



Game Information

A mysterious meteor storm has struck the Atlantic seaboard. Large parts of Atlantic Canada and the eastern United States have been devastated by the resulting tsunami. The federal government has invoked the Emergencies Act to declare a national state of emergency.

In ATLANTIC RIM, you must address the aftermath of this disaster—as well as any new threats that might emerge...

The Roles

Players are assigned to a variety of different roles in the ATLANTIC RIM megagame. Don't worry if these aren't too clear in advance—we will provide additional information on game day, and the rules will be explained as the game progresses

Federal Cabinet

The **Prime Minister of Canada** will lead the Canadian response to the 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. If the federal

government fails to respond to the crisis in a timely and effective way, the Opposition may call for a vote of no-confidence.

Canadian Armed Forces

The Canadian Armed Forces are being 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. **COMMARLANT** (Commander, Maritime Forces Atlantic) also serves as overall commander of Joint Task Force Atlantic, including all Royal Canadian Navy (CANFLTANT), Royal Canadian Air Force, and Canadian Army assets in the area. The primary land component is **5 Canadian Division**, with a small contingent of regular forces based at CFB Gagetown, and reserve elements across the region grouped under **35 and 36 Canadian Brigade Groups**. Divisional and brigade commanders will lead these forces in tactical operations and update the chain of command on local developments. Elements of the **2^e Division du Canada** (based at CFB Valcartier) have been placed on alert too.

Provincial Cabinets

The **Premier** and key **cabinet ministers** (public safety, health, finance) of Newfoundland and Labrador, Nova Scotia, and Prince Edward Island will oversee provincial responses to the crisis. Although the Premier chairs meetings and sets the agenda, cabinet decisions are by majority vote. 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 have adverse political consequences.

Other Federal and Provincial Agencies

The **Canadian Coast Guard** is responsible for maritime safety. It is not a law enforcement agency and is unarmed. Federal (**RCMP**) and provincial (**Royal Newfoundland Constabulary**) 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 federal **Government Operations Centre** and Nova Scotia **Emergency Management Office** provide integrated monitoring and risk assessment support and should provide an ongoing flow of timely and relevant information to all federal ministers and agencies. **Environment Canada** is undertaking scientific research into the meteor shower and tsunami.

Mayors and Local Emergency Services

Mayors are concerned with the safety and well-being of their municipalities and surrounding areas. They control local public works crews, and in smaller towns may have direct control of fire and police services too. In larger cities these may be separate roles.

Medical Director

The regional 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 and the federal Minister of Health.

First Nations

The Eskisoni Mi'kmaw Nation operates as municipal-type entity with its own public works and conservation departments. Reserves are constituted under the federal *Indian Act*, and provincial jurisdiction is limited.

Universities

Researchers at both Dalhousie University and Memorial University have pledged to learn more about the meteor shower.

Private Sector

The private sector is represented by the **Irving Group** (a large corporate conglomerate based in the Maritimes), **Fortis** (an energy company responsible for managing much of the electrical supply in Newfoundland and PEI) and **Emera** (Nova Scotia Power).

Three (fictional) maritime commercial companies are also represented: **Canadian Atlantic**, **American Maritime**, and **Euroship**. Each of these will undertake shipping, fishing, and other business operations.

Canadian Broadcasting Corporation/Radio Canada

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

International Community

The United States has been equally affected by the disaster. President Trump has announced an “America First” strategy for dealing with the disaster, and only limited American assistance is available to Canada.

France has pledged emergency aid to the small French territory of Saint-Pierre-et-Miquelon (just off the southern coast of Newfoundland), which was badly hit by the tsunami.

Russia has expressed interest in scientific cooperation, as the world seeks to unravel the mystery behind the meteor shower.

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 response is coordinated. This is also the area where maritime operations are conducted. This area is limited to RED or PURPLE badge holders.

The **BLUE** zone is where local response to the crisis takes place. Two regions are represented by tactical maps: one covering Nova Scotia and Prince Edward Island and another covering southern Newfoundland.

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 disaster. 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, military, and other assets.
- Recover casualties and transport them to hospital.
- Conduct relief activities, policing, fire-fighting, and similar actions.
- Conduct military operations. *

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 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.

** Not that anyone would need to conduct combat after a tsunami, right?*