

A distant plain

Insurgency in Afghanistan

COIN Series, Volume III



RULES OF PLAY

by Brian Train and Volko Ruhnke

3rd Printing

TABLE OF CONTENTS

1. Introduction	2	7. Victory	11
2. Sequence of Play	5	8. Non-Player Factions	12
3. Operations	6	Key Terms Index	20
4. Special Activities	8	Counter scans	22
5. Events	9	Set Up & Available Forces	23
6. Propaganda Rounds	10	Scenarios	24

1.0 INTRODUCTION

A Distant Plain is a 1- to 4-player board game depicting insurgent and counterinsurgent (COIN) conflict in modern Afghanistan. Each player takes the role of a Faction seeking to guide Afghan affairs: the international Coalition, the Afghan Government, the Islamist Taliban, or narco-trafficking Warlords. Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence or control the population, extract resources, or otherwise achieve their Faction's aims. A deck of cards regulates turn order, events, victory checks, and other processes. The rules can run non-player Factions, enabling solitaire, 2-player, or multi-player games.

A Distant Plain is a volume in the COIN Series of games that use similar rules to cover a variety of insurgencies. Volume I was *Andean Abyss*, set in Colombia. The Playbook lists major rules differences from *Andean Abyss*.

This rule book lists and defines key game terms in an index on pages 20-21. The most important game functions are summarized on several aid sheets. Game set up is explained on pages 23-24 of this rule book.

1.1 General Course of Play

A Distant Plain—unlike many card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at a time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card's Event or one of a menu of Operations and Special Activities. Executing an Event or Operation carries the penalty of rendering that Faction Ineligible to do so on the next card. Propaganda cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

1.2 Components

A complete set of *A Distant Plain* includes:

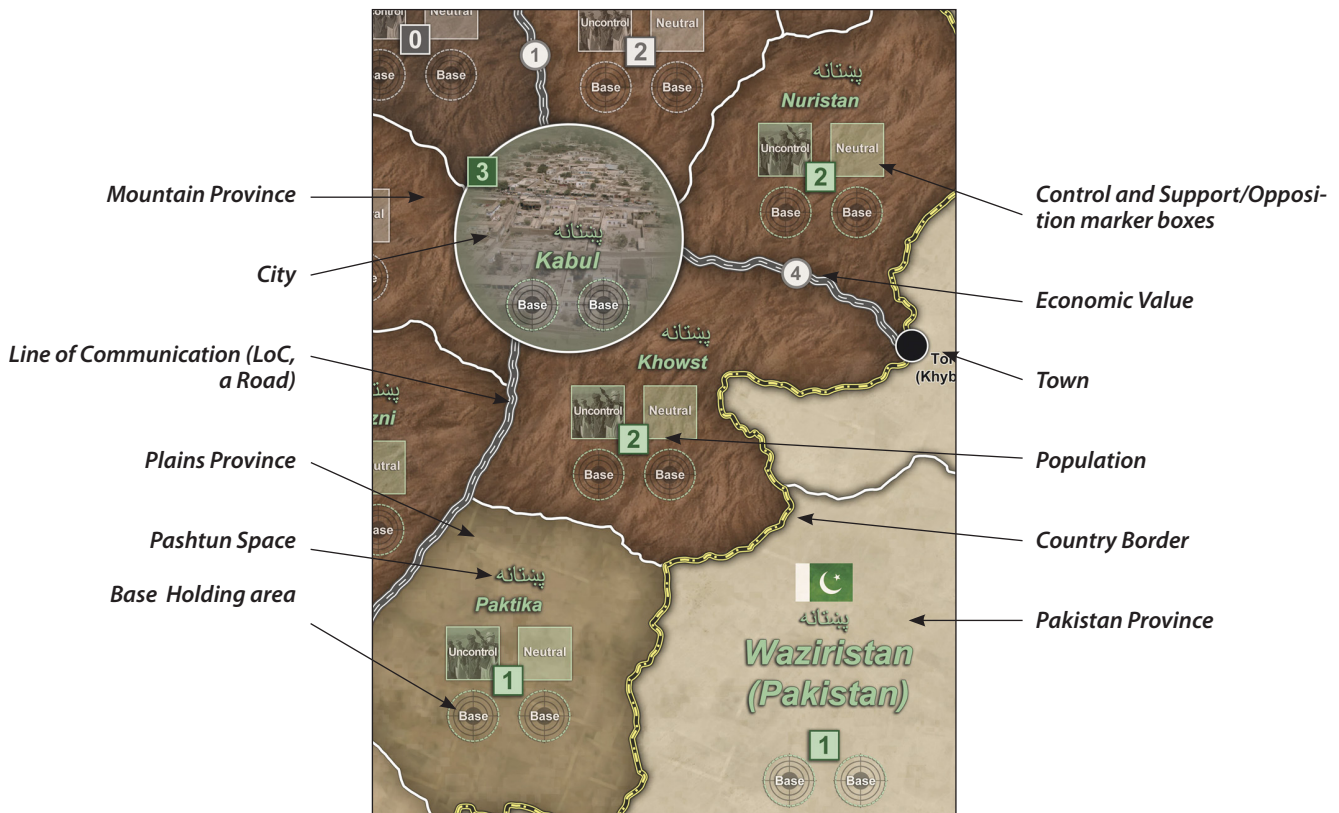
- A 22"x34" mounted game board (1.3).
- A deck of 78 cards (5.0).
- 158 medium and light blue, tan, black, and green wooden forces pieces, some embossed (1.4; see "Available Forces" on page 23 for a complete listing).
- 7 embossed cylinders (1.8, 2.2).
- 6 red and 6 white pawns (3.1.1).
- A sheet of markers.
- 2 (identical) Sequence of Play sheets (2.0, 6.0).
- 4 Faction player aid foldouts (3.0, 4.0, 7.0).
- A Non-player aid foldout (8.0).
- A Random Spaces sheet (8.2).
- 3 6-sided dice—1 tan, 1 black, 1 green.
- A background play book.
- This rule book.

1.3 The Map

The map shows the country of Afghanistan divided into various types of spaces, as well as parts of neighboring countries.

1.3.1 Map Spaces. Map spaces include rural Provinces, the City of Kabul, and roadways called Lines of Communication (LoCs). All spaces—including LoCs—can hold forces.

1.3.2 Provinces. Each Province shows a Population value (Pop) of 0, 1, or 2 that affects victory via Support for or Opposition to the Government (1.6) or Control (1.7) and some Insurgent actions. The Govern activity (4.3.1) can increase Population. Provinces are further distinguished as Mountain or Plains, affecting Government



Assault (3.2.4) and Events (5.0), or Pakistan (1.3.5), affecting Stacking (1.4.2). Several are of Pashtun ethnicity, affecting Events and Insurgent Operations.

1.3.3 City. The City of Kabul shows Pashtun ethnicity and a Population value of 3.

NOTE: Each Population value represents about a million Afghans.

1.3.4 LoCs. Each Line of Communication (LoC) shows an Economic value (Econ) of 1 to 4 that affects Government Resources (1.8) and the Taliban Extort activity (4.3.1). LoCs are never Pashtun (1.3.2-3).

1.3.5 Foreign Countries. The map includes parts of Pakistan, Iran, and several Central Asian republics. Only Pakistan has playable spaces (1.3.1). They are three Provinces where only Taliban forces may stack (1.4.2).

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events. Any 2 spaces meeting one of the following conditions are adjacent:

- Spaces that border on (touch) one another.
- Provinces separated by LoCs.
- LoCs or Provinces separated by Towns.

NOTE: Towns are not spaces; they merely terminate LoCs.



ADJACENCY EXAMPLE: Faryab Province and the LoC ending at the town of Shibirghan are adjacent, as are the Provinces north and south of the LoC.

1.4 Forces

The wooden pieces represent the Factions' various forces: Coalition Troops (tan cubes), Government Troops (medium-blue cubes) and

Police (light-blue cubes), Insurgent Guerrillas, and all Factions' Bases.

DESIGN NOTE: Bases represent training and bivouac facilities, political administration, and, for the Insurgents, poppy fields.

PLAY NOTE: Use "Overflow" boxes for pieces that exceed the room in a space on the map; place the lettered marker in that space.

1.4.1 Availability and Removal. The inventory shown on the "Available Forces" chart on page 23 of this rule book limits the number of pieces that may be in play. Keep forces not on the map in the Available Forces boxes. (Place Taliban and Warlord Bases in the highest- and Coalition in the lowest-numbered empty spaces, revealing the number of on-map Bases and Available Coalition pieces to help track Resource earnings, 6.2, and victory, 7.0.) *NOTE: See also Casualties (3.3.3, 6.6).*

- Forces may only be placed from or replaced with those in the Available boxes—ignore any instructions to place forces if the appropriate type is not available (remove rather than replace such pieces). **EXCEPTIONS:** Taliban in Pakistan (1.4.2); Training (3.2.1).
- **Important:** Taliban and Warlord players (only), while executing an Operation, Special Activity, or Event, may remove their own pieces to Available Forces. **EXAMPLE:** Insurgents without Available Guerrillas could remove Guerrillas during a Rally (3.3.1) in order to place them Underground.

TYPES OF FORCES

Cubes:				
	Coalition Troops	Government Troops	Government Police	
Taliban Guerrillas:				
	Underground	Active		
Warlord Guerrillas:				
	Underground	Active		
Bases:				
	Coalition	Government	Taliban	Warlords

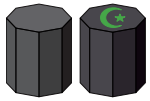
Markers

Control Markers		Support and Opposition Markers (1.6.2)	
<i>Use to mark Control of Cities and Provinces</i>			
Event Reminder Markers (5.4)			
Patronage Marker	Use on the Propaganda Track	Islamabad Posture	Terror (3.3.4)
Sabotage (3.3.4)	Talks Selective fire	Terror Civic Action (Sharia removes)	SABOTAGE
Use on the Edge Track: Victory-related and Aid markers			
Aid	VSO C Train: +1 Police	Suicide T Terror: -1T Guerrilla	OVERFLOW B
	Capabilities markers Coalition / Taliban	Population Returnees (4.3)	Overflow Marker (1.4)

- Once an enemy Faction is targeted, removal or Activation of pieces to the extent of the executing Faction's ability is required. *EXAMPLE: A Coalition Assault (3.2.4) with 3 Troops must remove 3 Active pieces if there are that many among the Factions targeted.*

1.4.2 Stacking. No more than 2 Bases (regardless of Faction) may occupy a single Province or Kabul. Bases may not occupy LoCs. Only Taliban forces may occupy spaces in Pakistan (1.3.5).

- Ignore any instructions (such as from Operations or Events) to place or move forces if stacking would be violated. Instruction to replace an enemy piece never affects Taliban in Pakistan (1.3.5, 1.4.1).



1.4.3 Underground/Active. Guerrillas are either Underground—symbol end down—or Active—symbol end up. Certain actions and Events flip them from one to the other state. Bases, Troops, and

Police are always Active. Always set up and place new Guerrillas Underground (including if replacing a piece).

NOTE: Unless instructions specify “Underground” Guerrilla, it is sufficient to “Activate” already Active Guerrillas (they stay Active).

1.5 Players & Factions

A Distant Plain is playable by 1, 2, 3, or 4 players. The 1st player plays the Coalition (tan) or the Taliban (black), the 2nd the other, the 3rd the Government (blue), and the 4th the Warlords (green) (2.1). Coalition and Government are Counterinsurgent (COIN) Factions; Taliban and Warlords are Insurgents. Insurgent Factions are enemy to all others. Leftover Factions are Non-Players governed by rules section 8.

No Non-Player Option: If learning the game with 2 or 3 players, ignore the Non-Player rules (8.0). Instead, players control leftover Factions:

- With 3 players, Coalition controls Warlords.
- With 2 players, Coalition controls Government or, if preferred, Warlords; Taliban controls the remaining Faction.

Play only stops on a victory check (6.1) if all of a player's Factions are meeting their conditions.

After a final Propaganda, use the lowest victory margin of each player's Factions (7.3). Players may not voluntarily transfer (1.5.1) between their own Factions.

1.5.1 Negotiation. Players may make any mutual arrangements within the rules. All negotiations are open. The rules do not bind players to agreements.

- Factions other than the Coalition may voluntarily transfer Resources (1.8) to others at any time that the giving or receiving Faction is executing an Operation, Special Activity, or Event.
- The Government may voluntarily transfer Patronage to Warlord Resources, 1 for 1, when either Faction is executing an Operation, Special Activity, or Event.

DESIGN NOTE: Kabul traditionally governed via patronage to local leaders.

1.6 Support and Opposition

Support and Opposition affect victory and some operations and activities.

1.6.1 Kabul and Afghan Provinces with at least 1 Population (1.3.2) always show 1 of 3 levels of its populace's Support for or Opposition to Afghanistan's central government that can shift during play:

- Support.
- Neutral.
- Opposition.



1.6.2 Show Support or Opposition with markers placed in Kabul or each such Province. Show Neutral spaces by the absence of such markers.

NOTE: LoCs (1.3.4) and Provinces with 0 Population or in Pakistan (1.3.5) never have Support or Opposition (they are always Neutral). If a 0 Population Province receives a +1 Pop marker (4.3.1), it becomes a 1 Pop Province in all respects.

1.7 Control



Either the two Counter-insurgent (COIN) Factions together (Coalition and Government) or the Taliban alone Control a Province or Kabul if their pieces there exceed those of all other Factions combined. If neither COIN nor Taliban Controlled, the space is uncontrolled. Control affects certain Faction activities and victory. Adjust Control markers as Control changes due to Operations (3.0), Special Activities (4.0), Events (5.0), voluntary force removal (1.4.1), or the Propaganda Round (6.0).

