"KINGPIN — The Hunt for El Chapo"

Need a player/team as Chapo: to react.

"The Hunters" — Limit/w/n. of hunters is that gain data or taken action lets Chapo team know something, react creatively w/i bounds (shore up triangle, etc.)

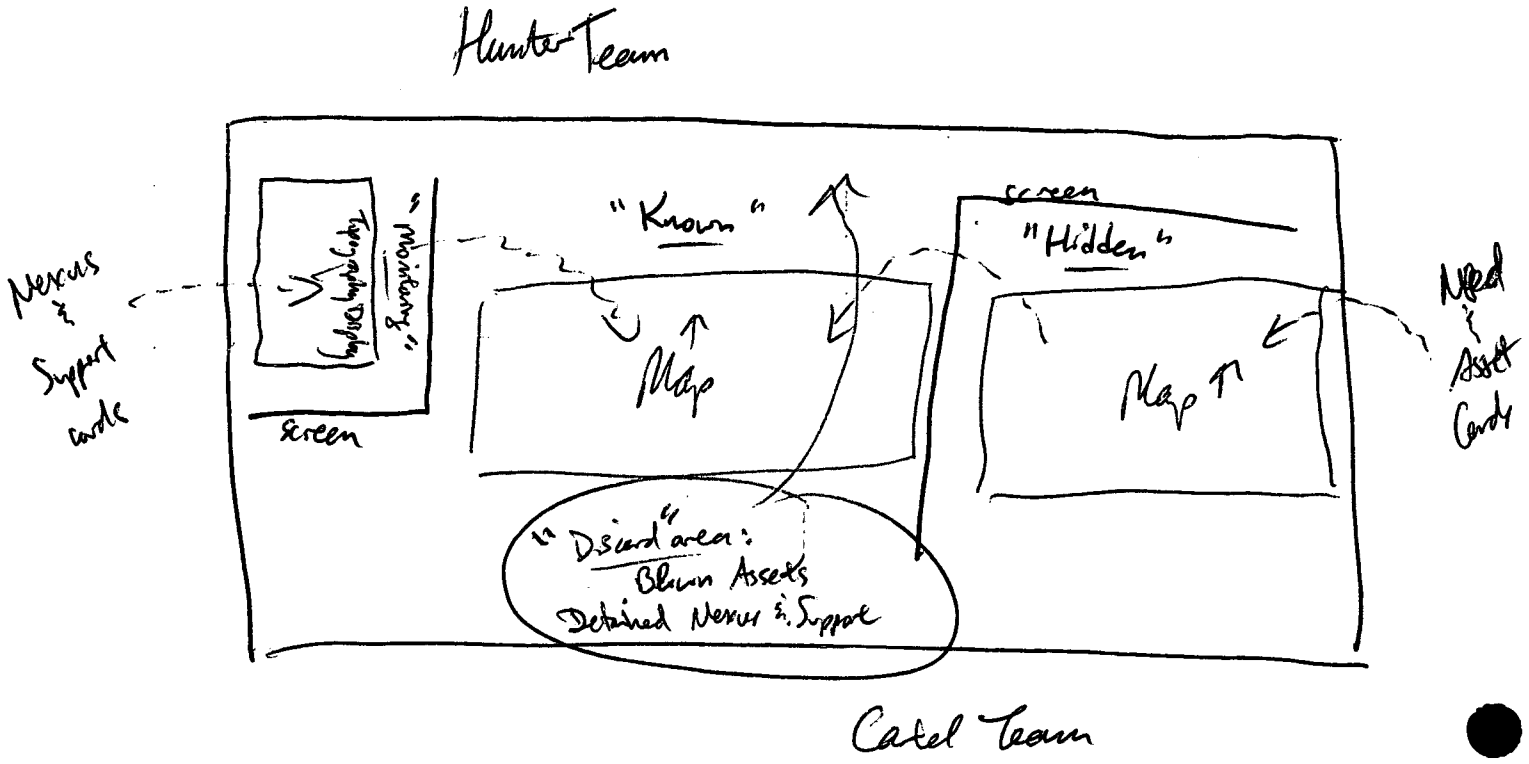
"The Cartel" — Chapo team knows key vulnerabilities they are in most instances not allowed to close (e.g. Morelos)

Incorporate 2 or so ahistorical alternatives to key facts. (expand, tweak, to border, for example)

Chapo team at beginning chooses from above options sets, to commit to a "strategy" w/r △.

Hunters are seeking to discern, then break this strategy, w/o giving Chapo too much opportunity to react and change options, and getting him w/i a set number of moves.

