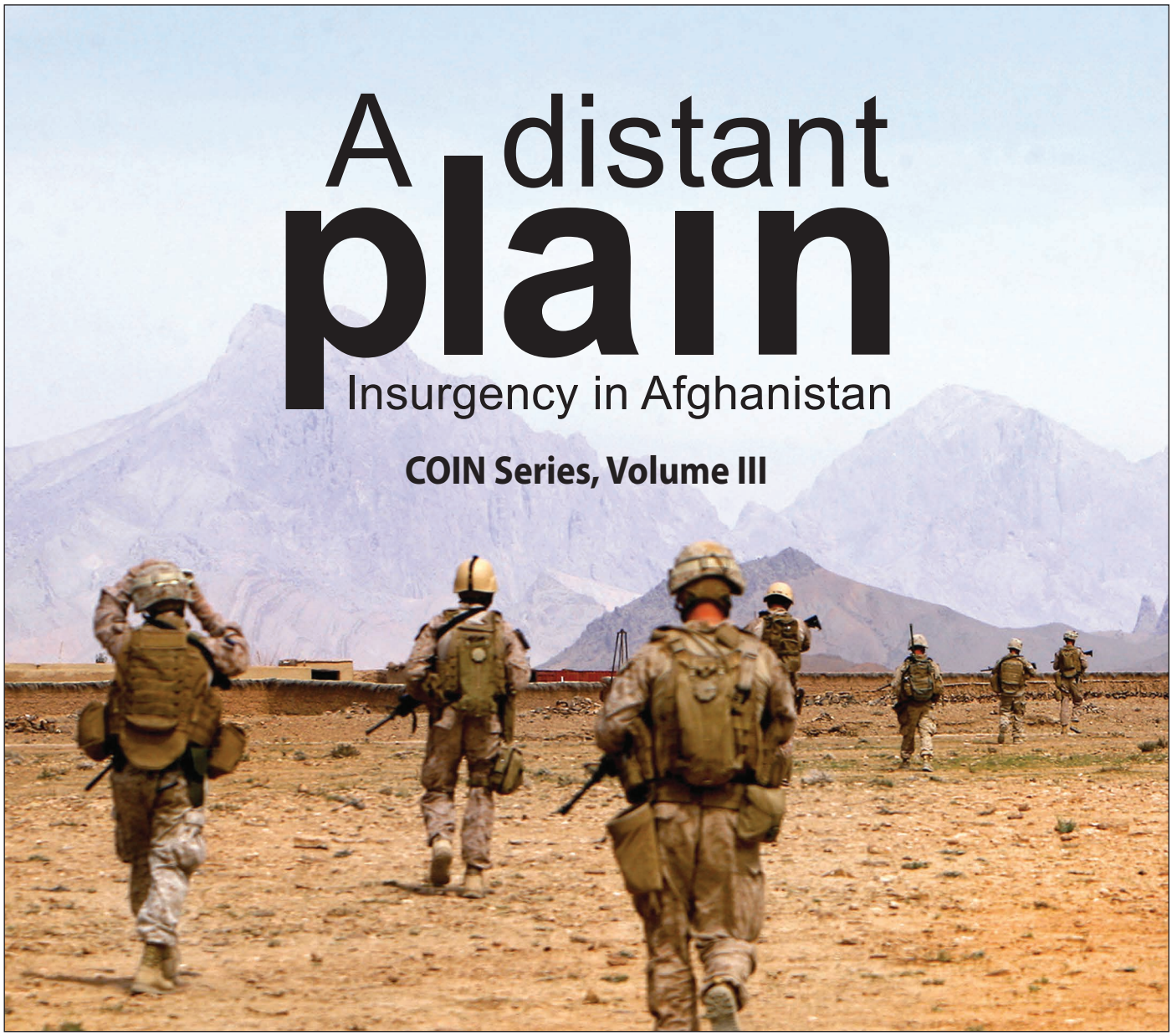


RULES OF PLAY

by Brian Train and Volko Ruhnke

2nd Printing

TABLE OF CONTENTS

1. Introduction 2
2. Sequence of Play 5
3. Operations 6
4. Special Activities 8
5. Events 9
6. Propaganda Rounds 10
7. Victory 11
8. Non-Player Factions 12
Key Terms Index 16
Counter scans 18
Set Up & Available Forces 19
Scenarios 20

© 2013, 2015 GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com

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 16-17. The most important game functions are summarized on several aid sheets. Game set up is explained on pages 19-20 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 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:

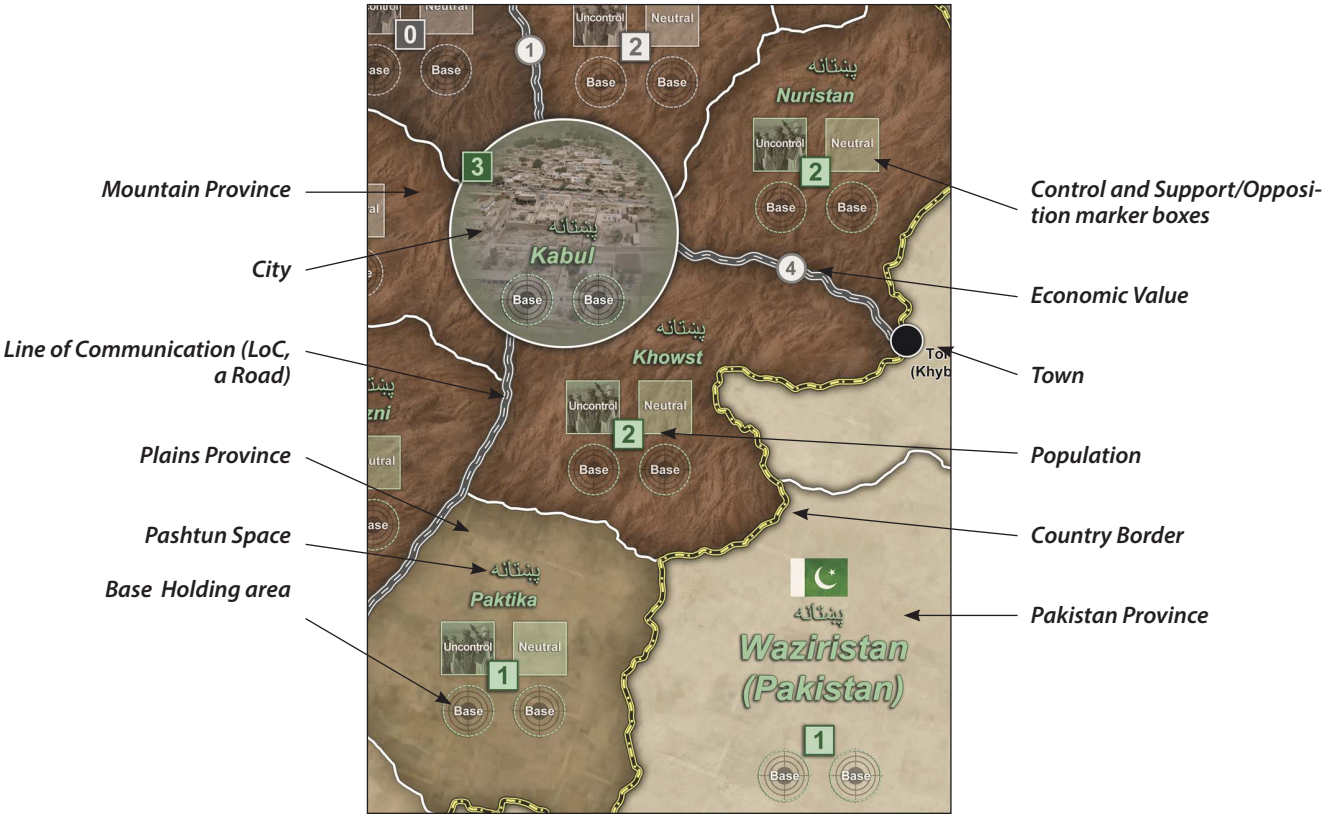
- A 22"x34" mounted game board (1.3).
- A deck of 78 cards (5.0).
- 158 medium and light blue, tan, black, and green wooden forces pieces, some embossed (1.4; see "Available Forces" on page 19 for a complete listing).
- 7 embossed cylinders (1.8, 2.2).
- 6 red and 6 white pawns (3.1.1).
- A sheet of markers.
- A Sequence of Play sheet (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



