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27 April 2015

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KINGPIN

The Hunt for El Chapo



RULES OF PLAY



Simulation Design by [Redacted]



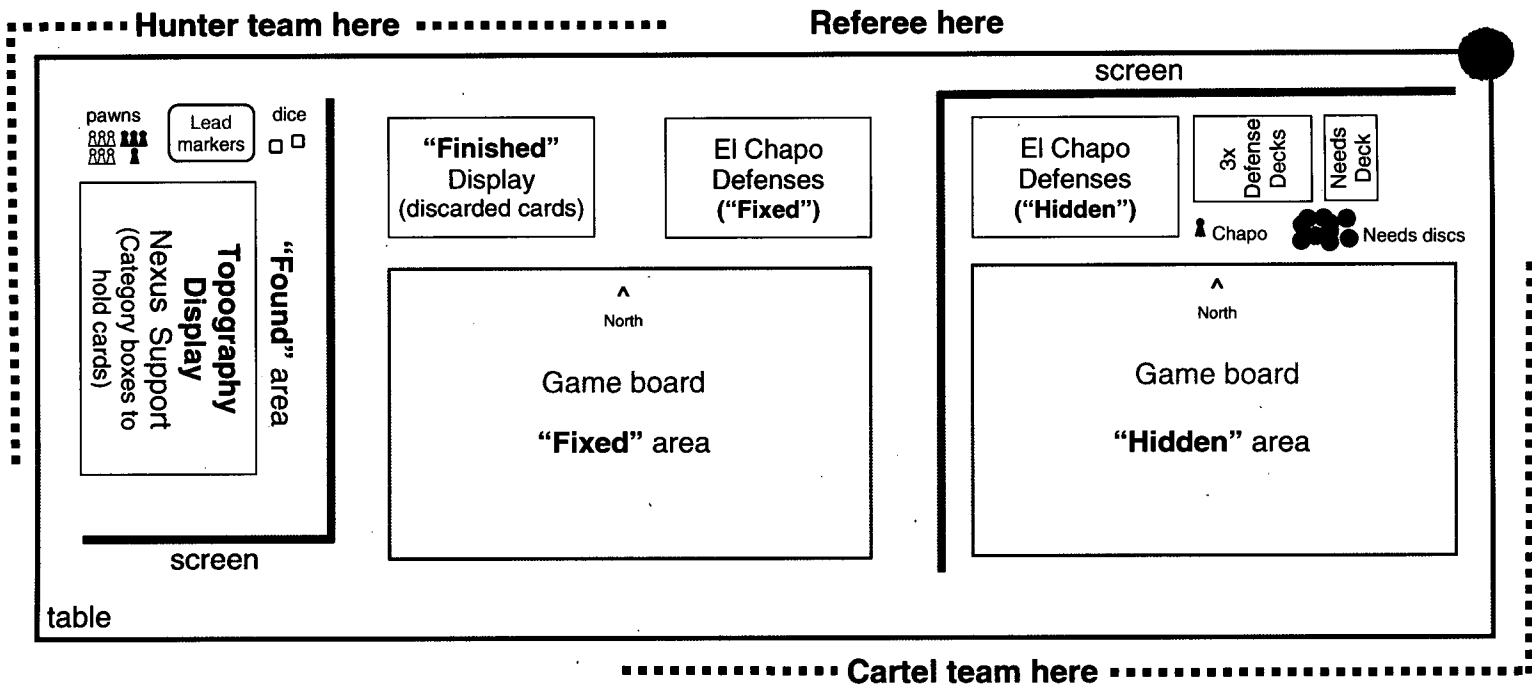
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1.0 INTRODUCTION

KINGPIN—*The Hunt for El Chapo* is an instructional boardgame designed to familiarize intelligence analysts with manhunting methodology. Using game boards and cards representing both historical and notional aspects, players reenact the evasion and manhunt that ended with the 2014 capture of Mexican Sinaloa Cartel boss Joaquín Guzmán Loera.

Roles

Players are divided evenly between a Cartel team and a Hunter team. The Cartel team sets El Chapo's Defenses and seeks to evade capture while fulfilling a variety of El Chapo's personal and operational needs. The Hunter team deploys intelligence and police assets as well as an elite *Marina* (Mexican Marines) strike unit to unravel El Chapo's nexus and support topographies (his trusted networks) and thereby his defenses and needs. A Referee oversees the game to ensure that only the right secret information is revealed.

Setup

See the diagram above. Set out the game boards, displays, and screens on a long table as shown. Shuffle the 3 Defense decks and 1 Needs deck and place them next to the "Hidden" game board, with a pool of green "Needs" discs nearby. Place the Nexus and Support Topography cards face-down in the appropriate marked boxes of the Topography Display in the "Found" area, with a pool of "Lead" markers and some 6-sided dice nearby.

