

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
- 90%-100% terror level for four consecutive turns ends game with red victory
- Blue wins early if popular support for Red drops below 30% for four consecutive turns; Blue can reduce popular support by conducting Information Ops

Overall:

- Increased size, centralization improve effectiveness, reduce security
- Increased terrorist popular support improves *both* effectiveness and security
- Popular support on Blue and Red screens refers to terrorist popular support
- Important early in game for Blue to conduct Intel and Information Ops

Blue

Global

Intel Ops (known)
Intel Ops (unknown)

Reveals more ties around known (visible) nodes
Reveals more info of unknown network

Prune: Kill
Prune: Capture
Security Presence

Permanently removes 10% of visible leaf nodes
Removes 10% of visible leaf nodes for five turns
Reduces effects of Red attacks; some nodes more likely to become visible (temporary intel benefit); reduces terror level by 5%; increases popular support by 5%

Conduct Information Ops

Reduces terrorist popular support

Investigate Network Sub-community

Disrupt Materiel
(Logistical)

Reveals node's involvement in the three sub-communities (node color turns purple, yellow or green)

Reduce Capacity
(Operational)

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.

Counter Finance
(Financial)

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.

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.

With Mouse

Kill Targeted Node

Node is removed, centrality & size recalculated; can increase popular support if node is not central.

Capture Targeted Node

Forcibly decentralizes and makes Red less effective
Node is removed for 5 turns, nodes around it are more likely to be detected

Red

Global

Grow
Shrink
Centralize
Decentralize

+10 nodes
-10 nodes
Network centralization increases
Network centralization decreases

Logistical

Increase Logistical Ties
Decrease Logistical Ties
Steal Materiel

+15 external ties, increases resource generation next turns, decreases security
Decreases resource generation next turns, increases security
One-time increase in materiel, costs \$30

Operational

Increase Operational Ties
Decrease Operational Ties
Attacks (Minor, Major,
Propaganda

+15 external ties, increases effects of attacks, decreases security
-15 external ties, Decreases effects of attacks, improves security
Increase terror level, depends on centralization.
Negatively affects popular support
Increases popular support

Financial

Increase Financial Ties
Decrease Financial Ties
Illicit Fundraising
Social Services

+15 external ties, increases resource generation next turns, decreases security
Decreases resource generation next turns, increases security
One-time increase in money, costs 30 material
Increases popular support to greater affect, costs \$30; can be disrupted by counter-finance