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"No one had given Muhammad Ali a chance against George Foreman in the World Heavyweight Championship fight of October 30, 1974. Foreman, none of whose opponents had lasted more than three rounds in the ring, was the strongest, hardest hitting boxer of his generation. Ali, although not as powerful as Foreman, had a slightly faster punch and was lighter on his feet. ...

But when the bell rang just after 4:00 a.m. in Kinshasa, something completely unexpected happened. In round two, instead of moving into the ring to meet Foreman, Ali appeared to cower against the ropes. Foreman, now confident of victory, pounded him again and again, while Ali whispered hoarse taunts... Foreman lost his temper, and his punches became a furious blur. To spectators, unaware that the elastic ring ropes were absorbing much of the force of Foreman's blows, it looked as if Ali would surely fall. By the fifth round, however, Foreman was worn out. And in round eight, as stunned commentators and a delirious crowd looked on, Muhammad Ali knocked George Foreman to the canvas, and the fight was over.

The outcome of that now-famous 'rumble in the jungle' was completely unexpected. .... Yet in the end, a fight that should have been over in three rounds went eight, and Foreman's prodigious punches proved useless against Ali's rope-a-dope strategy.

This fight illustrates an important yet relatively unexplored feature of inter-state conflict: how a weak actor's strategy can make a strong actor's power irrelevant..."

– Ivan Arreguin-Toft (U. of Oxford), "How the Weak Win Wars: A Theory of Asymmetric Conflict," International Security, Vol. 26, No. 1 (Summer 2001), p. 93 [1]

Offset Strategies: Black-ops in both GGDM and in fiction often operate as an offset strategy, heroic character operations in science-fiction adventure, whether in books or on film, amount to offset strategies for the weaker side – because it is necessary for the characters to be part of, allied with the weaker side of the conflict in order to be heroic; i.e., the 'heroes' on the stronger side are necessarily evil bullies, traitors, and so forth, greedy servants of the evil enterprise.

✓ "An offset is some means of asymmetrically compensating for a disadvantage, particularly in a military competition. Rather than match an opponent in an unfavorable competition, changing the competition to more favorable footing enables the application of strengths to a problem that is otherwise either unwinnable or winnable only at unacceptable cost. An offset strategy consequently seeks to deliberately change an unattractive competition to one more advantageous for the implementer. In this way, an offset strategy is a type of competitive strategy that seeks to maintain advantage over potential adversaries over long periods of time while preserving peace where possible." – from Wikipedia article, "Offset Strategy," June 26, 2019.

Once you understand an offset strategy, a lot becomes clear. The alleged Russian interference in the 2016 Presidential Election – which would be a Black-op in GGDM as it was in the real world – is an offset strategy. Implicit in an offset strategy is the admission that the acting side is considered to be in a weaker position and feels threatened enough to act, to take the risk or the cost.

✓ "Despite the technological advantage of the U.S. military, insurgents in Iraq and Afghanistan have proven their resilience in the face of large-scale campaigns. Groups like these are constantly innovating on the tactical and strategic levels because they

are constantly at war, and defeat, for them, has existential consequences. Their military innovation curve is much faster by necessity. Insurgents tend to use new combinations of available commercial technologies to great military effect. Insurgents in Iraq combined cheap, commercially available cell phones and service with rudimentary explosives to create improvised explosive devices, and with the aid of Iranian designs, also produced explosively formed penetrators, which proved costly for U.S. forces. In the future, insurgents armed with commercially available drones or state-provided technology, could deny the U.S. military the staples of low-intensity conflict such as MQ-9 Reapers or Blackhawks in a strategically meaningful manner. Hezbollah has already demonstrated its ability to use anti-ship missiles against Israeli ships, and Hamas is trying to develop 'suicide' drones." – Benjamin Locks, "Bad Guys Know What Works: Asymmetric Warfare and the Third Offset," War on the Rocks (Texas National Security Review), June 23, 2015 (available free online).

In GGDM terms, the best use of Black-ops activations is as an offset strategy (especially in combination with insurgencies), though, when combined with conventional strength, they can make a side seem nearly unstoppable as well (e.g., Prussia under Otto von Bismarck), so they cut both ways equally. But it is more likely that the 'weaker side' will resort to Black-ops because it is very expensive (especially in Power Activations) to maintain both conventional superiority and operate asymmetrically at the same time. The response of the other 'superior' side to offset Black-ops must either be use of conventional power or to resort to Counter-operations on defense and their own Black-ops activations thus shifting the contest into a Special Operations arms race-skirmish and detracting from the disparity in conventional power.

✓ Otto von Bismarck was the master of the offset. Prussia had a legendary, potent military but was always vastly outnumbered and surrounded by potential foes. Bismarck prudently used diplomacy, spies, and intimidation (with a few orchestrated demonstrations such as the Second Schleswig War (1864)) and a web of protocols, secret agreements and treaties in what is referred to as the Balance of Power. His heirs, however, mystically convinced of Prussian conventional military superiority and their own manifest destiny, abandoned his subtle offset strategy in August 1914.

➢ Historical Offsets: The classic offset strategy is diplomacy, forming alliances with others against a stronger opponent (e.g., the Battle of Qarqar aka "The Battle of the Twelve Kings," in 853 B.C.). Offset is at the core of surprise and ambush (see In Open Space, 7 Combat, p. 1036, *supra*); the Japanese attacked at Pearl Harbor to offset the conventional power of the U.S. Navy's Pacific Fleet whose forward deployment to Hawaii very much concerned them.

✓ The decline of the surface capital warship in the mid-20th Century was due to the offset ability of aircraft, submarines, and torpedoes; *the offset became the new norm.*

Trade and economics have also served as offset strategies, making others dependent upon the weaker position for something that is very important to them, which works as a precarious balancing act as long as no one can conquer the weaker position; this explains the existence of countries such as Kuwait and Qatar.

✓ "Nor are non-state actors the only ones who will be likely to use commercially available technology and asymmetric tactics to achieve their military ends. China has used swarming fishing boats to bolster its territorial claims in the East and South China

Seas and could use them for intelligence, surveillance and reconnaissance, or offensive operations in a time of war. Russia has shown its willingness to use unconventional tactics to occupy Crimea and eastern Ukraine. With new unmanned, communication, and remote sensing commercial and military technology, asymmetric warfare will cut across all military domains by actors small and large. If the third offset does not account for the diversity of enemies, asymmetric tactics and strategies, and their potential for military innovations, the military will run needless risks in the most common types of future conflicts." – Benjamin Locks, "Bad Guys Know What Works: Asymmetric Warfare and the Third Offset," War on the Rocks (Texas National Security Review), June 23, 2015 (available free online).

Technology in GGDM, in science-fiction literature, and in the real world of the 20th century during the Cold War served as an offset strategy, to wit:

- ✓ "In the 1950s, President Eisenhower emphasized nuclear deterrence to avoid the larger expenditures necessary to conventionally deter the Warsaw Pact. In a second period from about 1975 to 1989 the term 'Offset Strategy' returned, again referring to technological superiority to offset quantitative inferiority in conventional forces." – from Wikipedia article, "Offset Strategy," June 26, 2019.[2]

It remains a continuing part of the new 'Third Offset Strategy,' to wit:

- ✓ "The Defense Department's Third Offset Strategy, which seeks to outmaneuver advantages made by top adversaries primarily through technology, is at heart based on the time-honored military concepts of being able to win a war if necessary but also having enough capability to deter one. ... A core component of the initiative is the formation of a Long-Range Research and Development Planning Program that will purportedly target several promising technology areas, including robotics and system autonomy, miniaturization, big data, and advanced manufacturing, while also seeking to improve the U.S. military's collaboration with innovative private sector enterprises. The Center for Strategic and Budgetary Assessments released a report ... emphasizes the development of next-generation power projection platforms like unmanned autonomous strike aircraft, the acceleration of the LRS-B, additional investments in undersea warfare systems like Unmanned Underwater Vehicles, and steps to reduce U.S. and partner vulnerability to the loss of space-based communications." *Id.*[3]

- ✓ "During my month-long preparation for my Senate confirmation hearings, I read many excellent intelligence briefings. I was struck by the degree to which our competitive military edge was eroding, including our technological advantage. We would have to focus on regaining the edge." – Gen. Jim Mattis (USMC Ret.) op-ed, "Jim Mattis: Duty, Democracy and the Threat of Tribalism," Wall Street Journal, August 28, 2019.

