Bored of War
the modern irregular wargame as indecent, critical, subversive object

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Figure A.1. Tabletop Exercise Map, Grid, and Unit Markers
The above samples are arranged in three columns (by general type) and in ascending order of scale reading down the columns (i.e., from tactical level games through strategic). Land column: Patro, MechWar 77, Prestags, Panzergruppe Guderian, Global War. Naval column: Frigate, Dreadnought, Sixth Fleet, Fast Carriers, Global War. Air Column: Foxbat & Phantom, Oil War, Sixth Fleet, Invasion America, Global War. Note that in general, the low level and high level counters are relatively simple, whereas the middle level tactical counters are more complex. Note that the naval units are something of an exception to this, since on all levels except the highest, they represent individual ships.
THE THIRD WORLD WAR: Battle for Germany

INVASION: AMERICA
Death Phases of the Superpower
Scarcity of games on modern irregular warfare

- The “indecency of recency”
- Critical/subversive of media portrayal of conflicts
- Critical/subversive of “normal” play of wargames
"Then, after you've starved the villagers into submission, you can bring in your interrogation team..."
ISR

Overhead intel:
Each Coalition Sweep Op, Coalition may Activate another 3 Guerrillas in any 1 space.

Tehrik-i-Taliban Pakistan

TTP attack in Pakistan:
Shift Islamabad 2 boxes toward Hostility.

Karzai

President taps cousins:
+1 Patronage per space at Support

TTP support Quetta Shura:
Taliban place 2 pieces in or adjacent to Pakistan and add +3 Resources.

President deals to keep office:
Transfer 2 die rolls of Patronage to Warlord Resources.
REVOLUCIÓN
Lines of attack
“Conventional” wargame vs. “irregular” wargame

• Binary, zero-sum opposition vs. multiple though frictional points of view/ factions

• Ordered situations vs. chaotic and nonlinear game states

• Rigid treatments of time, space and force vs. flexible, malleable scales

• Symmetry of information, methods and objectives vs. asymmetry
## A Distant Plain Faction Interaction

### Affected Faction

<table>
<thead>
<tr>
<th>Acting Faction</th>
<th>Coalition</th>
<th>Government</th>
<th>Warlords</th>
<th>Taliban</th>
</tr>
</thead>
</table>
| **Coalition**  | *Civic Action to place Support*  
*Surge to remove Coalition pieces to Available* | *Train, Sweep, Assault, Air Lift, or Air Strike to gain COIN control*  
*Train to Patrol to transfer Patronage to Govt. Resources*  
*Move Coalition pieces to yield COIN Control (Patrol, Sweep, Surge, Air Lift)* | *Surge to add resources to Warlords*  
*Sweep, Surge, or Air Lift to convert spaces to Uncontrolled*  
*Train, Sweep, Assault, Surge, Air Lift, or Air Strike to gain COIN control of spaces* | *No direct method*  
*Civic Action to remove Opposition*  
*Assault or Air Strike to remove Taliban bases* |
| **Government** | *Civic Action to place Support*  
*Govern to remove Support*  
*Eradicates removes support* | *Train, Sweep, Assault, or Transport to gain COIN control*  
*Grows to add pop to COIN spaces or transfer Aid to Patronage* | *Train, Sweep, Assault, or Transport to change to COIN or Taliban control*  
*Civic Action to remove Opposition*  
*Assault to remove Bases* | *No direct method*  
*Civic Action to remove Opposition*  
*Assault to remove Bases* |
| **Warlords**   | *No direct method*  
*Terror to shift Support to Neutral*  
*March to change to COIN control*  
*Traffic or Suborn to add Patronage*  
*Rally, March, Attack, Cultivate, or Suborn to change to Uncontrolled*  
*Suborn to gain resources* | *March to change to COIN control*  
*March, Attack, Cultivate, or Suborn to change to Uncontrolled*  
*Suborn to gain resources* | *March to change to Taliban control*  
*Rally, March, Attack, Cultivate, or Suborn to change to Uncontrolled*  
*Terror to shift Opposition to Neutral* | *March to change to Taliban control*  
*Rally, March, Attack, Cultivate, or Suborn to change to Uncontrolled*  
*Terror to shift Opposition to Neutral* |
| **Taliban**    | *No direct method*  
*Sharia or Terror to remove Support*  
*March or Attack to change to COIN control*  
*Rally, March, Attack, or Infiltrate to change to Uncontrolled*  
*Rally, March, Attack, or Infiltrate to gain Taliban control*  
*Infiltrate to transfer Patronage to Resources* | *March or Attack to change to COIN control*  
*Rally, March, Attack, or Infiltrate to change to Uncontrolled*  
*Rally, March, Attack, or Infiltrate to gain Taliban control*  
*Infiltrate to transfer Patronage to Resources* | *Rally to place bases*  
*Sharia or Terror to gain Opposition* | *N/A*  
*Sharia or Terror to remove Support*  
*March or Attack to change to COIN control*  
*Rally, March, Attack, or Infiltrate to change to Uncontrolled*  
*Rally, March, Attack, or Infiltrate to gain Taliban control*  
*Infiltrate to transfer Patronage to Resources* |