Control affects certain Faction activities and victory. Adjust Control markers as Control changes due to Operations (3.0), Special Activities (4.0), Events (5.0), voluntary force removal (1.4.1), or the Propaganda Round (6.0).

1.8 Resources, Aid, and Patronage



At any moment, each Faction except the Coalition has between 0 and 75 Resources that it uses to pay for Operations (3.0). During Propaganda Rounds (6.3.1) and some Events, a level of Aid (between 0

and 75) adds to Government Resources. A level of Patronage (0 to 40) adds to Government victory (7.0). Mark Resources, Aid, and Patronage on the edge track—for Resources, with a cylinder of the Faction's color (1.5).



DESIGN NOTE: Patronage represents wherewithal of government officials to reward their friends, sometimes by diverting foreign aid, a means of governance often viewed in the West as corrupt.

1.9 Victory Markers

Similarly track with markers on the edge track the following totals that affect victory (7.0).

- Total Population in Support (1.6) plus the number of Coalition pieces Available (1.4.1).
- Total Population in Opposition (1.6) plus the number of Taliban Bases on the map.
- Total Population Controlled by the COIN Factions (1.7) plus Patronage (1.8).
- Total Uncontrolled Afghan Population (1.7).

PLAY NOTE: With many Uncontrolled spaces, it can be easiest to find Uncontrolled Population by subtracting



COIN- and Taliban-Controlled Population from the total Afghan Population of 25 (or higher total from any add "+1 Pop" markers [4.3.1]).



NOTE: The 12 "Deception" markers are for a victory-related optional rule (7.3).

2.0 SEQUENCE OF PLAY

2.1 Set Up

Follow the instructions on pages 23 to 24 of this rule book to choose a scenario and various play options, assign Factions to players, prepare the deck, and set up markers and forces.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next. **NOTE:** *Players will see 1 card ahead into the deck (2.3.7).* All played cards and the number of cards in the draw deck are open to inspection.

RECORD STEPS: As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the Sequence of Play track's appropriate box (or, for Propaganda Rounds [6.0], advance the Prop Card marker).

2.3 Event Card

When playing an Event card, up to 2 Factions will execute Operations or the Event; other Factions may Pass and collect Resources.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of Faction symbols shown at top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

2.3.1 Eligibility. Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.7). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Operations, 3.1.2.

2.3.2 Faction Order. The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible. **NOTE:** *Gray halos around some Faction symbols relate only to Non-player instructions (8.4.1).*

2.3.3 Passing. If a 1st or 2nd Eligible Faction opts to Pass, it remains Eligible for the next card and receives +1 Resource if an Insurgent Faction or provides +3 Resources to the Government if either COIN Faction. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0)—with or without a Special Activity (4.0)—or
- The Event shown on the card.



OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation or possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- **Op Only:** If the 1st Eligible Faction executed an Operation, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- **Op & Special Activity:** If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute a Limited Operation or instead execute the Event.
- **Event:** If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation, with a Special Activity if desired.

NOTE: *The game board and Sequence of Play aid sheet also show these options.*

2.3.5 Limited Operation. A Limited Operation is a player Operation in just 1 space, with no Special Activity. If the Limited Operation is a Patrol (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only 1 destination space. A Limited Operation counts as an Operation. See also Final Event Card (2.3.8), Islamabad Sponsorship (6.6.1), and Non-player Operations (8.1).

2.3.6 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed an Operation (including a Limited Operation) or Event to the "Ineligible" box (unless otherwise specified by the Event; see also Free Operations, 3.1.2).

2.3.7 Next Card. After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card. Play that card, proceeding with the appropriate sequence.

Sudden Propaganda Option: For less foreknowledge, if all players agree at Setup (2.1), whenever the next card is revealed as Propaganda, instead switch the places of the 2 showing cards and conduct an immediate Propaganda Round (6.0). The switched Event card will be the first card of the next Campaign (unless the game ends that Round). Ignore rule 2.3.8 below regarding the Final Event Card.

2.3.8 Final Event Card. On the last Event card before the final Propaganda Card (2.4.1), any player Operations must be Limited (2.3.5, no Special Activities) and may not include Sweep (3.2.3) or March (3.3.2).

2.4 Propaganda Card



If playing a Propaganda Card, conduct a Propaganda Round (see 6.0), marking each phase on the Sequence of Play with the “Prop Card” marker.

2.4.1 Final Propaganda. If the last Propaganda card’s Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

PLAY NOTE: Set aside Propaganda cards to show how many have gone by. Each series of Event cards up to a Propaganda Round is called a “Campaign”.

3.0 OPERATIONS

3.1 Operations in General

A Faction executing an Operation (Op) chooses 1 of the 4 Operations listed on its Faction aid sheet and, if applicable, selects the map spaces to be involved. Operations usually cost Resources (not Aid or Patronage, 1.8), often per space selected; the paying Faction must have enough Resources to pay for the Operation, including in each selected space. Select a given space only once for a given Operation.

NOTE: The Coalition does not have Resources of its own but often expends Government Resources in its Operations.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy Factions or pieces to be affected (targeted), and the friendly pieces to be placed or replaced. A single Operation may target one or more Factions and ignore others. Once targeted, a Faction’s pieces are affected to the maximum extent possible (1.4.1).

3.1.1 Pawns. Players may mark spaces selected for Operations (3.0) and Special Activities (4.0), respectively, (or other actions) with white and red pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Operations. Certain Events (5.5) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, could leave it Eligible (2.3.6). Other requirements and procedures still apply unless trumped by Event text (5.1.1, 5.5.).



3.2 COIN Operations

The Coalition and Government choose from Train, Patrol, Sweep, and Assault Operations. *NOTE: Factions other than the Taliban may never place or move pieces into Pakistan (1.4.2).*

3.2.1 Train. Training augments Government forces and can build Support (1.6) or reduce Patronage (1.8). Select among any Provinces or Kabul. Pay 3 Government Resources per selected space. The Coalition may only select a Province if it has Coalition pieces and only spends 3 Resources if it places cubes.

PROCEDURE: First, in each selected Province with a COIN Faction’s Base and in Kabul, place up to 6 Government cubes (any combination of Government Troops and Police). If no more Government cubes are Available (1.4.1), cubes may be taken from elsewhere on the map. The Coalition may place Government cubes only if the space (including Kabul) has a Coalition Base. Then, in up to 1 selected space, either:

- Conduct Civic Action (6.4.1) to build Support. The space must

have COIN Control (unlike in the Support Phase, by any COIN pieces). The Civic Action costs 3 Government Resources per Terror marker removed and level shifted, even if the Training Operation was free. OR

- If Government, replace any 3 Government cubes with 1 Government Base (from map if needed, within stacking, 1.4.2), OR
- If Coalition and the space is Kabul, transfer 3 Patronage to Government Resources.

3.2.2 Patrol. Patrolling protects LoCs by moving Troops or Police onto them and finding and removing Guerrillas there. If Government, pay 3 Resources total (not per space); if Coalition, the cost is 0. If a Limited Operation (2.3.5), all moving cubes must end on a single destination space.

PROCEDURE: Move any number of your Faction’s cubes from any spaces. Each cube may move into any adjacent LoC or Kabul (1.3.3) and may keep entering adjacent LoCs or Kabul until the player chooses to stop moving it or it enters a Sabotaged LoC (3.3.4). Then, in each LoC (whether or not a cube just moved there and even if the Patrol is a Limited Operation), Activate 1 Guerrilla for each cube there. Then, if desired, Assault (3.2.4) in 1 LoC at no added cost. If a Limited Operation (2.3.5), the Assault must be in the destination LoC.

3.2.3 Sweep. Sweep Operations may move Troops and also can locate enemy Guerrillas. Select any Provinces or Kabul as destinations (not Pakistan, 1.4.2). Pay 3 Government Resources per space selected. Coalition pays Resources only for spaces to which Government Troops move. Sweep is not allowed on the final Event card (2.3.8).

PROCEDURE: First, move any of your Faction’s adjacent Troops desired into selected spaces. In addition, each group of Troops may



EXAMPLE: The Coalition selects Kandahar for a Sweep. No LoCs are Sabotaged. Two Coalition Troops move from Kabul onto the LoC south and from there into Kandahar Province, taking 2 Government Troops with them. The Coalition Troops in Zabol also could enter Kandahar.

first move onto an adjacent LoC (1.3.4) that is free of Sabotage (3.3.4) and then into an adjacent space. (Any Troops that move must reach spaces paid for as destinations.) Each moving Coalition cube may take with it 1 Government Troops cube that begins in the same space.

- Then, in each selected space, Activate 1 Guerrilla (1.4.3) for each Government cube there (Police plus Troops, whether they just moved or were already there).
- If a Coalition Sweep, Activate 1 Guerrilla for each cube there (of any Faction) only if any Coalition piece present.
- If a Government Sweep, Government transfers 1 Resource to Warlords (if it has any) for each LoC entered containing any Guerrillas (regardless of whose).

3.2.4 Assault. Assaults eliminate Insurgent forces. Select any spaces—if the Coalition (rather than the Government) is executing the Assault, select only spaces that have Coalition Troops. Pay 3 Resources per space selected. Coalition Assault costs 3 Government Resources per space only if the Coalition player opts for Government cubes there to cause enemy losses.

PROCEDURE: In each selected space, remove Active Guerrillas (1.4.3) per the number of cubes there, as follows.

- If a Government Assault, count only Government cubes and remove 1 enemy piece for every 2 cubes (round down) there or every 3 cubes in Mountain.
- If a Coalition Assault, count Coalition cubes and—only if Government Resources paid—Government cubes and remove 1 enemy piece for each cube.
- In Kabul or on LoCs, count Troops and Police; in Provinces, Troops only.

BASES LAST: Once a targeted Faction has no Guerrillas in the Assault space, remove its Bases instead. For each Taliban Base removed by Government Assault, add +6 Aid.

DESIGN NOTE: Guerrillas are less hard hitting than COIN forces but enjoy an information advantage in that counterinsurgents must Activate (locate) them before Assaulting them.

NOTE: The Faction aid sheets use the phrase “Bases last” to remind that an Operation cannot remove an enemy Base as long as the owning Faction’s Guerrillas, Troops, or Police remain in the space. A Faction’s Underground Guerrillas in a space prevent further removal via Assault of its pieces (including Bases) until the Guerrillas are Activated. Also, any cubes protect all COIN Bases from Attack (3.3.3).



3.3 Insurgent Operations

The Taliban and Warlords choose from Rally, March, Attack, and Terror Operations.

3.3.1 Rally. Rally Operations augment or recover friendly forces. Select any Provinces or Kabul. Pay 1 Resource per space selected.

- Taliban may only select Neutral, Opposition (1.6), or Pashtun spaces (1.3.2-.3).
- Warlords may not select Pakistan (1.4.2).

PROCEDURE: In each selected space, the executing Faction places 1 of its Available Guerrillas or replaces 2 of its Guerrillas with 1 of its Bases, within stacking (1.4.2). If the space already has at least 1 of that Faction’s Bases and, for the Warlords, is a non-Pashtun space, the Faction may instead either:

- Flip all its Guerrillas there Underground (1.4.3) OR
- Place a number of its Guerrillas up to the sum of its Bases there plus the space’s Population value (1.3.2-.3).

The Taliban in 1 Taliban Base space selected for Rally may also conduct Sharia (6.4.2) to build Opposition (unlike in the Support Phase, regardless of Control). The Sharia costs 1 Resource per Terror marker removed and level shifted, even if the Rally operation was free.

NOTE: Taliban can Rally at a Base but place or flip no pieces in order to buy Sharia; they can place a Base and immediately buy Sharia.

3.3.2 March. March Operations move friendly Guerrillas. Moving Guerrillas may begin in any spaces. Pay 1 Resource per Province or City that Guerrillas move into (0 Resources to move onto LoCs). If a Limited Operation (2.3.5), all moving Guerrillas must end in a single destination space. Warlords may not select Pakistan as a destination (1.4.2). Players may not March on the final Event card (2.3.8).

PROCEDURE: The executing Faction moves any of its Guerrillas desired into adjacent spaces (1.3.3). Warlord Guerrillas move once only. Taliban Guerrillas may conduct additional Marches (paying for added destinations) if the destination was Pashtun. Guerrillas moving from 1 space to another move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- The destination is a LoC, or—for Taliban March—a non-Pashtun space (1.3.2-.3), or—for Warlord March—Pashtun, AND
- The moving group’s number of Guerrillas plus the number of enemy Guerrillas and, for Taliban March only, cubes in the destination space exceeds 3.

EXAMPLE: Two Underground Taliban Guerrillas March from Ghazni to Bamian, where there are 1 Warlord Guerrilla and 1 Police cube. The destination is not Pashtun and the total of 4 relevant pieces exceeds 3, so the Taliban Guerrillas flip to Active.

DESIGN NOTE: The Taliban were Pashtun based, the Afghan warlords mainly Tajik, Uzbek, and other non-Pashtun ethnicities.

3.3.3 Attack. Attack Operations seek to eliminate enemy forces; particularly successful attacks augment friendly Guerrillas (by capturing enemy weapons, equipment, rations, or recruits). Select any spaces where the executing Faction has at least 1 Guerrilla and 1 enemy piece; pay 1 Resource per space.

PROCEDURE: In each selected space, Activate (1.4.3) all the executing Faction’s Guerrillas and then roll a die: if the roll is less than or equal to the number of the executing Faction’s Guerrillas there (whether or not they began Active), remove up to 2 enemy pieces (executing Faction’s choice; may include Underground Guerrillas). The 2 pieces may belong to different Factions.

- Insurgent Bases cannot be removed before all that Faction’s Guerrillas in the space.
- Coalition or Government Bases cannot be removed before all cubes (of either Faction) in the space.
- Remove Government cubes before Coalition cubes.
- Place any Coalition pieces removed by Attack into the Casualties box.