➢ Nizarism: Assassination of opposing leaders is an offset strategy made famous by the Nizari Ismailis in the late 11th century.

- ✓ "The Nizaris posed a strategic threat to Sunni Seljuq authority by capturing and inhabiting several mountain fortresses throughout Persia and later Syria, under the leadership of Hassan-i Sabbah. Asymmetric warfare, psychological warfare, and surgical strikes were often a tactic of the assassins, drawing their opponents into submission

rather than risk killing them." – from Wikipedia article, "Order of Assassins," captured October 25, 2019.

The Order of Assassins tried to stop the Mongol Invasion of 1258 by assassinating the Mongol leaders; all of the multiple assassination attempts failed, and as a result, the Mongols captured their castle at Alamut, and executed the Grand Master of the Order. Deprived of sovereign territory, the Order of Assassins (Nizaris) passed into distorted legend and folklore.

✓ Though it is often clouded by other issues and factors, such as vengeance, punishment or retaliation (e.g., the OAS assassination of Gen. Ginestet) or attacks to prevent the other side from gaining an advantage, assassination remains mainly the tool of the side which is perceived to be weaker in any conventional conflict. In the alternative, it is used when two sides are about equal and neither side can find a way to gain the upper hand. However, increasingly in modern contexts, it has been used as a police action, e.g., drone and helicopter strikes, in an asymmetrical conflict;[4] this is the issue that has arisen with modern capabilities that has made Westerners uncomfortable.

➢ Sign of Weakness?: There is a psychological barrier to using asymmetric tactics or even strategies: Doing so has classically been regarded as an admission that a side is weaker (or perceives themselves to be weaker) than their opponent in the conflict.

✓ Failure of Nizari Ismailis' assassination attempts confirmed that they were the weaker party; the Mongol invaders probably already thought so: Justified True Belief (JTB).

In the West, this in part, derives from chivalric notions of warfare inherited from the Middle Ages; chivalric warfare was almost devoid of battlefield tactics, flank charges and ambushes, even missile weapons (e.g., Cumans, Mongols, Byzantines), were considered cowardly. In 1278 at the Battle of Marchfield, the leader of 200 German knights hidden in the woods apologized in advance for what they were about to do: They were stationed in the woods to surprise charge the flank of the Bohemian knights once they were fully engaged in a frontal charge. The Bohemians, for their part, never imagining that the Habsburg Holy Roman Emperor would do such a thing, did not have anyone guarding the woods. They lost.

✓ Asymmetric warfare is relative – at the Battle of Marchfield, it was simply a tactic that had been discarded by chivalric warfare codes which regarded 'proper combat' as between two armed, trained men, face to face, on an open field. Within centuries, it was just a normal battlefield maneuver. Asymmetric tactics are often similar to an ambush hidden behind an idea (see In Open Space, 7 Combat, p. 1036, *supra*).

A very slow trend over the last five or six centuries has been the slow widening of tactics and very slow integration of asymmetric options into regular warfare (not just rebellions and insurgencies). Missile weapons slowly came to dominate warfare (as did technology generally), ambushes and raids returned, shock and attrition warfare gave way to maneuver warfare. Navies used fireships, commandos and special forces, snipers developed, the Italian Navy attacked with explosive motorboats, civilian populations and industry became targets, counterfeiting currency and assassination of enemy leaders, WWII ended with suicide attacks by regular national air forces. Also rising in the last two centuries was the notion of formalized psychological warfare operations and disinformation campaigns (and now cyber-warfare), which still make some people in the West uncomfortable (see Pedagogy of Propaganda, 1 Kairotic Moments, p. 1425, *infra*). The line between conventional and asymmetric

conflict and tactics blurred significantly in the late 20th century, leading to helicopter gun-ships being used against non-combatants, and the controversial use of armed drones.

✓ Asymmetric tactics, strategy, warfare, rests in opposition to what is considered 'conventional' conflict or combat in a time and place. Conventional warfare is what the regular forces are trained, equipped and willing to do operationally, and what is socio-politically tolerable. As the notions and tactics of 'conventional conflict' widen – leaders like to have ready options, forces trained and equipped to do different tasks in different environments – will there come a time when nothing is really asymmetrical?

"I think they were doing very basic intelligence work: Who's out there?
Who's willing to play ball? And how can we use them?"

– Stephen L. Hall (CIA Ret.), as quoted in the Washington Post, August 15, 2017

Playing Ball: Who's willing to play ball can be answered in GGDM by a combination of Insurgency levels (see Fabrication of Order, 6 Combat, p. 1022, *supra*), colony political status (e.g., Conquered, Converted, etc., see 2 Order, p. 538 *et seq.*, *supra*), Thesis Statements (see Disputation, 2 Reformation, p. 1391, *infra*), and inactive Constructural Elements (see Presence, 2 Constructural Elements, p. 189, *supra*), with possible emphasis in these cases on the Ideological Constructural Element (see 1 Constructural Elements, p. 179, *supra*).

SOM-COMS: The basic unit of Special Operations (both Black-ops and Counter-operations) is the Mission (but is not a game unit, see The Fine Print, 1 Construction, p. 660, *supra*).[5] The Mission is whatever is needed, that package of people, opportunities, placement, and resources needed to carry out the operation for which the Mission is eventually used. Missions must be first "recruited" and then "lodged" in a specific location or corporation. Missions are only designated as Special Operations Missions (SOMs) or Counter Operations Missions (COMs, see CIT, 3 Special Operations, p. 1320, *infra*). Other than that designation, it is irrelevant what Special Operation or Counter Operation the Mission is eventually used for; it is assumed that at the time of Recruitment and Lodging of the Mission the powers that be have an idea of what the Mission (or cell, CIT, or whatever you want to call it) will be used for, but those are details that do not need to be specified for game purposes until the Mission is actually used.

✓ Black-ops can be an adjunct to normal conflict, or war by another name, or the mainstay of asymmetrical conflict that includes News Events and Thesis Statements.

➤ Special Operations Missions (SOMs): Special Operations Missions (SOMs) are the 'offense' of Special Operations, they are the ones who go out and do the dirty deeds (but not dirt cheap). *It should not in most cases, be assumed that those who are carrying out the Special Operations are of the controlling Native Population Type of the position which recruited and lodged them; foreigners (especially **aliens**) stick out, Special Operations are usually carried out by locals, people you know.*[6]

Before a Mission can be used for Black-ops, it must be first Recruited and then Lodged (the Who, Who and How?). A SOM *may not be* both on the same Regular Turn, therefore, it is at least a two-turn process to put Missions in place. Missions should be expended with care.

✓ Studies have shown that most murder victims are killed by someone they know, someone close. Fear of being killed by total strangers is largely overblown.

➢ <u>Sneakers on the Ground</u>: "Hackers working for Dutch intelligence officials obtained the document and provided it to the F.B.I., and both its existence and the collection of it were highly classified secrets, the people said." – Adam Goldman, "Justice Dept. Investigating Years-Old Leaks and Appears Focused on Comey," The New York Times, January 16, 2020.

  ✓ In January 2020, it was reported that Jeff Bezos phone had been hacked by Saudis, see Stephanie Kirchgaessner, "Amazon boss's phone 'hacked by Saudi crown prince'" The Guardian, January 22, 2020.

