

# NoDiceNoGlory.com presents

## Team Yankee Doubles:

Cold Wars 2019

55 Points per Player

### **Seven Days to the Rhine**

**Where:** Lancaster Host Resort, Lancaster PA

**When:** Friday, March 15<sup>th</sup>. Registration starts 9:00, 9:30 In Brief

Round 1: 10:00 am to 12:15 pm

Round 2: 1:30 pm to 4:00 pm

Round 3: 4:15 pm to 6:45 pm

**Awards:** Winning Faction, Best General (overall and by faction), Best Team Sportsman, Best Painted

**What:** Doubles with 55 points per player, linked campaign using missions developed just for this event, extra-large tables, special rules, and the ability to change formations (not faction) each round. Doubles partners will be assigned for each round. Sign-ups will be by faction with space limited to have red vs blue matchups. Loaner armies will be available.

**Narrative:** It's August 1985 and the cold war just got hot. Can the Warsaw Pact reach the Rhine River in 7 days? Or can NATO find the resolve to stop the red hoard in its tracks?

This event will test your skills (and dice) as each round reflects where the campaign would be on days 1, 3 and 5 in the war. Random events will infuse rules such as the effects of chemical warfare, electronic attack, refugees clogging roads, and the will of your nation to continue the fight.

Round one will be an all-out WP attack. Did NATO get enough warning to prepare its forces to blunt the enemy attack? If NATO can blunt the attack in a round, they may get to counterattack in the next round.

Factions will assemble before each round and decide how they should prosecute the next battle. This decision will determine what special rules and events the TOs will introduce in that round.

Players should think of having one list which is great at attacking and one list in which they can defend better with. No matter what list you take, think of how combined arms works. Single focus horde armies will not fare well. Once you show up at the table with your partner, you will decide which lists you plan to use and both sides will reveal list to one another.

Size matters. Some tables will be 6'x 8" and one will be L-shaped consisting of 3 tables. The larger the table, the more victory points that will be up for grabs. Mobility matters!

The air rules will also be different. Your side needs to have air superiority over the battlefield to use your fixed wing aviation. So think about if you want to include them and how much AAA you will really need.

Remember the missions will be unique and realistic!

**Special:** The following rules will apply

- Each player can bring multiple 55 point armies. Only one will be used in each round.
- Only one formation for each 55 point list.
- Only one air (fixed or rotary) can be taken as support (core formation air unit, such as air assault units, do not count towards this. In fact this would be the event to use them!).

**Sign-Up:** Email: [ndngtournaments@gmail.com](mailto:ndngtournaments@gmail.com) with the your name and what faction you plan to run. Spaces will be limited for each side, signing up with a friend who plays the other faction will get you priority placement Registration ends 8 March 2019

**Contact:** [ndngtournaments@gmail.com](mailto:ndngtournaments@gmail.com)

**TO:** Mitch Reed & Thomas Mullane

# Overall Narrative

Overview: 7DTTR is a linked campaign where each round covers a different aspect of the Cold War going hot in 1985. As much as possible, the organizers will use operational details that were part of the actual plans from 1985 which have since been declassified.

Objective: Each round will have a set amount of victory chips placed upon the game tables. Whichever team captures the most points (on a weighted scale) wins the round and sets up the mission for the following round. The missions will also have special rules that reflect the operational situation that each side would have faced during the various phases of the conflict.

## Missions

**Starting Mission:** Red Thunder: It's 8 August 1985 and the Cold War just went hot.

This mission recreates a sudden Warsaw Pact (WP) attack that was initially disguised as the annual WP summer maneuvers. NATO was caught off guard. They have to trade space for time as they endure the massive Communist attack.

