

### Appendix SO & IO – Special Operations & Information Operations Example

Zager and Evans are both Lost Colonist positions related to Zooty, thus they share the same Native Population Type biologically, with significant pregame cultural drift (see Lost Colonist, 6 Beginnings, p. 63). The backstory of their ancient pre-game connection has not been much explored in the game, but Zager has First Contact with Zooty (see Bump in the Night, 1 Diplomacy, p. 1099), who is executing a sit-n-spin game (see 2 Taxation & Census, p. 309) and is slightly xenophobic; Evans has not had contact with Zooty, but hasn't gone looking either.

Despite Zager's initial suspicions, the relationship with Evans has been good throughout the game and when the game turned 21, they both had long-established native Friendly colonies in the same system on different planets, and had formed a two-position MegaCorporation (see 2 Corporations, generally) for the purpose of Trucking Transactions (see 4 Commerce, p. 1125) between the colonies using Zagers' Cargo System Boat with Evans' colony Hosting the MegaCorporation.

#### Recruiting (Turn 21)

On Turn 21, Zager attempts to Recruit ten Special Operations Missions, using one Act and committing 5 RPs per Mission (see Jobs for Jackals, 2 Special Operations, pp. 1290-1291), costing 50 RPs total (that's a serious amount of RPs!). Zager thus has a 45% chance of recruiting each Mission and does not commit any Enlightenment, but luckily, recruits seven SOMs (Special Operations Missions). These SOMs are non-specific, non-locational until Lodged. *Id.*

- ✓ RPs may be committed to each Recruiting attempt, thus the minimum is 1 RPs per attempt, with the minimum chance of success at 37%. There is no, 'let's see what we can get for free' in Recruiting SOMs in GGDM.

#### Bridge to Nowhere

Having successfully Recruited SOMs on Turn 21, Zager is committed to attempting to Lodge them on Turn 22. Newly recruited SOMs do not 'age-out' on the turn they are Recruited, but will possibly age-out afterward, and thus should attempt to be Lodged immediately in order to obtain a second turn of aging-immunity due to being newly Lodged (see Ralph Wolf & Sam Sheepdog and Punching Time Cards, 2 Special Operations, both p. 1296).

There are two options for 'bridging the gap' from potentials to placement of the Recruited SOMs on the Evans colony: Zager could use the MegaCorp's Cargo Boat, requiring a second turn to re-lodge them on the Evans colony (see Shipping & Freight, 2 Special Operations, p. 1295) or Zager could just try to Lodge them directly at the target colony. There must be a conceptual path to Lodging, see Walking to the Moon, 2 Special Operations, p. 1294.

Any attempt made to Lodge the seven SOMs on the Cargo System Boat (a 'friendly unit') is effectively automatic (perhaps a crew change on the Cargo Boat...), the Concierge does not see any reason to use an Intervention (see French Vanilla, 2 Special Operations, pp. 1292-1293).

- ✓ Zager was able to use an Act for each Special Operations Power Activation, thus avoiding any potential Power Activation failure. The first activation for Recruiting is inherently non-location specific and thus did not require a Scene instead of an Act.
- ✓ *If* the second activation attempted to Lodge the Missions on a Cargo System Boat belonging to a MegaCorporation of which Zager is the other member and the Cargo System

Boat was Zager's sovereign ship and is 'at' his sovereign colony, thus an Act can be used here as well. See Acting Lessons, 1 Special Operations, p. 1274.

### **Lodging (Turn 22)**

Perhaps because time is pressing (not to mention the cost of another Power Activation), Zager decides to try to Lodge the SOMs directly to the Evans colony. The Concierge sees nothing extraordinary about a position that shares a starsystem and MegaCorporation with another trying to Lodge SOMs on the opposing colony, and decides that the situation can be handled by normal Lodging rules and percentages.

The base chance is determined first by the number of Diplomatic Spaces shared by the two positions, which is currently eight, thus the base chance is 24% at 3% per Monad. The two colonies share the same Native Population Type (because they are related as Lost Colonist), thus 6% is added to the chance, making a 30% chance of each SOM being successfully Lodged on the Evans colony. To this, Zager adds 1 RP for each Mission Lodging attempt (costing 7 more RPs, total cost now 57 RPs, plus 2 Power Activations), raising the chance to 45% for each Mission to successfully Lodge. Finally, as the Evans colony also Hosts the Zager & Evans MegaCorporation, 10% is added, for a final of 55% chance for each SOM to Lodge at the Evans colony. See French Vanilla, 2 Special Operations, pp. 1292-1293. Zager also adds 3 Enlightenment to the Lodging operation.