Missions, Recruiting and Lodging do not always have to be thought of as sneakers on the ground, there are many other less literal possibilities, for example, designing a computer virus could be recruiting a mission, and Lodging it would involve some person or means to introduce it to the target. You know, like the movie Independence Day (1996).☺ A sophisticated or AI virus can be devastating as a 'mission' in Black-ops – the United States used one to damage or destroy 1,500 of Iran's centrifuges (Stuxnet, 2010) being used to purify uranium – and increasingly, cyber-attack is the real Special Operation of the 21ˢᵗ Century, e.g., the Chinese have been accused of attacking or trying to infiltrate the computers that control the U.S. power grid, and the U.S. has done the same to Russia.

  ✓ Consider this *1993* – yes, 1993 – article: "Lucan's scientists had deliberately programmed the virus to instinctively navigate through the intricacies of the standard Imperial Data Packages; the virus knew these computers better than their own operators, and were able to defeat them at every turn. Crews who were trained to run their ships through computer interfaces were no match for an enemy that turned those computer interfaces against them. There was no contest." – Dave Nilsen, "When Empires Fall II," Challenge Magazine, Issue 69, February 1993.

➢ <u>Combat Recruiting</u>: As implied in the foregoing, Missions are only *recruited* during Regular Turns and not during Combat Rounds. Whether or not Missions can be recruited (during the Regular Turn) in units in an ongoing combat is an interesting question for careful consideration, depending on what type of unit (ship, Ground Unit, Defense Base) and what type of combat and who is involved. For example, during WWI on the Eastern Front, entire Czech units of the Austro-Hungarian army left their trenches and walked across no-man's land to join the Russians; this would be much more difficult in ship combat. But, GGDM is science-fiction. The Czech Legion played a legendary role in the following Russian Civil War.

  ✓ The Germans in WWI also transported Lenin and Trotsky across the frontier in April 1917 in sealed railway carriages to reinsert them into Russia (a sort of Lodging...).

➢ <u>Jobs for Jackals</u>: When the Special Operations Power is activated for the purpose of Recruit Missions, the position may attempt to recruit as many Missions as desired. For each activation for Recruiting Missions, an amount of RPs *must be* committed (call it a 'recruiting bonus': bribery, payoffs, smuggling, fake identification, operations to change appearance or genetic structure, supply drops, infiltration, support for dissident elements, etc.) per Recruiting attempt and the number of Missions desired to be recruited must be specified.

  ✓ The base chance of recruiting a Mission is 35% plus 2% per RP committed.

Only one roll will be made per Mission attempted to be Recruited, and there is only a 50% chance that Enlightenment can be used in case of failure, if committed to the Recruiting actions. Positions cannot use Enlightenment to reroll a failure to be able to use Enlightenment

(like wishing for more wishes)! Unused Enlightenment, unlike Combat, is not lost in relation to **any** Special Operation Power activation.

Again, note that because Special Operations Power activations cost either one Act *or* one Scene and never more, their actions will process early in the Regular Turn order (see Clockwork Universe, 3 The Streams of Time, p. 90, *supra*), in particular, before Taxation, etc.

✓ Missions just represent potentials, so Missions are very 'vanilla' and are not tied to a specific place or event, are not affected by other considerations, such as corporations, colony status, diplomatic relations, and such. Missions are not Recruited 'against' any particular opposing position, rather, that is the function of Lodging (p. 1293, *ut infra*). Missions just hang out by the hyperspace pool until either Lodged or not.

Only Special Operations Power activations (for any purpose) using or requiring a Scene (see Making a Scene, 1 Special Operations, p. 1274, *supra*) are subject to Power activation failure checks at the location where they occur. Thus, Special Operations will fail less often overall than most other Power Activations, and *Recruit Mission will never fail*, and *Lodge Mission and Special Operations activations can only fail if the target is a friendly unit*. Special Operations offense in this regard has a slight advantage over Counter-Operations, the defense. When the Lodging attempt involves both friendly and non-friendly target units, only the friendly units are checked (Back ye foul beast! No unhandled exceptions in GGDM!).

✓ The Day of the Jackal is a *fictional* 1973 film about an attempt to assassinate Charles de Gaulle in 1963, which is based on an *actual* assassination attempt on August 22, 1963 (so how fictional is it?). The title might also refer to Carlos the Jackal, the Venezuelan leftist terrorist whom Hugo Chavez publically declared a friend and compatriot, who killed two French police officers, was arrested in Khartoum in 1994 and handed over to the French; he is now serving a life prison sentence.

"The bizarre saga of Anna Chapman, the smoking hot Russian spy arrested in New York in 2010, just got a lot weirder. In a new interview with the BBC, the FBI's counterintelligence chief Frank Figliuzzi revealed that the real reason the feds arrested Chapman was because top officials believed she was getting 'closer and closer' to seducing a sitting U.S. Cabinet member. Figliuzzi told the BBC that Chapman got 'closer and closer to higher and higher ranking leadership ... she got close enough to disturb us.' 'We were becoming very concerned,' he said, according to The Independent. 'They were getting close enough to a sitting US cabinet member that we thought we could no longer allow this to continue.'"

– Grace Wyler, "FBI: Russian Honey Trap Anna Chapman Was 'Close' To Seducing An Obama Cabinet Official," Business Insider, April 3, 2012

Assets: If this is true, Anna Chapman was much more successful than Jack Barsky (*ahem*, I know what you are thinking: She had more *assets*).

And as such, she was more exposed; Jack Barsky's lack of success meant that he was never noticed and was not arrested until 1997, nine years after he quit spying, having been outed after the end of the Cold War by a defector, KGB archivist Vasili Mitrokhin, who provided the United

Kingdom with 25,000 pages (compiled over 30 years) of *hand-copied* and annotated KGB materials which he hid in the floor of his dacha.

Bees, Bears & Sci-Fi: Think about the classic 'honey trap' espionage. Obviously this is not going to work between alien species – but then again, GGDM is a space-opera setting. Likely, it would require recruiting members of the target native population type and the assumption that sexuality exists in the target species.

✓ Imagine the drama potential ... a woman recruited for a honey-trap operation to infiltrate the top echelons of a pesticide manufacturer by insectoid extraterrestrials... ☺

Honey-trap operations go hand in hand with sleeper agents; Anna Chapman is an example of the classic 'honey trap' sleeper (or maybe 'sleep with her'☺) agent.

GGDM makes no explicit assumption of either sexual or asexual reproduction in species unless specified by Fundamental Realities or developed as an in-game detail. See What Is, Is, 5 Taxation & Census, p. 338, *supra*.

✓ I personally did not find Anna Chapman "smoking hot" (*ut supra*). She, of course, can be 'glammed-up' (horrible phrase) like anyone else – such that it is hard to believe the girl in the media pics is the same one in the police mugshot (compare her pictures) – but there is more to appeal than looks. Bluestocking George Eliot knew that. And honey-trap agents, like Virginia Oldoini, must know that.

[Interview] *"He [Claus von Stauffenberg] said in response to one attempt to motivate him to overthrow Hitler in November 1939, 'I'm not ready yet.' What does that mean? He was a captain at the time, a captain in the general staff. How many opportunities to oppose a dictator and a commander in chief are open to a captain?"*

– Professor Peter Hoffmann, biographer of Claus von Stauffenberg, Operation Valkyrie: The Plot to Kill Hitler (documentary, 2008)

French Vanilla: Activating the Special Operations Power for the purpose of Lodging Missions allows the position to attempt to Lodge as many Missions as desired in any number of locations.

Whenever a Mission is successfully recruited, it should be Lodged on the following Regular Turn. Missions which fail to Lodge *are lost*; additionally if the position fails to issue Actions to Lodge the Recruited Missions (and that's a strategic risk choice of the position players), they *may be lost* at the end of subsequent Regular Turns due to 'aging out' (p. 1296, *ut infra*). Lodging is the process of putting a Mission in a specific place; that is, translating the potential to the real (i.e. collapsed wave function).

