



RUSSIA

CHINA

SOUTH
KOREA

JAPAN

전체 참원들께 보내는
편지

ROGUE STATE

불량 국가

TINY
BATTLE

북한의 초강대국

인민을
위하여

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위하여

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1.0 Introduction and Objectives

Rogue State is a simulation of strategic risk management and cold war in the Korean Peninsula. The player assumes the role of the Supreme Leader of the Democratic People's Republic of Korea (DPRK) immediately after the end of the Korean War. Your *primary objective* will be for your regime to survive from 1953 through the year 2030. Your *secondary objective* will be to maximize adherence to the *Juche* ideology by progressively achieving national self-reliance and global influence. *Juche* points are earned by advancing your nation's military strength, industrial development, nuclear weapons development, and assertively responding to events while minimizing lingering foreign debt. Keys to success will include the careful management of scarce resources, evaluating risk, and a keen awareness of the interaction between the world situation and your decisions. Each "turn" represents approximately seven years of North Korean history.

Rogue State is a solitaire game. Playing time is 30 to 120 minutes. The game is recommended for players 13 years and older.

2.0 Components

2.1 The game contains

- **Map.** The 'control room' is an abstracted representation of the DPRK government and world geo-political status. It contains various tracking areas and tables which will aid in the management of your nation's affairs. Unless otherwise indicated, horizontal tracks indicate *increasing* levels from left to right and vertical tracks indicate *increasing* levels from bottom to top.
- **20 Tracking counters.** These counters are used to indicate current status on the various tracking charts.
- **14 Tech/Event counters.** These counters are *Tech/Event* chits that will be randomly drawn to invoke emerging technologies and world events.
- **30 Resource counters.** Each counter represents a unit of resources gained through production, loans, or other means. Resource counters will

be applied toward initiatives and can be thought of as funding, effort, emphasis, or lost efficiency. The counter has the symbol for the North Korean currency – the Won.

- **36 Event Cards.** These cards will be drawn at the beginning of each turn to invoke historical events and provide situational context during each turn.
- **One (1) 12-sided die.** This die will be used to resolve specific actions. (The player may supply additional D12's of different colors to expedite some resolution sets.)
- **One-Page Turn Summary.** This sheet provides a convenient summary of the steps performed in each turn.

2.2 The player will need

Four of these dice each represent a Minister assigned to a certain position in your government's cabinet. The top face will represent their current skill/ambition level. The two remaining dice are used to resolve actions requiring 2D6 rolls.

3.0 Game Setup

3.1 Map

The map should be centered in front of the player.



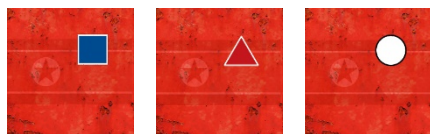
3.2 Event Cards

Separate the *Event Cards* into three decks according to their "era" (designated by square, triangle, and circle icons on the back of each card which represent the 1st, 2nd, and 3rd "eras", respectively). Shuffle each deck and place them into three face-down draw decks next to the playing area in order of ascending era.

3.3 Tech/Event Chits

Separate the 14 *Tech/Event* chits above the map into three face-down piles each according to the era

shapes shown on the back of the counters (square, triangle, circle). Mix each draw pile separately to assure chits are pulled randomly.



3.4 Resource Counters

Place all 30 resource counters in the *Circulation* space on the map [bottom-left of the map]. Counters in *Circulation* have not been earned as *Revenue* but are available to be earned. Note: The *Circulation* and *Revenue* spaces double as portraits of Kim Il Sung and Kim Jong Il, the first two Supreme Leaders of the DPRK. They hang on the wall of your control room to inspire you to victory.



3.5 Tracking Counters

Place the appropriate tracking counter on *each* of the following spaces on the map. The starting space of most counters is indicated by a white diamond icon on the space (unless otherwise indicated):



- On the *Turn Track* [top center of map], place the *Turn Year* counter on the left-most space (1953).



- On the *Production Level* track [top left of map], place the *Production* counter on the left space.



- On the *Infrastructure Level* track [center-left of map], place the *Infrastructure* counter on the 6th space from the top.

- On the *Export Market* track [center-left on map], place the *Export Market* counter on the box above "16".



- On the *Foreign Debt* track [bottom-left of map], place the *Foreign Debt Limit* counter on the "9" space of the bottom row (white square). Place the 10x *Foreign Debt Limit* counter on the "0" space of the top row (white square). These counters indicate the maximum total debt that that the player may incur in the current round. The player's *Foreign Debt* counters may not exceed the debt limit tracking counters.
- On the same track, place the *Foreign Debt* counter on the "0" space on the bottom row. Place the 10x *Foreign Debt* counter on the "0" space on the top row.



- In the *Critical Events* area [upper-center of map], place the appropriate counter on each of the four (4) "Check" spaces hi-lighted in red in each of the *Natural Disaster*, *Revolution*, *Coup D'état*, and *Coalition Offensive* sections.



- In the *Threat Effects* area [lower-center of map], place the *Threat Indicator* counter to the left of the table (*Threat Indicator*-side up) on the upper (red-hi-lighted) space and place the *Threat Effects* counter on the left-most space of the *Threat Effects* track].



- i. In the *Regional Tensions* area [right of *Threat Effects* area], place the *Regional Tensions* counter on the (1) space.



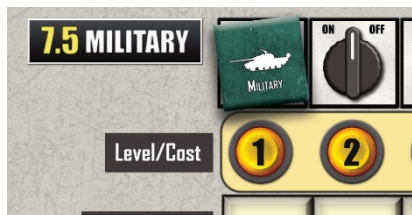
- j. *Actual Nuclear Development Level*



(A-NDL) represents the true level of development of your nation's nuclear weapons

program. *Estimated Nuclear Development Level* (E-NDL) represents your country's presumed NDL from the perspective of the West based on available intelligence. In the *Nuclear Development* area [bottom of map], place the A-NDL counter atop the E-NDL counter on the left-most (1) space on the track.

- k. On the *Military* track [top-right of map], place the *Military* counter on the left-most space.



- l. In the *Social Economy* area [center-right of map], place the *Social Economy* counter on the space next to (C).



- m. In the *Russia /China Relations* area, place the *Foreign Relations* marker on the "Strong" space of the *Russia/China Relations* track.

3.6 Cabinet Ministers



Roll 4D6 and re-orient the face of each die such that they display half of their rolled value (rounded up). Place each re-oriented die on the upper-left space (space 1) of *each* of the four Cabinet Minister

positions (indicated on the map by the four large selector knobs). The four positions are *Industrial Minister*, *Director of Research*, *Public Services Minister*, and *Foreign Minister*. Their die value represents the skill level with which they perform in their appointed positions. The choice of which die is assigned to each Cabinet position is up to the player. Each cabinet minister position contains four spaces. The space on which each Minister's die sits represents their current term of office (1st term through 4th term). Cabinet Ministers will naturally retire after their fourth term (unless prematurely *purged*).

3.7 Place all remaining dice next to the map.

4.0 Order of Play

Rogue State is played over a maximum of 12 turns. Each turn consists of 9 steps that must be performed in the following order:

1. Draw & Resolve Tech/Event Counter & Event Card
2. Collect Resources & Manage Cabinet
3. Check Critical Event Triggers
4. Issue Threat/Launch Order
5. Adjust Regional Tensions
6. Budget Resources
7. Implement Policies
8. Resolve Triggered Events
9. Reset the Board

The remainder of this section will describe each of these steps in detail. Each step in the rules corresponds with associated numbers on the map to aid in learning the flow of the game.

4.1 Step 1: Draw & Resolve Tech/Event Counter & Event Card

4.1.1 Draw Tech/Event Counter: The player starts each turn by randomly drawing one *Tech/Event* counter according to the era symbol associated with the current *Turn* space: square = 1st era (1953-1974); triangle = 2nd era (1981-2002); circle = 3rd era (2009-2030). If the counter indicates "NO EVENT" or if the same counter has been drawn in a previous turn, discard it from the draw pile and proceed with 4.1.2.

If it is a *Foreign Technology* counter (*Research Reactor*, *Miniaturized Warhead*, or *Re-entry Vehicle*), it must be placed face-up in the *Available Foreign Technology* area [caution striped area at the top-center of map], making it available for acquisition through diplomatic negotiations during Step 7 *Implement Policies* (4.7.8). If it is the *Collapse of USSR* event counter, place it directly in the *Russia/China Relations* area as a reminder to use the “post-USSR” *Maximum Loan* portion of the chart to determine maximum loans in all subsequent turns. If it is a *Missile Defense* event counter, place it under the *Turn Year* counter on the turn track space.

