



Game Information

The Roles

Players will be assigned to a variety of different roles in the APOCALYPSE NORTH megagame. Don't worry if these aren't too clear in advance—we will provide additional information on game day.

Federal Cabinet

The **Prime Minister of Canada** will lead the Canadian response to the growing refugee (and zombie) crisis. Key **federal cabinet ministers**—Foreign Affairs, Defence, Finance, Health, and Public Safety—will oversee their areas of responsibility and update cabinet on relevant developments. Although the Prime Minister chairs meetings and sets the agenda, cabinet decisions are by majority vote. The federal government may invoke the *Emergencies Act* to declare a national state of emergency. The government must also be concerned with the politics of the crisis, since the Opposition stands ready to criticize their response.

Canadian Armed Forces

The Canadian Armed Forces may be mobilized to deal with the crisis. The **Chief of the Defence Staff** is responsible for overseeing the strategic deployment of military units, as well as briefing the Minister of Defence and Cabinet. Divisional and brigade commanders will lead these forces in tactical operations and update the CDS on local developments.

Canadian Broadcasting Corporation/Radio Canada

The CBC will broadcast periodic news updates, interview key figures, and provide ongoing coverage of the unfolding crisis.

Provincial Cabinets

The **Premier** and key **cabinet ministers** (public safety, health, finance) of Ontario and Quebec will oversee provincial responses to the crisis. Although the Premier chairs meetings and sets the agenda, cabinet decisions are by majority vote. Provincial governments may invoke the *Emergency Management Act* (Ontario) or *Civil Protection Act* (Québec) to declare a provincial state of emergency. They must also assure that federal resources are provided to their province in a timely and effective fashion. Inadequate response to the crisis will undoubtedly be exploited by the Opposition.

Other Federal and Provincial Agencies

Federal (**RCMP, Canadian Border Services Agency**) and provincial (**Ontario Provincial Police, Sûreté du Québec**) law enforcement assets may be deployed to protect citizens, investigate potential threats, and assist local law enforcement. The Commissioner or Director General of each force oversees the strategic employment of such assets, while an Operations commander may assume responsibility for their tactical employment in local areas. Each force reports to the relevant federal or provincial minister of public safety. The **Canadian Coast Guard** is technically not a law enforcement agency and is unarmed. The **Public Health Agency of Canada** has responsibility for emergency health preparedness and operates the National Microbiology Laboratory. It reports to the Minister of Health. The federal **Government Operations Centre** provides integrated monitoring and risk assessment support and should provide an ongoing flow of timely and relevant information to all federal ministers and agencies.

Mayors

Mayors are concerned with the safety and well-being of their municipalities and surrounding areas. They provide overall policy direction to local police and fire chiefs. They must ensure that adequate resources are received from the federal and provincial governments. Mayors do not directly control units but do control municipal budgets.

Police Chief

A police chief has both regular and specialist units available to them. They are responsible for citizen safety and law enforcement at the local level. They look to the mayor for resources and general policy guidance and are subject to oversight by the province too.

Fire Chief

A fire chief has a number of fire-fighting units to deploy, and must deal with fires, accidents, and other incidents. In extreme circumstances, fire units may be called upon to perform other tasks, in coordination with local police. They look to the local mayor for resources and general policy guidance.

Medical Director

The medical director is responsible for ambulance services, the treatment of casualties in hospital, and the investigation of suspicious deaths through autopsies. They report to the provincial Minister of Health, but should also liaise with local officials, the federal Minister of Health, and the Public Health Agency of Canada.

First Nations

Local First Nations communities operate as municipal-type entities and may have their own integrated police and fire services. Reserves are constituted under the federal *Indian Act*, and provincial jurisdiction is limited. First Nations communities are represented nationally by the **Assembly of First Nations**.

Tim Hortons

The private sector is represented by Tim Hortons, which will endeavor to keep its many locations open and running during the apocalypse. It will also have available a mobile store, able to provide police and fire units with refreshments during the crisis.

United States

The United States is formally represented by the **US Ambassador** in Ottawa, who consults closely with the Canadian Minister of Foreign Affairs. The embassy is an important source of information on developments in the United States. Moreover, Washington may seek Canadian assistance in addressing the current crisis. The US Embassy also represents American refugees in Canada. The **US military attaché** should liaise with Canadian military counterparts.

American refugees should do their best to find aid and shelter as they flee the difficult situation south of the border. Some of the American refugees fleeing to Canada are armed and may refuse to surrender these weapons on entry. These might form unofficial survivalist militias, under the command of legendary zombie-fighter "Colonel X."

United Nations

The United Nations stands ready to assist Canada in the current crisis. The **UN High Commissioner for Refugees** (UNHCR) can provide specialist assistance in dealing with a large-scale refugee

influx. The **World Health Organization** (WHO) can work with Canadian doctors and scientists in addressing the zombie pandemic.

Game Play

National/Strategic and Local/Tactical Zones

The Ballroom at New Residence Hall will be divided into two zones. Players may be restricted as to which zones they may enter.

The **RED** zone is where the national and provincial strategic response to the crisis is played out. This is where federal and provincial cabinet meetings are held, federal and provincial assets are mobilized, and Canada's possible military response is coordinated. The Island of Montreal is depicted here too. This area is limited to RED or PURPLE badge holders.

The **BLUE** zone is where local response to the crisis takes place. Three regions are represented by three tactical maps: one representing Southwest Ontario (Windsor—London), one representing the Niagara Peninsula (Niagara—Hamilton), and the third representing the south shore of the St. Lawrence River (Cornwall—Châteauguay—Saint-Jean-sur-Richelieu).

Game Assets

In addition to various units, players will have a limited supply both megabucks (\$M) and Canadian smug self-righteous cards ("Smuggles"). The former represents the financial cost of dealing with the apocalypse. The latter represents political capital and reputation. Spend them wisely, for they will be replenished slowly at best.

Game Sequence

Each game turn represents one day. Each turn is divided into an ACTION PHASE and a PLANNING PHASE.

During the ACTION phase, players may:

- Mobilize and move police, fire, medical, and military assets.
- Recover casualties and transport them to hospital.
- Fight fires.
- Conduct policing and other actions.
- Interact with refugees.
- Fight zombies.

During the PLANNING phase, players will meet with fellow members of their group at their group table and plan for the next day. During this time, the maps will be updated by members of the Control team.

Structure and Process

It is important that you act within the appropriate legal, institutional, and bureaucratic structures and processes. Senior military, law enforcement, and health officials should brief cabinets at the start of the Planning Phase. Cabinets should vote upon major decisions. Military commanders should report up the chain-of command, and orders should flow downwards. Police and fire chiefs should take policy guidance from their mayor but assume responsibility for tactical decisions. Foreign diplomats and UN officials should interact appropriately with Canadian officials. Players should generally not move or use other player's assets, unless there is formal agreement to do so.

Communicate, coordinate, and share information. This is largely a cooperative game.

Some players may have secret agendas, however. If you are a politician, be sure you are seen to do well and receive positive media coverage—or you may lose your job in the next election.

Things will go wrong. There will be misinformation, fog, and friction. Not everyone shares your views or exact goals. At times the zombies may show more intelligence than you expected. Beware!