Battlespace Next: Multi-Domain Operations
Card Game Instructions – Version 1.0

I. INTRODUCTION

Battlespace Next is a 2-4 player, card-based strategy game that features air, ground, space, cyber, maritime, Electronic Warfare (EW), and Information Operations (IO) capabilities. The goal of the game is to defeat the opposing player by destroying their Multi-Domain Operations Center (MDOC).

A comprehensive game tutorial can be accessed here:
https://www.youtube.com/watch?v=GIEq3LNekXw

A trailer promoting the game can be found here:
https://www.youtube.com/watch?v=2niXSI_MSBY

The game is available for the cost of supplies here:
https://www.printplaygames.com/product/battlespace-next/

II. EQUIPMENT DESCRIPTION

*Cards:* the basic deck is comprised of 54 cards. Each player must have their own deck. Cards are divided into the following domains: Air, Cyber, Space, Ground, Maritime, and Human/Cognitive - marked as Information Operations (IO). If playing in partners, each pair of players will share a deck and a strategy. The partners must work together to defeat the opposing team.

*Damage Counters:* each player needs approximately 25 black chips

*Resource Chips:* each player needs approximately 8 gold chips

*6-Sided Die:* a six sided die is required for randomness of gameplay

*Turn Timer:* a 60 second sand timer or smartphone app is optional
The content of the cards dictate how each card interacts with the other cards on the battlefield. Each card in the deck has some basic features as illustrated in Figure 2:

- Resource Cost: the number of resources (gold chips) needed to deploy this card
- Card Name
- Picture
- Card Type
- Attack (ATK) Options – the type of attack
- Defense (DEF) Options – the type of defense
- Requirements (REQ) – logistical support required to use this card
- Traits – details game modifying effects
- Description – real-world concept
- Attack Points – amount of damage inflicted on the opponent’s card (either offense or defense)
- Health Points (HP) – maximum damage the unit can receive before it is discarded

III. RULES

This section describes general game play. In cases where the rules on the card conflict with the rules noted here, the cards take precedence. Each of the following game elements represents a warfare concept.

A. Setup

Each player starts with the following cards face-up in level 2 of their playing area:

1. Multi-Domain Operations Center (MDOC) – Ground Domain
2. Combined Space Operations Center (CSpOC) – Space Domain
3. Cyber Operations Center – Cyber Domain
4. IADS Command Center – Ground Domain
5. Place one “GPS II Satellite Constellation” between both players – Space Domain
6. Place one “Spectrum of Conflict” next to the GPS card

These cards represent assets already in country or supporting the campaign from location that is geographically separated from the battlefield. Figure 2 shows the starting capabilities for each player and a suggested layout to start the game.
As shown above, there are three key areas of the playing area. (1) Your playing area, (2) your opponent’s playing area, and (3) the space between these areas for the Spectrum of Conflict and GPS cards. Each player will have a place for their supply and discard piles, their available resources, and three levels of cards. These levels signify the state of cards and clarify available actions.

**Level 1** – The area closest to the player is for cards deployed on the current turn. The last action of each turn should be to take the cards from this level and place them in level 2 or 3.

**Level 2** – The middle area is for previously deployed cards that do not have any DEF options (if space allows this level can be two cards deep).

**Level 3** – The area closest to the opponent is only for cards that have DEF options.

### B. Select Starting Hand

Each player selects 6 cards from their resource pile for their starting hand. These cards will help the player execute a specific game strategy and should be chosen carefully. The remaining cards (42) are shuffled and placed face-down on the table (this is the starting supply pile).
C. Turn Overview

Roll the die to see who will play first (highest roll goes first). The player who goes second starts the game with 1 additional resource chip. Therefore the player who goes first starts with 4 resource chips and the player who goes seconds starts with 5 resource chips. Play alternates until a player’s MDOC is destroyed. In this game a “round” is defined as both players taking one turn. On each turn, players will draw additional cards from their supply to make a total of six cards in their hand.

On each turn, a player may take the following actions:

1. **Reset Turn Timer**

2. **Resource Acquisition**
   - **A. Take an additional 4 resource chips**
   - **B. Draw cards from the supply pile until a total number of six cards in your hand is reached. This step may be completed during the opponents turn to speed up gameplay. If a player does not have enough cards in their supply pile, they must reshuffle their discard pile and draw the remaining cards from the top. At the same time they must reduce the number of resources allocated per turn by two. If a player cycles through their supply pile twice they immediately lose the game (if they can’t start a turn with 6 cards because their supply pile is depleted).**

3. **Deploy cards**
   
   Take a card from your hand and place it in front of you (in playing level 1). At the same time pay the number of resource chips designated by the number on the card (next to the golden coin icon).
   
