

Teaching the Military and Revolutions:
Simulating Civil-Military Relations during Mass Uprisings

Online Supplementary Materials

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1.

The Military and Revolutions: Simulation Guidelines

Overview

A popular uprising has begun against the government of Panem, that has been ruled by a personalist dictator for the last two decades. After several weeks of gradual escalation, there are now protestors occupying the central gathering sites of the city (the Public Square, the Public Park, and the Cathedral Square). The opposition, however, is divided between a pro-democratic movement and religious movement (with an underground guerrilla army) that wishes to install a theocratically oriented monarchy. In response to the escalating protests, the government has mobilized both its riot police and revolutionary guards to protect the key centers of regime power in the capital (the Presidential Palace, National Assembly, Ministry of Defence, Intelligence Headquarters, and Broadcast Station). The army has yet to be called into action, with 6 of its units stationed around the capital and another 2 in the countryside. The opposition has declared that they will continue to occupy and control the streets until the dictator, President Snow, steps down. Snow, of course, is intransigent.

Objective

Your objective is to control the most centers of power within the capital city by the end of the simulation. This includes the 5 centers of regime power as well as the 3 central gathering sites. This will enable you to seize (or retain) power and shape the transition to a post-revolutionary government.

Beyond being fun, this simulation should make you think deeply about the strategic dilemma between publics, governments, and armed forces during moments of social upheaval. How do you engender revolutionary change? How do existing governments resist it? How do militaries react when they are asked to repress? Or join the opposition?

The Teams

- The Government
 - controls 3 units of riot police (begin at the National Assembly, Broadcast Station, and Presidential Palace)
 - controls 3 units of revolutionary guards (begin at the Ministry of Defense, Intelligence Headquarters, and Presidential Palace)
- The Army
 - controls 6 original units of troops stationed near the capital (begin off the map at the bases)

- controls 2 additional units of troops stationed in the countryside that, if called, arrive one turn later (need to cross the bridge)
- Pro-Democracy Opposition
 - comprised initially of 4 units representing blocks of around 20,000 protestors each (begin, split evenly, at the Public Square and the Public Park)
 - each round roll a die to gain 1 (evens) or 2 (odds) additional units for each central gathering site they control at the end of a round*
- Religious Opposition
 - comprised initially of 2 units representing blocks of around 20,000 protestors each (begin at the Cathedral Square)
 - also control 1 armed unit of militants/guerrillas that can be deployed against other units, including security forces (can place anywhere the first time they appear)
 - each round roll a die to gain 1 (evens) or 2 (odds) additional units for each central gathering site they control*

*In the event that the pro-democracy and religious opposition collaborate to jointly control a site, then if 1 unit is gained it goes to the party with more units already at the side. If 2 units are gained, they are split evenly between the two oppositions.

General Rules

Each round will begin with a period of negotiation lasting around 7 minutes. You may talk with anyone you please, anywhere you please (although be respectful of the classrooms and offices around and whisper if in the hallway). At the end of the period of negotiation, each team will write out a set of orders detailing the actions to be taken by their units. Each unit may take up to two actions per turn. See below for possible actions/orders. For example, your unit may move and then erect a barricade. Or you may move and try to push through or attack a barrier or unit in your way. All teams submit orders simultaneously. However, orders will be resolved sequentially: the Pro-Democracy opposition will go first, followed by the autocratic opposition, followed by the government, then the army.

Possible Orders

Do Nothing: You may stand pat and wait until the next round to undertake any actions. Note, however, that by the time you are able to issue orders again, the nature of the game may have changed significantly and it may be too late to get units to where they are needed.

Move Units: At the end of each round of negotiations, each team may move none, some, or all of their units. Units may move anywhere on the map, including intersections and the middle of roadways as well as the central gathering sites and the centers of regime power. You may not move into a space that is already occupied or protected by a barricade unless you have

the permission of the current occupier (see “consent to joint occupation below”). Please be as specific as possible in describing your unit movements, including their final destination and route. We will print extra maps that you can mark movements on and submit with your orders.

