

# N30: We Are Winning!

## The Battle of Seattle



first & second versions by Michael Erwin, 2004 & 2005  
third & revised versions by Marja Unrastarjo, 2008  
version 3.5

### 1. Introduction

By 1999, a broad coalition of labor, environmentalist, anti-monopoly and anti-imperial groups united against the World Trade Organization. Left-liberal groups, led by the American Federation of Labor - Congress of Industrial Organizations and the People for Fair Trade - Network Opposed to the World Trade Organization, planned to rally and march, and to petition the governments for reforms, on November 30th. More radical groups, coalescing around the Direct Action Network and the Seattle Anarchist Response, planned to shut down the opening ceremonies, also on November 30th. Early that morning, more than 2,000 protesters converged on the Convention Center and the delegate hotels; through the day, 1,000 more arrived. Tripods, lockdowns, and mobile protests combined to blockade the entire area. By noon, police forces had committed 300 officers, and chemical weapons, without success. By the next day, they committed National Guard soldiers to reinforce the police. The police action sparked successive street confrontations across the Downtown and Capitol Hill areas, through that night and the following days. The protesters' success encouraged similar protests in the District, San Diego, Philadelphia, Quebec, Genoa, San Francisco, Miami, and elsewhere.

N30 portrays the morning blockades of November 30th. Two players represent the opposing sides; one represents protesters; the other represents the police, with their incident commanders, Assistant Chief Ed Joiner and Captain Jim Pugel. The protesters aim to show that non-violent direct action can work, show that networked organizations can defeat hierarchical ones, and bring media attention to the issues. The police try to break the blockades and allow the conference to open as planned.

Each turn represents 10 minutes. Each protester cluster represents 20-30 protesters, of whom 10-15 may be arrestables; each police hard or soft squad represents 10-15 police; each police mounted squad represents 6 police and each police chemical team represents 4 police (usually with 1 armored car). The police forces include most of the units of the Demonstration Management Team. They also include squads scrambled from the Convention Center venue (and/or other police units in the area).

#### 1.1 Sides

There are two sides; the protesters and the police.

The protesters represent the Direct Action Network. The protesters win by street blockades of delegate hotels and conference sites and/or media coverage of police attacks. The protesters track their success level (0-200), which increases as the blockades continue or the police attack. If the (protester) success level equals or exceeds their target score by the end of the game, the protesters win; if not, the police win.

The police represent elements of the Seattle Police Department, King County Sheriff's Office, and Washington State Patrol. The police win by preventing the protesters from winning.

## 1.2 Situations

There are four situations: "Lock Down, Hold Fast," covering the entire morning action, "Close the Ring," covering the encirclement of the Convention Center, "Hold the Line," covering the opening of the Union-University corridor, and "Reclaim the Streets," covering the collapse of the Union-University corridor.

Each situation has its own setup, length, starting scores, and target scores.

- Lock Down, Hold Fast                      7:40-1:40                      (36 turns)  
    Starting Success = 0  
    Target Success = 160  
    Use the 7:40 Setup (8.0)
- Close the Ring                              7:40-9:00                      (8 turns)  
    Starting Success = 0  
    Target Success = 50  
    Use the 7:40 Setup (8.0)
- Hold the Line                                9:00-11:00                      (12 turns)  
    Starting Success = 55  
    Target Success = 115  
    Use the 9:00 Setup (9.0)
- Reclaim the Streets                      11:00-1:40                      (16 turns)  
    Starting Success = 120  
    Target Success = 180  
    Use the 11:00 Setup (10.0)

## 1.3 The Rules, Map, & Charts

These rules necessarily abstract some and highlight other features of the original confrontations. These rules also refer to various charts and a map; separate sheets include these. The map serves as a gameboard. The map consists of separate intersections, linked by streets, and a variety of important locations.

Intersections: Units move and confront from intersection to intersection. Each intersection shows lines pointing to the next intersection in each direction. Most intersections have four such lines pointing along the street grid. Some intersections have additional lines where diagonal roads or open blocks allow diagonal movement; other intersections are missing lines where large buildings block movement.

Targets: Blockade targets include the Convention Center, the Paramount Theater, the Roosevelt Hotel, Sheraton Hotel, Cavanaugh Hotel, Olympic Four Seasons Hotel, Westin Hotel, and Madison Hotel. Each target is accessible from one or more intersections (except for the Paramount Theater).

Clarification: The police staged buses at 9th & Pine to barricade the Paramount Theater, limiting movement to the Paramount Theater or to the Convention Center from the intersection. The intersection is out of play.

