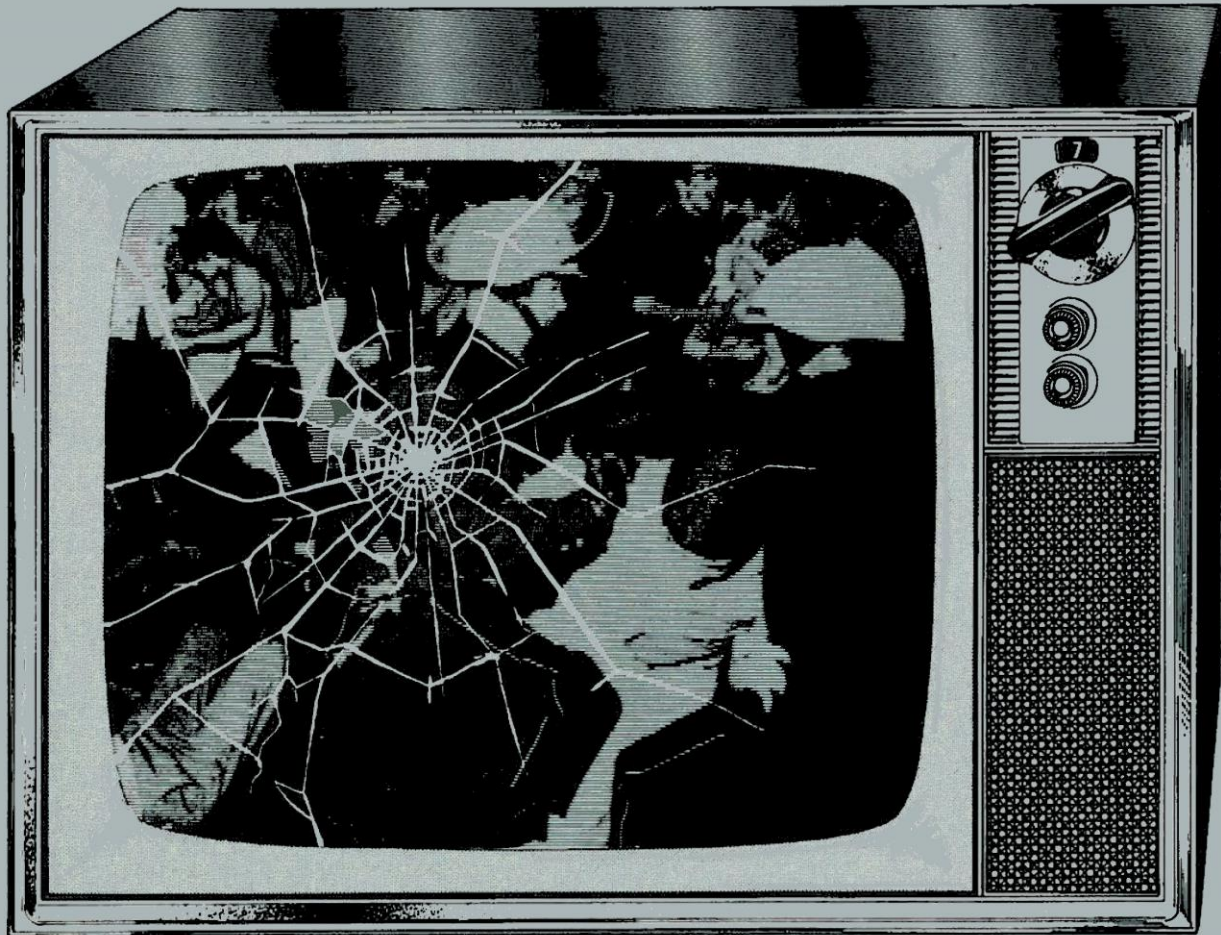# Strategy & Tactics

Deluxe Edition

'Chicago-Chicago!'

