

COIN Series, Volume III by Brian Train and Volko Ruhnke

A Distant Plain Non-Player Variant

Combined Rules and Examples of Play

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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. (See Error: Reference source not found Error: Reference source not found.)

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.

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).

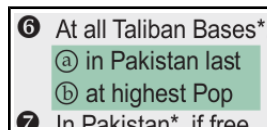
VPs: Victory points as tracked by each Faction's Victory marker.

W/: With.

8.2.3 Reading the Flowcharts

The Non-Player flowcharts use bullet points with numbers (e.g. ①, ②, ①, ②) and letters (Ⓐ, Ⓑ) to indicate the character and order of the priorities:

- Numbered priorities (①, ①) 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 ①) contain further sequential priorities (① and ②, 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.



A flowchart detail showing the numbered sequential priorities as well as the lettered, nested tie breaker priorities.

- If neither the sequential and/or nested priorities narrow the candidate selection sufficiently, select randomly among remaining candidates (see 8.4).

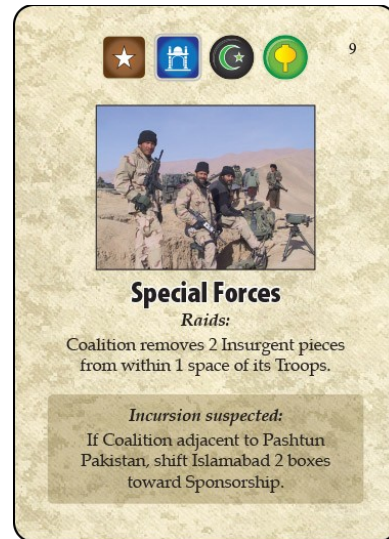
PLAY NOTE: Many of the flowchart items contain text in red font color. These are *not* Non-player priorities but reminders about the rules of play pertaining to the Operation or Special Activity at hand. EXAMPLE: The first bullet of the Non-player Government Govern action contains the reminder, in red, that the action may occur in a space with Support, COIN Control and no Coalition Base only.

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.



Event Card 9. Special Forces with the halo around the Government symbol at the top.

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.

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 spaces 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, Partol 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.



- Then, if the Taliban still have zero Resources, Extort everywhere possible.

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

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 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.

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.

9 Examples of play

This section contains a few examples of play illustrating the use of the Non-player priorities detailed above.

9.1 Example #1: Momentum and Capability Events

This Non-player variant incorporates some novel mechanics for handling Non-player Event play. This example illustrate some of these mechanics.

Set Up: For this example, simply mark all Factions as Eligible (no need to set up the board). Then, select the Event card *11. Strategic Release* as the current card and the card *12. Village Stability Operations* as the upcoming Event. In this example, the Taliban are a human controlled Faction while the other three Factions are Non-players.



Execution: Inspecting the Eligibility order on the current card, we see the Non-player Coalition has the first opportunity to act. Looking at the *Pass, Event or Operations?* box in the top left corner of the Coalition flowchart, we note that the first bullet asks us to check whether *this* OR the *next* card is a Capability Event. The *next* card indeed is a Capability, and so we do as the chart says and refer to the rules booklet section 8.1 for further instructions.

There in a bullet named *Capability*, the instructions detail a decision making mechanic according to which the Non-player Coalition will now roll a 1d6 and -if the roll value equals or is

less than the number of unplayed Propaganda cards AND the Coalition is certainly able to take the upcoming Capability- the Coalition will *Pass* now to pick up the Capability of the next card. As the Coalition are marked as the first Eligible Faction on the upcoming card (their symbol is listed first), the Coalition is guaranteed to get the first crack on the Capability. Note that a Faction whose symbol is not the first in the Eligibility order on a given card may nonetheless be guaranteed to be first Eligible on a Capability card if the Faction(s) before in the Eligibility order are guaranteed to be Ineligible on that card (e.g. if that Faction has already played on the current card and will thus be Ineligible on the next card).

Suppose, for the sake of this example, that we've got four Propaganda cards left hidden in the deck, and suppose further that the Non-player Coalition now rolls a three. This is less than the number of unplayed Propaganda cards meaning the Coalition will *Pass*: we shift the Coalition cylinder into the *Pass* box of the Sequence of Play display and add three to the Government Resources. Perhaps you will find it useful to place a spare Coalition colored marker onto the upcoming card as a reminder of what is to happen.