### Round set-up

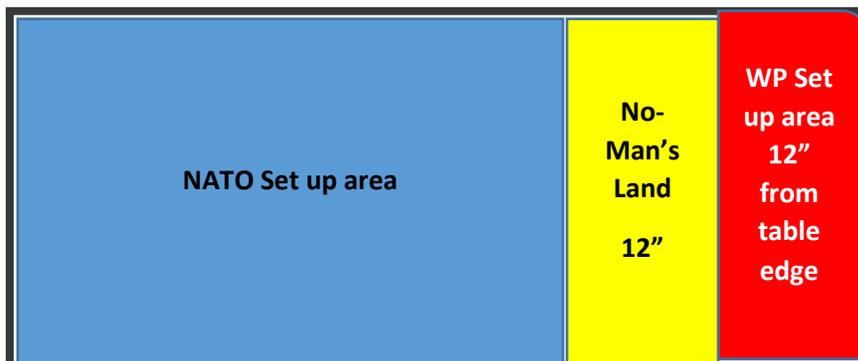
After the initial briefing, each team will review the tables used in this round.

NATO team will have 5 minutes to assign two players to each table. Right after being assigned to a table, the NATO players will pick what formations they plan to play and leave a printed copy of their force (Or units cards) on the table. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed Reserves.

The WP team will then have 5 minutes to assign two players to each table. They may review the lists/cards of the assigned NATO forces while making this decision. Once assigned to a table, the WP players will then select their forces. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed reserves.

### Game Set-Up:

- The WP is attacker in this mission
- Table set up



- NATO sets up first.
- NATO may only deploy dismounted infantry teams (no transports) and one unit with a Front Armor 3 or less on the table.
- NATO Units on the table start in Foxholes, Gone to Ground, and Pinned.
- NATO vehicles on the table start as being Bogged Down and may not make a Spearhead move if they have that special rule.
- The NATO team may then deploy up to 4 Minefields in No Man's Land
- The remainder of their units are held in Immediate Reserve.
- All WP tank, recon, and support units start on the table. All other units (mechanized infantry) enter as reserves.
- If the WP force has units with the Spearhead special rule MUST deploy that unit first and make a Spearhead move.

### **Special Rules**

*Opening Bombardment:* Before Game Turn One begins, the WP player can conduct two bombardment attacks using a Salvo Template anywhere on the table. All units under the template are hit on a roll of 4+. The bombardment has an AT 4 and FP 3+.

*Objectives:* After the players finish the *Opening Bombardment* a TO will then place mission objective chips on the table with their NATO side face-up.

*Objective Control:* In this round NATO controls all of the objective chips at the start of the game. To capture an objective chip a player must start a turn within 2" of a marker with no enemy unit being within 6" of that chip.

*Red Wave:* Whenever a WP infantry or tank unit is eliminated the WP player has the option to bring that unit back during a following turn. If a player decides to bring back a destroyed unit the NATO player may remove one objective chip that they currently control from the game table and keep control of it for the remainder of the game. Furthermore formation command teams are immediately brought back the following turn at no penalty to the WP player.

*Air Superiority:* The WP has air superiority and can use air assets during daylight turns. The WP will be able to use its air units during every daylight turn on a roll of 2+.

*Dawn Attack:* The first turn is fought at dawn and every other turn takes place in the daytime.

*Electronic Warfare:* The WP attack was coordinated with a robust electronic attack and the NATO player has to re-roll all successful reserve rolls.

### **How the game ends.**

The game ends when time is called or when both NATO formations are eliminated from the Table.

### **How the game is scored**

When the game ends each player will pick up the Objective Tokens with they control to the TO. The TO will add up how many points those chips are worth. Chips will be Red, Blue, Green or Black and will be worth different objective points. The amount of points each chip is worth will be revealed after each round. If both NATO formations are no longer on the table then the WP gets control of all of the tokens left on the table.

The scores from all the games are totaled together and will determine the effectiveness of the initial WP attack.

### **Round One “Theory of Victory”**

In this round each table should have 15 objective points. The level of victory will depend on the amount of total points earned during the round and will determine the next scenario.

100%-90%: Total Victory for the WP team and the next round will play the *7DTTR Breakthrough* mission.

89%-60%: WP Victory; the next round will be *7DDTR Attack* mission.

59%-35%: NATO Blunted the WP attack, the next round will be the *7DDTR Meeting Engagement* mission.

34%-0: NATO Victory, the next round will use the *NATO Counter Attack* mission.

## **Follow-On Missions**

### **Breakthrough Mission:**

The initial WP was a smashing success. Can they keep it going? Can NATO stop the red tide?

This mission recreates the days following a sudden WP attack. The initial WP attack was successful, however NATO is getting stronger and will try to stop the advance cold.