✓ Recruiting Missions is a commitment to Lodging them on the subsequent turn.

Players should note that a Special Operations Power activation for the purpose of Recruiting Missions should be followed on the next Regular Turn by a Special Operations Power Activation to Lodge the Missions and plan accordingly or the opportunity is wasted. Both of these notes suggest that GGDM Black-ops should be selectively targeted with a well-considered plan.

It thus takes two Regular Turns to develop a Special Operations Mission – one to Recruit and one the Lodge, Missions cannot be Lodged until the position that Recruited them knows the potential exists to Lodge them. On the third Regular Turn, the position may attempt a Black-op (p. 1297, *ut infra*) against a target at the location where the recruited missions were Lodged.

- ✓ Missions may only be Lodged in a game unit (see View from a Height, 1 Construction, p. 660, *supra*), that is they are either Lodged on ships, colonies or in Ground Units.[7] The target game unit for the Lodging may either be a friendly or non-friendly unit. Lodging on *friendly units* should be considered nearly automatic, unless the Concierge chooses to use an Intervention Potential (representing incompetence, etc.).

- ✓ Missions may not be Lodged on empty planets – in anticipation of aliens arriving later – but then again, GGDM is science-fiction! Isaac Asimov's robot detective R. Daneel Olivaw lived for about 20,000 years, manipulating the galaxy for humanity, and is discovered lodging on Earth's moon in Foundation and Earth (1986). But that is something that goes beyond the basic mechanics of GGDM; within GGDM, the only way a Mission could be on an empty planet is if it were Lodged in a Ground Unit that was placed there (see Beans, Bullets & Bandages, 4 Combat, p. 988, *supra*).

- ✓ The Actions to Lodge Missions do not need to specify which Mission is being Lodged (they are vanilla) but do need to specify where each Mission is being Lodged.

- ✓ The chance of Lodging each Mission in a unit or location owned by another position (i.e. non-friendly unit) is 3% for each Monad in the Diplomatic Space between the positions, plus a percentage equal to the Insurgency Level of the target colony (see Fabrication of Order, 6 Combat, p. 1022, *supra*), and 6% may be added also if the target colony has the same Native Population type as the position attempting to Lodge the Mission. A maximum of 1 RP may be added to each Lodging attempt increasing the chances by 15% (money talks, BS walks); participants may decide to adjust this bonus up or down in their game or based on Concierge judgment. Enlightenment – in this case, recognizing opportunity and manipulating others – may be applied to each Lodging attempt using the same rules for Recruiting Missions (p. 1291, *ut supra*).

  - ▪ There is no way within the GGDM game mechanics – similar to opposing combat rolls – for a defender to apply their own Enlightenment against enemy attempts to Recruit or Lodge Missions or conduct Black-ops as the defender or target has no Power Activation. However, clever players may find ways to activate Writs whose effect relates to defending against enemy attempts. And of course, technology is the asymmetric response to the asymmetric offset. And ever onward...

  - ▪ MegaCorporations create Diplomatic Spaces and thus contribute that way. A colony Hosting a MegaCorporation of which both positions are members adds 10% to the chance of Lodging.

- ✓ When a Special Operations Mission is successfully Lodged, it is in place, ready to use in an activation of the Special Operations Power for the purpose of Black-ops, and will be recorded as such on the position's game information.

  - ▪ One of the most interesting chapters in Cold War espionage was the Trinity College Five, who were recruited as Soviet spies and infiltrated the British counterintelligence agency; a senior member – Kim Philby, who had previously been cleared of suspicion – of British counterintelligence

was a Soviet spy! It was revealed a couple of years ago that he even made training videos for the KGB that were shown in East Germany. The consensus seems to have developed that while the West 'won' the Cold War, the Soviets won the espionage war. Food for thought in GGDM.

- "While The Sword and the Shield contains new information ... none of it has much significance for broader interpretations of the Cold War. The main message the reader comes away with after plowing through almost a thousand pages is the same one gleaned from the earlier books: the Soviets were incredibly successful, albeit evil, spymasters, and none of the Western services could come close to matching their expertise. Bravo the KGB." – Amy Knight, "The Selling of the KGB," Wilson Quarterly, Winter, 2000, available free on webarchive.org (aka The Wayback Machine).

➢ Diplomatic Impunity: In the real world, intelligence agents are often 'lodged' under cover in diplomatic embassies and consulates due to the protection afforded by their status as diplomatic staff. Rarely is anyone actually fooled, and it becomes a cat and mouse game between counterintelligence and the undercover operatives from the embassy or consulate. Frequently, they are expelled *en masse* in tit-for-tat diplomatic spats. GGDM does not inherently contain embassies and consulates on Capital Colonies (though players could certainly create such through, e.g., Institutes), the Diplomatic Space serves as a representation of such generally. This is also the place where MegaCorporations may play out.

The minimum Diplomatic Space between two positions that have had First Contact are the two First Spaces, they do not need to be connected for Lodging. This provides an automatic base 6% chance. When two positions are very entangled (i.e. have a large Diplomatic Space), Lodging may be nearly automatic, but I recommend capping the chances at 90%.

The decision of whether or not to add 1 RP is a cost-benefit analysis in the larger picture of the Power Activations used, cost in Acts, critical necessity, or how much is in the Treasury against other demands.

➢ Walking to the Moon: Recruited SOMs exist as a pool of potentials with no location until Lodged (*ut supra*, p. 1291), but they aren't just going to walk there. A means, a plot device or mover, is necessary (for which the Lodging activation and/or Scene serves a purpose) to have them appear there; there must be some connect between the position, potential, and actuality of a Lodged mission. First Contact is important in this regard, as is proximity of colonies, ships, business transactions, etc. Participants should give some thought to the means and opportunity to Lodge SOMs and the Concierge should adjust the percentages as necessary to reflect the circumstances and conditions, and stage of the game. No pre-rulings will be issued, but players may pitch a means or meaning of the Lodged SOMs to the Concierge.

➢ Furnishing Alcohol to Minors: It is also minimally possible to Lodge Missions, by expending 1 RP, against a position with which the attacker has not yet had First Contact. The Concierge may forbid this, but the idea does accord generally with surreptitious alien invasion scenarios in science-fiction stories (e.g., Invaders from Mars (1953), First Wave (1998-2001), where the humans are a Minor Race in GGDM terms and the invaders took human form) – they know we are here, but we don't know they are here. Does it fit the game story?

✓ Secret, pre-First Contact alien invasion scenarios in fiction where humans have advanced stardrive capabilities is usually in the form of intelligent viruses, parasites or paranormal creatures. Participants will need to decide if this is something they want in their GGDM game story.

➢ Shipping & Freight: Missions may not be Lodged on ships that are *en-route* between stars. Missions attempted to be Lodged on moving starships are not lost, rather, the Lodging Actions simply are not executed (but the Power Activation is still used). This is game mechanical concession to the fact that, due to Turn Cycling, ships may move away (or be destroyed) before such is known by the players whose position is attempting to Lodge on the ship.

   ✓ A Lodged Mission may be moved by re-Lodging it in another location by activation of the Special Operations Power for the purpose of Lodging Missions, as long as it is physically possible (the Concierge may block attempts that are not physically possible), an unlimited number of times until it is lost either by failure or by aging out (i.e. 'migration of missions'). Missions Lodged on colonized planets may be moved to ships by "re-Lodging" them on a ship while it is in the system, and vice versa, for movements from ships to planets. This means there is a chance of failing to Lodge the Mission and losing it each time the Mission is Lodged in a new place, not to mention the use of numerous Special Power activations, but it does provide a means of deep infiltration through starships when there is no other way (with considerable risk of loss or aging). Each re-Lodging attempt is treated individually between the Lodger and the target unit and position, as described above.

