

Kazhdyy Gorod



An Introductory Matrix Game

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Introduction

Welcome to the city of Kazhdyy Gorod, with a population of about 250,000, in the former Soviet Republic of Belaria. The city is located close to the border with the Soviet Republic and the majority of the population speak Russian as their mother tongue. Following the dissolution of the Soviet Union in December 1991, Belaria seceded and declared independence in the mainly peaceful "January Revolution". Elections were held and the noted intellectual poet, Aleksei Tomasov, was declared President on a tide of popular support. Sadly in the years that followed, attempts to convert the economy to a more western capitalist model failed to bring about the benefits expected. Successor Presidents to the much loved Tomasov were perceived to be corrupt or incompetent and the 1998 Economic Crisis in the West has shaken the naïve popular assumptions of the strength of Western capitalism. Gross Domestic Product in Belaria, after initial improvement, has begun to decline and there is a general fall in the standard of living of most Belarians. Many young people are out of work, the ruling classes are seen to be corrupt and dominated by the minority ethnic Belarians (at least in the frontier cities) and there is widespread dissatisfaction leading to unrest, rioting and even armed clashes in cities on the Eastern border.

Aim

The aim of this game is to introduce players to the concept of "Matrix Games" in a "serious" setting. Matrix Games can be quite difficult to explain, but are much easier to play and introducing players to a Matrix Game in a restricted scenario with a small number of players is probably the best way to do it.

I have had a lot of people say that they would like to play a Matrix game - then immediately jump in and suggests "ISIS Crisis" (the current situation in Iraq and Syria) which is probably the most complex and difficult to understand scenario ever attempted as a Matrix game, so I usually suggest that you wouldn't want to start there – especially if you are not an experienced facilitator and you are going to try running the game yourself.

What are Matrix Games?

Matrix games are different to normal Wargames. In most of those games you will probably compare lists of statistics and peer at complicated books of rules containing someone else's idea about what things are important, before making a decision, checking that it is covered by the rules and rolling dice to see if you succeed. It can take a long time, look really complicated and can be very difficult to explain to a newcomer. Instead, in a Matrix Game you simply use words to describe why something should happen, the Facilitator or the players (or both) decide how likely it is, and you might roll a dice to see if it happens (but equally, in the face of a compelling argument, you might not need to). If you can say "This happens, for the following reasons..." you can play a Matrix Game.

The games themselves are not intended to be fiercely competitive, with obvious winners and losers. Instead they operate with the players working to generate a credible narrative. It is from examination of this narrative after the game that the players gain insights into the situation being portrayed. The player roles have objectives that will probably place them in conflict with other players, but it is perfectly possible for all of the players to achieve at least some of their objectives by the end of the game.

Where did they come from?

The Chris Engle Matrix Game was created in the USA by Chris Engle, and published in 1992. Chris wanted to create a system by which it was possible for a player to "role-play" anything from a single person to an entire country. Chris felt that previous numbers-ridden game designs essentially missed the point (and anyway were too complicated and boring). What he wanted was a system that could take into account anything the players thought was relevant, including intangible elements such as culture, beliefs, and perceptions of themselves. Taking as his starting point the work of the philosopher Emmanuel Kant, Chris began to develop a "matrix" of cue words that would form the framework for his "model". To this he added Georg Hegel's idea that argument and counter-argument (thesis and antithesis) lead to a synthesis or consensus of ideas. Thus the basic idea of the Matrix Game was formed. Over the years the actual "matrix" of cue words has been dropped, but the name has stuck. Like all good ideas, the Matrix Game is very simple in concept, but has huge potential in that it can be adapted to fit any game setting. Matrix Games have been used by the UK MOD with the Unmanned Underwater Vehicle capability, education of Consultants in UK MOD Procurement systems and in the preparation by HQ ARRC for the deployment into Bosnia. They have even been used by the US DOD, McGill University in Canada, the UK Air Warfare Centre and the Defence Academy of the UK, as well as numerous other organisations all over the world.

How to Play a Matrix Game

In a Matrix Game, actions are resolved by a structured sequence of logical "arguments". Each player takes turns to make an argument, with successful arguments advancing the game, and the player's position. There are a number of ways you can do this, depending on the size of the game and the purpose (each has their own strengths and weaknesses), but the one recommended for this game is:

The "Pros and Cons" System

In this system each argument is broken down into:

- **The active Players states: Something That Happens and a Number of Reasons Why it Might Happen (Pros).**
- **The other Players then state: A Number of Reasons Why it Might NOT Happen (if they can think of any) (Cons).**

The game needs a Facilitator to adjudicate on the arguments, but if you have a limited number of players, you can take it in turns to be the Facilitator – this works out much better than you might imagine and helps reinforce the idea that your role in the game might be in conflict with others, but you are all working together to generate a credible narrative.

For Example:

In Kazhdyy Gorod, the Police Chief might argue:

I shall break up the Protestors in the Old Industrial Zone with my Police officer, making the Protesters disperse (removing the counter). I can achieve this because:



- *I have a ready source of experienced Police officers who are not afraid of unarmed Protesters.*
- *The Police are equipped with light armoured vehicles so they can concentrate themselves near the Protesters quickly.*
- *This is Belaria, so the Police have far more freedom to crack a few heads, unlike their Western liberal counterparts, so are likely to be more effective.*
- *The Old Industrial Zone is away from the more densely populated parts of the city, so there is less room for the Protesters to hide and more room for them to disperse.*

This represents 4 x Pros – all of which have been accepted by the Facilitator so at this point the other players are invited to point out Cons:



- *The Old Industrial Zone is likely to have big industrial complexes (like the Cement Factory) with walls and security fences, unsuitable for the light armoured vehicles, where the Protesters will be hard to get at.*
- *The Old Industrial Zone is full of material that the Protesters could use to fight off the Police, like pieces of pipe and lumps of concrete.*

This represents 2 x Cons – but the Facilitator doesn't believe that the first reason really makes sense. The Protestors are more likely to be protesting outside the factory, over job losses and poor pay rather than occupying a working factory (which would require a successful argument to get past the security guards on the gate) – or if they were occupying a derelict site instead, who would care? Furthermore, if there are areas where the Protestors can run away to, the Police will have achieved their aim of dispersing them. Also the Old Industrial Zone is probably no more likely than anywhere else to have things the protestors could use to fight off the Police, who are in armoured vehicles, so the he decides the 2 stated Cons only amount to 1 proper Con and at this point there is a net result of +3 Pros.