   Deployed cards cannot be used on the current turn. Cards can be deployed even if the player does not meet the requirements (REQ) listed.

4. **Attack – Reveal Cards & Use ATK Actions for Cards in Levels 2 & 3**
   
   The attack actions players take each turn simulates planning and executing a Combined Tasking Order (CTO) similar to the Air Tasking Orders (ATO) currently used in Air Operations Centers (AOC). During your turn you may turn cards face-up (revealed) and use the ATK options listed any revealed card. You may target any revealed enemy card. Each card can only use one ATK option per turn. Further explanation of attack and defense is provided below.
   
   Traits and other effects cannot be used unless the card is revealed. Once a card is revealed it will remain face up for the rest of the game (unless otherwise specified).

5. **Assign Forces – Cards in the deployed area must be moved to levels 2 or 3. These cards cannot be revealed until the player’s next turn, however all cards are now available for defense.**

6. **Discard remaining cards (optional)** – At the end of your turn, if you still have cards remaining in your hand they MAY be discarded. You would do this in order to pick up more (new) cards on your next turn.

D. Home Station Readiness and Battlefield Intelligence

The resource pile represents capability investments made at home station, but not yet ready to deploy. Readiness is determined randomly by deck shuffle. Cards in hand represent those capabilities ready to deploy. The orientation of the card has a specific meaning, as illustrated in Figure 3:
1. Face-up cards (Revealed) – card has been turned face-up by the player or adversary has identified the capability through ISR. Once revealed, the card remains face-up until discard (unless otherwise specified). These cards traits apply to the game if all requirements are met.

2. Face-down cards (Unrevealed) – adversary cannot discern the type of capability is deployed. These cards cannot be targeted by the enemy, but they have no effect on the game until they are revealed. Unrevealed cards cannot meet another card’s REQs.

E. Attacking & Defending

Attacking or defending with a capability requires the card to have an ATK (to attack) or DEF (to defend) option. The ATK or DEF actions will have a specifier that denotes which type of units can be attacked. This will require looking at the type of card on the target.

For example, Figure 3 shows a B1-B Lancer that has “Ground Strike” listed its ATK options. Therefore, the current player can use it to attack the MIM-104 Patriot. The Patriot has “DEF: Air” so it can counter attack the B-1B. If the defender has a revealed IADS Command Center or FOB, it will shoot the B-1B down before receiving any damage. If no IADS Command Center is present then the B-1B’s Attack Points of 4 will be applied to the Patriot’s HP of 1 and the Patriot’s Attack Points of 2 will be applied to the B-1B’s HP of 2. If no other modifiers apply, both cards will be discarded.

Order of Battle - All attack actions will follow an established order.

1. **Attacker initiates** – the player currently taking their turn initiates an attack by choosing a single card to attack and declaring the target card. IF the target chosen has a DEF option that applies to the attacker, then skip immediately to the resolution phase.

2. **Defender Intercepts** - IF the target does not have applicable DEF options, the defender may intercept with one other card (she may reveal a card for interception). All applicable cyber defenses MUST be revealed once the attack is declared (before any die roll). If the target has applicable DEF options, but is disabled due to another enemy action, then NO intercept may be used.

3. **Resolution** - The players determine the outcome of the battle and roll the die as required. IF the attacker is not destroyed by the interceptor, it will continue to the original target. In this case its Attack Points (target icon) is applied to both the interceptor and the original target if the ATK options apply to both. In some cases the attacking card may damage or destroy two assets.

![Figure 3. B-1B Attacking a Destroyer](image)
(target and interceptor) in the same attack action. Resolve the interceptor first (1 card-vs-1 card) and the original target second (1 card-vs-1 card).

**Damage:**

- When attacking, a card can only attack one target and the full amount of damage is applied (the only exception is when the attacker survives an intercept action).
- A deployed capability is destroyed when its HP drops to zero. Partial damage will be tracked using the black damage chips.
- Excess damage (damage that decreases a card’s HP to less than 0) is ignored and is not applied to another target.
- The cards Attack Points (by the target icon) are applied to the opponent’s card whether on offense or defense.

