

2040: American Abyss

Simulating the next US civil war

American Abyss is a four-faction simulation of a modern American civil war. The main struggle is between the government faction (Blue) and the insurgent or rebel faction (Red). Then there is a paramilitary faction (Yellow), which fights the rebels but is outside the law. Finally, there are crime barons (Green), who exploit the chaos to expand their criminal empires. Each faction is an enemy to all the others. Red wants to take control. Blue wants to retain control and stop the fighting. Yellow wants to defeat Red while building its own private army. Green wants to build a crime network. It is a war of all against all.

The simulation does not depend on right-left politics; it works the same regardless of who is in charge. In one scenario, the government could be Rightist, the rebels Leftist, and the paramilitaries ultra-Rightists. In another, the government could be on the Left, the rebels on the Right, and the paramilitaries on the far Left. The players can decide beforehand whether they are simulating a right-wing rebellion against a left-wing government, or vice versa, or none of the above.

The design goal for *American Abyss* was to explore what a modern American civil war would be like (basically, a dumpster fire). The game is a mod of *Andean Abyss*, designed by Volko Ruhnke and published by GMT Games. This mod is dedicated to Mr. Ruhnke in respect of his tremendous contributions to the simulation of contemporary conflicts.

COMPONENTS

- Map: american_abyss_v2.png
- Counters: AMAB_Counters_FRONT.pdf and AMAB_Counters_BACK.pdf
- The rules to Volko Ruhnke's *Andean Abyss* (GMT Games): AARules-1c.pdf
- These rules (AMAB_Rules_v2.pdf)
- Deck of 76 cards: AMAB_Cards.doc
- Pieces. Tokens are for marking card eligibility and resources. Cubes are Troops and Police. Cylinders are Guerillas; they should be marked on one end to indicate Active status; discs are bases. Pieces of different size and shape can be used so long as ownership and the type of unit is clear.
 - Blue: 2 large blue tokens, 30 dark blue cubes, 30 light blue cubes, 3 discs
 - Red: 2 large red tokens, 30 red cylinders, 9 discs
 - Yellow: 2 large yellow tokens, 18 yellow cylinders, 6 discs
 - Green: 2 large green tokens, 12 cylinders, 15 discs

- Miscellaneous markers, tokens, and notes as needed (to denote Rebel Zones, Shipments, Capabilities, etc.)
- Six-sided die

While it is possible to print off a home version of *American Abyss*, **purchasing *Andean Abyss* is strongly recommended.** *Andean Abyss* contains all the pieces in high quality, and it also has a set of extremely helpful player aid cards. Combining the components and player aids of *Andean Abyss* with the map and cards of *American Abyss* gives the most rewarding play experience.

FACTIONS

In this mod, the four factions are as follows:

1. Blue: The Government, which is trying to keep control.
2. Red: Rebels, who are trying to overthrow the government.
3. Yellow: Paramilitaries, violent extremists who hate the Reds.
4. Green: Crime Lords, who are using the chaos to build their criminal empire.

Players are encouraged to give each faction its own name, depending on their assumptions about how a civil war might come about. Labels like *fascists* and *communists* are well within the theme.

CLARIFICATIONS

Clarification of several terms in the *Andean Abyss* rules and (if used) player aid cards.

- Government: Refers to the Blue faction.
- FARC: Refers to the Red faction.
 - A Rebel Zone in *American Abyss* is the same thing as a FARC Zone in *Andean Abyss*.
- AUC: Refers to the Yellow faction.
- Cartels: Refers to the Green faction.
- El Presidente: Ignore all presidential election mechanics from *Andean Abyss*.
- Aid: The Aid mechanic is the same in both games. However, Aid is interpreted in the mod as the benefit of increased legal economic activity that happens when crime is suppressed.
- Propaganda cards in *Andean Abyss* are called *Election Cards* in *American Abyss*. The function the same way mechanically.
- Ignore rules references to Panama and Ecuador. In *American Abyss*, Mexico and Canada play similar roles.
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CARDS

American Abyss comes with its own set of cards. References to specific cards in the *Andean Abyss* rules can be ignored. There are 72 Event Cards and 4 Election cards.

VICTORY CONDITIONS

The victory conditions are the same as in *Andean Abyss*.

- Blue: Support > 60
- Red: Opposition + Bases > 25
- Yellow: Yellow Bases – Red Bases > 0
- Green: Bases > 10 and Resources > 40

SCENARIO ONE: DON'T TREAD ON ME

This scenario involves a rural rebellion against a coastal elite government. Set up the deck as in *Andean Abyss* and place pieces on the board as follows.

Resources: Blue 40, all others 10. Aid 9. Total Support: 50. Opposition + Bases: 20.

Active Support: New England and Cascadia, and all cities except Phoenix.

Active Opposition: Great Lakes, Appalachia, South, Texas, and Big Sky. Passive Opposition: Florida.

Blue: 2 Police in Washington, 1 Police in every other city. 3 Troops each in Washington, Chicago, Los Angeles, and Atlantic (12 total). Base in Atlantic.

Red: Bases in Great Lakes, Big Sky, Appalachia, South, Texas, Florida (6 total). 2 Guerillas each in Texas, South, Appalachia (6 total). 1 Guerilla each in Big Sky, Great Lakes, Florida, Cascadia, New England, and Atlantic (6 total, 12 overall).

Yellow: Base in New England. 2 Guerillas in New England. 1 Guerilla each in Atlantic, Cascadia, Midwest, and Great Lakes (4 total, 6 overall).

Green: Bases in Midwest, Appalachia, South, Texas, Florida, and Phoenix (6 total). 1 Guerilla each in Texas and Florida (2 total).

SCENARIO TWO: STREETS OF RAGE

This scenario posits an urban rebellion against a heartland-based government. Set up the deck as in *Andean Abyss* and place pieces on the board as follows.

Resources: Blue 40, all others 10. Aid 9. Total Support: 46. Opposition + Bases: 20.

Active Support: Atlantic, Great Lakes, Midwest, Appalachia, South, Florida, and Texas. Washington, Jacksonville, Dallas, Houston, San Antonio, Chicago.

Active Opposition: San Francisco, New England, and Cascadia. Passive opposition: Seattle and New York.

Blue: 2 Police in Washington, 1 Police in every other city. 3 Troops each in Washington, Chicago, Los Angeles, and Atlantic (12 total). Base in Atlantic.

Red: Bases in San Francisco, Seattle, New York, Los Angeles, Cascadia, and New England (6 total). 2 Guerillas each in Cascadia, New England, San Francisco, Los Angeles (8 total). 1 Guerilla each in Seattle, Los Angeles, New York, Atlantic (4 total, 12 overall).

Yellow: Base in South. 2 Guerillas in South. 1 Guerilla each in Midwest, Great Lakes, Appalachia, and Texas (4 total, 6 overall).

Green: Bases in Midwest, Appalachia, South, Texas, Florida, and Phoenix (6 total). 1 Guerilla each in Texas and Florida (2 total).

Acknowledgements

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