4.1.2 Draw Event Card: Next, the player draws one *Event Card* from the appropriate draw pile according to the era symbol associated with the current turn.

4.1.2.1 Immediately after drawing the card, the player must adjust the *Export Market* tracker according to the icons at the bottom of the card. The icon in the bottom-center (*Export Market* icon) will indicate an icon with a right arrow, left arrow, or no arrow. The player will move the *Export Market* counter one space to the right, one space to the left, or leave it at its current space, respectively, according to the icon shown. The counter must remain in its current position if the arrow indicates progress beyond either end of the track.

4.1.2.2 Next, the player must handle the Event Card depending on the symbol found in the lower-right corner of each card.



If a card has no symbol or a ‘recycle’ symbol (only), the card’s effects must be performed as described on the card.



A card with two arrows represents a decision. The player may choose to either apply its effects (as described on the card) or immediately discard it.



A card with an arrow pointing down may be saved and applied later at any turn of the player’s choosing.

Note: Event Cards will often describe which step of the current turn its instructions must be carried out.

If no steps are described, the player should assume that any instructions are to be performed immediately after being drawn.

4.1.2.3 Normally, a card is discarded after it has been fully resolved (or by the end of the turn). If the card has a ‘recycle’ symbol, the effects of these cards persist across multiple consecutive turns until its discard condition is reached as described on the card. Discard conditions are evaluated during Step 9 *Reset the Board* (4.9) of each turn.

4.1.2.4 Any Event Card that does not involve a *Juche* value will be discarded face-down once fully resolved. Some Event Cards will provide or reduce a specified number of *Juche* points. Cards that adjust your *Juche* score should be discarded face-up (to indicate that the point adjustment that will need to be made at the end of the game). Some cards will offer either a higher or lower amount of points (e.g. *Blue House Raid*) depending on how it is resolved. To indicate the lower amount was received/lost, discard it face-up and upside down. In another case (*Prestige Projects*), a variable amount of points is gained depending on how it was resolved. In this case, use a discarded Event Card to mark the number of points received.

4.2 Step 2: Collect Resources & Manage Cabinet

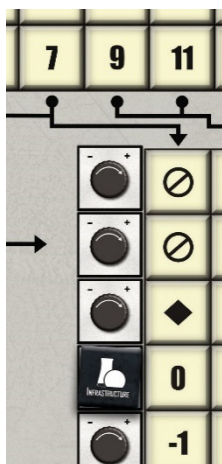
4.2.1 Collect Resources: First, the player collects revenue by moving resource counters from the *Circulation* box to the *Revenue* box. The number of counters collected is determined as follows:

a. On the *Industrial Production* chart, find the



number where the column of the current *Production Level* intersects the row indicating the *Industrial Minister's* current skill level (current die value).

b. Next, losses due to the infrastructure condition are subtracted from the value determined in step (a). The loss value is found in the chart directly below the *Production Level* chart on the



Infrastructure chart. To determine loss value, trace the current *Production Level* column to the associated column in the *Infrastructure* chart. The loss value is indicated where the column intersects with the current *Infrastructure Investment* level (tracked on the left of the chart). Subtract this loss value from the value

determined in step (a).

- c. From the result in step (b), subtract the current value of *Economic Sanctions*. This value is equal to the current E-NDL *minus 1*.

- d. After all previous adjustments, the final revenue



earned through exports will be **the lesser of total earned revenue (from step c) and the value currently indicated by the Export Market counter**.

Move this number of counters from the *Circulation* box to the upper half *Revenue* box.

Note: Active *Event Cards* currently in play may cause additional adjustments or allowances to the revenue earned.

4.2.1.1 Foreign Debt: At any point during Steps 2 through 6, the player may *optionally* move additional resource counters from *Circulation* to *Revenue* in the form of foreign loans obtained from the DPRK's closest allies, Russia and China. For each additional resource counter collected through loans, advance the *Foreign Debt* tracking counter by one space. Loans taken in any turn may not exceed the total *Foreign Debt* as indicated by the *Foreign Debt Limit* counters.

4.2.1.2 Other Sources of Revenue: Throughout the game there may be other opportunities to earn

revenue (concessions from threats, illicit weapons sales, etc.). Earning this revenue can occur in this or later steps. Revenue earned in this way should be placed in the **lower half** of the *Revenue* box as a reminder that it was not earned through the *Export Market* (and therefore not subject to *Export Market* limitations).

4.2.2 Manage Cabinet: Next, using resource counters which are now in the *Revenue* box, the player may optionally expend counters to *purge* or *intimidate* one or more members of your cabinet.

4.2.2.1 Purges: The player may optionally expend one resource counter per minister (by moving it from *Revenue* to *Circulation*) to *purge* them. A purge may be performed for the purpose of removing ambitious (high skill level) ministers which may mitigate the likelihood of a *Coup* being triggered in the current turn (4.3.1). This action will also have the effect of motivating all other ministers of a lower skill level, increasing their skill by 1. A minister of lesser skill may only be affected by the purge of a minister of a higher skill once in a turn.

After paying one counter to purge a minister, the player rolls the minister's die, re-orientates the die face to half its value (rounding up) and places it in the "1" space of the minister's office space (indicating the 1st term of the new minister). The skill level of all other ministers with a lower skill level than the previous skill level of the purged minister is immediately increased by one (without changing their term).

4.2.2.2 Intimidation: The player may optionally expend one resource counter per Minister to *intimidate* them. *Intimidating* a minister will motivate them to immediately increase their skill by 1 (without changing their term).

A replacement minister from a purge may not be subsequently intimidated in the same turn. A minister whose skill was increased due to the purging of a higher skilled minister may also not be subsequently intimidated in the same turn.

4.3 Step 3: Check Critical Event Triggers

4.3.1 In this step, the player must resolve which

critical events have been “triggered” in the current turn. Except for a *Natural Disaster*, a *triggered event* does NOT mean that an event *will* occur, but that the event *could* occur in Step 8 unless preemptive actions by the player are taken to reduce its likelihood. Critical events have the potential to degrade or abruptly end your regime. They include:

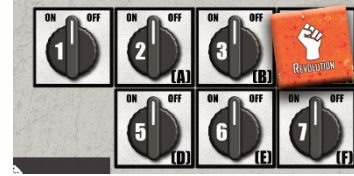
- **Natural Disasters:** Natural disasters such as flooding and drought will decimate the DPRK’s food production and distribution system, creating widespread famine.
- **Revolutions:** A revolution is the forceful overthrow of the government by its non-military citizens. The risk of a possible revolution increases as the *Social Economy* level decreases.
- **Coups D’état:** A *coup* is the removal of the Supreme Leader by conspiring factions from within the DPRK’s government. The risk of a possible *coup* increases as the aggregate skill (ambition) of the cabinet ministers increase.
- **Coalition Offensives:** A *Coalition Offensive* is direct action taken by U.S. and ROK forces against the DPRK. The risk of a possible offensive increases as *Regional Tensions* increase. An offensive could come in one of two forms: a *Tactical Strike* (targeting nuclear research facilities) or a *Ground Invasion*. *Tactical Strikes* are precision attacks on nuclear research facilities and launch sites and are meant to threaten the DPRK with escalated force if they continue their pattern of behavior. *Ground Invasions* are meant to swiftly overwhelm the DPRK’s defenses to eliminate the regime (ending the game).

Critical event triggers are checked as follows:

4.3.1.1 First, the *Natural Disaster* is resolved. Roll 1D12. If the DR equals of 1 or 2 a natural disaster has occurred this turn. Perform the following: (a) Immediately lower the *Social Economy* status tracker by (3) spaces (to a minimum of F); and (b) Move (5) resource counters from *Revenue* back to *Circulation*. Once adjustments have been made (or if a *Natural Disaster* was not triggered) move the *Natural*

Disaster tracking counter from the “Check” space to the “Checked” space to indicate that this event has been fully resolved.

4.3.1.2 Next, the three remaining critical events are resolved. Each event’s *Trigger Factor* value is the value shown in brackets at the bottom-right corner of



each space in the event’s corresponding track. Take the counter from each event’s “Check” space and place

it on the space in its track that corresponds with its current *Trigger Factor* value.