**F. Advanced Rules and Concepts**

Given the diversity of cards, some of the cards have unique features. Due to the limited space available on the cards, they are not necessarily explicitly outlined on the cards.

1. **Stealth** – Cards with “stealth” in its traits cannot be targeted or intercepted while attacking if there is no unit or ability that can detect stealth. Stealth cards cannot detect other stealth cards. Capabilities with stealth that are performing an intercept cannot be targeted by the attacker unless they can detect stealth (on offense).

2. **Long-Range Fires** – This trait means that the card can use ATK or DEF options against an opponent’s card without receiving damage from the target. This simulates a capability that can shoot from a large distance or that has a surprise capability. This usually applies to cruise missiles and surface-to-air missiles.

3. **Cruise Missiles** – Cruise missiles are a long-range fires capability that must be purchased for each use. The Cruise Missile card only needs to be deployed once and then can be used multiple times with different launchers. The card will not be discarded even on successful or unsuccessful attacks or if the associated launcher is destroyed. It must be paired with a “Cruise Missile Launcher” to be used. You can move the Cruise Missile card to another launcher for free, but can only be used to attack once per turn. One resource chip is required for each use. Turn the card horizontally after use until 1 resource is paid. If a cruise missile card is paired with a Destroyer and you want to move it to a ground launcher (Gryphon) you can do so for free.

4. **Cyber Attacks** – Using a cyber card requires a successful six-sided die roll that can be modified by the attacking and defending player’s cards. All applicable cyber modifiers apply to each attack or defense action. If the roll is successful, the card can be put into play. On failure, the card will provide specific actions to take (if any). A discard may be required if the opponent used cyber defenses successfully. This is to model an adversary detecting the cyberattack and then reconfiguring their systems. Any modifiers remain, given no specific instructions on the card.
IV. EXAMPLE SCENARIOS

A. Air Engagement

As illustrated by Figure 8, this scenario describes the use of air assets for and attack and defense.

Blue has the following assets revealed:

1. KC-135 Stratotanker
2. E-3 Sentry
3. B-1B Lancer
4. F-15E Strike Eagle

Red has the following assets:

1. F-22 Raptor
2. F-35A Joint Strike Fighter (unrevealed)
3. E-2D Advanced Hawkeye
4. Red also has a Stratotanker or Carrier (not pictured) to use the Hawkeye’s traits

On Blue’s turn, Blue can attack with the B-1B and/or the F-15. As shown above, the B-1B is chosen to attack Red’s MDOC. The MDOC does not have applicable DEF options, so Red may intercept with their F-22 or F-35 because they both have “DEF: Air”.

(1) If Red chose the F-35 to intercept, then Blue’s B-1B would receive 1 damage and the F-35 would receive no damage because the B-1B does not have “Air” in its attack options. However, Blue’s B-1B would continue to the original target and inflict 4 damage on the MDOC. 4 black chips should be placed on the MDOC and 1 on the B-1B. The B-1B would return to Blue’s area, but can’t be used again this turn.

(2) If Red chose the F-22 to intercept, then the B-1B would receive 2 damage and must be discarded. The F-22 can be used again for defense on the same turn. No damage would be applied to the F-22 or the MDOC.

Using this same scenario, Blue could have used the F-15 to attack any of the revealed cards. They may choose to attack Red’s F-22. In this case, Blue has the ability to detect stealth aircraft on offense (E-3 Sentry) so it would inflict 2 damage on the F-22. No other assets may be used to intercept the attack since the F-22 has “DEF: Air”. The F-22 will also inflict damage on the F-15. In this case, it will apply 3 damage to the F-15 because of the +1 bonus provided by the F-35.
B. Cyber Engagement

As illustrated by Figure 5, this scenario describes the use of cyber capabilities.

Red has the following cyber defenses:

1. Backups
2. Anti-virus

Blue has the following cyber capabilities:

1. Rootkit
2. Ransomware

Blue must first Gain Access before she can activate her Ransomware. Typically, she would activate her Rootkit by rolling a 3 or higher, but she needs to consider Red's defenses. If Blue rolled a 3, she would need to subtract 1 due to Red's Anti-Virus. In other words, she failed to activate Rootkit unless she rolls a 4 or higher.