Clarification: A tunnel allows movement along 8th Avenue underneath the Convention Center.

## 1.4 The Counters

The game includes 168 counters representing the forces on either side, marking the conditions in the city, or marking the current turn. Players should print the counters and mount them on cardboard. Sheets 1/16 in or 1 1/2 mm thick work well. Players should then cut out each counter.

The force counters include (green) protester counters and (blue) police counters. The protester unit counters show their type and movement factor; the police unit counters show their gas/spray capability or confrontation factor and movement factor. The marker counts should be self-explanatory.

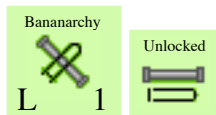
## 1.5 The Dice

The game requires several six-sided dice (not included).

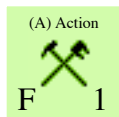
## 1.6 Protester Forces

Protester forces include independent affinity groups coordinating through the Direct Action Network as well as unorganized protesters 'plugging into' the D.A.N. actions. The scouting units, medical units, communications units, and other support units on both sides are excluded.

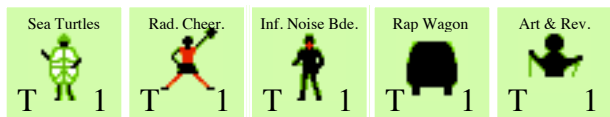
The first factor is the unit type; the second factor is the movement factor.



- *Lockdown Clusters*, with 10-15 people locked down on the street and others helping them. (These are unlocked when they move and locked when they don't). These rate L-1.



- *Flying Clusters*, ready to reinforce threatened blockades, plug gaps in the protesters' lines, or push gaps in the police lines. These rate F-1.



- *Theater Clusters*, doing skits, songs, dances, and sometimes teach-ins in the streets. (Most of these have unique counter icons). These rate T-1.



- *Demonstration Clusters*, who had negotiated conventional civil disobedience with the police, but worked with the DAN after the SPD broke the agreements. These rate D-1.



- *Unorganized Protesters*, plugging into other actions. These rate U-1.



- *Radicalized Protesters*, unorganized protesters angered by police brutality. These rate R-1.

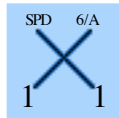


- *Barricades & Flo*, which protester units can build or drop to protect themselves from police attacks. These are not units.

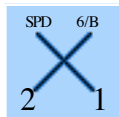
## 1.7 Police Forces

Police forces include elements of the Seattle Police Department (SPD) with blue unit symbols, King County Sheriff's Office (KCSO), with Green unit symbols, and Washington State Patrol (WSP) with grey unit symbols. (The Washington State Patrol used smaller squads, which were paired up in the action and are paired up in the game.) The police historically assembled ad-hoc units from multiple platoons, sometimes multiple departments, so the police player need not worry about platoon or department assignments. The scouting units, medical units, communications units, and other support units on both sides are excluded.

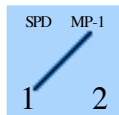
The first factor is the gas/spray capability or the confrontation factor; the second factor is the movement factor.



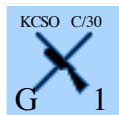
- *Soft Squads*, with 10-15 people. These have bats and pepper spray; helmets and masks but not armor. These rate 1-1.



- *Hard Squads*, with 10-15 people. These have bats and pepper spray; helmets, masks and heavy armor. These rate 2-1.



- *Mounted Squads*, with 6 people on horseback. These rate 1-2.



- *Chemical Units, without Armored Cars*. These have launchers for tear gas, pepper spray, flash grenades and impact rounds. These rate G-1.



- *Chemical Units, with Armored Cars*. These have launchers for tear gas, pepper spray, flash grenades and impact rounds. These rate G-3.

## 2. Turn Order

N30 lasts up to 36 turns, from 7:30 AM to 1:30 PM. Each turn represents 10-20 minutes' activity and involves 4 phases in a fixed order:

Protester Movement Phase  
Police Movement Phase  
Confrontation Phase  
Success Phase

Turn End                      Begin Next Turn  
                                    or End Game                      (at the end of the 1:20-1:30 turn)

## 3. Movement Phases

Each player may move her forces in her movement phase. She may move *any* units in one or two intersections of her choice, as well as *all* reinforcements she receives that turn. She picks any one of her moving units, rolls to see how far it can move, moves the unit, and then picks another of her moving units. In addition, the protester player must place an *unlocked* marker on each lockdown unit which moves and put the units in *unlocked* mode (until the end of the confrontation phase, when she should remove the marker).