Reference sheets. Give each player an Initial Investigation and Hunter Constraints brief, plus a Player Aid sheet. The Referee holds a Card Reference sheet.

Cartel Preparation. The Cartel team before play draws ___ Needs cards and ___ each of the 3 types of Defense cards. The Cartel then must place all Needs cards, up to ___ Defense cards, and the green Chapo pawn into legal Locations (indicated on the cards; any for Chapo) on the Hidden are game board. The Cartel holds the remaining Defense cards in its hand.

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Layout

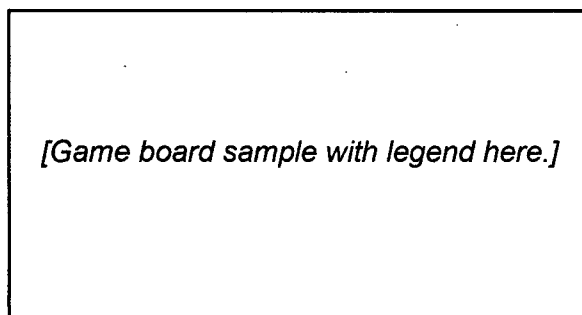
Again, refer to the diagram on page 2.

Hidden and Found-Fixed-Finished.

Screens divide the table into 3 player areas:

- A “Hidden” area that the Hunter team may not view, holding a Hidden game board and Chapo Defenses display.
- A “Found” area that the Cartel team may not view, holding a Topography display.
- A common area in the middle that all can view, holding a “Fixed” game board and Chapo Defenses display, as well as a “Finished” display.

The Referee may view all areas.



Locations. The game boards show various Locations in western Mexico, their Terrain, and which are adjacent to one another. Holding boxes for cards are associated with each Location, to show Chapo’s Defenses, Needs, and such. Defense holding boxes are arrayed in triangles to separate Exposure, Mobility, and Detection types.

Components

In addition to boards and displays, the game uses pawns, cards, and markers to record actions of the Cartel and the Hunters.

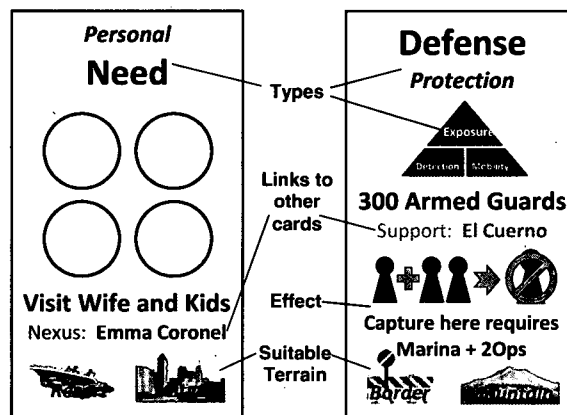
El Chapo. A green pawn (“Chapo”) shows El Chapo’s current Location, and (by game board) whether he is Hidden or Fixed.

Hunter Assets. The Hunter team begins with 6 white, 3 blue, and 1 black pawns (“Intelligence”, “Police”, and “Marina”).

- Intelligence (white pawns) represent the collection of information on individuals around El Chapo; the Hunters place

them on Topography cards to Find (flip face up) or Fix (place in a Location) them or other cards Linked to them.

- Police (blue pawns) represent the collection of information on individuals around El Chapo; the Hunters place them on Topography cards to Find (flip face up) or Fix (place in a Location) them or other cards Linked to them.
- Intelligence (white pawns) represent the collection of information on individuals around El Chapo; the Hunters place them on Topography cards to Find (flip face up) or Fix (place in a Location) them or other cards Linked to them.



Needs Cards and Discs. A deck of “Needs” cards contains 2 types—“Personal” and “Operational”. They represent what Chapo wants to accomplish while evading capture. The Cartel team at setup and possibly during play draws Needs cards and places them at a Hidden Location of their choice, within the suitable Terrain shown. During its turns, the Cartel will seek to Fulfill Needs by placing green discs into empty circles on Needs cards collocated with the Chapo pawn, in order to win the game.

Defense Cards. Cartel “Defenses” are of 3 major types—“Exposure”, “Detection”, and “Mobility”—sorted into a deck each.

- Exposure Defenses tend to block the placement of Hunter assets (pawns) in certain areas during Planning or to reduce their local effectiveness—representing defenses that limit El

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Chapo's physical exposure to the authorities's operations.

