**BSAP Force Planning Exercise: Facilitator Sheet**

**Calculator Orientation**

1. Resource and Score Summary
2. Yellow = Choices | Blue = Dice Rolls | Green = Information
3. 3 Rounds, 1 section for each

**Order of Play**

1. Select R&D
2. Set Readiness
3. Select Forces
4. Select Any Upgrades

**To Check During Play/Before Adjudication**

1. Check resource table at top of calculator to make sure that players have not overspent (resources remaining cells will turn red if players spent more resources than available)
2. If force upgrade is canceled, player clears the “select force upgrades” table for any upgrades attempted for the current round

**Order of Adjudication**

1. At start of round: roll 2d6 for political event and adjust board

After planning (at end of phase 1):

1. Roll 1d6 for R&D
2. Roll 1d6 for any R&D re-rolls (NTE 1 re-roll)
3. Roll 2d6 for Force Upgrades (no re-rolls)
4. Roll for Readiness Events (2 events, no duplicates, reroll if needed)
5. Roll for each Readiness Category and adjust roll accordingly
6. Roll 2d6 for Reserve Component capability
7. Roll 2d6 to determine which crisis occurs and adjust board
8. Roll 2d6 for crisis outcome (determine any losses players must take on next turn). Adjust crisis board before next round.

**Final Scoring**

1. Least Total Failure Points
2. Least Total Losses
3. Highest Avg. Net Power

**Tentative Schedule**

|  |  |
| --- | --- |
| **0800-0830** | **Intro/Questions** |
| **0830-0915** | **R1 Planning** |
| **0915-0930** | **R1 Adjudication** |
| **0930-1000** | **R2 Planning** |
| **1000-1015** | **R2 Adjudication** |
| **1015-1035** | **R3 Planning** |
| **1035-1050** | **R3 Adjudication** |
| **1050-1100** | **Break** |
| **1100-1120** | **Speed R1** |
| **1120-1140** | **Speed R2** |
| **1140-1200** | **Speed R3** |
| **1200-1230** | **Hotwash/AAR** |