Build Barricades: Units occupying intersections or roadways may build barricades to obstruct the movement of other actors. For your barricade to be effective, you must stay and man it.

Push Past: If another unit or a barricade is blocking your path, you may attempt to push past it non-violently. This action should be combined with a movement order.

Attack: You may attack another unit to try to destroy it and remove it from the simulation. The following restrictions apply: protestors and riot police cannot attack the army, the revolutionary guard, or the militants/guerrillas.

Consent to Joint Occupation: You may jointly occupy any space on the board provided that both teams consent to the joint occupation in their orders. If you attempt to jointly occupy and the other team fails to note their permission, then the space will remain in the hands of the current occupier.

Fraternize: Protestor units may attempt to fraternize with any military unit within a one block radius of them. If the fraternization succeeds, that military unit joins their protest and the military team loses control of it.

Alliances: You may make or break formal alliances at any point in the simulation. A formal alliance must be simultaneously submitted by both parties and must outline the power-sharing arrangements you have worked out for the new world order. If, at the end of the simulation, your alliance controls the most centers of power then your power-sharing deal will prevail. Such alliances and their terms are not publicly announced, although you can convey that information to other teams during your negotiations. You may also break a formal alliance by unilaterally declaring so in your orders. If an alliance breaks down in the last round, the more powerful partner could seize control all for themselves.

What Happens?

To resolve certain attempted actions, we use the luck of the dice:

- Push past another unit:
 - no barricade: odds successful (50%)
 - with a barricade: 6 successful (17%)
- Fraternize:
 - 6 successful (17%)

- **Attack:** In all cases, with or without barricades, a defending unit that is successfully attacked is destroyed or disbanded. The tables below contain the odds that the attacking unit is successful and a description of what happens to unsuccessful attacking units.

Without Barricades						
		attacker				
		protestors	riot police	revolutionary guard	militants/guerrillas	army
defender	protestors	odds win (50%)	1-4 wins (67%), 5-6 bungle it* (33%)	1-5 wins (83%), 6 bungle it* (17%)	1-3 shoot and win (50%), 4-5 disobey orders* (33%), 6 bungle it* (17%)	1-3 shoot and win (50%), 4 disobey orders* (17%), 5-6 defect to protesters (33%)
	riot police	1-2 wins (33%)	-	-	1-5 wins (83%), 6 bungle it* (17%)	1-5 wins (83%), 6 bungle it* (17%)
	revolutionary guard	-	-	-	odds win (50%)	odds win (50%)
	militants/guerrillas	-	-	odds win (50%)	-	odds win (50%)
	army	-	-	odds win (50%)	odds win (50%)	odds win (50%)

*In these cases, the unit is unsuccessful in the attack but survives to fight another day. Otherwise, failed attacking units are destroyed.