The die rolls for each Mission Lodging attempt are made, the results are 30, 64, 51, 9, 45, 92, and 42. Thus, five of the seven SOMs have successfully Lodged on the Evans colony. There is a 50% chance for each failure that an Enlightenment may be applied to re-roll (see Jobs for Jackals and French Vanilla, 2 Special Operations, pp. 1290, 1292). In this case, both Enlightenment were able to be used, and both re-rolls succeeded in Lodging their Missions, so all seven SOMs were Lodged on the Evans colony on Turn 22.

- ✓ Any Mission that had failed to Lodge would have been lost, see Punching Time Cards, 2 Special Operations, p. 1296.
- ✓ The third Enlightenment is not lost for being unused and is returned to its College, see Jobs for Jackals, 2 Special Operations, pp. 1290-1291, but the two that were used are removed.

### **Femme Fatales**

In between turns, the Concierge exercises an Intervention Potential at the Evans colony, posting a Poke Intervention Special Bulletin telling a story of a sordid affair between femmes fatales at the Evans colony that results in the elimination of a Counter-Operation Mission and two alien Special Operations Mission at the colony (see Acts of Intervention, 2 Entropy, pp. 235-236). Since Zager is sure that theirs are the only SOMs on the target, Zager assumes (which will be confirmed in the subsequent Regular Turn results) that two of their SOMs was eliminated. The good news is, a COM was also eliminated.

- ✓ The Intervention was not 'caused' by the Concierge, it is a neutral event.

Because the SOMs were Lodged this turn, they are still 'immune' from 'aging-out,' e.g. the usual: the guy with the cigar with the encrypted messages inside got stuck in an elevator that happened to free fall 70 floors on a planet whose gravity is 1.2x that of Earth... the other guy got

involved with youth protesters and was shot by police. See *Punching Time Cards*, 2 Special Operations, p. 1296. Anyway...

### **Information Operation (Turn 23)**

With five remaining SOMs Lodged on the Evans colony on Turn 23, Zager decides to look around and see what all the hubbub is about. The Special Operations Power is activated for the purpose of Information Operation using all seven SOMs on the Evans colony (though Zager suspects that there are only five). The question asked is, “Is there a technological device on the Evans colony?” This satisfies the requirements of being a specific question that lists a specific area or location, see *Reliability Rating*, 2 Information, p. 1350.

- ✓ Why would Zager ask this question? Who knows? Maybe it was hinted at by some game event, maybe some birdie whispered in their ear, or maybe one of the position players had a strange dream about the game.

As it turns out, Evans has three Counter-Operations Missions assigned to protect the Technological Device on the colony. Each of these has a 50% chance of ‘soaking off’ (i.e. blocking) one of the Zager SOMs during the Information Operation (see *Secret Services*, 3 Special Operations, p. 1323). Zager was unable to assign Enlightenment to the Information Operation because they are automatically successful unless blocked (see *Information Operations*, 2 Information, p. 1349). Evans is likewise unable to assign Enlightenment because the Target Protection blocking is not a Power Activation, as the assignments had already been previously made during Evans’ Regular Turn.

As a result, three of the five SOMs execute their mission, unblocked. Had only one or two SOMs been used, all would have been blocked. It only takes one unblocked SOM to be automatically successful in an Information Operation. The Concierge looks at the question being asked (a single question, single location) and the number of unblocked SOMs, and decides that it has a high reliability rating of 8. The Turn 23 Information Operation results inform Zager that a Technological Device called *The 2525* exists on the colony, it is complete and operational, and it is rumored to be immensely powerful. Zager assumes it is probably a weapon.

- ✓ The COMs are not affected by the blocking (see *Police Pensions*, 3 Special Operations, p. 1322).

At the end of Turn 23, both sides may age-out (see *Ralph Wolf & Sam Sheepdog*, 2 Special Operations, p. 1296 and *Police Pensions*, 3 Special Operations, p. 1322), and as a result, one COM is lost and two SOMs were lost, leaving three SOMs (probably the children of resistance families carrying on) and 2 COMs Target Protecting *The 2525*.

Information Operations are also subject to Plausible Deniability, see *Information Operations*, 2 Information, p. 1349. As an initial threshold matter, the Concierge determines that there is no reason it would have been automatically noticed, despite two SOMs being blocked by Target Protecting COMs (i.e. no dead bodies). Thus it is left to a 50-50 die roll to see if the operation was noticed and in fact, it was noticed. The SOMs that avoided the blockers weren’t as clever as they thought they were! See *Plausible Deniability*, 3 Special Operations, p. 1314. Although Evans is aware that something happened, the die roll (50% chance) indicates that they are unable to officially blame anyone (though the position players certainly suspect Zager, as the one with the greatest opportunity). See *The Blame Game*, 3 Special Operations, p. 1315.

- ✓ This may result in some informal diplomacy, does Evans contact Zager and ask what WTF pal? Does Zager respond or cut the channel? Maybe Evans pings some other positions, perhaps starts lining up allies?

### **Black Op** (Turn 24)

*Much to ponder here on both sides* for Turn 24. For reasons not clear, Zager decides to launch a warfleet toward the system using Combat Movement (arriving on Turn 25) and to attempt a Black-Op on the Evans colony on Turn 24. Perhaps the players of the Zager position think there is something important about Turn 25 from the name of the Technological Device, perhaps some are familiar with the song. Perhaps a Government Title change has occurred and the new Title has Conflict Checks that compel Zager to go to war with Evans (because other checks are failing automatically in the short term); perhaps all of the peaceful options in the Zager Foresight (the pool of potential Government Titles) has been exhausted (see Pool of the Abyss, 4 Government Titles, p. 630). Or perhaps the Zager position players are engaging in *groupthink*.

For the Evans position players, it is clear that they must at least perform a Counter-Operation at their colony and fortunately, in anticipation of COMs aging-out, some new COMs were recruited at the colony. The decisions beyond that are what else can or should be done, based on what they think might be the danger, or if there is any danger at all, to *The 2525*. Unable to come to a consensus, and running out of time in their Turn Period (see The Law of Periods, 2 The Streams of Time, p. 84), they submit actions only activating the Special Operations Power at the colony for the purpose of Counter-Operations. And wait to see what happens next.

- ✓ If actions are being *batch processed* by a computer assistant in a way that actions of all positions submitted on the same day or days, are being grouped by sequence of Power Activations (see Clockwork Universe, 3 The Streams of Time, p. 90), Zager's Black-op requiring just one Act will process before Evans Counter-Operation requiring just one Scene. This example will pretend that the Regular Turns of Zager and Evans are being processed at separate times, with Evans going first, without further detail.

On Evans Turn 24, a Counter-Operation at the colony attempts to sweep away all SOMs. Because this is a Special Operation Power activation at a sovereign colony, a Scene must be used instead of an Act, and thus, there is a chance of Power Activation failure (see Acting Lessons and Making a Scene, 1 Special Operations, p. 1274 and Power Off, 2 Constructural Elements, p. 193). The Epistemological Constructural Element is currently the only inactive at the colony, giving a 20% chance of a local Power Activation failure, and Enlightenment cannot be used due to the failed Epistemological Constructural Element (see Skool Tyme, 2 Constructural Elements, p. 190). Evans ducked the problem on Turn 23 and was successful in recruiting new Counter-Operations Missions (COMs), but this time, it bites. There is no Counter-Operation on Evans Regular Turn, and thus, the numbers of COMs don't matter. Turn 24 just fell flat for Evans.

- ✓ Had the Counter-Operation Special Operations Power activation been successful, each Counter-Operations Mission would have had a 50% chance of eliminating one of the three SOMs (not to mention the long-lived and undetected SOM of one other position currently on the planet). See Spy vs. Spy, 3 Special Operations, p. 1323.

On Turn 24, Zager uses two activations of the Special Operations Power at the target colony, fueled by two Acts, for the purposes of Black-Ops. The first Black-Op is an attempt to steal the

Technological Device Patent for *The 2525* using two of the three SOMs on the colony. This information is included in the Profile of the Operation submitted to the Concierge, additionally, 5 RPs is added to enhance the possibility of success, however, no Enlightenment is spared (as that will be needed shortly for other tasks). See Profile in Perfidy, 2 Special Operations, p. 1300. The SOMs used will be lost regardless of the outcome of the Black-Op.

- ✓ Because a Black-Op has been instituted against the Evans colony, regardless of the outcome, an Intervention Potential (not IP+) is attached to the colony. No player entropy was generated for Zager's previous benign Information Operation. Because Evans Counter Operation failed as a Power Activation, no Counter-Operation occurred and thus no Intervention Potential was attached to the Evans colony as a result. See Vortex Manipulator, 1 Special Operations, pp. 1271-1272.

Evans still has two Counter-Operations Missions Target-Protecting *The 2525* on the colony. The first move belongs to the defenders who will each have a 50% chance to block the attacking SOMs (see Secret Services, 3 Special Operations, p. 1323). An average result, one SOM is blocked by the COMs protecting the target, while the other attempts to steal *The 2525* Patent. The base chance of a successful Black-Op is 30% (the second SOM, if not blocked, would have added 5%), and 10% is added due to the 5 RPs committed (see A Heartless Woman's .38, 2 Special Operations, p. 1301) for a total of one 40% chance to steal the TD Patent.

