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02 (b)(3)

24 August 2015

KINGPIN

The Hunt for El Chapo



RULES OF PLAY



Simulation Design by [Redacted]



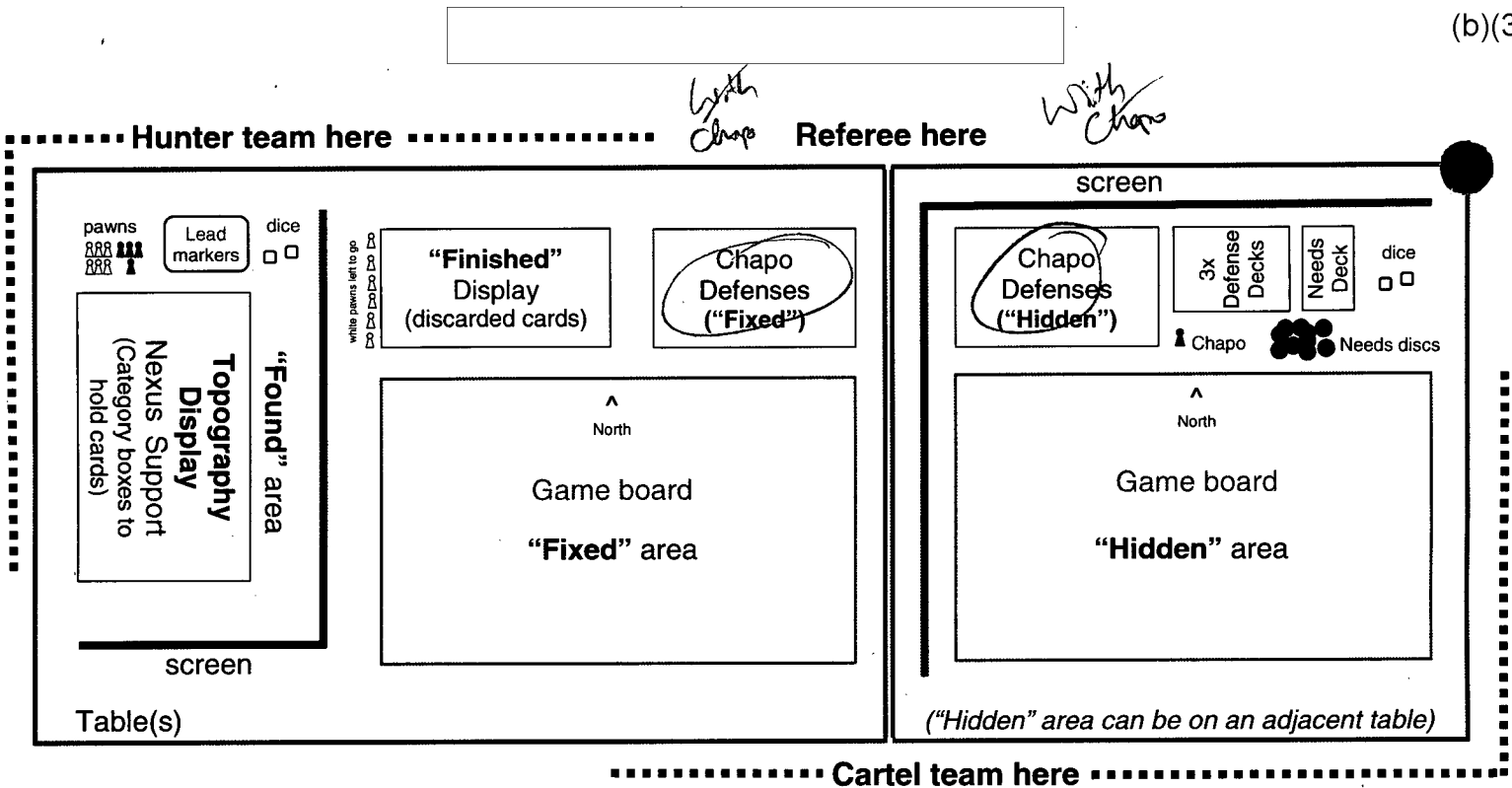
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1.0 INTRODUCTION

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 2001-2014 evasion and manhunt that ended with the capture of Mexican Sinaloa Cartel boss Joaquín Guzmán Loera (before his 2nd 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 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 nearby. Give each team some 6-sided dice.