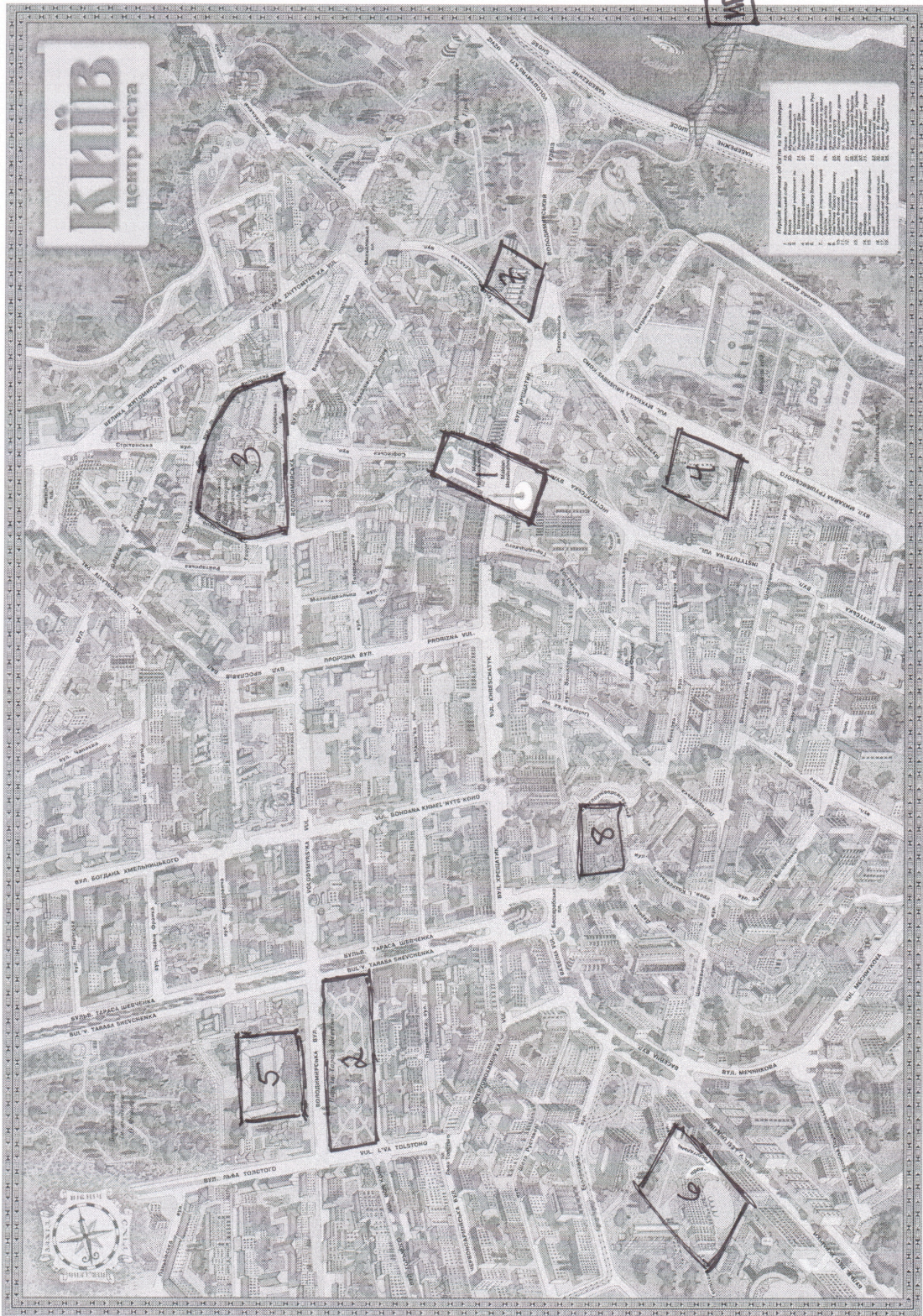
Defender has Barricades**						
		attacker				
		protestors	riot police	revolutionary guard	militants/guerrillas	army
defender	protestors	6 wins (17%)	6 wins (17%)	4-6 wins (50%)	4-6 wins (50%)	4-6 wins (50%)
	riot police	6 wins (17%)	-	-	5-6 wins (33%)	5-6 wins (33%)
	revolutionary guard	-	-	-	6 wins (17%)	6 wins (17%)
	militants/guerrillas	-	-	6 wins (17%)	-	6 wins (17%)
	army	-	-	6 wins (17%)	6 wins (17%)	6 wins (17%)

**Here, in all cases, a unit repulsed from the barricades survives to fight another day.

2. Map

Map Key:

- 1 Public Square
- 2 Public Park
- 3 Cathedral Square
- 4 Presidential Palace
- 5 National Assembly
- 6 Ministry of Defense
- 7 Intelligence Headquarters
- 8 Broadcasting Station
- MB Military Base



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3.

