

~~UNCLASSIFIED~~UNCLASSIFIED

Tom 18 July

- Card Defense actions:
- Take into hand, or hand to meq.
 - "Yes" hand to get: requires both adms to go hand to meq.
 - Can Move: Use faction to move, or moves to wherever Chapo is.
(What if died?)
- Plus: Can draw needs card (in case too many were fixed).

o Add Player aid cards:

▷ Actions ^{menu} and results

▷ Card type links

~~Defense bonus for a location w/
all 3 types of Defense?~~

~~{ Chapo box = ~~every~~
wherever Chapo is? }~~

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(b)(5)
(b)(3)
(b)(6)

=====
Classification:

(b)(3)

Effect of Defense	Difficult to Obtain?	Possible to Move?	Possible Location
Capture here requires Marina and 2 police	Yes	No	Border; Mountain
Captures here requires Marina and 3 police	Yes	No	Desert; Mountain
Captures here requires Marina and 1 police	No	No	Desert; Mountain; Border
Capture here requires Marina and 1 police <i>Allows 3 actions within a turn if Chape stays here</i>	No	No	Any
Captures requires Marina and 3 police	Yes	No	Desert; Caulican
Captures requires Marina and 2 police	Yes	No	Border; Caulican
Detection requires 4 intel <i>Allows Chape to disappear</i>	Yes	No	Any city
Detection requires 2 intel " "	No	Yes	Any location
Detection requires 3 intel <i>Remains blue pawn</i>	No	Yes	Any location
<i>Removes white intel pawn</i>			

Defense

Category (E,X, or D)	Sub Category	Description of Defense	Related Support Card	Effect of Defense
Exposure	Protection	300 Armed Guards	El Cuerno	Capture here requires Marina and 2 po
Exposure	Firepower	Heavy Weapons	Llanos Romero	Captures here requires Marina and 3 po
Exposure	Communications	Early Warning Spotters	Juan Jose "Azul" Esparragosa	Captures here requires Marina and 1 po <i>Allows 6 free moves</i>
Exposure	Food/Medicine	2 weeks of provisions	Oswaldo Benjamin Gomez	Capture here requires Marina and 1 po <i>Allows 3 actions within a if Chapa stays here</i>
Mobility	Movement	Airstrip and Plane	Arturo "Pollo" Guzman	Captures requires Marina and 3 police
Mobility	Movement	Hidden Underground Tunnel <i>CAR & Driver</i>	Eddie "El Manejero" Rapido	Captures requires Marina and 2 police
Detection	Clothing/Appearance	Plastic Surgery	David Ropa	<i>Allows Chapa to disappe</i> Detection requires 4 intel
Detection	Clothing/Appearance	Peasant Disguise	David Ropa	Detection requires 2 intel " "
Detection	Finance	Bribes to officials	Miguel Angel "Mudo" Guzman	Detection requires 3 intel <i>Removes</i>
<i>Detection</i>	<i>Comms</i>	<i>7 CPSEC</i>	<i>Azul Esparragosa</i>	<i>Removes white intel pan</i>

✓ Player aid cards

○ Referee card
ref sheet
(w/ card lists)

✓ Clapo defenses:
holding sheet x 2;
"Finished" sheet.

○ Turn record track?

Resort ^{Topography} Nexus Cards:

Make clear that
"Nexus" relate only to
Needs or Support
Topography

p.s. Gfeka → Support? ^{"Fod"?}
Or "Interest" = "Famy Fod"?

○ Review XL to realign
Needs Defense
↓ ↓
Nexus Support

Rethink how 4 card types
relate.

○ "Needs" → "Activities" ?

○ What if "Support" Finished?
(are all "Support" linked to a
"Defense"?)

Stickby tries:

→ Back to immediate Needs
Card (and adjust
Card sequence note)

→ Less frequent (on 1-3, open
roll?)
(or on smaller range
of cards)

○ Hunter Sequence: first add / write

(set out ~~6~~ ^{pieces} on little circles)
role: group counter [?]; ^{game} _{no clock.}

KINGPIN

DOUBLE TREE
BY HILTON

→ (Start w/ low defense)
Cartel

(When
clear
there
no
H)

3 Defense

draw, place, or move
(some cut 2 actions
to place; some
never use)

OR

2 Chapo

(move or disc)

OR

Final Need

of Cartel: 2014 → 1874

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Humber

Plays on 1st
include sequence
& rubber action

Place then

Resolve

White

THEN

Place then

Resolve

Blue + Black

Note re should start day

Cartel run: w/ white punts

AGOS: My Green Card, 1st bank