

# CRISIS SIMULATION: EAST CHINA SEA

Saturday March 2, 2019

| 9am – 4pm @ the Arlington Campus



SCHAR SCHOOL OF POLICY AND GOVERNMENT

Center for Security Policy Studies

at George Mason University

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The Center for Security Policy Studies (CSPS) provides a vibrant intellectual space for Mason students and faculty to work alongside government, military, think tank, and private sector experts to address today's pressing security issues. Such challenges range from so-called 'traditional' threats, including great power conflict, civil war, nuclear proliferation, and terrorism, to so-called 'nontraditional' threats, including climate change, pandemic disease, demographic shifts, extreme poverty, state failure, and refugee crises.

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CSPS has three overarching goals:

- Facilitate collaboration between scholars and practitioners from across George Mason University and Washington D.C.
- Generate multidisciplinary research relevant to today's most pressing defense and security challenges
- Attract, recruit, and educate George Mason University's best and brightest students to prepare them for service as tomorrow's scholars and leaders

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## Spring 2019 CSPS Simulation Information

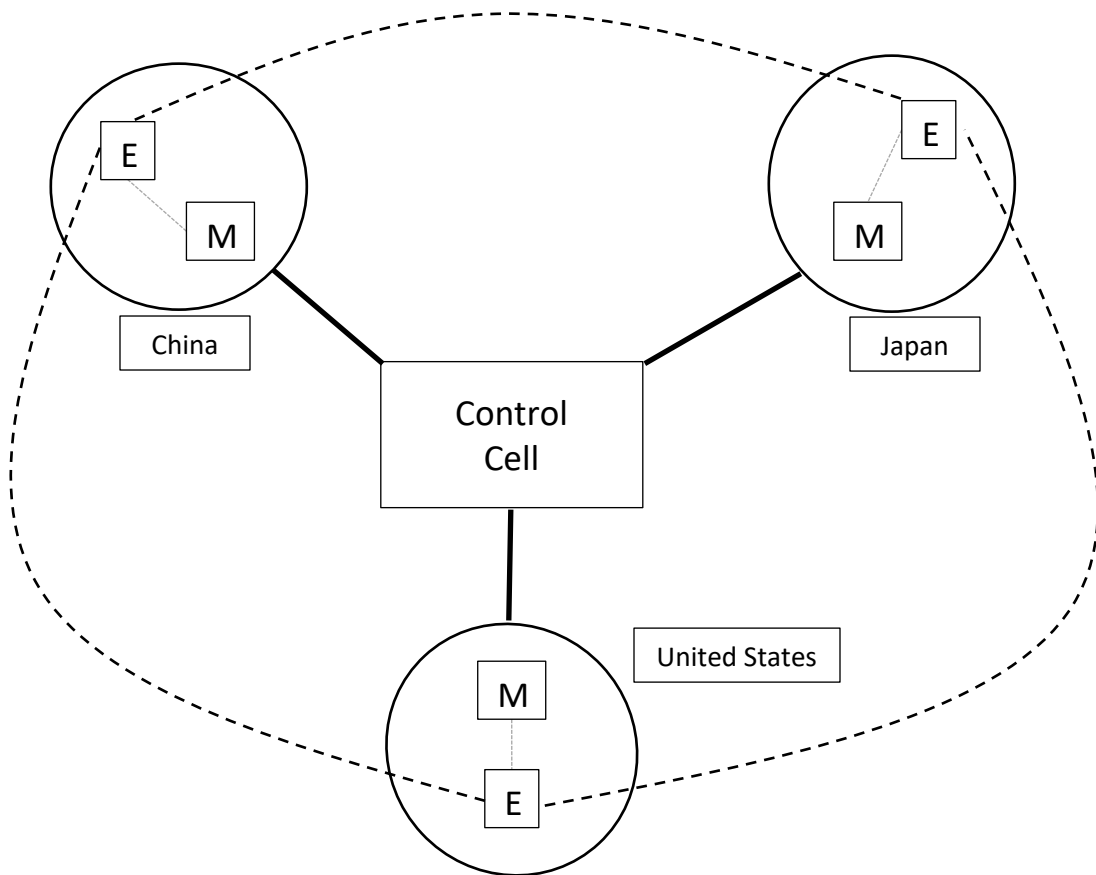
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## Simulation Rules

The actors in the crisis simulation consist of a control cell (of simulation staff) and three country teams: China, Japan, and the United States. The control cell plays several important roles in the simulation, including resolving the orders submitted by the country teams and issuing crisis updates based on those outcomes. The country teams are further divided internally into Executive (E) and Military (M) teams. Each of these country-divisions will be confined to its own room, clustered by country:

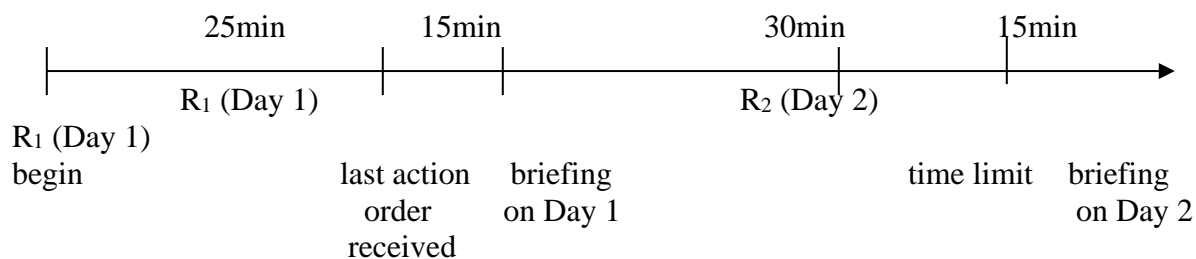
Figure 1: General Organization



At 10:00 AM, you will break out into your country teams. You have until 10:30 AM to meet together as a country in one room, read over the simulation guide, decide how you are going to organize yourselves and communicate over the course of the simulation, and begin to strategize. Your country staff will also use this time to brief you on how to complete Military Orders, Intelligence Requests, and Action Orders. During this time, the executives must choose a Chief Executive. At 10:30 AM, each country-unit will be restricted to its own room and the simulation will officially begin with the first round of play.

**Rounds of Play:** Each round of play begins with a briefing from a control cell representative in their respective Executive Room that summarizes the previous day's events. As soon as the briefing ends, the clock starts. The round ends when either all three countries have submitted their action orders (see below) or 50 minutes has elapsed, whichever comes first. If a team fails to submit an action order by the time limit, the control cell will assume that they wish to take no new actions during that round and treat them accordingly. The control cell will then schedule the next briefing (sending instructions to each Chief Executive (E)), take 20 – 30 minutes to resolve the orders, and then give the briefing. During this time, you may take a break, but please say in your country division rooms. The last round of orders must be submitted by 2:50 PM when the simulation officially ends, no matter how much time remains after the last briefing. **All participants are to report back to Founders Hall 113 at 3:30 PM** for concluding remarks and the outcome of the scenario.

For example, the rounds of play could develop like this:



**Time:** How we treat time in the simulation is somewhat unorthodox. Each round of the simulation essentially corresponds to 24 hours of “real time” (from 12 PM to 11:59 AM in Beijing). The control cell will treat action orders received in a round of play as beginning at 12 PM of the corresponding day (Round 1= Day 1, etc.) and then calculate at what point in the future the requested actions will occur. After mapping out all of the action orders in this manner—and taking into account past orders that spilled across days—the control team will then figure out the state of the world at the end of the day corresponding to the round that just ended. And this will constitute the subject matter of the next briefing.

**Roles and Responsibilities:** Each country-division (E and M) serves a particular role in the simulation and is responsible for different tasks.

- The **Executive (E)** represents a country's leadership and as such is responsible for developing both the policy objectives and strategy for the entire country team. Having decided on these, the executive must then set goals, planning priorities, and tasks for the Military (M).

The Chief Executive, chosen by the Executive team, is furthermore responsible for sending “diplomats” from the executive to engage in negotiations with the “diplomats” of other countries in order to further the objectives and strategy of their country. Diplomats

are free to talk about whatever they wish during their meetings, but must also recognize that any agreements they come to with other countries are strictly “informal.” That is to say, there is no enforcement mechanism other than what carrots and sticks a country has at its disposal to ensure that others uphold their end of a bargain. The control cell will not enforce any result of the negotiations. The Chief Executive may also choose to deputize a member of the Military cell to meet with a representative of the Military cell of another country. *Members of the Military team cannot decide to meet with members of another country’s Military without approval of the Executive team.* Finally, the Chief Executive is responsible for submitting action orders to the control cell (which involves handing the action order to the country admin stationed in the room).