Per the Eligibility order on the current card, the Non-player Government is the next Faction to act. We note that the current card *11. Strategic Release* is a Momentum Event. Therefore, per the *Pass, Event or Operations?* box of the Government flowchart we again refer to the rules section 8.1. There we see the Non-player Government will automatically execute the Momentum Event since the upcoming card is not a Propaganda card. Let's shift the Government cylinder into the 1st Faction Event box and remember that from now on, the effects of *11. Strategic Release* apply.

Next, as the third Faction in the Eligibility order of the current card we've got the Non-player Warlords. They will now execute an Operations with a Special Activity the details of which we

will not cover in this example.

After the Warlords have executed their Operations and a Special Activity, with two Factions having now acted on the current card, the card gets discarded and *12. Village Stability Operations* becomes the new current card. We remember that the Non-player Coalition specifically passed on the previous card to be Eligible to take the Capability on this card. And so the Non-player Coalition now takes the unshaded Village Stability Operations Capability.

9.2 Example #2: Govt Train + Special Activity and the Spending Limit

For some Non-player Operations a spending limit obtains. An example of this is the Non-player Government Train operation. (The Taliban March as well as the Government Sweep and Assault Operations are further examples of actions to which a spending limit applies.)

Set Up: Set the board as at the start of the Short Scenario except reduce the Government Resources down to 20 AND shift two Coalition Troops from Kabul to Nuristan (the latter now becomes COIN Controlled).

Execution: Suppose the Non-player Government is first Eligible on a random current card and that the *Pass, Event or Operations?* box leads them to perform an Operation with a Special Activity. Looking through the diamond shaped conditions on the left hand side, we pass through the first two diamonds along the *No* arrow as the Government will not be able to Assault anyone (with all Guerrillas on the map being Underground) nor are there any insurgents on the LoCs for the Patrol Operation to get triggered.

Arriving at the third diamond condition we note, however, that there are more than 10 Government Troops Available. Hence, we follow the *Yes* arrow to the Train box.

Looking at the “preliminaries” of the Train box -

that is, the first few lines of text, in *Italics*, immediately after the Operation name- we note there's a spending limit to the Government Train Operation. The priorities tell us to spend “*2/3 ↓ of Res max*”, an abbreviated form of expression for saying that we may spend up to two-thirds of all the Resources (rounded down) currently available to the Faction at hand (see 8.2.2 *Abbreviations Used*). Doing the math, two-thirds of 20 Resources (rounding down to the closest full number) make 13 Resources that the Non-player Government will maximally spend here. We ignore the second sentence of the preliminaries for now.

Moving on to the first bullet of the Train box, we check if the Government would replace its cubes with a Base. For this purpose, we look for a space with these characteristics: one or more Population, no existing Government or Coalition Base but space for one, and at least three Government cubes. There is no such space.

(Suppose, however, that Herat did *not* yet have a Government Base there. Then it would become the first location in this Government Train Operation. Per the general replacement instructions in 8.2.1, the fourth bullet, the Government would replace three *randomly selected* cubes of theirs in Herat with an Available Government Base.)

Moving on to the second bullet of the Train box, now we are looking for spaces with these characteristics: the space has two or more Population, COIN Control, no Coalition Base, and no Terror markers. Nuristan, with its two Population, fills the bill. There is a longish list of things that are now going to happen there. In the flowchart, the capitalized AND's indicate that for this bullet to be executed at all, all the elements conjoined by the AND's must be executable. (This is also clarified in 8.2.2 *Abbreviations Used*.) We now go through these steps one by one.

First, let's mark Nuristan as a Government Train location. In this case, the Train simply involves

marking the space as a Train location, and paying three Resources, without placing any cubes. No cubes may be placed in Nuristan for the lack of a COIN Base there, but it is still a legal Train location.