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

Cartel Preparation. The Cartel team before play blindly draws 3 Needs cards and a total of 6 Defense cards of any types desired. The Cartel places all Needs cards, up to 3 drawn Defense cards, and the green Chapo pawn into legal Locations (indicated on the cards; any for Chapo) on the Hidden area game board. The Cartel holds the remaining Defense cards in its hand.

Handwritten notes:
 (Keep Def random at set if only)
 (25 Any)
 (3?)
 (1?)

Handwritten notes:
 of each? - Defs - needs (b)(3)

Layout

Again, refer to the diagram on page 2.

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 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 "Fixed" game board and Chapo Defenses display, as well as a "Finished" display.

The Referee may view all areas.

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 holding boxes are arrayed in triangles to separate Exposure, Mobility, and Detection types.

Components

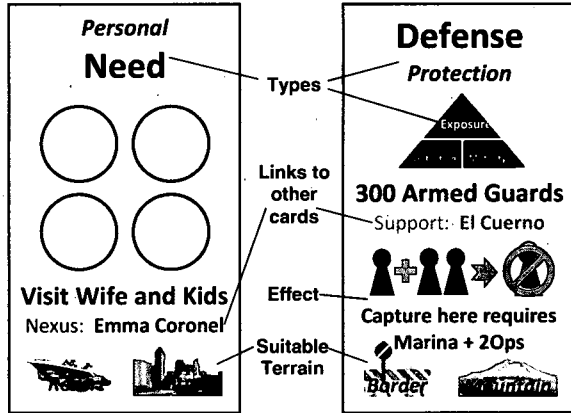
In addition to boards and displays, the game uses pawns, cards, and markers to record actions of the Cartel and the Hunters.

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 Hunters begin with 6 white ("Intelligence"), 3 blue ("Police"), and 1 black ("Marina") pawns. An added 6 white pawns are on a track at the Finished box.

- **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 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.



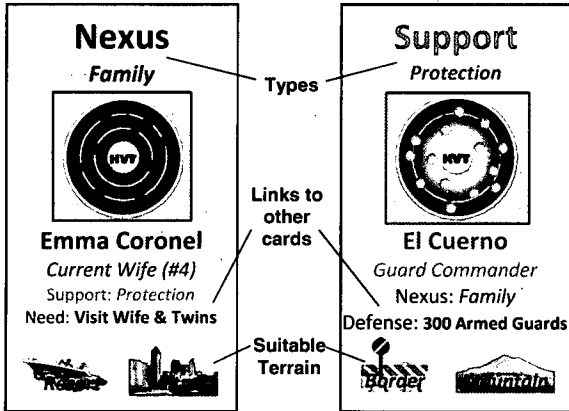
Needs Cards and Discs. A deck of "Needs" cards contains 2 types—"Personal" and "Operational". They represent what Chapo wants to accomplish while evading capture. The Cartel team at setup and possibly during play draws Needs cards and places them at a Hidden Location of their choice, within the suitable 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.

Defense cards are drawn into the Cartel team's hand and played onto Locations. Some go to a "Chapo Defense" display and, in effect, move with the Chapo pawn.



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 his 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.

Culiacán 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 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 and detailed below:

Cartel Turn

- Up to 3 Defense Actions, OR
- Up to 2 Chapo Actions, OR
- Draw 1 new Needs card

Hunter Turn

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

2.0 THE CARTEL

On the Cartel team's turn, it may perform **EITHER** up to 3 Defense actions **OR** up to 2 Chapo actions **OR** draw 1 Needs card.

3 Defense Actions

With 3 Defense actions, it may in any order:

- For 1 action, draw 1 Defense card from any Defense deck into its hand.
- For 1 action — or for 2 if marked \$\$ — place 1 Defense card from the Cartel's hand 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).