#### **Round set-up**

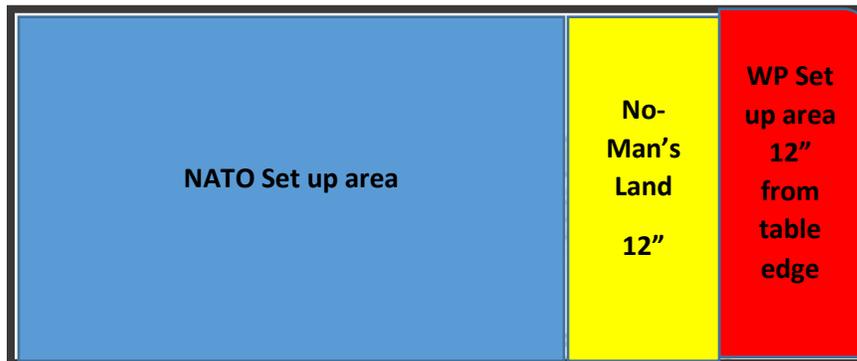
After the initial briefing each team will review the tables being used in this round.

NATO team will have 5 minutes to assign two players to each table. Right after being assigned to a table the NATO players will pick what formations they plan to play and leave a printed copy of their force (Or units cards) on the table. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed Reserves.

The WP team will then have 5 minutes to assign two players to each table. They may review the lists/cards of the assigned NATO forces while making this decision. Once assigned to a table the WP players will then select their forces. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed reserves.

#### **Game Set-Up:**

- The WP is attacker in this mission
- Table set up



- NATO sets up first.
- NATO Units on the table start in Foxholes and Gone to Ground.
- NATO will have one unit in Ambush and one unit in Immediate Ambush.
- Any NATO units with the Spearhead special rule may make a Spearhead move, however other units may not deploy outside of the NATO deployment area.
- All WP tank, recon, and support units start on the table. All other units (mechanized infantry) enter as reserves.
- If the WP force has units with the Spearhead special rule MUST deploy that unit first and make a Spearhead move.

### Special Rules

*Objectives:* After the set-up a TO will then place mission objective chips on the table with their NATO side face-up.

*Objective Control:* In this round NATO controls all of the objective chips at the start of the game. To capture an objective chip a player must start a turn within 2" of a marker with no enemy unit being within 6" of that chip.

*Red Wave:* Whenever a WP infantry or tank unit is eliminated the WP player has the option to bring that unit back during a following turn. If a player decides to bring back a destroyed unit the NATO player may remove one objective chip that they currently control from the game table and keep control of it for the remainder of the game. Furthermore formation command teams are immediately brought back the following turn at no penalty to the WP player.

*NATO Reserves:* Whenever a NATO infantry or tank unit is eliminated the NATO player has the option to bring that unit back during a following turn. If a player decides to bring back a destroyed unit the WP player may remove any single objective chip on the game table and keep control of it for the remainder of the game. Furthermore formation command teams are immediately brought back the following turn at no penalty to the NATO player.

**Note:** If a turn ends with a player having no combat formations on the table, they have lost the game despite the fact that they plan to bring on a replacement unit using the two above rules during the following turn.

*Contested Airspace:* At the beginning of each turn, each side rolls a d6. The player with the higher number is assumed to have air superiority and may roll for air assets as normal.

### **How the game ends.**

The game ends when time is called or when all enemy formations are eliminated from the Table.

### **How the game is scored**

When the game ends each player will pick up the Objective Tokens with they control to the TO. The TO will add up how many points those chips are worth. Chips will be Red, Blue, Green or Black and will be worth different objective points. The amount of points each chip is worth will be revealed after each round. If both NATO formations are no longer on the table then the WP gets control of all of the tokens left on the table.

The scores from all the games are totaled together and will determine the effectiveness of the second phase of the WP attack.

### **Breakthrough “Theory of Victory”**

In this round each table should have 15 objective points. The level of victory will depend on the amount of total points earned during the round and will determine the next scenario.

100%-85%: Total Victory for the WP team and the next round will play the *7DDTR Attack* mission.