The overall argument is then adjudicated by taking 2 x D6 with a base chance of 7 or more to succeed. Please note that by needing a 7 or more, the game will have a "narrative bias" because 7+ represents a 58% chance of success (all things being equal). So, in this case, with a total of 3 x Pros, the player will add 3 to the dice score (making it likely that he will succeed). Using only 2 x D6 is to encourage players to come up with a few good reasons, rather than a laundry list of lots of trivial ones.

Of course you could use 3 x D6 and try for a 10+ which is 50%, or you could also use percentage dice (as we do in the accompanying podcast) but if you do, you might want to limit the possible outcomes to the range 0%, 10%, 30%, 50%, 70%, 90% and 100% as this makes assigning a probability easier and people make their minds up more quickly if they aren't arguing about individual percentage points.

The advantage of this system is that you formalise the Pros and Cons of an argument and the role of the Facilitator becomes that of ensuring that the Pros and Cons carry equal weight - perhaps making compelling reasons worth two Pros and two or three weaker reasons against only worth one Con. You need to ensure you don't end up with a laundry list of trivial reasons, or the player re-stating a reason already accepted in a slightly different way in a desperate attempt to gain points.

One very useful benefit of the "Pros and Cons" system is that it provides reasons for failure should the dice roll not succeed. You can also more easily run the game with very knowledgeable players.

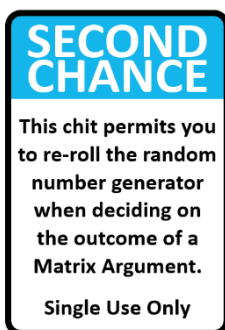
Notes about arguments

The important thing to remember in a Matrix game is that arguments can be made about anything that is relevant to the scenario. You can argue about your own troops or about the enemy, the existence of people, places, things or events, the weather, plague, disease or public opinion. This can seem a little odd to some players – "how can he argue about **my** troops?" – It is true, he can't give them orders, but he could argue that their morale and motivation is low because they haven't been paid in months. The only criteria for judgement is the likelihood of the event taking place. With a bit of imagination, common sense and rational thinking, it is possible to present persuasive arguments as to what should happen in any scenario - from traditional military campaigns to the strange world of defence procurement.

A common error in Matrix games is for a player to argue about another player being influenced by something or them agreeing to a course of action. The player is present and can simply be asked – so that a little time between turns to allow the players to negotiate with each other (in secret if necessary) makes for a better game. It might be that a player wants to argue that all parties come to negotiations – in which case let them state their case, then ask the other players if they want to come along. If they agree then the argument is an automatic success. Arguments are for *actions* – if the players want to negotiate with each other, they can do that in between turns.

Sometimes players get carried away with their arguments and try to do several different things. This isn't allowed in a Matrix game – you only get to do one action a turn because part of the insight comes from deciding what the highest priority is. The action itself could be large (like a general mobilisation of the Militia), but it must be a single action, so mobilising the Militia and providing the Police with heavy weapons would be two separate actions – which one do you want to do first?

When an argument succeeds it can remain in effect until another argument stops it. This means that the Protest Leader could argue, after a particularly successful event, that the Protestors' cause has inspired the youth of the city to join their movement, resulting in an additional Protester counter every turn. This would be less likely to succeed than an argument for a single additional counter, but if it did the Government would have a real problem and would most likely be forced to make an argument as to why the flood of recruits stops or they will soon be overwhelmed.



Optional Rule: If your argument fails to succeed, you get a "Second Chance" chit. This is retained and can be used at a later stage in the game to re-roll your dice (if the score wasn't what you wanted). This helps balance the game for beginners and prevent an unlucky player getting placed at a big disadvantage early in the game and being demoralised.

Also if you are using the game educationally, you can ask a general knowledge questions relevant to the situation each turn – the first person to answer correctly gets the chit. You will need to be careful though, because a knowledgeable player can run up a string of chits and then always win that crucial roll by re-rolling over and over again...

If two arguments are in direct opposition ("This happens" - "No it doesn't") they represent a Logical Inconsistency since they cannot both be true. The earlier argument has already happened, so it is impossible for it not to have happened. The later player may argue that the event is reversed, but this tends to make for a poor narrative in the game and should be discouraged (see Playing Tips below).

Reasonable Assumptions and Established Facts

It is important that the Facilitator understands the difference between "reasonable assumptions" in the game, such as the proposition that well trained and equipped Special Forces soldiers are going to be much more effective in combat than untrained protestors; and "established facts" which are facts that have been specifically mentioned in the game briefings or have become established during play as the result of successful arguments.

The former can be deployed as supporting reasons (Pros and Cons), but the latter need to have been argued successfully in order for them to be included. Many inexperienced players will make vast all-encompassing arguments full of assumptions that are not reasonable. For example: It is not a reasonable assumption that an unarmed Protestor counter could fight off a trained Police counter. It is reasonable to assume that the Police are trained, armed, equipped and quite capable of dealing with a group of protestors (after all, that is their job). It would be necessary to argue for large number of Protestors, argue that they had weapons of some sort or argue that they were especially devoted or fanatical about their cause, for them to have a reasonable chance of beating the Police.

Of course, you might argue that your Protesters undergo special training, get access to firearms, or are simply fired up with enthusiasm by the powerful and impassioned speech from their leader, so they get a bonus. In this case you should mark the counter with a +1 or something similar (depending on the strength of the argument) to show their improved status.

Turn Length

Another important element to the game is working out how long each turn is supposed to represent. In this game it is "about a week" (a variable length of time from a few days to a couple of weeks), so arguments need to be made about things that could take place over that time. Thus, organising a raid by rebels is perfectly possible in that time, but preparation, reconnaissance, formulating a plan, rehearsals, movement, and the actual raid would make those timings tight – so perhaps a preparatory argument about preparation might make success more likely. Similarly, the Mayor asking the Capital for reinforcements may get a decision in a week (if it was really urgent), but actually identifying the troops, mobilising them (with the appropriate notice to move), giving them orders, moving them, finding them accommodation, fuel, rations, equipment, issuing them with equipment, ammunition, etc., means that it would be extremely unlikely that they would arrive in the same week, so the outcome of the successful argument might merely be a communication saying optimistically: "They are on their way!".

