**Island Rush V3 Manual / Game Overview**

This document serves to give an overall description of what the game is. Please read it to know the ‘what’ and ‘why’s. The technical guide holds the ‘how’s of gameplay.

# Introduction

Island Rush is an operational level simulator designed to grow and evaluate students’ understanding of joint warfare.

**Starting Scenario**

## The timeframe is present day. There are two nations – Züün (Red) and Vestrland – currently in dispute over territory in the South Züün Sea. In recent months, citizens of Vestrland known as Vestrmen have grown weary of Züün and expressed their concerns of an impending Züünian effort to capture Eagle Island for its strategic location and resources. This would threaten the unique relationship between Vestrland and its protectorate Eagle Island which is a holdover from the Vestrlandian days of exploration and has become a symbol of national pride. Owing to Vestrland’s national interest in protecting Eagle Island, Vestrlandian military forces have begun constructing military facilities – to include ports and airfields – on the west coast of Eagle Island. The nation of Züün, located northwest of the South Züün Sea and Dragon Island, views Vestrland’s recent military expansion as aggressive imperialism and views it as a threat to its diplomatic, military, and economic interests. Züün has vowed to counter Vestrlandian imperialism with its own military action in an attempt to promote its enduring interests in the region, but namely its economic position and future growth.

The importance of this region to global economic trade cannot be overstated. Approximately 30% of the global maritime trade economy travels through the South Züün Sea. Additionally, 90% of the regional economy relies on imports and exports traveling via air or maritime lines of communication through this economic zone. In particular, the economies of the peripheral island nations of Montaville, the HR Republic, and Keoni are almost entirely dependent on free trade via maritime imports/exports through the South Züün Sea. Therefore, freedom of navigation is paramount to continued economic stability throughout the region and beyond.

In response to Vestrland’s militarization of Eagle Island, Züün, whose mainland sits to the northwest of the Dragon Island, has expanded its claims as the rightful owner of the many islands in the South Züün Sea between Dragon and Eagle Islands. To legitimize these claims, Züün has annexed several existing islands and has even built additional artificial islands in the region. Züün’s efforts to militarize these islands include airstrip development, naval port construction, and basing facility development. Recent satellite reconnaissance imagery indicates steadily growing infrastructure on the various islands as well as increased air and naval activity in the waters surrounding the islands.

To go along with the increased military activity, Züün’s naval and air forces have begun to restrict shipping lanes throughout the South Züün Sea, specifically targeting vessels they believe have ties to Vestrland. In some cases, the Züünian navy has conducted a blockade of maritime freight vessels and refused to let them pass. In other instances, the Züünian navy levied tolls on through vessels prior to allowing passage. Züün claims their actions are justified in response to Vestrland’s recent militarization of Eagle Island. Züün believes Vestrland is posturing forces for further expansion and eventual control of the South Züün Sea – and all of its resources and share of the global economy. Given the actions of both Vestrland and Züün, freedom of navigation and the economic interests of several countries are now threatened. Züün believes they must control the South Züün Sea and all of its island territories in order to prevent Vestrland from establishing themselves as a regional power. Züün thinks they are acting in the best interest of the nations in the region and that by protecting the South Züün Sea from an expansionist adversary, they can ensure the continued trade and economic advancement of the regional nations. Vestrland, meanwhile, believes Züün’s actions are aggressive, harmful to regional stability, and must be stopped. Vestrland, with vested diplomatic, military, and economic interests in the region, has grown worried of Züün’s aggressive expansion. In a recent meeting, Vestrland’s political and military leaders condemned Züün’s actions and vowed a military counter via the deployment of additional military forces to their established naval and air bases near Vestrpoint on Eagle Island.