84%-40%: NATO Blunted the WP attack, the next round will be the *7DDTR Meeting Engagement* mission.

39%-0: NATO Victory, the next round will use the *NATO Counter Attack* mission.

## **WP Attack Mission**

The initial WP was a success. Can they keep it going? Can NATO stop the red tide?

This mission recreates the days following a sudden WP attack. The initial WP attack was successful, however NATO is getting stronger and will try to stop the advance cold.

### **Round set-up**

After the initial briefing each team will review the tables being used in this round.

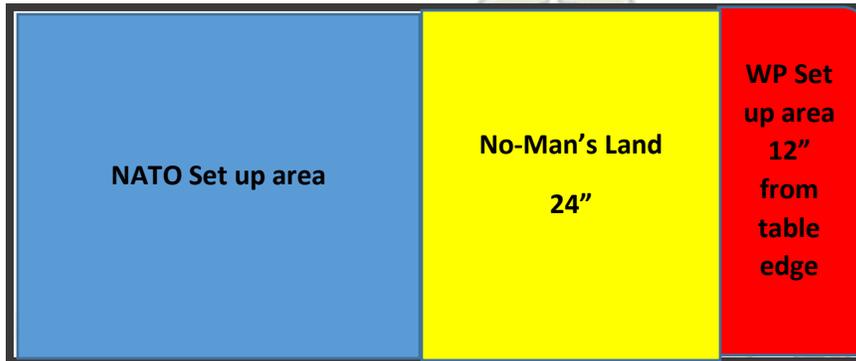
NATO team will have 5 minutes to assign two players to each table. Right after being assigned to a table the NATO players will pick what formations they plan to play and leave a printed copy of their force (Or units cards) on the table. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed Reserves.

The WP team will then have 5 minutes to assign two players to each table. They may review the lists/cards of the assigned NATO forces while making this decision. Once assigned to a table the WP players will then select their forces. If the 5 minute limit expires and a player does not

have a table assigned they will be assigned by the TO, however their force will come on as Delayed reserves.

### Game Set-Up:

- The WP is attacker in this mission
- Table set up



- o NATO sets up first.
- o One NATO formation starts on the table, the other is held in Delayed Reserve
- o NATO will have one unit in Immediate Ambush.
- o One WP formation starts on the table the other is in Immediate Reserve
- o If the WP force has units with the Spearhead special rule MUST deploy that unit first and make a Spearhead move.

### Special Rules

*Objectives:* After the set-up a TO will then place mission objective chips on the table with their NATO side face-up.

*Objective Control:* In this round NATO controls all of the objective chips at the start of the game. To capture an objective chip a player must start a turn within 2" of a marker with no enemy unit being within 6" of that chip.

*Contested Airspace:* At the beginning of each turn, each side rolls a d6. The player with the higher number is assumed to have air superiority and may roll for air assets as normal.

### How the game ends.

The game ends when time is called or when all enemy formations are eliminated from the Table.

### How the game is scored

When the game ends each player will pick up the Objective Tokens with they control to the TO. The TO will add up how many points those chips are worth. Chips will be Red, Blue, Green or Black and will be worth different objective points. The amount of points each chip is worth will be revealed after each round. If both NATO formations are no longer on the table then the WP gets control of all of the tokens left on the table.

## Attack “Theory of Victory”

In this round each table should have 15 objective points. The level of victory will depend on the amount of total points earned during the round and will determine the next scenario.

100%-95%: WP Victory; the next round will be *7DDTR Attack* mission.

94%-70% NATO Blunted the WP attack, the next round will be the *7DDTR Meeting Engagement* mission.

69%-0: NATO Victory, the next round will use the *NATO Counter Attack* mission.

## Meeting Engagement Mission

After some see-saw combat neither side has gained the initiative and look to continue the fighting in their sector.