End of Turn "Consequence Management"

At the end of each game turn (a cycle of player arguments) the Facilitator should go over those successful and failed arguments that have generate new "established facts" in the game. They should also review situations that are on-going, such as the generation of refugees from fighting or the arrival of new recruits to a popular cause. If these have not been countered during the turn by a successful argument, the Facilitator should make them continue until someone does make an argument to stop them.

It might also be that some of the arguments, when considered as a whole, will have additional or even unintended consequences that are reasonable to expect to arise. It is therefore worth taking time to consider the consequences of the players' arguments beyond their immediate results. Invite the players to consider the events of the turn, suggest possible consequences and then agree on the most likely that should be taken forward to the next turn.

In some games it is worthwhile having an individual (if you have one to spare) who is particularly experienced about the sort of subject that the matrix game is focussed on, make “the law of unintended consequences” arguments at the end of a turn. This can help to formalise the process and provide good examples to widen the players’ understanding of the consequences of their actions.

Inter-Turn Negotiations

As we have already said, the actual “arguments” of the Matrix Game are about actions that take place in the course of the game. In most cases, the actors represented by the players may well want to engage in face to face negotiation with each other in an effort to strike a deal. Players attempting to make Arguments saying that they want to “influence the Mayor” are essentially pointless because the Mayor is represented by another player. If they want to strike a deal, then they had better head off to a quiet corner of the room and try a little influence in real life. Of course if a player wants to make an argument about a position or group not represented by another player, they are welcome to do so in the normal way.

In analytical games it is important to record the essential elements of these discussions. What was suggested? Was agreement reached and why? If no agreement was reached what were the private and public reasons why the negotiations were unsuccessful? Analysis of these “off-table” negotiations and the reasons the players felt why they were successful or failures can provide important insights.

Elections

In this game it is highly likely that at some stage it will be suggested that elections take place. Belaria has, of course, held elections in the past following the fall of communism, so they are familiar events, but they would still take some time to organise. As a minimum I would suggest that you could not ask for an election and get the results in a single turn (of about a week). The minimum time would probably be two weeks for a snap election and that would give players at least one turn of arguments to make between the announcement and voting. I suggest that you run the election by giving the players a vote each (meaning that the voting is, at least on the face of it, balanced between those wanting to overthrow the current regime and those anxious to remain in power). I would then add to those votes the “popular standing” in which the player character and their supporters are held among the general populace. So, each time the players argue for an action that increases their support or popularity, you should record the advantage they have gained by marking their playing piece with plusses and minuses (so the other players are aware of their general standing as well).

This means that during the game some players’ popularity will go down as well as up and there may well be a good deal of off-table negotiations taking place before the actual votes are cast.

Secret arguments

There will be some cases where you want to hide from the other players the thing you want to argue about. It could be that you have booby trapped a piece of equipment you think your opponent will use, or that you have swapped the vital blueprints for a set of fake ones in case the safe is broken into. In this case you simply write down your argument on a piece of paper, and present it to the Facilitator announcing to the other players that you are making a secret argument. The Facilitator will make a judgment and you will roll the dice normally, but the other players have no idea what it is about.

You should be careful, however, that the players don't make too many secret arguments. This can ruin the game's atmosphere and reduce the focus, so that the game drags on unnecessarily. They also depend on the judgement of the Facilitator as to their success or failure, rather than being decided on a consensual basis from the participants. They must only be permitted when they refer to quite specific things or events. An argument about gathering information from a spy, in most games, will be quite a generic argument and should be argued openly. Similarly Arguing about the placement of an IED to catch forces moving down a route should be made openly as the results will take effect the same turn. It is only really for secret things you need to establish several turn in advance.

You may want to limit the players to only a single secret argument per game.

Measures of Success

In many arguments success or failure may not be a simple "Yes" or "No" proposition. There might well be a sliding scale of success or failure in terms of numbers or the quality of the outcome, which is usually represented by the score on the dice. If you needed a 7+ to succeed and rolled a double-six (12), this can indicate an especially notable success. So if in the previous argument the Rebels succeeded in stealing weapons from the Militia armoury and rolled a double-six, they might steal rifles, machine guns and a few anti-tank rockets. If they only just managed to roll a 7, then they might only take some rifles. Conversely, if they rolled a double-one, it could represent a disastrous failure where CCTV footage is leaked to the media of Rebels hammering impotently on the steel door of the armoury until they finally leave, empty handed and humiliated.

Killing arguments

It occasionally arises in Matrix Games where one of the players argues that something happens to kill off one of the other player characters. This is, of course, permitted as you can argue about almost anything in a Matrix Game, and it will be assessed like any other argument. It may not be terribly likely to succeed, however, as you need to consider real world examples of individuals in those roles being killed, but it is not impossible - nor should it be.

If a character is killed off in a game, however, it does not prevent the player from continuing to make arguments or that another Mayor is appointed or another Protestor steps into the leadership position.

Levels of Protection and Hidden Things

At the start of a game there are certain things that are not readily accessible to some of the player characters. For example, in a Cyber-Security Game the secret plans for a new submarine would be heavily protected. Equally, in an X-Files game, the location of the secret government base would be carefully concealed.

Things that are hidden or secret require a successful argument merely to find them. Things that are protected will require successful arguments to overcome the different levels of protection. A secret government base may declared by the Facilitator to have 3 levels of protection: Its hidden location, its boundary fence, and the security guards, all of which must be overcome by successful arguments before the base can be penetrated.

As a rule of thumb, nothing should have more than 3 levels of protection as it will simply take too long and dominate the game to the exclusion of everything else.

Big Projects

Depending on the level of the game, some actions and events represent such a large investment in time and effort that they require multiple arguments in order to bring them to fruition. As a rule of thumb, a Big Project should also take no more than 3 successful arguments (like protected and hidden things above); otherwise the game is focussed too much on this single thing. You should also remember the principal that once an argument has started an ongoing action, it will continue until another argument stops it. In Kazhdyy Gorod, if the Major wants to re-open the abandoned factory the facilitator may state that he will need to secure the funds, carry out the work to re-commission the factory machinery, and finally recruit suitable trained workers, in order to succeed.