Q: On the triangle, what was Chapo's actual strategy?
- what other choices/options were plausibly available to him?
(what were tradeoffs?)



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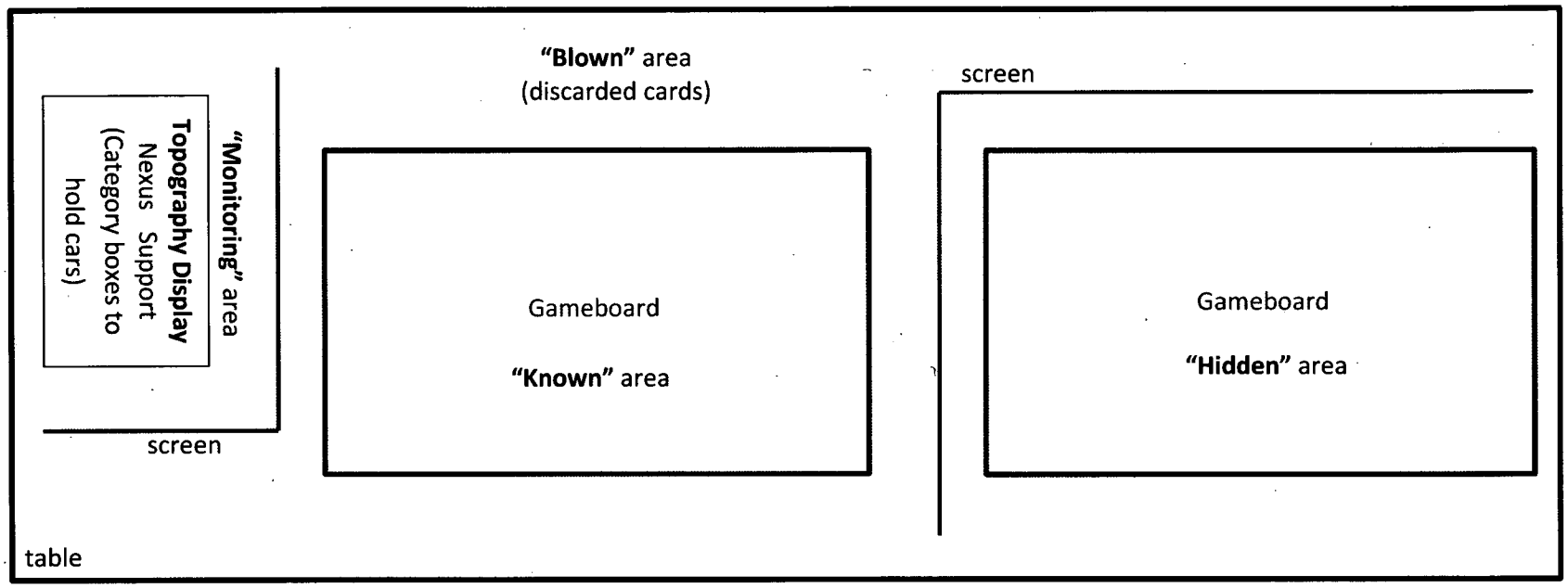
Hunter team here



Cartel team here

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Needs (Deal Cards)

Assets (Menu option only selected / Added)

Operational Needs | Personal Needs | Detection | Mobility | Exposure

NT (Dealt)

ST (Selected/added)

Prebrief sheet (to both sides):

A) Int'l Investigation -- Chapo timeline, personality, etc.

B) Hunter constraints -- Sierra Madre (permanent Exposure Asset), Informants will reveal searches (open board), limited Martha (pawns), limited time (moves)

Hunter (Hidden)

NT & ST board for NT categories / ST categories cards before localized?

or on <mini map> here?

Hunter Board | Open Board | Chapo Board

Hunter | GM | Chapo Team

(open)

2nd set of NT/ST cards: GM places secretly to Hunter board depending on Hunter "Research/Call" compared to Chapo board

Large geo board with room for cards — NT & ST

in Regions, City etc. points

for (collection "operations", "Marina") search (pawns)

"Chapo" pawn

(or 3+ <mini map>)

+1 NT/ST board

+1 Triangle? Needs score board

Spaces for revealed Locs (w/ discs)

Search Locs

- Urban
- Resort
- Mountain
- "Ranch"
- Desert (incl. airstrip)
- Border Crossing Area

Cards

NT card
- NT type(s)
- Locs
- ~~related STs~~
- (list of related i.e. possible) needs

ST Card
- Locs
- List of NTs that ST reveals
- Could reveal ST.
- List of possible assets

← w/ standard pics/icons on cards by type

chapo (Hidden)

Triangle board w/ assets cards

Chapo location (mini map)

Needs cards & point score discs

Drawing "Need" adds certain NTs cards

Adding "Assets" adds certain ST Cards

Assets that [illegible] them

Revealing STs compared

Chapo must [illegible] Locs go [illegible] discs

Title
Flow Tank
Geo Locs
NTs

Revealing NTs can reveals STs → related NTs

Needs that [illegible] them

Discovery to these [illegible] reveal [illegible]

Each Card has X circles. All (or a%) must be filled in by discs to win.

