

GINGER JUNCTION

2007 Simulation and Analysis Center (v.9)

(Based on "Algeria: The War for Independence 1954-1962" by Brian Train Copyright 2000)

12.0 PLAYER GUIDES

12.1 Strategic Approaches.

GINGER JUNCTION participants may be requested to execute specific strategic approaches for analysis purposes. The following player guides outline the permitted operational missions that will replicate these strategic approaches. Notational strategic approaches (Bard O'Neill, Insurgency & Terrorism: Inside Modern Revolutionary Warfare, 1990, others) are listed below:

Blue Strategic Approaches

Mission	Free Play	Kinetic	Non-Kinetic
Patrol	x	x	x
Intelligence	x	x	
Flush	x	x	
React	x	x	x
Pacification: Civil Affairs	x		x
Pacification: Neutralization	x		
Pacification: Resettlement	x		

Red Strategic Approaches

Mission	Free Play	Popular Protracted Warfare*	Military	Velvet Revolution
Move	x	x	x	x
Propaganda	x	X**		x
Strike	x	X**		x
Harass	x	x	x	
Intimidate	x	x	x	

* Progress from organization to harassment to full military operations

** Once a harass or intimidation mission has been executed; the Red player may no longer conduct strike missions

Coalition Strategic Approaches

Forces	Limited	Medium	Heavy
CEU/ESG		x	x
Lt Inf Bde			x
Advisors	x	x	x
Air Support	x	x	x
Air Mobility	x	x	x
PSP: Economic Aid	x	x	x
PSP: Military Aid	x	x	x
PSP: Development Aid	x	x	x

12.2 Game Cases.

GINGER JUNCTION participants will execute the following cases as directed and as time permits. If the automated version of Ginger Junction is insufficiently mature to support Coalition intervention options, the board game version of the simulation will be used. Note that either side in the Red:Green cases should be able to win. The intervention cases attempt to provide insights on the impact of varying quantities and types of Blue resources committed on Green success.

Blue/Red Strategic Approach	Free Play	Popular Protracted Warfare	Military	Velvet Revolution
Free Play	Base		6	
Kinetic		3		1
Non-Kinetic	5		4	2

Red: Green Cases:

- Base Case: Blue Free Play; Red Free Play
- Case 1: Blue Non Kinetic Red Velvet
- Case 2: Blue Kinetic Red Velvet
- Case 3: Blue Kinetic Red Popular Protracted Warfare
- Case 4: Blue Non Kinetic Red Military
- Case 5: Blue Non Kinetic Red Free
- Case 6: Blue Free Red Military

Blue Resource Cases:

- Base Case No Coalition Forces
- Base Case +1 Coalition Limited Forces
- Base Case +2 Coalition Heavy Forces

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GOVERNMENT PLAYER MISSIONS CHART

<p>PATROL MISSION</p> <ul style="list-style-type: none"> Patrolling units are deployed to the PTL box during the deployment phase. The general effect of patrolling units is to give an unfavorable DRM to Insurgents missions. Any mobile units patrolling in the area may react to any Insurgents mission or join a flush mission if the Government player wants them to. Place in the OC box of the area after reacting. 	<p>INTELLIGENCE MISSION</p> <ul style="list-style-type: none"> May only be conducted in areas with at least one combat effective static unit. Pay one PSP, total Contact Ratings of static units and roll to contact each Insurgents unit in the UG box by rolling this total or less on 1D6 (DRM: +1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if in Urban area). Units contacted are moved to OC box, where they are vulnerable to future Flush operations.
<p>FLUSH MISSION (mobile units only)</p> <ul style="list-style-type: none"> Designate Flushing units from area's OPS box. Patrolling mobile units in that area may join the mission, and airmobile units may travel any distance to join. Contact number = Total of Contact Ratings of involved units. Government player must roll equal to or less than Contact Number on 1 D6 to find individual Insurgents units in OPS or OC box (DRM: + 1 if target unit is a Front or in a Remote area or if area is Terrorized; -1 if target unit in Urban area or OC box) First contacted insurgent units then the government fire on the COMBAT RESULTS TABLE. Apply results. Place insurgent and government regular Army units in OC box; government elite units go on a roll of 1, 2, or 3. 	<p>REACT MISSION</p> <ul style="list-style-type: none"> Deploy mobile units from the OPS box of the area against the Insurgent units that just conducted a mission. Patrolling mobile units in the area may join, and airmobilized units may travel any distance to join. The Insurgent units are automatically Contacted, but they have a chance to evade to the UG box (roll equal to or less than Evasion Rating). After evasion check, first Insurgent units, then the Government, fire on the COMBAT RESULTS TABLE. Place remaining insurgent and government mobile units in OC box; government elite units go to OC on a 1-3, otherwise can go to OP or PTL.

