



# MILSIM WEST INSURGENCY

VERSION 1.0

JULY 2016

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Approved for public release;  
distribution is unlimited.

**HEADQUARTERS  
MILSIM WEST,  
CHICAGO, IL**

**The goal of MSW INSURGENCY is to create a social war-gaming environment. This guide is to be used in conjunction with the most current version of the MilSim West TACSOP as a rulebook. MilSim West reserves the right to change any of these rules and communicate them to our participants during the event to ensure the high quality and safety of our event is maintained.**

# MSW INSURGENCY

MSW Insurgency is a live action large format social war-gaming event. It differs from other MSW events in a few key ways. The most obvious are the introduction of a Citizen faction and new rules governing trade, law and politics within the game. During the first half of MSW Insurgency participants are playing a political wargame while the second half is a force on force much like the regular MSW format.

The Citizen faction is a temporary one and will at some point become part of a Militia attached to either the NATO or RUSFOR factions. Each faction will have its own Militia during MSW Insurgency which they must create and recruit from among the Citizens. The Citizens and their appointed officials, authorities and public servants have resources provided to them by MSW which makes their cooperation a key asset to either faction. The participants in the Citizen faction control both physical and manpower resources which makes gaining majority control of them an objective for both armed factions. NATO and RUSFOR are provided Distinctive Uniform Items (DUI) by MSW for use in equipping their Militia.

The game is divided in to essentially two Phases.

During the first 24 hours of the game the NATO Provisional Transitional Authority (NPTA) drives the activities of Citizens with resource gathering, trade and political events while each armed and uniformed faction (NATO and RUSFOR) has a chance to conduct a series of Counterinsurgency (COIN) or Foreign Internal Defense (FID) missions against each other. This could include but is not limited to; Civil Affairs, Psychological Operations, Military Police Operations, Intel/Counter Intel and Special Operations style missions for subordinate units. Wearing civilian attire is authorized by commanders however if killed or captured in civilian clothes the participant may be subject to the authority of the NPTA depending on their allegiance.

The inciting event for the second phase of the game will be the National Government Election. All offices of the NPTA will be handed over to the authority of the winner of the election who will be pro RUSFOR or pro NATO. The second half of the game is essentially the normal MSW force on force format but with a Militia for both sides and starting from the point of a civil war with intervening third party nations.

The goal of MSW Insurgency is to create a complex social wargame where themes of politics and tactics entertain participants brains and trigger fingers.



# INSURGENCY ROE CARD: FOR ARMED FACTIONS

- You may engage the following individuals regardless of circumstances.
  - Uniformed troops of enemy factions.
  - Enemy militia forces wearing distinct uniform items identifying themselves as such.
- The use of force, including deadly force, is authorized to protect the following:
  - Yourself, your unit, and friendly forces
  - Enemy Prisoners of War
  - Citizens from crimes that are likely to cause death or serious bodily harm, such as assault, murder or robbery.
  - Designated civilians and/or property, such as personnel of the City Hospital, Municipal Police, NATO, NPTA , or any of the NPTA Ministries or Departments.
- Any Citizen who is shot by an armed faction and “bleeds out” will immediately join the militia of the opposing armed faction. Wanton shooting of civilians will only result in more enemies.
- All Citizens of the territory governed by the NATO Provisional Transitional Authority are governed by the Criminal and Civil Code of the NATO Provisional Transitional Authority (CCCNPTA) which has severe penalties for Murder and Robbery.



# IF NOTHING ELSE DO THIS

## GOLDEN RULE:

- Respect other participants and their property. Play with sportsmanship. Whenever in doubt about how to act or behave in any situation not specifically mentioned within this manual or the TACSOP, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience. This is a collaborative gaming experience which requires all of our best efforts for success.

## ASK FOR CONSENT:

- As always ask for consent when searching. The INSURGENCY format will allow for some irregular scenarios not found in our standard force on force format. If making physical contact with someone you don't know personally seems appropriate to you in the scenario (detaining, searching, social networking or negotiations) be sure to ask for consent from any participants you intend to make physical contact with. Any situation involving use of force or non standard physical contact (almost anything beyond a handshake) needs to be done with consent.

