

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)

Sub-community (Logistical, Operational, & Financial)

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
Node removed for 5 turns, nodes around it are more likely to be detected

Capture Targeted Node

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, increases security

Steal Materiel

One-time increase in materiel, 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, increases security

Illicit Fundraising
Social Services

One-time increase in money, costs 30 materiel
Increases popular support to greater affect, costs \$30; can be disrupted by counter-finance