*Action Orders:* Specify the actions that a country wishes to take, militarily or otherwise, and are written on the designated slips and submitted to the country lead (see Appendix IV). **Orders including military action must activate part of a military options list that has already been submitted to the Executives (E) by the Military (M)** (see below) and can refer to it by number. It does not matter how far in advance the military options list was received so long as it is on file with the control cell when the action order arrives. Action orders for non-military options should be as detailed as possible. The control cell will decide the relative success, as well as the timing of implementation of all action orders, based on realistic estimates of feasibility as well as how they interact with the actions taken by other teams. For an example of a well-constructed action order, see Appendix I.

- The **Military (M)** is responsible for both gathering intelligence and planning for possible future military deployments and engagements by developing military options lists. Both military options lists and intelligence requests (see below) must be submitted to the Military Lead stationed in your room.

*Military Options List:* Provides a detailed list of potential military actions that are written on the designated slips and numbered consecutively (so that the Chief Executive can reference them easily in their action orders). Military options should be as specific and realistic as possible, given the information provided within the context of the simulation, or (when activated) they may fail. Imagine these as actual orders given to military commanders in the field—if not enough information is provided then they will not know how to carry out the desired action. See the section “General Military Planning Guidelines” in the Capabilities and Assets Package for detailed instructions (given to the military unit only). **Military options lists may be submitted to the Executives (E) at any time. However, the Executives (E) must receive them before the chief executive can submit an action order which implements any option on that list.** For an example of a well-constructed military options list, see Appendix II.

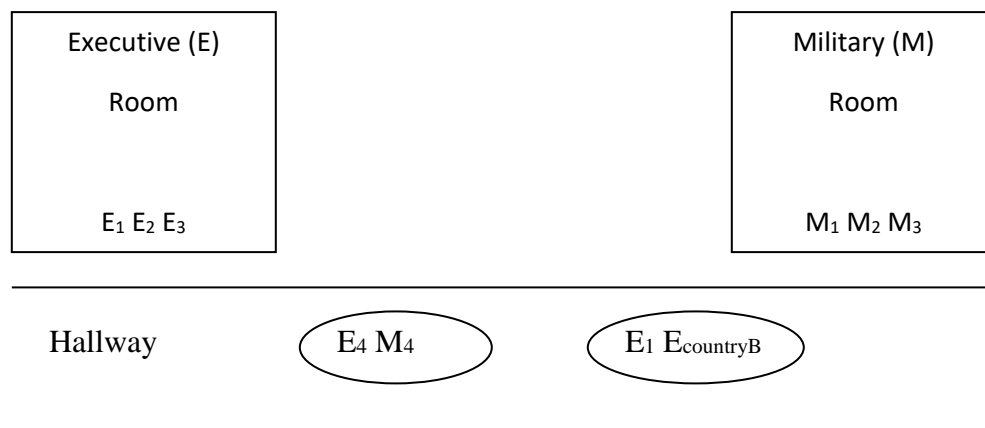
*Intelligence Requests:* May be submitted by the military team of each country to the military lead in the room at any time. Intelligence requests must specify not only what kind of intelligence is desired, but also how the country seeks to obtain it. For example, if China wants additional information on the movement of U.S. ships, the intelligence request would have to say something akin to: “China seeks information on U.S. ship

movements around Woody Island and repositions satellites to acquire it.” Each country packet will also detail what types of intelligence can be collected. As with contingency plans, the more detailed and realistic the planned efforts to acquire intelligence are, the more likely they are to succeed. The control cell will determine what intelligence, if any, to provide in response to intelligence requests and when. For an example of a well-constructed intelligence request, see Appendix III.

*Communications:* To simulate bureaucratic constraints and the difficulties of crisis planning, several limitations have been placed on your ability to communicate. In Figure 1 (above), the dashed lines represent who can talk to whom across teams: only diplomats from the executive team (E) can talk to each other. The divisions within a country may, of course, talk to each other. However, the following rules apply:

- **Nobody may enter a room they are not assigned to, even within a country.** For example, members of the military division may not be in the executive’s room and vice versa. Also, a diplomat from China cannot be in the offices of the U.S. executive corps and vice versa.
- This means that all meetings between the executive and military units of a country must take place in the hallway or other common spaces (i.e. these meetings cannot take place inside the executive, military or diplomatic office spaces). Similarly, all diplomatic meetings between countries must also take place in common spaces. This may compromise privacy and players are free to utilize any information they overhear.
- To make things even more difficult, there are limitations as to how many members of a country-division may leave their assigned office: **a country may only send one person to any particular meeting, although multiple meetings may be conducted at one time.**

Figure 2: Sample Meetings of Country A



## Regional Tensions

The escalation of tensions playing out in the East and South China Seas represents a classic case of power transition, as the apparently rising China is challenging the hegemonic order led by the United States. The 2013 addition of a tenth line (encompassing Taiwan and nearby waters) to the Chinese of the “nine-dash line” is used by China to assert its historic rights and reclaim regional influence, even though in 2016 the Hague rejected the Chinese claims. These territorial claims throughout the sprawling South China Sea may potentially complicate accessibility to critical maritime gateways through which more than half the world’s supertanker traffic passes each year, raising the strategic importance of these land masses for states with commercial interests in their immediate vicinities and beyond.