- The Trigger Factor value for a Revolution is the current Social Economy Level. (For example, if the current value of the Social Economy Level is “C”, the Social Economy critical event counter will be placed on the 4th space from the left showing a Trigger Factor of [C]).
- The Trigger Factor value for a Coup d’état is the sum of (1) for each minister with a skill level of 4; (1.5) for each minister with a skill level of 5; and (2) for each minister with a skill level of 6. Totals are rounded down. For example, if the skill of each minister is 2, 4, 5, and 6, the Trigger Factor would be $0+1+1.5+2 = 4.5$ rounded down = [4].
- The Trigger Factor value for a Coalition Offensive is simply the current level of Regional Tensions. Note: For this event, the player is to “round right” for Trigger Factors not found on the track. For example a trigger factor of [9] would be placed on the space showing a Trigger Factor of [10].

Each event’s *Factor Index* is the number on the dial knob of each space in the event’s corresponding track.

4.3.1.3 After all counters are set to their event’s *Trigger Factor*, roll a 1D12 for each critical event (starting from the top down). Alternatively, 3D12 (of different colors) may be rolled all at once (with each color corresponding to a different critical event).

4.3.1.4 If the DR associated with the event is LESS THAN the current *Factor Index* (beneath the counter), the event has been *triggered*. If this occurs, leave the counter on its current space to indicate it must be resolved in Step 8. Otherwise, move the counter to the “Checked” space to indicate that the event was checked but not triggered.

4.3.2 As Supreme Leader, the player will need to consider taking appropriate action during the following game steps to reduce the probability of triggered critical events from occurring in Step 8. Actions could include issuing *Threats* (Step 4), resourcing of specific actions (Step 6), or by exploiting an *Event card* as the rules allow.

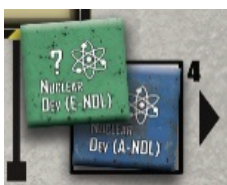
4.4 Step 4: Issue Threat or Launch Order

4.4.1 Issuing Threats. Next, if the A-NDL marker has reached or exceeded Nuclear Development Level (NDL) 3 (corresponding with the missile icon on the *Nuclear Development* track), the player may optionally issue a *Threat*. During a *threat*, the DPRK engages in “sabre rattling” against its foreign enemies which will provide additional *deterrence* against triggered *Coalition Offensives* as well as additional revenue in the form of *concessions*. Only one *threat* may be issued per turn. However, keep in mind that the use of *Threats* in consecutive turns can have a de-sensitizing effect on the West resulting in diminished effects and/or erratic responses. To issue a *Threat*, perform the following actions:

- Move the *Threat Indicator* counter from the top space with the diamond icon to the bottom space with the Missile icon (to indicate a *Threat* has been made).



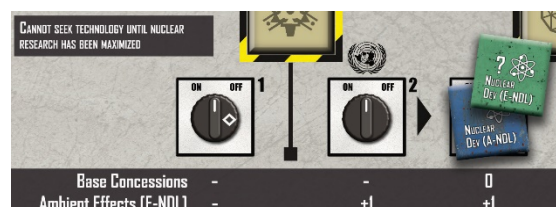
- Next, place the E-NDL counter atop the A-NDL counter (your regime’s actual nuclear capabilities are revealed). For every two levels that E-NDL increases, the *Regional Tensions*



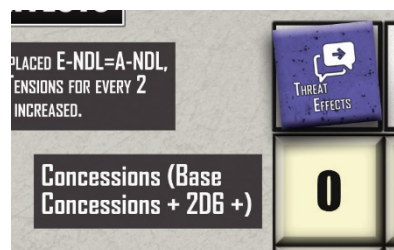
increase 1.

- Concessions Earned:** After making a threat, the player will gain resource counters paid by foreign governments to quell the DPRK’s rhetoric. The number of resource counters earned from concessions is determined by adding together:

- Base Concessions* amount (indicated by the value where the *Base Concessions* row intersects the A-NDL counter on the *Nuclear Development* track)



- DR of a 2D6 roll
- Adjustment value shown where *Threat Effects*



counter intersects the *Concessions* row on the *Threat Effects* chart). Note that fewer

concessions are paid when threats are issued more frequently.

For example, the *Threat Effects* counter is in the left-most space and if a *Threat* was made with an A-NDL of 5, the *Base Concessions* amount is 4. The player rolls 2D6 for a DR of 7. The adjustment value is 0. The actual number of resource counters earned would be $4+7+0=11$. 11 resource counters are immediately moved from the *Circulation* box to the *Revenue* box and may be used in the current turn.

- Offensive Trigger Check:** If a *Coalition Offensive* had not been triggered in Step 3, one *could be* triggered by having issued a *Threat*. The player must roll 1D12. If the DR value is less than or equal to the value indicated where the *Threat Effects* counter intersects the *Offensive Trigger Check* row, move the *Coalition Offensive* critical event counter from the “Checked” space to the

space corresponding with the current *Trigger Factor* (*Regional Tensions* value).

4.4.2 Additional Threat Effects. Issuing multiple successive threats may decrease deterrence against a triggered *Coalition Offensive* (further discussed in 4.8.3). Issuing threats may also increase *Regional Tensions* in the current turn (4.5.1.d). However, issuing multiple successive *Threats* has a diminishing effect on *Regional Tensions*.

4.4.3 Issuing Launch Orders. If a *Threat* was not issued, and if A-NDL has reached or exceeded level 3, the player may optionally issue a *Launch Order*. In issuing a *Launch Order*, the DPRK fires a ballistic missile at an enemy target with the intent of striking it. *This action will irrevocably end the game after a final resolution event.* A *Launch Order* is a pre-emptive “last resort” option that is used when the player believes a *Coalition Offensive* **will occur** in Step 8 regardless of the measures that could be taken against it. To perform a *Launch Order*, flip the *Threat Indicator* counter to the *Launch Order* side and move it from the diamond icon to the Missile icon (to indicate a launch), then perform the following:

4.4.3.1 Hit/Miss Determination: Roll 1D6. If $DR < [A-NDL - 1 - N]$ the missile has hit its target. N is the number of turns that have occurred since *Missile Defense* became operational (4.1.1). For example: $DR = 2$. $A-NDL = 5$. Current turn is turn 10. *Missile Defense* became operational on turn 9 ($N = 1$). Since $(2) < [5 - 1 - 1]$ the missile hit its target.

4.4.3.2 Retaliation Check: To determine if the West will retaliate in response to your *Launch Order*, roll 1D6.

a. If the missile **failed to hit its target**:

- If $DR < 4$, the West retaliates with overwhelming force and the **player immediately loses!**
- If $DR = 4$ or greater, the West considers retaliation too risky. **The game immediately ends with the player earning an additional +20 Juche.** The game has now ended, and the player determines the final game score (5.0).

b. If the missile **successfully hit its target**:

- If $DR < 5$, the West retaliates with overwhelming force and the **player immediately loses!**
- If $DR = 5$ or 6, the West considers retaliation too risky. **The game immediately ends with the player earning an additional +35 Juche.** The game has now ended, and the player determines the final game score (5.0).

4.5 Step 5: Adjust Regional Tensions

4.5.1 Assuming a *Launch Order* was not issued, adjust the *Regional Tension* level as follows (within the allowable limits of the track):

- a. **Dissipation of Tensions:** First, reduce the current *Regional Tensions* level by (4) to adjust for the dissipation of tensions over time.
- b. **DMZ Incidents:** Small incursions between the DPRK and ROK occur frequently along the Demilitarized Zone (DMZ). To account for these events the player will now roll 1D6 to determine if and how severe the incidents were. Adjust *Regional Tensions* as follows:
 - If $DR = 1$ or 2, no incident occurred. No increase in *Regional Tensions*
 - If $DR = 3$ or 4, an incident has occurred. Increase *Regional Tensions* by +1
 - If $DR = 5$ or 6, a significant incident has occurred. Increase *Regional Tensions* by +2.
- c. **Ambient Effects:** Lingering international concern will increase *Regional Tensions* from the DPRK having achieved higher levels of nuclear weapons development. Further adjust *Regional Tensions* by the value indicated where the *Ambient Effects* row intersects the space occupied by the E-NDL counter on the *Nuclear Development* track.