For each unit, she rolls 1 die per movement factor (i.e. 1 die for most units; 2-3 dice for mounted or motorized units) and totals the result to find the unit's movement rate (for this turn) (in blocks). (Reinforcements use their first block of movement to enter any intersection on the appropriate edge). (Each unit may only move once per turn, or build barricades).

The unit may stop early.

The unit must stop if:

- It uses its whole movement rate, OR
- It enters an intersection with an opposing unit.

No more than 10 protester and 20 police units may move or retreat into the same intersection.

The protester player may choose two intersections per turn from 7:40 to 9:00 AM. She may only choose one intersection per turn from 9:00 AM to 1:40 PM.

The police player may only choose one intersection per turn from 7:40 to 11:00 AM. She may choose two intersections per turn from 11:00 AM to 1:40 PM.

### 3.1 Protester Movement Rates

All protester *flying clusters* may move normally. Any other protester units must start their move with one or more flying clusters to move normally. Otherwise they must halve their movement rate (rounding up).

### 3.2 Moving into Contact

Any units which move into the same intersection as opposing units are *moving into contact*.

Only 1 protester unit may enter the same intersection as a police unit from the same direction in the same turn. 2 (or more) protester units may move into the same intersection from 2 (or more) directions, or in 2 (or more) turns. Any number of protester units may move into or through the same intersection without any police units.

Up to 3 police units may enter the same intersection as a protester unit from the same direction in the same turn, but only 1 police unit may enter the same intersection as a protester unit *and barricades or Flo* from the same direction in the same turn. Any number of police units may move into or through the same intersection without any protester units.

### 3.3 Building Barricades

Protester units in the intersection that the protester player has chosen to move may build barricades (from dumpsters, fences, etc.) or drop Flo (an inflatable Grey Whale) instead of moving (or rolling to move). Place a barricade marker when and where the unit builds it, or a Flo marker when and where the unit drops her. Remove the barricade marker if and when all protester units in the intersection leave or are destroyed.

## 4. Confrontation Phase

The police player may attack protesters wherever police hard squads, soft squads, or mounted squads and protester units occupy the same intersection. *The police are not required to attack the protesters.* Some protester units may have to retreat into an adjacent intersection free of police units. (This represents shoving and intimidation, as well as the occasional beating or pepperboarding by the police). The police player may also tear gas and/or pepper-spray protesters wherever chemical units accompany the attacking squads. (This represents the large-scale use of tear gas and pepper spray, as well as the occasional use of baton rounds, concussion grenades, etc.)

If the police player does not gas the intersection, the police player totals the confrontation factors of her units in the intersection, and divides them as evenly as possible among the protester units. She chooses how to distribute any remainder. Either player rolls one die for each protester unit. If the die roll is less than or equal to the confrontation strength facing that protester unit, the protester unit is forced to retreat. If the die roll is greater than the confrontation strength facing that protester unit, the protester unit is unaffected.

If the police player does gas the intersection, the police player totals the confrontation factors of her units in the intersection, and doubles the total, and divides this as evenly as possible among the protester units. She chooses how to distribute any remainder. Either player rolls one die for each protester unit. If the die roll is '1' the protester unit suffers excessive casualties and is removed from play. If the die roll is more than '1,' but less than or equal to the doubled confrontation strength facing that protester unit, the protester unit is forced to retreat. If the die roll is greater than the doubled confrontation strength facing that protester unit, the protester unit is unaffected.

Unorganized clusters are less effective and more vulnerable. The police player doubles the confrontation factors facing unorganized protester units (and thus quadruples the confrontation factors facing unorganized protester units if she gasses the intersection). If the police player does gas the intersection, a roll of '6' radicalizes the unorganized cluster. Radicalized clusters are not affected by this rule.

### 4.1 Retreats

Protester units may be forced to retreat. The *police* player immediately moves the protester unit into an adjacent intersection of her choice (even into an intersection with police units); the police player may *not* attack the same protester unit twice in the same confrontation phase.

### 4.2 Casualties

Protester units may be destroyed and removed from play.

### 4.3 Radicalization

Unorganized clusters may be radicalized by tear gas and/or pepper spray. The unit may or may not have to retreat before being radicalized; after that, replace the unorganized cluster with a radicalized cluster.

### 4.4 Lockdowns

Locked lockdown units may refuse to retreat. Roll one die for each lockdown unit which refuses to retreat; on a 1-3 it may remain in the intersection; on a 4-6 it is destroyed. Unlocked lockdown units may not refuse to retreat.

