



# WAR

# IN

# BRINNI

The Civil War Crisis Megagame

# HOW TO PLAY

# HOW TO PLAY

This megagame is about the emergence of civil war in a fictional African country.

Participants are organised into teams of varying sizes reflecting the primary actors involved in the emerging crisis.

Whilst there are game rules – mainly about how to fight the war part of the game - the main driving force is the face to face interaction between players representing the various sides in the crisis.

The game structure is a mix of a wargame, boardgame and role play, in that the movement and location / strengths of forces are displayed on a large master map board, while the personal interactions are managed by role-playing and talking to each other.

A large part of the game is about the responses of the international community to the emerging crisis. There is section of the game which is set in New York and about the United Nations Security Council. The Security Council players have military resources too – and they can use there to try to influence events in Binni.

That said “*No game survives first contact with the players*”, and the open-ended nature of *War In Binni* means that the game flow is likely to create unexpected events – perhaps that the civil war doesn't happen, or that the fighting is so apocalyptic or decisive that it is over quickly.

### **Reality Trumps Rules**

The game rules are intended as a framework of guidelines to help the game move along smoothly.

However, the game rules can be modified in play at any time by the CONTROL TEAM if this is needed to keep things moving.

Players can also suggest additional actions or options to CONTROL who will adjudicate the results of players' bright ideas and 'wizard wheezes'.

### **Game Turns**

The game is run in 30 minute turns during which all map actions are simultaneous. This goes on at the same time as negotiation, discussion and plotting.

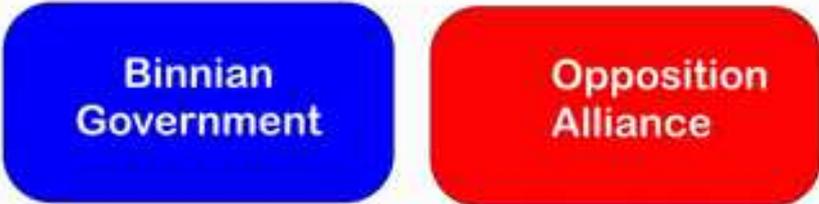
Each turn represents a week.

Megagames work to a strict time-scale – so the game will move on every 30 minutes regardless. See the game timetable below.



# GAME STRUCTURE THE TEAMS

## National Actors



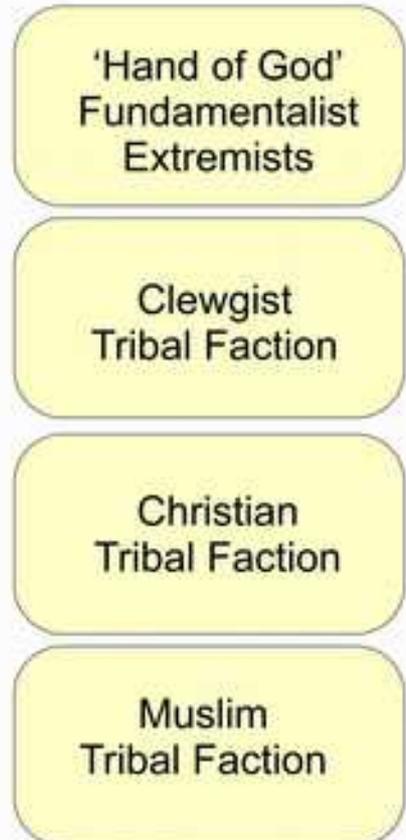
### Neighbouring Regional Governments



### International Actors



### Extra-Governmental National Actors



### CORPORATIONS



### ARCHEOLOGISTS



### GAME TIMETABLE

<b>09:30 – 10:00</b>	Arrival and booking in.
<b>10:00 – 10:15</b>	Briefing and introduction to War In Binni
<b>10:15 – 11:15</b>	Team Familiarisation – teams gather in their groups and get to grips with the team briefing and start planning.
<b>11:15 – 12:00</b>	Week One (longer first turn)
<b>12:00 – 12:30</b>	Week Two
<b>12:30 – 13:00</b>	Week Three
<b>13:00 – 13:30</b>	Week Four
<b>13:30 – 14:00</b>	Week Five
<b>14:00 – 14:30</b>	Week Six
<b>14:30 – 15:00</b>	Week Seven
<b>15:00 – 15:30</b>	Week Eight
<b>15:30 – 16:00</b>	Week Nine
<b>16:30 – 17:00</b>	Week Ten
<b>17:00 – 17:30</b>	Debriefing and after action reporting