Now suppose Blue was successful and activated her Rootkit. Now Blue can deploy her Ransomware by rolling a 2 or higher, but unfortunately she needs to consider Red's defenses. If Blue rolls a 3, she would need to subtract 2 due to Red's Backup. In other words, Blue failed to activate her Ransomware because her roll with modifiers doesn't satisfy the attack threshold. If Blue had been successful, Red must randomly discard half of his hand (usually 3) at the beginning of his next turn, representing assets that were lost.

Modifiers are applied to the die roll, not the activation threshold.

V. FREQUENTLY ASKED QUESTIONS

1. How many times can the same card attack in one turn? Answer: Once

2. How many times can the same (or any) card defend? Answer: Multiple times per turn.

3. Does it cost anything to reveal a card? Answer: No, you can reveal cards on your turn or to defend against an attack at no cost.

4. Can stealth assets detect other stealth assets? Answer: No, to damage or destroy a stealth aircraft, the player must have a revealed asset that can detect stealth.

5. Can unrevealed cards detect stealth assets? Answer: On offense, you must reveal the card that can detect stealth in order to target stealth cards. On defense, if the player has an ability that can detect stealth it must be revealed during the intercept phase of the order of battle in order to intercept the attacking aircraft. In this case multiple cards may be revealed in response to an attack (interceptor, ISR asset, and supporting aircraft if required).

6. What if two stealth aircraft attack one another? Answer: If both players can detect stealth then they will do damage to each other. If one person cannot detect stealth then only the player that can
detect stealth will do damage. Remember, the attacker must have assets that can detect stealth on offense to target stealth aircraft or damage intercepting stealth aircraft.

7. If a card in level 3 is disabled, but has applicable DEF options, can the player use another asset to intercept? Answer: No, if the DEF options match, no intercept may be used. This rule holds even if the target is disabled by an EW or cyber exploit.

8. Is “DEF: Ground Strike” a defense against ground unit attacks? For example can F-15 defend against Infantry? Answer: Yes, but only if the attacking ground unit can be intercepted. Intercepts can only be used when the defender does not have applicable defensive options. So if a ground unit is attacking another ground unit (with “DEF: Ground”) then an air asset cannot be used to intercept. However, if the attack is against a ground unit without DEF: Ground (SAM Site, Patriot, etc.) or any asset in Level 2, then the air asset can be used to intercept. Note: if the attacking ground unit is not disabled by the air intercept, it still continues to its original target.

9. When do “traits” activate? For example, if I deploy "ORS-1" face up in Level 1, does it immediately take affect or at end of turn when moved to Level 2? Answer: Traits apply when (1) the card is revealed and (2) all requirements are present and revealed. A card’s traits in Level 1 never apply because it is still in the deployment process. Cards in Level 2 and Level 3 can only be revealed on the next turn, instead of at the end of the current turn. However, all cards are available for defense if the opponent attacks. Therefore, traits can only take effect on the turn after the card is deployed.

10. Does a disabled "SAM" still detect stealth? Answer: No, a disabled card will always lose its traits. Also, if a disabled card is attacked the intercept rules still apply. Therefore, if an air asset attacks a disabled SAM Site, you cannot intercept with another asset since the SAM Site has “ATK: Air.” This is to model that a jamming or other disabling effect may not be detected by the opponent (even though the player knows they are being jammed or disabled in the game).

11. Does the Destroyer require a Carrier to perform a Cruise Missile Attack? Answer: Yes

12. Does launching "Cruise Missile" consume the launcher’s attack for the turn? Answer: Yes, only one attack action per card may be used on each turn. This forces a player to choose which option they will use.

13. How long does "Gain Access" last? Specifically if "Rootkit" is lost, do I lose "Gain Access"? Answer: Gain Access lasts indefinitely unless the opponent takes action to successfully remove it. If the Rootkit is removed or your cyber operations center is destroyed, you will lose Gain Access (unless you have another card that was also giving you gained access (such as a worm).

14. When does the player discard a card when "Worm" is successful? In other words, do they only have 5 cards for that turn? Answer: If the worm is successful, the opponent must discard from 6 down to 5 after the resource acquisition phase of their next turn and every subsequent turn. This is a double hit, the opponent must discard a card each turn while also working from a smaller hand each turn (5 instead of 6). Once the worm is successful, it does not need to be rolled again (unless removed by the Firewall card).

15. Which cards are "satellites"? Specifically what can "ASAT" hit? Answer: Only the AEHF Constellation, ORS-1, and GPS II Constellation are considered satellites. The ASAT can only hit these three assets.
16. What kinds of attacks can hit the "Cyber Operations Center" and "Combine Space Ops Center"?
   Answer: Only “ATK: Ground” attacks can damage these assets.