## CHOOSE YOUR OWN ADVENTURE

- Remember you are choosing it with others. You control your story in MSW INSURGENCY but you also affect the experience of other players around you. You choose to be either a member of a military unit or a member of a Citizen community. Your choices determine what your experience will be. If you try to snowflake your unit will be less effective. If you choose to rob or murder your neighbors your time as a civilian will likely end with a public execution and no vote in the elections.

## STAY IMMERSED

- This doesn't mean maintain a shitty fake accent all weekend it means focusing your actions on achieving the goals you, you friends, your unit or ministry have set within the game. Wear the right stuff. If you are a Citizen dress as a civilian if you are in a uniformed faction adhere to their regulations in the TACSOP. Interact with people with your goals and role in the game in mind. You will get prompts from Cadre during event in processing and direction throughout the event but it's your job to choose your own adventure. The goal of this game isn't kill counts unless you're counting.

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# RIGHTS OF CITIZENS

- **VOTING** : Every citizens who registers to vote is entitled to STATE SERVICES. One vote per citizen during the NATIONAL GOVERNMENT ELECTIONS
- **FREE TRADE BETWEEN CITIZENS**: Citizens may trade resources or items at [The Market](#).
- **A JOB**: the LABOR AND TRADE MINISTRY will find employment for any citizens not engaged in trade at [The Market](#).
- **BREAD AND SOUP**: Friday evening 1900-2200 bread and soup is served by the ANTI STARVATION MINISTRY (ASM).
- **REDRESS OF GRIEVANCES AND DISPUTES**: Grievances and disputes will be settled by the Executive Judge of the NPTA in accordance with the CRIMINAL AND CIVIL CODE OF THE NPTA (CCCNPTA) .
- **A RIFLE**: For hunting and civil defense. See the CCCNPTA for specific regulations

# CIVIL and CRIMINAL CODE of the NPTA (CCCNPTA)

## VOTING:

1. All citizens with a valid NPTA ID card who have registered to vote are entitled to one vote in the NATIONAL GOVERNMENT ELECTION at 1200 Saturday.
2. Voter registration is Friday 2000-2200 at the NPTA Presidents Compound.
3. Every registered voter is entitled to State Services in the form of a MSW TQ and Soup and Bread from the ANTI STARVATION MINISTRY.
4. Double voting will be prevented by freedom ink on the right hand index finger.

## Trade:

1. Every registered voter is entitled to a space no larger than 35" square as a trading table (roughly a card table). Participants may bring privately purchased items ([PPI](#)) that fit within this space to trade with other participants for other PPI or Medium of Exchange Items ([MEI](#)). PPI excludes, any items expressly prohibited in the MSW TACSOP.
2. Registered Voters are free to apply for Commercial Trade Permits with the LABOR AND TRADE MINISTRY up to 21 days prior to the Friday preceding the NATIONAL GOVERNMENT ELECTION (the event).

## Contracts:

1. Any written agreement signed by both parties is enforceable as interpreted by the Executive Judge of the NPTA.
2. In a contract dispute each party has 3 minutes to present evidence or testimony. The judges decision is final with no appeals.

## Robbery

Stealing personal items through actual violence is a crime and is not allowed at any MSW event. Criminals will be reported to the police in whichever jurisdiction the event takes place in. Anything taken from another participant without consent that doesn't fall under items 1-3 under Robbery is a real crime and will be treated as such.

1. MEI taken from participants through violence using TACSOP approved weapons, threats or intimidation is a crime under the CCCNPTA.
2. Items taken from NPTA or NATO stores through violence using TACSOP approved weapons, threats or intimidation is a crime under the CCCNPTA
3. Sentencing guidelines: Return MEI, convicted pay victim 50% of remaining MEI.



# CIVIL and CRIMINAL CODE of the NPTA (CCCNPTA)

## Assault

1. Any participant that uses any MSW TACSOP approved weapon to “wound” any other participant necessitating buddy aid with an MSW TQ has committed Assault.
2. Sentencing Guidelines: Criminal pays 30% of MEI in damages to victim 2-4 hour sentence.

## Murder

1. Any participant that uses any MSW TACSOP approved weapon to “Kill” any other participant so that a medical bottle is needed to revive them.
2. Sentencing Guidelines: Criminal pays 50% of MEI in damages to victim and the remaining 50% to the NPTA to cover execution costs. 4-6 hour sentence followed by a public execution. Out processing by MSW White Cell (out of game admins).