Number of Players

Matrix Games are best played with an even number of players as it is the action and counter-action running through the game that generates the insights. If you have an odd number, the extra person should be the facilitator. I would recommend you try to have at least 4 players, but it is possible with only 2 and an Facilitator. The game works best with 6 players and a facilitator.

More information

More information and examples of recreational Matrix Games can be found at: <http://www.mapsyms.com/wdmatrix.html> .

The original Chris Engle Matrix Game site is here: <http://hamsterpress.net/> .

A very good website that has developed the Pros and Cons system: "The Open Ended Machine" is here: <http://theopenendedmachine.blogspot.co.uk/>.

The graphics for the counters came from marketing images of the Rocketbox library of 3D computer models at: <http://www.rocketbox-libraries.com/> .

Matrix Game Methodology Support to V2010 Olympic Marine Security Planners by Antony Zegers at: <http://www.professionalwargaming.co.uk/MatrixGameOlympics.pdf>. This is a report by DRDC CORA dated 2011 about the use of Matrix Games.

International C2 Journal at: <http://www.professionalwargaming.co.uk/MatrixGameC2Journal.pdf>. Composing Effective Environments for Concept Exploration in a Multi-Agency Context by Helen Mitchard and Simon Ng (Defence Science and Technology Organisation, AUS). This is another report on the use of Matrix Game techniques

There has been quite a lot of discussion about Matrix games on the "PAXsims" Blog that is worth reading: <https://paxsims.wordpress.com/?s=Matrix+Game>

Professor Rex Brynen was also interviewed by the GrogHeads "GrogCast" Podcast, a copy of what he said about Matrix Games is here: <http://grogheads.com/?podcast=grogcast-season-2-episode-12> with the discussion about Matrix Games starting at the 31 minute mark.



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Introduction.

Welcome to the city of Kazhdyy Gorod, with a population of about 250,000, in the former Soviet Republic of Belaria. The city is located close to the border with the Soviet Republic and the majority of the population speak Russian as their mother tongue. Following the dissolution of the Soviet Union in December 1991, Belaria seceded and declared independence in the mainly peaceful "January Revolution". Elections were held and the noted intellectual poet, Aleksei Tomasov, was declared President on a tide of popular support. Sadly in the years that followed, attempts to convert the economy to a more western capitalist model failed to bring about the benefits expected. Successor Presidents to the much loved Tomasov were perceived to be corrupt or incompetent and the 1998 Economic Crisis in the West has shaken the naïve popular assumptions of the strength of Western capitalism. Gross Domestic Product in Belaria, after initial improvement, has begun to decline and there is a general fall in the standard of living of most Belarians. Many young people are out of work, the ruling classes are seen to be corrupt and dominated by the minority ethnic Belarians (at least in the frontier cities) and there is widespread dissatisfaction leading to unrest, rioting and even armed clashes in cities on the Eastern border.

In Kazhdyy Gorod there are protests in the street in some of the poorer parts of the city and journalists have been giving them much publicity. The Mayor has been debating whether to get the Police to crack down hard to prevent things getting out of control and the Militia Commander has been quietly reviewing security at the base in the light of rumours that there are armed rebel troops in the forest to the East of town...

Roles:

Order of Play:

- The Protest leader, Mitislav Radimir.
- The Chief of Police Ratgo Sisimiovich (only play if you have enough players).
- The Journalist Anna Mittoilev (only play if you have enough players).
- The Mayor, Svorkin Papovich.
- The Rebel leader, Stanislav Yuri.
- The Militia Commander Tolya Markovich.

Scales:

- Each turn is "about a week", a "Protest" counter is about 100-200 civilians, a Police or Militia Counter is about 50 men.



The Mayor, Svorkin Papovich.

You are the "elder statesman", one of the few who survived in a Government position from the Soviet era and you have been running the city very capably since the "January Revolution" and the heady days of the first elections. You are a "native" Belarian (your parents were sent here from the Capital) and you cannot abide the notion of "separatism" (dividing Belaria and returning to the old Soviet way of doing things).

You and your family have a nice Dasha in the Suburban Neighbourhood and a town house in the Centre.

The Protestors have a point – the availability of work is low and times are hard. It is difficult to try to make Belarian goods competitive in the West when they are happy to get everything from China at slave wages, so money is tight and investment difficult to get. But large crowds, offensive placards and throwing rocks is not the way. They need to learn that the correct way to get things done is by committees and negotiation – or you will have to set the Police Chief and his men on them. He is ambitious (probably over-ambitious) and eager to crack heads together - and all he needs is an excuse.

The Militia Commander, Tolya Markovich is solid and loyal, but you suspect he really hasn't the stomach for hard decisions if things turn ugly.

Objectives:

1. Stop the protests in Kazhdyy Gorod from affecting the day to day life of the city and allowing citizens to go about their lawful business.
2. Protect your family.
3. Make sure you are still Mayor of Kazhdyy Gorod at the end of the game.



The Protest Leader, Mitislav Radimir.

You are the charismatic leader of the protest movement. You are a former school teacher well able to see the effect the failed venture of Western Capitalism has had on the young people of Kazhdyy Gorod. You have tried explaining the situation to the Belarian "Old Guard" but they are too entrenched in their positions of power and privilege to try anything new or different. You have some sympathy with left wingers and intellectuals at home and abroad, thanks entirely to the

crusading journalism of Anna Mittoilev (who you admire greatly), but you weren't making any real progress until you took to the streets.

The street protests are finally getting attention and focussing not only the young people, but also the disenfranchised and unemployed. It is unfortunate that most of your supporters have separatist leanings and they have sparked off the occasional riot, as you would prefer non-violent protest, but if the police overreact it is understandable that the people push back. In the end if the "Old Guard" won't budge, they will have to be pushed.

The Rebel Leader, Stanislav Yuri is a dangerous separatist radical eager to return Belaria to Mother Russia, but he has some weapons which might be useful if things turn ugly.

Objectives:

1. Force an election (Western Democracy isn't all bad – just unfettered capitalism!).
2. Don't be the first to resort to active violence.
3. Replace the Mayor with someone more progressive that understands that Western Capitalism isn't all good.