	1	2	3
Base Concessions	-	-	0
Ambient Effects (E-NDL)	-	+1	+1
Base Nuclear Deterrence	-	-	1

d. Threat Effects: If a *Threat* has been issued this turn, increase *Regional Tensions* by the value indicated where the *Threat Effects* counter intersects the *Regional Tensions* row on the *Threat Effects* table.

Threat Effects	0	2↓
Concessions (Base Concessions + 206 +)		
Offensive Trigger Check (ID/2)		

4.5.2 The resolution of certain action cards may also adjust *Regional Tensions* at other times during Step 5. Many effects are immediate upon drawing the

Level/Cost	1	1	3
Resource			
Military Deterrence			

MILITARY SIZE CANNOT EXCEED CURRENT PRODUCTION

card in Step 1. The instructions on the card will describe how to apply the adjustment.

4.6 Step 6: Budget Resources

4.6.1 Using only the resource counters currently in the Revenue box (supplemented with counters added from foreign loans), the player may now “budget” resource counters to investment areas indicated around the board by the areas containing gold indicator lights. Each area is associated with a different function for which effort can be applied (i.e. production capacity, military, nuclear development, etc.). Some areas (such as production or purges) require resources to be applied in order for their function to be implemented or advanced. Other areas (such as social economy or diplomacy) may use resources to increase the likelihood of success. The number of lights in each area indicates the maximum number of counters that can be applied in a single turn.

After the player is satisfied with the distribution of resource counters to investment areas, the *effects* of the investments and other government initiatives will be resolved **during Step 7**.

4.6.2 There is no requirement to expend all resource counters from Revenue during this step. Any

number of counters may be saved until next turn. However, counters retained as *Revenue* will need to be moved to the lower half of the *Revenue* space as a reminder that it will not be subject to *Export Market* limits during the next turn.

4.6.3 Resource counters may be added to the following investment areas in any order:

4.6.3.1 Military: **Military investment is a required investment.** To pay for personnel, equipment, and the training of its burgeoning military, the player is required to pay the cost of *Military* at its current level (one counter per current level as indicated directly below the *Military* counter’s current position). Pursuing the military-first policy of *songun* will help mitigate the risk of a coalition offensive and will lead to higher *Juche* scores. The unconventional size of DPRK’s military reinforces its internal capabilities as a police state. Therefore, another advantage to attaining higher levels of military strength is to thwart triggered *Revolutions* and *Coups* that may otherwise occur in Step 8 (see 4.8.4 Military Capabilities Re-Roll). If during this step the player is unable to apply the *required* minimum number of resource counters to *Military* due to liabilities and lack of loan capacity, **an automatic military coup occurs, and the player immediately loses!**

If the next level beyond the current level does not exceed the current *Production Level* the player may apply one additional counter which will have the effect of increasing *Military* by one level in Step 7. The growth of your military cannot exceed one space per turn. **The Military level can never exceed the current Production Level.**

4.6.3.2 Social Economy: **It is highly recommended to budget some counters to your Social Economy.** The DPRK’s agriculture has difficulty sustaining its population given the lack of fertile, farmable land. Resource counters will need to be budgeted for working this land, the importation of grain, and for public services in order to ensure the well-being of the population. Investing here will ensure public distribution of goods and services are sufficient to maintain social order and mitigates the potential for national upheaval. The higher the *Social Economy*

level is, the more satisfied the general population. Public unrest increases with lower *Social Economy* levels (increasing the likelihood of a revolution).

4.6.3.3 Additional Purges: The player may optionally apply one resource counter onto the “skull” gold



button next to each cabinet minister’s space to purge them. This would only be done if the player initiates the *Purge* in order to mitigate the likelihood of a triggered *Coup* occurring

during Step 8 (4.8.2). Purges ordered in Step 6 **must** be applied in order of *decreasing* skill level (highest to lowest). The player may choose among those ministers who are tied with the highest skill level. The *Purge(s)* will be resolved during Step 7.

4.6.3.4 Capital Investment: Revenue invested here will build factories that will serve to increase the production and sophistication of DPRK’s heavy industry. Attaining higher levels of production will also enhance the ability for the DPRK to expand its military and will lead to a higher *Juche* score. To increase the *Production Level* by one space during Step 7, exactly six (6) counters may be applied here at this time.

4.6.3.5 Infrastructure Investment: DPRK’s factories, power plants, and transportation systems will degrade over time. Resources budgeted here will help to maintain and modernize the infrastructure, which will lead to greater efficiency in industrial production output and logistical distribution of goods. Every **two** counters invested in this area will increase the *Infrastructure Level* by **one** space in Step 7, but **only** to a maximum of the black diamond space in the current *Infrastructure* column (which indicates the maximum attainable infrastructure quality). For example, four (4) counters would need to be invested to increase the *Infrastructure Condition* by two levels. Note: During Step 9 the Infrastructure level is automatically decreased by 1 representing degradation over time. **The player will therefore need to invest at least 2 counters each turn to ensure the infrastructure is maintained at the current level into the next turn.**

4.6.3.6 Nuclear Development: Becoming a nuclear power is key to maintaining relevance on the world stage and ensuring the longevity of your regime. A sufficiently reliable nuclear arsenal will not only increase your *Juche* score, but also allow you to threaten your enemies (4.4.1) to deter a pending coalition offensive, gain concessions, or even launch a pre-emptive ballistic missile attack (4.4.2). Even with sufficient funding and research talent, advancing in nuclear research is limited to certain levels until specific foreign technologies are acquired (4.7.8.1). Limiting technologies are shown “between” NDL levels on the Nuclear Development track: *Research Reactors* are required to advance from NDL-1 to NDL-2; *Miniaturized Warheads* are required to advance from NDL-3 to NDL-4; and *Re-Entry Vehicle Design* is required to advance from NDL-5 to NDL-6. If a foreign technology needed to advance to the next level has not been attained, there is nothing to be gained by applying resource counters to Nuclear Research. However, if the technology has been obtained (or if no technology is necessary) to move to the next level of development, resource counters may be optionally applied to increase the likelihood of a major technological breakthrough in Step 7. The strength of the development effort will be proportional to the number of counters applied.

4.6.3.7 Bribes: Bribes are used to retain the loyalty of current cabinet membership. Resources applied to *Bribes* will be used to reduce the likelihood of a *Coup D’état* occurring in Step 8 if one has been triggered in Step 3. There no value in applying *Bribes* if a *Coup* had not been triggered. The loyalty returned by the cabinet is proportional to the number of counters invested.

4.6.3.8 Oppression: Counters applied to *oppression* are used to subjugate the population to reduce the likelihood of a *revolution* occurring in Step 8 if one had been triggered in Step 3. There is no value in applying oppression unless a *Revolution* had been triggered. The weight of oppression is proportional to the number of counters invested.

4.6.3.9 Diplomacy:



self-reliance and isolationism, the nation must still maintain relations with Russia and China to survive as

well as advance its internal pursuits and geopolitical aims. In Step 7, *Diplomacy* may be resolved to EITHER (a) *enhance* relations with Russia and China (increasing the status of Russia/China Relations toward “Strong”) OR (b) negotiate the acquisition of *Available Nuclear Technologies* from foreign countries. **Note: The player may NOT seek a specific foreign technology until (a) it is available and (b) the player has reached an NDL that cannot be exceeded without it.** If a diplomacy action is to be performed in Step 7, resource counters may be applied to diplomacy to increase the likelihood of diplomatic success. The strength of the diplomatic effort will be proportional to the number of counters invested. There is no value in applying counters unless the DPRK is attempting to achieve one of the two goals mentioned above. If technology is sought in the investment, the respective technology counter will need to be taken from the *Available Foreign Technology* area and placed in the *Technology Sought* space. Otherwise, any counters invested in this area will go toward the strengthening of relations with Russia and China by up to one level.

4.6.3.10 Debt Repayment: Resource counters may also be used to pay back existing foreign debt by moving them from *Revenue* back to *Circulation and lowering the Player’s foreign debt by the number of counters expended*.

4.7 Step 7: Implement Policies

After the player is satisfied with the distribution of resource counters to investment areas, the *effects* of the investment and other government initiatives are resolved. Unlike Step 6, *Budget Resources*, this step **must be performed in the following order:**

4.7.1 Implement Additional Purges: For each minister marked for purging with a resource counter (4.6.3.3), their die is rolled. The “new” minister’s

starting skill level will be half of the DR value (rounded up). After rolling, the die face will be re-oriented to the appropriate skill level and placed in space “1” to signify the beginning of the new Minister’s 1st term. Unlike purges that occur in Step 2, there is no adjustment to the skill level of other less skilled ministers.