The situation grew even more complex following recent action to the southeast of mainland Züün and northwest of Dragon Island. With Züün’s continued military expansion, its consumption of aluminum has increased ten-fold. Since aluminum is a necessary material for the construction of numerous military assets to include ships, planes, weapons, and basing facilities, Züün requires a robust aluminum supply. But aluminum is not a naturally occurring compound and is instead extracted from bauxite, an ore mined in select areas throughout the South Züün Sea region. Fortunately for Züün, Montaville – an allied island nation southeast of Dragon Island - contains the region’s largest supply of bauxite available for mining. Züün’s newfound economic and infrastructure interest in Montaville’s resources compelled them to conduct a naval blockade on Montaville’s ports and transport to the east. At this time, Züün only allows Montaville to export its bauxite north to Züün mainland. This blockade has effectively cut off Montaville’s bauxite exports to other nations. This particularly affects the HR Republic – a small island nation to the northwest of Montaville with limited organic resources and Montaville’s leading importer and consumer of bauxite.

As a result of Züün’s restrictions on trade between Montaville and the HR Republic, both nations continue expressing frustrations to the International Council of Nations (ICN) over the blockades and economic restrictions imposed by Züün. Montaville further alleges that the Züünian navy is actively restricting bauxite exports from Montaville to the HR Republic. Since Montaville’s main export is bauxite, the recent inability to export bauxite to its primary customer (HR Republic) is beginning to destabilize Montaville’s economy. Further complicating matters, the CEO of Montaville’s leading bauxite company is a first cousin of the Foreign Minister of the HR Republic. This family linkage – widely known throughout both Montaville and the HR Republic – transcends political, economic, and social boundaries and serves as a valuable information data point that encourages continued cooperation between the two nations. Given the strong bond between Montaville and the HR Republic, their economic stability, remote locations, and their neutral position on the global stage, neither nation maintains a robust military force, much unlike their larger neighbor to the north, Züün. Züün’s military advantage intimidates Montaville and the HR Republic and renders them impotent and unable to counter the current Züünian naval blockade absent foreign intervention. Montaville’s continued complaints to the ICN have captured the attention of Vestrland, a Montaville trade partner and the only nation with a geographic presence in the region with a military force comparable to Züün.

Adding to the complexity, Keoni, an island nation due north of Eagle Island, has expressed its concerns over Vestrland’s recent military deployments to Eagle Island. Keoni is a uranium-rich nation and one that Züün has been attempting to solidify diplomatic and economic relations with for years. While Züün and Keoni have made significant progress in recent years forging a relationship, Vestrland’s recent deployment and condemnation of Züün intimidates Keoni and makes them question their open trade agreements and support of Züün. As a result, Keoni has temporarily suspended all exports to Züün, including Züün’s coveted Keoni-provided uranium supply. In its haste to return to homeport, a Keoni freighter crashed into a Vesterland destroyer off the coast of Shor Island in the South Züün Sea. Since the incident, Vesterland has engaged in a targeted propaganda campaign against Keoni, condemning the island nation for its support of Züün. This global condemnation of Keoni by Vestrland has led to a noticeable loss of diplomatic capital and a growing number of nations severing ties with Keoni by extension.

Züün remains a strong supporter of Keoni but is concerned of Vestrland’s proximity to the uranium-rich island. Vestrland, meanwhile, is growing more concerned by Züün’s proximity to Montaville and the HR Republic and its recent naval blockades of the trade routes between the two nations. As tensions mount, it appears more likely that Züün and Vestrland will send reinforcements from their mainlands to the region. With each military superpower holding a single large island body in the South Züün Sea, their ability to influence operations in the region is largely dependent on their territorial control.

Vestrland’s worry is that Züün is maneuvering to capture Vestrland’s stronghold on the west coast of Eagle Island. In doing so, Züün will be able to cut Eagle Island off from all external support and will effectively control the entire South Züün Sea by eliminating the lone threat of Zuun within Eagle in the region. Vestrland sees Züün as a regional threat to economic stability that must be contained. Likewise, Züün worries that Vestrland aims to capture the islands in the area and secure Züünport, Züün’s major staging area on Dragon Island. Züün’s views Vestrland as a peer adversary with expansionist and imperialistic tendencies that wishes to control an area for its personal economic and territorial gain.

