



OLD (b)(3)

1 September 2015

(changes after test 1 in blue, after test 2 in orange)

# KINGPIN

## The Hunt for El Chapo



### RULES OF PLAY



Simulation Design by



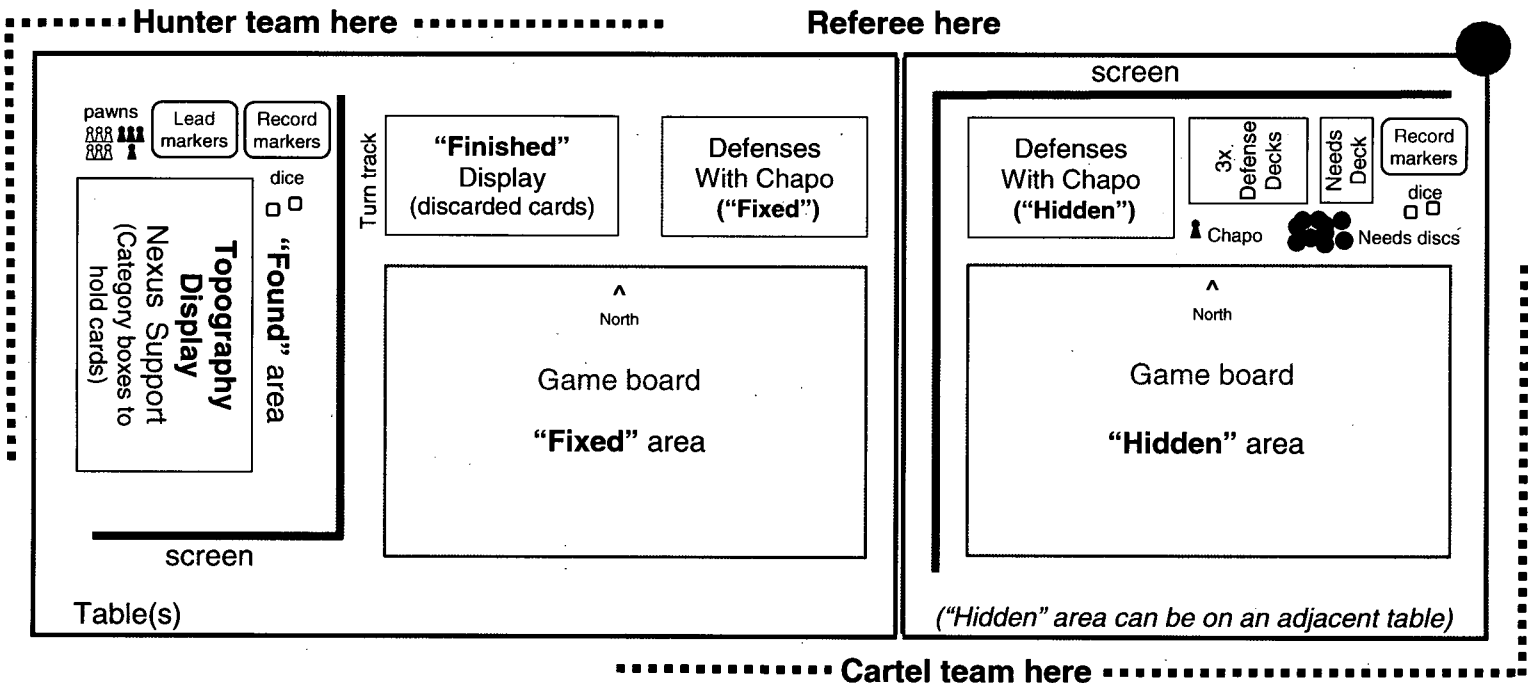
(b)(6)

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(b)(3)



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 2001-2014 evasion and manhunt that ended with the capture of Mexican Sinaloa Cartel boss Joaquín Guzmán Loera (before his 2<sup>nd</sup> escape).

**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 zero in on his needs and defenses. 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 1 or 2 long tables as shown. Shuffle the Needs deck and place it and the Defense cards 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 nearby. Give each team a pool of "Record" markers and some 6-sided dice.