   ✓ Missions Lodged on Colony Ships that Land are automatically transferred (Lodged) to the new colony, Missions in Ground Units move with the Ground Unit if loaded, unloaded or landed from Transports. These are not considered 're-Lodging' of the Mission and there is no risk of loss other than by aging out.

   ✓ Special Operations Missions may not – for game sanity – be Lodged inside other Special Operations or Counter Operations Missions (despite the Cambridge Five and Kim Philby) – that would be just too weird in game terms. As noted previously, Special Operations Missions and Counter-operations Missions are not considered 'game units' per The Fine Print, 1 Construction, p. 660, *supra*.

   ✓ Finally, starships that are *en-route* between stars cannot be targeted for Lodging of Special Operations Missions or Counter-operations Missions, and Missions may not move from ship to ship while *en-route*.

➢ Unclaimed Freight: Black-ops are the main weapon of and against terrorism. In the vein of the preceding discussion, many of the Islamic extremist attackers in Europe in the last decade have posed as refugees or lived in refugee camps. This then has been used as argument by extreme right and ultra nationalist groups against accepting refugees; such arguments may be playing into militant radical Islam's hands, creating the conflict they (and both sides, in a radical feedback loop) want to foster. Such are the many interactive factors at work.

In GGDM terms, this means that Missions may be moved involuntarily by the action of Loading and Unloading Colony Ships, trade ships, and Troop Transports, without the knowledge of the position that Lodged them. There is much room for play and surprises in this by the Concierge and opportunity for diligent, clever operatives.

✓ [Narrator] "At that moment, Woss tried to open the door to tell Stauffenberg of a phone call. Von Haeften had just finished activating the first bomb but the second fuse hadn't been crushed. [Woss went away, not admitted to the room] ... [Gen. Wilhelm] Keitel [waiting outside] was impatient and told Stauffenberg to hurry. [Woss was sent back in to get Stauffenberg to hurry up allegedly changing his shirt in the bedroom] They'd run out of time. One bomb would have to do." – Operation Valkyrie: The Plot to Kill Hitler (documentary, 2008).

➢ Ralph Wolf & Sam Sheepdog: At the end of each Regular Turn (or Turn Cycle if Regular Turn Actions are not submitted or processed) *after* a Mission (of either type) is either *first Recruited or initially Lodged* (i.e., not on the initial turn it is Recruited or Lodged), at the end of the Regular Turn there is a 30% chance that each Mission (whether Lodged or not) will be lost as circumstances change, opportunities pass, loyalties change, places change, security upgrades, and agents quit, defect, die or are compromised. This *aging process* is independent of any losses caused by successful Counter-Operations (see Spy vs. Spy, 3 Special Operations, p. 1323, *infra*), failure to Lodge, or use of Missions in Black-ops at the location where the Mission is Lodged.

   ✓ "With my sunglasses on, I'm Jack Nicholson. Without them, I'm fat and 60." (unsourced quote though it doesn't seem out of character for Jack Nicholson).

   ✓ "I've often thought that the process of aging could be slowed down if it had to go through Congress." – President George W. Bush.

➢ Punching Time Cards: This is a matter of game-mechanical timing. A Mission that is Recruited cannot be Lodged on the same Regular Turn; the position must wait until the next Regular Turn to attempt to Lodge the Mission. Thus, Recruited Missions should not 'age-out' before an attempt can be made to Lodge them. And a Lodged Mission should not 'age-out' before the position has at least one opportunity to use it (however, see Treason, 3 Special Operations, p. 1310, *infra*).

   ✓ Missions that fail to Lodge are lost (p. 1293, *ut supra*), so Recruited Missions will generally disappear rather quickly by one cause or the other.

   ✓ Positions that have successfully Lodged Missions (of either type) should be cognizant that the clock is running (just like the biological clock of your life).

   ✓ *If* participants believe or interpret in the game that time does not pass for passengers and crew of starships during FTL movement (which may take several Regular Turns) and the concept of 'aging' is taken very literally, the Concierge could suspend 'aging' of SOMs and COMs during interstellar flight. This would greatly extend the range of Black-ops and Counter-operation Target Protection of ships.

Consider that KGB sleeper agent, Jack Barsky, was contacted and trained by the KGB in East Berlin then in Moscow for approximately nine years before being inserted (i.e. Lodged) into the United States. He was able to operate in the United States for ten years, but found that what the KGB taught him about Western interpersonal manners and beliefs wasn't quite accurate, and he had to adapt. Overall, he does not appear to have been very effective and *never got close to his main goal* of President Jimmy Carter's foreign policy advisor (his mission was apparently similar to Anna Chapman's, see Grace Wylder feature quote, p. 1292, *ut supra*). He has stated that when he arrived in the U.S. he had no real idea of how to reach his

intended target, he was inserted with a goal or target but without a plan or any help, but performed other missions instead, such as stealing computer code from an insurance company (hmmm... this would never happen in GGDM, right?).

✓ "Each year you get older is a smaller and smaller percentage of your age." – Joe Block (Pittsburgh Pirates Broadcaster), September 12, 2019.

Col. Rodin: *We are not terrorists, you understand. We are patriots. Our duty is to the soldiers who've died fighting in Algeria, and to the three million French citizens who have always lived there.*

The Jackal: *And so you want to get rid of him.*

Col. Rodin: *[after a pause] Speaking as a professional, do you think it's possible?*

The Jackal: *It's possible. The point is getting away with it. And speaking as a professional, that's a very important consideration.*

***

The Jackal: *Half a million. In cash. Half in advance, and half on completion.*

Montclair: *Half a million francs?*

The Jackal: *Dollars.*

Montclair: *Are you mad?*

The Jackal: *Considering you expect to get France in return, I'd have thought it a reasonable price.*

– From The Day of the Jackal (1973)

Life on Edge: The execution of Black-ops and Counter-operations works on details and variables. The players provide the details, attention to the smallest details is very important when living on the edge. The Concierge provides the variables. The Special Operations Power is possibly the part of the game where the Concierge has the most difficult tasks and the greatest influence on the game.

✓ The Special Operations rules, like the other rules of GGDM, are designed to provide a framework for the story part of the game, and a set of procedures to resolve Black-ops and Counter-operations in a way that keeps the game flowing smoothly along.

➢ Black Ops: Google Dictionary at *black operations*: covert military or political operations that may employ measures not generally authorized – "the plan involved wiretapping, burglary, mail-opening, and other black operations."

✓ Merriam-Webster online dictionary at *black*: **14:** of or relating to covert intelligence operations

✓ Dictionary.com at *black-ops*: a secret mission or campaign carried out by a military, governmental, or other organization, typically one in which the organization conceals or denies its involvement: [examples] Some national intelligence agencies use black ops to undermine enemy governments. The company even resorted to an industrial black op to steal secrets from its competitor.

✓ Cambridge Dictionary online at *black ops*: secret military activities, especially illegal ones, that are ordered by a government or organization but that they will not admit to having ordered: a black ops agent/team.

✓ "A black operation (or black op) is a covert or clandestine operation by a government agency, a military unit or a paramilitary organization; it can include activities by private companies or groups. Key features of a black operation are that it is secret and it is not attributable to the organization carrying it out. A single such activity may be called a black bag operation; that term is primarily used for covert or clandestine surreptitious entries into structures to obtain information for human intelligence operations. ... The main difference between a black operation and one that is merely secret is that a black operation involves a significant degree of deception, to conceal who is behind it or to make it appear that some other entity is responsible ('false flag' operations)." – from Wikipedia article, "Black Operations," captured June 29, 2019.

The degree of deception is what separates Special Operations Power Activations for the purpose of Black-ops from Special Operations activations for the purpose of Reconnaissance (see One-Way Mirror, 2 Information, p. 1340, *infra*).