# HOW TO PLAY

## SEQUENCE OF PLAY

Phase	Time	Regional Political and Faction Teams	Operational at The Map	THE UNITED NATIONS SECURITY COUNCIL
<b>1</b>	A few seconds	<b>New Influence Cards may be purchased from Control at this point only.</b>	<b>Military Command</b> Players go to the main map with the money and Warlike Stores they will need for the turn. <i>They may not return for things they've forgotten.</i>	UN Delegations go to the Security Council room.
<b>2</b>	10 mins	Heads of State and/or diplomats circulate and conduct diplomacy.	<b>Military Command</b> Players place the \$M and Warlike Stores being spend with the unit to indicate that the action has been paid for. Operational \$M are always spent.	UN Delegations at the Security Council discuss current situation.
<b>3</b>	A few seconds	All Diplomats <b>must</b> return to their team	All <b>Military Command</b> players <b>must</b> return to their tables.	UN Regional diplomats can move between the UN and Binni freely.
<b>3a</b>	A few seconds	<b>CONTROL Updates PR Track for each Country.</b>		
<b>4</b>	5 mins	<b>TEAM TIME :</b> <b>Team discussion and planning for next turn. Reporting back on activities in phases 1 – 3 above.</b> <b>ALL PLAYERS MUST REMAIN AT THEIR TEAM TABLES DURING THIS PHASE</b>		Draft and agree on any Security Council Resolutions.  UN Security Council sessions keep going throughout the turn
<b>5</b>	15 mins	<b>PLAYER DIPLOMACY PHASE</b> All Players may circulate to discuss plans, make agreements, threaten, cajole and flatter.	<b>Military Command</b> players planning and discussing any joint military operations for next turn. This might include sourcing additional Warlike Stores.	
<b>6</b>	5 mins	<b>TEAM TIME :</b> <b>ALL Players Return to their tables to check in and finalise their plans for the next turn.</b> <b>ALL PLAYERS MUST REMAIN AT THEIR TEAM TABLES DURING THIS PHASE</b>		<b>UN SECURITY COUNCIL takes a break.</b> <b>UN Players may not disturb the other teams' TEAM TIME</b>
		<b>CONTROL place out INCOME on the PR Tracks for players to collect at the start of the next turn</b>		
Phase	Time	Political	Operational at The Map	THE UNITED NATIONS SECURITY COUNCIL

### CONTROL OF TOWNS

The success or otherwise of a faction in Binni is determined by controlling towns and cities and key infrastructure (such as power plants or dams).



Each town and city has a CONTROL marker on it indicating who holds it.

Control can be changed by

- **Moving a combat unit** onto the place and remaining there for a complete turn.
- **Using INFLUENCE CARDS** (see below) to convince the locals to accept your control. Players can use any number of INFLUENCE CARDS and add up the scores. Highest score wins. All INFLUENCE CARDS, whether attacking or defending, are consumed in the process.
- **Voluntarily handing over control.** A player team can always choose to give up control of a place to another faction.

## INFLUENCE CARDS

These cards represent combinations of political pressure, personal favours, media & information operations, intimidation and promises.

They have a variety of uses:

- Influencing a handover of control of a place.
- Influencing non-played actors to do something you want. For example, UN teams getting additional budget or resources from a home government.
- Trading with other players for favours.
- Any other use players come up with that seems reasonable and consistent with reality.



INFLUENCE CARDS can be bought for \$M2 each OR might be awarded by CONTROL for good role playing and/or interesting gameplay.

## THE PUBLIC RELATIONS (PR) TRACKS

Each Regional Team<sup>1</sup> in the game has its own PR track which determines how much cash it gets each turn from taxation, donations or other incomes.

REPUBLIC OF BINNI										PR TRACK	
PR Level	0	1	2	3	4	5	6	7	8	9	10
Income \$M	0	0	1	1	2	2	3	3	3	4	5
OTHER EFFECTS	<b>MASSIVE INTERNAL CRISIS!</b> Check with Game Control	<b>LOSE</b> Control of one Location	<b>LOSE</b> Control of one Location			<b>START</b>			<b>+1</b> INFLUENCE CARD	<b>+1</b> INFLUENCE CARD	<b>+1</b> INFLUENCE CARD AND +1 WARLIKE SCORE

Some teams will only have a small trickle of income from their PR track, others (such as Governments) a bit more.

<sup>1</sup> The UNITED NATIONS Security council members do not have a PR Track instead they have a fixed budget for the game.

## HOW TO PLAY

Things that **increase** the PR score:

- Positive reporting in the International News Media
- Substantially extending your control of parts of Binni.

Things that **decrease** the PR Score:

- Negative reporting in the International News Media
- Breaking international law - for example going to war without an acceptable GOOD REASON (known in the trade as a **Casus Belli**).
- Causing high levels of collateral effects.
- Acting against the expectations or interests of your key stakeholders or supporters (these are spelled out in your TEAM BRIEFING).

## SPECIAL ACTION CARDS

In addition to Influence Cards, each team will have a number of Special Action Cards, that allow them to considerable range of extra actions in the game.