PACIFICATION MISSIONS

MISSION	RESULTS
Civil Affairs DRM: +1 per PSP spent after the first one	Roll on MISSION SUCCESS TABLE # = PSP taken from Insurgent PSL @ = remove Terror marker in area, if present
Neutralization DRM: +1 each Elite unit participating	Roll on MISSION SUCCESS TABLE # = number of Insurgent companies, battalions, regiment combat ineffective @ = area Terrorized; all Cadres and Fronts in area are combat ineffective + = area Terrorized; 1D6 Government PSP
Population Resettlement (rural only)	Area automatically becomes Remote and Terrorized; Insurgent gains 3D6 PSP and fronts are converted to cadres.

(Must have combat effective static unit in the area to perform: all missions cost one PSP)

GOVERNMENT MOBILIZATION AND MAINTENANCE TABLE

Unit	PSP to Mobilize	PSP to Maintain
Division	5	2
Brigade	2	1
Elite unit	3	1
Static unit	1 (in PTL box) (possibly 2 TBD)	1 (possibly zero TBD)
1 Helo Point	2	1
1 Naval Point	1	0
Border Zone	6 (per Zone)	2 (per Zone)
Battalion/Reserve Battalion	1	1
Company	1	1

MISSION SUCCESS TABLE

Roll	-1	0	1	2	3	4	5	6	7	8
	0+	0+	1+	1	1	2	2	3@	4@	5@

INSURGENT PLAYER MISSIONS CHART

<p>Harass</p> <ul style="list-style-type: none"> Insurgent player designates a single company, battalion, or regiment to do the mission and rolls on the Combat Results Table. The enemy unit fired upon may fire back at half its firepower rating (round fractions up). If the insurgent company, battalion, or regiment survived the return fire, place it in the operations completed (OC) box. If the enemy unit was combat ineffective, place it in the OC box as well. 	<p>Movement</p> <ul style="list-style-type: none"> #= number of areas the unit may move += attempting unit eliminated <p>DRM</p> <ul style="list-style-type: none"> -1 = per every unit on Patrol in area where unit starts (dispersed-mode division = 2 units) -? = per Border Zone DRM, if crossed
<p>Propaganda</p> <ul style="list-style-type: none"> # = PSP added to own or subtracted from enemy PSL (x2 if in Urban area) <p>DRM</p> <ul style="list-style-type: none"> -1 = area is Terrorized -1 = per every unit on Patrol in that area (dispersed-mode division = 2 units) 	<p>Intimidation</p> <ul style="list-style-type: none"> # equals the # of Government static or mobile units rendered combat ineffective + or @ signifies that the area is Terrorized
<p>Strike</p> <ul style="list-style-type: none"> # x 1D6 = PSPs added to insurgent or subtracted from government PSL + = one insurgent unit eliminated (insurgent player's choice) <p>DRM</p> <ul style="list-style-type: none"> +1 = per Cadre assisting -1 = per every unit on Patrol in that area (dispersed-mode division = 2 units) 	

INSURGENT AP COST TABLE

Activity	AP	Units	Comments
Build	3(2)	0	Combat effective Front needed; only Cadres or Companies may be built. (Only 2 AP to build outside Ginger Junction. Scenario determined)
Augment	3	1 Cadre or 1 Company or 1 Battalion	Cadre Augments to Front. Only one Front per area, and not in Remote. Company Augments to Battalion, only one Battalion per area. Battalion Augments to Regiment, only one Regiment per area.
Harass	0	1 Company, 1 Battalion, or 1 Regiment	Roll on the COMBAT RESULTS TABLE; government fires back at HALF firepower. May do any number in area per turn, but Companies, Battalions, or Regiments attack singly.
Propaganda	1	1 (any unit may do)	Any insurgent unit may do, only one per area, and not in Remote area.
Strike (urban only)	5	1 Front + Cadres	Combat effective Front needed; each Cadre assisting gives +1 DRM.
Intimidate	3	1 (any mobile unit)	Only one per area per turn.
Move (Land)	0	1 (any mobile unit)	Units attempt movement one at a time between adjacent land regions or cities
Move (Across Water)	1	1 (any mobile unit)	Units attempt movement one at a time between islands.

INSURGENT AP SOURCES

Areas under insurgent control (NOTE: -1 AP if area is Terrorized)	Urban:	Rural:	Remote:
	5 if controlled; 2 if contested but combat effective insurgent units are present; Howell: 10 if controled; 1 if contested; Maryanne: 10 if controled; 5 if contested	2 if controlled; 1 if contested but combat effective insurgent units are present	0
U.S. Government	2, 4, or AP per turn; (See scenario below)		
Insurgent PSL	AP = 10% of current insurgent PSL (round fractions down)		

MISSION SUCCESS TABLE

Roll	-1	0	1	2	3	4	5	6	7	8
	0+	0+	1+	1	1	2	2	3@	4@	5@