Second, still in Nuristan, the Government buys Civic Actions there for another three Resources shifting the space to Support. Yet, third, that Support gets immediately wiped off again as the Non-player Government selects Nuristan as a location for the Govern Special Activity: we transfer two points of Aid to Patronage and shift Nuristan back to Neutral again. That is one ruthless move by the Government right there, a move that fully exploits any carelessness on the Coalition's part if they leave any Support dangling without protecting it by the presence of a Coalition Base! This is a move the legal execution of which requires the Player to grasp some subtle nuances pertaining to the Train Operation and the Govern Special Activity.

There's a cross at the end of the second bullet that refers to a note telling us to now finish up the Govern Special Activity that, exceptionally, was called for already in the Operations box. There are a few Non-player Operations that do that in this variant. Let us, therefore, turn to the Govern box. Govern may occur in up to two spaces, one of which was already selected in the Train Operation box.

We see that there is no space (with Support) in which more Patronage could be extracted, so we skip to the second bullet. The Government won't be placing any +1 Pop markers either as there are no legal target spaces (with Support) for that. Therefore, this time, the Govern Special Activity only occurs in a single space selected in the Train Operation box.

Return now to the Train Operations box to finish up the Train. Since the Government has now executed a Special Activity, we may skip the third bullet arriving at the fourth bullet which involves the Government potentially placing some forces on the map. This is where it might

be useful to remind ourselves of the spending limit for this Operation again as this is one of the potential limits to in how many spaces the Government will seek to place cubes (Train in up to three spaces is the other limit). With six Resources already marked for spending at the second bullet, we've got another 7 Resources to spend before we hit the 13 Resources limit. That is, the Government will be able to Train in two more spaces (for a total cost of 6 Resources).

Here the flowchart incorporates a helpful rules reminder, in red, that if the Government is to place cubes, it may do so at COIN Bases or in Kabul (only). There are plenty of candidate spaces on the map. However, in the green box in the flowchart, there are some tie breakers that will help us narrow down the group of candidate spaces.

The first tie breaker, **a**, tells us to pick those spaces with the least Government cubes among all the candidate spaces identified above. Glancing



The Government Trains in Kabul, Khowst and Nuristan. In the latter, also the Govern Special Activity occurs.

at the map we note that each candidate space has got exactly the same number of Government cubes in them, four with the exception of Kabul where there are two blue cubes. Therefore, the tie breaker **a** selects Kabul. We will need to look at the tie breaker **b** to figure out the other Train space. This tells us to prioritize the highest Population spaces among the candidates. After Kabul, the next most populous spaces in which the Government could place cubes are Khowst and Konduz with two plus one Population in each. We need a random roll to select one of these two locations. Say Khowst gets selected.

With the Train spaces selected, we now place

the cubes. Now the second sentence of the preliminaries becomes relevant. It tells us to place the maximum number of cubes -normally six, although possibly limited to four by the shaded Night Letters Capability, or by piece availability- but always two more Troops than Police. That is to say, the Government will now place four Troops and two Police in each of Khowst and Kabul - if the shaded Night Letters was in effect, the second sentence of the preliminaries would see the Government place three Troops and one Police per each Train space.

That concludes this Government Train Operation with the Govern Special Activity.

9.3 Example #3: Taliban March + Infiltrate

The Non-player Taliban March action can be one of the most complicated actions of this variant to execute -it is so in the multi-player game as well, mind you. This is because there are a number of Capabilities as well as the status of the Islamabad Track that essentially complicate the March Operation. Also, per the rules, the Taliban is able to March *again* if the previous destination was a Pashtun space, which further expands the cost as well as the possibilities to consider.

Set Up: Set the board as at the start of the Short Scenario except as follows. Add two Taliban Guerrillas each to Kandahar, Ghazni, Khowst, Waziristan, and the Northwest Frontier. Add one Taliban Base to each of the three Pakistani spaces. Shift all the Afghan spaces among these as well as Nuristan to Opposition. Remove the two Taliban Guerrillas in Zabol and in Oruzgan, respectively. Oruzgan becomes COIN Controlled. Reduce the Taliban Resources by four to 11. Assume further that the unshaded Aerostats Capability (Event card 5.) is in effect increasing the Taliban March costs by one per destination. Note, however, that the Islamabad Track is at Backing which makes the Taliban Marches to and from Pakistan spaces

cost 0 Resources. Finally, place two Warlords Guerrillas and two Police from Available onto the LoC leading from Kabul toward the Khyber Pass, and relocate two Police from Kandahar onto the adjacent LoC with the Economic value of three leading from Kandahar towards Spin Boldak.