CAPTURED GOODS: If the roll was a “1”, place 1 of the executing Faction’s Available Guerrillas (1.4.1) there.



3.3.4 Terror. Terror Operations in Provinces or Kabul affect Support and Opposition (1.6) and place Terror markers that hinder future efforts

to influence it. On LoCs, they place Sabotage markers that block Government Resource earnings (6.3.1) and Transport (4.3.2). Select any spaces where the executing Faction has at least 1 Underground Guerrilla; pay 1 Resource per Province or Kabul (0 for LoCs).

PROCEDURE: Activate 1 friendly Underground Guerrilla in each selected space.

- If the space is a Province or Kabul, place a Terror marker. If Taliban, shift 1 level toward Opposition (1.6). If Warlords, remove any Support or Opposition (set to Neutral).
- If the space is a LoC without a Sabotage marker, place a Sabotage marker.
- Do not place a Terror/Sabotage marker if all are already on the map. (There are 30.)

NOTE: Several Terror markers may occupy a Province or Kabul, only 1 Sabotage per LoC.

4.0 SPECIAL ACTIVITIES

4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation in at least 1 space (3.0), it may also execute 1 type of its Special Activities (exception: Limited Operations, 2.3.5). Some Events grant free Special Activities (3.1.2, 5.5).

- As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions and must have enough Resources to pay any costs. A Faction may execute its Special Activity at any one time immediately before, during, or immediately after its Operation.

EXAMPLE: The Taliban with 0 Resources Extort enough to pay for the necessary accompanying Operation thereafter (4.1.1).

PLAY NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible will have the option of executing the card's Event (2.3.4).

4.1.1. Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities either must occur or may not occur where their Accompanying Operations occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.



4.2 Coalition Special Activities

The Coalition may choose from Surge, Air Lift, or Air Strike Special Activities.

4.2.1 Surge. Surge brings Coalition forces into or out of Afghanistan and can add to Aid to the Government (1.8, 6.2.1) or Resources to the Warlords. It may only accompany Training (3.2.1) and take place in up to 3 spaces that include Kabul or any Provinces with COIN Control (never Pakistan, 1.4.2).

PROCEDURE: Move any Coalition pieces desired among the 3 spaces and the Coalition Available Forces box. Then, if desired, roll a die and distribute that number (fully) among Aid and Warlord Resources.

DESIGN NOTE: The Coalition must use a Special Activity to add or remove its foreign forces from the map. The die roll represents the uncertain outcomes of donor conferences and the like. The Coalition sometimes paid warlords for local security.

4.2.2 Air Lift. Air Lift moves Troops, especially to mass them quickly for an Operation.

PROCEDURE: Move any Coalition Troops and up to 3 Government Troops among any 3 spaces (not Pakistan, 1.4.2).

4.2.3 Air Strike. An Air Strike destroys exposed Insurgent units. It may only accompany a Patrol, Sweep, or Assault (3.2.2-.4) and take place in up to 3 spaces other than Kabul.

PROCEDURE: In each space, remove 1 Active Guerrilla or, if the targeted Faction has no Guerrillas there, 1 of its Bases. If any of the spaces are in Pakistan, shift Islamabad 1 box toward Sponsorship (6.6.1).




4.3 Government Special Activities

The Government chooses from Govern, Transport, or Eradicate Special Activities.

4.3.1 Govern. Governing adds returning refugees to a space's Population or extracts Patronage. It may only accompany Training or Patrol (3.2.1-.2) and take place in 1 or 2 COIN-Controlled spaces—Provinces or Kabul—that have either Support or 0 Population.

PROCEDURE: In each space, choose one of the following.

- Place an available +1 Population Returnees marker (+1 Pop). There must not yet be a +1 marker in the space. Once one of the six +1 markers is placed, it is no longer available. 
- Transfer the Population value from Aid to Patronage (to a maximum of 40) and set the space to Neutral. There must be no Coalition Base there.

NOTE: The Government may Govern benignly and thus attract more population to control, or less benignly to divert more Aid to Patronage.

4.3.2 Transport. Transport moves Troops, such as to gain rapid control of the countryside.

PROCEDURE: Select 1 space and move any Government Troops from there onto 1 adjacent LoC, if desired. They may continue to move along adjacent LoCs or through Kabul and then, if desired, into any 1 adjacent destination (not Pakistan, 1.4.2). Troops must stop at any Sabotage. Government then transfers 1 Resource to Warlords (if it has any) for each space entered (LoC, Province, or City) containing any Guerrillas (regardless of whose).

DESIGN NOTE: Warlord forces, for payment, provided counterinsurgent route security.

4.3.3 Eradicate. Eradication destroys rural Warlord Bases and earns Aid and Patronage. It may only accompany Train, Patrol, or Assault (3.2.1,-2,-4) and take place in 1 or 2 Provinces (not Kabul) with COIN Control, Government cubes, and at least 1 Warlord Base.

PROCEDURE: For each space, boost Aid by +3 and Patronage +1, remove 1 Warlord Base there (regardless of Guerrillas there). Then:

- Shift the Province 1 level toward Opposition (1.6.1), if possible.
- If Pashtun, place a Taliban Guerrilla.

DESIGN NOTE: Farmers tend to resent government destruction of their crops. The ability to eradicate selectively or falsely can provide opportunities for corruption.



4.4 Taliban Special Activities

The Taliban choose from Extort, Infiltrate, or Ambush Special Activities.

4.4.1 Extort. Extortion enables the Taliban to gain Resources from regions or highways that they dominate. The Taliban may Extort in any spaces with at least 1 Underground Taliban Guerrilla and more Taliban than enemy pieces.

PROCEDURE: For each space, Activate 1 Underground Taliban Guerrilla there (1.4.3). Add +1 or—if an unSabotaged LoC, its Econ value—to Taliban Resources (1.8). If any Warlord Base there, instead transfer 2 Resources per Warlord Base from Warlords to Taliban.

4.4.2 Infiltrate. Infiltration replaces Government or Warlord pieces with Taliban Guerrillas and siphons Patronage. It may only accompany Rally or March (3.3.1-.2). It may occur in any 1 space with at least 1 Underground Taliban Guerrilla.

PROCEDURE: Remove 2 non-Coalition pieces from the space or replace 1 there with a Taliban Guerrilla. Government or Warlord Bases cannot be removed before all Government cubes or Warlord Guerrillas in the space, respectively. Then reduce Patronage by -1 per Government piece that was removed, if any.

NOTE: Coalition Troops do not protect Government Bases from Infiltration.

4.4.3 Ambush. Ambush enables the Taliban to ensure the success of up to 3 Attacks. It must take place in spaces selected for Attack (3.3.3, not yet resolved) and that each have at least 1 Underground Taliban Guerrilla (1.4.3).

PROCEDURE: Instead of the usual Attack procedure (3.3.3), the Attacks in those spaces each Activate 1 Underground Guerrilla only and automatically succeed (*do not roll; remove the 2 enemy pieces normally*). Place an Available Taliban Guerrilla in each space (Underground, 1.4.3) as if a “1” had been rolled.



4.5 Warlords Special Activities

The Warlords may choose from Cultivate, Traffic, or Suborn Special Activities.

4.5.1 Cultivate. Cultivation adds a new growing area. It may only accompany a Rally or March Operation (3.3.1-.2). The location must be a Province selected for Rally or as a March destination, with Population greater than 0, and with more Warlord Guerrillas than Police.

PROCEDURE: Place 1 Warlord Base in the space (within stacking, 1.4.2).

4.5.2 Traffic. Trafficking provides immediate Resources from Warlord Bases. It must accompany a Rally or March Operation (3.3.1-.2) and may occur in any or all spaces with 1 or 2 Warlord Bases and no Coalition pieces.

PROCEDURE: For each selected space, add +1 Warlord Resource per Warlord Base. If the space is Taliban-Controlled, also add +1 Taliban Resource (total per space). If the space is COIN-Controlled, also add +1 Patronage (to max of 40).

4.5.3 Suborn. Suborn neutralizes enemy units or hides Guerrillas but cost Resources. It may occur in any of up to 3 spaces.

PROCEDURE: For each space, reduce Warlord Resources -2 and remove up to 3 Government cubes, a Government Base, or a Taliban

Guerrilla from the space, or flip any or all Guerrillas there Underground (1.4.3). (Suborn may remove cubes or a Base, not both.)

DESIGN NOTE: Warlords influenced security forces via both ethnic ties and corruption.

5.0 EVENTS

Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. Some Events with lasting effects have markers as aids to play.

5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events never place pieces that are not available (1.4.1); they remove rather than replace if the replacement is not available.
- Events may not violate stacking (1.4.2). They may not place non-Taliban forces in Pakistan. “Replace” never affects Taliban in Pakistan.
- Events may not raise Aid or Resources beyond 75 or Patronage beyond 40 (1.8).
- Events never allow a Faction to execute a type of Operation or Special Activity available only to other Factions (3.0, 4.0).

5.1.2 If two Events contradict, the currently played Event takes precedence. **EXAMPLE:** “MANPADS Scare” could result in Air Lift even if “Sandstorms” was in effect.

5.1.3 If even per the above not all of an executed Event’s text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Counterinsurgents, a player may select either text option regardless of Faction.



- Faction Order**
NOTE: Gray halos around some Faction symbols regard Non-player instructions (8.4.1).
- Title**
- Italicized Flavor Text**
- Event Text**
- Lasting Effects Indicator (5.3)**
- Shaded Text (see Dual Use (5.2)).**

DESIGN NOTE: Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.



5.3 Capabilities

Dual-use Events marked “COALITION CAPABILITIES” or “TALIBAN CAPABILITIES” have lasting effects that either

help or hurt that Faction. When executing such an Event, place the corresponding marker on the appropriate side (unshaded is pro-Coalition, shaded pro-Taliban) in the corresponding Faction’s Capabilities box. The Event’s effects last for the rest of the game.

PLAY NOTE: If desired, set out executed Capabilities Event cards as added reminders.

5.4 Momentum

Event text (unshaded, shaded, or both) marked “MOMENTUM” also has lasting effects. When executing such text, place the card in view near the draw pile. The effects last until the next Propaganda round’s Reset phase (6.6), when the card is discarded. *NOTE: Any number of Momentum Events can be in play.*



MARKERS: Place the appropriate “Talks” or “Tribal Elders” markers on the corresponding Event card (numbers 24 and 70) to record which use or which Faction applies.

5.5 Free Operations

Some Events allow the Executing or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other aspects remain unless trumped by Event text (5.1.1).

EXAMPLE: Free Suborn (4.5.3) would cost 0 Resources and not affect Warlords Eligibility. Free Traffic (4.5.2) could not occur in a space with Coalition unless Event text so specified.

6.0 PROPAGANDA ROUNDS

Conduct a Propaganda Round in the sequence of phases below as each Propaganda Card is played. The Sequence of Play sheet and board also list this sequence.

Exception: Never conduct more than 1 Propaganda Round in a row (without at least 1 Event card in between)—instead, additional Propaganda cards are played without a Propaganda Round. If final (2.4.1), end the game and determine victory (7.3).

6.1 Victory Phase

If any Faction has met its Victory condition, the game ends (exceptions: Non-player option [1.5]; 1-player [8.9]). See Victory (7.0) to determine winner and rank order. Otherwise, continue with the Propaganda Round. After conducting the final Propaganda card’s Round (2.4.1), determine victory per 7.3.



6.3 Resources Phase

Follow these steps to add to Factions’ Resources to a maximum of 75 (1.8).



6.3.1 Sabotage. Sabotage (3.3.4) each unSabotaged LoC where the number of Taliban Guerrillas exceeds non-Taliban pieces.

6.3.2 Government Earnings. Add Aid plus the Economic value (1.3.4) of all LoCs that have no Sabotage (12 minus the Econ value of any Sabotaged LoCs) to Government Resources.

6.3.3 Insurgent Earnings. Add to Resources:

- Taliban—The number of their Bases on map.
- Warlords—The number of their Bases on map plus the number of their Guerrillas on unSabotaged LoCs.

6.3.4 Casualties and Aid. Finally, subtract from Aid 3 times the number of pieces in the Casualties box (3.3.3).

6.4 Support Phase

The COIN Factions then the Taliban may spend Resources to affect popular Support and Opposition (1.6).

6.4.1 Civic Action. The Coalition and then the Government may spend any number of Government Resources to build Support in Provinces or Kabul City if the space has COIN Control, Troops, and Police. Every 3 Resources spent removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Support. The Faction that has the most Troops in the space (Coalition if equal number) decides how much Civic Action is bought.

DESIGN NOTE: Troops and Police together provide the security needed to make gains in popular support. See also Training, 3.2.1.

6.4.2 Sharia. Taliban may spend Resources to encourage Opposition in Taliban-Controlled spaces (1.6). Every 1 Resource they spend removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Opposition.

DESIGN NOTE: Taliban administration of Islamic law (sharia) could help resolve local disputes. See also Rally, 3.3.1.

6.5 Redeploy Phase

Redeploy forces as follows without adjusting COIN or Taliban Control until afterwards.

6.5.1 Desertion. Each space, the Government must select and remove 1 in 3 of its cubes (round down) to its Available Forces. *NOTE: Two Government cubes alone are unaffected.*

6.5.2 Redeploy. The Coalition may move any of its Troops on LoCs or in Provinces without COIN Bases (only) to COIN-Controlled spaces (1.7) with COIN Bases or to Kabul. Then the Government must do so with its Troops.

6.5.3 The Government may move any Police to any LoCs or COIN-Controlled spaces (1.7).

DESIGN AND PLAY NOTE: While Troops are the Counterinsurgents’ main means of establishing presence in the countryside, Police are the main means of staying there over time.