"Based on the anti-tank missile tube found in Ramadi and other examples of weapons purchased by U.S. suppliers from European manufacturers, CAR (Conflict Armament Research) says there is evidence that many weapons obtained by various Syrian rebel groups supported by the U.S. were diverted to ISIS.... Pieter Wezeman, a senior researcher at the Stockholm International Peace Research Institute, said CAR's work 'shows the enormous risks' that come with handing weapons 'to unprepared, not very well-trained armed groups, or even so-called organized militaries..'.. James Bevan, CAR's director, found a Mauser rifle manufactured in Nazi Germany in 1941 in an ISIS cache in Baghdad alongside 150 other weapons and improvised explosive devices. [Damien] Spleeters said the fact that ISIS used older weapons 'shows the extent of how long such a weapon can live and go through different owners and keep shooting and keep killing.'"

– Gabe Joselow, "ISIS weapons arsenal included some purchased by U.S. government," NBC News, December 14, 2017

On the Border: This is not a new game. In the 1949 *fictional* movie Outpost in Morocco, the local Emir who dreamed of revolting against the French obtained modern long-range rifles presumably from a weapons smuggler since they were delivered in a night caravan. He also had heavier ordinance *en route* but was killed along with his daughter and his revolt crushed before it arrived. There is no suggestion directly in the movie that foreign governments were involved in stoking the revolt, but the weapons were obviously foreign made... Just because the movie is fictional doesn't mean it is entirely absent of truth (e.g., a *hospital janitor* Chan Han Choi, arrested by Australian police in 2017 for brokering smuggled coal and arms deals for North Korea).

✓ It is well known now that governments routinely provide weapons to other countries and groups whom they support; M-16s made in South Korea were found in Cambodia, Chinese-made Silkworm missiles were launched at U.S. ships by Iran during various naval clashes in the 1980s. And of course, the U.S. and Russia have sold billions worth of weapons to prop up regional allies in proxy conflicts; e.g., Congress recently ineffectually (as in weak, impotent, incompetent) passed a bill disallowing the proposed sale of weapons to Saudi Arabia which was vetoed by the President.

✓ On July 16, 2013, a North Korean ship was seized in the Panama Canal by Panamanian authorities on suspicion of carrying illegal drugs, but was found to be carrying undeclared military weapons from Cuba hidden under bags of sugar; the crew of 35 resisted and were interned, the ship captain suffered a heart attack and attempted to commit suicide shortly afterward.

▪ "Hugh Griffiths, an arms trafficking expert at the Stockholm International Peace Research Institute, said the seized ship is called Chong Chon Gang and has been on the institute's suspect list for some time, having previously been caught trafficking drugs and small arms ammunition. He said that earlier this year the institute reported to the UN a discovery it made of a flight from Cuba to North Korea that travelled via central Africa." – Haroon Siddique, "Panama seizes North Korean ship carrying weapons," The Guardian, July 16, 2013.

Arms smugglers exist and operate with semi-impunity (even though they also supply weapons to drug cartels, terrorists) *because governments need them* for backchannel supply.

✓ Notably, the Babylon 5 television series featured quite a bit of unofficial 'official' smuggling; in one episode Commander Susan Ivanova recruits smugglers for backdoor supply of the station by saying she will turn a blind eye to their other activities if they don't step out of bounds.

▪ "The fishing boats go out across the evening water, Smuggling guns and arms across the Spanish border. The wind whips up the waves so loud, The ghost moon sails among the clouds, And turns the rifles into silver, On the border." – Al Stewart, "On the Border" (1976).

True Little Lies: Black-ops activities include media manipulation, stealing plans and artifacts, blowing things up, smuggling arms to insurgencies, treasonous acts of the moment, extractions (e.g., Adolf Eichmann), economic warfare, political stagecraft, false flag operations, etc. Black-ops in GGDM can be used for anything that is not covered within the Reconnaissance, Information Operations (see 2 Information, p. 1349, *infra*) or Counter-Operations (see Spy vs. Spy, 3 Special Operations, p. 1323, *infra*) activations of the Special Operations Power.

✓ Boldness of Black-ops (or similar small military actions, and probably in life as well) is often related to ideological drive, e.g., the capture of Adolf Eichmann in Argentina in 1960 or the Entebbe Raid in 1976. Such boldness of action occurs when ideological considerations outweigh practical and political risk considerations should the operation go badly; Israel was not going to allow a Nazi fugitive like Eichmann to escape in 1960 nor were they going to allow terrorist hostage-takers to cow Israel (especially after the Munich Olympics Massacre in 1972). *Alternatively*, the potentially disastrous political consequences of not making an attempt when the opportunity and knowledge were within the grasp of the leadership was at least equal to or greater than the consequences of failure of the actions taken by Israel in 1960 and 1976. If players are playing their positions immersively, this links – in GGDM terms – strong active Ideological Constructural Elements to Black-ops.

▪ "When a man asks himself what is meant by action he proves that he isn't a man of action. Action is a lack of balance. In order to act you must be

somewhat insane. A reasonably sensible man is satisfied with thinking." – James A. Baldwin.

Black Ops may only occur in places where Special Operations Missions (not Counter-operations Missions) have been successfully Lodged previously (and have not 'aged out' – ghosts don't do you any good, you need the collapsed wave function), the Black-op Special Operation Power activation cannot be used in any place where no Missions are Lodged.

✓ Thus the Black-op activation of the Special Operations Power should not be used to simply harass other positions and attach Intervention Potentials (see Vortex Manipulator, 1 Special Operations, p. 1271, *supra*) and expect the Concierge to do the dirty work for you, without going to the expense of Recruiting and Lodging Missions (e.g., Steely Dan, "Dirty Work" (1972)). You have to 'pay to play' in that game.

A Lodged Mission is considered to have the ability to affect its entire game unit location, thus a SOM Lodged on a colony may act against anything at the colony, including enhancements such as industry, Orbital Cities, Defense Bases, and against anything Hosted on the colony, such as Institutes, but may not act against ships at that location or Ground Units. A Mission Lodged on a ship or in a Ground Unit may only affect those units and anything attached to or on them. As Missions must be Lodged in a game unit, they can only indirectly affect Government Titles and Corporations (the Host Colony) by their actions against the game unit in which they are Lodged.

➢ Profile in Perfidy: The Special Operations Power may be activated multiple times per Regular Turn in the same or as many locations as necessary; however, Lodged Missions at one location cannot participate in more than one Black-op or Information Operation (see 2 Information, p. 1349, *infra*) per Regular Turn. When the Special Operations Power is activated for the purpose of Black-ops, the position executing the Black-op must send a Profile to the Concierge with the Actions. The Profile must contain at the minimum a concise detailed description of the proposed Black-op, with a concrete result if the operation is successful, and the list of Lodged Missions to be expended during the operation. *Lodged Missions are expended – lost, eliminated, removed from the game – regardless of the success of the operation*. The Profile may also, but is not required to add up to 5 RPs to enhance the success of the Black-op, and may also indicate other outside support for the operations, such as ships that are in place or arriving, and so forth. Possible Profiles are limited only by the imagination and circumstances – but should be short, concise, not a treatise.

➢ Mission Critical: When conceptualizing Special Operations 'campaigns' against a target or target position, positions and the Concierge should be cognizant of the 'mission critical' (especially in conjunction with Combat Orders) elements of the plan whose failure can cause chain failures of other parts of the operation or render other successes ineffective.

✓ "A mission critical factor of a system is any factor (component, equipment, personnel, process, procedure, software, etc.) that is essential to business operation or to an organization. Failure or disruption of mission critical factors will result in serious impact on business operations or upon an organization, and even can cause social turmoil and catastrophes." – from Wikipedia article, "Mission Critical," June 10, 2019.