The Chief of Police, Ratgo Sisimiovich.

You are the young, fit, handsome and very ambitious Chief of Police of Kazhdyy Gorod. You rose to your position by dedication and ruthless efficiency. You now enjoy your position of power, but you see it only as a stepping stone to even greater things. The Mayor is old and ineffectual with his "committees" and his "negotiations" but you can clearly see what needs to be done.

A swift crackdown on these "street protests" by feckless youths too lazy to find jobs is the right

start. Showing a firm hand straight away, followed up later by concessions from an unassailable position of control to mollify the protesters (and address some of the admittedly legitimate grievances) is the best way forward. Of course your men are badly paid and overworked, but they are (mostly) loyal and pragmatic. All they need is a little leadership!

The crusading journalist at "Prosveshcheniye" ("Enlightenment"), Anna Mittoilev, is dangerous. Her inflammatory articles in Newspapers, radio and TV interviews have made the situation much worse. She is also very close to the protest leader, Mitislav Radimir, so perhaps that is a situation to be exploited.

The Militia Commander, Tolya Markovich is solid and loyal, but you suspect he might not have the stomach for hard decisions, but you really could do with some heavy weapons if things turn ugly.

1. Secure better pay and conditions for your men.
2. Crush the protests in a way that make you look good!
3. Better your position by better pay, promotion or fame!



The Journalist Anna Mittoilev.

You are a young, attractive and crusading journalist. You used to work for "Prosveshcheniye" ("Enlightenment") the main print newspaper in Kazhdyy Gorod (and technically you are still on contract for a regular column) but you are mostly freelance and have cultivated connections with Reuters and a number of other intellectual media organisations in Europe. You speak fluent English (the benefit of a former boyfriend), which is a decided advantage when dealing with the West

and it turns out you sound good on radio and TV.

You have exposed the plight of the young and unemployed as well as the complacent corruption of those in power in Kazhdyy Gorod. You admire the charismatic and handsome protest leader, Mitislav Radimir, and you love the city - but you want change! It would be better if it was a sophisticated blend of democratic accountability and communist principles, but if the oligarchs won't leave voluntarily they will need to be pushed.

Like Mitislav Radimir, you would prefer non-violent protest, but you are aware of the situation in other frontier cities and the fact that the Chief of Police is obviously an insanely ambitious hard-liner. It might well come to fighting, so the rebel leader, Stanislav Yuri and his armed fighters may prove invaluable support.

1. Be a crusading journalist!
2. Support the protest movement!
3. Advance your career!

MILITIA COLONEL



The Militia Commander Tolya Markovich.

You are the Militia Commander of the Kazhdyy Gorod Military District. You command a cadre of only 160 regulars in the Militia base, but you have equipment for a militia Motor Rifle battalion and nearly 800 reserve soldiers on the books. Sadly only about 200 turn up for the monthly training, but young people have different priorities these days. Equipment availability is only about 25%, but you have cannibalised the other vehicles to maintain a core of effective APCs and a couple of

tanks. The base itself is quite large (a relic of the old Soviet Union) but you have concentrated the working equipment into a smaller compound, separated the ammunition and small arms into protected bunkers and you are thinking of what else to do in case rebels or protestors come calling in numbers.

You are concerned that the protesters actually have a point and this is a very dangerous situation that could easily degenerate into civil war if people aren't careful. You are aware that others think you are a comfortable old relic unwilling to make hard decisions, but you are a veteran of the Afghan war (something you never talk openly about) and you have a loyal core of perhaps 60 ex-veterans like yourself who truly understand military operations.

The Police Chief, Ratgo Sisimiovich is obviously a hard-liner and very ambitious. There is a danger that he will inflame the situation when it might easily be possible to sort things out by negotiation.

1. Try to prevent anyone from attacking the base and getting heavy weapons and equipment.
2. Try to prevent the protests from getting worse.
3. If it comes to actual fighting, try to avoid protracted fighting by being utterly ruthless to prevent unnecessary casualties to innocent civilians.

REBEL LEADER



The Rebel leader, Stanislav Yuri.

You are the commander of the separatist rebel forces. You firmly believe that the only way to address the legitimate grievances of the people is to more closely align yourselves to Mother Russia. This creeping capitalism, stealing land from Russia, an inch at a time, is dangerous to peace and stability. It also oppresses the ethnic Russians in the border regions and will inevitably lead to wider conflict.

You are trained in Russia and a veteran of fighting in Georgia, so you understand guerrilla warfare and you have a cadre of trained fighters loyal to you. The rest of your followers are young idealists, however, and although there is the occasional soldier "on leave" from his unit in Russia, the vast majority are untrained. They are long on idealism and short on practical realities. They all have hunting rifles or AKs but lack heavy equipment other than some explosives and a few grenades.

Now is the time to forget this flirtation with the whore of Western Capitalism! Now is the time to return to communist principals and the certainty of Mother Russia! The others in the "Protest Movement" are naïve intellectual idealists lacking the moral certainty to take hard decisions. A little push will reveal those in power to be the oppressors that they are, and you will be there to fight for your people!

1. Drive the oligarch oppressors from power!
2. Ensure Kazhdyy Gorod abandons unfettered Western Capitalism and returns to its Communist roots!
3. Get support from Mother Russia!