17. If "Cyber Operations Center" is destroyed, can the owner reuse cyber attacks without replaying the "Cyber Operations Center"? Answer: No, the Cyber Operations Center must be deployed and paid for again for the cyber capabilities to take effect. It requires two turn for this to happen as the first turn the player would purchase and deploy the card and then turn it over on the second turn during the “Attack” phase. All cyber cards should have “Cyber Operations Center” as a requirement. However, to avoid adding this to all the cards, instructions were added to the Cyber Ops Center card. These instructions should also include that the cyber operations center must be re-deployed to use cyber assets again.

VI. ACKNOWLEDGEMENTS

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Special thanks to all the play testers who provided valuable feedback. Special thanks goes to Doug Ruyle, Brad French, Jake Orner, Zach Conger, Kyle Morse, Albert Taglieri, Christopher Voltz, Andrej Lysak, Vincent Bownes, and Connor Paw for their input.

Current as of: 23 December 2019

Disclaimer: The views expressed are those of the authors and do not necessarily reflect the official policy or position of the Air Force, the Department of Defense, or the U.S. Government.

Approved for public release by 88 ABW/PA (2019-5880) on 5 December 2019
**Game Instructions Summary:**

1. Place the following cards in the middle (only 1 of each per game):
   a. GPS II
   b. Spectrum of Conflict

2. Place these cards in your playing area face-up (level 2)
   a. Multi-Domain Operations Center (MDOC) – Ground Domain
   b. Combined Space Operations Center (CSpOC) – Space Domain
   c. Cyber Operations Center – Cyber Domain
   d. IADS Command Center – Ground Domain

3. Roll to see who goes first – highest roll wins (2nd player receives 1 additional resource chip on first turn)

4. Turn overview:
   a. Reset turn timer
   b. Gain 4 resources
   c. Draw additional cards until you have 6 in your hand
   d. Deploy cards – pay the cost and place on the table nearest to you (level 1) in an unrevealed state. These cards cannot be used for the remainder of this turn.
   e. Attack opponent’s cards with previously deployed cards
      i. Note: No kinetic ATK actions are allowed before the conflict level crosses the threshold
   f. Move any deployed cards from level 1 to levels 2 or 3 (depending on DEF options). These cards will remain in the unrevealed state. They are available for defense on your opponents turn. However, the traits will not apply until the card is revealed on your next turn (during the “Attack” phase)
   g. You MAY discard some or all remaining cards in your hand

5. Each player starts with 4 resources and 6 selected cards in their hand, therefore no additional resources will be collected and no additional cards will be drawn on the first turn. The player who goes second will receive 5 resource chips on their first turn (1 additional resource chip)

6. After each round (both players take 1 turn each) roll to increase Conflict Level. Once the Conflict Level reaches 8 or higher, you can stop rolling

7. Order of Battle:
   a. **Attacker** chooses 1 card to attack and chooses a revealed enemy card as the target
   b. **Defender Intercepts** - IF the target does not have applicable DEF options, the defender may intercept with another card (she can reveal cards for interception). All applicable cyber defenses MUST be revealed before the die roll. If a card with applicable DEF options is disabled, no intercept may be used
   c. **Resolution** - The players determine the outcome of the battle. IF the attacker is not destroyed, it will continue to the original target. In this case its Attack Points (target icon) is applied to both the interceptor and the original target (if the ATK options apply)

8. Attack/Defense:
   a. To attack, your card’s ATK options must match the target card’s type. To defend or intercept, the DEF options must match the attacking card’s type
   b. Attack Points (target) go against Health Points (shield) for both ATK & DEF
   c. Attacker can only attack revealed cards
   d. Both cards will take damage unless “Long Range Fires” or another element is present (stealth, domain mismatch, disabled card, etc.)

9. Long-Range Fires: means a card can attack or defend and the opposing card cannot do damage back. Cruise Missiles can still be defended against if an asset possess “Cruise Missile Defense” but cannot damage the launcher

10. Die Rolls: All modifiers are added or subtracted to the roll (not the threshold)

11. Once player depletes their supply, they must shuffle the discard pile which becomes their new supply pile. Reduce resources gathered per turn by 2. If player depletes their supply pile twice, they automatically lose the game. For example, the first time a player cycles through their supply, they will only receive two resources at the beginning of each turn instead of four