**Reference sheets.** Give each player an Initial Investigation and Hunter Constraints brief, plus a Player Aid card.

**Cartel Preparation.** The Cartel team before play blindly draws 1 Defense and 3 Needs cards and places them and the green Chapo pawn into legal Locations (indicated on the cards; any for Chapo) on the Hidden area game board.

**Layout**

**Hidden and Found-Fixed-Finished.** Screens divide the table(s) into 3 areas:

- A “Hidden” area that the Hunter team may not view, holding a Hidden game board and Defenses With Chapo box.
- 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 “Fixed” game board and Defenses With Chapo box, as well as a “Finished” box.

**Locations.** The boards show Locations in western Mexico and their terrain. Holding boxes for cards are associated with each Location, to show Chapo’s Defenses, Needs, and such. Defense boxes are arrayed in triangles to separate Exposure, Mobility, and Detection types. A separate box holds Defenses that are always with Chapo, also considered a Location.

**Components**

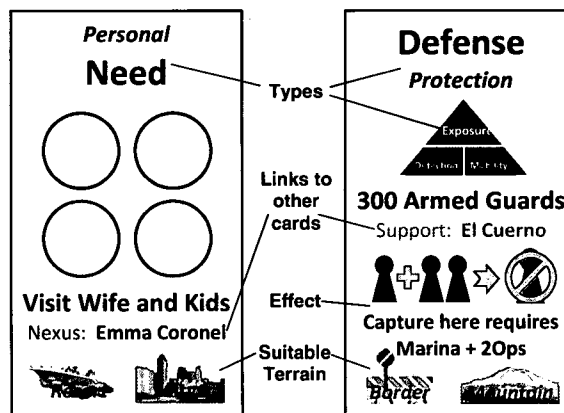
In addition to boards and displays, the game uses pawns, cards, and markers to record actions of the Cartel and the Hunters.

**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 Hunters have 6 white (“Intelligence”), 3 blue (“Police”), and 1 black (“Marina”) pawns.

- 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 or, some cases, to Fix Chapo.
- Police (blue pawns) represent local investigation, surveillance, and enforcement; the Hunters place them on Fixed Topography cards to or Fix other cards Linked to them, Fixed Need or Defense cards to Finish (remove) them, or Locations to Fix (reveal) El Chapo.
- Marina (black pawn) represents an elite strike unit; the Hunters can use it as especially effective Police; it is also the

only way to Finish El Chapo (once Fixed) for the Hunters to win the game.



**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.

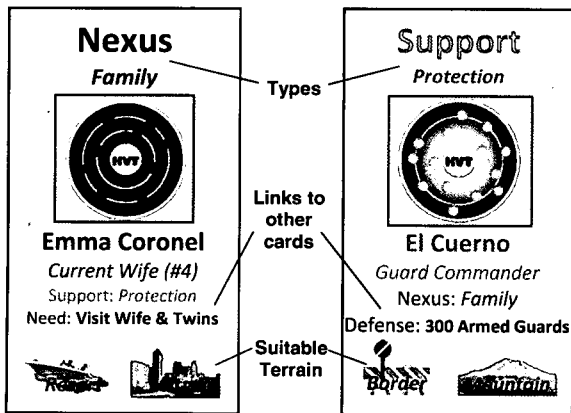
**Defense Cards.** Cartel “Defenses” are of 3 major types—“Exposure”, “Detection”, and “Mobility”—sorted into a deck each.

- 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 Chapo’s physical exposure to the authorities’ operations.
- Detection Defenses tend to reduce the number of Hunter assets (pawns) available or nullify Fix and Finish actions—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 getaway.

Whenever the Cartel uses a Defense that remains Hidden, they (or else the Referee) must announce that they used a Defense.

Defense cards available to the Cartel team and played onto Locations. Some go to a "With Chapo" display and are, in effect, in a separate Location.