At the end of the confrontation phase, the protester player should remove all *unlocked* markers and return the units to locked mode.

### 4.5 Political Costs

The protesters gain 1 success every time the police gas any intersection, 2 successes any time the police gas an intersection with 1 theater/demonstration unit, 3 successes any time the police gas an intersection with 2 theater/demonstration units, and 4 successes any time the police gas an intersection with 3 or more theater/demonstration units (see rule 4.1).

## 5. Success Phase

During play, protester actions may increase, and police actions may decrease, the protesters' success level. If the (protester) success level equals or exceeds their target score by the end of the game, the protesters win; if not, the police win.

### 5.1 Breaching the Police Perimeter

In the success phase, the protester player should check whether the protesters have breached the police perimeter (and reached the WTO conference venues). She gains one success per target if her units occupy any intersection accessible from the target, regardless of the presence of police units; these targets include:

- The Convention Center
- The Paramount Theater (which is out of play due to the buses)

### 5.2 Blockading the Delegate Hotels

In the success phase, the protester player should check whether the protesters blockade the delegate hotels. She gains one success per target if her units block every on-map path from the target to either the Convention Center or the Paramount Theater (just one unit on the way blocks a path, regardless of the presence of police units; just one path, however circuitous, to either location breaks the blockade); these targets include:

- The Roosevelt Hotel
- The Sheraton Hotel
- The Cavanaugh Hotel
- The Westin Hotel (from 5th & Olive)
- The Olympic Hotel
- The Madison Hotel (from 5th & Seneca)

### 5.3 Blockading the Secret Service Entrance

In the success phase, the protester player should check whether the protesters have blockaded the Secret Service entrance. She gains one success if her units occupy any intersection of the Secret Service entrance (regardless of the presence of police units).

### 5.4 Gas

The protesters gain 1 success every time the police gas any intersection, 2 successes any time the police gas an intersection with 1 theater/media unit, 3 successes any time the police gas an intersection with 2 theater/media units, and 4 successes any time the police gas an intersection with 3 or more theater/media units (see rule 4.2).

## 6. Experimental Rules

These rules add additional details at the cost of additional complexity; if both players agree, they may use any or all these rules. These have not been tested.

### 6.1 Faction Friction

At 11:10, the protester player should divide her forces into three factions: the black blocs, the peace police, and the neutrals. Where black blocs and peace police units already occupy an intersection with both factions, they need not move, but once black blocs or peace police units move, they may not move into or through an intersection with the opposing faction. Either side may move into or through an intersection with neutral units.

The black blocs include:

The Anarchist Action Collective (Flying Cluster)

The Infernal Noise Brigade (Theater Cluster)

The Seattle Anarchist Response (Flying Cluster)

The peace police include:

3 units from the People's Delegations (3x Demonstration Clusters)

(the protester player *may* choose destroyed units)

### 6.2 Hidden Movement

(strong version: This requires that each side have its own color on the back of its counters. This also understates each side's knowledge of the other side's deployment and is only suggested as an experiment.) Each player places her units face-down. Either player can examine her own units but neither player can examine the other's.

(weak version:) Each player may stack her units in each intersection, so that only the top unit of the stack in each intersection is visible to the other player. Either player can examine her own units, and can choose which unit to place at the top of each stack (and reveal to the other player). Outside of blocking and confrontation, each player can examine the top unit and total strength of each of her opponent's stacks. During blocking or confrontation, both players can examine all the opposing units in the intersection.

### 6.3 Other Situations

Players may wish to adapt the model to other situations.

For the protesters, start with first-person accounts. Fast-moving marches generally have about 250 people per block, or 50 people per lane per 100 meters. Slower-moving marches and rallies can be far more crowded. Comments about the thickness of crowds, the length of marches, etc. can be more revealing than statements about numbers. Also consider the size of other actions concerning similar causes (and the size of each city where these occur) and the size of other actions in the same city (and the support for different causes).

For the police, ask how strong the department is. The Seattle Police Department had about 1,000 officers yet only deployed 26 squads in their Demonstration Management Team (including two night shifts (8 squads), but not including non-DMT personnel scrambled from the venues, or non-SPD personnel from other departments). Consider their organization: do they have two, three, or four squads in each platoon? Consider their tactics: do individual squads have their own semi-lethal weapons or do specialized units handle them? Who can order their use?

Police barricades may turn back 1/3 to 2/3 of protester units moving into contact; consider rolling for each unit.



