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LESSON PLAN

MODULE 3A: KINGPIN TABLETOP SIMULATION ROUND 2

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Module Classification:

Module POC:

Length: 60 minutes 1400-1500 hours)

Last Revised: June 2017

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LEARNING OBJECTIVES FOR THIS MODULE

Course Learning Objectives: At the end of this course, students will be able to:

- Discuss the manhunting methodology in the context of a highly sophisticated manhunt for a highly sophisticated target.

- Execute and assess simulated manhunting and evasion strategies in a tabletop model.

- Apply the manhunting methodology to chart an analytic and collection way-forward against a high-value target on which the student has pre-existing expertise.

Module Learning Objectives ("Key Takeaways"): By the end of this module, students will be able to:

- Execute simulated hunting and evasion strategies in a tabletop model.

MODULE CONTENT AND INSTRUCTION

Bridge-In and WIIFM: Now that you have played the game from one side, it is time to switch sides. The Hunters become the Cartel, and the Cartel becomes the Hunters.

Module Content: Students will play as many rounds as possible for one hour. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The Hunters should uses the Manhunting Methodology in a deliberate and structured approach toward intelligence collection, target knowledge, and operational support.

The referee will regulate the game play, but will also facilitate a discussion of strategies and tactics. At the end of the hour, the students, referee, and facilitator will discuss how the game played out.

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Bridge-Out: Let's take a short break and return to the classroom, where we will apply M2 to your own targets.

MATERIALS & SET-UP
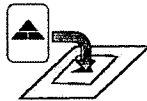
Handouts, displays, set-up, classroom details:

- Each game station table will have the Kingpin boards set up.

- Each game station will have an instructor/facilitator playing the game, and an instructor/facilitator serving as referee.

- Each game station will have two copies of the Kingpin Player Aids – one set on the Hunters side of the table and one set on El Chapo side.

Cartel
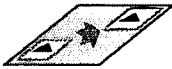
Cartel Turn – 3 actions total, max 2 Chapo

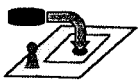**Defense actions:**

Place 1 Defense card
   [$$ costs 2 actions]

– – – – OR – – – – – – – – – – – – – –

- Move 1 Defense card
   🚌 may move with 1 action
   🚌🚌 may move with 2 actions

Chapo actions:

- Move Chapo

– – – – OR – – – – – – – – – – – – – –

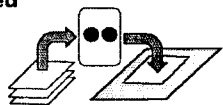- Place 1 Needs disc at Chapo
   (fulfill a need)*

   *Max 1 disc action per turn!

Also – at any time desired
Draw new Needs:

- Draw card from deck
   onto a legal Location

Defenses Summary

Exposure

Informants Chapo can act or add defenses before Police act
   (2 copies) *Any Location   Cannot move*
Provisions Chapo can hide once if hunters are onto him
   Any Location   🚌 Easy to move
300 Armed Guards Hunters must use extra police to capture Chapo
   $$ Expensive *Any Mountain* 🚌🚌 Hard to move
Heavy Weapons Hunters must use extra police to capture Chapo
   $$ Expensive *Any Border or Desert* 🚌🚌 Hard to move
Fortified House Chapo can evade imminent capture once
   $$ Expensive *Mountain or any Resort   Cannot move*

Detection

Police "Payroll" Police are less effective where Chapo is paying them
   (2 copies) *Any Location   Cannot move*
COMSEC Intelligence collection against Chapo is less effective
   (2 copies) 👤 *Always with Chapo*
Disguise Chapo with some difficulty can hide if hunters are onto him
   👤 *Always with Chapo*
Plastic Surgery Chapo pretty easily can hide if hunters are onto him
 $$ Expensive 👤 *Always with Chapo*