4.7.2 Implement Capital Investment: If six (6) counters were invested into capital equipment (4.6.3.4), the *Production Level* counter is immediately increased by one (1) level (to a maximum of 6) by moving the *Production* marker one space to the right. This will allow for increased production and revenue in the following turns and will increase the maximum allowed *Military* level during the following Military investment step (4.7.5).

4.7.3 Implement Infrastructure Investment: Move the *Infrastructure Condition* counter up one row for each 2 counters invested in infrastructure (4.6.3.5). (Again, the level reached cannot exceed the black diamond icon in the relevant column.)

4.7.4 Attempt Nuclear Development: If your progress is not limited by missing a required foreign technology, roll 2D6. Then add the total of:

- 2D6 DR value
- Number of counters invested for nuclear development (4.6.3.6)
- *Research Director* skill level

If the total of this sum **meets or exceeds 14**, increase the A-NDL marker by 1 space. Otherwise, it stays in its current position.

Whether or not nuclear development has been attempted, the player may voluntarily ‘reveal’ their technological development to the West during this step by placing their E-NDL counter underneath their A-NDL counter in its current space. **For every two levels that E-NDL is increased, Regional Tensions are immediately increased by 1.**

4.7.5 Implement Military Investment: Check to ensure that sufficient counters are invested in the Military to match its current level (4.6.3.1). If the

Military investment is 1 counter greater than the current *Military* level, move the *Military* tracking counter one space to the right (to a maximum of 6, not to exceed the current Production Level 4.7.2).

4.7.6 Implement Social Investment: Roll 2D6. Then add the total of:

- 2D6 DR value
- Number of counters invested in *Social Economy* (4.6.3.2)
- *Public Services Minister* skill level

This value is referenced on the top row of the

<10	10-11	12-13	14-15	>15
-2	-1	0	+1	+2

horizontal table to find its matching adjustment factor in the bottom row

(from -2 to +2). The adjustment in the bottom row is then applied to the current *Social Economy* level causing the *Social Economy* counter to be adjusted positively (up) or negatively (down) by the value indicated, else remain in its current space. (It may never increase above “A” or decrease below “F”.)

4.7.7 Resolve Russia/China Relations: Regardless of whether the Player invested counters in *Diplomacy* area, the player will resolve whether the current level of *Regional Tensions* negatively affects DPRK’s relations with Russia and China. To resolve, roll 1D12. If the DR value is **less than or equal** to the current level of *Regional Tensions*, the *Russia/China Relations is degraded and the counter is moved one space to the left* (to a minimum of “Weak”). Otherwise, the counter remains in its current space.

4.7.8 Resolve Diplomacy:

4.7.8.1 If a *Foreign Technology* counter was placed in the *Technology Sought* area of the *Diplomacy* area in Step 6, the diplomacy resolution will be used to attempt to obtain the technology. Otherwise the diplomacy resolution will be used to improve/increase *Russia/China Relations* by one level. Diplomacy is resolved by rolling 2D6 and then add the total of:

- 2D6 DR value
- Number of resource counters invested (4.6.3.9)
- *Foreign Minister* skill level
- Current *Negotiation* factor (value where the *Negotiation* row intersects the current *Russia/China Relations* level on the *Russia/China Relations* chart)

4.7.8.2 If an enhancement to Russia/China relations is sought, and if the total sum **meets or exceeds 14**, diplomacy was successful—increase the Russia/China relations counter one space to the right to a maximum of *Strong*. If unsuccessful, leave the counter at its current location.

4.7.8.3 If gaining a *Foreign Technology* counter was the goal and the sum meets or exceeds the number indicated on the foreign technology counter, diplomacy was successful: Place the *Foreign Technology* chit on its corresponding space on the *Nuclear Development* area to indicate that the technology has been obtained (otherwise return the marker to the *Available Foreign Technology* area).

4.8 Step 8: Resolve Triggered Events

Next, critical events **that were triggered** in Step 3 are now resolved to determine if they *actually occur*. This is done by applying *Adjustment Factors* to the current counter position of each critical event to arrive at a new *Factor Index* before it is resolved. They are each resolved independently in the following order (as applicable):

4.8.1 Revolution: For each counter applied to Oppression, move the counter one space to the left (within the limits of the track). The final counter position will be the new Factor Index for this event. Next, roll 1D12. If the 1D12 DR is less than the new Factor Index, a Revolution **has** occurred. The player immediately loses pending a Military Capabilities re-roll (see 4.8.4). Otherwise, the revolution was avoided—move the counter to the “No Effect” space.

4.8.2 Coup d’état: For each counter applied to Bribes, move the counter 1 space to the left. For each counter applied to an additional Purge (Step 7) move

the counter 2 spaces to the left. (All moves within the limits of the track). The final counter position will be the new *Factor Index* for this event. Next, roll 1D12. If the 1D12 DR is less than the new *Factor Index*, a Coup **has** occurred. The player immediately loses pending a Military Capabilities re-roll (see 4.8.4). Otherwise, the coup was thwarted—move the counter to the “No Effect” space.

4.8.3 Coalition Offensive: Starting with current *Factor Index* make the following adjustments:

- If Missile Defense is operational (event counter was drawn), move the counter one space to the right for each turn since Missile Defense became operational (distance between the Missile Defense counter and the Turn Year counter on the time track).
- Move the counter to the left the number of spaces equal to the current Military Deterrence value (read from the Military track).
- Move the counter to the left the number of spaces equal to the current Protection value (read from the Russia/China Relations chart).
- **If a Threat was issued**, move the counter to the left equal to the total *Nuclear Deterrence* value. This value is equal to: (a) the *Base Nuclear Deterrence* value (indicated on the *Nuclear Development* chart where the *Base Nuclear Deterrence* row intersects the A-NDL counter), plus (b) the value indicated on the *Threat Effects* chart where the *Nuclear Deterrence Threat Adj.* row intersects the *Threat Effects* counter. For example, if a *Threat* was made with an A-NDL of 5 (*Base Nuclear Deterrence* value of 3) and a *Nuclear Deterrence Threat Adj.* value of (-2), the total Nuclear Deterrence value would be $3 - 2 = 1$. Total nuclear deterrence value from threats cannot be less than zero.
- Each adjustment step above may not go beyond the limits of the track.

The final counter position will be the new *Factor Index* for this event. Next, roll 1D12. If the 1D12 DR is **less than** the new *Factor Index*, a *Coalition Offensive* **has** occurred. Otherwise, the offensive was not attempted—move the counter to the “No Effect” space.

If a *Coalition Offensive* has occurred and if this is the first occurrence, roll 1D6. If the result is *odd*, a *Ground Invasion* has occurred, and the **player immediately loses!** Otherwise, a *Tactical Strike* has occurred surgically targeting known nuclear facilities: Reduce A-NDL level by DR/2 (round down) and place the E-NDL marker under it. Reduce *Regional Tensions* by 2 spaces and continue to Step 9. If this is the second occurrence of a *Coalition Offensive*, a *Ground Invasion* **has occurred, and the player immediately loses!**

4.8.4 Military Capabilities Re-roll: In the event of an apparent game loss through *Revolution* or *Coup*, the player may attempt a re-roll of the 1D12 resolution roll by first rolling 1D6. If the 1D6 result is **less than or equal to the current Military Strength level**, the player may re-roll the previous 1D12 resolution roll to “re-resolve” the triggered event. If the 1D6 roll is unsuccessful, **the player immediately loses.** If the event re-roll succeeds this time – play continues. Otherwise the player immediately loses. A *Military Capabilities* re-roll may only be attempted once per turn for each triggered event.

4.9 Step 9: Reset the Board

4.9.1 Presuming the regime has survived all triggered critical event resolutions (or if no critical events were triggered this turn), the following actions are taken to reset the board for the next turn in the following order:

- a. **Critical Events Reset:** Move all *Critical Event* counters back to their “Check” space.
- b. **Threat Reset and Effects Adjustment:** If a *Threat* was made this turn, reset the *Threat Indicator* counter back to the upper (diamond) position and the *Threat Effects* counter one space to the right. If

a *Threat* was NOT made this turn, move the *Threat Effects* counter one space to the left. In either case, the counter cannot exceed the allowable limits of the tracking scale.