Execution: Suppose the Non-player Taliban are first Eligible on a random current Event but that it is of no interest to the Non-player Taliban as per the *Pass, Event, or Operations?* box on the flowchart. Thus, we follow the *If None* arrow to the first diamond of the flowchart.

Inspecting the diamond and the map, we note that, while the Taliban is able to execute Terror in Helmand as well as in Paktika, the combined shift in Support/Opposition would not equal or exceed three. We, therefore, pass on along the *No* arrow to the next diamond. This diamond, too, we pass by as we note that there are way fewer than 15 Taliban Guerrillas Available and the Taliban also already has all its Bases on the map -and is therefore unable to place any further Bases.

We follow the *No* arrow to the next diamond. For the Taliban to be able to remove Coalition pieces by an Attack and/or Ambush, the pieces have to be unaccompanied by Government cubes since, per the rules of play, Government cubes must all be removed before the Coalition pieces may be removed.

Therefore, we again follow the *No* arrow which, however, takes us to the March box: having inspected the board state, the Non-player Taliban has opted to execute the March operation.

Let's inspect the Preliminaries in detail. For this Operation, a spending limit applies. The Taliban have got 11 Resources, two-thirds of this makes 7.33 which gets rounded down to 7 Resources that the Taliban will maximally spend on this Operation.

The Preliminaries also specify that the Taliban

ought not March out any last Guerrilla protecting its Bases –or any last two Guerrillas if the unshaded Find Fix Capability is in effect. It is a powerful Capability with which each Coalition Assault may remove one Underground Guerrilla in addition to any Active ones. Thus the Taliban had better leave sufficient protection at its Bases when Find Fix is in play. The Capability is not in effect in this example, however.

The Preliminaries also instruct the Taliban not to March the last Underground Guerrillas out of spaces with no Opposition. This is to keep those spaces set up for later Terror Operations. Finally, the March ought to lead to no loss of Taliban Control, the keeping of which might come handy during the next Propaganda's Sharia phase. Also, the Non-player Taliban has to be careful not to award the Government any extra points by losing Taliban and possibly creating COIN Control.



With the Preliminaries in mind, we move on to the first bullet which tells us to get one Underground Guerrilla to each Taliban Base with no such Guerrilla. Zabol has got a Taliban Base and no Guerrillas whatsoever so we've got to get one Underground Guerrilla there. Where is it going to come from? As an example of how the Capabilities and/or the Islamabad Track can complicate the March Operation, were the unshaded Aerostats *not* in effect, the Guerrilla could come from practically anywhere on the board. While the first tie breaker for the bullet under consideration tell us to prioritize the lowest cost Marches, the effect of the status of the Islamabad Track combined with the Taliban ability to March again from Pashtun spaces, practically enables the Taliban to March Guerrillas around for free. That is, they may March a Guerrilla from an adjacent Afghan space to one of the Pashtun spaces in Pakistan and then March it out into Afghanistan again,

and all this for a cost of zero because of the Islamabad Track.

However, now that the unshaded Aerostats *is* in effect, even the otherwise free Marches cost one Resource as per the Capability. In these circumstances, the tie breaker **a** limits the choice to Waziristan as the sole space from which a Guerrilla is able to get to Zabol for the cost of one Resource. Conduct that March now.

Moving on to the second bullet, the aim there is to set up a group of Guerrillas for a future Base building opportunity but only if at least one Taliban Base is Available. None are, so we may skip this bullet altogether.

The third bullet seeks to spread Taliban forces for the purposes of setting up future Terror Operations. As per the bullet, we are seeking to March into up to three spaces getting an Underground Guerrilla to each selected space. Our first targets are spaces with the following characteristics: at Neutral, no Taliban and no Coalition forces. There are multiple such targets given the Taliban ability to March again from Pashtun spaces (hence, even a far-away space like Herat is a reachable space via the Pashtun spaces adjacent to it). Let's have the first tie breaker, that of prioritizing lowest cost Marches, narrow down the candidates for us.

