

## Littoral Commander: Indo-Pacific

*By Sebastian J. Bae*

<b>Subject / Theme:</b>	<p>Littoral Commander (formerly Fleet Marine Force) is a game about potential military conflict in the Indo-Pacific region.</p> <p>The units in the game represent current and future project capabilities for the US Marine Corps / US Navy and the Chinese Navy and Marine Corps (PLAN/PLANMC).</p>
<b>Type:</b>	<p>A hybrid of standard hex and counter wargames and card-driven games. Players spend Action Points (AP) during their turn to activate cards or move units on the game board.</p>
<b>No. of participants:</b>	<p>2 - 6</p>
<b>Duration:</b>	<p>2 – 4 hours</p>
<b>Design Notes:</b>	<p>The game was originally designed for professional military education, but has been adapted for commercial release.</p> <p>The gameplay emphasizes coordination within teams to successfully find and engage the enemy through both kinetic (like missiles) and non-kinetic (like cyber) means. Over 200+ Joint Capability Cards (JCCs) represent a wide range of joint and adversary capabilities. This includes cyber-attacks, influence operations, bomber strikes, submarines, key enablers, and more. The system highlights the importance of reconnaissance, long-range strike, logistics, and cyber capabilities in modern combat. It is designed as an accessible and modular system for both experienced and new players. The game features a scenario system, where players can play on four different maps: Luzon, Taiwan, Straits of Malacca, and Okinawa. Players can play one of the baseline scenarios provided, but are also encouraged to adapt and create their own scenarios for the game.</p>