
Decapitation...

Hunt And Kill The Evil Dictator

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Background

This is a fictional fantasy scenario where a very powerful nation wishes to 'decapitate a regime' (this is the technical term for political assassination). This is a highly detailed simulation and not *'battleships in Baghdad'* at all. Most definitely not.

The forces of good, Freedonia, led by President George W Hackenbush - being democratic cannot simply fire a nuclear weapon at the capital city of their enemy - they must use precision guided munitions and bombs to seek out the corrupt and evil Dictator they seek to 'neutralise'.

These weapons are expensive so the bill will mount up.

They must also avoid civilian casualties.

If the campaign to decapitate the regime fails to do so before a certain time has elapsed (see Ground War below), or the civilian deathtoll reaches 2,500 or the PR damage reaches 50 - Freedonia will have failed to achieve victory and the game ends.

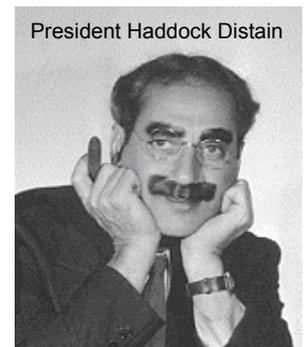
Play is on two gridded maps of the Capital City - Badmum. Some grid squares contain headquarter buildings, Presidential Palaces and the like - other contain Ancient monuments, hotels, embassies and residential districts.



Hide and Seek

The Evil Dictator, President Haddock Distain, is aware of the threat to his life, so has a number of defensive ploys at his disposal.

1. Doubles. There are five lookalikes of the Evil President - these may be used to confuse the enemy. These may be deployed or moved about freely.
2. Movement. Keeping moving makes it harder for the enemy to target.



However, he must still co-ordinate the war effort - so has to visit key buildings to issue war orders (and thus delay the Freedonian advance - see Ground War below)/

The forces of Rightness and Goodness can deploy a number of intelligence methods to locate the Evil President -

- a. Reports from friendly citizens and spies. Roll 1d6 and roll 5, 6 you get a report of the whereabouts of the President or his Doubles. Roll 1d6 again for which one.
- b. Signals intelligence –When the president issues orders from a key location roll 1d6 – score 3+ and this location is reported.
- c. Special forces – One special forces reconnaissance unit can be started on the map at any point and may move up to four squares each turn (no diagonals). They report if the Evil president or one of his doubles comes within 2 squares of their location. They cannot tell the real McCoy from the doubles. They also increase the accuracy of B52 strikes (+1 to the die) if the strike is within 2 squares of the SF location.



Movement

The Dictator and his decoys can move 4 squares per turn (no diagonals).

Freedonian Special Forces Reconnaissance can move 4 squares per turn (no diagonals).

The dictator can move into any square except the Press Hotel.



Sequence of Play

1. Movement
2. Plot Freedonian strikes
3. Calculate effect and damage
4. Reports from Freedonian intelligence sources of sightings of Evil President and/or his doubles (this can result in multiple sightings).



Attacks

The forces of Freedonian have a number of high-tech methods of attacking their Evil Foe.

∩ Cruise Missile Attack

Always hits indicated square.

Up to 3 missile attacks per turn (6 on turns 1 and 2 = 'shock and awe').

ã B52 strike

1d6 Roll 2+ to hit indicated square.

You have unlimited B52 strikes - but only every other turn (except turns 1, 2 and 3 when they can attack every turn = 'shock and awe')

ß Helicopter Gunship Strike

1d6 Roll 1 to lose a helicopter or 4+ to hit designated square.

You have one Gunship strike per turn – but only after turn 10.

† Delta Force Raid

Only once in game at any point.

1d6 - roll 1 and SF Prisoners Shown on TV (PR damage = 10), 2+ to hit the target if in same square, 3+ if adjacent square.



Collateral Damage

Each time a square is hit - roll for impact.