Perhaps most conspicuously, China has resumed its island reclamation campaign in which it has occupied and artificially developed land masses and submerged reefs within the South China Sea. Specifically, Chinese efforts to expand and solidify its grip on the region, has become evident in its rapid buildup of Woody Island in the Paracel Island chain. As a secure territorial holding in the region, Woody Island now houses a substantial People’s Liberation Army (PLA) presence serviced by a busy airway, artificial harbor, and reports of a recently installed HQ-9 surface-to-air missile system. Control over these disparate land masses will provide the occupier with unprecedented access to vast, recently discovered reservoirs of oil and gas, and lend legitimacy to Chinese territorial claims.

Directly countering Chinese efforts at expansion and control throughout the region, U.S. vessels have repeatedly conducted freedom of navigation operations in defiance of China’s widening claims to territorial sovereignty and the rights it entails. As a challenge to the legitimacy of China’s island enlargement and island construction efforts, U.S. ships have frequently traversed within 12 nautical miles of China’s emerging landmasses, an act China has labeled as blatantly hostile and in violation of international legal norms regarding state rights to enforce territorial sovereignty. To date, over 50 non-violent interactions have occurred between the deployed destroyer U.S.S. *Lassen* and the Chinese Navy, including the *Lassen*’s passing within seven miles of the Chinese-controlled Subi Reef in the Spratly Island chain in October 2015. The U.S. Navy has maintained an active force in the South China Sea to conduct freedom of navigation patrols. At the same time, the North Korean government has continued what the United States and Western powers see as provocative actions, including dramatic expansion of its nuclear weapons program and routine border incursions.



## General Military Planning Guidelines

One of this simulation's major goals is to help students develop a stronger appreciation for the time, energy, and effort required to do good military planning. While we don't want to inundate you with minutiae (just ask someone in the military how fun it is to put together Time Phased Force Deployment Data), we do want you to understand that military units do not magically transport themselves from point A to point B, and that 'Clausewitzian' friction (i.e. Murphy's Law on a grand scale) complicates things tremendously.

To strike the right balance we have grossly simplified Chinese, Japanese, and U.S. military assets (both in terms of what they have and where they are positioned). At the same time, every military plan you put together will need to answer four questions:

- **Who:** How many units are you sending and from where are they coming? A special operations team? A company? A division?
- **Where:** Where do you want them to go?
- **What/Why:** What are they supposed to do when they get there? Search? Occupy territory? Block a bridge? Set up a check point? Destroy a target? And how much latitude do they have if events on the ground look different than you anticipated?
- **How:** How will they get from point A to point B? By walking? Riding in vehicles? Taking cargo planes?










































Although conflict is not an inevitable part of this simulation, it may occur in one of two ways: If two or more units are in the same map zone in the absence of prior diplomatic coordination and/or explicit orders then a 'violent misunderstanding' could result. Or, one unit could purposefully attack another. In either case, chance will play a role in the outcome. (Note, the control cell decides how much chance goes into the outcome). All other things being equal, size and quality will matter. Bigger units will tend to prevail over smaller units and U.S. forces will tend to prevail over other forces in the simulation. Just remember, chance usually means all things are rarely equal.

