Starting conditions:
- Centralization: 0-50%
- Size: 30-45 out of 60
- External ties: 5-15 for each sub-network out of 30
- Material: 40-90
- Money: 20-45
- Popular support: 30-60%
- Terror level: 0-20%
- Blue vision: Few nodes

Win conditions:
- Terror level at end of game: 0-20% strong Blue win, 20-40% weak Blue win, 40-60% draw, 60-80% weak Red win, 80-100% strong Red win
- Blue wins early if popular support drops too low for four consecutive turns

Overall:
- Increased size, centralization improve effectiveness, reduce security
- Increased terrorist popular support improves both effectiveness and security
- Popular support on both the Blue and Red screen refers to terrorist popular support, not popular support for the state

Blue
- Global
  - Intel Ops (known): Reveals more ties around known (visible) nodes
  - Intel Ops (unknown): Reveals more info of unknown network
- Prune: Kill
  - Permanently removes 10% of nodes, starts from least connected
- Prune: Capture
  - Removes 10% of nodes for five turns, starts from least connected, some intel revealed
- Security Presence
  - Reduces effects of Red attacks; some nodes more likely to become visible (temporary intel benefit)
- Conduct Information Ops
  - Reduces terrorist popular support
- Investigate Network
  - Reveals node’s involvement in the three sub-communities (node color turns purple, yellow or green)
- Reduce Capacity
  - (Logistical): Reduces operational external ties; effects depend on network’s security level. It only works if Blue has detected at least some of Red’s operational nodes.
- Disrupt Materiel
  - (Operational): Reduces logistical external ties, effects depend on security level of network, disrupts Red’s logistical actions. It only works if Blue has detected at least some of red’s logistical nodes.
- Counter Finance
  - (Financial): Reduces financial external ties, effects depend on security level of network, disrupts Red’s financing actions that turn. However, it only works if Blue has detected at least some of Red’s financial nodes.
- Using Mouse
  - Kill Targeted Node: Node is removed, centrality & size recalculated; can increase popular support if node is not central. Forcibly decentralizes and makes Red less effective
  - Capture Targeted Node: Node removed for 5 turns, nodes around it are more likely to be detected

Red
- Global
  - Grow: +10 nodes
  - Shrink: -10 nodes
  - Centralize: Network centralization increases
  - Decentralize: Network centralization decreases
- Logistical
  - Increase Logistical Ties: +10 external ties, increases resource generation next turns, decreases security
  - Decrease Logistical Ties: Decreases resource generation next turns, improves security
  - Steal Materiel: One-time increase in material, costs $30
- Operational
  - Increase Operational Ties: +15 external ties, increases effects of attacks, decreases security
  - Decrease Operational Ties: -15 external ties, Decreases effects of attacks, improves security
  - Attacks (Minor, Major, And Massive): Increase terror level, depends on overall size, operational sub-network size, and centralization. Negatively affects popular support
  - Propaganda: Increases popular support
- Financial
  - Increase Financial Ties: +10 external ties, increases resource generation next turns, decreases security
  - Decrease Financial Ties: Decreases resource generation next turns, improves security
  - Illicit Fundraising: One-time increase in money, costs 30 material
- Social Services

Increases popular support to greater affect, costs $30; can be disrupted by counter-finance