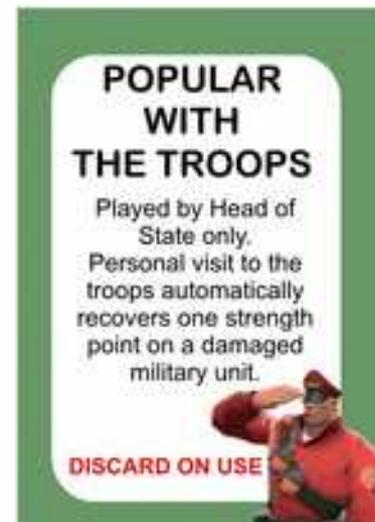
These will not be the same for each team.

This might include the use of special forces, tactics, betrayal or propaganda and cyber effects.

Most of these cards are self-explanatory.

All Special Action Cards are consumed by use (hand them back to Control).

The cards are not normally replenished during the game – so use them carefully.



## MILITARY UNITS ON THE MAP

### COMBAT BRIGADE

The most powerful units are the Combat Brigades (regional actors have a variety of units like this).

They cost \$M4 to deploy from outside the region.

They cost \$M1 to activate and move if inside the region.

To attack they **consume 4 Warlike Stores**.



### ARMED MILITIA

The most common type of unit for the competing factions within Binni.

They can move around at **no cost**.

To attack they **consume 1 Warlike Store**.



### SPECIAL FORCES

These are very small but highly capable units. They increase the effectiveness of bombing or cruise missiles. They are able to deploy anywhere for a cost of \$M2 **per turn**.

To attack they **consume 1 Warlike Store**.

To spot targets for bombing or cruise missiles they do not need to consume warlike stores.



### CRUISE MISSILE

A weapon with enormous range and able to hit anywhere. Its combat value is increased if there are friendly Special Forces near the target. They are expensive and are only in limited numbers. If fired on a unit roll 1d6 +1 if special forces are 'spotting'

Score 1 = 1 Collateral Effect (see below)

Score 2 or 3 = No effect

Score 4 = 1 hit and 1 Collateral Effect

Score 5 or 6 = 1 hit

If used in support of a ground combat add its combat value of 1



# HOW TO PLAY

## BOMBING MISSION

A weapon with enormous range and able to hit anywhere. Its combat value is increased if there are friendly Special Forces near the target. These can be used every turn if the political will exists.

If attacking a unit roll 1d6  
+1 if special forces are 'spotting'

Score 1, 2 or 3 = 1 Collateral Effect  
Score 4 or 5 = 1 hit and 1 Collateral Effect  
Score 6 = 2 hits

If used in support of a ground combat simply add its combat value of 2



## INFANTRY / PARA BRIGADE

Standard regional government forces. Not as well equipped and trained as the COMBAT BRIGADE above, but still a force to be reckoned with.

They cost \$M1 to **activate and move** if inside the region.

To attack they consume 2 Warlike Stores



## TANK REGIMENT

A small force of tanks that can add punch to any attack.

They cost \$M1 to **activate and move** if inside the region.

To attack they consume 2 Warlike Stores



## MECHANISED BRIGADE

More powerful regional government forces. Not as well equipped and trained as the COMBAT BRIGADE above, but still a force to be reckoned with. They cost \$M1 to **activate and move** if inside the region.

To attack they consume 3 Warlike Stores



# HOW TO PLAY

## SURFACE TO AIR MISSILE (SAM) SYSTEM

An advanced anti-aircraft missile system that can prevent any enemy bombing or cruise missile attacks on the same location or any adjacent location.

Consume **1 warlike store** each time they are used.



## POLICE

Civilian police. They are armed but only with basic small arms.

They can move around at **no cost**.

To attack they **do not need warlike stores**.



## MOBILE POLICE

Well armed paramilitary police units that are important for keeping order in rural districts.

They can move around at **no cost**.

To attack they **consume 1 Warlike Store**.



## CARRIER FLEET

Exceptionally powerful naval force. Only available to the USA in this game.

Can go anywhere they like at sea. They can use their combat value in any combat ashore (representing the power of their Carrier Air Group).

They do not need warlike stores to operate.



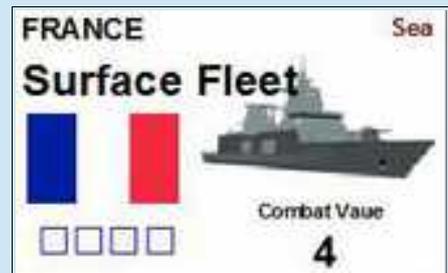
## HOW TO PLAY

### SURFACE FLEET

Only available to major powers. Surface fleets can control seaways or blockade ports.

Can go anywhere they like at sea.

They do not need warlike stores to operate.



