

Nuclear Warfighting – Control Team Checklist

1. Players must go through DEFCONS

- a. Other actors will see the country rising through its DEFCONS unless it is a snap change (e.g. bolt from the blue)
 - i. They may decide to launch

2. Players Decide to Launch

- a. Member of control will play the Nation's Commander of Strategic Nuclear Forces (Control-NCSNF)
 - i. Control-NCSNF will brief the players on what will happen if they decide to launch and casualties
 1. Control-NCSNF must make it clear that the game will continue even if nuclear weapons are used.
 2. Control-NCSNF makes explicitly clear that there are levels of nukes (single, handful, tactical, strategic, etc.)
 3. Control-NCSNF must make it clear that nuclear use is not only highly destructive but is extremely unlikely to achieve national goals and will make warfighting or any favorable conclusion harder.
- b. Proceed through black book – Control-NCSNF will help as necessary
 - i. Select Attack Option.
 - ii. Call Headquarters of the Defense Department/Ministry.
 - iii. Respond to Headquarters Challenge with proper Gold code.
 - iv. Give Attack Option to the Headquarters.
- c. Final Procedures
 - i. Control-NCSNF instructs the team to not leave the bunker (room) until they are told it is safe to do so
 1. This is because we want them to stew. The player liaison should prevent them from leaving unless they really have to go.
 - ii. Control-NCSNF leaves the room

3. Launch Occurs

- a. All states with early warning networks will see the launch and get the choice to launch themselves
 - i. If they decide to launch, go back to #2
 1. Nations with early warning networks will see the response launches, etc. Ad Infinitum

4. Control Adjudicates Attack(s)

- a. Stop/Slow clock as necessary
- b. Necessary Adjudication:
 - i. Nuclear command and control (what parts are intact?)
 1. If parts are not intact, determine launches based on letters of last resort.
 - ii. Military casualties (which units are destroyed)
 - iii. C2 linkage destruction
 - iv. Logistics destruction
 - v. Civilian casualties
 - vi. Civilian infrastructure (Water, Transport, Electrical, Medical)
 - vii. New military posture (all units that are able, disperse, weakening combat power)
- c. One member of control will confirm NUCFLASH's as control adjudicates to all relevant teams.
 - i. Message format is simply "Satellites confirm NUCFLASH over _____"
- d. One member of control is detached from all other duties to feed back military and civilian casualties, when possible, to teams (starts and stops in this process are O.K. because C2 has been degraded). Fallout warnings using <https://earth.nullschool.net/> should also be passed.

5. Regular Game Resumes

- a. Game continues as "normal"

Letter of Last Resort

Take paper and a pen and an envelope. Pull aside the Head of State as soon as possible to a quiet place and give them the following briefing. Have them seal the envelope and you return the letter to control when they have finished it without reading it. If they ever say what they wrote in it tell control (even if they are lying about what they wrote) that has happened and that information may fall into the wrong hands.

Players Liaison Briefing – “[Head of State], you are to write your letter of last resort, to be used in the case that a nuclear strike destroys [country]. The letters will be placed on your nuclear missile submarines to tell the commander what to do in that case. The information disclosed within would be of extreme danger if it were to fall into our enemies' hands. You must not let anyone, no matter how close to you, know what you have written. The letter will be destroyed when your successor writes a new letter. This will quite literally be your final words to the men and women who will be tasked with using or not using our nuclear weapons. Please consider your words carefully.

Before you write your letter, it is imperative you know the following information: the use of a nuclear weapon will involve the death of many people. Those inside the initial blast radius will be subjected to temperatures so high they turn instantly into ash. Those farther away will suffer such severe damage to their lungs from the blast pressure that they will drown in their own fluids. The lucky ones will die almost immediately from structures collapsing on them or from shrapnel piercing vital organs. The unlucky will be subjected to full body radiation burns followed by radiation poisoning. In 24 hours, they will experience vomiting and diarrhea and internal cells start dying. In the following weeks severe internal bleeding and diarrhea follow, as excruciating pain, vomiting, delirium, and eventually death.

You have now been briefed, please write your letter”