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GHOST RECON™ Siege League:
SHATTERED STATE
Tactical Interface Use and Rules

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Summary

Shattered State is, at its heart, a turn-based strategy game that takes place on the fictional island of Isla de Guerra. This small island nation, located several hundred miles off the coast of Uruguay, has just suffered the loss of its dictatorial leader and now opposing factions compete for control.

Each team in the game takes the role of an autonomous unit of one of these opposing factions: NATO disarmament forces, Federalista government forces, Guerrillero revolutionaries, foreign Invasores or Mercenarios. Each faction has unique strengths and weaknesses that allow for different strategies and different experiences of play. For example, a NATO unit is smaller in numbers, but well trained and equipped while a Guerrillero unit may have many soldiers, but suffers from a lack of training and advanced weaponry. There can be more than one unit per faction, as the game currently supports up to 28 teams.

Each team owns territories, which are represented by individual Ghost Recon maps, and each turn they are given the chance to govern those territories, its resources and interact with other teams. The resources in the game are weapons, soldiers, money, food and fuel. Each territory produces different amounts of resources per turn. A rural territory may produce a lot of food while an urban territory may produce more money or recruits. Each resource has an important role in the game: fuel is required to move forces, food to support troops and money is needed to buy weapons and repair damaged territories. Each faction also has strengths and weaknesses when it comes to resources. The Federalista forces dominate the urban areas of the island and are able to generate more money per turn, while the foreign Invasores come from oil rich nations and receive more fuel.

Teams can negotiate with one another, form alliances, parley for movement rights through territories, trade and attack one another. Movement of soldiers and other resources may take place over land, air (provided the team has an airbase territory) or sea (provided the team has a docks territory). Attacking an enemy territory may take the form of a raid mission, sabotage mission or assault mission. If successful in a raid, a team steals resources from the enemy. In a sabotage mission, a team may destroy an enemy's resource production capability. In an assault, a team may take control of an enemy territory. All conflicts are resolved through one or more Ghost Recon siege matches.

Individual players, who choose not to join a team, can play as individual Mercenarios for hire. Mercenary teams and players are hired by other teams for the length of one or more turns to participate in any siege matches. The success of Mercenario teams and players are tracked through a separate board, allowing for those players who wish a more traditional ladder experience to still participate in the game. Mercenaries may charge as much money as they desire, though only the most successful will be able to attract teams to pay higher prices.

Best of all the game is fully automated through the online Tactical Interface. Troop movements, battle results and even weapon expenditures are all done automatically. After each match replay files will be uploaded by the teams to the website, which will then automatically total all kills, determine the victor and even charge a team for the different kits taken. No enormous spreadsheets and hours of pre-match inventory planning are required. The game is optimized for as much quick action as the teams can handle. However, those teams that enjoy more attention to detail are of course free to plan in advance as much as they desire.

So sign up and join the conflict! Fight for control of the island and see if you have what it takes to rule this Shattered State!

I. TACTICAL INTERFACE

Access Rights

Only team members ranked CO or XO (or what ever the names of your team's top and second-to-top ranks are) have full access to the Tactical Interface and all of your unit's resources. All other members of your team, except new recruits, will be able to view unit information, but not edit, modify or update the information in anyway. New recruits (or the name for the rank of your team's lowest level) cannot see anything that a public visitor would not see about your unit in the Tactical Interface.

Resources

The heart of the Shattered State game is its resources. The resources in the game are: soldiers, recruits, food, fuel, weapons and money. Your success in the game will depend entirely on the choices you make moving, producing, trading, purchasing, raiding and sabotaging resources.

Factions

There are five different factions in Shattered State: NATO, Federalistas, Guerrilleros, Invasores and Mercenarios. Each faction has its own strengths, weaknesses and unique rules that govern how they are played. For details on each faction type see **Appendix A: FACTIONS**.

I.a. Tactical Map

On the Tactical Map you will see all of the territories you and other teams own. The Tactical Map will be your primary interface to the world of Shattered State, allowing you to move soldiers and resources, perform reconnaissance on enemy territories and view the current contents of each of your own territories.

TERRITORIES

Territories are the key to victory in Shattered State. Below you will learn everything you need to know about them.

Viewing and Targeting a Territory

To view the detailed information of a territory, simply place your mouse pointer over top of it. On the right hand side of the Tactical Interface under **Territory Information** you will see displayed all the information your team knows about the territory.

If you own the territory or an ally owns the territory, you will be able to see all of the information about the territory, including any resources in the territory owned by other units.

If you do not own the territory, you will only see normal resource production the territory is capable of and any resources that you have in the territory. You will not see any other resources in the territory, nor the territory's current resource production levels.

You can target a particular territory, which stops territory information from popping up about other territories you mouse over, by simply left clicking on a territory. You can remove a target on a territory, by right clicking the mouse anywhere on the Tactical Map or by clicking the **Remove Target** button. You can also successively target different territories by simply left clicking the mouse from one to the next.

Territory Information

Controlled by: This field contains the name of the unit who owns the territory.

Map: This is the Ghost Recon™ map representing the territory. Any Ghost Recon games played over this territory will take place on this map.

Resource Production
(current/norm): Each resource produced by a country is represented by two numbers. The first is the current amount of that resource the territory will produce in the coming turn. The second is the normal amount the territory is capable of producing per turn.

Some factions have bonuses and penalties to different resource production values, which will allow the current production to be above or below the normal production. Bonuses will be displayed in green and penalties to provide easy identification. Also, territory production amounts can be reduced through sabotage and assaults.

Taxes : This is the amount of money automatically produced per turn by the territory.
Fuel: The amount of fuel automatically produced in the territory per turn.
Food: The amount of food automatically produced in the territory per turn.
Recruits: The number of recruits available for training in the territory per turn.

If you see a "?" in the production field, it is because you do not own the territory. To retrieve this information you will have to pay for a reconnaissance team to gather information about the territory. How to do this is discussed in the **Reconnaissance Report** section.

Resources in territory: This is a list of resources that are currently inside the territory and have no movement orders. Resources that you own will also have **Movement Buttons** next to them. The operation of these buttons is discussed in the **Moving Resources** section.

> *Remember: Only soldiers that are under the **Resources in territory** list and are not training are able to defend a territory!*

Resources moving out of territory: This is the list of resources moving out of the territory.

Resources moving into territory: This is the list of resources moving into the territory.

Reconnaissance Report

To retrieve details about a territory you do not own, you must send out a reconnaissance team. The cost for this information is $1,000 and is always successful. A reconnaissance report will give you all details on a territory, just as if you owned the territory. A reconnaissance report only lasts one game turn.

> *Remember: After the end of the turn, all of your reconnaissance reports will be removed and you will have to purchase new ones if you want information on the territory again!*

Repairing a Territory

When a territory suffers an assault or a sabotage mission that is successful, it can have its resource production capabilities damaged or destroyed. If a currently targeted territory that you own has suffered some damage to its resource production, the name of that resource will have a **Repair button** appear next to it. To schedule repairs of the resource, click on the **Repair button**. You will then be asked to confirm the expenditure.

The repairs will not take place until the following turn. Also, repairs take place **after** production of resources is credited to your unit at the beginning of the turn. This means if your territory currently produces five units of food and you repair it to produce six units, you will still only produce five units in the coming turn. After that time, the territory will then produce six units unless damaged again.

Each individual resource production in a territory can only be repaired by one point each turn.

HOME BASES

Only the NATO, Invasores, and Mercenario factions have home bases. These are territories that do not appear on the map and allow the owners to produce and store resources. Home bases can never be the subject of reconnaissance or attack.

Viewing your Home Base

If you are a unit of one of the factions that have a home base, you can view its contents by clicking on the **Go to Home Base** button under **Unit Information**.

MOVING RESOURCES

Soldiers, food and fuel can be moved by land (and in some cases, air or sea) from one territory to another on the Tactical Map.

To move one of your unit's resources first click on the territory you wish to move the resource from. Then click on one of the movement buttons next to the resource you want to move (**Move By Land**, **Move By Sea**, **Move By Air**). Now click on the territory you want to move the resource to and a dialog box will popup asking how much of the resource you wish to move. Enter a number and click "OK". You will then be asked to confirm your move. If you are certain your move is correct, click "OK" and the move, if valid, will be completed.

> WARNING: **Movement is permanent.** Once you make a move it cannot be taken back, so be very sure that you are making the correct move before confirming it!

Moving by Land

A move by land can only be performed between adjacent territories. Territories are considered adjacent if they share a common border. Territories are not considered adjacent if they only share a common single point.

Example:

A	B
C	D

In the above map of four territories, territory "A" is adjacent to "B" and "C" but not to territory "D".

> Note: A few of the territories on the map consist of a small island. These territories, while having water between them and the mainland they are still close enough to shore to be accessed through land movement. Moving by sea or air **is not** required to reach these small island territories.

Moving by Sea

NATO and Invasor factions can move from any coastal territory to any other coastal territory by sea. A territory is considered coastal if any part of its border is adjacent to the ocean. Moving by sea is twice as expensive as moving by land.

Moving by Air

NATO factions, and only NATO factions, can move from any territory to any other territory by air via the UH-60 Black Hawk helicopter. Moving by air is four times as expensive as moving by land.

Moving Resources from a Home Base

Each faction that has a home base has a unique manner in which they can move resources from the home base to the Island.

NATO   NATO can only move resources from their home base, by air, to a territory that they own, or an ally owns, and which is represented by the M13 Airbase map. Air transports from the home base are via the C-17 Globemaster airlift aircraft.

Invasores   Invasores can only move resources from their home base, by sea, to a territory that they own, or an ally owns, and which is represented by the M12 Docks map or the MP05 Docks Day map.

Mercenarios   Mercenarios can only move resources from their home base, by air, to a territory owned by their employer. However, Mercenarios are not charged any movement costs when moving from their home base.

Note: C04 Swamp Airfield is NOT considered a valid airbase usable by NATO. Though there is an airstrip and a C-17 might be able to land there, it's highly unlikely it'd be able to take-off again. ☺

Movement Costs

All moves have an associated fuel cost to them. Soldiers also must take at least enough food with them to feed them for the next turn. When any move is performed, the cost for making the move will automatically be included by the Tactical Interface.

- It costs 1 unit of fuel to move 10 units of any resource by land.

- It costs 2 units of fuel to move 10 units of any resource by sea.

- It costs 4 units of fuel to move 10 units of any resource by air.

- It costs 1 unit of food to move 1 unit of soldier by land, air or sea.

*WARNING: **Always move soldiers first.** When soldiers are moved from one territory to another, they will automatically take with them the food and fuel they need to make the move.*

Move Example

If a NATO unit wanted to move 20 soldiers from their home base by air, to their airbase territory it would cost 16 fuel and 20 food. The break down is:

- 4 units of fuel is needed per 10 men moving by air. There are 20 total men, so 8 fuel to is needed to move.

- 1 unit of food per man is needed, so the men need to take with them 20 units of food to move.

- Finally 4 units of fuel is needed per 10 food moving by air. There is 20 total food, so 8 more fuel is needed to move it.

Movement Precedence

All attack moves occur before any defensive moves. Attack moves are considered to be any move of a soldier resource into a territory that is controlled by an enemy or neutral unit. Defensive moves are any other move. Attack moves occur immediately and must be resolved before the end of the current turn. Defensive moves are not finalized until the beginning of the following turn.

> *Remember: Since attack moves occur first, your soldiers and allied soldiers moving into a territory will not be able to help defend the territory until the next turn!*

Attacking the Enemy

To order an assault, raid or sabotage on an enemy or neutral territory, the first thing you will have to do is move soldiers into the territory. When soldiers are moved into an enemy or neutral territory a **Conflict Resolution** record is automatically created. See the **Conflict Resolution** section to learn how to submit the details of the attack and negotiate when to play the Ghost Recon matches to resolve the attack.

Moving into Empty Territories

The first unit to move into a territory not owned by any other unit will automatically be given ownership of the territory and set to defend they territory should any enemy unit move in to the territory in the same turn.

I.b. Economy

The Economy screens of the tactical interface will allow your team to purchase weapons, import resources, sell resources on the market and negotiate mercenary contracts.

UNIT SUPPLY

The Unit Supply screen allows you to purchase weapons, recruit new soldiers and import goods.

Purchasing Weapons

To purchase new weapons simply enter the amount you wish to purchase in the **Buy** column, then click on the **Submit Purchase** button.

Price (Price per Battle): The second column of the weapons purchasing area shows the price of the weapon and its recurring price per battle. This first price is the initial price of purchasing the weapon and is a one-time cost once purchased. The second price, **Price per Battle**, is the amount your team will be automatically charged each time a soldier carries the weapon or item into a game. **Price per Battle** reflects expendable materials such as grenades, rockets and sensors. Your team will be charged the full **Price per Battle** amount regardless of how many rockets, grenades or sensors were actually used in the game by any one soldier.

Weapons purchased are for each individual soldier. Since each player has the potential of playing three soldiers in every game (3 spawns), each weapon and its ammo has the potential of being used three separate times.

Weapons are lost when a soldier dies. So each player has the potential to loose up to three weapons and use up to three sets of ammunition per match played.

Example 1: You are Federalista player participating in an conflict consisting of three matches and you select the OICW/GL kit.
- Your team will require a total of three OICW/GL rifles for you to use per match. Your team will also be charged three times (once per soldier) for the **Price per Battle**.
- Since the conflict consists of three matches and you chose the same kit in each of the three matches your team would have now purchased a total of nine OICW/GL rifles for your soldiers alone, in addition to the Price per Battle charged nine times.
- Total expenditure for just your involvement in the conflict will have cost your team $147,600 for rifle purchases and $5,400 for the 20mm grenades. If you managed to survive the conflict without a single fatality your team would now have nine OICW/GL rifles in their inventory, usable in another match.
- A more likely scenario was that you died a several times during the conflict. Your team's inventory would not include any weapons any dead soldiers would have been carrying.

Example 2: You are a NATO player participating in an conflict consisting of two matches and you select the M4 SOCOM with Sensors kit for the first match and an MP5 with M136 AT4 for the second.

- Your team will require a total of three SOCOM M4's and three Sensor kits for you to use in the first match, and three MP5's and three M136 rocket launchers for the second match. Your team will also be charged three times (once per soldier) for the **Price per Battle** on the seismic sensors and three times for the **Price per Battle** on the M136 rockets.
- Total expenditure for just your involvement in the conflict will have cost your team $6,600 for rifles, $5,400 for M136's, and $14,400 for Sensor kits. In addition, rockets will have cost $14,400 and seismic sensors another $1800 in recurring costs. If you managed to survive the conflict without a single fatality your team would now have three MP5's, three M4 SOCOM's, three M136 AT4's, and three Sensor kits in their inventory, usable in another match.
- A more likely scenario was that you died a several times during the conflict. Your team's inventory would not include any weapons or sensor kits any dead soldiers would have been carrying.

> Note: The Sensor kit (AN/GSQ-187), otherwise known as Remote Battlefield Sensor System (REMBASS) includes a ruggedized laptop that collates data received by deployed seismic sensors that are remotely deployed on the battlefield. The **Price** of the Sensor kit includes the REMBASS surveillance hardware, and the **Price per Battle** cost includes the three deployable seismic sensors.

The pricelist of equipment for all factions can be found in **Appendix B: Equipment Prices**. All available kit selections can be found in **Appendix C: Available Kits**.

> Note: **You do not have to buy weapons before a game!** After a game, when the replay file is uploaded into the Conflict Resolution screen, your team will automatically be charged for any weapons it currently doesn't own. Purchasing weapons in advance is simply for those people who wish to keep a closer eye on their expenditures and assign weapons to their players before a match.

Recruiting Soldiers

The **Recruit from Territory** area of the Unit Supply screen allows you to recruit and train new soldiers for your unit. Each territory has a maximum number of recruits it can train per turn, shown in the **Available Recruits** column. These available recruits are not automatically trained however, you must choose each turn how many of them your unit will pay to train. You can always train less than the maximum, but never more than the maximum available recruits.

To train a recruit, simply enter the amount you wish to train in the **Train Recruits** column for one or more territories, then click on the **Submit Purchase** button. Training recruits will appear in the territory they were purchased under the **Resources in territory** section. These new soldiers will not be available for movement or defense until the next turn.

Training Cost: The cost for training each individual recruit is shown under the **Training Cost** column. This cost is different for each faction. In order from most expensive to least expensive by faction is: NATO, Invasores, Federalistas, Mercenarios and finally Guerrilleros.

Importing Resources

You can import resources off of the international markets by using the **Import to Territory** area of the Unit Supply screen. Each territory can import as much food and fuel as your unit can afford. NATO, Invasores and Mercenarios however, can only import goods to their Home Base.

To import food or fuel, simply enter the amount you wish to import to each territory into the **Amount** column then click on the **Submit Purchase** button. Your unit will automatically be charged the **Import Cost** per individual resource. (So, if you purchase 10 food and the import cost is $30, then your unit will be charged a total of $300.)

Imported resources will appear in the importing territory under the **Resources moving into territory** area of the Territory Information column on the Tactical map. Imported resources will not be available for use until the next turn. Imported resources arrive after Upkeep expenses have been charged to your unit at the end of the turn, so, for example you will not be able to import food to pay your soldiers Upkeep expense at the end of the current turn.

The price for importing goods is different for each faction. From most expensive to least expensive by faction is: Guerrilleros, Federalistas, Invasores/Mercenarios, and finally NATO.

> Note: For NATO units, imports are the only way to obtain resources. Mercenarios and Invasores also rely heavily on importing. However, for Federalista and Guerrillero units, who can live off the resources produced on the Island, importing is a very expensive option and should be used only as a last resort.

TRADE

The trade screen allows allied and neutral units to trade food and fuel with one another. Units who are enemies with one another cannot trade. Also, NATO can never trade.

The Market

The first area of the Trade screen shows the current **Resources for Sale**. This form shows the Selling Unit, the Resource they are selling, the Total Units or amount of the resource they are selling and the total Price for which they are being sold.

To make an offer on a market item, simply click on the item. A popup will be displayed asking how much you wish to offer for the resource and the territory you wish to move the resource to, should the after be accepted. After entering the information, click **OK** to submit the offer. Or you can click **Cancel** if you change your mind and do not want to make an offer.

If the selling unit accepts your offer, the resources will appear in the **Resources moving into territory** area of the Territory Information section of the Tactical Interface. These resources will not be available for use until the beginning of the next turn.

To remove a resource you own from the market, simply click on the item. If you own the item, a **Withdraw from Market** button will be displayed in the Offers area of the screen. Click on the Withdraw from Market button to remove the item from the market. You will be asked for confirmation, click **OK** to withdraw the item or, if you changed your mind, click **Cancel** to leave the item on the market.

Offers

Offers your unit has made and offers other units have made for any items you are selling are displayed in the middle area of the Trade screen. You will not see offers other units made for goods you do not own.

To accept an offer for one of your market items, simply click on the offer you wish to accept. A popup will be displayed asking if you wish to accept the offer. Click **OK** to accept the offer or **Cancel** if you changed your mind and do not want to accept the offer. Once an offer is accepted, the resources will automatically be moved to the purchasing unit's territory and the amount for the sale will automatically be added to your unit's treasury.

To cancel an offer you have made for another unit's resources, simply click on the offer you wish to cancel. A popup will be displayed asking if you wish to cancel the offer. Click **OK** to withdraw the offer or **Cancel** if you changed your mind and do not want to withdraw the offer.

WARNING: Keep track of the offers you have made, as they can be accepted at any time! If you are making offers on several resources, but only need a specific amount, make sure you cancel your other offers once you obtain the amount you need.

Putting Resources in the Market

The bottom area of the Trade screen allows you to place resources up for sale. To put a resource up for sale, simply enter the amount you want to sell in the **Sell Units** column and the total amount you want to sell them for in the **Total Price** column. Then click on the **Submit Trades** button. These items will then be placed on the market. Resources on the market will be displayed in the **Resources moving out of territory** area of the Territory Information section on the Tactical Map.

Mercenaries

The Mercenaries screen allows Mercenario units, employers and potential employers to manage their mercenary contracts.

The screen has two different versions, one for Mercenario units and one for all other units.

NATO cannot employ mercenaries.

Mercenaries Screen for Employers

The top area of the Mercenaries screen will show employers and potential employers all of the mercenary contracts that are currently available and any mercenary contracts your unit currently owns. Mercenary contracts your unit currently owns will be displayed first and will appear in blue.

Price:	This is the total price of the contract.
Salvage:	This is the percent of resources the Mercenarios would receive during any raids or assault missions in which they take part for your unit.
Contract Term:	This is the number of turns the contract will last.
Soldiers:	The current number of soldiers the Mercenario unit owns.

To make an offer to a Mercenario unit, click on the available contract. Enter the offering price, salvage rights and contract term. These items can be more or less than the contract the Mercenario is requesting. Once you have entered all the information, click on the **Submit Contract Offer** button.

To cancel an offer, click on the available contract and then click on the **Cancel Offer** button.

To cancel a contract, click on the contracted mercenary and then click on the **Cancel Contract** button. Be warned, once a Mercenario unit accepts your contract, the total price of the contract will automatically be removed from your unit's treasury. You will not get any of this money back if you cancel the contract. Once a contract is canceled, the Mercenario units will automatically be removed from your territories at the end of the turn.

> *WARNING: Keep track of the offers you have made, as they can be accepted at any time! If you no longer need any mercenaries, be sure to cancel your offers.*

Mercenaries Screen for Mercenarios

When a Mercenario unit is not currently contracted, this screen will allow the unit to release suggested contract requirements to potential employers.

Price: This is the total price of the contract.
Salvage: This is the percent of resources that you would receive during any raids or assault missions with or without your employer.
Contract Term: This is the number of turns the contract will last.
Comments: Anything you wish to tell potential employers when they are reviewing your contract.

To submit contract requirements enter the required information then click on the **Submit Contract Requirements** button. You can update your requirements at any time, simply by editing any of the fields then clicking again on the Submit Contract Requirements button.

On the right hand side of the screen are all of the contract offers your unit has currently received. To accept an offer, click on the offer then click on the Accept Offer button. You will be asked to confirm that you wish to accept the offer. To accept the offer click **OK**. If you changed your mind and do not wish to accept the offer, click **Cancel**.

Contract Acceptance
Once an offer has been accepted, the total Price for the contract is immediately withdrawn from your Employer's treasury and added to your own treasury.

For the duration of the contract your Mercenario unit will also share the same political status as your employer. As a result, their enemies are your enemies, their allies are your allies, and will be treated as such during any troop movement.

The Mercenario unit will also be given the opportunity to move troops and supplies from their home base to any territory owned by their employer or employer's allies. Unlike the NATO or Invasor factions, the Mercenario unit will not be charged transport costs for moving resources from their home base.

> *Note: Moving resources from a Mercenario home base still takes one turn to complete. As a result, the contract will be automatically extended one week to compensate. Be sure to think ahead and plan your transports accordingly!*

Contract Cancellation
When your Mercenario unit is under contract, this screen will show the terms of the contract. If you wish to cancel the contract click on the **Cancel Contract** button.

Upon cancellation of a contract any troops and supplies belonging to the Mercenario unit will be automatically returned, free of transport costs, to their home base

Be warned, if you cancel a contract your employer will not receive any money back and you will be considered to be in breach of contract. Should other team's find out, such action could make it very difficult for your team to obtain contracts in the future. Canceling a contract is not finalized until the end of the turn.

> *WARNING: Mercenarios can cancel a contract any time they wish. Be sure the Mercenario unit you are contracting with can be trusted!*

I.c. Conflict Resolution

The Conflict Resolution screen allows you to negotiate when Ghost Recon games will be played and the terms under which they will be played. This screen is also where you will upload Ghost Recon replay files after any games are played.

Incursions

On the top of the Conflict Resolution screen is a list of incursions that your team is currently involved in this round. An incursion is defined as the movement of any force into a non-allied, defended territory. Movement of allied forces through your territories will not appear here. Neither will your movement into undefended territories or allied territories.

If more than one attack is occurring within the same territory, these attacks must be resolved in order by **Declaration Date**.

To view detailed information about an incursion and to setup a Ghost Recon game to resolve it, click on the incursion.

Match Information

Once you click on an incursion, all of the information about the incursion will be shown: the name of territory under incursion, the Ghost Recon map that represents the territory, all of the defending units, all of the attacking units and the total amount of soldiers for each unit and side.

Opening the Resolution Phase

Teams involved in an incursion cannot setup the match until one of the attackers opens the resolution phase. Only an attacker can open the resolution phase. Any attacker can open the resolution phase by pressing the Open Resolution button and confirming their choice.

Be warned that once a resolution phase is opened, no further units can join in the battle!

Joint Attacks and Defenses

Allies, and only allies, may perform joint attacks and defenses.

To perform a joint attack one or more allies must move soldiers into the same enemy territory **before the resolution phase is opened**. Only the first unit to move soldiers into the territory must be neutral or enemies with the territory's owner. Subsequent allies joining the attack may be neutral and even allied with the territory's owner and still join in the combat.

Allies may jointly defend territories simply by having soldiers available in each other's territories.

> *WARNING: If a unit is allied with both the attackers and defenders in a territory and they move soldiers into that territory, the unit will automatically be placed on the attacking side!*

Negotiating a Match

Once the resolution phase is opened, all attackers and defenders involved in the incursion negotiate match time, number of players and who will host, until all teams agree. Attacking teams may also negotiate mission type. Raided resources will automatically be split equally between all attackers. However, only one attacker may take ownership of a conquered territory and **this will automatically be the team who first declared the attack**.

Assault Missions

Assault missions can only be declared if the attacking force has equal or more soldiers than the defenders. Also, NATO units can only declare assaults on enemy units that have already attempted an assault on another unit.

If an assault mission is successful any remaining defenders will be forced to retreat and the attackers will take control of the territory.

If an assault is successful, the territory has all of its resource production reduced by 20%. This reflects battle damage and the change of administration of the territory.

Raid Missions

If a raid mission is successful and it was for food or fuel, the attacking units receives 20% (Guerrillero's 25%) of one resource type in the territory. If the raid was for taxes, the unit will receive 50% (Guerrillero's 60%) of the taxes to be produced by that territory in the coming turn. If the raid was for recruits, the attackers will receive 20% (Guerrillero's 25%) of that territories recruit production in the coming turn. **Recruits gained through raid automatically turn into soldiers and have no training cost.**

If there is more than one attacker only one of the attackers needs to be a Guerrillero unit to receive the Guerrillero bonuses to raiding.

NATO cannot raid for food or recruits.

Sabotage Missions

If a sabotage Mission is successful one of the territory's resource productions will be reduced by 20% (25% for Guerrillero attackers).

If there is more than one attacker only one of the attackers needs to be a Guerrillero unit to receive the Guerrillero bonuses to sabotage.

NATO cannot sabotage food or recruits.

Safe Passage

If a unit moves soldiers into a territory that is neutral aligned they may request safe passage from the owner of the territory. If the owner of the territory agrees to the Safe Passage mission no battle is fought.

Be warned, if the owner of the territory does not agree to a Safe Passage mission, you will be forced to assault, raid or sabotage the territory.

Defending a Territory

In order to defend a territory, the unit that owns the territory and/or any of that unit's allies, must have soldiers in the territory when it comes under attack. Remember, because defensive moves are not completed until the end of the turn, soldiers moving into a territory will not be counted as defenders of that territory until the beginning of the next turn.

Resolution Precedence

When determining the number of players to play in each match, the lowest number proposed to date will always be the highest possible selection. No one, in a future proposal, may propose higher than the current lowest number of proposed players.

When determining host, both teams should attempt to come to an agreement. However, the defender, ultimately, has the final decision on who will host.

Agreement

Once all parties agree on the same terms for the matches, the resolution screen will post the date and time for the match, the map to be fought on, the number of matches to fight and the number of players in each match.

Once all parties agree on the same terms for a match, these terms cannot be changed without unanimous consent of all parties.

Determining Soldiers and Players in the Fight

While the Tactical Interface will automatically determine for you how many matches to play, players per match and how many soldiers are involved in the conflict, it is useful strategically to know how these numbers are determined.

The main determining factor for the number of Ghost Recon matches to play, in order to resolve a conflict, is the number of players chosen to play per match and the number of soldiers participating in the battle for each side.

> *Note: Since each player has a total of three lives per Ghost Recon match (first life and 2 respawns), each player in a match is considered to be representing three total soldiers each match.*

Calculating the Games

Step One: Determine the Mission
The mission affects how many matches will be played and how many soldiers will take place in the conflict.

In an Assault Mission, all soldiers on both sides take place in the conflict.

In a Raid or Sabotage mission, the defenders can only bring to the conflict as many soldiers as the attackers are attacking with. So, if a defender has 50 soldiers in a territory and they are being raided by 12 soldiers, the conflict will be 12 defending soldiers vs. 12 attacking soldiers.

Step Two: Determine Overrun (Assault Missions Only!)
Attacking forces can gain "man-up" advantages by attacking with more soldiers than the total number of defending soldiers.

If the attacking forces have twice as many soldiers as the defending forces, the defending team will be reduced by one player during the match. So, if through negotiations 5 players were chosen to play each match, the defending forces would only be able to play with 4 players, while the attackers would still play with 5.

If the attacking forces have three times as many soldiers as the defending forces, the defending team will be reduced by two players.

Since it is not possible to assault with less attacking soldiers than there are defending soldiers a defending force can never over run an attacking force.

> *Note: Defenders can never be reduced past four players by over run. So if an attacker wants to take advantage of an over run of three times as many soldiers (a two man advantage), they need to bring at least 6 players.*

Step Three: Determine the Number of Players
The number of players to play in each match is determined by all parties in the conflict, through the conflict resolution screen.

Step Four: Determine the Number of Matches
Now taking the information from all the above steps, we can determine how many matches to play.

To determine the number of matches:
  1) Take the number of **defending** players per match and multiply by three to get the total number of defending soldiers per match.
  2) Divide the total number of defending soldiers by the total number of defending soldiers per match, round down. The result is the total number of matches to play to resolve the conflict.

Examples

For a Raid or Sabotage:
An attacker is raiding an enemy territory with 20 soldiers. The defenders have 50 soldiers in the territory, but since this is a raid they can only defend with 20 soldiers.

After Conflict Resolution negotiation it is determined each team will play with 6 players per match.

Since this is a raid, we do not need to worry about overrun.

Now take the total number of defending players and multiply by three which equals, 18 soldiers (6 players * 3 spawns = 18 soldiers).

Now divide the total number of defending soldiers in the conflict by the number of defending soldiers per match and round down. 20 defending soldiers in the conflict divided by 18 defending soldiers per match equals 1 game of Ghost Recon to be played to determine the conflict.

What happened to the other two soldiers in each unit? They simply missed the fight.

Another Raid or Sabotage:
An attacker is launching a sabotage mission with 30 soldiers. The defenders have 80 soldiers in the territory under attack, but since this is a sabotage they can only bring 30 soldiers to the fight.

The teams agree that each side will play with 5 players.

Since this is a sabotage, we do not need to worry about overrun.

The total number of defending players multiplied by three is 15 (5 players * 3 spawns = 15 soldiers).

The total number of defending soldiers in the conflict, divided by the total number of defending soldiers per match is 2 (30 / 15 = 2).

So to resolve this conflict, 2 ghost recon games will be played with 5 players representing 15 soldiers per side for each match.

An Assault Example:
An attacker is assaulting a territory with 60 soldiers. The defenders have 50 soldiers in the territory and since this is an assault, all of them are counted as defenders in the conflict.

The teams agree to play with 5 players per side.

Since this is an assault, we need to check the overrun rules. However, the attackers do not outnumber the defenders by twice or three times as many soldiers, so the defenders suffer no penalties.

Now we take the total number of defending players (5) and multiply by 3 and we get 15 soldiers per match (5 players * 3 spawns = 15 soldiers).

Next we divide the total number of defending soldiers in the conflict (50) by the total number of defending soldiers per match (15), round down and we get 3 (50 defenders / 15 defenders per match = 3).

So to resolve this conflict, 3 ghost recon games will be played with 5 players per side representing 15 soldiers for each match.

Another Assault Example (with overrun):
An attacker is assaulting a territory with 120 soldiers. The defenders only have 40 soldiers in the territory.

Since this is an assault and the defenders are attacking with three times as many soldiers as the defenders, the defenders will suffer a two player penalty.

The options for number of players is (attackers on defenders):
> 4 on 4
> 5 on 4
> 6 on 4
> 7 on 5
> 8 on 6
> 9 on 7

Attackers who simply do not have enough players to take advantage of an overrun can still play the match 4 on 4 or 5 on 4 if they desire. Defenders however, can never choose nor affect the choice of the Attackers man advantage. If in this example, defenders choose to play with 4 players per game, the attackers can choose to play with 4, 5 or 6 players and still have the Conflict Resolution screen reach agreement.

So, in this example the defenders choose to play with 5 players. The attackers, since they have enough players, take advantage of the overrun and choose to play with 7 players.

Now we take the total number of defending players (5) and multiply by three and we get 15 defending soldiers per match (5 players * 3 spawns = 15 soldiers).

Next we divide the total number of defending soldiers in the conflict (40) by the total number of defending soldiers per match (15), round down and we get 2 (40 defenders / 15 defenders per match = 2).

So to resolve this conflict, 2 ghost recon games will be played. For the defenders, 5 players will play each game representing 15 soldiers per match. For the attackers, 7 players will play each game representing 21 soldiers per match.

Why don't all of the attackers get to attack?
In the above example, the attackers are attacking with 120 soldiers, but only 42 soldiers (21 soldiers * 2 games) actually end up fighting. Why?

A couple of reasons. Firstly, overruns are determined in this manner because in any conflict no matter how much an attacking force out numbers a defending force, only so many soldiers can engage and fight the enemy at one time.

Consider during World War II when the Allied forces landed soldiers on the beaches. Does it really matter how many soldiers they landed? Even if they outnumbered the Axis armies by a count of ten to one, how many soldiers were actually able to engage the enemy and take advantage of this balance?

The second reason overruns are determined in this way, has to do with the Ghost Recon game itself. A one or two man advantage in Ghost Recon is a very large advantage. In our last example, if there were a straight attacker to defender ratio and the defenders chose to take 4 players, they could only play up to 3 matches (4 players * 3 spawns = 12 soldiers per game. 40 total soldiers / 12 soldiers per game = 3 games). So the attackers could then afford to bring 13

players per game! (13 players * 3 spawns = 39 soldiers per game. 120 total soldiers / 39 soldiers per game = 3 games. We did not feel this properly represented a scenario in which defenders are drastically outnumbered.

Finally, the last reason overruns are determined in this way is to make the league playable. Later in the game when forces can possibly number in the hundreds, if there were a straight attacker to defender ratio it could take 10 to 20 matches to determine the outcome of one conflict.

Retreat

Either team may at any time during a match choose to retreat. The hosting team can retreat by having all of its players disconnect during the game or canceling the game. Non-hosting teams can retreat by having all of its players disconnect during the game.

Any soldier killed in game during a retreat is still considered to have died.

Most retreating forces suffer a 10% casualty rate to any remaining soldiers in the conflict. Federalista units suffer a 20% casualty rate. Guerrilleros do not suffer any casualties for retreating.

Winning A Conflict

An attacker is considered to have won a match if they capture the smoke.

A defender is considered to have won a match if they successfully defend the smoke and time runs out or they kill all attackers in the game.

Any team that wins the most number of matches during a conflict wins the conflict.

If, and only if, the teams have won an equal amount of matches, the team with the most combined kills in the conflict wins the conflict.

If the teams have won an equal amount of matches and the teams have an equal amount of kills the defending team wins.

Uploading Replay Files

After Ghost Recon games have been played, the replay file for each match **MUST** be uploaded through the Conflict Resolution screen. The uploading of a replay file is the responsibility of the hosting team.

> WARNING: **Remember to save the replay file!** If the hosting team fails to save or upload the replay file, the hosting team is considered to have automatically lost every match and lost every soldier in that match for which a replay file is missing!

To upload a replay file, go to the Conflict Resolution screen, click on the incursion for which the matches were played, select which match the replay file is for (if multiple matches were played) and then click on the **Upload Replay File** button. A popup window will appear. In the popup window enter the file path to the replay file on your computer or select the **Browse** button and navigate to the file. After the file is entered, click on the **Upload** button.

> WARNING: Large replay files will take time to upload! **DO NOT** close the upload window during upload or you will have to start over. Once the upload is complete, the window will close on its own. So if it is still open, the file is still uploading!

After the replay file is uploading, you will automatically be directed to a screen where you can finalize the match information. Enter any comments about the match (any complaints, lag issues, etc.) in the **Comments** text box**.** Also displayed will be a list of each player on your team and each player found in the replay file. The upload program will automatically try to associate each player in the replay file to each player in your team. However, if players do not have their names spelled **EXACTLY** the same on ClanHaven as in the game, you will need to make the associations manually.

Once all of the information is correct click on the **Finalize Game** button.

Non-Hosting Teams

After a replay file has been uploaded by the host. All other teams need to go to the Conflict Resolution screen and finalize their information. All other teams will be given the same ability to associate players in the replay file to players on their team and to enter any comments about the match.

Once all information is correct click on the **Finalize Game** button.

> WARNING: **All teams must finalize their information after matches are played.** If teams do not finalize their information and Shattered State administrators are forced to finalize it for them, the offending teams will be considered to have lost the match and all soldiers in the match! Finalize your matches as soon as they are completed!
>
> **Teams who repeatedly refuse to finalize their matches in a prompt manner will be removed from the league.**

I.d. Political Report

The political report screen allows you to view how your unit and other units are politically aligned to one another.

To offer a change to political status to another unit, click on the unit's name, select the status you wish to change to then click on the **Submit Diplomacy** button. Changing to a status of "Enemy" is automatically accepted. Any other change of status must be accepted by both units.

If a unit has requested a change in politics with your unit, it will appear in the bottom **Ambassadors** area of the Political Report screen. To accept the requested change, click on the ambassador and click on the **Accept Diplomacy** button. To refuse the requested change, click on the ambassador and click on the **Refuse Diplomacy** button.

Diplomacy Restrictions

NATO is automatically allies with all other NATO units and cannot change this standing. NATO is automatically enemies with all Federalista, Guerrillero and Invasor units and cannot change this standing.

Federalistas are automatically enemies with Guerrillero and NATO units and cannot change this standing.

Guerrillero units are automatically enemies with Federalista and NATO units and cannot change this standing.

Invasores are automatically enemies with NATO users and cannot change this standing.

Mercenario are automatically neutral with all units. When contracted Mercenario units take on the standings of their employer and cannot change any of these standings. Once the contract is over, Mercenarios are again neutral with all units.

The follow table illustrates the default political standing between the four primary faction types.

Factions	NATO	Guerrillero	Federalista	Invasor
NATO	Allied	Enemy	Enemy	Enemy
Guerrillero	Enemy	Neutral	Enemy	Neutral
Federalista	Enemy	Enemy	Neutral	Neutral
Invasor	Enemy	Neutral	Neutral	Neutral

Rules of Political Status
- Allied units can defend each others territories and safe passage is implicitly permitted through each others territories
- Neutral units can opt to attack and negotiate safe passage through each others territories, but cannot aid in the defense of each others territories.
- Enemy units can only attack each other, and cannot negotiate troop movement

Note: Two teams may also opt to negotiate a "silent" alliance through some other mechanism, such as email, ICQ, or PM. The advantage to this is not having a publicly acknowledged official affiliation with the other team. However, the disadvantages to this are not being able to assist each other with defending the same territory, or being able to view the territory information of the allied team. They will appear as Neutral in the Political Report and be treated as such.

I.e. Intelligence

The Intelligence screens contain vital information about the current status of the game and details on different aspects of the game.

Command Maps
The Command maps of each of the 47 Ghost Recon maps used in the Shattered State League are available here for reference. The four bases have been added to each map to aid in selecting which base to defend from. More information on Base Selection can be found here: Determining Bases.

Factions
Bios for each of the five factions can be reviewed here along with a snapshot of their soldiers in action.

Files
Various support files for the league can be found here.

Status Report
Included here is a list of all participating clans and which units they operate in the Shattered State League. Faction type, number of occupied territories, and win/loss records can also be viewed here.

I.f. Turns

A turn will never be more than a week. The game may progress on to the next turn before the end of the week if it appears to administrators that no further action is going to take place. If the administrators are going to prematurely advance the turn, all teams will be given 48 hour notice of a pending new turn. If no further action takes place in that 48 hour period or is completely resolved in the 48 hour period, the turn will be advanced.

WARNING: All conflicts must be resolved before the beginning of a new turn. If conflicts are not resolved and a week has passed since the last turn, all unresolved conflicts will automatically be canceled.

If the same team has an unresolved conflict for a second turn in a row, they will automatically be set as the losing party of any unresolved conflicts, and loose all soldiers who would have taken part in the conflict.

Teams who are continuously unable to resolve conflicts will be removed from the league.

Upkeep

At the end of every turn, all units are charged upkeep costs based on the number of soldiers that they have.

For each soldier in a territory, one food will be subtracted from the total food in that territory. If a territory does not have enough food, 20% of forces in the territory will permanently disband and be removed from the total soldiers in that territory. Soldiers will be reduced through starvation each turn until food arrives or only one soldier remains.

For each soldier in a territory, the unit must also pay an upkeep cost, depending on their unit type:

NATO $500 per soldier
Invasor $400 per soldier
Federalista $350 per soldier
Mercenario $200 per soldier
Guerrillero $150 per soldier

If a unit goes into debt and is unable to pay its soldiers, a percentage of soldiers across all territories will begin to leave the unit based on the amount of debt:

-$20,000 or less   5% soldier reduction
-$20,001 to -$40,000   10%
-$40,001 to -$60,000   15%
-$60,001 to -$80,000   20%
-$80,001 or greater   25%

Note: Mercenario units do NOT have to pay for any upkeep for soldiers in their Home Base!

End of Turn Precedence

The following actions occur in order at the end of the turn. It is very important to understand this order as it greatly affects your team and its strategy during the game:

1) Finalize all resources moving from one territory to another, removing them from their originating territory and placing them in their destination territory. *(This does not include imported resources or resources purchased off of the market!)*

2) Check all Mercenary contracts. If a contract has ended automatically move all mercenary units back to their Home Base. *(Mercenaries are not charged fuel for this move.)*

3) Add the food production of each territory to the Resources in territory for the unit who owns the territory.

4) Add the fuel production of each territory to the Resources in territory for the unit who owns the territory.

5) Add the money produced by each territory to the treasury of the unit who owns the territory.

6) **Pay all monetary and food upkeep costs.**

7) Check for bankruptcy and starvation. Apply any necessary penalties.

8) Finalize all imported resources and resources purchased off of the market, placing them in their destination territory.

9) Finalize all training recruits, placing them in their destination territory.

10) Remove all reconnaissance reports.

II. RULES

The following are rules of play for the Shattered State League.

II.a. Game Version

All players must own and have installed Ghost Recon, Ghost Recon: Desert Siege and Ghost Recon: Island Thunder.

II.b. Game Mod

All players must have installed the most recent version of the Shattered State Ghost Recon mod.

II.c. Cheating

Any player determined by ClanHaven administration to be cheating will be removed from the league and banned from any future participation in ClanHaven.

Any team determined by ClanHaven administration to be cheating as a whole will have all of its entire clan and all of its members removed from the league and banned from any future participation in ClanHaven.

Reporting Cheating

Suspicion of cheating should be reported in the Comments area of the Upload Replay File screen or directly to administration through email or private messaging.

No team should ever accuse another team of cheating in a public forum. Such accusations have no benefit and would hinder ClanHaven administration in its investigation.

Cheating is defined as altering the game play of Ghost Recon in any way without expressed permission of ClanHaven administration. Cheating is also defined as repeated dishonest negotiations with other teams when negotiating game times, hosting and any other item outside the actual play of the game.

Teams who break alliances, non-aggression pacts, mercenary contracts or any other agreements that are part of the game are not considered to be cheating.

II.d. Server Settings

GAME PLAY
Game Mode: Team
Difficulty: Veteran
Time Limit: 15 min for Assault missions | 10 min for Raid/Sabotage missions
Type: CH League Specific game-types
Arcade: Off
AI Backup: Off
Max IFF: Names
Use Threat Indicator: Off
Available Kits: CH League
Available Teams: 1 and 2
Random Teams: Off

MAP
Map: Decided by territory under attack
Random Insertion Zones: Off

RESPAWN
Type: Individual
Count: 2
Minimum Time: 0
Maximum Time: 30
Invulnerable Time: 5

SERVER
Max Players: Decided by conflict
Allow Observers: Off
Allow Voting: Off
Auto-Start Timer: No Timeout
After-Action Timer: 2 minutes

II.e. Playing a Ghost Recon Game

The following is the rules that govern all games played for the Shattered State League.

Playing out a Conflict

All players must be connected to the hosting server and ready to play up to **ten minutes after the scheduled time for the conflict**. If either team has fewer players than were declared, either team may still demand that the game starts ten minutes after the scheduled time for the conflict. Teams can always choose to play with less players than was declared during Conflict Resolution negotiations, but never more.

> *WARNING: If a team plays with less players than was declared during Conflict Resolution negotiations, any unaccounted for players are considered to have lost all of their lives and the team will loose all of the corresponding soldiers for those players.*

If there is more than one match in an conflict, either team may demand that a match start ten minutes after the last match.

If a team was unable to field all of their declared number of players in any match, but is able to field them in another match, they are allowed to do so. Any players in the team may be substituted for any other players in the team between matches.

Determining Bases

In any conflict the defending team will always choose which base they will defend from. Command Maps with base locations has been provided via the **Tactical Interface** on the **Intelligence** Screen.

The following table identifies the valid base selections and the accompanying Game Type to select under Game Play in the server options.

Base Selection	
Scenario	**Game Type Selection**
Blue defends against Red	CH B/Go Def – R/Gr Off
Gold defends against Green	CH B/Go Def – R/Gr Off
Red defends against Blue	CH R/Gr Def – B/Go Off
Green defends against Gold	CH R/Gr Def – B/Go Off

> *WARNING: **Be sure to select the proper Game Type as identified on the table above after the defending base has been selected!** The only valid Base Selections are those outlined in the table above. This is to maintain adequate separation between teams by only using diagonally opposed base locations. If a game is started with incorrect base locations the Game Type will identify the error, provide a system message, and abort the game returning to the game lobby. The problem can then be resolved and the game restarted.*

Lag Test

Any team may ask for a lag test before the start of an actual match. If the lag is unacceptable, either team may recommend to switch to another host if one is available. Teams who repeatedly and continuously complain about lag and always end up hosting on their own server as a result will be considered to be cheating.

Server Crashes

If a server crashes before the end of a match, the match is considered null and void and must be replayed. All crashes will be recorded by the administrators. If any one team repeatedly and continuously has crashes, any future crash will be considered an automatic loss for the hosting team. If administrators feel players are abusing this rule, they may at any time declare that all crashes are considered an automatic loss for the hosting team. Ultimately, decisions in this matter are determined solely by the administrators.

Player Disconnect

If a player disconnects while a game is loading or within ten seconds of a game start, the game is considered null and void and restarted. Disconnected players have up to ten minutes to reconnect before the match may be started without them.

If a player is disconnected at any other time during the game, the game continues as normal.

II.f. Rule Infractions

Teams who break any of the rules may be penalized by having the territory on which the games were being played automatically awarded to the opposing team. This however, does not include cheating, which is always and immediately punishable by removal from the league and the ClanHaven website.

II.g. Idle Teams

Teams who remain idle during the course of league play will be given a seventy-two hour notice of removal. If a team under removal notice does not join in league play before the end of the seventy-two hours, the team will be removed from the league.

A team does not have to take part in combat to be considered active. Teams who participate extensively in the Shattered State in-game/in-theme forums are considered to be active teams.

Appendix A: FACTIONS

There are five different factions in Shattered State: NATO, Federalistas, Guerrilleros, Invasores and Mercenarios. Each faction has its own strengths, weaknesses and unique rules that govern how they are played.

North Atlantic Treaty Organization (NATO)

When hostilities on Isla de Guerra broke out and reports of possible atrocities by island factions began to filter through the media of the western world, the North Atlantic Treaty Organization (NATO) was chosen as a vehicle for quick response. However without international sentiment backing any one side of the conflict, it was decided by NATO member politicians that a small, but well equipped force would be deployed with the limited mission of disarming the divided island and supporting new democratic elections. The mandate given to the NATO military forces allows for the use of air and naval power only to deploy NATO ground forces and secure key installations. With their vastly superior technological powers removed, NATO commanders are now forced to rely upon small, highly trained units of Special Forces to get the job done.

Advantages
- All NATO units are automatically and permanently allied with each other for the length of the game
- NATO units possess a home base territory that is not on the island map and cannot be subject to an attack.
- A NATO unit can deploy forces from any island territory to any other island territory by air. (Moving resources by air costs four times as much fuel as moving resources by land.)
- A NATO unit can deploy forces from any coastal island territory to any coastal island territory by sea. (Moving resources by sea costs twice as much fuel as moving resources by land.)
- A NATO unit purchases weapons and resources from the least expensive market.

Disadvantages
- A NATO unit cannot ally or negotiate in any way with any non-NATO force.
- Resources from a NATO home base can only move by air to a territory with an airbase in it, and that is occupied by the NATO unit. If a NATO unit looses control of their only airbase, they loose access to their home base supplies.
- A NATO force can only produce money from control of island territories. This reflects growing international support for NATO involvement in the conflict as a result of successful disarmament. All other resources must be purchased and transported from the NATO unit's home base to the island.
- The cost of recruiting new soldiers and deploying them on the island for a NATO unit is more expensive than any other faction.
- A NATO unit can only raid for fuel and money resources.
- A NATO unit can only sabotage fuel and money resources.
- A NATO unit can only assault an enemy territory if the owner of that territory has first attempted to assault the NATO team or any other team.
- A NATO unit cannot hire Mercenarios.
- A NATO unit begins the game with only one territory and it must be an Airbase territory.

Playing NATO
A NATO force will almost always be outnumbered and cannot afford to loose nearly as many soldiers as the other factions. If a NATO unit is loosing soldiers as fast as an enemy force, they will eventually loose, since replacing those soldiers is very expensive and high casualties will cause international support to gradually dwindle. Playing NATO will give you cheap access to the

most advanced weapons in the game, but you will have to use intelligence, strategy and skill to keep your soldiers alive.

Guerrilleros

The discontents of Isla de Guerra have seized the opportunity of El Presidente's recent death to fight to regain control of the nation. Having chafed so long under El Presidente's firm, dictatorial rule many people now flock to these Guerrillero forces crying for justice at last. Launching devastating raids from the rugged mountains and dense jungles and then disappearing without a trace, these poorly equipped and poorly trained troops fight with a ferocity only those struggling for their homes and their freedom could possess. And while technologically advanced weaponry may be hard for them to come by, ranks after ranks of willing recruits swarm to their camps.

Advantages
- Guerrillero units begin the game neutrally aligned towards Invasores and other Guerrilleros and can negotiate alliances with them.
- Guerrillero units get the highest recruitment and food bonuses in the game.
- Guerrillero units get 5-10% more resources than any other team while raiding and do 5% more damage to resources than any other faction while on sabotage missions.
- Guerrilleros suffer no casualties when retreating.
- A Guerillero unit begins the game with two territories.

Disadvantages
- A Guerrillero unit pays more for weapons and resources than any other team.
- A Guerrillero unit is automatically at war with Federalistas and NATO units and cannot change this stance at any time during the game.
- Guerrilleros are unable to take full advantage of the economic resources of a territory and gain less taxes and fuel than other teams.

Playing Guerrilleros
Taking a Guerrillero unit is taking the side of the underdog. Guerrilleros are out-gunned and out-matched, but with the cause of freedom on their side and a healthy supply of recruits, they have the soldiers to spare. The revolutionary forces excel more than any other faction at raiding and to succeed, a Guerrillero unit will have to understand the power of stealing and destroying enemy resources, then disappearing back into the jungles and mountains. Any Guerrillero force that tries to conquer and defend every territory they can, will be playing a loosing game.

Federalistas

With the death of their leader, the Federalista forces have split at the seams as army generals and politicians vie for control of the country. Each of the most powerful old government leaders have sectioned off a healthy portion of the island's most valuable provinces and fortified their positions. Even with continual Guerrilla raids, foreign invaders on the beaches and internal fighting, the Federalista armies have proven nearly intractable. With their veteran forces, their knowledge of the terrain and decades of training for its defense, it has so far proven difficult at best to unseat these rich and powerful forces.

Advantages
- The Federalistas are the richest faction in the game, gaining bonuses on taxes and possessing the most lucrative territories at the start of the game.
- Federalistas are neutral with other Federalista units and with Invasor units. They may negotiate alliances with either.
- A Federalista unit starts the game with three territories, the most of any faction. The territories they get to choose from are generally the most bountiful.

- A Federalista unit is considered to have 150% the number of soldiers in a territory when determining over run, reflecting their fortified nature. This means to gain a man advantage an enemy force would need to outnumber the Federalistas three to one, and for a two man advantage over four to one.

Disadvantages
- A Federalista unit is automatically at war with Guerrillero and NATO units and cannot change this stance at any time during the game.
- A Federalista unit suffers 20% casualties when retreating, reflecting their fortified nature.
- Federalistas must purchase weapons from the second most expensive market.

Playing Federalistas
A Federalista unit, with its numerous and valuable starting resources, will be an early target for many other teams. But with their defensive capabilities, stronger than any other faction, they are up to the task. To play a Federalista unit, a leader must be constantly watching his defenses, while watching for the opportune moment to strike. And once a territory is theirs, it will be difficult at best to get it back.

Invasores

The current turmoil of Isla de Guerra has not gone unnoticed by its neighbors. Several regional foreign governments have expressed extreme concern over the chaos on the island and those with little qualms about upsetting the international community have dispatched military forces to its beaches. While every one of these nations proclaims some form of defensive or security reasoning for both themselves and the citizens of Isla de Guerra, it is clear that many of the less scrupulous nations see an open opportunity to broaden their influence by empowering a puppet government of their choosing.

Advantages
- An Invasor unit begins the game neutrally aligned to Federalista, Guerrillero and other Invasor units. They can negotiate alliances with any of these factions.
- Invasores have a home base from which they can supply their forces. The home base territory is not on the island map and cannot be attacked.
- An Invasor unit can deploy forces by sea from any coastal territory to any coastal territory. (Moving resources by sea costs twice as much fuel as moving resources by land.)

Disadvantages
- An Invasor team is automatically at war with NATO teams and cannot change this stance at any time during the game.
- Invasores begins the game with only one territory and it must be a Docks territory.
- Lacking the cooperation of the island citizens, Invasores receive production penalties to food, money and recruits.
- Resources from an Invasor home base can only move by sea to a territory with docks in it, and that is occupied by the Invasor team. If an Invasor team looses control of their only docks, they loose access to their home base supplies.

Playing Invasores
The Invasor faction is the jack-of-all-trades and master of none. Like NATO they have a home base and receive some supplies from it, but not nearly as much. Also, like other factions and unlike NATO they can get some resources from the territories they control, though not nearly as much as the native factions. In addition, Invasores have limited extra movement capability with their sea transportation. By far however, the most powerful advantage of an Invasor team is their diplomatic capabilities. They are the only team that can negotiate with everyone but NATO. To

win, an Invasor team will have to balance their complex and diverse capabilities with political savvy.

Mercenarios

Wherever there is war, there are people willing to fight it… for the right amount of money. With the current conflict on Isla de Guerra, Mercenarios swarm towards the sounds of bullets and the potential for cash and possibly riches. And with all the different warring factions, there will be no shortage of potential employers any time soon. From the most experienced veterans to the boot-camp dropouts, these warriors-for-hire come from all across the world and the only thing they have in common is their willingness to put their lives on the line for money.

Advantages
- Mercenario units have a home base where they can store soldiers and supplies and which cannot be attacked. Mercenarios can only move resources from this base to an employer's territory.
- Mercenarios are allowed to move their resources from their home base to any employer owned territory or to any employer allies' territory.
- A Mercenario unit does not have to pay for upkeep of their soldiers, with food or money, while those soldiers are in their home base.

Disadvantages
- A Mercenario unit can never own a territory; they can only defend it for an employer. Their only income comes from contracts with employers.
- Since a Mercenario unit can never own a territory, they must pay, raid or trade for all of the resources they require. Though plunder rights to resources gotten from raids or assaults must be negotiated as a part of their employer contract.
- Mercenarios are automatically allies with an employer until the contract is canceled. During the term of the contract, Mercenario units have the same political standing as their employer to other units and cannot negotiate to change these standings.
- Mercenario contract with employers must be at least the length of one game turn and cannot end until the turn has ended.
- Mercenarios purchase weapons off of the most expensive weapons market.
- Individual Mercenario Players
- Individual players registered as Mercenarios, unlike Mercenario teams, do not have any resources. Instead they are simply players for hire on a match-by-match basis.

Playing Mercenarios
A Mercenario unit can't win the game, but who needs an island when you're raking in the cash? Mercenarios will have to watch their expenses carefully and make sure they are charging enough to cover their bills. And while Mercenario units may try to charge any price they desire, only the best will be able to demand the highest pay.

Appendix B: Equipment Prices

Item	Cost				Projectile Cost / Battle
	NATO Factions	Invasor Factions	Federalista Factions	Guerrillero Mercenario Factions	
Rifles/SMGs					
M16	$ 800	$ 900	$ 1,100	$ 1,100	
M16/M203	$ 1,800	$ 2,000	$ 2,400	$ 2,600	$ 300
MP5	$ 600	$ 700	$ 900	$ 1,000	
MP5SD	$ 1,400	$ 1,700	$ 2,100	$ 2,100	
OICW	$ 1,900	$ 2,300	$ 2,700	$ 2,900	
OICW/GL	$ 12,500	$ 13,900	$ 16,400	$ 17,900	$ 600
FN FAL	$ 1,400	$ 1,700	$ 2,000	$ 2,000	
AN94	$ 700	$ 700	$ 900	$ 1,000	
AN94/GP25	$ 2,200	$ 2,200	$ 2,400	$ 2,600	$ 300
Groza/GP25	$ 2,300	$ 2,300	$ 2,500	$ 2,800	$ 300
M4 SOCOM	$ 1,600	$ 1,700	$ 2,200	$ 2,300	
AK47	$ 500	$ 500	$ 500	$ 600	
AK74	$ 600	$ 600	$ 700	$ 800	
AK74/GL	$ 1,900	$ 2,100	$ 2,300	$ 2,500	$ 300
vz.58	$ 500	$ 600	$ 600	$ 700	
M4	$ 800	$ 900	$ 1,200	$ 1,200	
SA80	$ 1,600	$ 1,700	$ 2,200	$ 2,300	
Bizon	$ 700	$ 700	$ 800	$ 800	
A-91	$ 600	$ 700	$ 800	$ 800	
Z-84	$ 700	$ 800	$ 900	$ 1,000	
Samapal 25	$ 800	$ 800	$ 800	$ 1,000	
Heavy MGs					
M249	$ 3,000	$ 3,700	$ 4,400	$ 4,800	
MG3	$ 2,600	$ 2,900	$ 3,200	$ 3,800	
RPK74	$ 1,900	$ 1,900	$ 2,100	$ 2,300	
PKM	$ 4,000	$ 4,000	$ 4,000	$ 4,400	
M-60	$ 3,300	$ 4,000	$ 4,400	$ 4,800	
Degtyarev	$ 1,800	$ 2,000	$ 2,000	$ 2,100	
RP46	$ 1,600	$ 1,600	$ 1,700	$ 2,300	
M240G	$ 4,100	$ 4,500	$ 5,400	$ 5,900	
MM1	$ 5,100	$ 5,700	$ 6,700	$ 7,300	$ 1,600
Sniper Rifles					
M24	$ 2,700	$ 2,900	$ 3,500	$ 3,900	
SVD	$ 2,900	$ 2,900	$ 3,200	$ 3,500	
L96A1	$ 5,200	$ 5,800	$ 6,900	$ 7,500	
M82	$ 8,400	$ 10,100	$ 12,000	$ 13,000	
PSG-1	$ 5,900	$ 6,500	$ 7,100	$ 7,700	
M98	$ 3,700	$ 4,000	$ 4,800	$ 5,300	
SR25	$ 3,300	$ 3,700	$ 4,400	$ 4,400	
SR25 SD	$ 5,700	$ 6,300	$ 7,500	$ 7,500	
Secondaries					
Sensor	$ 4,800	$ 5,800	$ 6,900	$ 7,500	$ 600
M9	$ 500	$ 600	$ 700	$ 700	
M9 SD	$ 700	$ 800	$ 900	$ 900	
Claymore	$ -	$ -	$ -	$ -	$ 200
Makarov	$ 400	$ 400	$ 400	$ 500	
Frag	$ -	$ -	$ -	$ -	$ 100
M136	$ 1,800	$ 2,200	$ 2,600	$ 2,900	$ 3,200
MM1 Ammo	$ -	$ -	$ -	$ -	$ 1,600
HK4	$ 600	$ 600	$ 700	$ 800	

Appendix C: Available Kits

Primaries	Secondaries										
	Ammo	Sensor	M9	M9 SD	Claymore	Makarov	Frag	M136	HK4	MM1 Ammo	Grenade Launcher
M16	X	X	X	X			X				
M16/M203											X
MP5	X	X	X	X	X		X	X	X		
MP5SD	X	X		X			X	X			
OICW	X	X	X	X	X		X				
OICW/GL											X
FN FAL	X		X			X	X		X		
AN94	X				X	X	X				
AN94/GP25											X
Groza/GP25											X
M4 SOCOM	X	X	X	X			X	X			
AK47	X				X	X	X				
AK74	X					X	X				
AK74/GL											X
Vz.58	X					X	X				
M4	X	X	X	X	X		X	X			
SA80	X	X	X	X	X		X	X			
Bizon	X	X	X		X	X	X	X	X		
A-91	X				X	X	X	X	X		
Z-84	X				X	X	X	X	X		
SA 25	X				X	X	X	X	X		
M249	X	X	X	X			X				
MG3	X	X	X	X			X		X		
RPK74	X		X	X		X	X				
PKM	X		X	X		X	X				
M-60	X		X	X			X				
Degtyarev	X					X	X				
RP46	X					X	X				
M240G	X	X	X	X			X				
MM1		X	X	X				X		X	
M24	X	X	X	X			X				
SVD	X					X	X				
L96A1	X	X	X	X							
M82	X	X	X	X							
PSG-1	X	X	X	X			X		X		
M98	X	X	X	X							
SR25	X	X	X	X	X		X				
SR25 SD	X	X		X			X				
M9	X	X			X		X	X			
M9 SD	X	X					X	X			
Makarov	X						X	X			
HK4	X						X	X			