For example, it is mission critical to the internet to be 'always on,' which is why it cannot be shut down in response to DDoS attacks. Killing Hitler (of which several attempts were made) was mission critical to the Black Orchestra group, as discussed in Mission Impossible,

1 Special Operations, p. 1279, *supra*, failure to do so doomed Operation Valkyrie. Mission critical to the GGDM conspiracy of undermining ignorance and stupidity is preservation, dissemination, and hopefully being read widely (and a computer assistant to ease game management) in the same way that Plutarch's comparative biographies were loved, read, and copied thousands of times by hand by Roman scribes and (mostly) preserved for posterity.[8]

- ✓ The cost of a successful or unsuccessful Black-op could equal the cost of a warship, or small combat. Can a thief in the night be worth so much asked Conan?[9]

- ✓ "It was so obvious the whole German uranium set up was on a ludicrously small scale. Here was the central group of laboratories, and all it amounted to was a little cave, a wing of a small textile factory, a few rooms in an old brewery. To be sure, the laboratories were well equipped, but compared to what we were doing in the United States it was still small-time stuff. Sometimes we wondered if our government had not spent more money on our intelligence mission than the Germans had spent on their whole project." – Samuel A. Goudsmit, Alsos (1947), cited in Wikipedia article, "Alsos Mission," captured March 5, 2020.

  - ▪ Goudsmit was a member of Alsos Mission sent to scoop the German nuclear weapon program in 1944-1945 and deny the Soviets and the French access.

➢ In the Morning Papers: Players will note that there are some actions that may be done by Black-ops that could easily be done or duplicated by News Events. In other words, why would a position go to the expense of blowing up a ship by a Black-op when a News Event could be used to do the same? There are three reasons to offer:

- ✓ First, despite the statement that News Events are neutral (representing entropy, the natural force of the universe), and not the responsibility of the position issuing them, it is in the human nature to blame News Events on the news maker and retaliate. A successful Black-op may not identify the (evil) doer and hence there is an opportunity to truly avoid being blamed for dirty deeds (but you could also be blamed for someone else's dirty deeds, see Plausible Deniability, 3 Special Operations, p. 1314, *infra*).

- ✓ Second, News Events can be modified, by later, follow up News Events, whereas the results of a Black-op, good or bad, are absolutely true and not capable of modification by other positions (but are capable of 'retaliation' unlike a News Event). The reported results of Black-ops may be somewhat less than absolutely true, however, see Plausible Deniability, 3 Special Operations, p. 1314, *infra*.

- ✓ Finally, certain acts when done in-game by a Black-op (much effort) are less offensive than when done by a (cheesy) News Event, especially those that might violate the Keep the Sand in the Sandbox prohibitions in 2 Dreamtime, p. 147, *supra*.

➢ A Heartless Woman's .38: The base chance of successfully executing a Black-op is 30% plus 5% for each additional Mission used (that are not soaked off by Counter-Operations Missions on Target Protection, see Quartering Act and Secret Services, 3 Special Operations, pp. 1321, 1323 respectively, *infra*) and 2% per RP committed. The Concierge may increase or decrease the percentage based on the superior knowledge and judgment of the Concierge. The adjustments are not complicated, and are based on common sense.

- ✓ For example, the sympathy level of the colony where the operation is taking place, the nature of the operation, the results of the operation, security considerations and other factors known only to the Concierge (and/or the target position).

One key factor that the Concierge should consider is the active or inactive state of Constructural Elements at the target location or unit. Pursuant to the previous discussion of the 'meaning' of inactive Constructural Elements in GGDM (see Artifice, 2 Constructural Elements, p. 191, *supra*), the inactive Constructural Elements should weigh in favor of success of the Black-op resolution at that location or unit, whether a colony planet or a ship. Thus target ships that have retreated from combat or traded at **alien colonies** (see 3 Disruption, generally, *supra*), or target colonies that have suffered Disruption Events (see 2 Disruption generally, *supra*), or newly Converted Colonies, or positions that have not Cohered or are affected by an ongoing Kairotic Moment or *apostasy* (see Alieney Apostasy, 3 Disruption, p. 283, *supra* and Wave Motion, 2 Kairotic Moment, p. 1432 and Ship of Fools, 3 Kairotic Moment, p. 1444, *infra*) are most vulnerable to Black-ops.

It should not automatically be considered easy just because the planet where the operation is being executed is unfriendly to or resentful of its current owners; few people, no matter how much they dislike the current owners/conqueror of the planet would (except for a few radicals) agree that having an atomic bomb go off in the center of their city (i.e. the 'nature of the operation,' previous page, *ut supra*) is a desirable event. They also would not like Orbital Bombardment by the conquerors and it is doubtful that they would cooperate in something equivalent (i.e. exploding an atomic bomb in the center of their own city) – in the name of revolution against the conquerors – unless pushed to that point where sacrificial extremism seems the only alternative to extermination.

- ✓ For example, the most galling fallacy of the original Battlestar Galactica: Why would Count Baltar cooperate with and assist the Cylons who were intent on exterminating humanity (including presumably, Count Baltar)? In fact, at the end of the pilot episode, it is implied that the Cylons murdered Count Baltar after destroying the human colonies; but he somehow appears later in the series.

    - ▪ The reimagined Battlestar Galactica series danced lightly around the problem by introducing the sultry No. 6 and remaking Baltar as a vain, genius, playboy scientist who worked for the ministry of defense – the classic honey-trap operation 6½ years (airdate December 2003) before Anna Chapman's arrest in June 2010. He granted her illegal access to the defense mainframe, inadvertently betraying his people. Although GGDM is a game without heroic individual characters (as discussed in Character Assassin, 1 Special Operations, p. 1269, *supra*), the reason for the change in the story is the same reason that the Concierge might outright block Count Baltar-type scenarios.

- ✓ Another example, conflicts of interest and operational rules may exist within resistance elements. In the Babylon 5 television series, Earthers who came to Mars to help the Mars resistance exploded a bomb in the lobby of a hotel that was being used by EarthForce personnel, causing damage and civilian casualties. The leader of the Mars resistance was furious and threatened the Earthers because she and her group would be blamed for the attack, and the Earthers would simply go home unscathed.

➢ <u>Murder By Numbers</u>: Resolution of a Black-op requires two rolls.

   ✓ The first roll, described above, determines whether the Black-op was successful.

The first roll is a yes or no answer, and thus may be the subject of Enlightenment rerolls if such have been dedicated to the Power Activations. Application of Enlightenment is the *same* in resolving Black-ops as in Recruiting and Lodging Missions (p. 1291, *ut supra*).

   ✓ Regardless of the result of the first roll, a second roll is made to determine the 'degree of success.' This should be on a scale of 1-10 (1d10).

The Concierge will then merge the results of the two, on a sliding scale, based on his best judgment and the Profile submitted, to determine the actual outcome of the operation.

   ✓ For example, if the operation was deemed unsuccessful on the first roll, but had a high degree of success on the second roll, then the operation was 'almost successful,' whereas, if the operation was deemed successful on the first roll, but had a low degree of success on the second roll, the actual result would be marginally successful.

   ✓ The *actual results* will be tailored to the scale of success of the operation and may include unintended consequences or degrees of lesser or greater success.

      ▪ One review of an epic old space-opera board game that I read praised the game, but noted that the insurgency (equivalent to Black-ops in GGDM terms) part of the rules were difficult and rarely worked. This may be true also of GGDM Black-ops. However, I think it is true of real world black-ops as well.

   ✓ The *reported results* may not be entirely accurate however, as the situation dictates; if you are shooting in the dark, it is not always possible to know if you hit anything. Using large numbers of Missions may not enhance either die roll.

"Let's suppose you are an American baseball legend being divorced by your beautiful Hollywood actress wife. Let's further suppose that you see her car parked outside a small apartment house near Melrose and Crescent Heights late one night in 1954. Naturally, you decide to break down the door and catch her in the act with another man, even though you have a less than 50-50 chance of breaking into the right apartment. Of course, you call some private detectives. And being an American baseball legend, an Italian American baseball legend, your chums include a well-known Italian American singer. Out comes the ax and down goes the door at 8122 Waring Ave. Uh-oh. Instead of catching Marilyn Monroe, Joe DiMaggio and various companions (including Frank Sinatra) terrified Florence Kotz Ross. Who was asleep. By herself."