## 7. 7:40 Setup

- Starting Success = 0

- Protesters

4th & Olive	1x Lockdown Cluster
7th & Olive	1x Lockdown Clusters & 1x Theater Cluster
8th & Olive	1x Lockdown Cluster
6th & Union	1x Lockdown Cluster & 1x Theater Cluster
6th & Seneca	1x Lockdown Cluster
8th & Seneca	1x Lockdown Cluster

- Police

9th & Pike	1x Soft Half-Platoon (WSP), 1x Soft Squad (6/A), 2x Hard Squads (7/B, 8/B) & 1x Mounted Squad (MP-2)
8th & Pike	3x Soft Squads (9/A, CC-3, CC-4), 2x Hard Squads (6/B, 9/B) & 1x Chemical Unit (CART/B)
7th & Pike	1x Soft Squad (8/A), 2x Hard Squads (31/30, 32/30) & 1x Chemical Unit (CART/30)
7th & Union	1x Soft Squad (7/A) & 1x Mounted Squad (MP-1)
8th & Union	2x Soft Squads (CC-1, CC-2)
6th & Seneca	1x Soft Half-Platoon (WSP)

- Police (experimental rules:)

With any other police: 4x Command Personnel

## 9. 9:00 Setup

- Starting Success = 55

- Protesters

Terry & Union	1x Flying Cluster	& Barricade
Boren & Pike	1x Demonstration Cluster & 1x Unorganized Cluster	
Boren & Pine	1x Lockdown Cluster, 1x Theater Cluster, 1x Demonstration Cluster & 2x Unorganized Clusters	
8th & Pine	1x Lockdown Cluster, 2x Demonstration Clusters & 3x Unorganized Clusters	
8th & Olive	1x Unorganized Protesters	
7th & Pine	2x Lockdown Clusters, 2x Theater Clusters, 1x Demonstration Cluster & 3x Unorganized Clusters	
4th & Olive	2x Lockdown Clusters	
6th & Pine	1x Lockdown Cluster, 2x Flying Clusters & 3x Unorganized Clusters	
5th & Pine	1x Unorganized Protesters	
6th & Pike	1x Lockdown Cluster, 2x Flying Clusters, 3x Demonstration Clusters & Barricade & 4x Unorganized Clusters	
5th & Pike	1x Unorganized Protesters	
2nd & Pike	1x Unorganized Protesters	
5th & Union	1x Flying Cluster, 1x Theater Cluster & 2x Unorganized Clusters	
6th & University	1x Lockdown Cluster & 1x Theater Cluster	& Flo
4th & University	1x Unorganized Cluster	
5th & Seneca	1x Unorganized Protesters	
6th & Seneca	1x Lockdown Cluster & 1x Unorganized Cluster	& Barricade
7th & Seneca	1x Lockdown Cluster	
8th & Seneca	1x Lockdown Cluster & 1x Unorganized Cluster	& Barricade
Already Destroyed	1x Lockdown Cluster, 1x Flying Cluster, 1x Demonstration Cluster & 3x Unorganized Clusters	

- Protesters (experimental rules:)

With any other 2x Tac Teams  
protesters:

- Police

Terry & Pike	2x Soft Squads (6/A, 8/A), 1x Hard Squad (7/B) & 1x Chemical Unit (CART/B)
8th & Pine	1x Soft Squad (9/A) & 2x Hard Squads (6/B, 32/30)
8th & Pike	1x Soft Half-Platoon (WSP) & 2x Soft Squads (CC-3, CC-4)
7th & Pine	1x Mounted Squad (MP-1)
7th & Pike	2x Hard Squads (8/B, 31/30), 1 x Mounted Squad (MP-2) & 1x Chemical Unit (CART/30)
7th & Union	1x Soft Squad (7/A)
6th & Union	1x Hard Squad (9/B)
8th & Union	1x Soft Squads (CC-1, CC-2)
6th & University	1x Soft Half-Platoon (WSP)

- Police (experimental rules:)