6.5.4 The Taliban next must move any of their Guerrillas on LoCs or in Provinces without Taliban Bases to spaces with Taliban Bases and under Taliban Control (1.7) or to Pashtun spaces in Pakistan. (Guerrillas in Kabul stay.)

DESIGN NOTE: Many Taliban fought seasonally.

6.5.5 Control. Now adjust COIN and Taliban Control (1.7) to reflect the above moves.

6.5.6 Game End? If and only if this is the final Round (2.4.1), end and determine victory (7.3).

6.6 Reset Phase

Prepare for the next card as follows:

- **Casualties.** Remove all Bases and 1 in 2 Troops (round down) in the Casualties box from the game. Move the remaining Troop Casualties to Coalition Available.
- **Islamabad.** If the Islamabad marker is Hard, flip it over. If not, shift it 1 box toward “Backing” (6.6.1).
- Mark all Factions Eligible (2.3.1).
- Remove all Terror and Sabotage markers (3.3.4).
- Place any cards in the Momentum holding boxes onto the played cards—their Events’ effects no longer apply (5.4).
- Flip all Guerrillas to Underground (1.4.3).
- Play the next card from the draw deck and reveal the draw deck’s new top card (2.3.8).



6.6.1 The Islamabad Track. The Islamabad track shows Pakistan’s posture toward the Taliban and corresponding effects.

- **Hostility.** No Taliban Rally (3.3.1) in Pakistan. Taliban Guerrillas in Pakistan are always Active (1.4.3).
- **Pressure.** No Taliban Rally in Pakistan.
- **Tolerance.** No effect.
- **Backing.** Taliban Rally in Pakistan and March (3.3.2) to or from Pakistan spaces cost 0 Resources.
- **Sponsorship.** Taliban Rally in and March (3.3.2) to or from Pakistan spaces cost 0 Resources. Any Taliban Limited Operations (2.3.5) may occur in multiple spaces (as if a normal Op only [2.3.3], no Special Activity). (See also Non-player Taliban, 8.7.6.)

ISLAMABAD SHIFTS: Immediately shift the Islamabad marker right or left on the track as the following apply (as noted on the track).

- **Events.** Several Events shift Islamabad.
- **Air Strike.** Whenever an Air Strike (4.2.3) includes one or more spaces in Pakistan, shift 1 box toward “Sponsorship”.
- **Reset.** Each Reset phase (6.6), either flip the Islamabad marker if Hard (below), or shift it 1 box toward “Backing” if not.



HARDENED POSTURE: If any of the above would shift Islamabad beyond either end of the track, instead flip the marker to (or keep it at) “Hard”.

NOTE: The marker at Hard shifts normally, except during Reset.

7.0 VICTORY

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Ranking Wins and Breaking Ties

If any Non-player Faction (8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any player does so or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd-highest comes in 2nd place, and so on. Ties go to Non-players (8.0), then the Warlords, then the Government, then the Taliban. (See also 1player victory, 8.8.)

7.2 During Propaganda Rounds

Check victory at the start of each Propaganda Round (6.1), comparing the positions of the various victory markers (1.9) and the Warlord Resources cylinder to the thresholds marked on the edge track. Victory conditions are:

- **Coalition**—Total Population in Support plus the number of pieces in the Coalition Available Forces box exceeds 30.
- **Government**—Total COIN-Controlled Population plus Patronage exceeds 35.
- **Taliban**—Total Population in Opposition plus the number of Taliban Bases on the map exceeds 20.
- **Warlords**—Total Uncontrolled Population within Afghanistan exceeds 15 and Warlord Resources exceed 40.



7.3 After Final Propaganda

If the final Propaganda Round (2.4.1) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. A victory margin is the amount a Faction is beyond or short of its condition set forth in 7.2.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

- **Coalition:** Total Support + Available Coalition pieces – 30.
- **Government:** COIN-Controlled Population + Patronage – 35.
- **Taliban:** Total Opposition + Taliban Bases – 20.
- **Warlords:** Lower of Uncontrolled Afghan Population – 15 or Warlord Resources – 40.

Victory Deception Option: For less knowledge of how close Factions in 3- or 4-player games are to winning, each player at start blindly draws 2 Deception markers. Set aside the rest; they may not be inspected. Players may reveal any of their Deception markers only as they use them:

Empty Threat: No effect (reveal at game end).

Hidden Agenda: Permanently add +1 to the holding player’s victory margin (7.3).

Hidden Asset: Convert any 1 LimOp option (2.3.5) into a full Op & Special Activity Option.

STOP!

You have read all rules needed for 4 players or the no Non-Player option (1.5, recommended if playing the first time).

8 Non-Player Factions

This section governs actions by any Factions beyond those represented by a player. In a 1-Player game, the player may play any one Faction. The Non-players can also be used to handle any Faction in multi-player games.

NOTE: Non-player Factions may not act only in their own direct interest. Like players, they sometimes help, sometimes harm, one another.

IMPORTANT: If playing solitaire, be sure to read the special victory conditions (8.5) before you start!

8.1 Non-Player Sequence of Play

- **Event, Ops, or Pass?** For a decision, consult first any Special Event Instructions (8.3.1) then the Pass, Event or Operations? box in each Faction's flowchart.
- **Ineffective Events.** Non-player Factions do not opt for Events that do not have an effect. **EXAMPLE:** If no Coalition pieces are Out of Play, the Non-player Coalition will consider the unshaded part of the Event 41. NATO Politics Ineffective and choose an Operation with a Special Activity instead.
- **Momentum.** Non-player insurgents consider the shaded and counter-insurgents the unshaded Momentum Events only (see e.g. 10. Partnering Policy). Non-players opt for Momentum Events only when the next card showing is not Propaganda. **EXCEPTIONS:**
 - ◇ 45. *Tribal Elders:* The Non-player Coalition and the Taliban always play the Event.



- ◇ 36. *Mullah Omar:* The Non-player Taliban always play the Event.
- **Capability.** Non-players opt for Capabilities as follows:
 - ◇ *Coalition & Taliban:* If this or the next card is a Capability that the Non-player Faction at hand has or definitely will (accounting for the Eligibility order and the effects of any Faction Passing) have the opportunity to take AND if 1d6 rolls less than or equal to the number of unplayed Propaganda cards: first, take the current Capability, otherwise Pass and take the upcoming Capability once that card becomes the current Event. The Taliban choose the shaded and the Coalition the unshaded part of the card.
 - ◇ *Government & Warlords:* The Non-player Government Non-player Warlords will take the shaded/unshaded Capability (the Non-player Warlords on the Non-player Taliban's behalf, the Non-player Government on behalf of the Non-player Coalition) if 1d6 rolls less than the number of unplayed Propaganda cards. The Warlords choose the shaded and the Government the unshaded part of the card. **EXAMPLE:** The Taliban and the Warlords are Non-players. The Warlords will seek to play any shaded Capabilities, subject to the die roll on the Taliban's behalf.
- **Low Resources.** When the Non-player Warlords with zero Resources is to execute Operations, or the Government with fewer than three, they Pass instead (earning Resources). NOTE: Non-player Coalition can Operate even when the Government is out of Resources, and the Non-player Taliban may use a Special Activity to gather Resources.
- **No Voluntary Removal.** Non-player Factions never use the option to take their own forces from the map in order to place them elsewhere when they have no appropriate pieces Available.
- **Non-Player Operations Not Limited.** Whenever a Non-player Faction is to execute a Limited Operation, it instead executes a full Operation and a Special Activity. Non-players *ignore the Final Event Card restriction*. NOTE: Limited Operations afforded by Events (such as 10. Partnering Policy) remain Limited.

- **Player Operations Limited.** On the last Event card before each Propaganda Card, any Player Operations must be Limited (no Special Activities) and may not include Sweep or March. The Non-players are unaffected. *If desired, treat this as an optional rule for greater difficulty.*
- **Non-player Taliban and the Islamabad Track.** Note also the special effect on the Non-player Taliban as printed on the Islamabad Track on the game map.

8.2 Non-Player Events, Operations, and Special Activities

To execute a Non-player Faction's Operations, Special Activities or a specific Event, see the Non-player flowcharts and the relevant priorities below.

GUIDELINES: Unless otherwise specified, carry out whatever actions apply to the maximum extent (such as with the most pieces and in most spaces allowed and only as long as needed pieces and Resources are available). Normal Resource costs, requirements, and procedures still apply.

Important: When Operations instructions incorporate a Special Activity (e.g. in the second Government Train bullet), conduct the Special Activity to fullest possible extent at once when the guidelines evoke it. Use, first, the relevant instructions in the Operations box that trigger the Special Activity, then, if the Special Activity may be conducted in further spaces than the Operations box has used up, use the instructions in the relevant Special Activity box. After that complete the Operation.

Important: When executing Operations and Special Activities, first select all the spaces in which actions are to take place, then execute the actions in the legal sequence as indicated in the rules of *play if it differs from the sequential order*. **EXAMPLE:** The legal sequence for the Government Train Operation differs slightly from the sequential order described in the flowchart and in 8.7.5 Train below in that the Civic Actions must occur at the very end of the Operation.

8.2.1 Procedure Guidelines

In so far as the Event text or the Operation and Special Activity priorities do *not* specify this, use the guidelines below, both, to select the spaces and, once the spaces have been selected, to place, remove or relocate pieces in them.

- Target or remove enemy Players' before Non-players' Resources and pieces whenever possible.
- Within the above, and in general when choice, target the Player with the best victory margin, otherwise and within that a random Player.
- Remove pieces to be replaced even if no pieces are available to replace them.
- Remove or replace enemy Bases before other pieces, and Underground before Active Guerrillas. Remove or replace enemy Troops and Police randomly.
- Remove or replace friendly pieces in the reverse order from the above, to the degree possible, and Active before Underground Guerrillas. Remove or replace friendly Troops and Police from spaces with other pieces of the same kind first, otherwise randomly.
- Non-player insurgents remove and replace the pieces of, first, any Players, then the Coalition, then the Government. The counter-insurgents remove and replace the pieces of any Players, then the Taliban, and finally, the Warlords.
- Never place two COIN Bases in a single space. **EXCEPTION:** The Non-player Coalition will often place a Base in a space with a Government Base (see Surge in 8.6.5 below).
- Place friendly Bases before other pieces. If possible, place friendly pieces where there are other pieces of the same Faction.

- March so as to get as many Underground Guerrillas as possible to destinations *at Support*.

8.2.2 Abbreviations Used

This is a list of abbreviations (in the alphabetical order) used in this document and the Faction flowcharts.

1+, 2+, etc.: “One or more”, “Two or more”.

AND: The use of the capitalized AND indicates that all/both terms of the conjunction have to be able to be executed for the priority in question to be executed. EXAMPLE: The instruction “Train AND Civic Action AND Govern for Patronage” is to be executed only if all three elements can be executed in the selected space.

At highest Pop, At highest Econ, At most Oppose, Lowest cost: Select a space or spaces in the descending order of population size, LoC Economic value, cost of the action, i.e. from the highest to lowest. Select from among eligible, legal or otherwise available spaces.

Civ Act: Civic Actions.

Evenly: Spread as equally as possible among space (See e.g. Coalition Surge, 8.6.5).

For 2/3⁺ of Res: For two-thirds of the available Resources (round down).

Govt: The Government Faction.

For greatest shift: Select spaces to shift Support and/or Opposition such that the greatest possible swing occurs.

Min, Max: Minimum, maximum.

Op+SA: Operation with Special Activity.

OR: The use of the capitalized OR indicates that at least one term of the disjunct has to be able to be executed for the priority in question to be executed.

Pop: The Population value of a space.

Res: Resources (available to the Faction at hand).

VPs: Victory points as tracked by each Faction’s Victory marker.

W/: With.

8.2.3 Reading the Flowcharts

The Non-Player flowcharts use bullet points with numbers (e.g. ❶, ❷, ❸, ❹) and letters (Ⓐ, Ⓑ) to indicate the character and order of the priorities:

- Numbered priorities (❶, ❷) are *sequential* priorities. Execute the instructions in each sequential priority to the maximum extent (as per 8.2) before moving to the next sequential priority. NOTE: Some top level sequential priorities (e.g. Warlords Rally Bullet ❶) contain further sequential priorities (❶ and ❷, sub-bullets) which are to be treated as parts of, and as sequential steps to, the top level priority.
- Lettered priorities (Ⓐ, Ⓑ) are *nested* priorities. Nested priorities act as *tie breakers* within the sequential priorities to which they are ordained. Each nested priority further narrows the *thus far* selected set of spaces. To improve readability of the flowcharts, the nested priorities are displayed against a green background.
- If neither the sequential and/or nested priorities narrow the candidate selection sufficiently, select randomly among remaining candidates (see 8.4).

8.3 Non-Player Events

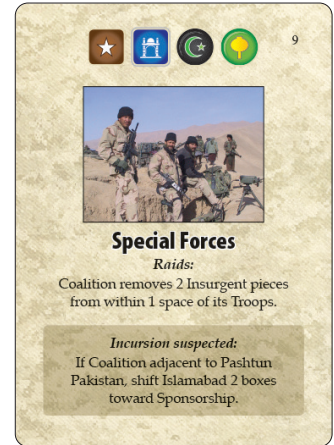
NOTE: Events will not always benefit the executing Non-player Faction directly.

8.3.1 Event Instructions

Whenever any Non-player Faction is to execute an Event and that Faction’s symbol on the card has a gray halo, check any special instructions for that Event on the Special Event Instructions sheet.

Otherwise, follow the priorities listed in the *Pass, Event or Operations?* box on that faction’s flowchart as well as the general instructions below.