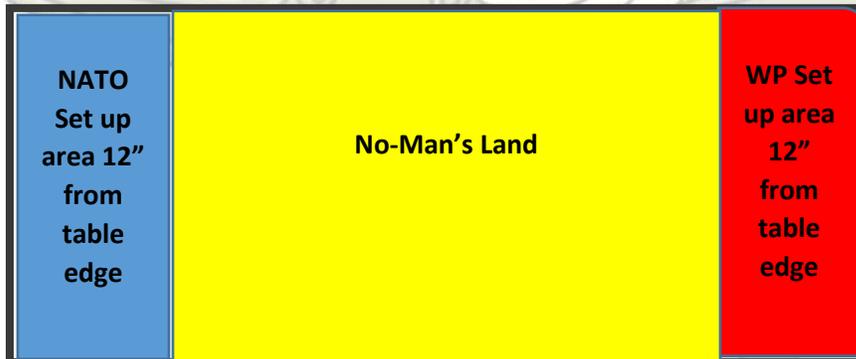
This mission recreates what would happen if the WP attack has been blunted but NATO is not yet regained the initiative.

### Round set-up

The TO's will assign players to tables and place all objective markers on the table in No-Man's Land. Objectives will be placed to give neither side an advantage.

### Game Set-Up:

- The WP is attacker in this mission
- Table set up



- Players roll a D6, with the team scoring higher becoming the attacker.
- Each team will designate 50% of its force in reserve
- Starting with the attacker, players will alternate placing platoons on the table
- Each side will place one platoon from its reserve force in Ambush.
- All forces not starting the game on the table are in Delayed and Special Scattered Reserve (under mission special rules)

### Special Rules

*Special Scattered Reserves:* Once you have rolled for Reserves roll another d6 and use the following table.

Roll	
1-4	Anywhere on your back table edge
5	Left (from your Deployment Zone) edge of the table in either your deployment zone or no man's land
6	Right (from your Deployment Zone) edge of the table in either your deployment zone or no man's land

*Objective Control:* To capture an objective chip a player must start a turn within 2" of a marker with no enemy unit being within 6" of that chip.

*Contested Airspace:* At the beginning of each turn, each side rolls a d6. The player with the higher number is assumed to have air superiority and may roll for air assets as normal.

### **How the game ends.**

The game ends when time is called or when all enemy formations are eliminated from the Table.

### **How the game is scored**

When the game ends each player will pick up the Objective Tokens with they control to the TO. The TO will add up how many points those chips are worth. Chips will be Red, Blue, Green or Black and will be worth different objective points. The amount of points each chip is worth will be revealed after each round. If both NATO formations are no longer on the table then the WP gets control of all of the tokens left on the table.

The scores from all the games are totaled together and will determine the effectiveness of the second phase of the WP attack.

### **Meeting Engagement "Theory of Victory"**

If NATO wins the majority of objective points the next round is NATO Counter Attack

If the WP wins the majority of objective points the next round is Attack

## **NATO Counterattack Mission:**

The WP attack has been blunted and you have the forces to take the attack to the enemy.

### **Round set-up**

After the initial briefing each team will review the tables being used in this round.

WP team will have 5 minutes to assign two players to each table. Right after being assigned to a table the WP players will pick what formations they plan to play and leave a printed copy of their force (Or units cards) on the table. If the 5 minute limit expires and a player does not have

a table assigned they will be assigned by the TO, however their force will come on as Delayed Reserves.

The NATO team will then have 5 minutes to assign two players to each table. They may review the lists/cards of the assigned WP forces while making this decision. Once assigned to a table the WP players will then select their forces. If the 5 minute limit expires and a player does not have a table assigned they will be assigned by the TO, however their force will come on as Delayed reserves.

### Game Set-Up:

- NATO is attacker in this mission
- Table set up



- o WP sets up first.
- o NATO Units on the table start in Foxholes and Gone to Ground.
- o WP will have one unit in Ambush and one unit in Immediate Ambush.
- o Any WP units with the Spearhead special rule may make a Spearhead move, however other units may not deploy outside of the WP deployment area.
- o All NATO units start on the table.
- o If the NATO force has units with the Spearhead special rule MUST deploy that unit first and make a Spearhead move.

### Special Rules

*Objectives:* After the set-up a TO will then place mission objective chips on the table with their WP side face-up.

*Objective Control:* In this round WP controls all of the objective chips at the start of the game. To capture an objective chip a player must start a turn within 2" of a marker with no enemy unit being within 6" of that chip.

