

# CRISIS 2020

## SCENARIOS

**[11.4] Standard scenario Descriptions and Special Rules:** These standard scenarios do not require the use of the Advanced Game rules (12.0)

### Scenario I: The Coup of 2020

In this short game/introductory scenario, the Military attempts to seize power from a corrupt civilian government.

### Scenario II: Culture Wars

The country splits wide open between Cyber-Futurists and Family Values Traditionalists.

- Traditionalists use Government units; Futurists use Rebel units.
- If you wish to play the Advanced Game (12.0) version of this scenario, Crisis cards #72-74 are shuffled into the deck during setup and cards #75-77 are set up in the Discard pile.

### Scenario III: Millennial Generation

Everybody against the savvy, high-tech younger generation!

- **Special Victory Conditions:** Ignore Rule 10 (How to Win). The Rebel player wins if there are less than **nine** Government **Infrastructure** units on the map at the end of the game; Government wins if there are no surviving Rebel **Cybernaut** units at the end of the game. Any other result means both sides lose as anarchy breaks out.
- If you wish to play the Advanced Game (12.0) version of this scenario, Crisis cards #72-77 are set up in the Discard pile.

### Scenario IV: War on Freedom

The government makes a preemptive strike to clamp down on crime, local secessionist movements, unwed mothers, computer hackers, and other threats to America's national security.

- **Special Rules:** Rebels may not set up units in the Capitol District. The game starts with the Government Player Turn; skip the Rebel Player Turn on Game Turn 1. Play proceeds normally thereafter.
- If you wish to play the Advanced Game (12.0) version of this scenario, Crisis cards #72-74 are shuffled into the deck during setup and cards #75-77 are set up in the Discard pile.

### Scenario V: Anarchy in the USA

Various groups unite to fight for life, liberty, and the pursuit of happiness.

- If you wish to play the Advanced Game (12.0) version of this scenario, Crisis cards #72-74 are set up in the Discard pile and cards #75-77 are shuffled into the deck during setup.

### Scenario VI: Civil War II

Fed up with the Feds, state and local governments declare independence, backed by their National Guards and unofficial local militias.

- If you wish to play the Advanced Game (12.0) version of this scenario, Crisis cards #72-77 are set up in the Discard pile.

**[11.5] Advanced Game Scenario Descriptions and Special Rules:** These scenarios require using the Advanced Game rules (12.0).

### Scenario VII: War on Terror

Terrorists strike big time against an unprepared country. Can the US deal with the situation?

- Crisis cards #72-74 are set up in the Discard pile and cards #75-77 are shuffled into the deck during setup.
- **Special Rule:** Government units may not move on Game Turn 1. They perform all other functions normally.

### Scenario VIII: Jihad!

Western failure to deal with the Middle East leads to a massive counteroffensive launched using oil money.

- Crisis cards #72-74 are removed. All non-U.S. Regions are in play at start. All non-U.S. units set up on their Rebel sides.
- **Special Rule:** Rebel units may set up only in non-U.S. Regions. **Exception:** Rebel Clandestine units may set up in *any* playable Regions.

### Scenario IX: UN Occupation

The United Nations dispatches a peacekeeping force to suppress the outlawed American firearms, tobacco, and rogue computer industries.

- UN uses Government units; the Americans use Rebel units.
- Remove cards #72-77 from play. All non-U.S. Regions are in play at start. All non-U.S. units set up on their Government sides.
- Government units set up in their respective non-U.S. Regions.

**Exception:** Government Clandestine units may set up in *any* playable Regions.

- Rebels may not set up unit in any non-U.S. Region.

### Scenario X: Down on the Border

The US government makes an attempt to control its borders but is opposed by a coalition of globalization interests, smugglers, and terrorist infiltrators, backed by governments in Latin America.

- Crisis cards #72-77 are removed. Mexico and Southern Command are in play at start. All non-U.S. units set up on their Rebel sides.
- **Special Rules:** Government units may *not* set up in So. Cal, Southwest, or East Texas (exception: Infrastructure), and **no** Government units may set up in Mexico or Southern Command.
- Rebel units may *only* set up in So. Cal, Southwest, East Texas, Mexico, or Southern Command. **Exception:** Rebel Clandestine units may set up in *any* playable Regions.
- Regions bordering Mexico are worth *double* their normal Political Value throughout the game and when determining the winner.

**Designer's Notes:** Allow me insert a word or two about strategy. Initial setup is very important. Especially critical is the placement of Infrastructure units. These should be located to maximize the total Regional Values that you control at the start of the game which, in turn, will give you the best chance to gain additional Crisis Cards (and, thus, political clout).

Central to any winning strategy is attacking the enemy's Infrastructure units while safeguarding your own, which can be a tricky mission. Concentrating too many units in one area will invite military reprisals and put a great deal of your forces at risk, so don't put too many of your units in one Region – especially a low-value Region that won't generate a lot of Collateral Damage if attacked. Modern conflict is, in many ways, an organizational tug-of-war. The side left standing takes charge of the field.

And be prepared to use those Infrastructure units along with all of the Data Ratings you can muster to combine into large Data Attacks that will net you some new recruits. This is the only way to get *real* military units (i.e., those with their unit I.D.s underlined) to form up for your side; having some serious military muscle behind you is an important tool toward winning.

– Joseph Miranda