MILITIA



MILITIA



MILITIA



REGULARS



APC



REGULARS



POLICE



POLICE



POLICE



**SPECIAL
POLICE**



APC



**SPECIAL
POLICE**



REBELS



REBELS



REBELS



REBELS



APC



REBELS



PROTEST



PROTEST



PROTEST



PROTEST



IFV



PROTEST



EQUIPMENT



EQUIPMENT



EQUIPMENT



EQUIPMENT



APC



MILITIA COLONEL



EQUIPMENT



ARMS



ARMS



ARMS



HELICOPTER



POLICE CHIEF



IFV



APC



TANK



BLANK

MAYOR



REBEL LEADER



BLANK

JOURNALIST

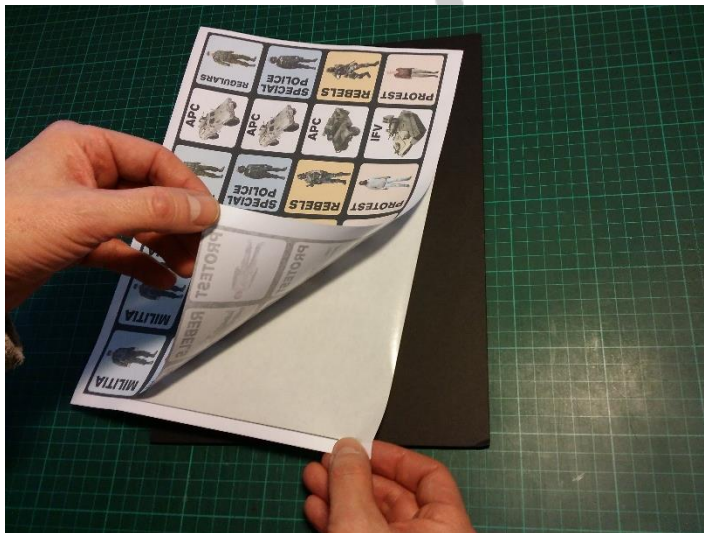
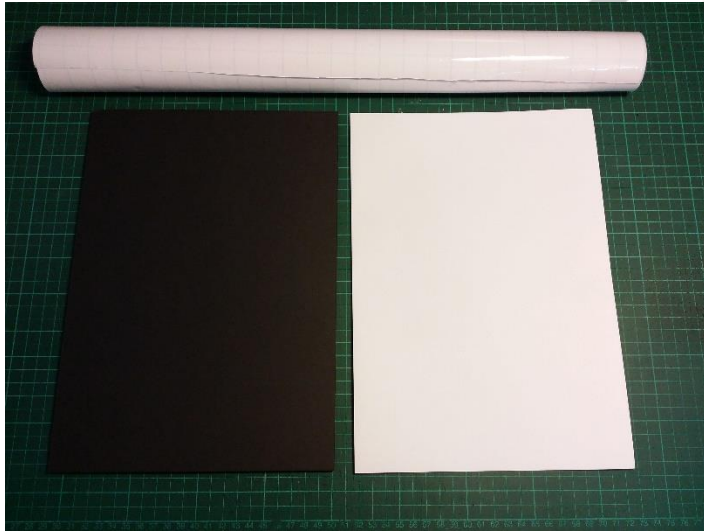


PROTEST LEADER



Counters and Maps

There are a couple of ways to print out the maps and counters and make them look good, as well as ensuring they last so you can use them again and again. Personally I would recommend using 5mm black foamboard, large (A4 or Letter) sized shipping labels and a roll of transparent self-adhesive plastic. If you print the counter sheets onto the shipping labels, stick them to the foamboard then cover them with the self-adhesive plastic film, they can easily be cut out with a sharp knife. You then end up with some really chunky, tactile counters that you can write on with a water-soluble pen. The map sheets can simply be laminated or covered with the self-adhesive plastic film.