Important: If choice, execute the Event such that one or more of the conditions designated in the *Pass, Event or Operations?* box on the flowchart, and thereafter in the general priorities below, are satisfied.



8.3.2 Dual Use

When executing a Dual-Use Event, the Non-player Warlords and Taliban use the shaded text, the Non-player Government and Coalition use the unshaded, unless the Special Event Instructions note otherwise.

Important: Events with a single-use unshaded text (e.g. 44. *Pakistani Politics*) are considered *shaded* Events by the Insurgent factions.

8.3.3 Event Placement, Removal and Relocation

Place, remove, or relocate as many pieces as the Event, availability, and stacking allow.

8.3.4 Who and Where

Unless otherwise specified:

- When there is a choice of who gets Event benefits (such as placing pieces or free Operations), select the executing Faction, then another random Non-player Faction.
- For free Operations or Special Activities, use that Faction’s flowchart, then, if needed, the general priorities in 8.2.1 above.
- Select Event spaces to ensure that as many pieces as possible are placed, removed, or replaced, using the guidelines in 8.2.1 above.
- Otherwise, select spaces randomly (see 8.4).

8.3.5 Events that Shift Support/Opposition

Unless otherwise specified, Non-player Factions select spaces for Event effects that shift Support or Opposition as follows:

- *Coalition:* first, for the highest gain in Total Support, otherwise the highest loss in Total Opposition.
- *Taliban:* first, for the highest gain in Total Opposition, otherwise the highest loss in Total Support.
- *Warlords and Government:* first, for the highest loss in the VPs of a Player, otherwise randomly.
- Remove Terror markers only if Resources suffice also to shift Support/Opposition in the space.



NOTE: The Factions never play Events such that they directly diminish their own VP count. EXAMPLE: The Taliban selecting to play 71. *Coup!* would, in certain circumstances, reduce Opposition.

8.4 Random Spaces

If several candidate spaces have equal priority for a Non-player action, select spaces using the Random Spaces Map:

First, roll the green die and refer to the map: select the colored region corresponding to the die roll value.

Then, roll any die to select one of the corresponding six space within the selected region.

Then, if the resulting space is not a legal candidate, follow the arrows on the map until one is reached.

Finally, carry out as much of the action as possible in the candidate reached, then roll again to select another space, if needed.

8.4.1 Random LoCs

If only LoCs are candidates, choose:

- First those with the highest Economic Value.
- Then with an equal chance die roll.



Sabotage only unSabotaged LoCs.

8.5 1-Player Victory

A game involving any Non-players ends during the Propaganda Round Victory Phase of the *second or subsequent* Propaganda card and if (and only if) any Non-player Faction has a positive victory margin *regardless of any Player's victory margin*. To win, the Player(s) must avoid any Non-player Faction reaching a positive victory margin through each Propaganda Round (excluding that of the first Propaganda card of the scenario at hand) *and* have the highest victory margin after the final Propaganda Round.

If the Player Faction(s) avoids the above situation, after the final Propaganda Round, the Faction with the highest margin wins. Ties go to the Non-player(s), Warlords, Taliban, Government, then the Coalition:

- *If Warlords*—Feudal Patchwork! Afghanistan returns to its primordial normal, a region of fiefdoms rather than a nation. Opium production flourishes.
- *If Government*—Pashtun Dictatorship! Karzai successors consolidate control—loyal to themselves rather than any international norms or bonds. Peace with the Warlords and Taliban is shaky, human rights off the agenda.
- *If Taliban*—Extremist Return! The central Government falls in the face of Coalition withdrawal and Pashtun yearning for Taliban stability. Years of Coalition effort have left Afghanistan as it was before 2001.
- *If Coalition*—Fundamentalism Denied! The invaders have exhausted the Taliban, reduced to negotiating their place in an Afghanistan ruled by laws of man not God.

8.6 Non-player Coalition Actions

This section details the actions by the Non-player Coalition as shown on the Coalition flowchart.

8.6.1 Capability and Momentum Events

If a particular *unshaded* Capability or a Momentum Event is in effect, make use of them as follows:

- PRTs: Conduct Civic Actions in up to two spaces.
- VSO: At the end of a Coalition Train Operation, place Police (in one space with Coalition Troop or Troops), first where there are Government cubes, then in a highest Population space available.
- Predators: Air Strike also in Pakistan if that would remove a Base.



- ISR: Select the space so as to activate the maximum number of enemies.
- Tribal Elders: Shift to Support.

ISR
C Sweep:
+1 Space
3G Actv

8.6.2 Pass, Event or Operations?

If the current or the next card is a Capability, play it per 8.1 Capability. Otherwise, if the current card is a Momentum Event, play it per 8.1 Momentum. Otherwise, play the unshaded part of the current card if it is effective AND *either part* of the card could:

- shift Support up or Opposition down
- place or remove Taliban Bases or Coalition pieces, or
- shift the Islamabad track (only if the Taliban are a Player)

If none of the above, continue below.

8.6.3 Sweep

If there is an Underground Taliban Guerrilla in a Support space OR an Underground Guerrilla of a Player Faction in a Coalition Base space, the Coalition will Sweep as follows.

Preliminaries: When conducting the actions below, do not use Sweep to move any Faction's last cube at any Coalition Bases, nor those needed for a Sweep in a Support space, nor last three cubes from any non-Pashtun spaces with Support. Within the bullets one and three below, use Sweep to bring the maximum number of Government Troops (one per each moving Coalition Troop at a cost of three Resources per destination space) into spaces where there are less than two Government cubes.

- First, sweep into or in place in all reachable highest Population spaces with Support and enemy using sufficient Troops needed to activate most enemies. If otherwise unable to active *all* enemies, use Air Lift ① per the Air Lift priorities below, otherwise ② Air Lift enough random Coalition Troops sufficient to active all enemies.

NOTE: If the Special Activity does not here occur in the maximum allowed number of spaces, attempt to complete the Special Activity per the Air Lift priorities below before completing the Sweep.

- Then, Sweep everywhere in place.
- Then, Sweep into or at one reachable highest Population space with at least one Population, and enemy. Sweep with maximum Coalition Troops to active all enemies ① at any Coalition Bases ② where most Bases of any faction.

Within the bullets one, two and three above, if unable to activate all enemies in space, activate as able in this order of priority: ① a random Player ② Taliban ③ Warlords.

If no such Sweep was possible, skip to 8.6.4 Assault, bullet one, below.

Otherwise, if a Sweep occurred but no Special Activity has yet been performed, and if Air Strike could remove any Bases, the last piece of a Player's Faction at Support or at a Base of any Faction, Air Strike, otherwise Air Lift, per below.

AIR LIFT. Preliminaries: Do not lift last Coalition Troop from a Coalition Base, nor last two Government Troops from where there are any Coalition pieces (for they might then be vulnerable to Taliban Ambush), nor last three cubes from non-Pashtun spaces with Support (as enemies will then be able to March in without being Activated).

- First, get up to two Government Troops into each space in which there are any pieces of the Coalition AND the Taliban AND in which there are no Government cubes (to protect the Coalition from the Taliban Ambush). Lift the cubes first from sources identified in the bullet below (if any), otherwise from random sources.
- Then, relocate Government Troops from spaces with a Coalition Base by having the Coalition Troops outnumber Government Troops in these spaces. (The purpose is to enable the Coalition to decide

the extent of the Civic Actions during the next Propaganda Round, whenever that might be.) Within this priority, relocate first from spaces with no Support, then or within that from highest Population spaces. Relocate the Government Troops first to spaces identified in the first bullet above, otherwise to random space(s) such that they do not disable any forthcoming Coalition Propaganda Round Civic Actions there.

If no such Air Lift is possible, conduct no Special Activity with Train. Otherwise Air Strike per below.

AIRSTRIKE. Preliminaries: Conduct strikes in up to three Provinces in Afghanistan.

Strike to remove

- First, Bases
- Then Guerrillas

Within both bullets above, strike first in space with Support, then or within that in spaces with a Coalition Base, then or within the above to remove a Faction's last Guerrilla in a space, then or within the above, to remove pieces of, first, a random Player, then the Taliban, then the Warlords.

If no such Air Strike is possible, Air Lift per above. If Air Lift also already did not occur (i.e. if in a loop), then conduct no Special Activity.

8.6.4 Assault

If no Sweep occurred, and if Assault alone or with the aid of Air Strikes would remove a Player controlled Faction's Bases or any pieces of any Faction that reside in Support spaces, the Coalition will Assault as follows.

Preliminaries: Add Government Assault in up to one space (for a cost of three Resources per space).

- First, Assault to remove Player or Taliban pieces targeting first Bases*, then pieces at Support*.

*NOTE: If and as helpful to removing a Base or all enemy pieces in a Support space, in that space or spaces add, first, a Government Assault, then, an Air Strike**, then, an Air Lift**.

** NOTE: If the Special Activity does not here occur in the maximum allowed number of spaces, attempt to complete the Special Activity per the Air Lift priorities (in 8.6.3) before completing the Assault (see IMPORTANT in 8.2 above).

- If (and only if) pieces were removed in the bullet above, or the Coalition is unable to conduct any other Operations: Assault everywhere in place.

If no such Assault was possible, skip to 8.6.5 Train, bullet one, below. Otherwise, if no Special Activity has been performed yet, and if Air Strike could remove any Bases, the last piece of a Player Faction at Support or at Bases of any Faction, Air Strike. Otherwise Air Lift, per 8.6.3 above.

8.6.5 Train

If neither Sweep nor Assault occurred, the Coalition will Train as follows.

Preliminaries: Train in up to three spaces (in Kabul or where Coalition pieces) but for a maximum of two-thirds of available Resources (rounding down) only, or without a spending limit if the Government has less than nine Resources. Place no Government cubes unless indicated in the priorities below.

NOTE: When executing the Train Operation, first select all the spaces in which actions are to take place, then execute the actions in the legal sequence as indicated in the rules of play. See 8.2 above.

- First, if the Government is a Player and Patronage is at 11 or more, Train and reduce Patronage in Kabul.
- Then, if the Taliban are a Player and have 18 or more points of Opposition and Bases on the map, conduct Civic Actions to the maximum extent in one space (or in up to two spaces if the unshaded PRTs Capability is in effect) with COIN Control and any Coalition piece(s) selecting the space(s) such as to remove the most Opposition.
- Then, if one or more Coalition Bases are Available, or it is the final Campaign, pause Train now to attempt to conduct a Surge per the Special Activity instructions below, then return here.
- Then, at one Coalition Base space with COIN Control (or in up to two spaces if the unshaded PRTs is in effect), conduct Civic Actions to the maximum extent. Within that, select spaces to cause the greatest shift in Support/Opposition, then or within that, select spaces that are non-Pashtun, then or within the above, spaces that contain no Taliban pieces.
- Then, if Resources permit, during the space selection above, Train at each Coalition Base with less than two Government pieces or no Police (only). Place the maximum number of cubes placing first all Police they can, and only then Troops to reach the maximum.
- Then, in one space (or in two if unshaded PRTs) with COIN Control and any Coalition piece(s), conduct Civic Actions. Within that, select spaces so as to cause the greatest shift in Support/Opposition.

If no such Train was possible, skip to 8.6.3 Sweep, bullet one, above. Otherwise, conduct a Special Activity as follows.

SURGE. Preliminaries: Move any Coalition pieces among three map spaces and the Coalition Available Forces box.

- First, if the next Propaganda is final only: relocate the maximum number of Troops from Kabul or COIN Controlled spaces to Available (thereby bettering the Non-player Coalition's victory margin) without, for protection purposes, relocating the last Coalition Troop from any Coalition Bases. Within that, relocate last from a space with Support.
- Then, get as many Available Bases as possible, accompanied by at least one Coalition Troop per Base if there otherwise aren't any there already, to different highest Population space(s) with at least one Population (Kabul or spaces with COIN Control). As per 8.2.1 never have more than one Coalition Base in a single space.
- Then, move on-map Base(s) to other map spaces, accompanied by at least one Coalition Troop per Coalition Base if otherwise none such already are in the target space (to or from Kabul or any COIN Controlled spaces). Move pieces only if the target space has a *higher* Population value than the origin. Move the pieces from the lowest Population value spaces that have no Support (and from such spaces only). Within that, prioritize moving to spaces with most Support.
- Then, and only if pieces moved above, conduct the following actions.
 - ◊ First, if the next Propaganda is not final, roll 1d6 and that many Troops between Available and the map to get the number of Available Troops as close as possible to the number of Support currently existing on the map. NOTE: This could mean either moving into or out of the Available box.

Within this bullet and the next bullet below, prioritize moving to spaces with no Support, then, to spread forces evenly.

- ◊ Then, for protection purposes, if able, get at least one Coalition Troop per each Coalition Base space.
- ◊ Finally, if the Government is a Player, add Aid only if Patronage is less than 6, otherwise always add Aid.



If no such Surge is possible, Air Lift per 8.6.3 above.

8.6.6 Coalition Propaganda Procedures

This section describes the Non-player Coalition actions during the Propaganda Rounds as also shown on the Player Aid.

CIVIC ACTIONS. Preliminaries: Conduct Civic Actions to the maximum extent but for the maximum of two-thirds of available Resources (rounding down) unless acting on the final Propaganda card in which case observe no spending limit. Remove Terror only if Resources also suffice to cause a shift in Support or Opposition in that space.

Conduct Civic Actions in spaces with COIN Control, with Police, and where Coalition Troops equal or outnumber the Government Troops as follows.

- First, if this Propaganda is final, conduct Civic Actions everywhere possible.
- Then, conduct Civic Actions at all Coalition Bases. Within that, first prioritize spaces with no Taliban Base, then where there are no Taliban pieces.

REDEPLOY. Redeploy Coalition Troops as follows.