### NAVAL PATROL

Small light patrol vessels mainly used for coastal patrol and actions against pirates and smugglers.

Can go anywhere they like at sea.

They do not need warlike stores to operate.



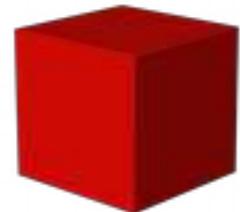
## WARLIKE STORES

These are represented by red blocks.

These are essential for any sort of fighting (see below).

Warlike Stores are used:

- By some types of unit when they fight (see above)
- To increase the combat value of a force when fighting (see 'Fighting' below).
- To rebuild damaged units. 3 Warlike Stores are needed to recover one LOSS. Note that destroyed units cannot be re-constituted in this way.
- As a trade item to buy or sell for profit.



Warlike Stores are not manufactured in Binni, Mouella, Agadez or Gao.

All resupplies of Warlike Stores must come from the international community or international arms dealers.

### MOVEMENT ON THE MAP

Units move along roads from town to town.

Movement is unlimited through empty or friendly towns – but on reaching a town that is under the control of a different faction they **must stop and not enter that town.**

#### EXCEPTIONS

- a unit can move into a town controlled by another faction (but not occupied by hostile military forces) for the expenditure of EITHER ONE INFLUENCE CARD OR \$M3.
- **Special Forces** can move into a town controlled by another faction (but not occupied by hostile military forces).



# HOW TO PLAY

## FIGHTING

Any unit can only attack **once per week (turn)**. It can, of course, always defend itself. Add up the combat value (the number on the unit counter) of each side in a fight. Remember that units need to **expend** Warlike Stores in order to attack.

**Additional Warlike Stores** can be used up in the fight to increase combat value. +1 combat value per 2 warlike stores consumed in a fight. Both attacker and defender can consume stores in this way.

### The Combat Result Table

One side is described as the attacker – in an encounter this is usually the strongest force.

Calculate the combat odds based on Combat Value and roll one die.

Attacks at less than 1:1 are aborted before the fight starts with no loss to either side.

Die Score	1:1	3:2	2:1	3:1	4:1 or more	Die Score
<b>1</b>	LOSE	LOSE	LOSE	DRAW	DRAW	<b>1</b>
<b>2</b>	LOSE	DRAW	DRAW	DRAW	PYRRHIC WIN	<b>2</b>
<b>3</b>	DRAW	DRAW	DRAW	PYRRHIC WIN	DECISIVE WIN	<b>3</b>
<b>4</b>	DRAW	PYRRHIC WIN	PYRRHIC WIN	DECISIVE WIN	DECISIVE WIN	<b>4</b>
<b>5</b>	PYRRHIC WIN	DRAW	DECISIVE WIN	DECISIVE WIN	DECISIVE WIN	<b>5</b>
<b>6</b>	DECISIVE WIN	<b>6</b>				

-2 if the attacked location is HEAVILY DEFENDED.

### Explanation of the results

Result	Effect on Attacker	Effect on Defender	Other effects
LOSE	ONE LOSS	NO LOSS	Defender <b>holds current location</b> . Attackers return to where they came from. Cause 1x DISPLACED PEOPLE
DRAW	ONE LOSS	ONE LOSS	Defender <b>holds current location</b> . Attackers return to where they came from. Cause 1x DISPLACED PEOPLE
PYRRHIC WIN	ONE LOSS	ONE LOSS	Defender <b>must retreat</b> from their current location. If retreat is impossible then remain in position and take an additional hit. Cause 1x DISPLACED PEOPLE
DECISIVE WIN	NO LOSS	ONE LOSS	Defender <b>must retreat</b> from their current location. If retreat is impossible then remain where they are and take an additional hit. Cause NO DISPLACED PEOPLE

### COLLATERAL EFFECTS

This is represented by a 'displaced people' counter.

A normal town on the map can sustain 2 displaced people. A city can sustain 12 people.

If they cannot be supported where they are then these people will move. Without humanitarian aid they will start to die after a few weeks.

Any surplus people will move to the next town furthest from conflict and towards co-religionists or 'safe' areas (such as humanitarian camps or the location of aid).

Large collections of displaced people may become recruiting grounds for militias or a focus for crime.



### HUMANITARIAN AID

This is represented by green blocks.

One block is needed to assist one people counter.

Aid blocks can also be used to set up camps – it costs 3 blocks and \$M1 to set up a camp that can accommodate 4 people.

Aid blocks are initially moved by the owning player and move like units – that is they can move as far as they want from town to town until a faction stops them.

Once they pass into an area controlled by a faction **they are moved by that faction** – unless accompanied by a military unit, in which case they move with the unit at all times.

**ALL resupplies of Aid** come from the international community or United Nations Agencies.

