna (Minnow)

Factors Affecting Political Support Level

POLITICAL SUPPORT ADJUSTMENT SUMMARY TABLE

SIDE	#PSP	PURPOSE	WHEN
GREEN	-?	For units maintained or newly mobilized	Reinforcement Phase
RED GREEN	+? -?	Propaganda or Strike mission	Operations Phase
RED	-?	Civil Affairs mission	Operations Phase
GREEN	+3D6	Population Resettlement mission	Operations Phase
GREEN	-1D6	Failed Neutralization mission	Operations Phase
GREEN	+1	For each: - Insurgent Cadre eliminated - Insurgent company eliminated - Insurgent battalion reduced to a company - Insurgent regiment reduced to a battalion	Operations Phase
GREEN	+2	For each Front reduced to a Cadre	Operations Phase
GREEN RED	-1 or +1	For each 'hit' inflicted on government units, OR for each Government Mobile or static unit point combat ineffective in intimidation missions (Insurgent player's choice)	Operations Phase
GREEN	-1D6	Did not React to Strike	Operations Phase
GREEN	-1	For each area Terrorized	Final PSL Adjst Segment
GREEN RED	+?	Increase the government PSP by the sum of the value of the provinces controlled by the government. Increase the insurgent PSP by the sum of the value of the provinces controlled by the insurgent player. See Section 9.4	Final PSL Adjst Segment

Mission Success table

MISSION SUCCESS TABLE

Roll	-1	0	1	2	3	4	5	6	7	8
	0+	0+	1+	1	1	2	2	3@	4@	5@

Definition of “+” and “-,” @ and # on the mission success table depends on the mission at hand

Example includes: If die roll indicates a “@” in the result during a pacification mission, then the area is terrorized.

Calculating Mission Results – Combat Results table

COMBAT RESULTS TABLE

Die roll	1	2 - 4	5 - 8	9 - 15	16 - 24	25 - 36	37 - 50	51 +	Die roll
1	-	-	-	-	1	1	1	2	1
2	-	-	-	1	1	1	2	2	2
3	-	-	1	1	2	2	2	3	3
4	-	1	1	2	2	2	3	4	4
5	1	1	2	2	2	3	4	4	5
6	1	2	2	2	3	4	4	5	6

- The result is the number of 'hits' scored on enemy units (shift one column right for each Air Point used: cannot use Air Points in urban areas).
- Each "hit" on government units is -1 PSP for the government or +1 PSP for the insurgent:
- Each "hit" on insurgent units eliminates one Cadre or company, which also increases GREEN PSL by 1 PSL or reduces a Front to a Cadre, which increases GREEN PSL by two PSL, or a battalion to a company, or a regiment to a battalion (Insurgent player chooses how to distribute his losses).
- The remaining units of the side that received the largest number of hits are neutralized (no one is combat ineffective if equal results). NOTE: when units fire at half of their Firepower Rating, fractions round up.

Administrative Points: Costs and Sources

AP Mission Cost Table

Activity	AP	Units	Comments
Build	3(2)	0	Combat effective Front needed; only Cadres or Companies may be built. Only 2 AP to build outside Ginger Junction
Augment	3	1 Cadre or 1 Company or 1 Battalion	Cadre Augments to Front. Only one Front per area, and not in Remote. Company Augments to Battalion, only one Battalion per area. Battalion Augments to Regiment, only one Regiment per area.
Harass	0 0 1	1 Company, 1 Battalion, or 1 Regiment	Roll on the COMBAT RESULTS TABLE; government fires back at HALF firepower. May do any number in area per turn, but Companies, Battalions, or Regiments attack singly.
Propaganda	1	1 (any unit may do)	Any insurgent unit may do, only one per area, and not in Remote area.
Strike (urban only)	5	1 Front + Cadres	Combat effective Front needed; each Cadre assisting gives +1 DRM.
Intimidate	3	1 (any mobile unit)	Only one per area per turn.
Move (Land)	0	1 (any mobile unit)	Units attempt Movement one at a time between adjacent land regions or cities
Move (Across Water)	1	1 (any mobile unit)	Units attempt Movement one at a time between islands.

AP Sources

Areas under insurgent control (NOTE: -1 AP if area is Terrorized)	Urban: 5 if controlled; 2 if contested but combat effective insurgent units are present; Howell: 10 if controled; 1 if contested; Maryanne: 10 if controled; 5 if contested	Rural: 2 if controlled; 1 if contested but combat effective insurgent units are present	Remote: 0
U.S. Government	2, 4, or AP per turn; (See scenario below)		
Insurgent PSL	AP = 10% of current insurgent PSL (round fractions down)		

Missions: Strategic Constraints

Missions will be also be constrained at higher levels

GINGER JUNCTION participants will execute the following cases as directed and as time permits.

NOTE: either the RED or GREEN sides should be able to win.

Blue/RED Strategic Approach	Free Play	Popular Protracted Warfare	Military	Velvet Revolution
Free Play	Base		6	
Kinetic		3		1
Non-Kinetic	5		4	2

Cases:

- Base Case: Blue Free Play; RED Free Play
- Case 1: Blue Non Kinetic RED Velvet
- Case 2: Blue Kinetic RED Velvet
- Case 3: Blue Kinetic RED Popular Protracted Warfare
- Case 4: Blue Non Kinetic RED Military
- Case 5: