**ISLAND MISSION – Rules**

General Brief

- The island is occupied by rebel forces, whose locations are initially uncertain.
- There is a hurricane warning for the East Lowlands, which is expected to result in significant damage and casualties.
- To speed economic recovery, it is important to reopen the mine in the Hill Country and the route to the nearby port as soon as possible.
- It is necessary to stop smuggling of drugs by boat from the forest villages numbered 20 and 23, either using land forces, or offshore naval blockade.
- The central mountain stronghold is inaccessible to friendly forces, and any rebels there would need to be contained.
- Navy, Air Force, land combat, engineering, and medical forces are available.
- The desired end state is that no rebels remain (except possibly contained in the mountain stronghold), all casualties have been treated by medical units, and all damage has been repaired by engineering units.
- The operation will be conducted under close media scrutiny, and media reports of actions will have a significant (positive or negative) impact on mission success.

Players (4-player version) – see player briefs

- Navy/Air (1 “ship” token, 2 “air” tokens)
- Army (3 “combat” tokens, 1 “engineer” token)
- Medical (2 tokens)
- Media (1 token)
Players (7-player version) – see player briefs

- Navy (1 “ship” token)
- Air (2 “air” tokens)
- Army 1 (3 “combat” tokens)
- Coalition partner 2 (1 “combat” token, 1 “engineer” token)
- Coalition partner 3 (1 “combat” token, 1 “medical” token)
- Non-military (NGO) medical (1 token)
- Media (1 token)

Other Rules

- Move tokens in sequence Navy, Air, Army combat, Engineer, Medical, Media (4 players); or Navy, Air, Army 1 combat, Army 2 combat, Army 2 engineer, Army 3 combat, Army 3 medical, NGO medical, Media (7 players). Then take and apply an event card.
- For the 7-player version, the game starts with a casualty token at the hospital #14, a damage token at the mine #26, and a rebel token at a randomly chosen port.
- Damaged or rebel-held ports and airports cannot be used.
- Friendly combat forces can block the movement of media into their locations, if they wish.
- Embarking on transport/medical assistance/engineering cannot be combined with movement.
- There cannot be two rebels or a rebel and a friendly in the same location (except NGO/Media).
- A “free” location has no rebel or friendly.
- There are approximately 10 rebels (in addition to the starting one in the 7-player version). They are progressively revealed in each of the 5 zones:
  - For each zone in which friendly combat forces first enter, roll a die for each location (excluding ports and airports). A 1, 2, or 3 means a rebel is revealed at that location.
  - For the two Lowlands zones, the reveal can also be done by overflight from airport #11 (the hospital #14 counts as part of the West Lowlands). If this is done, the Air player gets +1 point for each rebel found.

Scoring

- Scoring represents a combination of mission success, public perception, and sectional interests.
- The game ends immediately when no rebels remain (except possibly contained in the mountain stronghold, i.e. surrounded by 3 army combat units); all casualties have been treated by medical units; and all damage has been repaired by engineering units.
- If there are no rebels in the mountain stronghold, the Army player gets 5 extra points (4-player game); or 1 point each to the owners of the five Army combat tokens (7-player game).
- For each player, take the points awarded during the course of the game, add the shared points, and subtract twice the number of turns taken, including the last turn even if it was not fully completed. This gives the final player score.
- The final team score is the average of the final player scores.

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