- **Detection** Defenses tend to reduce the number of Hunter assets (pawns) available or to nullify Fix and Finish actoins—representing defenses that obscure El Chapo's or associates' movements or communications from the authorities' collection.
- **Mobility** Defenses tend to enable the Chapo pawn to make additional, out-of-sequence moves among Locations—representing defenses that aid transit of exposed areas or a quick get away.

or Need card in play at that Location, and allow them to Fix that Topography and possibly thereby the Linked card (see Resolving Intelligence below).

Sequence of Play

After Setup, play proceeds through up to 4 pairs of alternating Cartel and Hunter turns as follows:

Cartel Turn

- 2 Chapo Actions
- 2 Defense Actions

Hunter Turn

- Plan
- Resolve Intelligence
- Resolve Police
- Resolve Marina

The sections below detail this sequence.

2.0 THE CARTEL

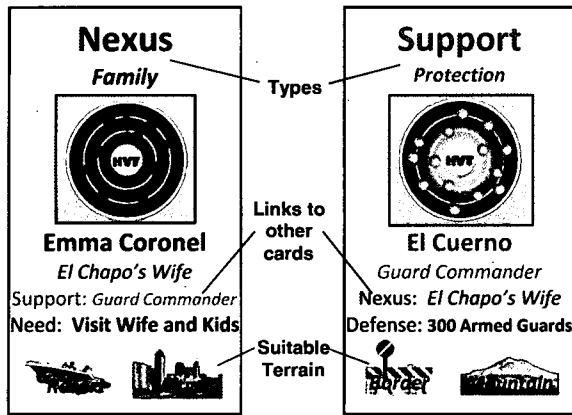
On its turn, the Cartel team may perform:

- Up to 2 Chapo actions, THEN
- Up to 2 Defense actions.

Chapo Actions

First, with each of its 2 Chapo actions, in any order, the Cartel team may EITHER:

- Relocate the green Chapo pawn to any Location ~~and/or between Fixed and Hidden~~, OR
- Fulfill 1 Need—remove a green Needs disc from a Needs card currently collocated with the green Chapo pawn at a Hidden Location or at a Fixed Location. Note that Chapo while Hidden cannot Fulfill a Need that has been Fixed, and that a Need in the Finished area cannot not be further Fulfilled at all.



Topography Cards. "Nexus Topography" and "Support Topography" cards represent trusted individuals in Chapo's network. Nexus cards are individuals with a mainly personal relationship to Chapo; Support cards are those who help Chapo run the cartel or evade capture. Cards show subtypes (such as "Family" or "Protection") on front and back to aid Hunters in finding various parts of Chapo's network. They show the types of Terrain where the card may be placed, as well as Links to various other cards. Hunters will seek to Find and perhaps Fix Topography cards in order to follow their Links to Chapo's Defenses and Needs and thereby capture him.



Leads. A pool of "Leads" markers bears named Locations. Leads get placed on face-up Topography cards in the Found area, in order to show the Hunters that there is a Linked Defense

Defense Actions

Then, with each of its 2 Defense actions, in any order, the Cartel team may EITHER:

- Relocate* a Defense card from one Location to another legal Location—Hidden to Hidden or Fixed to Fixed (not between Fixed and Hidden, nor from Finished); Referee adjusts Lead

markers or Fixed Topography card Locations as needed (see Leads and Refereeing), OR

- Draw 1 Defense card from any Defense deck into the Cartel team's hand, OR
- Place 1 Defense card from the Cartel's hand into a legal Hidden Location.

**NOTE: Certain Defenses are not allowed to be Relocated, as stated on the card. Defenses on the Chapo Defense displays relocate with the Chapo pawn, in effect.*

3.0 THE HUNTERS

On its turn, the Hunter team may:

- Plan actions* by placing any or all of its available pawns, THEN
- Resolve all Intelligence collection (white pawns), THEN
- Resolve all Police activity (blue), THEN
- Resolve a Marina strike (black).

Fixing Topography. In addition, at any times during the Hunter turn, the Hunters may move any Topography cards with Lead markers (see Leads) from the Found area to the corresponding Fixed Location.

**PLAY NOTE: To speed things along, the Hunter team can begin Planning Actions behind its screen during the Cartel turn.*

Planning

First, the Hunter team on its turn may place any or all of the white, blue, and black pawns that it has available* onto any legal cards or Locations in the Found and Fixed areas, as follows:

- Intelligence (white) pawns onto any individual face-down or face-up Nexus or Support Topography cards in the Found or Fixed areas (within Location limits below).
- Police (blue) pawns and the Marina (black) pawn onto any Fixed cards or into any Locations (within the limits).

**NOTE: Some Hunter pawns may not be available, due to the effects of Cartel Defense cards in play. See Refereeing.*

Location Limits. In general, multiple pawns may be placed on the same card or at the same Location in the Fixed area.* However, the Hunters may not place more of their total pawns of any colors at a given Fixed Location (including on Fixed cards at that Location) than the following:

- Mountain and Desert: max 1 pawn.
- Border: maximum 2 pawns.
- Resort: maximum 4 pawns.
- City: Any number of pawns.