© 2013, 2015 GMT Games, LLC

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

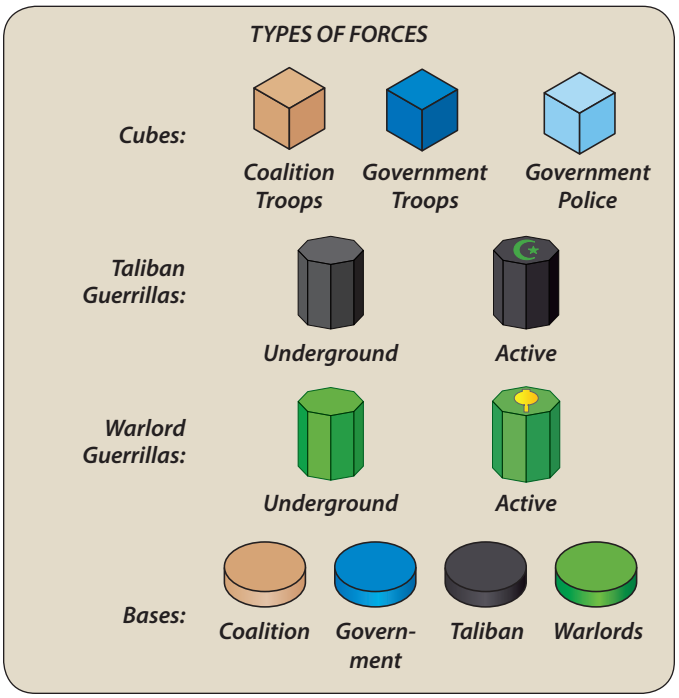
The wooden pieces represent the Factions' various forces: Coalition Troops (tan cubes), Government Troops (medium-blue cubes) and Police (light-blue cubes), Insurgent Guerrillas, and all Factions' Bases.

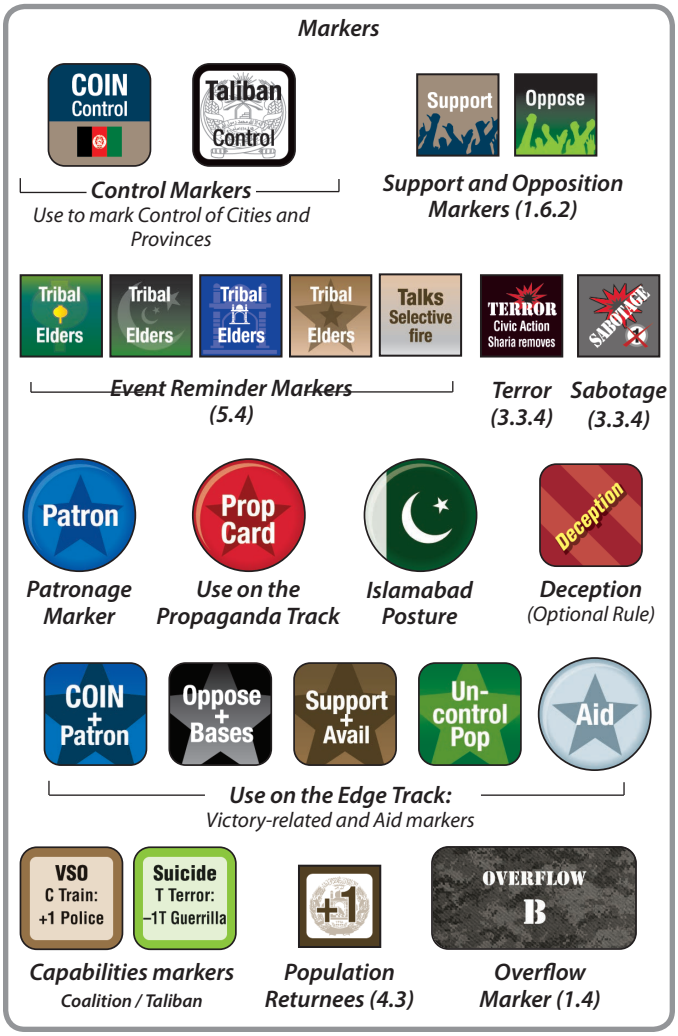
DESIGN NOTE: Bases represent training and bivouac facilities, political administration, and, for the Insurgents, poppy fields.

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 19 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.*



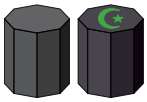


© 2013, 2015 GMT Games, LLC

- 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).

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

© 2013, 2015 GMT Games, LLC

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 19 to 20 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).