By this tie breaker, Badakhshan becomes the first March target as it is the sole space to which the Taliban may March for the cost of a single Resource. Furthermore, for the March to cost a single Resource, the Guerrilla has to come from the Northwest Frontier –if it came from Nuristan, the cost would be two Resources, one for the March itself, and another for the Aerostats Capability. We conduct that March now.

We've got two more target spaces to find as per the third bullet and there are way more legal candidate spaces than that. The tie breaker **b** tells us to order the March destinations per descending Population size. This gives us Baghlan (with two plus one population) as the next destination to which a Guerrilla from

Nuristan alone is able to get to for the lowest cost of two Resources.

The last target space to be selected per the third bullet of the Taliban March instructions involves a tie between Ghowr and Bamian: both can be reached for the cost of two Resources and have the same Population value. As always, once the tie breakers run out, we will select targets randomly from among the set of candidates we have arrived at. Say Ghowr gets selected to which a Guerrilla from Helmand is the only one to be able to get to.

We have now selected the three March destinations per the third bullet and so, as per the second sub-bullet of the third bullet that we have been executing, the Support spaces will not be targeted at all this time. We have also spent six of the seven Resources leaving us a single Resource to spend to fulfill the Marches per the fourth and the final bullet.

The final bullet aims to get some Taliban Guerrillas onto the Lines of Communication, or LoCs, if and only if they then outnumber the enemies there. The fourth bullet specifies that we are looking to March onto *adjacent* LoCs only. Note that one could get further afield using the March-again ability, but the Non-player Taliban does not make use of that ability. Also, the Non-player Taliban will want to get up to two Guerrillas onto each LoC but no more than that.

Normally, the March onto a LoC costs no Resources, but again the unshaded Aerostats imposes a cost of one Resource even upon these otherwise free Marches. We've got multiple LoCs that could be reached, but only a single Resource and thus a single March to make. Again we will need the tie breakers.

The first tie breaker has the Taliban target the highest Economic value LoCs –those are the ones leading toward Pakistan– but both of those LoCs are occupied by two enemy pieces which means that Taliban is unable to outnumber the enemies there by the up to two Taliban Guerrillas it is prepared to use here. Therefore,

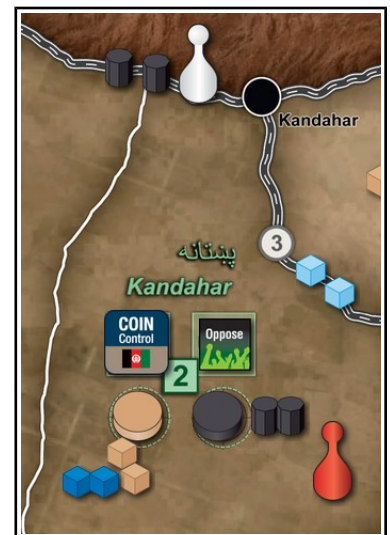
the two highest value LoCs are out from among the candidate targets.

Two of the LoCs with an Economic value of one remain in the race and random selection picks the LoC leading from the town of Kandahar toward Farah. Two Guerrillas from the Kandahar Province are able to get onto that LoC. Their March renders Kandahar COIN Controlled. With that we have reached our spending limit and no further Marches may be executed.

Next we will select a Special Activity. In the flowchart, there is a *With* arrow going out of the March box toward one of the Extort boxes. The box probes whether the Non-player Taliban is able to Extort on one of the lucrative three and four Economic value LoCs. There being no Taliban Guerrillas on these LoCs we pass on along the *if None* arrow to Infiltrate.

As the flowchart shows us, the Non-player Taliban prefers to target the Player Faction first. Suppose the Government is a Player controlled Faction. Therefore, we browse the board for spaces with Underground Taliban Guerrillas and Government cubes. There are more options than the one space in which Infiltrate may maximally occur: Helmand, Kandahar, Ghazni, Paktika, and Khowst.