Simonsen

or: "Mrs. O'Leary's Cow, Where Were You When We Really Needed You?"

by James F Dunnigan

This Deluxe Edition is designed for use with A3 Map and 5/8" counters available from www.limeyyankgames.co.uk

Rules of Play

OBJECTIVE OF THE GAME

The objective of the game is to show, if possible, what went on and what was at stake during the street demonstrations that took place during the Democratic Party National Convention in Chicago during August 1968. The primary objective of the demonstrators was to cause as much commotion as possible (in terms of communicating their concern for the state of the nation nationwide through the news media) while the primary objective of the Chicago democrats (through the Chicago Police) was to prevent this. The 'Exposure Index' indicated how successful both sides are in achieving their goals. If, at the end of the game, the demonstrators have more 'points' than the police, the demonstrators 'win'. If the police have a higher 'score' then the Chicago city officials have 'won'.

THE PLAYING BOARD

The playing board shows the area of downtown Chicago in which the original action took place. The 'boxes' are used for movement and limiting the conflict. The smaller boxes marked 'Minimum' are not used for movement or conflict and are explained later on in the rules. Also, on the playing board are the EXPOSURE INDEX, CONFLICT RESOLUTION TABLES, TIME RECORD and various other bits of data essential to the play of the game.

THE PLAYING PIECES

The 'bluish' playing pieces are the Police, the 'greenish' ones the Demonstrators. Hereafter playing pieces will be referred to either as 'blue', 'green' or simply 'units'. Each side has different types of units as well as two different sizes for most types.

On each unit there are two numbers. The first refers to the unit 's numerical strength in a 'conflict' (has nothing to do with number of people in the unit, which is 30 per platoon and 300 per group). The second number refers to the number of boxes the unit may move into per turn of the game.

Conflict Number (4)

Level (1)

Movement Number (3)

Type (regular Police)

Each symbol indicates a Platoon/group.

The basic police unit is the platoon (these are the smaller units with one policeman on them). All calculations relating to units are in terms of platoons. The larger units (with a group of policemen on them) are companies, each with three platoons and are used so that you will have fewer playing pieces on the

board. Basically, there are only two types of police unit; the regular police (which have three 'levels'), and the 'Tac' police (which do not use the 'level' system). When you sort out the blue units before the game, they should look like this, units are referred to by their 2 numbers.

Size of Unit	Platoon/Company
Level 1	4-3/12-3
Level 2	3-3/9-3
Level 3	2-3/6-3

The police have a total of 40 platoons of level 1 units, 49 level 2 and 21 level 3 (this includes companies, each counting as three platoons). Units will often be referred to by their 'conflict strength-movement rate' number (such as 4-3 for level one platoons).

The other type of police is the 'Tactical' force, made up of selected regulars and men from the plainclothes branches (detectives). There are six platoons of these, each 5-3. They are not affected by the level structure as are the other police, nor do they have 'company' units.

Finally, there are the National Guard units, which have the company as their basic unit and may be formed into battalions (of three companies). These units are similar to the 'Tac' police in that they have no level structure (although, unlike the Tac units, the NG units may be eliminated from the game in a conflict). The NG units are rated 3-2 for companies and 9-2 for battalions. There are a total of twelve National Guard companies.

The demonstrator units are similar to the police units in structure. The basic demonstrator unit is the 'group'. Three groups make a 'crowd'. The level structure is as follows:

Size of Unit	Group/Crowd
Level 1	12-2/36-2
Level 2	9-2/27-2
Level 3	6-1/18-1
Level 4	3-1/9-1

There are 20 level 1 groups, 20 level 2, 25 level 3 and 34 level 4.

The use of the level structure in the play of the game is explained in the section on HOW TO RESOLVE CONFLICT.

Sundry other odd playing pieces are used for record keeping, etc.

HOW TO SET UP THE GAME

1 - Place the playing board on a smooth flat surface, with both players (one representing the police, the other the demonstrators) so that both have easy access to all information on the board.

2 - Each player takes his units and sorts them out according to type and level (and size).

3 - The demonstrator player takes three level 1 groups and six level 3 groups and place ALL of them in any one of the three parks on the board.

4 - Police take the following platoons: 24 level 1, 21 level 2, and 15 level 3 and six of Tac. Companies may be used, of course. 51 of these platoons must be placed in the boxes marked 'Minimum '. The remaining units may be placed in any box (but not in the minimum boxes).

5 - Place appropriate markers by the Time Record and Exposure Index. The game is now ready to play.

HOW TO PLAY

The game is played in turns, three turns (like 25A, 25B & 25C) equalling one day. The routine for each turn follows the following sequence:

Step 1 - Green player moves all his units he wishes to move. No blue movement is

allowed at this time (If an A turn - except 25A - multiply all groups in parks).