**Topography Cards.** "Nexus Topography" and "Support Topography" cards represent trusted individuals in Chapo's network. Nexus are individuals with a mainly personal relationship to Chapo; Support are those who help him run his cartel or evade capture. Cards show subtypes (such as "Family") on front and back to aid Hunters in finding various parts of Chapo's network. They show the terrain where the card may be placed and Links to other cards. Hunters will seek to Find and perhaps Fix Topography and follow their Links to Chapo's Defenses and Needs and to him. *NOTE: Topography cards are never Finished; Fixing them represents close surveillance or detention allowing for Hunter pursuit of associated Leads.*



**Leads.** "Leads" markers bear named Locations. The Referee places Leads on face-up Topography to show the Hunters that there is a Linked Defense or Need in play at that Location and to enable them to Fix that Topography and thereby the Linked card.



**Records.** A pool of "Records" markers bears Hunter asset types and turn numbers. Players may place Records on face-up Topography cards or in Locations, in order to show the last time that a Hunter action there showed that something (red target reticle on the marker) or nothing (no reticle) was there.

**Sequence of Play**

After Setup, play proceeds through up to 8 pairs of alternating Cartel and Hunter turns as follows and detailed below:

**Cartel Turn**

- Up to 3 Defense and Chapo actions total, of which max 2 Chapo
- Draw new Needs card(s)

**Hunter Turn**

- Add 1 white (Intelligence) pawn
- Plan and resolve Intelligence
- Plan and resolve Police & Marina

**2.0 THE CARTEL**

On the Cartel's turn, it may perform up to 3 actions total, in any order. Up to 2 of them may be Chapo actions; the remainder may be Defense actions. The team also may draw new Needs cards at any time.

**Defense Actions**

With Defense actions, the Cartel may:

- For 1 action — or for 2 if marked \$\$ — place any 1 unplayed Defense card from into a legal Hidden Location.
- For 1 action if marked ☒ — or for 2 if marked ☒ ☒ — move a Defense card between legal Locations—Hidden to Hidden or Fixed to Fixed (not between Fixed and Hidden, nor from Finished).

**Chapo Actions**

With Chapo actions, the Cartel may:

- EITHER move the green Chapo pawn to any Location, including Hidden to Fixed, but not Fixed to Hidden. OR
- Fulfill 1 Need—place a green Needs disc into a circle on a Needs card that is at the same named Location as the green Chapo pawn. However, at most 1

action can be used per turn to place Needs discs. *NOTE: Finished Needs cannot be further Fulfilled at all.*

**Add Needs Cards**

Also, the Cartel team may draw 1 or more Needs cards from the deck and place it in its Hidden area. *(It may wish to do so if too many unfulfilled Needs are Finished.)*

**Leads**

Whenever the Cartel adds any Defense or Needs card to a Location, the Referee adds any corresponding Leads markers to Found or Fixed (face-up) Nexus or Support cards Linked to it (see Leads below).

**3.0 THE HUNTERS**

The Hunter team on its turn, in this order:

- Plan Intelligence collection by placing any or all of its available white pawns.
- Resolve Intel collection in any order.
- Plan Police and Marina enforcement by placing any or all blue and black pawns.
- Resolve Police investigation (blue) and/ or a Marina strike (black), in any order.
- Advance marker on Turn Track.

**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.

**Records.** Throughout the Hunter turn, both Hunter and Cartel teams may place Records markers as appropriate to note whether or not Hunter actions found something or nothing that turn.

**Planning Collection**

First, the Hunter team places any or all white pawns that it has available\* onto any individual Nexus or Support cards (face-down or face-up, in the Found or Fixed areas) or on their Lead markers ("pursuing a lead"), including multiple pawns on one spot, if desired.