Square Type	Civilian Casualties	Chance of hitting Evil President if present.	PR Damage
Presidential Palace	1d6	2+	0
Government Building	1d6 x 5	3+	0
Hotel	1d6 x10	3+	10
Western Journalists' Hotel	1d6 x10	3+	50
Hospital	1d6 x 20	2+	25
Mosque	1d6 x 20	5+	25
Ancient City	1d6 x 2	3+	20
Poor Residential (Yellow)	1d6 x 50	6+	8
Other Residential (Grey)	1d6 x 30	5+	5
Ruling Class Residential (Green)	1d6 x 10	4+	2

If a square is not hit – roll 1d8 for which adjacent square is hit

1	2	3
8		4
7	6	5



Surrender Monkeys and Winning

The Freedomian keep a track of time, cost, casualties and PR damage.

If any of these reach the critical level the game ends.

The aim of the Dictator is to survive until the Freedomian Tanks arrive when he can slip away in the confusion.

The aim of the Freedomians is to do better than the last Freedomian player.



Play

The two maps are square gridded maps of the city screened off from each other or back to back. A third participant, the umpire, passes on intelligence information between the two sides, and adjudicates the rules.

The Evil Dictator is told of the location of attacks - but not of Special Forces Recce location.

The game ends when the Dictator has been killed or Freedomian tanks arrive (see below).



The Ground War

At the same time as this hunt there is a ground war going on and eventually Freedomian tanks will arrive in Bagmum. The Evil dictator can delay this by issuing orders from one of his key locations. The Tanks roll in on turn 15 unless delayed – thus ending the game. Every time the Evil Dictator issues orders roll 1d6 and score 2+ to add a day to the arrival of the Tanks.

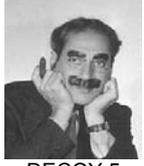


Other PR Effects

The Evil President can order one of his decoys (or himself) to be seen in public. This is, of course, reported to the Freedomians along with other intelligence and sightings. A Public sighting adds 1 PR damage if the public display is the real president himself..

*"Hail Hail to Freedomia
Land of the Brave
And Free"*

COUNTERS

 REAL MCOY	 DECOY 1	 DECOY 2	 DECOY 3	 DECOY 4
 DECOY 5	 SPECIAL FORCES RECCE	 Cruise Missile Strike	 B52 Bomber Strike	 Helicopter Gunship Strike
? Sighting of President / Decoy	? Sighting of President / Decoy	? Sighting of President / Decoy	? Sighting of President / Decoy	? Sighting of President / Decoy
? Sighting of President / Decoy	 Cruise Missile Strike	 Cruise Missile Strike	 Cruise Missile Strike	 Cruise Missile Strike
 Cruise Missile Strike	 B52 Bomber Strike	 Helicopter Gunship Strike	 Cruise Missile Strike	 Cruise Missile Strike
 Public Appearance of Evil President				



DECAPITATION : GAME TRACK

Turn	Freedonian Forces Available	Casualties	PR Damage
1	B52 + 6 Cruise		
2	B52 + 6 Cruise		
3	B52 + 3 Cruise		
4	3 Cruise		
5	B52 + 3 Cruise		
6	3 Cruise		
7	B52 + 3 Cruise		
8	3 Cruise		
9	B52 + 3 Cruise		
10	3 Cruise + Helo		
11	B52 + 3 Cruise + Helo		
12	3 Cruise + Helo		
13	B52 + 3 Cruise + Helo		
14	3 Cruise + Helo		
15	B52 + 3 Cruise + Helo		
16	3 Cruise + Helo		
17	B52 + 3 Cruise + Helo		
18	3 Cruise + Helo		
19	B52 + 3 Cruise + Helo		
20	3 Cruise + Helo		
21	B52 + 3 Cruise + Helo		
22	3 Cruise + Helo		
23	B52 + 3 Cruise + Helo		
24	3 Cruise + Helo		
25	B52 + 3 Cruise + Helo		