Victory levels:

- Chapo free and X% discs → Chapo wins
- Chapo free and 2X% discs → Draw - Chapo Hunted
- Chapo Captured Hunter win

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Sequence

(pick 1 or 2)

Policy 2 "spending luck"

Chapo can build/change asset; ~~move~~ relocate Chapo; fulfill need; none.

(Hidden board)

"Collect"

die rolls

Research NT → (Personal Nail Cards) (Exp? Op needs-bos?)

Depending on NT & ST in hand, Research ST (Hidden Board)

(also, geo matters; what assets on triangle: more assets means smaller die roll chance) (allows more dice in bucket?) (Can neutralize Δ assets?? in Resolve Search)

Place Search Pawns (on Open geo board)

("Strike"?) ("Marines?") "Marina"

Resolve Search — Localize NT / ST ? (Open geo board)

- Possibly neutralize/expose assets or more NT/ST
- Possibly localize Chapo
- Possibly ~~detain~~ Chapo Capture

die rolls

Hounds "Hunters" depth charging

Mechanic #1

Research

NT → NT/ST → localized NT/ST

(Revealed localizes them) (on card)

Mechanic #2

Search (and revealed) ("Hunters")

Pawns → "Localized NT/ST → "Tickle the Wires" → Adds known op needs?

"Neutralized Assets

"Chapo localized

↳ Chance to capture

Consim Press "The Hunters"

SKS "Kingpin"

U-Boat	=	El Chapo
Patrol	=	Assigned Needs
Tonnage Sunk	=	Need Points Scored
Encounter (Pressing Attack)	=	Need Card(s) Played
Detection	=	Search vs. NP/SP or Chapo
Hits/Damage	=	Asset Neutralized/for NP/SP revealed
Evasion/not Detected	=	Escape/"Getaway"
Sunk	=	Captured

Pressing Luck

- Close Range (extra early Detection roll) = → Especially if known/likely Search Loc
- Exceeding Depth (Damage roll) = • Multiple Needs Cards in single move
- Expend "Getaway" asset

Table Configuration

Hunters

(set)

(no map?)