Step 2 - Green player resolves all conflict he wishes to initiate this turn.

Step 3 - Same as step 1, except blue moves.

Step 4 - Same as step 2, except for blue (blue must engage all green units in parks if this is the C turn, if they do not green gets 5 points).

Step 5 - If this is an A or B turn green must now take out of the game one third of his groups. If a C turn all groups not in parks are taken out of the game.

Step 6 - Move the time record marker to reflect the passing of one turn. Game ends on the 28C turn.

HOW TO "WIN" (?)
The player that has the most points on the Exposure Index by the 28C turn wins (unless the police shoot someone first).

HOW TO MOVE UNITS
1 - You may move into any box that your unit is adjacent to.

2 - Each turn you may move into as many boxes as your movement number allows you.

3 - Ignore police units in 'minimum' boxes as they represent police on the beat and normal police duties.

4 - If an enemy unit is in the box you are entering it takes TWO movement 'factors' (numbers) to move into that box (again, units in Minimum boxes do not count).

5 - INFILTRATION (Demonstrators only) - In any turn demonstrator units may choose to move and not initiate conflict (that means they can't 'attack'). If they choose to do this, they may move twice as far as they normally would (they double their movement number). In addition, at the end of the turn (including C turns) the groups doing this lose half their number (four groups lose two groups, seven groups lose three, etc). These groups do not

lose the normal one third (as at the end of A and B turns).

HOW TO RESOLVE CONFLICT
Conflict is resolved using the Conflict Resolution Tables.

1 - Green must use all its units in a box to attack all blue units in a box (except for the platoons in the minimum box).

2 - If the only blue units in a box are those in the minimum area then these may be attacked, but only if they are the only blue units in the box.

3 - Blue must attack all green units in a box only in parks (again the blue units in the minimum area do not take part, even i f they are the only units in the box).

4 - In non-park boxes (there are only four 'park ' boxes, Lincoln, Grant East, Grant West, and Washington) blue units may attack individual groups of green units (one group, two groups, or morel). In this case more than one attack may be made on green units in one box in a turn. No unit may be attacked more than once per turn.

5 - Under the name of each area box is a code (example- P4/D1). This means that if the police win a conflict in that box (the police 'win' if the first letter of the outcome is P, the demonstrators triumph if the letter is D) they move their Exposure Index indicator up the number of points indicated.

6 - Conflict is resolved in the following manner. You take the total number of conflict strength numbers of the attacking units and compare them to the total number of conflict strength numbers of the defending units. Let us say the comparison looks like this (attacker) 42:48 (defender). In this case there can be no attack because the odds must be at least one to one. You simplify down the ratio to get odds comparable to those on the conflict resolution tables. In the above case the ratio would have to be 48:48 to get 1:1. 42:48 gives us 1: 2. The fraction is always

rounded off upwards in favour of the defender. Thus, if the odds were 48:15 they would simplify to 3: 1. You would then pick the CRT you want to use and roll the die. Reading the die roll across on the table to the appropriate odds would give you the outcome. Thus 3: 1 on the HARASS table with a 2 rolled would give you DD3 (the demonstrators get the points but are demoralized). Remember, only the police may use the Assault table.

7 - FORCED ASSAULT-If demonstrator units get 5-1 or better odds on any police units, they automatically force the police player to roll a 1-1 on the ASSAULT CRT. The die is rolled immediately by the police player (which will often lose the game for the police right then and there). This rule does not apply to police units in the minimum area.

8 - Police attacks at greater than 4-1 odds are considered 4-1 attacks.

DETAILS OF PLAY CPD MINIMUM

Throughout the game the police MUST keep three platoons (no NG) in each of the CPD MINIMUM boxes on the board. If one of these units is eliminated from play it MUST be replaced on the next turn (or else blue automatically loses the game. Is that incentive enough?)

1 - Units may be taken in and out of the minimum boxes throughout the game as long as there are always three platoons in that box at the end of step three of each turn.

2 - Platoons in minimum may never attack and may only be attacked if there are no other units in its city box.

3 - Units in boxes mark ed CPD MINIMUM CONDITIONAL may leave those boxes vacant for the rest of the game as soon as green units enter their box or a box adjacent to it.