KAZHDYY GOROD START POSITIONS

OLD INDUSTRIAL ZONE



WORKER DORMITORIES



NEW INDUSTRIAL ZONE



WESTERN MIDDLE CLASS ZONE



CENTRE



EASTERN MIDDLE CLASS ZONE

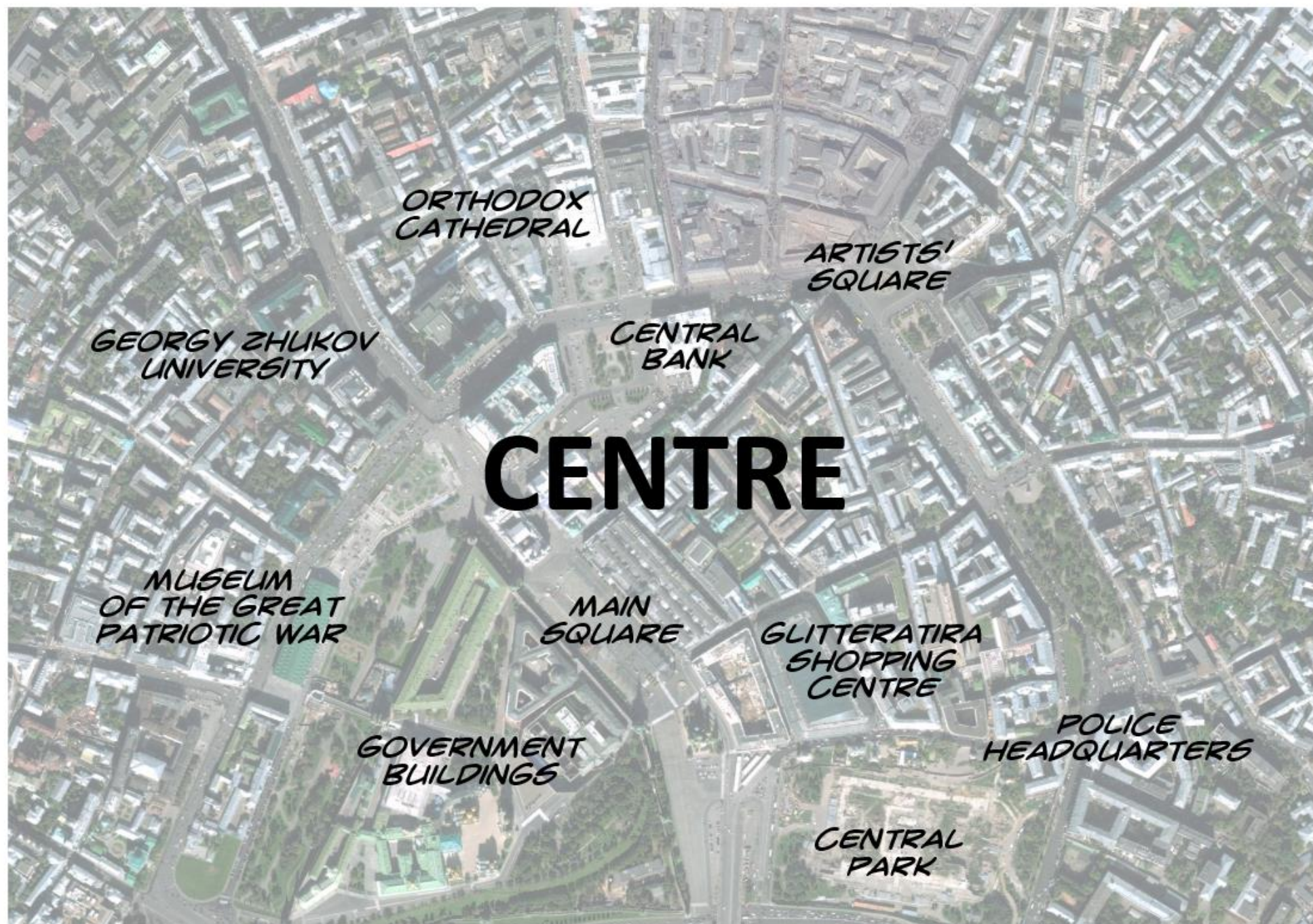


SUBURBAN NEIGHBOURHOOD

NEW DEVELOPMENT ZONE

FOREST





ORTHODOX
CATHEDRAL

ARTISTS'
SQUARE

GEORGY ZHUKOV
UNIVERSITY

CENTRAL
BANK

CENTRE

MUSEUM
OF THE GREAT
PATRIOTIC WAR

MAIN
SQUARE

GLITTERATIRA
SHOPPING
CENTRE

GOVERNMENT
BUILDINGS

POLICE
HEADQUARTERS

CENTRAL
PARK

HOSPITAL

*OLD
AIRPORT
DEVELOPMENT*

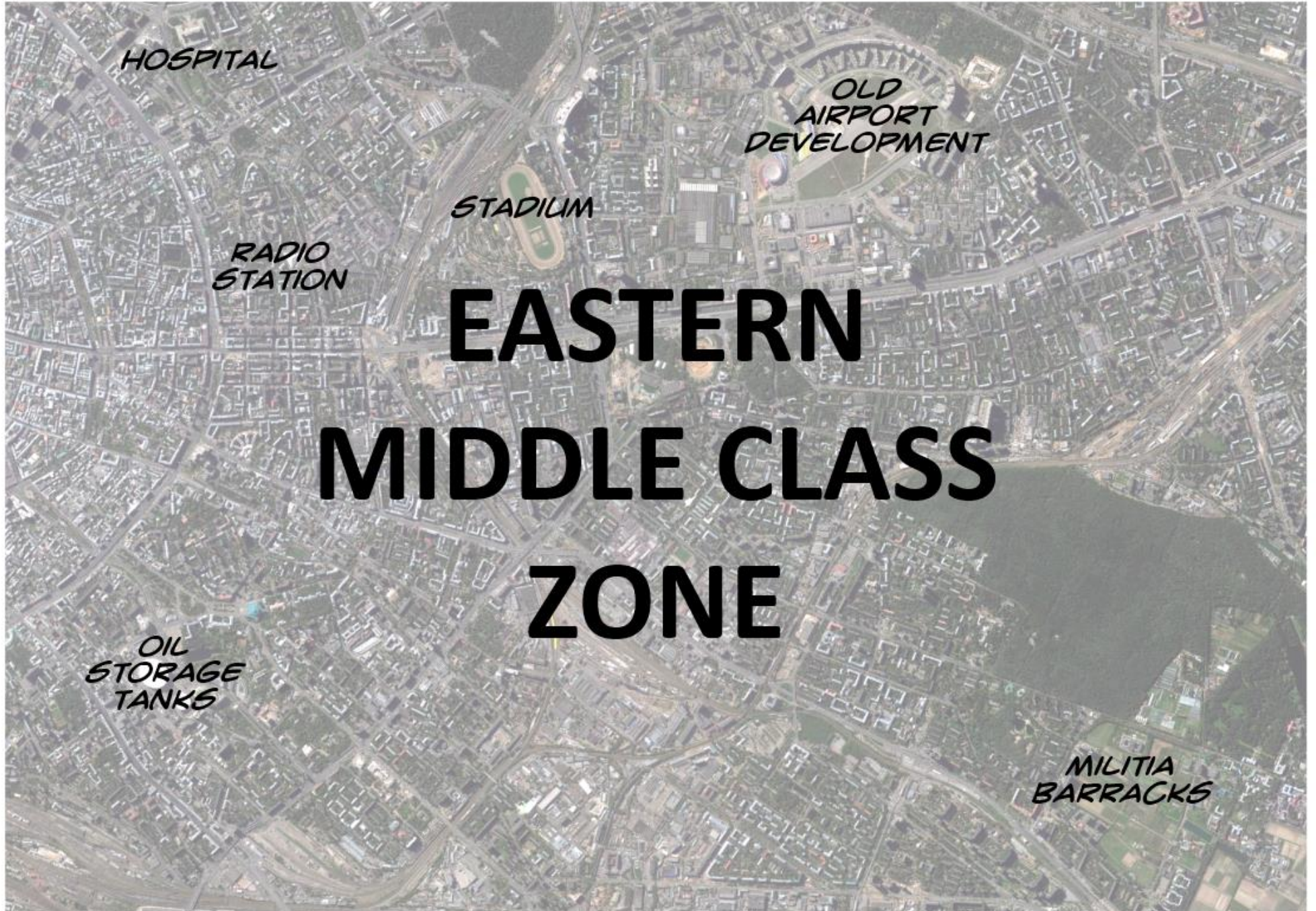
STADIUM

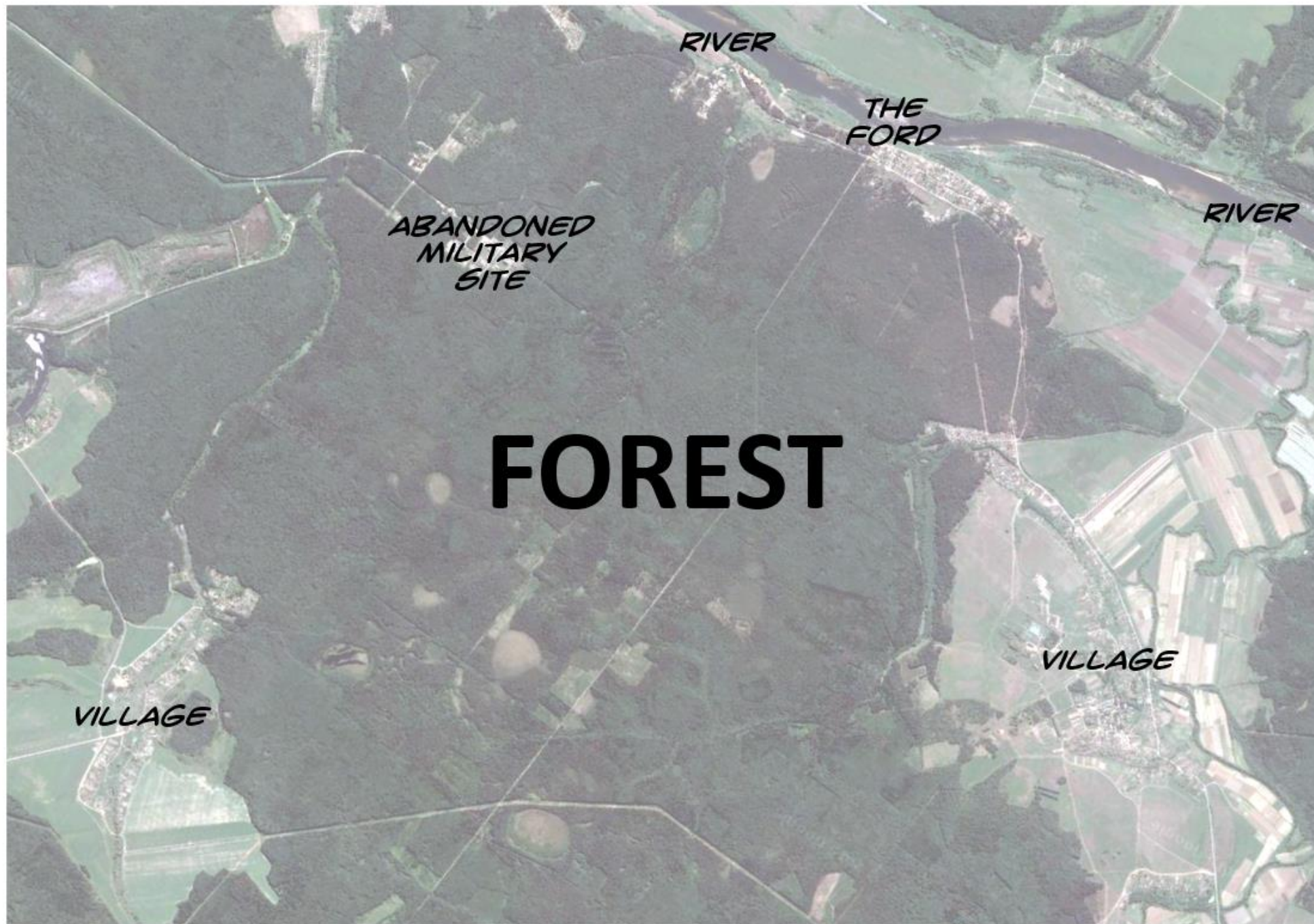
*RADIO
STATION*

EASTERN MIDDLE CLASS ZONE

*OIL
STORAGE
TANKS*

*MILITIA
BARRACKS*







*NEW
HOUSING*


NEW DEVELOPMENT ZONE

*UNFINISHED
FACTORY*

*INCOMPLETE
POWER
PLANT*

*ABANDONED
DEVELOPMENT*

*EMPTY
DEVELOPMENT*

An aerial photograph of an industrial area, likely in a rural or semi-rural setting. The image shows a dense cluster of industrial buildings, including large warehouses and factories. A major road or highway runs diagonally across the top left. A river or stream is visible in the bottom left corner. The central part of the image is dominated by the large text 'NEW INDUSTRIAL ZONE'. Several specific locations are labeled with handwritten-style text: 'TRACTOR FACTORY' in the top left, 'POWER PLANT' in the bottom left, 'MEAT PACKING PLANT' in the bottom center, 'RAIL SIDING' in the top right, and 'ABANDONED FACTORY' in the middle right. The overall scene depicts a significant industrial development.

NEW INDUSTRIAL ZONE

TRACTOR
FACTORY

RAIL
SIDING

ABANDONED
FACTORY

POWER
PLANT

MEAT
PACKING
PLANT



QUARRY

*SEWAGE