Mobility

Chauffeured Car Chapo gets around a locale to fulfill needs quickly
   City or any Resort 🚌 *Easy to move*
Helicopter Chapo can move without delaying other tasks
   $$ Expensive *Any Location* 🚌 *Easy to move*
Airstrip & Plane Chapo when using a defense also hides anywhere
   $$ Expensive *Any Mountain or Desert   Cannot move*
All-Terrain Vehicle Gives Chapo a chance to evade imminent capture
   Any Mountain or Desert 🚌 *Easy to move*
Escape Tunnel Chapo can evade capture and/or hide once
   (2 copies) $$ Expensive *City only   Cannot move*

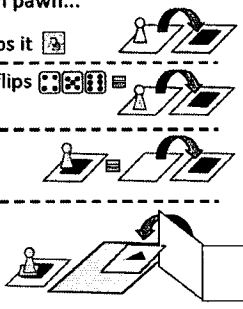## Hunter Team (front)

Hunter Turn –

Plan Collection

- Put white pawns onto Nexus, Support, or Lead
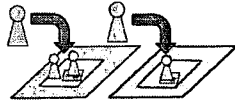
– – – – THEN – – – – – – – – – – – – –

Resolve Intelligence: Each pawn...

- On face-down Nexus flips it
- On face-down Support flips it on a die roll of 4-6
- On face-up Nexus flips 1 linked Support
- *Or,* at Lead reveals 1 linked hidden Need or Defense

Leads markers on cards show where Cartel has linked assets hidden
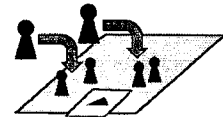
– – – – (OVER) – – – – – – – – – –

Hunter Team (back)

– – – – THEN – – – – – – – – – – – – –

Plan Enforcement

- Put blue & black pawns at any locations on map

– – – – THEN – – – – – – – – – – – –

Resolve Police & Marina *(any order)*

- *Police Action* – Each pawn, on a 4-6 ...

  Cartel reveals 1 Defense or Need or Chapo hidden there

  – – – OR – – – – – – – – – – – – – – – – –

  Take out 1 Need or Defense there; Cartel reveals Chapo if hidden there *(not a card)*

- *Marina Strike* Same as above, without rolling

  – – – – OR – – – – – – – – – – – – – – – – – – –

  At green pawn on map, capture Chapo!

- Each game station will have a copy of the Kingpin Rules of Play.

KINGPIN
The Hunt for El Chapo

RULES OF PLAY
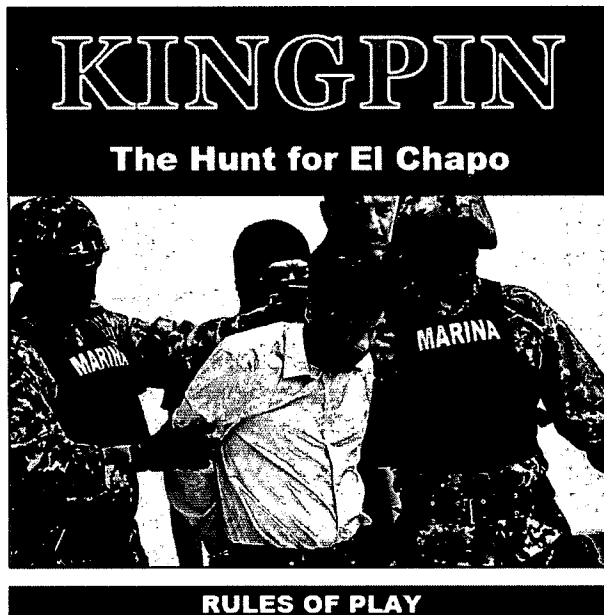
Simulation Design

CONTENTS

1. Introduction – *The game in general and how to set up*
2. The Cartel – *What the Cartel team does on its turn*
3. The Hunters – *What the Hunter team does on its turn*
4. Refereeing – *What the Referee is responsible for*
5. Victory – *How each team's performance is judged*

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Module Sources and References: List where on the shared drive and/or online (iSpace or Sharepoint) that module materials are housed (via file path or URL):

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  o Kingpin PreBrief Info
  o Kingpin Rules of Play
  o Kingpin Player Aids