## Treason

1. Any public or private statements that are both critical or derogatory toward the NPTA or any of its offices said with the intent to cause public unrest, disorder, violence or overthrow of the NPTA government Prior to the National Government Elections is treason.
2. Sentencing Guidelines: NPTA seizes 100% of convicts MEI . 4-6 hour sentence followed by a public execution. Out processing by MSW WC.

## Weapons Permitting

1. Every Citizen is allowed one rifle (Rifle, DMR or Sniper type) of any type with either a light or an optic for hunting and civil defense purposes. No more than 4 non winding magazines and 20 rounds of any weight of ammo may be possessed. In the event of a civic defense emergency the NPTA Marshalls will issue citizens additional ammo. Citizens must register their rifles during resettlement in processing.
2. Pistols/ SMGS or other concealable weapons are granted to NPTA Ministers and employees of those ministries who submit a formal request in writing to the NPTA Marshalls no later than 21 days in advance of the Friday before the National Government Election (21 days prior to the event) .
3. All other classes of weapons in the MSW TACSOP are restricted to NPTA Marshalls, Municipal Police and Hospital Security Services.

## Contraband

1. Citizens are not allowed to bring any of the following items with them to the territory of the NPTA. All bags will be inspected for contraband and citizen-in-processing: Ammo, medical bottles, MSW TQs, smoke, frag and 40mm grenades. Smokes and frags may not be possessed by civilians for the first half of the game.

# OFFICE OF THE PRESIDENT OF THE NPTA

**1: Subordinate Groups: These groups take direct orders from the President until the National Government Election.**

- NPTA Marshall Service
- Labor and Trade Ministry
- Anti Starvation Ministry

**2: Cooperative groups: These groups must carry out the orders of the President until the National Government Election.**

- The City Hospital
- The Municipal Police
- The NPTA Executive Judge

**3: Starting Medium of Exchange Items (MEI) The percentage of MEI supplied by MSW to the Citizen faction (1/3 of the total resources in the game) that this office controls at the start of the event.**

MEI	% of faction
MSW MilSim TQ	100
.25 G Ammo	70%
.32 G Ammo	70%
Tracer	90%
Medical Bottles	70%

# EXECUTIVE JUDGE OF THE NPTA

**1: Subordinate Groups:** These groups take direct orders from the Executive Judge of the NPTA until the National Government Election.

- Municipal Police
- City Hospital

**2: Cooperative groups:** These groups must carry out the orders of the Executive Judge of the NPTA. Until the National government Election

- NPTA Marshall Service
- Anti Starvation Ministry
- Labor and Trade Ministry

### **3: Duties**

- **Conduct civil trials (settle non violent trade disputes):** Each party is allowed 3 minutes to present evidence or testimony. Judges ruling is final.
- **Conduct criminal trials:** The Chief Inspector of the Municipal Police is allowed 5 minutes for the states case against the accused. The accused is allowed 5 minutes to rebut. Judge has 5 minutes to question either party or any witnesses. A Jury of two citizens and the judge vote on the verdict blindly. Judge has ruling on sentencing.
- **Oversee public executions:** Read the sentence aloud and give the order of execution to the NPTA Marshalls

# NPTA MARSHALL SERVICE

1. Up to 9 Marshalls can be appointed by the President prior to or during the event.
2. Marshalls may use any weapon class in the TACSOP and draw all MEI from the Office of the president.
3. Marshalls must display Marshalls badges while wearing solid green uniforms, no t-shirts. Gear may be of any color.
4. Marshalls will be provided Distinctive Uniform Items (badges) by MSW and the Office of the President.
5. Duties of Marshalls
  - Transport prisoners from the detention center to trial and back.
  - Enforce Warrants from the executive judge
  - Provide security during trials
  - Assist the police during civil emergencies, voter registration and the election.
  - Provide armed protection for both the President and the Executive Judge of the NPTA
  - Carry out executions as required by the CCCNPTA
  - Recruit civilians juries for criminal trials and provide them security to and from the trial location.