## Assets, Capabilities, and Movement Constraints

Type of Asset	General Capability/ Purpose	Strike Range	Deployment range
Special Ops Team (10 troops per team)	<ul style="list-style-type: none"> <li>• Surveillance and targeting</li> <li>• Direct action</li> <li>• Can only be seen/destroyed by ground forces</li> <li>• Can be inserted via air, land, or sea (1 per US submarine)</li> </ul>	Same Zone	1 zone/turn self-deployment
Infantry/Marine Battalion	<ul style="list-style-type: none"> <li>• Seize and control ground</li> <li>• Neutralize 1 Spec Ops Team in same zone</li> <li>• Sea deployment: 3 ships</li> <li>• Air deployment: 24 aircraft</li> </ul>	Same Zone	1 zone/round self-deployment
Submarine	<ul style="list-style-type: none"> <li>• Sink surface ships</li> <li>• Sink submarines</li> <li>• (U.S. only: fire land-attack cruise missiles)</li> </ul>	Same zone direct action  2 zone missile range	2 zones/round
Destroyer	<ul style="list-style-type: none"> <li>• Protect carriers</li> <li>• Sink surface ships</li> <li>• Sink Submarines</li> <li>• Fire land-attack cruise missiles</li> </ul>	Same zone direct action  2 zone missile range	2 zones/round
Frigate	<ul style="list-style-type: none"> <li>• Protect carriers</li> <li>• Sink surface ships</li> <li>• Sink Submarines</li> </ul>	Same Zone	2 zones/round
Carrier	<ul style="list-style-type: none"> <li>• Launch fighters, strike, ASW, and surveillance aircraft</li> </ul>	Two zones	2 zones/round
Fighters	<ul style="list-style-type: none"> <li>• Destroy other aircraft</li> <li>• Escort/protect other aircraft</li> <li>• Bomb ground targets (more likely to hit target if special operations team is in place beforehand)</li> </ul>	Two zones	Infinite deployment range

Type of Asset	General Capability/ Purpose	Strike Range	Deployment range
			Need to be tasked for either strike or air control missions
Surveillance aircraft	<ul style="list-style-type: none"> <li>• Provide signals and photographic intelligence</li> </ul>	Three zones	Infinite deployment range
Strategic Bombers	<ul style="list-style-type: none"> <li>• Bomb ground targets (more likely to hit target if special operations team is in place beforehand)</li> </ul>	US – Infinite CH – Three zones	Infinite deployment range
Anti-Submarine Warfare (ASW) Aircraft	<ul style="list-style-type: none"> <li>• Destroy Submarines</li> <li>• Provide signals intelligence</li> </ul>	Three zones	Infinite deployment range
Cargo aircraft	<ul style="list-style-type: none"> <li>• Carry 1 Infantry Battalion (permissive environment)</li> <li>• Air deliver Special Ops teams (opposed</li> </ul>	Three zone cargo range	Infinite deployment range