GM

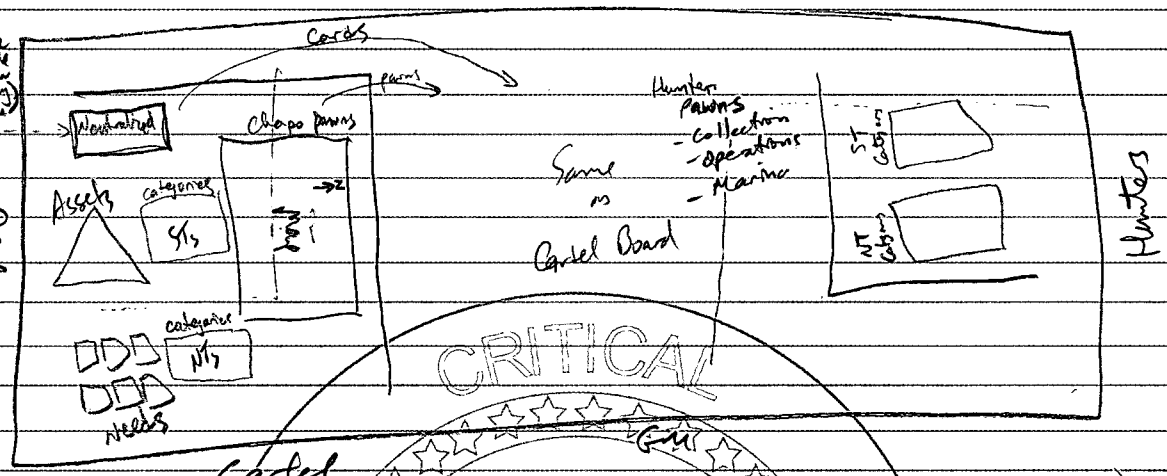
Cartel

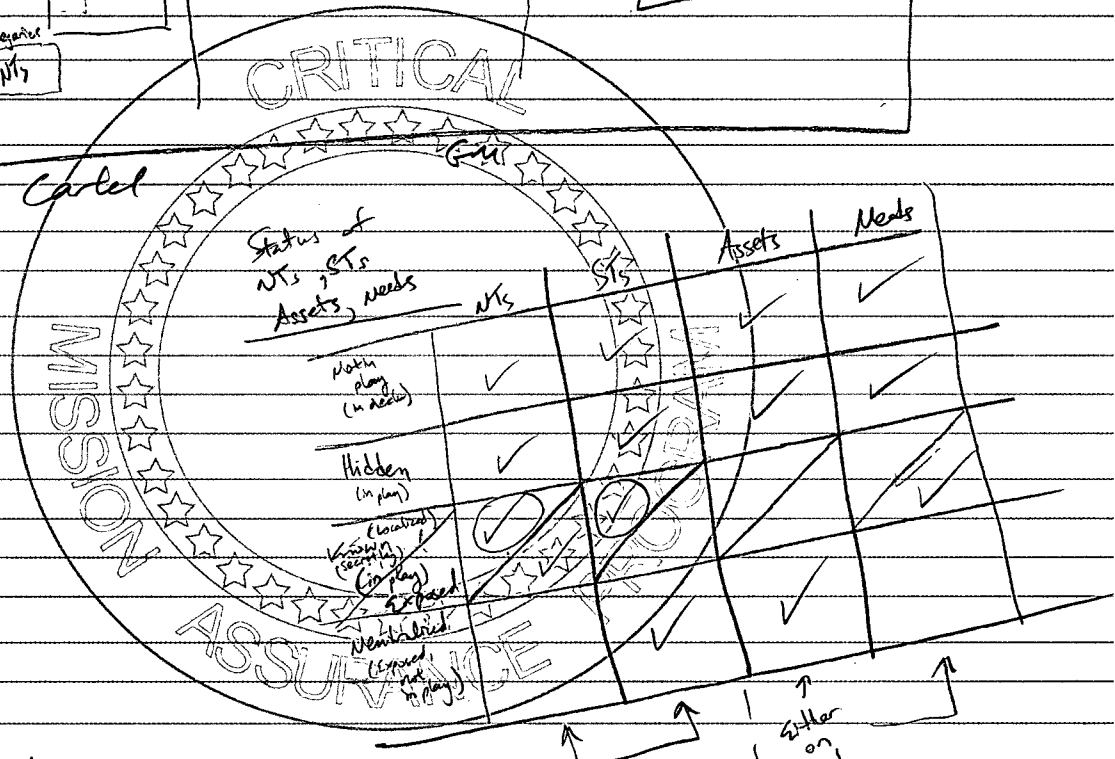
(over)

Table Cards

Assets have liabilities.

Can self-neutralize in 2 months (incompatible in 2 months for [illegible] unavailable) i.e. Guards for [illegible]





Could be on Cartel & Hunter Boards at same time

Either on Cartel or Open Board

2 copies of cards

1 copy of cards

Align terms w/ Mz

"Support Asset" = Assets	SuAsset
"Support Net" = ST	Support Network
"Requirements" : need	Need
"Social Net" Trust Net - NT	Social Profile

Pawns

Chapo ⇒ 1 × green

Marina ⇒ 1 × black

Ops ⇒ 3 × blue (municipal police, etc.)

Collection ⇒ 10 × white

Cards ↑ or ↓ number of available pawns.

Only "Marina" can 1 Chapo (Hunter constraint)

"KINGPIN — ~~UNCLASSIFIED~~

newyorker
2014/05/05
hunt for el chapo

M2

~~Soft~~

Steps as Seq of Play?

1. Initial Inv.
2. NT
3. ST → Δ
4. Constraints / Um (or Blue)
5. ACH

Roles?

NT – ST chart
↓ leads players to
Pins on map
(= geo effort?)

defeat / constraints
· Home in city?
· Tunnels?

Def
Mob
· Among business
· estimators
Exposure
(Sanctuary)
· Sierra Madre

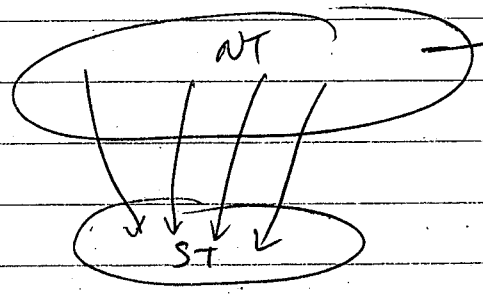
reveals opportunities where Δ constraints

time element (fleeting opportunity)

(= HVT profile, that searchers try to diminish / constraint / reshape)