# CITIZEN IN PROCESSING

- 1: Contraband inspection (conducted by municipal police):** Officers of the municipal police will inspect all Citizen baggage for contraband as well as compliance with the packing list for Citizens. All bags will be dumped.
- 2: NPTA ID CARD ISSUE (conducted by NPTA Marshalls):** Supporting paperwork (waivers, orders) Will be collected and checked for endorsing signatures. Citizens will be issued their NPTA ID card as well as 20 rounds of ammo for civil defense emergencies.
- 3: Housing and Labor assignment. (Conducted by Ministry Of Trade and Labor Staff).** Citizens will be assigned a housing building, purchase a trade permit or given an assignment in the labor force at this station.
- 4: Medical Screening (Conducted by City Hospital Staff):** All Citizens will be checked for their medical information cards as per the MSW TACSOP, Medical staff will be made aware of any allergies, daily medications or conditions not indicated on the medical information card.
- 5. Chronograph and weapons as per MSW TACSOP, inspect eyepro.**
- 6. Safety and legal briefing by the NPTA judge.**
- 7. Transport to housing buildings (conducted by NATO provided and secured troop transports).**

# CITIZEN OUT-PROCESSING

**Any Citizens that becomes “dead” as a result of TACSOP approved weapons hitting them prior to the election must be out-processed. This doesn’t mean the game is over for them. They will leave all their MEI with the NPTA authorities and be moved to the militia on an armed faction by MSW White Cell admins.**

**When a citizen is hit by any TACSOP approved weapon and bleeds out without a MSW TQ applied they are “dead” and cannot be revived by city hospital staff. If a citizen has a tourniquet applied and is shot again and not treated within 5 minutes by City Hospital Staff they are “dead”. In some cases when a citizen has been hit and bled out or been executed by TACSOP approved weapon, while or as a result of committing a crime they are “dead” and will not be revived by City Hospital Staff.**

**The final authority for out-processing is MSW white cell who will transport the participant and their gear to their new faction. This means out-processing can take a few hours as it will be done at the convenience of MSW staff.**

**Any true emergency requiring a participant leaving the field is dealt with as per the MSW CADRE SOP and the MSW TACSOP.**



# **PROCEDURES FOR VOTER REGISTRATION**

- **Assign locations and parade routes for the two primary political candidates and their party. Assign police and Occupying NATO troops to key areas in the event civil unrest.**
- **Issue voter registration certificates (VRC) to all citizens with proper identification**
- **All voters must indicate a preference on the form indicating membership in either political party or independent voter status. This will be shared with all other offices and ministries to determine citizen eligibility for services.**
- **The Office of the President will maintain a written record of registered voters and their party/independent status.**
- **All voters that register will receive a VRC and a MSW MilSim TQ.**
- **NPTA Marshalls are the primary security and record keepers for Voter registration.**
- **The Municipal Police are the Primary authority governing security of parade routes and party rally locations**
- **NATO Military Police units will be the primary security for all government agencies and ministries during voter registration, the elections and at the request of the Municipal Police of the NPTA President.**
- **The Anti Starvation Ministry will co-locate their citizens dinner service to the voter registration site to ensure maximum public order.**
- **The Labor and Trade Ministry will be the primary provider of qualified event and entertainment services to the two candidate's campaigns/parties. The Ministry will also issue permits for Parades, Public Rallies and other such events.**



**SECTION 2**  
**The City Hospital**

# CHIEF OF MEDICINE

**1: Subordinates: These Participants take direct orders from the chief of medicine until the National Government Election. They must wear white lab coats or white vest marked with a red cross or crescent.**

- Chief of Surgery (Medic bag may carry 15-20 bottles)
- Nurse 1 (satchel may carry 5-10 bottles)
- Nurse 2(satchel may carry 5-10 bottles)
- EMT 1 ( may carry 2 bottles)
- EMT 2 ( may carry 2 bottles)
- Up to 4 Hospital Security Staff. Must wear Hospital staff uniform with badge. Any weapons within the MSW TACSOP allowed no restrictions on gear color.