The first resolution roll failed and no Enlightenment was committed, there is no chance of a re-roll (reroll is not automatic, see Murder By Numbers, 2 Special Operations, p. 1302). The Patent was not stolen. However, a second roll is used in resolving the 'degree of success' of a Black-Op regardless of success or failure of the first roll. The Concierge rolls a 1d10 and the result is a 1; when the results are merged together, the operation is a dismal, catastrophic failure that even cyanide pills couldn't save. The Concierge reports to Zager that the operation was totally compromised, and concludes that there is no Plausible Deniability here, Evans automatically noticed (see Plausible Deniability, 3 Special Operations, p. 1314).

- ✓ The two attacking SOMs were eliminated, regardless of the result, see Profile in Perfidy, 2 Special Operations, p. 1300.

Further, the Concierge determines that there is a 50% chance (instead of 25% chance) that Evans will blame officially Zager, thus, there is a 50% chance of not being able to officially blame anyone, but if anyone is blamed, it will be Zager. The die roll is made, the result is 79%, and Evans is informed that their police believe that Zager attempted to steal the Patent.

### **Treason** (Turn 25)

Mmmm, but Zager probably doesn't care at this point, because the warfleet is due to arrive on Turn 25. The second Zager Black-Op for Turn 24 is an activation for the purpose of Treason (see Treason, 3 Special Operations, p. 1310) using the last remaining SOM on the Evans Colony and 5 more RPs. At the end of Turn 24, there is a 50% chance that the SOM will 'age-out' (see Ralph Wolf & Sam Sheepdog, 2 Special Operations, p. 1296) but the SOM survives for another turn (probably down to the grandchildren by now!).

The Evans colony has a single System Defense Base (see Orbital Defense Base, 2 Construction, p. 668, and Colony Defense Bases and Something Here from Somewhere Else, 2 Combat, pp.

954, 960), a fully-loaded behemoth that could hold up the Zager attack fleet. The Profile submitted by Zager is simple: The SOM will seek to blow up the System Defense Base in the beginning of the first Combat Round. No Enlightenment was committed, it was all saved for Combat.

On Turn 25, the Zager attack fleet arrives and initiates combat against the Evans colony. If Evans took their Turn 25 first, they did nothing more in regards to Special Operations, but it is possible that if their Turn Periods overlap, Zager may have got their Turn 25 in first (see Lapping Effect, 2 The Streams of Time, p. 84). Colony Combat is timely initiated after arrival of the warfleet by Combat Movement when Zager submits their Combat Orders within 24 hours (see Run Away!, 1 Combat, p. 944) and a note that the Treason Black-Op should be resolved first.

The base chance of the Black-op against the System Base to succeed is 30%, there is only one SOM attacking, and Evans did not assign any COMs to Target Protect the colony Defense Bases. The additional 5 RPs committed add 10%, bringing the possibility to 40% (see A Heartless Woman's .38, 2 Special Operations, p. 1301).

- ✓ Because of the possibility of destroying the System Base by Black-Op from the target colony, Zager's commander decided on a straight Colony Combat rather than trying to isolate and defeat the System Defense Base in detail (see Rule 20 Permissive Joinder, 3 Combat, p. 973); if successful, there will be nothing to fire at in the first Combat Round and no return fire, other than possibly Colony Fighters (see Something Here from Somewhere Else, 2 Combat, p. 960). Which is a good result on any day.

The Black-Op is resolved in two rolls (see Murder by Numbers, 2 Special Operations, p. 1302) and again, the Black-Op failed (i.e. the System Defense Base was not destroyed). Still, there is a 'degree of success' second roll on a 1d10 and the result is a 9 this time. Putting the two together, the Concierge determines that while the attempt to destroy the System Defense Base failed, the lunatic who got to the command center with a gun and a million flying nanobots caused a lot of damage and distraction in the first Combat Round, preventing the System Defense Base from firing (both normal fire and Ship Missiles, see First Fire, 4 Carriers & Fighters, p. 1079).

- ✓ The System Defense Base will be back online and fully operational in the second Combat Round, but this absence may change the outcome of the entire combat.

In any event the remaining SOM is eliminated by performing the Black-Op (see Profile in Perfidy, 2 Special Operations, p. 1300), though Evans may not know that no enemy SOMs remain and may waste Counter-Operations looking for them.

### **Sordid Tales**

So what exactly was *The 2525 Technological Device*, what was the big to-do? Nobody, except the Evans position players, knows; Zager may never figure it out, and it was not necessary to look or determine for this example. The Evans-Zager Special Operations war cost a lot of time and resources, amounted to almost nothing, and the slapping and hand-fighting led to a Colony Combat crisis. Perhaps that is not an encouraging sort of example for the game (see 'thief in the night' and Alsos Mission in Mission Critical, 2 Special Operations, pp. 1300-1301), but it was sufficient to cover the mechanics and motives.