With any other police: 4x Command Personnel

## 10. 11:00 Setup

- Starting Success = 110

- Protesters

Terry & Union	1x Flying Cluster	& Barricade
Boren & Pike	1x Demonstration Cluster & 1x Unorganized Cluster	
Boren & Pine	1x Lockdown Cluster, 1x Theater Cluster, 1x Demonstration Cluster & 2x Unorganized Clusters	
8th & Pine	1x Lockdown Cluster, 1x Demonstration Cluster & 3x Unorganized Clusters	
8th & Olive	1x Unorganized Protesters	
7th & Olive	1x Lockdown Cluster, 1x Theater Cluster & 2x Unorganized Clusters	
5th & Olive	1x Lockdown Cluster & 1x Unorganized Cluster	
6th & Pine	1x Lockdown Cluster, 1x Flying Cluster, 1x Theater Cluster, 1x Demonstration Cluster & 2x Unorganized Clusters	
6th & Pike	1x Lockdown Cluster, 1x Flying Cluster, 1x Demonstration Cluster	& Barricade
	2x Radicalized Clusters & 2x Unorganized Clusters	
5th & Pike	1x Flying Cluster, 1x Demonstration Cluster & 1x Unorganized Cluster	& Barricade
4th & Pike	1x Flying Cluster, 1x Theater Cluster, 1x Radicalized Cluster & 1x Unorganized Cluster	
3rd & Pike	1x Unorganized Cluster	
4th & University	1x Radicalized Cluster	
5th & Seneca	1x Theater Cluster & 1x Unorganized Cluster	& Barricade
6th & Seneca	1x Lockdown Cluster & 1x Unorganized Cluster	& Barricade
7th & Seneca	1x Lockdown Cluster	
8th & Seneca	1x Lockdown Cluster & 3x Unorganized Clusters	& Barricade
Already Destroyed	4x Lockdown Clusters, 2x Flying Clusters, 3x Demonstration Clusters & 9x Unorganized Clusters	

- Protesters (experimental rules:)

With any other 2x Tac Teams  
protesters:

- Police

Terry & Pike	2x Soft Squads (6/A, 8/A)
8th & Pike	1x Soft Half-Platoon (WSP) & 3x Soft Squads (9/A, CC-3, CC-4)
7th & Pine	1x Hard Squad (31/30) & 1x Chemical Unit (CART/30)
7th & Pike	1x Mounted Squad (MP-1)
6th & Pike	1x Hard Squad (6/B)
7th & Union	1x Soft Squad (7/A) 1x Chemical Unit (CART/C)
6th & Union	4x Hard Squads (8/B, 9/B, 7/C, 9/C) & 1x Mounted Squad (MP-2)
5th & Union	1x Hard Squad (7/B) & 1x Soft Squad (POS)
4th & Union	2x Hard Squads (6/C, 8/C)
6th & University	1x Soft Half-Platoon (WSP), 4x Soft Squads (6/D, 7/D, 8/D & 9/D), 1x Hard Squad (32/30) & 1x Chemical Unit (CART/B)
8th & University	2x Soft Squads (CC-1, CC-2)

- Police (experimental rules:)

With any other police: 6x Command Personnel

## 11. Reinforcements

• Protesters		(for random edges, roll one die: 1= north, 2 = east, 3 = south & 4-6 = west)
7:40-7:50	4x Flying Clusters, 4x Lockdown Clusters, 2x Theater Clusters, 5x Demonstration Clusters & 15x Unorganized Clusters (entering the west edge)	
7:50-8:00	3x Flying Clusters, 3x Lockdown Clusters, 1x Theater Cluster, 4x Demonstration Clusters & 11x Unorganized Clusters (entering the east edge)	
8:00-8:10	1x Unorganized Cluster (entering a random edge)	
8:20-8:30	1x Unorganized Cluster (entering a random edge)	
8:40-8:50	1x Unorganized Cluster (entering a random edge)	
9:00-9:10	1x Unorganized Cluster (entering a random edge)	
9:20-9:30	1x Unorganized Cluster (entering a random edge)	
9:40-9:50	1x Unorganized Cluster (entering a random edge)	
10:00-10:10	1x Unorganized Cluster (entering a random edge)	
10:20-10:30	1x Unorganized Cluster (entering a random edge)	
10:40-10:50	1x Unorganized Cluster (entering a random edge)	
11:00-11:10	1x Unorganized Cluster (entering a random edge)	
11:20-11:30	1x Unorganized Cluster (entering a random edge)	
11:40-11:50	1x Unorganized Cluster (entering a random edge)	
12:00-12:10	1x Unorganized Cluster (entering a random edge)	
12:20-12:30	1x Unorganized Cluster (entering a random edge)	
12:40-12:50	4x Demonstration Clusters & 4x Unorganized Clusters (entering the south edge).	
1:00-1:10	1x Unorganized Cluster (entering a random edge)	
1:20-1:30	1x Unorganized Cluster (entering a random edge)	
• Police		
9:10-9:20	4x Hard Squads (6/C, 7/C, 8/C & 9/C) & 1x Chemical Unit (CART/C) (entering the west edge)	
9:20-9:30	4x Soft Squads (6/D, 7/D, 8/D & 9/D) (entering the west edge)	
10:30-10:40	1x Soft Squad (POS) (entering the west edge)	
11:10-11:20	2x Soft Squads (11/10 & 12/10) (entering the west edge)	