## **Commander Roles**

### JFACC Joint Forces Air Component Commander

* Commander responsible for the control and coordination of use for all Air Assets in theater
* Advises COCOM on air component matters and capabilities in joint operations

### JFMCC Joint Forces Maritime Component Commander

* Commander responsible for the control and coordination of use for all Maritime Assets in theater
* Advises COCOM on maritime component matters and capabilities in joint operations

### JFLCC Joint Forces Land Component Commander

* Commander responsible for the control and coordination of use for all land Assets in theater
* Advises COCOM on land component matters and capabilities in joint operations

### JFSOCC Joint Force Special Operations Component Commander

* Commander responsible for the control and coordination of use for all Special Operations Assets in theater
* Advises COCOM on special operations component matters and capabilities in joint operations

### COCOM Combatant Commander

* Final approval authority for all operations in the AO.
* Resolves all inter component disputes, especially concerning joint operations planning disagreements

# Units

These encompass conventional units from all four functional components of the U.S. military. Each functional component is controlled by its respective commander (see commander roles for more details) and together they are under the command of the COCOM who is responsible for executing the joint fight.

### Air Assets

These consist of air to air, air to ground, and air ISR capable units controlled by the JFACC. These units can go over land and water and are limited by both range and fuel consumption which can be augmented by in air refueling and friendly air bases. Air assets CANNOT capture land by itself.

* Bomber Squadron
  + Long range attack unit, minimal defensive capabilities
* Stealth Bomber Squadron
  + Low radar cross section, ranged attack unit, minimal defensive capabilities
* Stealth Fighter Squadron
  + Low radar cross section, air dominance fighter
* Air Refueling Squadron
  + Air refueler, no defensive capabilities
* Tactical Airlift Squadron
  + Troop transport, long range, no defensive capabilities
* Airborne ISR
  + Aircraft reconnaissance platform, no attack or defense values
* Radar Station
  + Fixed ground station capable of detecting land and air units.

### Land Assets

These consist of all units that walk, roll, or roter across the land. These units are responsible for capturing and holding all territories as well as defending local infrastructures such as air bases, missile sites, and radar stations.

* Army Infantry Company
  + Basic ground unit
* Marine Infantry Company
  + Less basic ground unit
* Light Infantry Vehicle Convoy
  + Light armor attack vehicles
* Tank Company
  + Armored attack vehicles
* Artillery Battery
  + Mobile indirect fire support vehicles
* SAM Site
  + Anti access area denial for airborne units
* Attack Helicopter
  + Heavily armored close air support

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### Maritime Assets

These consist of all units that float on water or submerge under it. These units are responsible for transporting land units, supporting land or air units, or facilitating floating landing strips for aircraft.

* Destroyer
  + Fast Maneuverable Long endurance warship intended to escort larger vessels in a fleet
* Aircraft Carrier
  + A warship that serves as a seagoing airbase, equipped with a full-length flight deck
* Sub
  + A submarine specifically designed for the purpose of attacking and sinking other submines or surface combatants
* Transport (Sea)
  + A large, medium-speed roll-on/roll-off (LSMR) cargo ship specifically built to move military cargo

### SOF Assets

These units are composed of 12 man teams composed of highly trained operators as well as their supporting aircraft. These units can be air-dropped over land via the C-130 and are used for sabotage, airfield seizure, and are much harder to detect than typical infantry units.

* MC-12
  + Twin engine ISR platform capable of detecting the majority of ground units
* C-130
  + Tactical airlift unit
* SOF Team
  + Military units trained to conduct special operations (12 man team)

### Specialty Groups

Note: Not yet implemented

Functional military units are regularly grouped into specialized units based on their mission. In reality, the combined capability of these units is greater than the sum of its parts. The following units will receive an additional +1 to their combat value if they participate in combat together:

* Armored Brigade Combat Team (Armored BCT): Two infantry units, one tank battalion, one convoy, one artillery battery.
* Marine Expeditionary Unit (MEU): Three marine infantry units, one helicopter squadron, one artillery battery.
* Carrier Strike Group (CSG): One Aircraft Carrier, One fighter squadron, two destroyers, one submarine

## Capabilities

## These options are non conventional and are used across the domains. The capabilities give the COCOM options to affect the battlespace across the PMESII spectrum.