**2: Starting Medium of Exchange Items (MEI). The percentage of MEI supplied by MSW to the Citizen faction that this office controls at the start of the event.**

MEI	% of faction
MSW MilSim TQ	0
.25 G Ammo	5
.32 G Ammo	5
Tracer	5
Medical Bottles	25

# **PROCEDURES FOR THE CITY** **HOSPITAL AND STAFF**

- The hospital building must cache the majority of the medical bottle supply and must be guarded or occupied at all times.
- The Chief of Medicine and the Hospital Security Staff (HSS) have jurisdiction over the hospital building and the participants within it.
- The authority HSS has to carry weapons and perform arrests does not extend outside of the hospital.
- Any search or detention of participants done within the city hospital must be done by HSS.
- Any detentions done by HSS must be handed over to NPTA Marshalls
- Medical care can be provided to all participants regardless of their status or affiliation.
- Once treatment has been administered to participants they must be released from the hospital.
- Hospital Staff may refuse treatment to any participant they believe to be a fugitive criminal, a terrorist or an agent or soldier of an armed faction.
- The Hospital may have up to 4 operating beds where participants can be revived without medical bottles by laying flat for a 5 minute time period. A written record of treatment must be filled out by the attending staff and given to the participant to keep. No water bottle is needed.
- Up to two civilian vehicles clearly marked as such on all 4 sides may be used as ambulances. They may carry no weapons or ammunition but may move medical bottles and “dead” or “wounded” (as per the MSW TACSOP) participants to the City Hospital.



**SECTION 3**  
**The Municipal Police**

# CHIEF OF POLICE

**1: Subordinates: These Participants take direct orders from the Chief of Police until the National Government Election. The police will be identified by brassards, caps, and badges which will be supplied by MSW. Any weapon types in the MSW TACSOP may be used. Less than lethal wounding spray (silly string) may be used by police to “wound” participants.**

- Chief Inspector: Responsible for investigating and prosecuting crimes in court.
- District 1 CPT responsible for organizing and leading the guard on the detention center.
- District 1 LT assists the D 1 CPT
- District 1 SGT assists the D 1 LT
- District 2 CPT responsible for arrests and coordinating security patrols with NATO military police units
- District 2 LT assists the D2 CPT
- District 2 SGT assists the D2 LT

**2: Starting Medium of Exchange Items (MEI). The percentage of MEI supplied by MSW to the Citizen faction that this office controls at the start of the event.**

MEI	% of faction
MSW MilSim TQ	0
.25 G Ammo	25
.32 G Ammo	25
Tracer	25
Medical Bottles	5



# MUNICIPAL POLICE REGULATIONS AND PROCEDURES

## REPORTS

1. All crimes observed Police Officers or reported by citizens to Police Officers will be reported to the Chief Inspector using NPTA Form 2-13 Any use of force by a police officer requires a report using NPTA form 2-13.
2. All reports are submitted to the chief inspector. In criminal cases the Chief Inspector will determine which suspects are to be shot and arrested. In civil cases the Executive Judge of the NPTA will issue a summons to both parties through the NPTA Marshalls.

## ARRESTS

1. All suspects will be shot before being questioned.
2. Less than lethal weapons are the preferred method to subdue those suspected of committing a crime however shooting them and immediately applying a TQ at the detention center once they have been secured.
3. If lethal weapons are used only apply the MSW TQ to the suspect after they have been placed in detention.

## DETENTION

1. The detention center will be large enough to hold 15 suspects and must be secured by police. Latching doors or gates are ok but must be guarded from the outside. Locks are not ok .
2. One officers will be on guard at the detention center at all times
3. Suspects awaiting trial must be brought before the judge within 2 hours of Arrest unless arrested after curfew.
4. Suspects in the detention center must be allowed access to food ,water and sleeping gear during their stay so all their gear should be brought with them.
5. Suspects attempting to escape will be assumed guilty and given be maximum sentence of Death followed by out-processing from the community. Officers may carry out the sentence immediately

## TRIAL

1. NPTA Marshalls are responsible for transporting prisoners from the detention center to the court and holding them until their return to the detention center, release or execution.
2. The Chief Inspector is the prosecutor for all criminal cases.

## EXECUTIONS

1. The Executive Judge of the NPTA is the presiding authority for executions.
2. The Chief Inspector and Chief of Surgery will serve as witnesses.
3. NATO MP troops will provide security at the execution site.
4. The NPTA Marshalls will provide a firing squad and security for the Executive Judge

## CURFEW

1. The Municipal Police are responsible for informing all citizens of the curfew between 0200-0600.
2. Curfew violators will be shot, detained and will not be able to go before the judge until after curfew.