So again we resort to the tie breakers. The first tie breaker, **a**, says to prioritize spaces in which the most Government cubes can be removed, which by the rules of play pertaining to Infiltrate is two cubes. This is possible in all the candidate targets. The second tie breaker, **b**, prioritizes spaces in which the



The Non-player Taliban has Marched onto the Kandahar – Farah LoC. The Infiltrate Special Activity is about to occur in the Province of Kandahar.

last Government cubes can be removed. That gives us Kandahar as the winner.

The Infiltrate Special Activity removes the two remaining Government Troops cubes exposing the Coalition forces to a potential Taliban Attack with Ambush later on. The removal of the two cubes also decreases the Patronage by two points. That concludes this example of play.

9.4 Example #4: Coalition Train + Surge

Surge is one of the most important actions of the Coalition allowing them to increase or decrease their Troop commitment on the ground as well as to strategically position their Bases. The Non-player Coalition will be a tame opponent without properly executed Surges.

Set Up: Set the board as at the start of the Short Scenario with the following changes. Move the two Police cubes in Ghazni to Available. Also move all Coalition pieces from Kandahar to Available and the four Government cubes there to Baghlan. Also relocate the Government Base in Konduz to Baghlan. Kandahar becomes Taliban Controlled and Baghlan COIN Controlled. Adjust the Coalition's Support + Avail marker up by three.

Execution: For this example, suppose the Warlords are a Player controlled Faction. Suppose further that the Non-player Coalition is first Eligible on a random current Event card that is of no interest to them as per the *Pass, Event or Operations?* box. We follow the *If None* arrow onward to the first decision diamond.

We pass by the first diamond -there are no Underground Taliban Guerrillas in Support spaces nor Underground pieces of the Player (i.e. the Warlords) at a Coalition Base. We pass by the second diamond too as no Bases are exposed and removable by a Assaults or Air Strikes nor can any pieces be removed in the sole Support space, Kabul.

Therefore, we follow the *No* arrow down to the

Train box. Once again the Preliminaries state a spending limit -two-thirds of 30 make 20 Resources- which we however are unlikely to get even close to breaking. The Preliminaries also state that the Coalition Train Operations will not place any Government cubes unless so indicated in the priorities themselves. Let's keep that in mind.

The first two bullets of the Coalition Train box are safeguards put in place to counter any Taliban or Government attempts -if these are controlled by a Player- at getting too far ahead. No Faction is close to winning so we pass these bullets by.

The third bullet, however, asks us to check if any Coalition Bases are Available -yes, one Base is- and if so, to pause the Train Operation to conduct the Surge Special Activity. Therefore, we take note to return to this position in the Train box later and head over to the Surge box.

The first Surge bullet is there to trigger a Coalition pull-out of Afghanistan in the final Campaign and is not relevant now. The second bullet is all about getting Coalition Bases out onto the map. The preference written into the bullet is to get Bases into the highest Population spaces. A rules reminder in red tells us that a Surge may target COIN Controlled spaces and Kabul (regardless of who is in Control there). Worth keeping mind is also the priority in 8.2.1 never to have two Coalition Bases in a single space.

Therefore, we search the map for a single space with no Coalition Base already but that is COIN Controlled as the home for the Available Base. There are two such spaces, Herat and Baghlan. Herat immediately drops out as the lower Population space. Now place a Coalition Base from Available to Baghlan.

The bullet we are working through right now also says that if any of the newly placed Bases have no Coalition Troops at them, then each such Base also receives a single protecting Coalition Troop. The Base in Baghlan indeed has

no Coalition Troop at it, so let us place one from Available there. We have no used one of the three legal spaces in which Surge may take place.

The third bullet of the Surge box checks if any of the Coalition Bases already on the map could be relocated to more favorable locations. That is to say, moving again between Kabul and COIN Controlled spaces only (such spaces being the only legal Surge targets per the regular rules of play), the Non-player Coalition seeks to relocate its Bases to higher Population value spaces than where it already has spaces. We note that both Konduz and Herat have no Coalition Bases but are COIN Controlled and thus possible Surge targets.

As the source spaces of the to-be-relocated Coalition Bases we look for COIN Controlled spaces with a Coalition Base and a lower Population than the target space. Konduz has a higher Population (two plus one) than each of Ghazni, Paktika and Helmand (Population one). Konduz will thus become the target space while the source space will be chosen at random. Suppose Helmand gets chosen.