- c. **Nuclear Audit:** Western intelligence attempts to determine a more accurate picture of your nuclear capabilities: Roll 1D12. If DR = 1, 2, or 3, place the E-NDL counter beneath the A-NDL counter. For every two levels E-NDL has been raised, increase *Regional Tensions* by 1.
- d. **Check Event Card Discard Conditions:** Check discard conditions for any enduring *Event Cards* in effect and discard them if the condition is met.
- e. **Infrastructure Reduction:** Lower the *Infrastructure Condition* marker by one space (within lower limits).
- f. **Return Spent Counters to Circulation:** Return all resource counters applied to investment areas to *Circulation*.

- g. **Advance Cabinet:** FIRST Any Cabinet Minister's who's die is on the 4th term space immediately retires - Roll 1D6 and adjust the die face value to DR/2 (rounded up) and place the die on the "first term" space. SECOND for the remaining Cabinet Ministers increase their die value by 1 (to a maximum of 6) and their term by 1 (to a maximum of 4).



- h. **Adjust Foreign Debt Limit:** Adjust the *Foreign Debt Limit* on the tracker by adding the current *Maximum Loan* amount to the player's current *Foreign Debt* value and indicate the resulting value using the *Foreign Debt Limit* counters.
- i. **Advance Time Track:** Advance the *Turn Year* counter by 1 space and begin the next turn starting with Step 1. If it is already on the last

space of the turn track (year 2030), the game ends and the player calculates their final score (5.0).

5.0 Final Scoring

5.1 Calculate Final Score

Presuming your regime remains in power until the end of the final turn, your final *Juche* score is determined by calculating the following:

- a. Add the final *Industrial Production* level (1-6) and the final *Military Strength* level (1-6). Multiply this total by five (5) and subtract 10 from the result.
- b. Multiply the resulting number from step (a) by the *Nuclear Development Factor* below based on the final A-NDL reached:
 - A-NDL = 1 → 0.0
 - A-NDL = 2 → 0.5
 - A-NDL = 3 → 1.0
 - A-NDL = 4 → 1.3
 - A-NDL = 5 → 1.6
 - A-NDL = 6 → 2.0
- c. Add/subtract from this all *Juche* points gained/lost from *Event Cards*.
- d. Subtract the final *Foreign Debt* amount.
- e. If the game **did not** end with a *Launch Order*, apply the following *Legacy Modifiers* (as applicable):
 - -8 if *Regional Tensions* are less than 6
 - -8 if *Social Economy* is less than C
 - -8 if *Russia/China Relations* is "Weak"
- f. If the game ended in a *Launch Order* and the regime/nation survived:
 - +20 if the missile failed to hit its target
 - +35 if the missile successfully hit its target

5.2 Evaluate Performance

Use the values below to measure your success as the

Supreme Leader of the DPRK. (The player will not receive a score if the game ended prematurely due to regime removal.)

- **Failed Leadership: 0 or Less points:** You are an embarrassment to the DPRK and an indelible blemish on the backside of the Kim Dynasty. May the spirit of the Eternal Father, Kim il-Sung, haunt you forever.
- **Weak Leadership: 1-24 points:** Though your authority was respected by the People's Assembly, your leadership was found marginally tolerable. With the help of the Ministry of Propaganda your legacy may yet be salvaged.
- **Adequate Leadership: 25-49 points:** Mild applause from the Worker's Party though they look fondly back at the days of Kim il-Sung. History will remember you as a satisfactory Chairman and acceptable Supreme Leader.
- **Remarkable Leadership: 50-74 points:** Your leadership has embodied the *Juche* ideal as you have led DPRK to greatness and power. Your memory will be forever cherished in the hearts of the people.
- **Supreme Leadership: > 74 points:** Thousands cheer in Pyongyang, rapt in your divinity. The West has suffered great defeat to *Juche*. Countless monuments will be erected depicting your victory!

6.0 Example Turn of Play

The following provides a detailed, step-by-step example of a single turn to aid the player in the understanding of the game's flow and mechanics. The decisions made in this example were not optimal but designed to provide a broader explanation of the mechanics. This example turn is in the middle of a game. The status of each component at the beginning of the turn is as follows:

- a. *Turn:* 1995
- b. *Production Level:* 3
- c. *Industrial Minister:* Skill level 4; 2nd term

- d. *Infrastructure Level:* 4th space from top
- e. *Export Market:* 14
- f. *Foreign Debt:* 26
- g. *Foreign Debt Limit:* 32
- h. *Available Foreign Tech:* Warhead Miniaturization
- i. *Threat Effects:* Left-most space
- j. *Regional Tensions:* 4
- k. *Nuclear Development:* Research Reactor technology achieved; E-NDL = 2; A-NDL = 3
- l. *Director of Research:* Skill level 5; 3rd term
- m. *Military:* Level 2
- n. *Social Economy:* Level D
- o. *Public Services Minister:* Skill level 1; 1st term
- p. *Russia/China Relations:* Neutral; *USSR Collapse* event not yet in effect
- q. *Foreign Minister:* Skill level 5; 4th term
- r. *Event Cards in effect:* *Weapons Exports & Sunshine Policy*
- s. *Event Cards held:* *Peace Overture*

6.1 Step 1: Draw and Resolve Tech/Event Counter & Event Card

6.1.1 The player randomly draws a *Tech/Event* counter from the 2nd Era (triangle) counter pile. The counter drawn is the *USSR Collapse* counter. This event counter is placed in its corresponding space in the *Russia/China Relations* area, indicating that the reduced maximum loan amounts will be in effect in subsequent turns.

6.1.2 Player draws an *Event Card* from the 2nd Era (triangle) deck. The *Bomb Plot* card drawn is drawn. Since this event shows the *Export Market* icon with a right arrow, the *Export Market* counter moves to the right by one space to 16. Because it has a 'decision arrow' icon in the bottom-right corner, the player must decide whether to activate the card or discard it. Given the need to retain resources and not potentially drive up *Regional Tensions*, the player decides to discard the event (face-down).

6.2 Step 2: Collect Resources & Manage Cabinet

6.2.1 In the *Industrial Production* chart, the player references the column of the current *Production Level* (3) at the row of the *Industrial Minister's* skill level (3). The intersection of indicates a base

production of 13 counters.

6.2.2 The column of *Production Level (3)* is traced down to the middle column of the *Infrastructure* chart. The intersection of this column and the row of the current Infrastructure level (4th space from the top) indicates a (-1) adjustment from the base production bringing it from 13 to 12.

6.2.3 The production of 12 is again reduced by *Economic Sanctions* in the amount of (E-NDL – 1). E-NDL is currently at level (2). Production is therefore reduced by (2-1) = 1 bringing it from 12 to 11.

6.2.4 The *Export Market limit* is currently on 16. Because final production (11) is less than this amount, there is no further adjustment in revenue. Even if the production level was greater than the *Export Market limit*, the *Sunshine Policy* event card is in effect which suspends *Export Market limit* effects. The *Sunshine Policy* card grants the player 2 additional counters at Step 1, therefore (11 + 2) = 13 counters are moved from the *Circulation* space to the *Revenue* space.

6.2.5 In order to mitigate the likelihood of a *Coup d'état* in the current turn (and motivate the skill of lesser skilled cabinet members), the player decides to purge the *Director of Research* by moving one counter from *Revenue* to *Circulation*. The *Director of Research's* die is rolled for a DR of 3. Half of 3 is 1.5 which when rounded up is 2. The die is re-oriented to display a skill level of 2 placed back in the 1st term space. Because his previous skill level was (5), the *Industrial Minister* and the *Public Service Minister's* skill are both increased by 1 to (5) and (2), respectively while remaining in the same term of office. (The *Foreign Minister's* skill is not increased because his skill (5) was not less than the *Director of Research* prior to the purge.)

6.2.6 The player decides to attempt to market an illicit weapons sale by using the *Weapons Export* card. According to instructions on the card, 1D6 is rolled for a DR of 3. Because the DR is equal to or less than the current *Production Level* the card is activated this turn. Per the card's instructions, 1D6 is rolled again for a DR of 5. Because the DR was odd,

no counters are gained, and *Regional Tensions* is increased by 1 (from 4 to 5) according to the instructions.