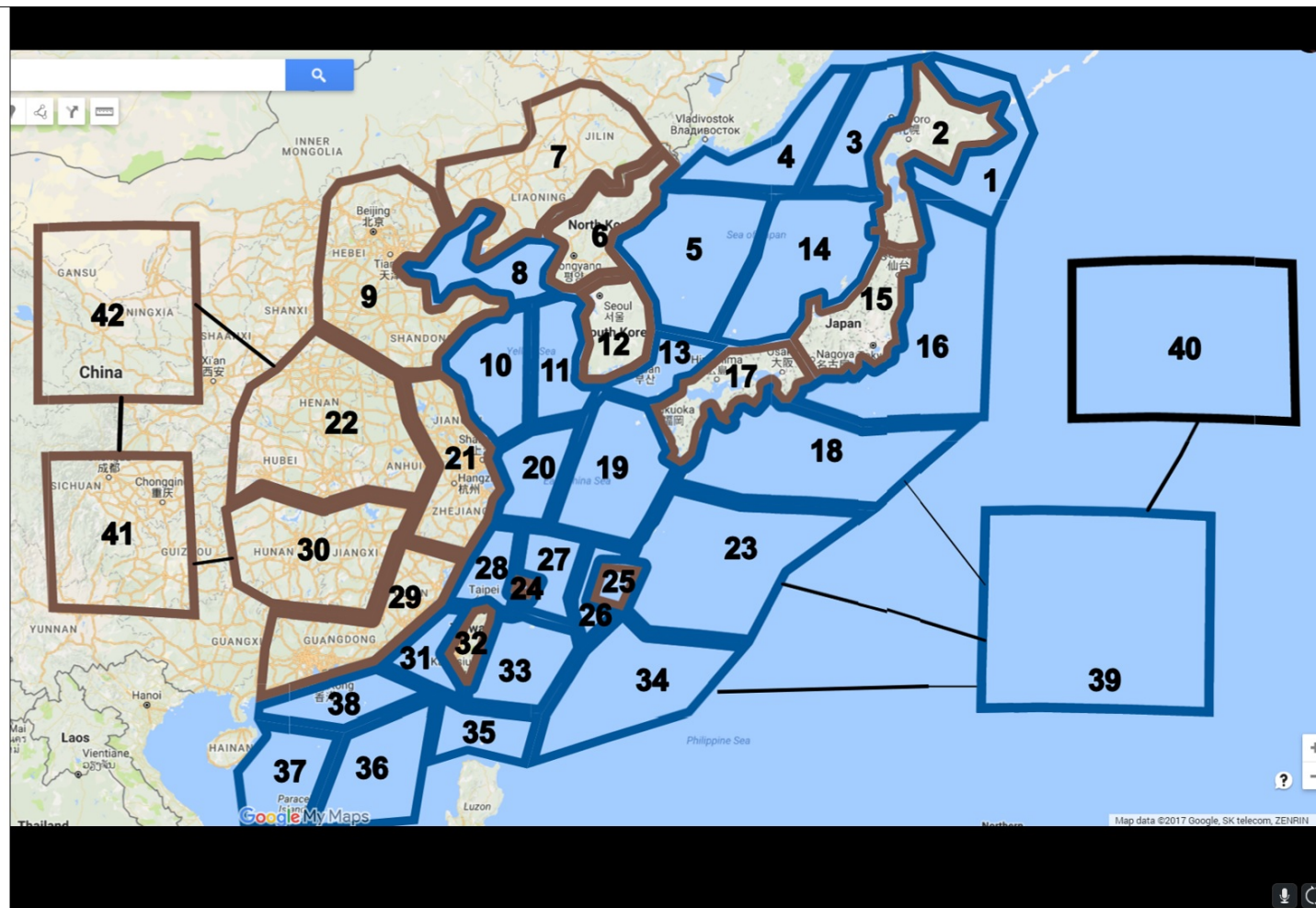
## Assets by Team

Japan				China				United States			
Asset	Icon	Unit (Individual)	Quantity	Asset	Icon	Unit (Individual)	Quantity	Asset	Icon	Unit (Individual)	Quantity
Fighter		Squadron (10)	10	Fighter		Squadron (10)	66	Fighter		Squadron (10)	23
Bomber	N/A	Squadron (10)	0	Bomber		Squadron (10)	16	Bomber		Squadron (10)	3
Surveillance		Squadron (10)	4	Surveillance		Squadron (10)	3	Surveillance		Squadron (10)	4
Anti-Submarine		Squadron (10)	7	Anti-Submarine	N/A	Squadron (10)	0	Anti-Submarine		Squadron (10)	5
Air Transport		Squadron (10)	2	Air Transport		Squadron (10)	10	Air Transport		Squadron (10)	11
Submarine		Vessel (1)	11	Submarine		Vessel (1)	21	Submarine		Vessel (1)	7
Frigate		Vessel (1)	8	Frigate		Vessel (1)	25	Frigate	N/A	Vessel (1)	0
Destroyer		Vessel (1)	22	Destroyer		Vessel (1)	18	Destroyer		Vessel (1)	10
Sea Transport		Vessel (1)	3	Sea Transport		Vessel (1)	15	Sea Transport		Vessel (1)	6
Landing Ship		Vessel (1)	2	Landing Ship		Vessel (1)	5	Landing Ship		Vessel (1)	3
Carrier	N/A	Vessel (1 / 20)	0	Carrier		Vessel (1 / 20)	1	Carrier		Vessel (1 / 20)	2
Amphibious (Light)		Battalion (500)	3	Amphibious (Light)		Battalion (500)	12	Amphibious (Light)		Battalion (500)	8
Amphibious (Mech)		Battalion (500 / 60)	1	Amphibious (Mech)		Battalion (500 / 60)	4	Amphibious (Mech)		Battalion (500 / 60)	2
Airborne Infantry		Battalion (500)	2	Airborne Infantry		Battalion (500)	13	Airborne Infantry		Battalion (500)	5
Special Operations		Team (10)	5	Special Operations		Team (10)	45	Special Operations		Team (10)	43