FARM*

SLUMS

OLD INDUSTRIAL ZONE

*CEMENT
FACTORY*

*DISUSED
FACTORY*

WOODS

MAYOR'S DASHA

COLLEGE

*PRIMARY
SCHOOL*

SUBURBAN NEIGHBOURHOOD

MAIN HIGHWAY

An aerial photograph of a city area, likely a suburban or urban neighborhood. The image shows a grid of streets, residential buildings, and some commercial areas. A large, dark, irregularly shaped area in the center is labeled 'WESTERN MIDDLE CLASS ZONE'. Other labeled areas include 'HIGH SCHOOL' in the top left, 'SHOPPING CENTRE' in the top right, 'MEMORIAL PARK' in the bottom left, and 'ORTHODOX CHURCH' in the bottom right. The overall tone is somewhat muted, with a mix of greys, browns, and greens.

*HIGH
SCHOOL*

*SHOPPING
CENTRE*

WESTERN MIDDLE CLASS ZONE

*MEMORIAL
PARK*

*ORTHODOX
CHURCH*

An aerial photograph of a city grid, likely in a developing area, showing a dense pattern of buildings and streets. The image is used as a background for a presentation slide. Several landmarks are labeled with handwritten-style text. The central focus is the title 'WORKER DORMITORIES' in large, bold, black capital letters. Other labels include 'PRIMARY SCHOOL' in the upper left, 'SECONDARY SCHOOL' in the upper right, 'GAS PUMPING STATION' in the lower left, and 'MOSQUE' in the lower right. The city layout is characterized by a regular grid of streets and blocks of buildings, with some green spaces interspersed.

PRIMARY
SCHOOL

SECONDARY
SCHOOL

WORKER DORMITORIES

GAS
PUMPING
STATION

MOSQUE

SECOND CHANCE

This chit permits you to re-roll the random number generator when deciding on the outcome of a Matrix Argument.

Single Use Only

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