DEMONSTRATOR ATTRITION AND MULTIPLICATION

1 - At the end of every B and A turn the green player must lose one third of his units in each box. Fractions don't count. If only two units are present one is lost, if only one is present it must go down one level.

2 - At the beginning of each A turn (except 25A) all green units in parks are multiplied (in fact, all green units must be in parks as all green units not in parks at the end of C turn are eliminated).

For example, those in Lincoln park are multiplied by 4 (if three groups are there add nine more to make twelve). In Grant park you multiply by 3 and in Washington park multiply by 2. Only the lowest level units (level 4 is 'lowest') are used first. Once you have all demonstrator units in the game you simply cannot add any more.

3 - When, due to conflict (or otherwise) a unit must go down a level and it can go down no further (like a level 4 demonstrator unit), it is removed from the board (same applies to police and NG, but not Tac, units).

ATTRITION RULE- Lowest units are always affected first, when a unit can go no lower it is taken out of the game. Remember, the first units to be raised or lowered in terms of level MUST be the lowest (level 4 is the lowest level).

BREAKING DOWN AND BUILDING UP UNITS

1 - Groups and platoons must have the same 'conflict - movement ' numbers in order to be united into crowds or companies. After all, these larger units only purpose is to make for fewer playing pieces on the board.

2 - When one side's units in a city box are affected by a conflict outcome the following 'rules of thumb ' apply:

- A- Fractions are ignored. For example, if one third of the force is affected and the force

contains 5 platoons, you ignore two and use three. If one half is affected, you would ignore one and use four.

-B - If there are not enough units to take one third or one half from, then at least one unit is affected (if there are only two groups and one third are affected, then one is affected).

- C - If only one unit is involved then deal with its levels. For example, if the outcome is 'one third up one level' then move that unit up one level.

- D - Remember, we always deal in terms of groups and platoons.

NATIONAL GUARD

At any point in the game when the green player is ahead, the blue player may bring in National Guard units. The green player gets two points for each NG company brought into the game and one point for each NG company voluntarily taken out of the game.

NG units may not attack, only defend. They may not be used in minimum areas. If forced to go down a level (they are considered as higher than level 1 units) they are forced out of the game. They have only one level, when they go down, they go out.

TAC UNITS

Tac units are not affected by a level system, they cannot go up or down nor can they be forced out of the game (they are considered above NG units in terms of levels; therefore, they are the last to be affected, and then there is no effect).

EXPOSURE INDEX

When your side gains points, it moves up the Exposure Index.

If you have any problems with the rules, don't sweat it. Just work it out yourself.

CHICAGO CHICAGO is very similar to the more familiar wargame in that it involves conflict. It is unlike a wargame in that it does not simulate death. But then there are the "what if...?" situations. If nothing else, it might broaden your understanding of what went on at the Democratic Convention in 1968.

DESIGNERS NOTES

Probably the most significant "battle" fought by Americans in 1968 took place in the streets of Chicago between 25 and 28 August. This was conflict, politics waged with more than verbal violence as Clausewitz would put it. No one was killed, but the outcome of the battle, primarily the 'Police Riot' of 28 August (televised nationwide that same night), had a profound effect on subsequent American, and world, history. The embarrassment of the Democratic party probably cost them an otherwise tight election. The effect of the subsequent Republication administration on the "state of the nation" were obviously different than if a Democratic administration had continued. The "What Ifs?" are manifold, but one fact stands out. The "Battle of Chicago" was a very significant event, ranking with the more 'conventional' battles of Midway, the 'Bulge' and Stalingrad as turning points in history. Ignore this fact and you'll have no one to blame but yourself when you wonder; "What the hell's going on in this country?"

Putting such a situation into game format is extremely difficult. Eight months were spent on developing this game, longer than the time spent on such games as 1914 or JUTLAND. This was primarily because a new game system had to be developed. Not simply because this was not your usual "pitched battle" type conflict but more because one side was organized and the other wasn't. Despite the governments accusations of "conspiracy" the demonstrators were anything but "organized". All they had in common was a desire to make their views as visible as possible. The police, of course, were highly organized and had as their chief goal the suppression of the 'demonstrations'. Of course, the police, it must be remembered, were not accustomed to operating as 'riot police' (a European invention) but rather in small groups or individually. Practically all they had were their orders and weapons, plus an understandable confusion as to just what was going on. The reasons behind all this were quite simple. The mayor of Chicago, Richard Daley, was a staunch Democrat and felt it his duty to prevent the Democratic National Convention from being "embarrassed" while they met to nominate a presidential candidate. There were two main factions in the party at that point. One supported a candidate who would, essentially, "continue" the Indo-China war. The other faction, which contained (in 'spirit' anyway) the bulk of the demonstrators, supported any candidate who would put an end to the war. The war itself probably contained more pointless 'battles' than any conflict since World War I.