– L. M. Harnisch, "Chasing Marilyn Monroe," Los Angeles Times (the Daily Mirror), June 2, 2007

Wrong Door Raids: An operation can change suddenly in mid-stream. In the 1949 *entirely fictional* movie Outpost in Morocco (p. 1298, *ut supra*), the French garrison decides to stage a raid on the arsenal of the rebellious Emir.

They sneak a detachment into town, then fight their way into the palace area, only to discover that the arsenal has been moved (a lot of anonymous extras died in the movie for no reason).

The Cossack officer in command of the raid then decides to capture the Emir while they are there, only to find he has left several days ago.

They end up kidnapping the Emir's daughter and taking her back to the fort as a hostage, which holds off the attackers for several weeks until she is freed voluntarily. Of course, this was a plot device to place her with the French captain who was her budding love interest, creating the dramatic conflict that led to her death ... but you get the idea.☺

✓ Sometimes, things just go horribly wrong. In the famous "Wrong Door Raid," Frank Sinatra and Joe DiMaggio broke down the door of what they thought was Marilyn Monroe's girlfriend's apartment, *after* Monroe divorced DiMaggio, in an attempt to catch her sleeping with another man. They entered the wrong apartment – they didn't just surreptitiously break into the apartment, they battered down and destroyed the door with an axe – and the lady whose apartment they broke into while she was sleeping (and woke her up in terror) sued both of them, which then made headlines, leaving the culprits with egg on their public faces, having to testify before a Grand Jury (criminal liable suit against Confidential magazine). The whole affair involved lots of lying, contradictory stories and political grandstanding, and political use of police authority against private investigators at the behest of Hollywood studios trying to destroy Confidential magazine in 1957. "We didn't start the fire..." (Billy Joel, (1989)).

▪ See, L. M. Harnisch, "Chasing Marilyn Monroe," Los Angeles Times (the Daily Mirror), June 2, 2007 (50th Anniversary of the Wrong Door Raid), and Jon Ponder, "Wrong Door Raid: The Celebrity Scandal That Irked Sinatra, Made a Fool of DiMaggio – All at Marilyn Monroe's Expense," Playground to the Stars, December 7, 2010.

"The paper's front-page story revealed the identity of a Soviet atom spy who had not been prosecuted by the authorities, Mrs. Melita Norwood, code-named HOLA. She had actively spied for the Soviets in the post war period and continued even after the organisation that employed her stopped doing classified work for the UK Government and her security clearances were not renewed. She had remained in contact with the KGB until her retirement. The article also identified John Symonds, code-named SCOT, as another KGB agent who had never been prosecuted by the UK for espionage."

– The Mitrokhin Inquiry Report, Introduction, Paragraph 3, (Report into the Security and Intelligence Agencies' handling of the information provided by Mr. Mitrokhin, June 2000, British SIS to the House of Commons) [10]

Endnotes.

[1] Commentary: Available free at https://web.stanford.edu/class/polisci211z/2.2/Arreguin-Toft%20IS%202001.pdf.

[2] Commentary: This concept is very much reflected in Tom Clancy's Red Storm Rising (1983).

[3] Citation: "The reason our technological advantage in Iraq and Afghanistan did not translate into a strategic advantage is because the technology we were using was not designed for that type of war. For example, precision-guided munitions, a staple of counter-insurgent/terrorist operations, were initially designed in the second offset to destroy massed Soviet armor in a war on the plains of central Europe. These munitions showed their effectiveness in accomplishing that objective by destroying Iraq's Soviet-modeled army in the First Persian Gulf War. However,

precision-guided munitions have not produced the same strategic advantage in Iraq and Afghanistan because that enemy did not rely on massed armor. The insurgents' strategy was to use small-scale attacks, predominantly with improvised explosive devices and suicide bombers, against allied forces in order to slowly bleed us until we packed up and left. Our most advanced technology could not change this basic strategic fact. As commercial and military technology develops and proliferates, insurgents and hybrid forces will have yet more resources to execute an asymmetric strategy unless we develop counter-measures." – Benjamin Locks, "Bad Guys Know What Works: Asymmetric Warfare and the Third Offset," War on the Rocks (Texas National Security Review), June 23, 2015.

✓ This is what struck me as so absurd when the United States used a MOAB (GBU-43/B Massive Ordnance Air Blast aka "Mother of All Bombs") against ISIL insurgents in Afghanistan in April 2017. The MOAB was not made for that use, it is not particularly effective against widely dispersed individual targets such as insurgents (though we were targeting a tunnel complex, but we have other better bunker-buster bombs for that). I was reminded of the incident where U.S. C-130 aircraft dropped 15,000 lb. BLU-82 'daisy cutter' bombs on the tiny island of Koh Tang during an infantry battle with forces of the Khmer Rouge in May 1975 during the *Mayaguez* incident – the fact that they were even dispatched is idiotic overkill – the bombs were of no use in the battle, and their detonation at the far south end of the island simply stunned everyone on both sides with the shockwave and contributed nothing to the various ongoing engagements.

[4] Commentary: It seems that the Israelis originated this modern practice; my first recollections of it were news reports that Israeli helicopter gunships had attacked vehicles in the Gaza Strip to kill Palestinian leaders. I think that was in the early 1990s, I remember thinking at that time that the Israelis had become arrogant. The advent of missile-firing drones and the conflicts with Islamic extremist groups have forced the further development of this form of asymmetric 'police action.' There are certainly those in the United States who think we have become arrogant.

[5] Commentary & Citation: It is possible due to the recent history of our world, as discussed in Institutionalized, 3 Colleges, pp. 487-488, *supra*, for proselytizing positions to have Institutes named Missions, similarly, Colleges have Missions (1 Colleges, p. 458, *supra*); hopefully, no confusion will arise and participants will be careful in usage.

[6] Commentary: Star Trek OS featured some of the most cringe-worthy examples of alien infiltration attempts, for example, when Captain Kirk's ears were surgically altered to look like a Romulan (ST:OS "The Enterprise Incident") or the fake Andorian, a surgically-altered Orion Pirate, at the conference in "Journey to Babel" (ST:OS). Unless the alien population is dumb as cows – primitive hunters allegedly wore bison hides and mimicked their movements while sneaking up on the herd – putting on a costume or surgical alteration won't fool anyone but a child.

✓ Andromeda TV series also had some of this, but not as depressingly obvious, for example, the Nietzschean who had his lower arm bone blades removed to pass as a normal human. The most clever alien infiltration attempt was the movie Avatar, but even then, it was a human mind in an alien body who went native.

[7] Commentary & Citation: Thus, the concept of a 'game unit' or units in the game which I wrote long ago (View from a Height, 1 Construction, p. 660, *supra*) has come back around to define location of Missions in Special Operations, both of which I may have written before I specifically defined game units. The process of development tends (at least in GGDM) to have followed that circular pattern as changes and new ideas propagate through dozens of rewrites and thousands of edits, weaving the system together holistically and providing internal consistency.

[8] Commentary & Citation: Or perhaps in the same way that the monks in A Canticle for Leibowitz (1959) preserved his hand-written grocery list which they could not understand (they thought it was sacred somehow) lacking context.

[9] Citation: This is a reference to a story I read in Savage Sword of Conan long ago about a peasant revolt that takes over a castle, a pampered, spoiled, arrogant, weakling prince sent in command of an army to recapture the castle, and Conan's involvement on both sides. The desperate prince offers Conan his gold crown to open the gates to the castle at night, and Conan asks, can a thief in the night be worth that much? Can a thief in the night be worth an army? I believe from online searches that it may have been Savage Sword of Conan #213 (September 1974).

[10] Citation: The entire report is available for free on The Wayback Machine: https://web.archive.org/web/20071031103835/http://www.archive.official-documents.co.uk/document/cm47/4764/4764-int.htm.