- First, Redeploy Troops from LoCs or from spaces with no COIN Base that have no Support AND have zero to one Population (and from such spaces only).
- Then, Redeploy to Kabul or to COIN Controlled spaces that have a COIN Base in this order of priority:
 - ◊ First, to control Kabul.
 - ◊ Then, to have at least one Coalition Troop per each Coalition Base space.
 - ◊ Then, to the highest Population spaces that contain a Coalition Base but no Support.
 - ◊ Then Redeploy, to one random space.

8.7 Non-player Government Actions

This section details the actions by the Non-player Government as shown on the Government flowchart.

8.7.1 Capability and Momentum Events

If the following Momentum Event is in effect, make use of it as follows.

- **Tribal Elders:** Shift to Support until the Coalition victory margin equals that of the Government, thereafter shift to Neutral only.



8.7.2 Pass, Event or Operations?

If the current card is a Momentum Event, play it per 8.1 Momentum. Otherwise, if the current card is a Capability Event, play it per 8.1 Capability. Otherwise, play the unshaded part if it will:

- shift Patronage, Government Resources, Aid or COIN Control up
- place Government pieces or afford the Government free Operations or Special Activities
- shift Islamabad, but execute the Event only if the Taliban are a Player.

Otherwise, if Government has less than three Resources, Pass. If none of the above, continue below.

8.7.3 Assault

If an Assault would place two or more Population under COIN Control or remove a Taliban Base, the Non-player Government will Assault as follows.

Preliminaries: Assault in up to three spaces, but for the maximum of two-thirds of available Resources (rounding down), or without a spending limit if the Government has less than nine Resources.

- First, Assault where it is able to establish COIN Control.
- Then, Assault to remove, first, Base(s), then the most Guerrillas. Within the above, Assault last on LoCs *with* Player or Taliban pieces

(and only on such LoCs), then or within the above, Assault to remove the Player's, then the Taliban, then the Warlords pieces.

If no such Assault is possible, skip to 8.7.4 Patrol, bullet one, below. Otherwise, conduct a Special Activity as follows. If Aid is at two or less OR the Warlords is a Player Faction, Eradicate, otherwise Govern, per below.

ERADICATE. Eradicate as follows.

- First, in any legal space at Opposition.
- Then, only if Aid is zero, in any legal space.
- Then, in non-Pashtun spaces (thus avoiding placing a Taliban Guerrilla).
- Finally, in a random space.

For the third and fourth bullet above, if the Taliban are a Player controlled Faction, only execute these bullets if Government has played the *45. Tribal Elders* Event (and may thus shift the space's Support / Opposition level to what it wants, see 8.7.1 above).

If no such Eradicate is possible, after Assault, Transport per below, otherwise, Govern per 8.7.4 below, OR if in a loop, Transport per below.



TRANSPORT. Preliminaries: Do not move the last Troop of any LoC or Government Base. Transport such that no COIN Control is lost.

- First, get up to four Troops, or more if needed, to establish COIN Control at one highest Population space with one or more Population AND no COIN Base (paying one Resource to the Warlords per each entered space with any Guerrilla). Transport Troops from where there are the most of them in excess of maintaining COIN Control. Within that, prioritize the target space to which the lowest cost Transport is possible.

If no such Transport is possible, execute no Special Activity.

8.7.4 Patrol

If no Assault occurred, and there are two or more Player pieces on a LoCs somewhere OR the Taliban exceed Enemies on the 3 or 4 Economic Value LoCs, the Government will Patrol as follows.

Preliminaries: Patrol first with all available Police, only then use Troops, moving them one by one equally from where there at that point exist the most of that type of cube. Do not move the last Police of any Government Base or non-Pashtun space. Patrol only such that no COIN Control is lost.

- First, Patrol to establish COIN Control in Kabul.
- Then, Patrol, first, to get Government cubes to equal any Player's pieces on the highest Economic value LoCs that contain a Player's pieces, then, to get two cubes on each of the 3 and 4 Economic Value LoCs, and, then, to get one cube on each of the remaining LoCs.
- Finally, Assault on one LoC on which removing the most pieces of any Player, then the Taliban, then the Warlords.

If no such Patrol is possible, skip to 8.7.5 Train, bullet one, below. Otherwise, execute the Govern Special Activity per below.

GOVERN. Govern as follows.

- First, if able, Govern for Patronage in up to two highest Population spaces with Support, COIN Control, and no Coalition Base.
- Then, place +1 Pop markers, if any are still available, in up to two highest Population spaces with one or more Population that are at Support and have COIN Control AND a COIN Base (do not place a marker in any spaces with no COIN Base). Prioritize spaces with Government Bases over those with the Coalition Bases.



If no such Govern is possible, Eradicate, OR, if in a loop, Transport, both per 8.7.3 above.

8.7.5 Train

If no Assault or Patrol occurred, and there are ten or more Government Troops Available OR executing the Train Operation bullet one below would place a Government Base, the Government will Train as follows.

Preliminaries: Train in up to three spaces, but for a maximum of two-thirds of available Resources (rounding down) only, or without a spending limit if the Government has less than nine Resources. Place the maximum number of cubes possible and always two more Troops than Police, if Available. (E.g. if placing six Cubes, have four of them be Troops and two Police.)

- First, Train in a highest Population Province with one or more Population and three or more Government cubes, no COIN Base but room for one, and replace three random cubes with a Base.
- Then, if no Base was placed above, in a highest Population Province with two or more Population, COIN Control, no Coalition Base, and no Terror: first, Train (placing zero cubes if no COIN Base exist there) AND then conduct Civic Actions (if no Support already) AND then Govern for Patronage. Next, if Govern above did not yet occur in the maximum number of allowed spaces, complete Govern per 8.7.3 above, then return here.
- Then, if no Base was placed and no Special Activity occurred above, losing no COIN Control and without displacing last Government Troop from the space: Train in a space placing the maximum allowed number of Troops there AND then, from that Train space, Transport five Troops to a highest Population space with two or more Population AND then Train there replacing three random cubes with a Government Base. Within the above, Train in such a space that the following Transport can occur at lowest possible cost (for the Government must pay the Warlords one Resource per used Transport space with any Guerrillas).
- Then, Train placing cubes at Kabul or in COIN Base spaces. Within that, prioritize spaces in which there are the least Government cubes, then or within that, prioritize highest Population spaces.
- Then, if no Civic Actions were conducted yet, nor a Base placed, Train and conduct Civic Actions in any one COIN Controlled space where this removes the most Opposition (placing zero cubes if no COIN Base there).

If no such Train is possible, skip to 8.7.6 Sweep, bullet on, below. Otherwise, conduct a Special Activity as follows. If Aid is at two or less OR the Warlords is a Player Faction, Eradicate per 8.7.3 above, otherwise Govern per 8.7.4 above.

8.7.6 Sweep

If neither Assault, Patrol nor Train occurred, the Non-player Government will Sweep as follows.

Preliminaries: Sweep in or into up to two spaces. Do not move the last Troop of any LoC or at a Government Base. Sweep such that no COIN Control is lost.

- Use Sweep to get up to four Troops (or more if needed) to add COIN Control to the highest Population spaces with one or more Population AND no COIN Base. Sweep with Troops taking them evenly from random sources. Within that, select the target space(s) to which the lowest cost Sweep is possible (paying the Warlords one Resource per each entered LoC with any enemies). NOTE: The Non-player Government may well be sweeping into spaces that contain no enemies.
- Then, Sweep in place where activating most pieces of any Player first, then or within that the Taliban, then or within that the Warlords.

If no such Sweep is possible, skip to 8.7.5 Train, bullet one, above. Otherwise, Transport per 8.7.3 above.

8.7.7 Government Propaganda Procedures

CIVIC ACTIONS. Preliminaries: Targeting spaces with COIN Control, Police and more Government than Coalition Troops, remove Terror markers and conduct Civic Actions for a maximum of two-thirds of available Resources (rounding down) only. Remove Terror markers only if Resources suffice also to shift Support/Opposition in the space.

- First, unless this is the final Propaganda Round, add Support in spaces in which there is a Government but no Coalition Base (and in such spaces only).
- Otherwise, conduct Civic Actions to remove the most Opposition (without adding any Support).

Within both bullets above, prioritize spaces with the highest Population value, then or within that, act in spaces with Terror markers *last*.

REDEPLOY. Preliminaries: Do not relocate or remove any space's last Troop or Police. Relocate from LoCs last.

- Desertion: Remove Police and Troops evenly beginning the removal with Troops.
- Redeploy: Relocate Troops from LoCs and spaces with no COIN Base(s), spreading them evenly but such that at least one Troop exists in Kabul and in spaces with COIN Control and a COIN Base.
- Then, move Police onto LoCs or to COIN Controlled spaces to:
 - ◊ first, maintain COIN Control of as much total Population as possible (taking into account the Guerrillas the Taliban will have to Redeploy later in the Propaganda Round, if relevant).
 - ◊ then, to get up to two Police each on the 3 and 4 Economic Value LoCs, and up to one Police per the other LoCs, if able.

8.8 Non-player Taliban Actions

This section details the actions by the Non-player Taliban as shown on the Taliban flowchart.

8.8.1 Capability and Momentum Events

If a particular Capability or a Momentum Event is in effect, make use of them as follows.

- MANPADS Scare: Roll a 1d6, if 1-4, cancel any Air Lift or Air Strike until the Taliban Resources are less than five.
- Tribal Elders: Shift to Opposition.
- Unshaded Find Fix: When moving the Taliban pieces in the context of Operations, Special Activities or Events, get and/or keep two Underground Taliban Guerrillas per each Taliban Base space in Afghanistan.
- Shaded Accidental Guerrillas: Place the Guerrilla, first, at Support, then at Taliban Bases, then randomly. Within each, prioritize the highest Population spaces.
- Shaded Aerostats: Flip at, first, Support, then at a Taliban Base, then in a random space.



8.8.2 Pass, Event, or Operations?

If the current card is a Capability Event, play it per 8.1 Capability. Otherwise, if the current card is a Momentum Event, play it per 8.1 Momentum. Otherwise, play the shaded part of the current card if it is effective AND *either part* of the card could:

- shift Support down, Opposition or Taliban Resources up *or* down
- remove or place Taliban Bases or remove Coalition pieces
- shift the Islamabad Track

If none of the above, continue below.

8.8.3 Terror

If the Terror Operation would shift three or more points of Opposition and Support combined, the Taliban will Terror as follows.

Preliminaries: Do not expose the last one Taliban Guerrilla at a Taliban Base (the last two if unshaded Find Fix Finish is in effect). Pause Terror to Extort per below whenever more Resources needed.

- First, Terror in Support spaces.
- Then, in Neutral spaces.



Within the bullets one and two above, prioritize the highest Population spaces.

If no such Terror is possible, skip to 8.8.4 Rally, bullet one, below. Otherwise, conduct a Special Activity as follows.

EXTORT. Preliminaries: Do not expose the last one Taliban Guerrilla at a Taliban Base (the last two if unshaded Find Fix Finish is in effect).

- First, Extort everywhere possible without exposing the last Taliban Guerrilla in a space with no Opposition.
- Then, if the Taliban still have zero Resources, Extort everywhere possible.

If no such Extort is possible, conduct no Special Activity.

8.8.4 Rally

If no Terror occurred, and there are 15 or more Taliban Guerrillas Available OR Rally per the second bullet below would replace Guerrillas with a Base, the Taliban will Rally as follows.

Preliminaries: Rally in up to six spaces in which paying Resources (Rally in Pakistan may be free as per the Islamabad Track). Pause Rally to Extort per 8.8.3 above whenever more Resources needed. At the end of the Rally, do not forget to see the Taliban can buy Sharia for the greatest shift (at one Taliban Base regardless of Control).

- **Important:** Where indicated below, Rally placing Guerrillas until none are Available. Thereafter, Rally to flip Guerrillas Underground.
- First, Rally at all Taliban Bases with no Taliban Guerrillas.
- Then, Rally in spaces with three or more Taliban Guerrillas replacing two Guerrillas with a Base (per 8.2.1 replace Active before Underground Guerrillas). Within that, prioritize Rallies in Pakistan.
- Then, Rally where all Taliban Guerrillas at Taliban Base(s) are Active AND there are any cubes in the space*. Within that, prioritize the highest Population spaces.
- Then, Rally in Kabul, if there is no Underground Taliban Guerrilla there already.
- Then, Rally in up to two spaces that are at Neutral, have no Coalition and no Taliban pieces. Within that, prioritize the highest Population spaces.
- Then, Rally at all Taliban Bases*. Within that, Rally in Pakistani spaces last, then or within that prioritize the highest Population spaces.
- Finally, Rally in all three Pakistani spaces*, if Rally there is free.

If no such Rally is possible, skip to 8.8.5 March, bullet one, below. Otherwise, conduct a Special Activity as follows.

EXTORT. Extort as follows.

- Extort on the 3 and 4 Economic Value LoCs.

If no such Extort is possible, Infiltrate per below.

INFILTRATE. In one space with Underground Taliban Guerrilla(s), Infiltrate as follows.

- Select spaces to remove pieces, first, of a Player, then the Government, then the Warlords. Within each of the above,

- ◊ If the Government is a Player, Infiltrate where able to remove the most Government cubes (remembering to reduce Patronage per each cube removed)

- ◊ then or within that, where removing any Faction's last piece or pieces in the space

- ◊ then or within that, prioritize the highest Population and the highest Economic Value spaces.

NOTE: After executing the priorities above, if a single cube got removed, place also a Guerrilla there.

If no such Infiltrate is possible, Extort per 8.8.3 above.

8.8.5 March

If no Terror nor Rally occurred, and Attack with or without Ambush now *cannot* remove two or more Coalition pieces, the Taliban will March as follows.