**NOTE: A given Hunter pawn may be placed on or into only 1 card or Location at a time. Any number of pawns may be placed onto a card in the Found area.*

Resolving Intelligence

After Planning, the Hunters and Referee next resolve all Intelligence (white) pawns, pawn by pawn in any order the Hunters desire, as follows depending on what sort of card that pawn occupies.

- Face-down Nexus: flip the card face up (automatically; keep any other pawns on the card there). Referee places Lead marker* (if any, see Leads).
- Face-down Support: roll a die; if the roll is a 4-6, flip the card face up (if 1-3, do nothing). Place any Lead.*
- Any face-up Found: automatically flip any 1 face-down card of a type to which the targeted face-up card is Linked (per the card). In addition, Referee places any Lead markers* as appropriate on the targeted and any just revealed Topography cards.
- Fixed: Roll a die; on a 4-6, Cartel team must move any Defense and/or Need Linked to that card from Hidden to Fixed.

**NOTE: Whenever Referee places a Lead marker, the Hunter team may immediately*

move the card to that Fixed Location, along with any pawns still on the card.

Leads. Whenever Intelligence (white pawn) has just targeted or flipped a card (the card will be a face-up Nexus or Support Topography card in the Found area), the Referee checks whether any Needs or Defenses Linked to it are in play (either Hidden or Fixed). If so, the Referee silently places a brown Lead marker showing the current Location of the Linked Need or Defense* onto that Topography card.

**NOTE: The Lead marker lets the Hunters know that they a Need or Defense is Linked to that Topography is in play and where, and enables them to Fix the Topography for further action against the Need or Defense.*

Resolving Police

After Intelligence, the Hunters resolve all Police activities (blue). Pawn by pawn, Hunters roll 1 die and on a 4-6 carry out the following (or just remove the pawn without effect on a 1-3).

- Fixed Nexus or Support card (with no Fixed Links*): on a 4-6, Cartel team must move any Defense and/or Need Linked to that card from Hidden to Fixed.
- Fixed Need or Defense card: on a 4-6, that Need or Support and all face-up Nexus or Support Linked to it to Finished. Any discs (Fulfilled Needs) on Needs card stay with the card.
- Location: on a 4-6, if Chapo is currently in that Location (either Hidden or Fixed), Cartel team must move either Chapo or any 1 Defense or Need card there (if any) from Hidden to Fixed. (If Chapo is there and Fixed while any cards there—including Chapo Defenses—are Hidden, the Cartel must move 1 such Hidden card to Fixed.)

**NOTE: A "Fixed Link" means a Need or Defense card that is in the Fixed area (such as a Fixed Chapo Defense) and Linked to that Topography (as noted on the cards).*

Resolving Marina

After Police, the Hunters resolve a Marina strike (black), if any Planned, as follows.

- Any Fixed card or a Location without Chapo Fixed: treat as an automatically successful Police activity (as if a 4-6 had been rolled).
- In addition, if the above Marine Strike Finishes either a Nexus or Support card, the Cartels team must immediately draw an additional Needs card (from the Needs deck to a Hidden Location).
- Location where Chapo is Fixed: Chapo is Finished.* The Hunters win.

**NOTE: The Cartels team would be able to expend various Defenses to block this result, and noted on those Defense cards.*

4.0 REFEREEING

The Referee has these responsibilities:

- Enforce compliance by the teams with all game rules, particularly within the Hidden and Found areas (for example, screened die rolls and their effects; Cartel placement of cards from Hidden to Fixed due to Intelligence; verifying Cartel claims of a win; etc.).
- ~~As the Cartel team relocates Defense cards (including with Chapo), the referee updates Locations for Nexus and Support Topography cards Linked to them (shown by Leads markers in the Found area or by Location display on the Fixed area).~~
- As Intelligence collection (a white pawn) is resolved, place or update Lead markers corresponding to current Locations of any Linked cards.
- As any card is Finished, relocate any placed cards Linked to it to Finished.



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5.0 VICTORY

The game ends as soon as either team wins or both teams complete the predetermined number of turns.

Cartel Win

The Cartel team wins the game the instant that it places a disc (fulfill a Need) so that $\frac{3}{4}$ ^{ths} (rounded up) of total circles on Needs cards on the table (Hidden plus Fixed plus Finished). Note that the number unfilled circles on Finished Needs may prevent a Cartels win.

Hunter Win

The Hunter team wins the game the instant that it Captures El Chapo.

Stalemate

The game ends in a draw if 4 pairs of Cartel and Hunter turns go by without a win by either team.



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