*NATO Counterattack:* Whenever a NATO infantry or tank unit is eliminated the NATO player has the option to bring that unit back during a following turn. If a player decides to bring back a destroyed unit the WP player may remove one objective chip that they currently control from the game table and keep control of it for the remainder of the game. Furthermore formation command teams are immediately brought back the following turn at no penalty to the NATO player.

**Note:** If a turn ends with a player having no combat formations on the table, they have lost the game despite the fact that they plan to bring on a replacement unit using the two above rules during the following turn.

*Air Superiority:* The NATO team has air superiority and can use air assets during daylight turns. The NATO will be able to use its air units during every daylight turn on a roll of 2+.

### **How the game ends.**

The game ends when time is called or when all enemy formations are eliminated from the Table.

### **How the game is scored**

When the game ends each player will pick up the Objective Tokens with they control to the TO. The TO will add up how many points those chips are worth. Chips will be Red, Blue, Green or Black and will be worth different objective points. The amount of points each chip is worth will be revealed after each round. If both NATO formations are no longer on the table then the WP gets control of all of the tokens left on the table.

The scores from all the games are totaled together and will determine the effectiveness of the second phase of the WP attack.

### **NATO Counterattack “Theory of Victory”**

In this round each table should have 15 objective points. The level of victory will depend on the amount of total points earned during the round and will determine the next scenario.

100%-90%: Total Victory for the NATO team and the next round will play the *NATO Counter attack* mission.

89%-51%: WP Blunted the Counterattack, the next round will be the *7DDTR Meeting Engagement* mission.

49%-0: WP Victory, the next round will use the *WP Attack* mission.

## **7DTTR Special Rules**

The overall narrative campaign will incorporate some expanded rules that players/teams/TOs may use or implement under certain situations.

### **Chemical Warfare**

Fighting on a “dirty” battlefield changes how both sides fight dramatically. Since the use and employment of these weapons would be the decision and the task of leaders well beyond what is represented on the table a player may use chemical weapons even if they do not have the air and artillery assets to deploy them.

Chemical Attack- If a game uses the chemical weapons special rule the side(s) that have them available roll a d6 before the game begins and consult the table below.

1-2	1 Attack
3-4	2 Attack
5-6	3 Attack

Once the amount of markers are determined the player will put the markers on the side of the table. Before each turn starts, each player, starting with the attacker announces if they plan to use chemical weapons that turn. In order to request a chemical attack a unit must have one formation commander on the table. If they do they roll a d6 and use the following table.

<b>Mission</b>	<b>NATO</b>	<b>WP</b>
Starting	N\A	3+
Breakthrough	4+	3+
Attack	5+	2+
Meeting Engagement	5+	5+
NATO Counter Attack	6+	6+

If the roll is successful the player can then try to place one chemical marker anywhere on the table.

When a player declare they intend to use a chemical attack that they have available they need to make a Skill Check based upon one of the formation commanders on the table's Skill rating. If the Skill Check is failed they may use the attack in a later turn.

#### *Chemical Attack Vs Troops*

Units within 6" of the initial marker placement immediately become pinned and must make a 3+ save for dismounted units. Units that fail the save are eliminated. Dug in units may re-roll a failed attempt.

#### *Chemical Attack Vs Vehicles*

Units within 6" of the initial marker placement make a Cross Check and if they fail become Bogged Down.

#### **Electronic Warfare**

Battlefield jamming wreaks havoc on a modern army's ability to use their C2 assets. Currently the initial attack has a rule for EW attacks, however the rules below are the other missions or if you wish to incorporate them in other games you plan to play.

Use the following table to determine is EW is available for your mission.

<b>Mission</b>	<b>NATO</b>	<b>WP</b>
Breakthrough	4+	5+

Attack	4+	5+
Meeting Engagement	5+	5+
NATO Counter Attack	4+	5+

If your faction has EW for a game they can take the following actions if their formation commander passes a Skill Check. They can only take one of these actions per turn and each use requires you to pass a Skill Check.

- Force your opponent to re-roll a successful roll for Reserves
- Remove one of your opponents "Ranged In" markers

### **Special Operations Forces**

Enemy SOF forces will be very active disrupting your lines of supply and communications. These small teams move around in rear areas creating mayhem and will greatly help conventional forces during a major conflict.