## AOR Map and Zone System

- 01 – Hokkaido Littoral (E)
- 02 – Northern Japan [L]
- 03 – Hokkaido Littoral (W)
- 04 – Vladivostok Littoral
- 05 – Sea of Japan (W)
- 06 – North Korea [L]
- 07 – Liaoning / Jilin [L]
- 08 – Bohai Sea
- 09 – Hebei / Shandong [L]
- 10 – Yellow Sea (W)
- 11 – Yellow Sea (E)
- 12 – South Korea [L]
- 13 – Korea / Japan Strait
- 14 – Sea of Japan (E)
- 15 – Central Japan [L]
- 16 – East Honshu Littoral (N)
- 17 – Southern Japan [L]
- 18 – East Honshu Littoral (S)
- 19 – East China Sea (NE)
- 20 – East China Sea (NW)
- 21 – Jiansu / Zhejiang [L]
- 22 – Henan / Hubei / Anhui [L]
- 23 – Philippine Sea (N)
- 24 – Senkaku [L]
- 25 – Okinawa [L]
- 26 – Okinawa Littoral
- 27 – East China Sea (SE)
- 28 – East China Sea (SW)
- 29 – Fujian / Guangdong [L]
- 30 – Hunan / Jiangxi [L]
- 31 – Taiwan Strait
- 32 – Taiwan [L]
- 33 – Taiwan Littoral
- 34 – Philippine Sea (N)
- 35 – Philippine Sea (NW)
- 36 – South China Sea (E)
- 37 – South China Sea (N)
- 38 – South China Sea (W)
- 39 – Pacific Transit
- 40 – Hawaii / West Coast CONUS
- 41 – Southwest China
- 42 – West China



## Appendix I: Sample Action Order (AO)

Team: U.S.

Turn: 1

Sample Action Order (AO)
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A) Hold press conference to relay information about an apparent attack by Chinese pilots on a U.S. ship in the South China Sea. Urge all sides to remain calm, but call on China to explain the motive behind the attack.

B) Activate Reconnaissance, Surveillance, & Kinetic MOL 1.

C) Activate Ground Forces Repositioning MOL 3.

D) Inquire if Henry Kissinger is available for a discussion with Chinese leadership.

## Appendix II: Sample Military Options List

### GROUND FORCES REPOSITIONING ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Asset Types	LA	Light Amphibious Battalion	MA	Mechanized Amphibious Battalion	AI	Airborne Infantry Battalion	SOF	Special Operations Team
Actions	OR	Observe/Report	ATK	Attack	DFD	Defend		

**Instructions:** List number of desired asset. Circle asset type (LA/MA/AI/SOF). List asset's current zone. Circle action/posture desired (OR/ATK/DFD). Choose target zone, and list target.

1. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
2. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
3. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
4. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
5. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
6. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
7. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
8. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
9. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_, Posture  
OR / ATK / DFD
10. \_\_\_\_ x LA / MA / AI / SOF reposition from Zone \_\_\_\_ to Zone \_\_\_\_,  
Posture OR / ATK / DFD

## APPENDIX II

### AIRCRAFT REPOSITIONING ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Asset Types	F	Fighter	B	Bomber	S	Surveillance	AS	Anti-Submarine	AT	Air Transport
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**Instructions:** List number of desired asset. Circle asset type (F/B/S/AS/AT). List asset's current zone.  
List target zone.

1. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
2. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
3. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
4. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
5. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
6. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
7. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
8. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
9. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_
10. \_\_\_\_\_ x F / B / S / AS / AT reposition from Zone \_\_\_\_\_ to Zone \_\_\_\_\_



## APPENDIX II

### RECONNAISSANCE, SURVEILLANCE, & KINETIC SORTIE ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Asset Types	F	Fighter	B	Bomber	S	Surveillance	AS	Anti-Submarine
Actions	AD	Airspace Denial	KS	Kinetic Strike	R	Reconnaissance	CAS	Close Air Support

**Instructions:** Circle asset type (F/B/S/AS). List asset's current zone. Circle action desired (AD/KS/R/CAS). Choose target zone, and list target.

1. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
2. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
3. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
4. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
5. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
6. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
7. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
8. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
9. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)
10. F / B / S / AS Squadron in Zone \_\_\_\_ fly AD / KS / R / CAS Sortie over  
Zone \_\_\_\_ (Target \_\_\_\_\_)

## APPENDIX II

### SEA VESSEL REPOSITIONING ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Asset Types	C	Carrier	D	Destroyer	F	Frigate
	SB	Submarine	LS	Landing Ship	ST	Sea Transport
Actions	OR	Observe/Report	ATK	Attack	DFD	Defend

**Instructions:** List number of desired asset. Circle asset type (C/D/F/SB/LS/ST). List asset's current zone. List target zone. Circle action/posture desired (OR/ATK/DFD).

1. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
2. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
3. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
4. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
5. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
6. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
7. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
8. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
9. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD
10. \_\_\_\_ x C / D / F / SB / LS / ST reposition from Zone \_\_\_\_ to Zone \_\_\_\_ , Posture OR / ATK / DFD

## APPENDIX II

### TRANSPORT ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Transport Type	AT	Air Transport Squadron	LS	Landing Ship	ST	Sea Transport
	SB	Submarine				
Action	TF	Transport Forces	IF	Insert Forces		
Asset Type	LA	Light Amphibious Battalion	MA	Mechanized Amphibious Battalion	AI	Airborne Infantry Battalion
	SOF	Special Operations Forces				

**Instructions:** Circle transport type (AT/LS/ST/SB). List transport type's current zone. Circle action (TF/IF). List number of assets to be transported. Circle asset type to move (LA/MA/AI/SOF). List asset's current zone. List target zone.

11. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

12. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

13. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

14. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

15. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

16. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

17. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

18. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

19. AT / LS / ST / SB in Zone \_\_\_\_ TF / IF \_\_\_\_ x LA / MA / AI / SOF in

Zone \_\_\_\_ to Zone \_\_\_\_

## Appendix II

### STATIONARY FORCES POSTURE ORDERS

TEAM: \_\_\_\_\_

TURN: \_\_\_\_\_

Actions	OR	Observe/Report	DFD	Defend	NSF	No Stationary Forces
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**Instructions:** Mark the action/posture for stationary forces in the appropriate column.

Zone No.	Zone Name	OR	DFD	NSF
01	Hokkaido Littoral (E)			
02	Northern Japan			
03	Hokkaido Littoral (W)			
04	Vladivostok Littoral			
05	Sea of Japan (W)			
06	North Korea			
07	Liaoning / Jilin			
08	Bohai Sea			
09	Hebei / Shandong			
10	Yellow Sea (W)			
11	Yellow Sea (E)			
12	South Korea			
13	Korea / Japan Strait			
14	Sea of Japan (E)			
15	Central Japan			
16	East Honshu Littoral (N)			
17	Southern Japan			
18	East Honshu Littoral (S)			
19	East China Sea (NE)			
20	East China Sea (NW)			
21	Jiansu / Zhejiang			
22	Henan / Hubei / Anhui			
23	Philippine Sea (N)			
24	Senkaku			
25	Okinawa			
26	Okinawa Littoral			
27	East China Sea (SE)			
28	East China Sea (SW)			
29	Fujian / Guangdong			
30	Hunan / Jiangxi			
31	Taiwan Strait			
32	Taiwan			
33	Taiwan Littoral			
34	Philippine Sea (NW)			

### Appendix III: Sample Intelligence Request

Team: China

Turn: 3

Sample Intelligence Request (IR)
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A) Reposition satellites in order to track U.S. ship movements in and around Woody Island. How many units do they have in the region, and of what types? Are they moving or have they moved recently?

B) Contact representatives in the Chinese Embassy in Japan. Have our human intelligence assets reported any increased military build-up in Japan?

C)

D)

## Appendix IV: Composition of Country Packets

### **Japan**

Simulation Rules

Crisis Scenario

Japan Eyes Only Supplement

### **China**

Simulation Rules

Crisis Scenario

China Eyes Only Supplement

### **United States**

Simulation Rules

Crisis Scenario

U.S. Eyes Only Supplement

Each country's military will also get a **Capabilities and Assets Packet** with the following sections:

General Military Planning Guidelines

Assets, Capabilities, and Movement Constraints

Own Capabilities and Assets

Intelligence (Other Country's Capabilities and Assets)

Each country will also receive the following **Forms**:

Chief Executive: 15 blank AOs

Military: 15 blank MOLs and 15 blank IRs

## Appendix VI: Staff & Facilitators

### ***Control Cell***

The control cell is responsible for responding to IRs on a rolling basis, reality-checking MOLs as they arrive (especially making sure the period of implementation is correct), resolving AOs at the end of each round, and preparing the briefing for the next round. Additionally, each member takes on the following special duties:

***Simulation Lead:*** Rebecca Ames

***Simulation Team:*** Francisco Badiola, Kris Garriott, Michael Krug

***Japan Staff:*** Primary handler of Japan's AOs during resolution time.

***Lead:*** Lee Roberts

***Executive Admin:*** Courtney Kaiser

***Diplomatic Admin:*** Connor Monie

***Military Admin:*** George Hutchison

***China Staff:*** Primary handler of China's AOs during resolution time.

***Lead:*** Jerad Harper

***Executive Admin:*** Mary Frances Woods

***Diplomatic Admin:*** Dan Fielden

***Military Admin:*** Tyler Stone

***United States Staff:*** Primary handler of America's AOs during resolution time.

***Lead:*** Matt Lundgren

***Executive Admin:*** Jordan Cohen

***Diplomatic Admin:*** James Suber

***Military Admin:*** JB Merriman