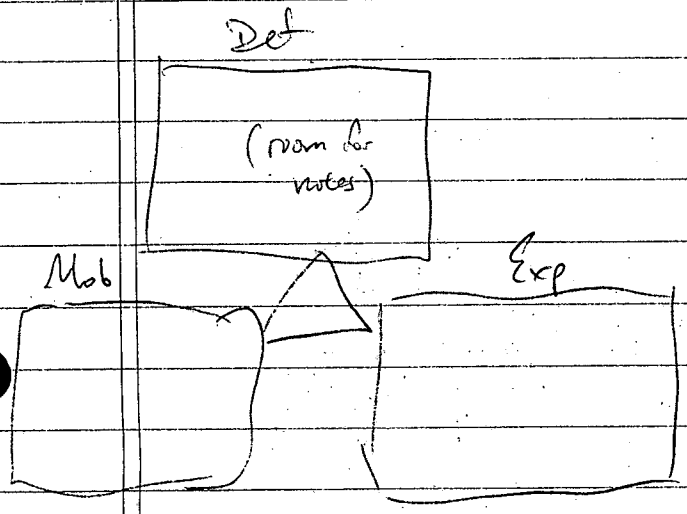
Capabilities
- Analyst
- ~~Poor leads~~
- Interrogator
- Case officer
- SIGINTER
- Liaison

"layer cake"



→ vulnerability / opportunity

Does scope include only data gathering / analysis? Or include hunting strategy also? (w/ impact on ST & Δ?)



- Public life
- Private life
- Secret life

what is in the inside of the triangle, that he is protecting

7 categories of deception
- mimickry
- ...

El Chapo case: Concentric Circles attack -- Morpho to in game?

Chapo team must complete a certain # or VP value of actions over course of game -- operational and personal acts (comms w/ Drugs; visits w/ family; restaurants, etc.)

These in particular determined by then card draw. Then Chapo team sets strategy.

Asymmetry

Chapo team ops menu is Δ.

Hunter team's Ops menu is M2 steps 1, 2, 3, 4 → once sufficient data accumulated → 5: strike

(Start w/ 1 and 4 hand.
To get more info re 2, 3, and especially to strike 5, chance of revealing state of knowledge to Chapo team and/or adding to its chances to win.)

2 & 3 player action = collection/research

Time limited, so only so much 2, 3, 5 actions available total.

Teams are uniform — no other roleplay: not key learning obj.

Play twice, switching roles, so everyone learns both sides of asymmetry.

Kinbrin Notes

9x Spaces

2x Mountain	2x Desert	2x Border	1x Urban	2x Resort
(SMO North)	Baja	Nogales	Culiacan	Cabo
(SMO South)	Sonora	~~Tijuana~~	~~Durango?~~	Mazatlan
		~~Juarez or Ciudad Juarez~~		
		Juarez		

Badiraguato

San Ignacio

Assets

Exposure

Ranch

300 Guards

Mob

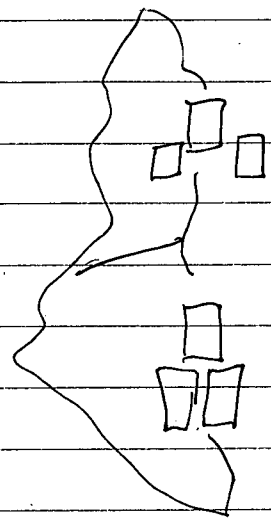
Plane & airstrips Desert, Mountain, Border

Def

Lawns occupy 1 space each.

1x Green
1x Black
3x Blue
6x White

Each player allows a die roll.



Each of 10 areas has holding boxes for 3 (stacks of) cards:

Exposure
Def Mob

12x (or 24x) green discs.

(b)(3)

Pre-course: • Read "The Hunt for El Chapo"
• ID and fill out "Initial Investigation" on Student's HVT; send to instructors

Module 1: Case method discussion of "The Hunt for El Chapo" to reveal (b)(3)

Module 2: Play "KINGPIN"
• 2 Tables, 2 Facs
• ~~4 teams of up to 4 students each~~
→ Discuss ~~as model of m2~~
team strategies, how what worked worked

Lunch: Optional 30 min Media Center compilation of Chapo News/Docs

Module 3: Play "KINGPIN" again, reversing team roles
→ Discuss as model of m2
– what realistic, unrealistic?
– what makes you think of hunt for your HVT?

Module 4: Indiv. work on HVTs: Fill out as much as known of
– NT
– ST
– Hunter Constraints
} What are best leads?

Note what is missing:
• what can be pursued vs what's known above?
What is HVT's triangle?
• What will you do next back on the job?

Read outs among table teams, w/ 1 fac or SME each table.
Collect "best thing you heard", ~1 for each table.