Preliminaries: March for the maximum of two-thirds of available Resources (rounding down), or without a spending limit if the Taliban have less than nine Resources. Do not relocate the last one Taliban Guerrilla at a Taliban Base (the last two if unshaded Find Fix Finish is in effect). March such that no Taliban Control is lost.

- First, use March to get one Underground Guerrilla to each Taliban Base with no such Taliban Guerrilla already. Only March into such Pakistani spaces that have no Guerrillas at the Base(s) there.
- Then, get three Guerrillas (Underground, if able, from multiple sources if needed) to one Afghan space with room for a Base, only if Taliban Base(s) are Available.
- Then, get one Underground Guerrilla each into up to three spaces as follows:
 - ◊ First, to Neutral spaces with no Taliban and no Coalition pieces.
 - ◊ Then, to spaces with Support.

Within each bullet above, prioritize Marches into spaces to which the Taliban March at the lowest cost, then or within that, to spaces with the highest Population.

- Then, get up to two Guerrillas onto each LoC to which the Guerrillas are adjacent (and onto adjacent LoCs *only*) to outnumber the any enemies on these LoCs (including also if there are zero enemies there). Within that, prioritize Marches onto the highest Economic Value LoCs, then or within that, prioritize those target spaces to which the Taliban are able to get Guerrillas Underground.

If no such March is possible, skip to 8.8.4 Rally, bullet one, above. Otherwise, Extort per 8.8.4 above.

8.8.6 Attack

If no Terror or Rally occurred, but Attack with or without Ambush would remove two or more Coalition pieces, the Taliban will Attack as follows.

Preliminaries: Do not expose the last one Taliban Guerrilla at a Taliban Base (the last two if unshaded Find Fix Finish is in effect).

- First, Attack (with Ambush if needed to ensure success) where doing so removes Coalition pieces. (Remember any Government pieces in the space prevent the removal of Coalition pieces.)
- Then, Attack per the Ambush priorities below using Ambush, except in spaces where there are six or more Taliban Guerrillas.
- Then, Attack with groups of four or more Taliban Guerrillas.

AMBUSH. Preliminaries: Do not expose the last one Taliban Guerrilla at a Taliban Base (the last two if unshaded Find Fix Finish is in effect).

Select Ambush spaces so as to remove pieces of:

- first, the Coalition. Within that, prioritize the removal of Bases, then of Troops.

- then, the Government. Within that, prioritize Bases, then Police, then Troops.
- then, the Warlords. Within that, prioritize Bases, then Guerrillas.

If no such Ambush is possible, Extort per 8.8.3 above.

8.8.7 Taliban Propaganda Procedures

SHARIA. Preliminaries: In spaces with Taliban Control, conduct Sharia to the maximum extent. Remove Terror markers only if Resources suffice also to shift Support/Opposition in the space.

- Conduct Sharia to cause the greatest possible shift in Support/Opposition. Within that, prioritize spaces with Support, then or within that, spaces with the fewest Terror markers.

REDEPLOY. Relocate Taliban Guerrillas from LoCs and spaces with no Taliban Base spreading evenly to spaces with Taliban Base(s) and Taliban Control *or* to Pashtun spaces in Pakistan such as to

- have at least one Taliban Guerrilla per each Taliban Base space. Within that, relocate to Afghan spaces before Pakistan.

8.9 Non-player Warlords Actions

This section details the actions by the Non-player Warlords as shown on the Warlords flowchart.

8.9.1 Capability and Momentum Events

If the following *unshaded* Capability is in effect, do the following:

- Unshaded Find Fix Finish: When moving the Warlords pieces in the context of Operations, Special Activities or Events, get and/or keep two Underground Warlord Guerrillas per each space with two Warlord Bases.

8.9.2 Pass, Event, or Operations?

If the current card is a Momentum Event, play it per 8.1 Momentum. Otherwise, if the current card is a Capability Event, play it per 8.1 Capability. Otherwise, play the shaded part if it will:

- increase uncontrolled Population or the Warlord Resources
- place Warlord Guerrillas on LoCs or Warlord Base(s) on the map

Otherwise, if the Warlord have zero Resources, Pass. If none of the above, continue below.

8.9.3 Rally

If the Rally Operation bullet one would replace Guerrillas with a Base, the Warlords will Rally as follows.

Preliminaries: Rally in up to three spaces.

- First, in spaces with three or more Warlord Guerrillas:
 - ◊ First, if there is no space for a Warlords Base there AND there is a Government Base in the space, then Suborn against the Government Base** removing it AND then Rally replacing two Warlord Guerrillas with a Base there.
 - ◊ Otherwise, replace two Warlord Guerrillas with a Base.

**NOTE: If the Suborn Special Activity does not here occur in the maximum allowed number of spaces, attempt to complete the Special Activity per the Suborn priorities below before completing the Rally (see IMPORTANT in 8.2 above).

- Then, in one highest Population space with one or more Population, a single Warlords Base, and room for another:
 - ◊ If Rally placing Guerrillas enables Cultivate, Rally* AND then Cultivate
 - ◊ Otherwise, Cultivate AND then Rally*
- Then, Rally in all spaces where there are Warlord Bases but no Warlord Guerrillas. Within that, prioritize the highest Population spaces, then

or within that, where there are the most Bases (of any Faction).

- Then, Rally at all Warlord Bases*. Within that, prioritize the highest Population spaces.
- Then, Rally where there are Warlord Guerrilla(s) but no Warlord Bases.
- Then, Rally in one random highest Population space with one or more Population.
- NOTE: Rally placing Guerrillas until none are Available. Thereafter, Rally to flip Guerrillas Underground.

If no such Rally is possible, skip to 8.9.4 March, bullet one, below. Otherwise, conduct a Special Activity as follows. If the Warlords have less than 43 Resources, Cultivate, otherwise, Suborn, both per below.

CULTIVATE. Cultivate as follows.

- First, if this is the last Campaign, skip to Traffic below.
- Then, Cultivate in a space with an existing Warlords Base.
- Then, in a space with no Warlords Base.
- If no eligible Cultivation space has yet been found, Rally in one more space AND then Cultivate there.

Within the bullets two, three and four above, prioritize the highest Population spaces available.

If no such Cultivate is possible, Traffic per below. If Traffic and Suborn have already been attempted, conduct no Special Activity.

TRAFFIC. Traffic as follows.

- First, Traffic at all uncontrolled Warlord Base spaces.
- Then, Traffic at all Warlord Bases excluding those where this would give any Player Resources or Patronage (i.e. spaces with Taliban or COIN Control).

If no such Traffic is possible, Suborn per below.

SUBORN. Preliminaries: Suborn only such that the Warlords do not thereby fall below 41 Warlords Resources.

- First, Suborn in spaces such that it reduces the Government Player's Victory margin by up to four points.
- Then, Suborn to remove any Control in one highest Population space in Afghanistan.

If no such Suborn is possible, after Terror or Attack, conduct no Special Activity. Otherwise, Cultivate per above.

8.9.4 March

If no Rally occurred and no Player Faction has a positive Victory margin, the Warlords will March as follows.

Preliminaries: Do not relocate the last one Warlords Guerrilla at a Warlords Base (the last two where there are two Warlord Bases if unshaded Find Fix Finish is in effect). Create no COIN nor Taliban Control.

- First, use March to get one Underground to each Warlord Base with no such Guerrilla.
- Then, get exactly two Guerrillas on each reachable LoC (Marching with Active Guerrillas first, if choice). Ignore this bullet if the Warlords have 45 or more Resources OR this is the last Campaign.
- Then, unless this is the last Campaign in which case ignore this bullet, get three Warlord Guerrillas (from multiple random sources, if needed) into each reachable space with one or more Population and room for a Base. Within that, prioritize the highest Population spaces, then or within that, spaces where there are no Coalition pieces.
- Then, March to remove most Control. Within that, prioritize spaces in which removing Control by a Player Faction.

- Then, only if in a loop and the Warlords have already tried to perform all other Operations:
 - ◊ First, March to a highest Population space with one or more Population.
 - ◊ Otherwise, the Warlords conduct no Operation and Pass instead (earning a Resource).

If no such March is possible, skip to 8.9.3 Rally, bullet one, above. Otherwise, conduct a Special Activity as follows. If the Warlords have less than 43 Resources, Cultivate, otherwise, Suborn, both per 8.9.3 above.

8.9.5 Terror

If no Rally nor March occurred, and Terror could reduce the Victory margin of any Player Faction, the Warlords will Terror as follows, otherwise skip to 8.9.6 Attack below.

Preliminaries: Terror in up to three spaces (shifting these to Neutral). Do not expose the last one Warlords Guerrilla at a Warlords Base (the last two where there are two Warlord Bases if unshaded Find Fix Finish is in effect).

- First, Terror to reduce the Victory margin of any Player controlled Faction. Within that, prioritize the highest Population spaces.
- Then, Terror in one random space in which causing the greatest reduction in Support or Opposition.



8.9.6 Attack

If no Rally, March or Terror occurred, the Warlords will Attack as follows.

Preliminaries: Attack in spaces with four or more Warlord Guerrillas (only). Do not expose the last one Warlords Guerrilla at a Warlords Base (the last two where there are two Warlord Bases if unshaded Find Fix Finish is in effect).

- First, Attack to attempt to reduce the Victory margin of any Player Faction (by removing Control or Bases). Within that, prioritize the highest Population spaces.

If no such Attack is possible, skip to 8.9.5 Terror, bullet one, above. Otherwise, conduct the Suborn Special Activity per 8.9.4 above.

KEY TERMS INDEX

+1 Pop—Markers that add +1 Population, Returnees. (4.3.1)

Accompanying—Operation required for Special Activity. (4.1.1)

Activate—Flip or leave Guerrilla Active. (1.4.3)

Active—Guerrilla symbol end up: subject to Assault or Air Strike (1.4.3).

Adjacent—Spaces next to each other for actions or Events. (1.3.3)

Aid—Foreign assistance that adds to Govt Resources during Propaganda Rounds or by Event. (1.8, 6.3.1)

Air Lift—Coalition Special Activity that moves Troops. (4.2.2)

Air Strike—Coalition Special Activity that removes enemy pieces. (4.2.3)

Ambush—Taliban Special Activity ensuring Attack success. (4.3.1, 4.4.1)

Attack—Insurgent Operation that removes enemy pieces. (3.3.3)

Assault—COIN Operation that removes enemy pieces. (3.2.4)

Available—Forces or Returnees in holding boxes, waiting to be placed. (1.4.1, 4.3.1)

Backing—Islamabad track box. (6.6.1)

Base—Mostly-immobile force pieces that affect Rally, Resources, and Victory, among other functions. (1.4)

Bases Last—Frequent requirement that no protecting cubes or Guerrillas be in a space before removing a Base. (3.2.4, 3.3.3, 4.2.3, 4.4.2)

Campaign—Event card series leading up to a Propaganda Round. (2.4)

Capabilities—Lasting Events that help or hurt Coalition or Taliban actions. (5.3)

Captured Goods—Place Guerrilla via Attack. (3.3.3)

Casualties—Coalition pieces removed by Attack. (3.3.3, 6.6)

City—Type of space: the urban area of Kabul. (1.3.3)

Civic Action—COIN activity to increase Support. (3.2.1, 6.4.1)

Coalition—A COIN Faction (mainly NATO-led International Security Assistance Forces). (1.0, 1.5)

COIN (Counterinsurgency)—Coalition or Government. (1.0, 1.5, 1.7, 3.2)

COIN Control + Patronage—Total Population under COIN Control plus Patronage: the measure of Government victory. (1.9, 7.2-3)

Control—Possession of more COIN or Taliban pieces in a Province or Kabul than all enemies combined. (1.7)

Cost—Resources for an Operation or Special Activity. (3.1, 4.1)

Cylinder—Token to mark a Faction's Resources or

Eligibility (1.8, 2.2)

Cube—Troops or Police piece. (1.4)

Cultivate—Warlord Special Activity to place a Base. (4.5.1)

Deception—Optional victory markers. (7.3)

Desertion—Removal of some Government pieces during the Redeploy phase. (6.5)

Dual Use—Event with 2 alternative effects. (5.2)

Economic Value (Econ)—Resources that an unSabotaged LoC will provide via Extort and in the Resources Phase. (1.3.4, 4.3.1, 6.3.1)

Eligible—Faction able to execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3)

Enemy—Relationship between an Insurgent and any other Faction. (1.5)

Eradicate—Govt Special Activity to remove Warlord Bases and add Aid and Patronage. (4.3.3)

Event—Card with Faction order and text a Faction may execute. (2.3, 5.0)

Execute—Implement Event or conduct Operation or Special Activity. (2.3)

Extort—Taliban Special Activity that adds Resources. (4.3.1)

Faction—Player or Non-Player role: Coalition, Government, Taliban, Warlords. (1.5)

Faction Order—Card symbols determining Eligibility. (2.3.2)

Final—Last Event or Propaganda card. (2.3.8, 2.4.1, 7.3)

Flip—Switch Guerrilla between Underground and Active. (1.4.3)

Forces—Troops, Police, Guerrillas, or Bases (pieces; not markers like Returnees). (1.4)

Free—Operation or Special Activity via Event that does not cost Resources or affect Eligibility. (3.1.2, 5.5)

Friendly—The executing Faction, or one COIN Faction to another. (1.5)

Govern—Govt Special Activity to place Returnees or gain Patronage. (4.3.1)

Government (Govt)—A COIN Faction. (1.0, 1.5)

Guerrilla—Mobile Insurgent forces piece. (1.4)

Halo—Card Faction symbol showing Non-player has an Event instruction. (8.4.1)

Hard—Islamabad track posture delaying Reset shifts. (6.6.1)

Hostility—Islamabad track box. (6.6.1)