Therefore, we mark Helmand and Konduz as the second and the third spaces in which Surge is to take place and transfer the Coalition Base from the former to the latter. The bullet in question also specifies that we are to relocate one Troop from Helmand to protect the Base in Konduz. That concludes the third Surge bullet.



The Non-Player Coalition has got the high Population space Baghlan at Support which the Coalition Base there will serve to protect. It will be hard for the enemies to preach this stronghold.

Next, in the fourth bullet, the Non-player Coalition looks at readjusting its Troop commitment. Note that this bullet will be executed if and only if any of the bullet above

already moved pieces around, because if no pieces moved so far it probably is not worth doing a Surge at all, but some other Special Activity instead.

In any case, per the first sub-bullet of the bullet four, we are now to roll one six-sided die and either withdraw to Available or place onto the map, that 1d6 worth of Coalition Troops. The direction of movement will depend on the current level of Support as compared to the number of Troops in the Available box. Thus, at this moment Support is four (all of it in Kabul) and there are seven Troops in the Available box, which is to say the Non-player Coalition will seek to reduce the number of Available Troops until it hits four. Overall the mechanic here is meant to simulate the decision to respond to a low level of Support by increasing the boots on the ground or vice versa.

Suppose we roll a 1d6 and the result is a four. The Non-player Coalition will now place three (not four) Troops from Available onto the map after which the number of Available Troops equals the level of Support.

Where are these Troops going to? As we are executing a Surge and have already selected all three Surge targets, the three new-comer Troops must go to one of the already selected targets. Beyond that, there's a tie breaker **b** that sees the incoming Troops be spread out evenly, so let us place one Troop in each of the three selected spaces.

The second sub-bullet of the bullet four attempts to secure sufficient protection for the Coalition Bases, but all of them already have at least one Coalition Troop. Therefore, we move on to the final sub-bullet. The Surge Special Activity also allows the Coalition to increase Aid. The Non-player Coalition will always do this if the Government is also a Non-player, otherwise more Aid is conditional on low Patronage. In the present case, the Government is a Non-player, so we roll 1d6 and add that many points of Aid.

Altogether the above Surge reduced the

Coalition Victory margin by five. Move the Support + Avail marker from 13 down to eight. That concludes this Surge and we return to the Train box.

The next Train bullet to process is the bullet four which has the Non-player Coalition conduct Civic Actions. This is legal in a single space with COIN Control (or in two spaces if the PRTs Capability is in effect). In addition, in this bullet, the Non-player Coalition prefers to conduct Civic Actions at its own Bases only all of which are now on the map. We resort to the tie breakers to narrow down the selection. The first tie breaker has us looking to cause the greatest shift, that is, where the most total points of Opposition/Support gets shifted. This time there is no Opposition on the map, so the tie breaker effectively has us target the highest Population and therefore the highest shift spaces. These are Khowst and Baghlan, with two plus one Population each. The second tie breaker, **b**, favours the non-Pashtun space Baghlan over Khowst and we mark the former space as a Train target.

The Coalition does not pay any Resources for a Train unless they also place cubes. This is where the second sentence of the Preliminaries becomes significant: "Place no Govt unless indicated". There is no indication that any Government cubes get placed here, so we simply Train for zero Resources, pay three Resources for Civic Actions, and place a Support marker in Baghlan. This bumps the Coalition's Support + Avail marker three spaces forward.

It is in the fifth bullet of the Train box that we finally look at maybe placing some Government cubes (in spaces with any COIN Bases as per the regular rules of play). The conditions for this to occur are pretty stringent: only if a space has less than two Government cubes or no Police are we to place any. Looking around on the map we see that the only such space is Ghazni, it has no Police. Let's mark Ghazni as a Train location and pay three Resources. It is the preference of the Non-player Coalition to place

the maximum number of Police cubes. Only if there aren't enough of them Available will Government Troops get placed. At present enough Police are Available and so we place six of them in Ghazni.

The final bullet of the Train procedure checks if Civic Actions already occurred to the extent they can, and if not, Civic Actions will occur now (this time also in other than Coalition Base spaces). In the present examples, the Civic Actions already occurred, so nothing happens on this last bullet. That concludes this example.

Credits

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