6.2.7 The player considers the use of the *Peace Overture* card to lower *Regional Tensions* to avoid triggering a Coalition Offensive but decides to save it for a later turn.

6.3 Step 3: Check Critical Event Triggers

6.3.1 First, *Natural Disaster* is checked. 1D12 is rolled with a DR of 9. Since DR is not equal to the *Trigger Factor* of 1 or 2, no natural disaster occurred. The player moves the counter from the "Check" to the "Checked" space.

6.3.2 For the *Revolution* event, the player moves the counter from the "Check" space to the space on the scale associated with the *Trigger Factor* determined by the *Social Economy* level (currently at [D]). The trigger factor of [D] is associated with a *Factor Index* of 5.

6.3.3 For the *Coup d'état* event, the player moves the counter from the "Check" space to the space on the scale associated with the *Trigger Factor* determined by the sum (rounded down) of: 1 (for each minister with a skill level of 4); 1.5 (for each minister with skill level of 5); and 2 (for each minister with a skill level of 6). Given a *Foreign Minister* with a skill of 5 and an *Industrial Minister* with a skill of 5, the *Trigger Factor* is determined to be 1.5 + 1.5 = [3]. A *Trigger Factor* of [3] is associated with a *Factor Index* of 4.

6.3.4 For the *Coalition Offensive* event, the player moves the counter from the "Check" space to the space on the scale associated with the *Trigger Factor* determined by the current level of *Regional Tensions* (currently at 5). The *Trigger Factor* of [5] is associated with a *Factor Index* of 8.

6.3.5 Now 1D12 is independently rolled for each event to determine which are triggered.

- a. First, for the *Revolution* event, 1D12 is rolled with a DR of 6. Because the DR was not less than the

Factor Index of 5, no revolution was triggered, and the counter is moved to the “No Effect” space.

- b. Next, for the *Coup d'état* event, 1D12 is rolled with a DR of 2. Because the DR is less than the *Factor Index* of 4, a coup has been triggered and the counter remains in its current space.
- c. Lastly, for the *Coalition Offensive* event, 1D12 is rolled with a DR of 7. Because the DR is less than the *Factor Index* of 8, an offensive has been triggered. The counter remains in its current space. (The player is now thinking that playing the *Peace Overture* card would have been a good idea.)

6.4 Step 4: Issue Threat/Launch Order

6.4.1 The player, concerned with their relatively low deterrence against the pending offensive and driven by the need for resources chooses to issue a *Threat* to aid in deterring the offensive. The *Threat Indicator* counter is moved from the top space to the bottom space to indicate that a threat was issued.

6.4.2 First, the E-NDL is placed atop the A-NDL counter (on level 3) of the *Nuclear Development* track. Since the E-NDL was only increased by 1 level, there is no increase to *Regional Tensions*.

6.4.3 Next, concessions are obtained. *Base Concessions* value for A-NDL 3 is (0). 2D6 is rolled for a DR of (5). The concessions adjustment value of (0) is referenced from the *Threat Effects* table at the intersection of *Concessions* row and the *Threat Effects* counter. Adding these three numbers yields a total of $(0+5+0) = 5$. 5 counters are moved from *Circulation* to *Revenue*.

6.4.4 Because a *Coalition Offensive* had already been triggered performing an *Offensive Trigger Check* is not necessary.

6.5 Step 5: Adjust Regional Tensions

6.5.1 First, the player applies *Dissipation Effects* by reducing *Regional Tensions* by 4 spaces from their

current level (5) down to (1).

6.5.2 Next, the player applies *DMZ Incident* effects by rolling 1D6 for a DR of (3). Because a DR of 3 corresponds with an increase in *Regional Tensions* by 1, the counter is increased one space from (1) to (2).

6.5.3 Next, the player applies *Ambient Effects* by referencing the *Nuclear Development* table for A-NDL level 3. This indicates an increase of *Regional Tensions* by 1. *Regional Tensions* are increased from (2) to (3).

6.5.4 Lastly, because a *Threat* was issued, the player references the *Threat Effects* table where the *Regional Tensions* row intersects the *Threat Effects* counter. This indicates an increase of *Regional Tensions* by 2. *Regional Tensions* are increased from (3) to (5).

6.6 Step 6: Budget Resources

6.6.1 The 18 counters from the *Revenue* space are distributed as follows to the investment areas as follows:

- a. *Military*: [3 counters]. Only 2 counters are required since *Military* is at level 2. However, the player intends to grow their military this turn by one. Because the *Production Level* is currently at 3, this growth is allowable.
- b. *Social Economy*: [3 counters]
- c. *Capital Investment*: [6 counters]. Six counters are invested because the player intends on increasing *Production Level* this turn.
- d. *Infrastructure Investment*: [2 counters]
- e. *Oppression*: [no counters]. Because a *Revolution* was not triggered, there is no reason to apply oppression.
- f. *Bribery*: [2 counters]. Because a *Coup* was triggered, the player is attempting to mitigate the likelihood with bribes.
- g. *Additional Purges*: [no counters]. The player has instead attempted to bribe the cabinet from implementing their coup.
- h. *Diplomacy*: [2 counters]. The player moved the *Warhead Miniaturization* technology from the *Available Foreign Technology* area to the

Technology Sought space of the *Diplomacy* area signifying that the technology will be sought during the turn's *Diplomacy* action in Step 7. Two counters were initially applied.

- i. *Nuclear Development*: [no counters]. Since *Nuclear Development* cannot advance until *Warhead Miniaturization* technology has been obtained, there is no reason to apply counters to *Nuclear Development*.

6.6.2 The player obtains 4 additional counters from *Circulation to Revenue* and moves the *Foreign Debt* track up by 4 from 26 to 30. These additional counters are then budgeted as follows:

- a. *Social Economy*: [2 counters]. This brings the total to 5 counters. The *Social Economy* is deteriorating, and it will be important to ensure it is remedied to avoid a revolution in future rounds.
- b. *Diplomacy*: [2 counters]. This brings the total to 4 counters. Additional resources to the diplomatic action will assist the player in obtaining *Warhead Miniaturization* technology in Step 7.

6.7 Step 7: Implement Policies

6.7.1 Additional Purges: No counters were applied. No action.

6.7.2 Capital Investment: Because 6 counters were applied to *Capital Investment*, the player advances the *Production Level* from 3 to 4.

6.7.3 Infrastructure Investment: Because 2 counters were applied, the *Infrastructure* level was increased by 1 level.

6.7.4 Nuclear Development: Because A-NDL is on level 3 and cannot advance to level 4 without *Warhead Miniaturization* technology, no action is necessary.

6.7.5 Military: 3 counters were applied. *Military* advances one level from 2 to 3.

6.7.6 Social Economy: 5 counters were applied. The player rolls 2D6 for a DR of 7. The *Public Services Minister* skill is currently at 2. The sum of skill, counters, and DR is $(5+7+2) = 14$. According to the chart, a result of 14 corresponds to a +1 increase in *Social Economy*. The player advances *Social Economy* up one space from D to C.

6.7.7 Russia/China Relations: The player rolls 1D12 for a DR of 4. Because the DR is less than or equal to the current *Regional Tensions* level (5), *Russia/China Relations* is moved one level to the left (from Neutral to Weak).

6.7.8 Diplomacy: 4 counters were applied. The player decides it is more critical to apply diplomatic effort to *Russia/China Relations* than to the acquisition of technology (particularly given that a *Coalition Offensive* has been triggered and the regime needs the additional *Protection* from their allies). The player moves the *Warhead Miniaturization* counter back to the *Available Foreign Technology Area*. Next, they roll 2D6 for a DR of 8. The *Foreign Minister* skill is 5. The *Negotiation* modifier (from the *Russia/China Relations* chart is currently at -2. The sum of skill, counters, DR, and Negotiation modifier is $(5+4+8-2) = 15$. Because the result is greater than or equal to 14, *Russia/China Relations* counter is advanced from *Weak* back to *Neutral*.

6.8 Step 8: Resolve Triggered Events

6.8.1 Each triggered critical event must now be resolved by applying adjustments to its current *Factor Index*. First, *Coup d'état* is resolved. The current *Factor Index* for this event is 4. Because 2 counters were applied to *Bribes*, the counter is moved two spaces to the left to an adjusted *Factor Index* of 2. The player then rolls 1D12 for a DR of 10. Because the DR is not less than the adjusted *Factor Index*, the coup was thwarted. The counter is moved to the "No Effect" space.