Ineffective Events—Non-player avoidance of dud Events. (8.1)

Ineligible—Faction skipped in Faction order. (2.3.1-2)

Infiltrate—Taliban Special Activity that replaces pieces. (4.4.2)

Insurgent—Taliban or Warlords. (1.0, 1.5)

Islamabad—Track showing Pakistani posture toward the Taliban. (6.6.1)

Level—Support/Opposition status of a space. (1.6.1)

Limited Operation—Player Operation in 1 space with no Special Activity. (2.3.5)

LoC—Line of Communication: Road. (1.3.4)

March—Insurgent Operation to move Guerrillas. (3.3.2)

Momentum—Events whose effects remain through next Propaganda Round. (5.4)

Mountain—Province type that hinders Govt Assault. (1.3.2, 3.2.4)

Non-Player—Game-run Faction. (1.5, 8.0)

Neutral—Space not in Support nor Opposition. (1.6.1)

Open Deployment—Option with latitude in forces set up. (2.1)

Operation (Op)—Core action Faction takes with its forces. (3.0)

Opposition—A space's population against the Government. (1.6)

Opposition + Bases—Total Opposition plus number of Taliban Bases on the map: the measure of Taliban victory. (1.9, 7.2-3)

Overflow—Boxes and markers to help manage cases of overcrowding. (1.4)

Pakistan—A type of Province where only Taliban may stack. (1.3.2, 1.4.2)

Pass—Decline to execute an Event or Op when Eligible. (2.3.3)

Patrol—COIN Op to protect LoCs. (3.2.2)

Patronage—A measure of the Government's success in diverting wealth to its friends. (1.8, 1.9, 3.2.1, 4.3.1-3, 4.4.2, 4.5.2-3, 6.2, 7.2-3)

Pashtun—A space of that ethnicity, affecting Taliban and Warlords. (1.3.2-3, 3.3.1-2, 4.3.1)

Pawn—Token to designate spaces selected for Operation (red) or Special Activity (white). (3.1.1)

Phase—Part of a Propaganda Round. (6.0)

Piece—Force unit: Troop or Police cube, Guerrilla, or Base (not marker like Returnees). (1.4)

Place—Move a piece from Available to map. (1.4.1)

Plains—Province type that does not hinder Govt Assault. (1.3.2, 3.2.4)

Police—Government forces that maintain rural control and hinder crime. (1.4)

Population (Pop)—The inhabitants of a Province or Kabul, about 1 million Afghans per point. (1.3.2-3)

Pressure—Islamabad track box. (6.6.1)

Priorities—Rules guiding Non-player Factions. (8.0)

Propaganda—Cards triggering Rounds that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

Province—Rural space. (1.3.2)

Rally—Insurgent Operation to place or regroup pieces. (3.3.1)

Redeploy—Propaganda phase in which Factions move pieces. (6.5)

Remove—Take from map (forces to Available or Casualties). (1.4.1, 3.3.3)

Replace—Move pieces between Available and map. (1.4.1)

Reset—Propaganda phase to ready for the next card. (6.6)

Resources—Factions' wherewithal for Operations. (1.8)

Returnees—Markers that add +1 Population. (4.3.1)

Road—Highway, a LoC. (1.3.4)

Sabotage—Place a Sabotage marker on a LoC that does not have one, damaging it to block Patrol, Transport, and addition of Government and Warlord Resources. (3.3.4, 6.2, 6.3)

Select—Choose an action's locations or targets. (3.1, 3.1.1, 4.1, 5.1)

Set—Shift a space's Support/Opposition to a prescribed level. (1.6.1)

Shaded—2nd choice of Dual-Use Event, often anti-Coalition. (5.2)

Sharia—Taliban action to increase Opposition. (6.4.2)

Shift—Change Support/Opposition or Islamabad's posture. (1.6.1, 6.6.1)

Space—Map area holding pieces in play: Province, Kabul, LoC. (1.3.1)

Special Activities—Actions accompanying Operations, unique to a Faction. (4.0)

Sponsorship—Islamabad track box. (6.6.1)

Stacking—Limits on pieces that can occupy a space. (1.4.2)

Suborn—Warlords Special Activity to remove or flip pieces. (4.5.3)

Support—A space's population favoring the Government. (1.6)

Support + Available—Total Population Support plus Available Coalition pieces: measure of Coalition victory. (1.9, 7.2-3)

Surge—Coalition Special Activity to bring pieces on or off the map, add Aid. (4.2.1)

Sweep—COIN Operation to move Troops and flip Guerrillas Active. (3.2.3)

Taliban—An Insurgent Faction ("Students") (1.0, 1.5)

Target—Enemy Faction or piece that is the object of an action. (3.1, 4.1)

Terror—Insurgent Operation that places marker of same name in a Province or Kabul or Sabotage on a LoC. (3.3.4)

Tolerance—Islamabad track box. (6.6.1)

Town—Map feature that bounds LoCs (not a space). (1.3.6)

Traffic—Warlords Special Activity to gain Resources. (4.5.2)

Train—COIN Operation to place pieces, buy Civic Action, or reduce Patronage. (3.2.1)

Transfer—Move Resources among Factions or value among Resources, Aid, and Patronage. (1.5.1, 1.6, 4.2.2, 4.3.1)

Transport—Govt Special Activity that moves Troops. (4.3.2)

Troops—Mobile COIN forces specializing in Sweep and rural Assault. (1.4)

Uncontrolled—Space with neither COIN nor Taliban Control. (1.7)

Uncontrolled Population—Total Afghan Population under neither COIN nor Taliban Control, part of Warlord victory (1.9, 7.2-3)

Underground—Guerrilla, symbol end down: not subject to Assault or Air Strike and capable of Terror, Infiltrate, or Ambush. (1.4.3, 3.3.4, 4.3.1, 4.3.4)

Unshaded—1st choice of Dual-Use Event, often pro-Coalition. (5.2)

Victory Margin—Calculation of a Faction's closeness to its victory condition. (7.3)

Warlords—An Insurgent Faction: regional strongmen and narco-traffickers. (1.0, 1.5)



SET UP (2.1)

General

Choose a scenario from the next page and any no Non-player (1.5), Sudden Propaganda (2.3.7), Deception (7.3), No Capabilities (below), or Open Deployment (right) options. Prepare the deck per the instructions below. Give each player a Faction foldout. Then assign each a Faction:

1-player—Coalition or Taliban

2-player—Coalition, Taliban

3-player—Coalition, Taliban, Government

4-player—A Faction each

Deck Preparation

Separate out the 6 Propaganda cards and shuffle the 72 Event cards.

- Randomly remove and reveal the number of Event cards specified in the scenario—any Capabilities (5.3) among them are in effect, unshaded for Coalition Capabilities and shaded for Taliban (place their markers in their Capabilities boxes). The cards set aside otherwise will not be used.

No Capabilities Option: If preferred for reduced complexity, do not place removed Capabilities into effect.

- Split remaining Event cards into the number of roughly (or, if desired, exactly) equal piles specified. Shuffle 1 Propaganda card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players (set aside any remaining Propaganda cards).

Open Deployment Option

As an alternative to the standard deployment on the next page, set up markers and non-player forces as specified, including Support and +1Pop. Then set up player forces in the following order (within Stacking, 1.4.2) and adjust Control (1.7) and victory

markers (1.9).

Short Scenario: 2009-2012

Warlords: 5 Bases and 5 Guerrillas among any Afghan spaces.

Government: 2 Troops and 2 Police in Kabul; 2 Bases, 16 Troops, and 16 Police among any Afghan Population 1 or 2 Provinces.

Taliban: 1 Base in each Pakistan space; 6 Bases and 19 Guerrillas among any Pashtun spaces (including in Pakistan).

Coalition: 1 Base and 3 Troops in Kabul; 5 Bases and 11 Troops among any Afghan spaces.

Main Scenario: 2005-2012

Warlords: 7 Bases and 7 Guerrillas among any Afghan spaces.

Government: 2 Troops and 2 Police in Kabul; 5 Troops and 8 Police among any Afghan Population 1 or 2 Provinces.

Taliban: 1 Base in each Waziristan and Northwest Frontier; 6 Bases and 14 Guerrillas among any Pashtun spaces (including in Pakistan).

Coalition: 1 Base and 2 Troops in Kabul; 6 Troops among any Afghan spaces.

Extended Scenario: 2003-2012

Warlords: 2 Bases and 2 Guerrillas among any Afghan spaces.










Government: 2 Troops and 2 Police in Kabul; 2 Troops and 2 Police among any Afghan Population 1 or 2 Provinces.

Taliban: 1 Base in each Waziristan and Northwest Frontier; 2 Bases and 6 Guerrillas among any Pashtun spaces (including in Pakistan).

Coalition: 1 Base and 1 Troop in Kabul; 4 Troops among Afghan Pashtun spaces (including Kabul).

AVAILABLE FORCES: (1.4.1)

(Total, before set up)

	<i>Coalition</i>	<i>Government</i>	<i>Taliban</i>	<i>Warlords</i>
Troops	20 x 	30 x 	-	-
Police	-	30 x 	-	-
Guerrillas	-	-	30 x 	15 x 
Bases	6 x 	3 x 	12 x 	12 x 

SCENARIOS (2.1)

Short: 2009-2013

Obama's War—The new US Administration surges in to finish the job....

Deck: Remove 24 random Event cards and 2 Propaganda cards. Shuffle and stack 4 piles.

Aid: 24

Patronage: 5

Resources: Government 30, Warlords 20, Taliban 15.

Support + Available: 10

COIN + Patronage: 21

Opposition + Bases: 9

Uncontrolled Pop: 13

Islamabad: Backing (not Hard)

Eligible: All Factions

Kabul: COIN Control, Support, +1Pop
Coalition—1 Base, 3 Troops
Govt—2 Troops, 2 Police

Herat: COIN Control
Govt—1 Base, 2 Troops, 2 Police

Farah, Balkh:
Warlords—1 Base, 1 Guerrilla

Helmand: COIN Control
Coalition—1 Base, 3 Troops
Govt—2 Troops, 2 Police
Taliban—1 Base, 2 Guerrillas

Kandahar: COIN Control
Coalition—1 Base, 2 Troops
Govt—2 Troops, 2 Police
Taliban—1 Base, 2 Guerrillas

Oruzgan, Nuristan:
Coalition—1 Troop
Govt—1 Troop, 1 Police
Taliban—2 Guerrillas
Warlords—1 Base, 1 Guerrilla

Ghazni, Paktika, Khowst: COIN Control
(Khowst only: +1Pop)
Coalition—1 Base, 1 Troop
Govt—2 Troops, 2 Police
Taliban—1 Base, 2 Guerrillas

Zabol: Taliban Control
Coalition—1 Troop
Taliban—1 Base, 2 Guerrillas

Konduz: COIN Control, +1Pop
Govt—1 Base, 2 Troops, 2 Police
Warlords—1 Base, 1 Guerrilla

Baghlan: +1Pop

Balochistan, Waziristan, Northwest Frontier: Taliban Control
Taliban—1 Base, 1 Guerrilla

Main: 2005-2013

Taliban Resurgent—With key Coalition partners focused on Iraq, the Taliban hit running speed....

Deck: Remove 12 random Event cards and 1 Propaganda card. Shuffle and stack 5 piles.

Aid: 15

Patronage: 5

Resources: Government 30, Warlords 15, Taliban 10.

Support + Available: 17

COIN + Patronage: 17

Opposition + Bases: 8

Uncontrolled Pop: 9

Islamabad: Backing (not Hard)

Eligible: All Factions

Kabul: COIN Control, +1Pop
Coalition—1 Base, 2 Troops
Govt—2 Troops, 2 Police

Herat: COIN Control
Govt—1 Troop, 2 Police
Taliban—1 Guerrilla

Farah, Faryab, Balkh:
Warlords—1 Base, 1 Guerrilla

Helmand, Nuristan: Taliban Control
Taliban—1 Base, 2 Guerrillas
Warlords—1 Base, 1 Guerrilla

Kandahar: COIN Control
Coalition—1 Troop
Govt—2 Troops, 2 Police
Taliban—1 Guerrilla
Warlords—1 Base, 1 Guerrilla

Oruzgan, Paktika, Zabol, Ghazni:
Taliban Control
Coalition—1 Troop
Taliban—1 Base, 1 Guerrilla

Khowst: COIN Control, +1Pop
Coalition—1 Troop
Govt—1 Troop, 2 Police

Konduz: COIN Control
Govt—1 Troop, 2 Police
Warlords—1 Base, 1 Guerrilla

Waziristan, Northwest Frontier: Taliban Control
Taliban—1 Base, 2 Guerrillas

Extended: 2003-2013

The Afghan Insurgency—Post-OEF Afghanistan, deceptively quiet, is about to explode....

Deck: Use all cards. Shuffle and stack 6 piles.

Aid: 9

Patronage: 5

Resources: Government 20, Warlords 10, Taliban 5.

Support + Available: 20

COIN + Patronage: 13

Opposition + Bases: 4

Uncontrolled Pop: 16

Islamabad: Backing (not Hard)

Eligible: All Factions

Kabul: COIN Control
Coalition—1 Base, 3 Troops
Govt—2 Troops, 2 Police

Herat: COIN Control
Govt—1 Troop, 1 Police

Helmand:
Warlords—1 Base, 1 Guerrilla

Kandahar: COIN Control
Coalition—1 Troop
Govt—1 Troop, 1 Police

Paktika, Zabol: Taliban Control
Taliban—1 Base, 1 Guerrilla

Khowst: COIN Control
Coalition—1 Troop

Konduz:
Warlords—1 Base, 1 Guerrilla

Waziristan, Northwest Frontier: Taliban Control
Taliban—1 Base, 2 Guerrillas



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
• www.GMTGames.com