2 Chapo Actions

With each of 2 Chapo actions, it 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. If the Need is Hidden but Chapo is Fixed, the Cartel may place the disc, but not vice versa. (Chapo while Hidden cannot Fulfill a Fixed Need; Needs in the Finished area cannot be further Fulfilled at all.) OR

Handwritten notes:
 Any time free
 Draw Defense directly?
 draw all already down.
 Allow both?
 pulses = either
 4 pulses
 Only deal card/turn?

Handwritten notes:
 Make with Chapo's lead markers
 or, lead is Support goes where Chapo is?
 4 2 on Support, add to 'Any location' with Chapo?
 15 0



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1 Needs Card

Alternatively, it may draw 1 Needs card from the deck and place it in its Hidden area. (It may opt for this because too many unfulfilled Needs have been Finished.)

Free action

3.0 THE HUNTERS

The Hunter team on its turn, in this order:

- Adds 1 white (Intelligence) pawn to its available pawns from the track.
- 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.

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 should begin planning behind its screen during the Cartel turn.*

Building Intelligence Capability

The Hunters take one white pawn from the track of circles next to the Finished box and add it to their available Intelligence pawns. If the last such added pawn is removed, this will be the game's last turn (see Victory).

**NOTE: The added Intel pawns represent growing Hunter understanding of the Cartel's denial and deception practices. They also provide a game clock.*

Planning Collection

First, the Hunter team places any or all white pawns that it has available* onto any individual Nexus or Support Topography cards (face-down or face-up) in the Found or Fixed areas, including multiple pawns on a single card, 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 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). Referee places any Leads.*
- Found (face-up) Nexus: automatically flip any 1 face-down Support 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 Support cards.
- Any Fixed Nexus or Support: Roll a die; on a 4-6, Cartel puts all Hidden played (not in-hand) Need and Defense cards Linked to the targeted card onto the Fixed board at their Locations (or in Chapo Defenses box, as applicable).

Found or Fixed to poi: Revealed
Chapo

**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.*

- Hunters may Fix a card bearing a Lead marker at any time (to that Location).

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

at any time
may move
either

(Should referee update Leads (b)(3))



all Found/Fixed (b)(3)

Planning Enforcement

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

Resolving Police

After planning enforcement, the Hunters resolve Police and Marina actions in any order they desire. For Police (blue) Hunters roll 1 die pawn by pawn 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: on a 4-6, Cartel team must move all Defenses and/or Needs Linked to that card from Hidden to Fixed (same as Intel, above).
- Fixed Need or Defense card: on a 4-6, that Need or Defense and all face-up Nexus or Support Linked to it to Finished. Any discs (Fulfilled Needs) on Needs card stay with the card. See Tickling the Wires, below.

- 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 or in the Chapo Defense box (if any) from Hidden to Fixed. (If Chapo is already Fixed there and any Chapo Defenses or Needs there are Hidden, the Cartel must move 1 such Hidden card to Fixed.)

Resolving Marina

The Hunters carry out 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. (It is still not "Police" for purposes of Cartel Defenses.)
- Location where Chapo is Fixed: Chapo is Finished (captured).* Hunters win.

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

Tickling the Wires. On each Police enforcement and each Marina Strike that Finishes any cards, the Hunters roll a die: on a 4-6, the Cartels must immediately draw a Needs card from the deck, if any remain, and place it in a Hidden Location.

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 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.

5.0 VICTORY

The game ends either as soon as the Hunter team wins or after a predetermined number of turns.

Hunter Win

The Hunter team wins the game the instant that it Finishes (captures) El Chapo.

Cartel Win

The Cartel team wins the game if Chapo remains free (not Finished) for 6 pairs of Cartel and Hunter turns, and it has at that time Fulfilled (placed a disc on) $\frac{3}{4}$ ^{ths} (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.

Reached enough
 Chapo? (not out of turn)
 Fixed Chapo
 Can be "With Chapo" box
 with Chapo

More
 Defenses?
 2/3rds?
 (+ only 1 need/turn?)
 Add work sheets?
 Show Number counters/ have pawns (b)(3)