CNA

CALL SIGN ✈

2 Player Game

Type → | FTR | **Jam**
3-1-2 | 0-(0)-2

Combat Value | Combat Range | Fuel Range

Special Effect Range

Units (cutout tokens)

FTR 3-1-2 | FTR 3-1-2
BMR 5(1)-2-∞ | TKR 0-0-∞
Jam 0-(0)-2 | C2 0-(3)-2
FTR 3-1-2 | FTR 3-1-2
BMR 5(1)-2-∞ | TKR 0-0-∞
Jam 0-(0)-2 | C2 0-(3)-2
DAMAGE | DAMAGE

Board

CARRIER (Blue)
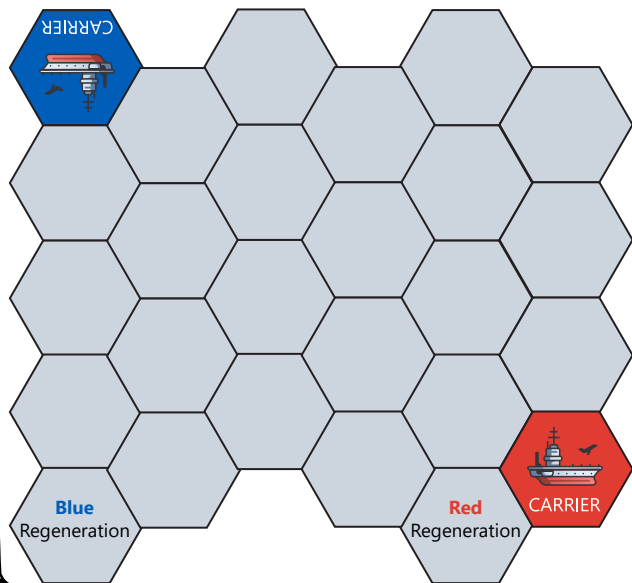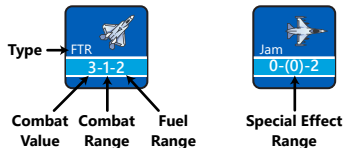
Blue Regeneration | **Red** Regeneration | CARRIER (Red)

Designed By Sebastian J. Bae

Setup: Cut out each unit along the dotted lines (left) and give each player the six units matching their color. Set the damage counters aside.

Objective: Win by destroying the opposing carrier by delivering 2 hits. Place a damage counter on the carrier for each successful hit.

Order of Play: Each turn, players roll 1d6. Higher number has initiative and goes first. Each player does **ONE** of the following actions:

- **Generate one unit.** Place a unit adjacent to or on top of your carrier.
- **Move one unit one hex.** Units can stack with no limit, but this action only moves one unit.
- **Activate a unit's special ability.**
- **Regenerate unit.** Roll 1d6. If the result is 5 or less, place one destroyed unit adjacent or on top of the carrier.

Combat: After both players have finished their actions, combat occurs automatically. The initiative player chooses combat order. Each unit may only engage in combat ONCE per turn. If there are multiple eligible targets within range, then the attacker chooses its target for combat.

Evasion: The Defender may Evade. Roll 1d6. On a 1, move Defender to a hex without an enemy unit with a Combat Value and the Engagement ends. Otherwise, continue Engagement. If it cannot retreat safely, destroy the unit.

Resolving Combat Engagements: Select one unit as the Attacker and one unit within its Combat Range as the Defender. If the Attacker and Defender are engaging one another, roll dice simultaneously. If the roll is equal to or less than the unit's Combat Value, the opposing unit is destroyed (remove from the board and place in the appropriate Regeneration Box). All units can only take one hit.

In a turn, a unit destroyed in combat may still roll for its own combat against its target – before being sent to the Regeneration Box. i.e.; If A destroys B, and B is targeting C – then B can still roll to destroy C before going to the Regeneration Box.

Special Rules:

A unit further from a fuel source than its Fuel Range is destroyed at the end of the turn. Available fuel sources: Tanker (TKR) or the carrier. If a unit has (∞) for its Fuel Range, it does not need a fuel source. When counting range for combat or fuel, the occupied hex is a range of zero and the adjacent hex is a range of 1.

A Bomber (BMR) has a combat value of 1 against all units except the opponent's carrier.

C2 Special Ability: Select up to 2 of your units within the Special Effect Range. Move the selected units one hex each.

Jam Special Ability: Roll 1d6. On a 4 or less, reduces all enemy combat values by 2 against units in its hex. This ability is automatic when enemy units engages in combat against its hex. Roll for this ability prior to the Attacker's roll.

Glossary:

1d6 – one six-sided die (Image of d6)
Unit – one of the six aircraft available to each player

Designer Notes

By Sebastian J. Bae
CNA Research Scientist (baes@cna.org)

Call Sign is a simple micro-wargame where players must marshal varying aerial platforms – leveraging each of their strengths – to destroy the opposing carrier. This encourages players to balance the inherent tradeoffs and capabilities of different aerial platforms. However, as a micro-game, Call Sign significantly simplifies complex, multi-role platforms and the intricacies of air combat for ease of play and accessibility. The underlying goal of this game is to help familiarize players to both the utility and limitations of wargames. Wargames excel in highlighting the dynamic interaction between opposing minds, each adapting to one another's actions. Moreover, wargames help players inspect and explore the logic of their own actions and the reactions of their opponent. And like most wargames, the result is less important than the process of acting, reacting, and adapting. Wargames do not predict the future, but help players understand why a particular outcome happened.

The **CNA Gaming & Integration Program** designs bespoke analytical and educational games on a variety of topics – such as operational warfighting, cyber & space, global security, future technologies, and more. We tailor the wargame design, data collection process, and analysis to meet each sponsor's unique needs.

If you are interested in learning more about CNA wargaming, you can reach out to the following:

Christopher Ma, Research Program Director, Gaming & Integration Program, mac@cna.org
Jeremy Sepinsky, Lead Wargame Designer, Gaming & Integration Program, sepinskyj@cna.org