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version 3.0

## 12. Design Notes

The direct action protesters planned their initial convergence via the DAN and SAR; they coordinated some later actions via the DAN and IMC. Most protesters initially cooperated with each other but many protesters later divided from each other as the police violence intensified. After the tear gas, many 'black blockers' from the AAC, ACME, BCM and other groups conducted systematic property destruction while some 'peace police' from DAN and member groups condemned the action or even attacked the other protesters. The police left most planning decisions to Ed Joiner and most tactical decisions to Jim Pugel. The SPD and KCSO generally cooperated with each other; there is no strong evidence for tactical disagreements or command disputes. The ability of clusters and platoons to react to changing situations depends on their awareness of the situation and their coordination with other groups; this in turn depends on their planning and communications.

The activation rules indirectly model each side's communication problems through their effects. These include unreliable reports, malfunctioning radios, etc.

The street confrontations in Seattle were a test of determination, of intimidation and of police weapons and armor. Both sides misjudged their opponent's plans and preparations. The police did not expect peaceful protester lockdowns. The protesters did not expect violent police attacks. The confrontation system reflects this. The protesters used lockdowns during the initial blockade; they fell back into, or surged forward from, crowds during the later confrontations. The police were generally unwilling to move into lockdowns or crowds. They used special weapons (including wooden and rubber slugs, OC (pepper spray), CS (tear gas) and possibly CN (another tear gas). The slugs broke shop windows; the gas entered delegate hotels.

The arrival, movement, site blockade, property destruction, and site relief actions are as simple as possible. These allow both sides' historical strategies.

The victory rules allow the protesters to win through site blockades alone, property destruction alone, or perimeter/blockade alone, but strongly encourage the protesters to pursue a mixed strategy, while balancing between major efforts and fleeting opportunities.

Michael Erwin, 2004-2005 [two paragraphs have been dropped after more detailed research]

#### *Movement:*

The average movement rates are historical; the turn-by-turn rates are random to reflection confusion, stragglers, etc. At the start of the game, the protesters get two moves and the police only get one move, because the protesters had plans for the blockade and the police did not have such careful plans. By the end of the game, the police get two moves and the protesters get only one move, because the police were able to jam the protesters' radios and because the police could have recovered from their surprise.

#### *Gas and Confrontation Model:*

The Seattle Police Department alone used up about 40 kg of chemical weapons from Tuesday through Thursday (setting aside the delivery mechanisms, solvents, etc.). The King County Sheriff's Office and other agencies probably used up another 20 kg or so. Individual officers had 8-34g of pepper spray (3-12 oz. at 10% concentration) and used up 6 kg. Chemical teams had more and used up 54 kg. About 30% of eyewitnesses' accounts of Tuesday's morning action, including protesters, legal aid, and reporters, reported that they were injured by police weapons, particularly tear gas and pepper spray; others reported low-level exposure. Locked-down protesters were immobile and were particularly vulnerable to clubs, pepper spray, grenades to the face, etc. Other protesters could sometimes shield locked-down protesters with their bodies. Thousands of people were exposed to tear gas, hundreds were injured, and some were killed (cf. Stephanie Banerian, interview by Jim Compton, *inter alia*). If events follow history, the protesters can expect about 800-900 casualties (30-40 units lost) in the course of the game.

#### *Faction Friction:*

Between 11:10 and 11:40, some members of some of the black blocs started breaking windows at several businesses known for human rights violations and/or environmental destruction. Other protesters started attacking members of various black blocs, as well as defending the targeted businesses.

#### *Main differences from the 1st & 2nd versions of N30:*

Two differences stand out:

1. The earlier versions had longer turns (1-2 hours) and larger units (platoons, clusters, and crowds). The original game ended at about 4:30-5:00 PM, with nightfall; the new game ends at 1:40 PM, as the labor march approaches. Many protesters left the labor march and joined the blockades; if the protesters have not held the line through 1:40 PM, the conference has already begun, and if the police have not broken the line by 1:40 PM, they can't.
2. The earlier version did not allow opposing forces to occupy the same intersection; units could attack from adjacent intersections. This makes sense for entire platoons and clusters holding each intersection, but this breaks down with individual squads.