6.8.2 Next, *Coalition Offensive* is resolved. The current *Factor Index* of this event is 8. *Missile Defense* is not yet operational so there is no associated adjustment. The *Military* is at level 3

which corresponds to a *Military Deterrence* of 1—the counter is moved one space to the left. From the *Russia/China Relations* area, the current *Protection* level is +1—move the counter one additional space to the left. Because a *Threat* was issued, total nuclear deterrence is determined by referencing the *Base Nuclear Deterrence* value (indicated on the *Nuclear Development* table (1 for A-NDL of 3) and subtracting the *Nuclear Deterrence Threat Adj.* value (0 read from the intersection of this *Nuclear Deterrence Threat Adj.* row and the *Threat Effects* counter). Total nuclear deterrence value is $(1 - 0) = 1$ —move the counter one additional space to the left. Therefore, the final adjusted *Factor Index* value is 5. The player then rolls 1D12 for a DR of 10. Because the DR is not less than the adjusted *Factor Index*, a *Coalition Offensive* was not attempted. Move the counter to the “No Effect” space.

6.9 Step 9: Reset the Board

6.9.1 Critical Events Reset: All *Critical Event* counters are moved back to their “Check” space.

6.9.2 Threat Reset and Effects Adjustment: Because a *Threat* was issued, the *Threat Indicator* counter is returned to the upper (diamond) position and the *Threat Effects* counter is moved one space to the right.

6.9.3 Nuclear Audit: Because E-NDL is currently on the same level as A-NDL this step is not necessary.

6.9.4 Check Event Card Discard Conditions: The *Weapons Exports* card is retained because it has a ‘recycle’ symbol and no discard condition listed. The *Peace Overture* card is saved in the player’s ‘hand’ for use in another turn since it has an ‘down arrow’ symbol. The *Sunshine Policy* card must be discarded face-down since *Regional Tensions* is now greater than 4 (per the card’s discard condition).

6.9.5 Infrastructure Reduction: *Infrastructure Condition* counter is lowered by one space.

6.9.6 Return Spent Counters to Circulation: All resource counters applied to investment areas are returned to the *Circulation* space.

6.9.7 Advance Cabinet:

- Industrial Minister* skill is increased by 1 from 5 to 6 and their die is moved from the 2nd term to the space indicating their 3rd term.
- Director of Research* skill is increased by 1 from 2 to 3 and their die is moved from the 1st term to the space indicating their 2nd term.
- Public Services Minister* skill is increased by 1 from 2 to 3 and their die is moved from the 1st term to the space indicating their 2nd term.
- Foreign Minister* is currently their 4th term and must retire. Their die is rolled for a DR of 5. Half of 5 is 2.5 which when rounded up is 3. Their die is re-oriented to display a skill level of 3 and placed on the space to indicate the new *Foreign Minister’s* 1st term.

6.9.8 Adjust Foreign Debt Limit: Since *Russia/China Relations* is currently *Neutral* and since the *USSR Collapse* event counter was drawn, the maximum loan amount for the next turn is 4 counters. Adding 4 to the current *Foreign Debt* amount of 30 brings the *Foreign Debt Limit* to 34. The player will adjust the *Foreign Debt Limit* counters to reflect a limit of 34.

6.9.9 Advance Time Track: The *Turn Year* counter advances by 1 space from 1995 to 2002.

7.0 Designer Commentary

Thank you for purchasing *Rogue State*! This game is a result of over two years of research, design, development, and compulsive over-thinking which I hope have helped to create something rare in the wargaming market—a quick, relatively simple, solitaire geo-political conflict simulation. While there are many games featuring conventional combat in the Korean Peninsula, this may be the first and only game designed to allow the player the unique role of the Supreme Executive of North Korea’s dynastic dictatorship.

When I first started this project, I was surprised that the theme had not been attempted elsewhere. It wasn’t long after I began doing research and developing the mechanics that I realized why this was the case. Resource management, risk

mitigation, pivotal decisions, and sheer luck appear to have been the dominant mechanics that the regime has used to navigate its fate over the last several decades. While the Supreme Leader has ultimate authority inside the country, he must work through an inefficient centralized command economy and layers of bureaucracy to affect change. Outside of his country, he has very little control and can only influence through threats and diplomatically co-dependent relationships. Essentially the regime is limited to threatening its leadership, keeping its allies happy, emphasizing key initiatives, keeping its population in check, and threatening its neighbors to not try anything funny.

These are not circumstances that are easily developed into a dynamic, enjoyable, and strategically satisfying game. But while I believe we were largely successful in meeting our design goals, there are a few peculiarities to concede. First, capturing the feel of a dynamic political environment necessarily led to a lot of *dice rolling and status tracking*. While some will see this as a downer, others have indicated that it is what makes playing it a more visceral experience. Another upside to this is that it works to provide a relatively granular level of control—allowing the player the flexibility to engage in a variety of strategies. Second, I will admit that there is a *significant amount of luck involved* in whether your regime is successful. While strategy may only account for about half of your success, I would submit to you that the true test of any dictator is whether you can make lemonade out of the situational lemons that you are dealt. True conflict is chaos. So Kim-up. Lastly, you will find *failure to be swift and sudden*. Once you allow the situation to get out of control there is little you can do to avoid your demise.

The game's core system model was qualitatively developed from researching a number of sources which included histories and documentaries as well as the informed opinions of academics, think tanks, and regional experts. Because *Rogue State* is a "strategic level" simulation, the goal of the research was not to go into pain-staking depth but rather to provide a consistent and fair treatment of pivotal historical events and plausible effects to provide

credible AI logic and rationally defensible mechanics. The focus of the research included such topics as North Korean economics, the history of nuclear development and de-nuclearization, methods of enemy aggression, and modes of regime collapse.

Lack of expert consensus demanded that I took a stance on debatable issues during design. For instance, departing from fashionable political rhetoric, I don't believe that Kim Jong Un is in any way 'insane'. Rather, since his highest priority is to maintain power, he is simply using all available means to ensure the longevity of his regime. As an example, some have argued that the purpose of North Korea's massive military is ultimately to reunify the Korean Peninsula by force. However, it is much more likely that the regime (being well aware that he would lose a conventional war with South Korea and its allies) engages in *songun* primarily for the dual-purpose of defense as well as for the satisfaction of its military leadership so as to avoid a military coup d'état. For this reason, an invasion of South Korea was not developed as an option for the player. In another example, regarding Kim's continued development of nuclear weapons I initially took the stance that he has no interest in ever actually using such weapons. I understood that he would rather rely on the strategic use of brinkmanship to provide a nearly limitless source of economic aid to his nation's ever-struggling economy. However, further research indicated that a pre-emptive nuclear attack *is possible* if North Korea felt particularly threatened. This speculation prompted me to include the 'launch order' mechanic. (Even more speculative are the die-roll modifiers related to the survivability of said 'launch order'.)

As an educational tool my goal for *Rogue State* was to help the player to not only understand the regime's motivations, constraints, and ultimate aims, but also to convey the complex balancing act that has been executed over the last several decades by its leadership. Given North Korea's overt hostility and capricious integrity it will be increasingly important to understand this isolated and very flawed part of the world from unconventional perspectives. As you play, I hope that the weight of

trade-off decisions, relentless paranoia, and never having *quite enough* resources helps to drive home this very unique conflict between ideology and survival. Let me be clear that I neither admire nor empathize with this regime which represents the worst of governments. Our prayers are with those who must suffer under it and have yet to taste of true liberty.

I would like to thank my wife Jennifer, and our kids, Katie, Kevin, Sarah, and Lauren for their support and patience and for giving me the time to engage in this obscure hobby. I would also like to thank Chris Hansen and the BGG PNP community for their encouraging words and advice. Thanks also to Jon White for his sage input as a veteran wargamer. Lastly, I want to thank Art, Jose, Mark and the awesome folks at Tiny Battle Publishing for taking a chance on this idea. As for *Rogue State*, I hope you will enjoy playing it as much as I did designing it.

강성대국!

Mike Mollineaux

Rogue State

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Art: Jose R Faura

Development: Art Bennett

Production: Mark H. Walker

Mark H. Walker's Platoon Commander Deluxe

THE LONG ROAD

**COMING
SOON!**

