



## **Congratulations – You have been assigned to the United States!**

### **United States Political Constraints**

1. The U.S. is dealing with a resurgent Russia, continuing War on Terror in the Middle East, and sudden instability in the Korean peninsula including a nuclear-armed North Korea. This precludes the commitment of a number of military assets and intelligence capabilities.
2. U.S. national leadership does not want a general war with China, or even any hint of one. For better or worse, the President's party seems convinced that China is the key to reining in North Korea.

### **United States Intelligence Capabilities**

- See any air, ground or surface assets (NOT subs) in Sea Zones bordering Taiwan (sensors) at all times
- Can use SURTASS vessels to determine all surface, air and submarine assets in up to 2 Sea Zones without enemy combatants. (Note that each time that Chinese surface vessels are in that sea zone at the same time that the US will lose 1 of those capabilities per turn (they start with 2 per turn) for the rest of the game. Both can be lost.)
- Can use intelligence capabilities (satellites) to determine presence of ALL assets in up to 6 Land Zones and 2 Sea Zones per turn.

### **U.S. – Japan Intelligence Relationship**

The United States and Japan share an asset presence-acquired operating picture (The U.S. can see anything that Japanese vessels and ground forces can see). In order to share sensor-and sortie-acquired intelligence, a member of the sharing team must hand-carry a list of the shared visibility zones to the receiving team each turn that they wish to share.

Name tag abbreviations:

E – Executive team member  
M – Military team member  
D – Diplomatic team member  
CE – Chief Executive  
CM – Chief Military

### Crisis Simulation U.S. Force Starting Locations

Zone No.	Name	Type	Access	Starting Occupants
2	Northern Japan	Land	1, 3, 14, 15, 16	2 x Fighter Squadron (JP), 1 x Anti-Submarine Squadron (JP), 1 x Surveillance Squadron (JP), 2 x Special Operations Team (JP), 2 x Fighter Squadron (US), 1 x Anti-Submarine Squadron (US)
14	Sea of Japan (E)	Sea	2, 3, 4, 5, 13, 15, 17	1 x Destroyer (US), 1 x Landing Ship (US), 1 x Light Amphibious Battalion (US), 3 x Special Operations Team (US)
15	Central Japan	Land	2, 14, 16, 17	1 x Fighter Squadron (JP), 1 x Anti-Submarine Squadron (JP), 2 x Surveillance Squadron (JP), 1 x Air Transport Squadron (JP), 1 x Light Amphibious Battalion (JP), 1 x Airborne Infantry Battalion (JP), 1 x Special Operations Team (JP), 1 x Surveillance Squadron (US), 1 x Air Transport Squadron (US)
18	East Honshu Littoral (S)	Sea	16, 17, 19, 23, 39	1 x Carrier (US), 2 x Destroyer (US), 2 x Sea Transport (US)
25	Okinawa	Land	23, 26, 34	1 x Fighter Squadron (JP), 1 x Anti-Submarine Squadron (JP), 1 x Surveillance Squadron (JP), 1 x Light Amphibious Battalion (JP), 1 x Special Operations Team (JP), 5 x Fighter Squadron (US), 1 x Surveillance Squadron (US), 2 x Air Transport Squadron (US), 2 x Anti-Submarine Squadron (US), 4 x Light Amphibious Battalion (US), 1 x Mechanized Amphibious Battalion (US), 8 x Special Operations Team (US)
27	East China Sea (SE)	Sea	19, 20, 24, 26, 28, 33	3 x Destroyer (JP), 1 x Frigate (JP), 2 x Submarine (JP), 1 x Submarine (US)
31	Taiwan Strait	Sea	28, 29, 32, 35, 38	1 x Submarine (US)
34	Philippine Sea (NW)	Sea	23, 25, 26, 33, 35, 39	1 x Carrier (US), 2 x Destroyer (US), 2 x Submarine (US)
36	South China Sea (E)	Sea	35, 37, 38	2 x Destroyer (US), 1 x Submarine (US)
39	Pacific Transit	Sea	18, 23, 34, 40	2 x Bomber Squadron (US), 1 x Submarine (US), 2 x Landing Ship (US), 2 x Sea Transport (US), 4 x Light Amphibious Battalion (US), 1 x Mechanized Amphibious Battalion (US)
40	Hawaii / West Coast CONUS	N/A	39	5 x Fighter Squadron (US), 1 x Bomber Squadron (US), 4 x Air Transport Squadron (US), 6 x Airborne Infantry Battalion (US), 11 x Special Operations Team (US)