**SECTION 4**  
**Ministry of Labor and**  
**Trade**

# **MINISTRY OF LABOR AND TRADE**

## **1: Authorities:**

- **Set exchange rates on MEI items (posted in the market)**
- **Assign Labor to unemployed citizens**
- **Enforce exchange rates on MEI items in the public market.**
- **Pay workers for their labor with MEI from the Office of the President of the NPTA.**

## **2: Staff/ Equipment**

- **Up to 3 bodyguards/ assistants allowed who may carry concealed weapons and wear civilian attire.**
- **1 POV marked on all 4 sides**
- **All MEI items are drawn from the Office of the President of the NPTA**

**SECTION 5**  
**ANTI-STARVATION**  
**MINISTRY**

# ANTI-STARVATION MINISTRY

## **1: Duties:**

- **Prepare and serve equal portions of bread and soup for all registered voters during voter registration the night before the national election.**
- **Distribute dry cereal and hot beverages to all registered voters on election day morning.**

## **2: Staff/ Equipment**

- **Up to 5 ramen farmers**
- **Up to 5 bread herders**
- **Up to 5 canned meat hunters**
- **Up to 5 chefs**
- **1 POV marked on all 4 sides**
- **X2 propane camp stoves**
- **X2 10 qt stock pots**
- **X2 Coffee maker**
- **20 acres of fertile Ramen fields**
- **20 acres of well stocked canned meat hunting grounds**
- **20 acres of rich bread grazing pastures**
- **60 gallon water container (filled)**
- **X2 Ladles**
- **X2 Spoons of authority**
- **100 Servings dry cereal**
- **100 Servings of coffee/tea/cocoa**

# SECTION 6 REFERENCES

# GLOSSARY 1

**NPTA:** NATO Provisional Transitional Authority ,The Government of occupied Kazakhstan appointed by NATO.

**CCCNPTA:** Criminal and Civil Code of the NATO Provisional Transitional Authority, The law codes governing NATO occupied Khazakstan.

**MSW WC:** MilSim West White Cell, The non imbedded cadre strictly administrative element at MilSim West events that handles, logistics, participant medical emergencies.

**MEI :** Medium of Exchange Items, select items which the NPTA sets the exchange rate on and are issued to civilians. This includes all weights of ammo, medical bottles, MSW TQs, smoke and frag grenades.

**ASM :** Anti Starvation Ministry. Distributes food aid to the population.

**DUI :** Distinctive Uniform Items, Pants, jackets , hats and armbands provided by MSW to RUSFOR and NATO to distinguish their militia units.

**COIN/FID :** A foreign internal defense or counterinsurgency operation involves actions taken by the recognized government of a nation to contain or quell an insurgency taken up against it.

**PPI :** Privately purchased items. Participants may bring items to trade with other participants provided they arrange for a commercial trade permit with the Ministry of Labor and Trade

**VRC:** Voter Registration Certificate, indicated the participant is a citizen and all due the rights and entitlements of such under the NPTA.

# GLOSSARY 2

HSS : Hospital Security Services, armed guards for The City Hospital. Their authority to carry weapons does not extend beyond the Hospital.

CONTRABAND: MEI items are not allowed to be brought in to the event by participants registered for the CITIZEN faction.

# NPTA TIMELINE

Time	Location	Event	Participants
FRI 1400-2100	Parking	In-Processing	All Citizens
FRI 1900-2200	NPTA Office	Bread and Soup	Registered Voters
FRI 1900-2200	NPTA Office	Voter Registration	All Citizens
FRI 1900-0000 SAT 0700-1200	The Market	Trade	Registered Voters
SAT 0700-1000	NPTA Office	Labor Assignments	Registered Voters
SAT 1200	NPTA Office	Election	Registered Voters



# Locations

**The Market:** An area designated by the Office of the President of the NPTA for trade tables. A swap meet within the event itself.