Cyber

* ATC Scramble
  + This option makes use of offensive cyber capabilities to deny service to the airfield by shutting down the traffic control tower through electronic means. No Refueling, or landing options when this is active.
* Cyber Dominance
  + The nation’s cyber R&D has created a defensive shield capability that prevents enemy from using any offensive cyber effects.
* Cyber Dominance Check
  + Cyber efforts that determine if the enemy team has an active cyber defensive shield.
* Missile Launch Disruption
  + Offensive cyber effect that impedes the successful launch from a selected silo for a short duration. (land based sea missile positions)
* Communications Interruption
  + All transmitted communications within enemy network are rendered useless for the duration of its use. Functional commander is unable to communicate with their troops and as a result troops in a 2 hex radius are unable to move for the duration of the capability.

Space

* Remote Sensing
  + This capability allows your team to monitor a certain area (4 hex radius) with a dedicated ISR satellite. Satellites can detect all units with the exception of submarines and SOF teams.
* Rods from God
  + This capability utilizes high speed Tungsten rods from orbit to kinetically destroy all units contained in a single hex.
* Anti Satellite Missiles
  + Temporary anti-satellite capability that will prevent the enemy team from using “Remote Sensing” capability entirely or will immediately stop effects if the enemy is already using it. If the missiles are not used within two turns they go inactive and must be purchased again to continue scanning for enemy satellites.

Nuclear

* Golden Eye
  + Satellite based EMP strike that affects all units in a selected area ( radius 2 hex). In selected area: all air units are instantly destroyed and all other units are immobilized for 4 full turns.
* Nuclear Strike
  + Tactical ICBM strike, destroys all units within 5 hex radius. Nuclear fallout in selected hexes precludes land, sea, or air passage for remainder of campaign. Note: nuclear strike not targetable on or within 2 hexes of capital islands. Also once a team has utilized the nuclear option they can no longer participate in humanitarian efforts.

Humanitarian

* Humanitarian Aid (not yet implemented)
  + Disaster relief that must be initiated by news alert. News alert will describe disaster and indicate what level investment will provide relief. Investment will garner returns for supporting team after 3 turns. (9 rounds)
    - Lvl 1 disaster requires 6 reinforcement point investment and returns 15 points three turns later.
    - Lvl 2 disaster requires 10 reinforcement point investment and returns 22 points three turns later.
    - Lvl 3 disaster requires 16 reinforcement point investment and returns 35 points three turns later.

Unconventional

* Biological Weapons
  + Concentrated bio/chemical weapon that will destroy all units in selected hex (does not include aircraft (that are taken off)). Note tile remains toxic for duration of effect, any ground units that enter hex within duration will be immediately destroyed regardless of team. Note: Humanitarian assistance is restricted for the duration of this effect.
* Sea Mines
  + Creates seabased minefield that will destroy the first sea unit to pass through selected hex. If multiple attempt to pass at once random chance will dictate which sea unit hits the mines. Note: sea mines can only be deployed by sea transports, once offloaded into the ocean sea mines are live and will destroy the next unit to enter the hex friend or foe.
* Drone Swarms
  + Creates air based minefield that will destroy the first air unit to pass through selected hex. If multiple attempt to pass at once random chance will dictate which air unit hits the mines. Note: drone swarm can only be deployed by C-130, once offloaded into the air, the swarm is live and will destroy the next unit enter the hex friend or foe.

Propaganda

* Insurgency
  + Clever social media propaganda has caused an uprising in a single hex region. In the violence, the enemy team has a 1/3 chance of losing each unit in selected hex in an attempt to maintain control of that hex.
* Raise Morale
  + COCOM selects a functional commander to invest money into that component’s deployment MWR programs. Each unit in that component will receive +1 moves for that turn. It can be used as soon as it’s give from the COCOM.

# Victory Conditions

Capture all command posts on enemy islands. This removes all enemy forces from the area, preventing them from maintaining their standing as a regional power and preventing the spread of that country’s ideals.

**Appendix**