The game is based on the premise that neither side wished to avoid a confrontation. If either side had, there would have been no 'Battle of Chicago'. As it was, the demonstrators were determined to make their point and the police were determined to stop them. Thus, the game becomes one of strategy, how best each side can achieve its goals. The Exposure Index reflects the accumulated 'good press' each side builds up. In the 'original campaign' the demonstrators built up a lead only late in the 'game'. What really put them in the lead was the police riot on the night of the 28th. One important point to keep in mind is that the demonstrator player is not actually 'commanding' his 'forces' in the same manner as the police player. Because there was no real organization and leadership for the demonstrators, the demonstrator player is actually deciding which 'What If?' situations he would like to see played out. 'What If?' the demonstrators had done this or that? As it was, the 'demonstrator strategy' was quite simple; they should gather their strength in a remote and fairly 'safe' area (Lindon park is the best tor this) and then move downtown to a more 'exposed' (although less hospitable) area for the nitty-gritty 'confrontation'. There are, of course, many possible variations to this basic strategy. And they are what makes the game.

The 'Battle of Chicago' could not have happened had not both sides been what they were. Had the Chicago police been more restrained and the Chicago city government less intent on 'law and order' the 'victory' of the demonstrators would have been far less decisive than it was. Like Hannibal at Cannae and Hindenburg at Tannenberg, the losers contributed greatly to their own defeat. But even within the parameters of the game situation given it is possible for the police to minimize the demonstrators' advantages.

Granted, the situation given in the game is heavily loaded in favour of the demonstrators. But this is Richard Daley's doing, not mine.

Many of the world's most decisive 'conflicts' have been 'fought' without weapons. Just because the 'shoot 'em up' type battles are more visible does not mean that they are more important: On the contrary; for the more 'formal' battles are almost always the result of the 'informal' political battles. Quite often, the outcome of the political battles has already decided the outcome of the armed slaughter. In both World Wars the outcome was pretty well known before the shooting started. In both cases Germany felt that she could take on the world. Germany probably came closer to winning the First World War than the Second. And this was due to a political upheaval in Russia, a 'non-war' that no one really anticipated or understood. But it was a 'conflict' that had decisive consequences. And the same may be said for the present Indo-China war. One side wins all the military battles, the other side wins the political ones. Guess who will probably win the war? If we can obtain a greater understanding of the less obvious conflicts which shape our lives, we may be able to avoid the more violent ones.

...And just to get into a game-playing mood, some inflammatory rhetoric:

We hold these truths to be self-evident; that all men are created equal; that they are endowed by their Creator with inherent and inalienable rights; that among these are life, liberty and the pursuit of happiness; that to secure these rights, governments are instituted among men, deriving their just powers from the consent of the governed; that whenever any form of government becomes destructive to these ends, it is the right of the people to alter or abolish it, and to institute new government, laying its foundation on such principles, and organizing its powers in such form as to them shall seem most likely to affect their safety and happiness.

Declaration of Independence, 1776

God forbid we should ever be twenty years without...a rebellion.

Thomas Jefferson, 1787

Whatever the apparent cause of any riots may be, the real one is always want of happiness. It shows that something is wrong in the system of government that injures the felicity by which the society is to be preserved.

Tom Paine, 1792

Any people anywhere, being inclined and having the power, have the right to rise up and shake off the existing government and form a new one that suits them better. This is a most valuable and sacred right-a right we hope and believe is to liberate the world.

Abraham Lincoln, 1848

There are times when order must be maintained because order must be maintained.

Grayson Kirk, President of Columbia University, 1968

The policeman isn't there to create disorder. He's there to preserve disorder.

Richard J Daley Mayor of Chicago, 1968

-now cool off and read the non-inflammatory rules to be found on the highly flammable playing surface.