*\*NOTE: Some pawns may be unavailable or ineffective, due to Cartel Defenses.*

**Resolving Intelligence**

After planning collection, the Hunters and Referee resolve all Intelligence (white) pawns, pawn by pawn in any order the Hunters desire, as follows, depending on what sort of spot 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). Referee places any Leads.\*
- Found (face-up) Nexus: automatically flip any 1 face-down Support card of a type Linked to the targeted face-up Nexus (per the Nexus card). In addition, Referee places any Lead markers\* as appropriate on the targeted and any just revealed Support cards.
- Lead on Found card: Roll a die; on a **4-6**, Referee directs Cartel to put all Hidden played (not in-hand) Need and Defense cards Linked to the targeted card onto the Fixed board at their Locations (or in With Chapo box).
- Lead on Fixed card: Same as above (regardless of the Location of the Fixed card). But, if no Linked cards remain Hidden, Cartel must instead Fix 1 other card or Chapo if either currently Hidden in that Location (not "With Chapo" box).

*\*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.** For all face-up Nexus and Support cards, the Referee monitors whether any Needs or Defenses Linked to it are in play (either Hidden or Fixed). If so, the Referee places a Lead marker showing the current Location of each Linked Need or Defense onto that Topography card.\*

OK?  
 (fix sheet)  
 No: no roll  
 ↓  
 Eliminate one option?  
 (only on maps???)

- Hunters may move a card bearing any Lead at any time to that Fixed Location (including from another Location where that card had been moved earlier).

*\*NOTE: The Lead marker lets the Hunters know that a Linked Need or Defense is in play and where, enables them to Fix the Nexus/Support for further action, and allows targeting of the Linked cards.*

**Planning Enforcement**

Next, the Hunters place any or all of the blue and black pawns that they have onto any Locations, Leads, or cards, (one or the other) in the Fixed area, including multiple pawns on a single spot, if desired.

**Resolving Police and Marina**

After planning enforcement, the Hunters resolve Police and Marina actions in any order they desire. During Resolution, Hunters may reposition pawns within a Location (or "With Chapo" box) among cards, Leads, or the Location itself.

**Police.** For Police (blue), Hunters roll 1 die pawn by pawn and carry out the following (on a 4-6).

- Location (including With Chapo box): on a **4-6**, Cartel team must move either Chapo (if currently Hidden in that Location) or any 1 Defense or Need card Hidden there (if any) to Fixed.
- Lead on Fixed (Nexus or Support) card: on a **4-6**, Cartel must move all Defenses and/or Needs Linked to that card from Hidden to Fixed (same as Intel, above). If no Linked cards remain Hidden, Cartel must instead Fix 1 other card or Chapo if either currently Hidden in that Location (not in "With Chapo" box).
- Fixed Need or Defense card: on a **4-6**, that Need or Defense to Finished. Any discs (Fulfilled Needs) on Needs card stay with the card. Also, if Chapo is at that card's Location (not if card is in "With Chapo" box), Fix Chapo (not a card).

What do I do??  
 ??  
 (not enough)  
 Chapo only if lead??

= "Trolley the Wires"

**Marina.** The Hunters carry out a Marina strike (black), if any planned, as follows.

- Any Fixed card or a Location without Chapo Fixed: results are the same as a successful Police action, as if a 4-6 had been rolled. (It is still not "Police" for purposes of any Cartel Defenses.)
- Location where Chapo is Fixed: Chapo is Finished (captured). Hunters win. *NOTE: The Cartel may be able to use a Defense to block this result.*

**Advance Turn**

After the Hunters' turn, Referee (or Hunters) advances the colored pawn by 1 number on the track of circles next to the Finished box.

**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).
- As Intelligence collection (a white pawn) is resolved or as the Cartel adds Need or Defense cards into play, place or update Lead markers corresponding to current Locations of any Linked cards.
- Help manipulate cards, Record markers, Turn Track, and such in the Fixed area.

**5.0 VICTORY**

The game ends either as soon as the Hunter team wins or after 8 turns:

**Hunter Win.** The Hunters win the instant that they Finish (capture) El Chapo.

**Cartel Win.** The Cartel wins if Chapo remains free (not Finished) for **8** pairs of Cartel and Hunter turns, and it has at that time Fulfilled (placed a disc on) at least 1/2 (rounded up) of total circles on Needs cards on the table (Hidden plus Fixed plus Finished). *NOTE: Unfilled circles on Finished Needs may prevent a Cartels win.*

**Stalemate.** The game is a draw if, after that number turns, neither team has won.