#### *Main differences from the 3rd version (before revision):*

1. Based on additional sources, notably Spiritwind's account, the tactical teams have been merged back into the flying clusters. They flying clusters affect the movement rates of other units but have no greater confrontation abilities than other units.
2. The confrontation system has been redesigned and simplified.

#### *Main differences from Battle of Seattle:*

1. N30 covers Tuesday's actions around the Convention Center, while BOS covers four days and the whole downtown. BOS itself concedes that the protesters had already won when Mayor Schell declared martial law (on Tuesday afternoon); see BOS rule 7.3.
2. N30 makes protester attacks rare and ineffective (1st version) or impossible (2nd & 3rd versions). BOS makes them common but ineffective (depending how we interpret the counterattack rule). The BOS rule was either meaningless (if counterattacks are voluntary) or more trouble than it was worth (if they are mandatory).
3. N30 has scheduled protester reinforcements. BOS uses variable protester reinforcements, with more joining already successful actions, and fewer joining so-far unsuccessful ones. The BOS rule makes sense between two protests but not within any one protest. Media coverage of N30 did not make the N30 protests any stronger (but that of J18 made N30 stronger and that of N30 made A16 stronger). The well-organized protesters who had prepared over the last weeks and months would not leave that morning, and the unorganized ones who would join after the evening news, would not arrive before the evening.

The photo on the front page comes from "Breaking the Spell," an orphan work released by Pickaxe Productions in 2000.

Marja Unrastarjo, 2008

## 13. Police Units

### Adam Platoon:

6/A	1-1
7/A	1-1
8/A	1-1
9/A	1-1

### Boy Platoon:

6/B	2-1
7/B	2-1
8/B	2-1
9/B	2-1
CART/B	G-3

### Charlie Platoon:

6/C	2-1
7/C	2-1
8/C	2-1
9/C	2-1
CART/C	G-3

### David Platoon:

6/D	1-1
7/D	1-1
8/D	1-1
9/D	1-1

### Mounted Patrol:

MP-1	1-2
MP-2	1-2

### Scrambled From Convention Center venue & other nearby police units:

CC-1	1-1
CC-2	1-1
CC-3	1-1
CC-4	1-1

### 10th Platoon:

11/10	1-1
12/10	1-1

### 30th Platoon:

31/30	2-1
32/30	2-1
CART/30	G-1

### Washington State Patrol:

WSP	1-1
WSP	1-1

### Port of Seattle:

POS	1-1
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## 14. Protester Units

At start, to the north:

Bananarchy	L-1	Bananarchy Movement
Portland	L-1	Portland Spuds (& Lewis & Clark students)
Sea Turtles	L-1 & T-1	Sea Turtle Restoration Project

At Start, to the south:

Arizona	L-1	Arizona Rocks (H)
Flaming Dildos (?)	L-1	Flaming Dildos
Superstars (?)	L-1	Superstars
Rad. Cheer.	T-1	Radikal Cheerleaders [another contingent started at VSP]

Arrive from Victor Steinbrueck Park from 7:40-7:50:

Blue Green	L-1	Blue-Green Society
Cowborg	L-1	Cowborg Cluster (K/L)
Native Forest (?)	L-1	Native Forest Network (I)
STARC	L-1	Students Transforming and Resisting Corporations
(A) Action (??)	F-1	Anarchist Action Collective
Dark Star	F-1	Dark Star
Stewards (??)	F-1	Stewards
Vancouver (?)	F-1	Vancouver Cluster
Inf. Noise Bde.	T-1	Infernal Noise Brigade
Rap Wagon	T-1	Rap Wagon
Environment	2x D-1	People's Delegation for the Environment
Social Justice (?)	2x D-1	People's Delegation for Social Justice
Free Tibet	D-1	Free Tibet (several groups)

Arrive from Seattle Central Community College from 7:50-8:00:

Earth First	L-1	Earth First! (F)
Reclaiming (??)	L-1	Reclaiming Collective
Wobblies	L-1 & F-1	Industrial Workers of the World (J)
(A) Response (??)	F-1	Seattle Anarchist Response
East Bay (??)	F-1	East Bay Wingnuts
Art & Rev. (??)	T-1	Art & Revolution
Democracy (??)	2x D-1	People's Delegation for Democracy
Human Rights (??)	2x D-1	People's Delegation for Human Rights

Arrive from the International District from 12:40-12:50

Ppls. Assembly	4x D-1	Seattle International People's Assembly
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(? = Location is likely but not confirmed; ?? = Location is speculative, but unit was present.)



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