Use the following table to determine if SOF is available during your mission by rolling a d6 before the start of the game.

<b>Mission</b>	<b>NATO</b>	<b>WP</b>
Starting	N/A	3+
Breakthrough	5+	3+
Attack	5+	3+
Meeting Engagement	5+	5+
NATO Counter Attack	4+	5+

If you have successfully rolled for SOF in your game your opponent will have to re-roll their first successful Reserve roll.

### **PSYOPS**

We have seen examples of PSYOPS in recent years, however it was a part of WP plans back in the 1980's. IW consists of an information/disinformation campaign that causes confusion and lowers unit morale.

Use the following table to determine if IW is available during your mission by rolling a d6 before the start of the game.

<b>Mission</b>	<b>NATO</b>	<b>WP</b>
Starting	N/A	3+
Breakthrough	5+	3+
Attack	5+	4+
Meeting Engagement	4+	5+

NATO Counter Attack	3+	5+
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If your side has successfully rolled for PSYOPS, pick one enemy unit and reduce its Courage and Morale by one for the duration of the game.

## Random Events

These events can occur on the modern battlefield however they are well beyond the scope of the game. These can be inserted into the game by chance or by a TO.

**Nuclear Weapons:** Possibly the most horrific event that can happen in a conflict. The game will not include a nuclear detonation on the game table itself, however these rules will cover what would happen if a nuclear weapon was used within the vicinity of the game.

It is recommended that this rule be used as a random event introduced by the TO.

If the TO declares Nuke-Flash all players immediately stop their turn at whatever point they are at.

All infantry units immediately become Pinned.

All vehicles will take a skill check, if they fail they become Bogged Down. Transports that fail this roll also immediately disembark their passengers who become pinned down.

All fixed wing aircraft that are on the table are destroyed.

Rotary wing transports immediately set down (land) on the table and disembark their passengers who become pinned down.

Attack rotary wing assets must roll an aircraft save. If they pass they are removed from the table for later use. Units that fail are destroyed.

For the remainder of the game player must re-roll all successful attempts to roll for reinforcements.

For the remainder of the game players with surviving air assets (fixed or attack rotary) must re-roll all successful attempts to call in air power.

**Refugees:** In the event of an attack the indigenous population will flee the fighting as fast as possible. Even in areas with built up modern roads the throngs of humanity trying to get to safety will impede the movement of your forces.

If the Refugees special rule is played it effects the entire table and both players. It is recommended that the special rule is used as a starting condition for a mission.

Units may not use Road Dash or Cross Country Dash until the tide of refugees has subsided.

On the defenders move of Game Turn 3, the defender rolls a d6, on a 5+ the refugee problem has subsided. For each turn after the moving player adds one d6 and must roll a 5+ to remove the condition. The condition does not automatically subside when a player has 3 or more dice to use for their roll.

**Air Superiority:** In the event of war the first goal of the combatant's air forces is to gain air superiority over the battlefield. Until this is resolved, units that provide close air support will stick to areas where they control the skies.

At the beginning of each turn, each side rolls a d6. The player with the higher number is assumed to have air superiority and may roll for air assets as normal. If a player has fixed wing aircraft available they may two d6 to make this roll at the beginning of each turn. The player who loses this roll may not use fixed wing aircraft for that turn. In the event of a tie, both players may use their fixed wing aviation units.

## 7DTTR Operational Campaign

A major part of the 7DDTR narrative is the overlay of an operational campaign that ties all of the games together. In order to facilitate this the campaign needs a dedicated team of TOs to act as a "White Cell" to inject events and work with the leaders of the Red and Blue teams. The TOs should not be playing in the event so they can infuse random events into the missions.

During the course of play the NATO and WP teams should pick a leader who can assign players to tables and recommend what lists players should use for particular rounds. The team leaders can also work with the White Cell to decide if the use of chemical, PSYOPS, SOF, or even nuclear rules will be used in an upcoming round. The TOs can then chose to weight the amount percentage points needed by a team for victory if they decide to use certain special rules to tip the balance to their side.

Before each round the TOs should give the players a SITREP for them to privately determine what course of action they plan to take in the next round and then brief the TOs so they can then make any changes to the format.