Private Information on Team Preferences

The Government:

Your priority is to retain as much power as possible. Ideally, you would maintain the status quo of a personalist dictatorship. If you have to share power to survive, your preference is to maintain as much control as possible over the state, especially its coercive apparatus.

The Army:

You have no deep loyalty to the current regime but you also fear how you will be treated in a post-revolutionary order. Your top priority is to maintain the military's cohesion and to avoid military units splintering between the various factions to the conflict. If possible, you would also like to secure a seat at the table for yourself in any transitional process and to guarantee as many reserved powers for yourself as possible in the new (or surviving) order.

The Pro-Democracy Opposition:

No other actor has any abiding interest in a true democratic transition. Indeed, both the current government and the religious opposition would like to maintain autocratic institutions. Ideally, you would thus like to unilaterally control as many centers of power as you can in order to ensure both a collapse of the regime and a transition that reflects your interests. You also do not fully trust the army. However, they might be your only ally and their ranks are full of conscript soldiers who might defect to your side.

The Religious Opposition:

Alas, these troubled times bring back fond memories of the glorious days of yore when a stable religious monarchy governed over a secure and prosperous countryside. You have been organizing underground for an opportunity to restore a theocratically grounded government and have been secretly training a guerrilla force to aid you when the time comes. Ideally, you would seize power for yourselves and completely control the post-revolutionary government. However, you are willing to bide your time and ally with other actors as the will of god is ultimately on your side. Power-sharing agreements may gain you important concessions in the short-term that will provide you with the toehold you need to capture future institutions.

4. Strategy Memo Guidelines

Prior to the simulation, each team must read over the provided simulation packet and then meet together to develop an initial strategy and contingency plans. As a team, write a brief strategy memo outlining your goals and general plan of action—roughly 800 words—that you will turn in at the beginning of the simulation

A good strategy memo will include roughly 3-4 paragraphs. The first should outline your team’s basic goals and desired end result for the simulation. The second should develop a basic initial strategy that you will use to guide your first round of play. The last 1-2 paragraphs should outline contingency plans that consider how your strategy would change if other teams behaved differently than anticipated. You may use bullet points.

Your strategy memo counts for 5% of your final mark. The point of giving you a mark is (a) to encourage you to take this very seriously and (b) to reward you for those intangibles of effort that you rarely get credit for.

Rating of Performance	Excellent	Very Good	Good	Adequate	Weak	Poor
Mark Range	16.5+	15-16.4	13.5-14.9	10.5-13.4	7.1-10.4	<7
Relevance to Team Preferences						
Appropriate Length						
Clarity						
Depth of Strategic Thinking						
Creativity and Originality						

5. Reflection Guidelines

Having engaged in the “dictator endgames” simulation, we are now asking you to reflect on your experience in order to deepen and consolidate the knowledge you have gained. This is a personal, reflective assignment and so there is no single correct answer or right thing to have learned. Rather, we are interested in what you drew out of the exercise and the sophistication of your analysis.

We suggest choosing 1-2 striking moments or experiences from the simulation that were thought provoking or changed your perspective in a meaningful way. Provide us with a detailed explanation of what happened and then discuss what you learned about the context of “dictator endgames,” how actors behave within them, and/or the challenges and opportunities that they encounter.

Your simulation reflection counts for 5% of your final mark and should be about 800 words. This is a reflective writing assignment and so no independent research is expected. If you do decide to link your thoughts to readings you have already done for the module (which is not required, especially for topics and concepts we haven’t gotten to yet), then please use proper referencing.

Rating of Performance	Excellent	Very Good	Good	Adequate	Weak	Poor
Mark Range	16.5+	15-16.4	13.5-14.9	10.5-13.4	7.1-10.4	<7
Relevance to Module						
Writing Style and Clarity						
Sophistication of Analysis						
Demonstration of Learning						