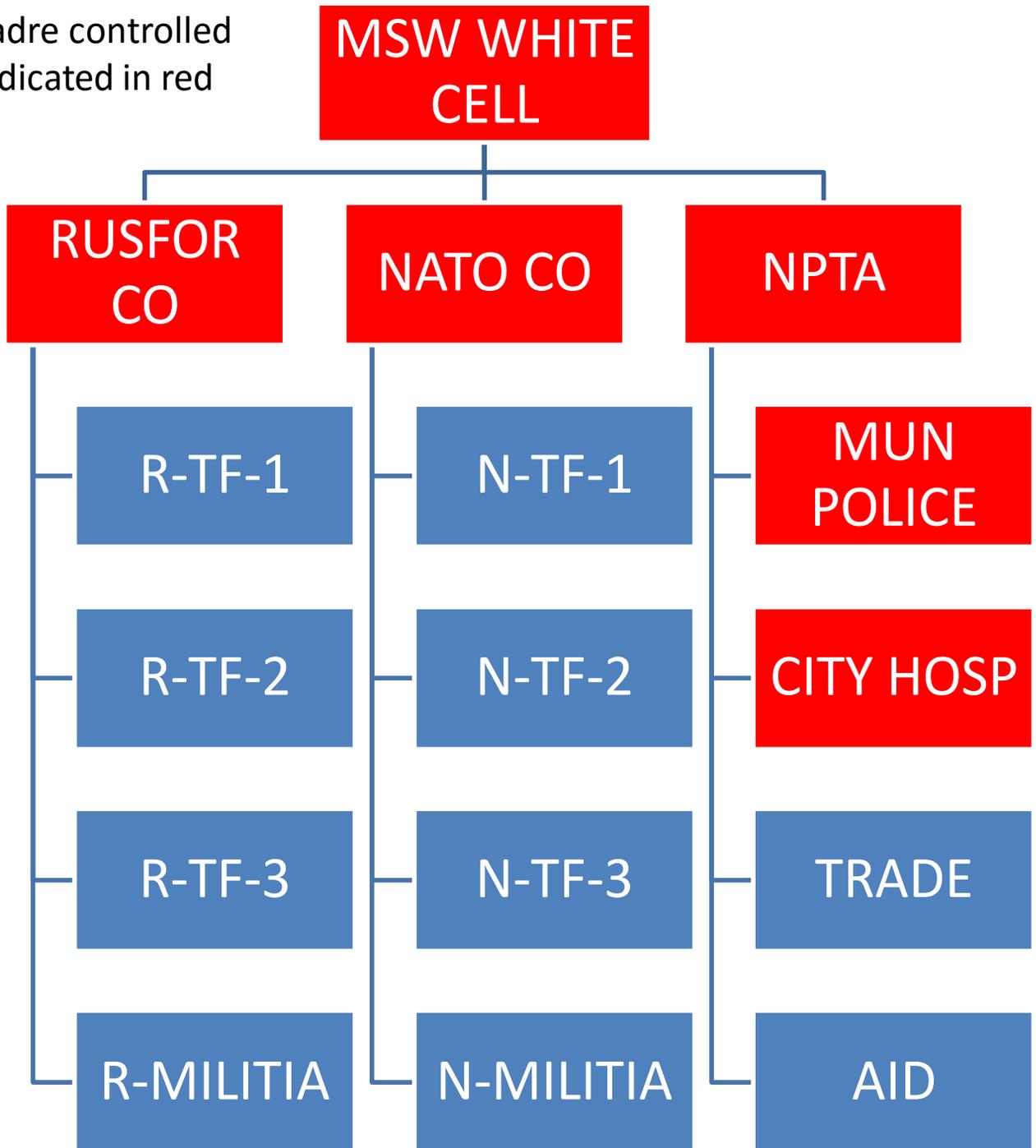
**The Detention Center:** A building designated by the municipal police and marked on all 4 sides where prisoners are held that is controlled by the municipal police.

**The Office of the President of the NPTA :** A building designated by the President of the NPTA and marked on all 4 sides where prisoners are held that is controlled by the NPTA Marshalls Service.

**The City Hospital :** A building designated by the Chief of Medicine and marked on all 4 sides where medical bottles are stored and “wounded” or “dead” participants can be revived that is controlled by the Chief of Medicine.

# FACTION ORGANIZATION

Cadre controlled  
indicated in red



# LEGAL PROCESS