© 2013, 2015 GMT Games, LLC

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:

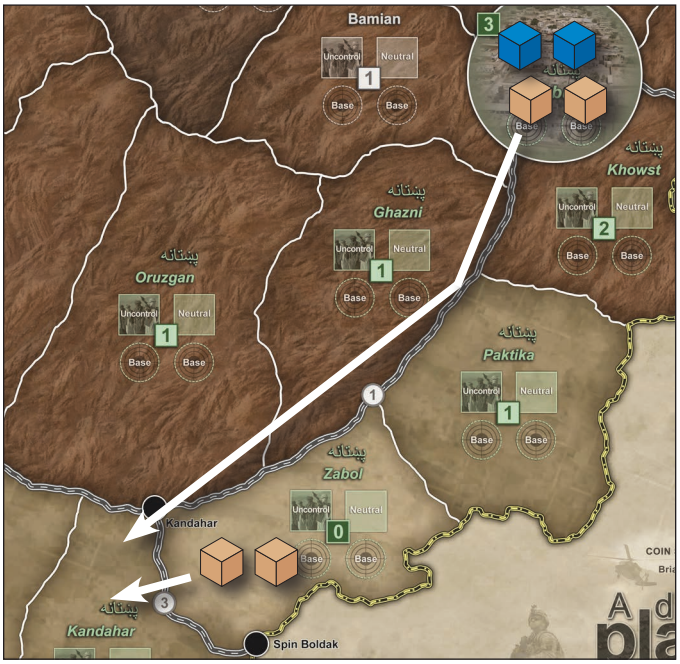
- Conduct Civic Action (6.4.1) to build Support. The space must have COIN Control (unlike in the Support Phase, by any COIN pieces). The Civic Action costs 3 Government Resources per Terror marker removed and level shifted, even if the Training Operation was free. OR
- If Government, replace any 3 Government 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.

© 2013, 2015 GMT Games, LLC

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

© 2013, 2015 GMT Games, LLC

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.

© 2013, 2015 GMT Games, LLC

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

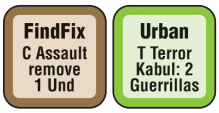
Event Text

Lasting Effects Indicator (5.3)

Shaded Text (see Dual Use (5.2).

© 2013, 2015 GMT Games, LLC

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).

© 2013, 2015 GMT Games, LLC

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).

© 2013, 2015 GMT Games, LLC

8.0 NON-PLAYER FACTIONS

This section governs actions by any Factions beyond those represented by a player. See also the Playbook's 1-Player Example of Play.

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

8.1 Non-Player Sequence of Play

The Sequence of Play aid sheet summarizes the following rules in gray text.

- **Event or Ops?** Except as specified below and in any special Event Instructions (8.4.1), a Non-player Faction when given the option (2.3.4) chooses the Event.
- **Capabilities/Islamabad.** Non-player Warlords only opt for Capabilities Events (5.3) or those that would affect the Islamabad Track (6.6.1) if the Taliban are a Non-player. Non-player Government only does so if the Coalition is a Non-player. Non-player Taliban and Coalition opt for Capabilities Events only on a die roll less than the number of Propaganda cards left in the deck.
- **Ineffective Events.** Regardless of the above, Non-player Factions opt only for Events that would have an effect (something happens, including Capabilities, 5.3) and for Momentum Events (5.4) other than "Mullah Omar" only when the next card showing is not Propaganda.
- **Operations Not Limited.** Whenever a Non-player Faction is to execute a Limited Operation (2.3.5), it instead executes a full Operation and Special Activity. Ignore the Final Event Card restriction (2.3.8).
- **Low Resources.** When a Non-player Insurgent with 0 Resources—or the Government with fewer than 3—is to execute Operations, it Passes instead (earning Resources, 2.3.3). *NOTE: A Non-player Coalition can Operate even when the Government is out of Resources.*

INEFFECTIVE EVENT EXAMPLE: Non-player Warlords are 1st Eligible for "Change in Tactics." No Capabilities markers are yet in play. The Event would have no effect, so the Warlords execute Operations and a Special Activity.

8.1.1 Operations, Special Activities, and Events. To execute a Non-player Faction's Operations and Special Activities or a specific Event, see the Non-Player flow charts and the relevant rules below.

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

EXAMPLE: Non-Player Terror requires Activating an Underground Guerrilla and costs 1 Resource per Province, per 3.3.4.

8.1.2 Procedure Guidelines. Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- Target or remove enemy players' before Non-players' assets whenever possible.
- Remove enemy Bases before other pieces, Underground before Active Guerrillas, and Police then Troops evenly (each space); otherwise select randomly among enemy Factions. Remove pieces to be replaced even if no pieces are available to replace them (1.4.1).
- Place friendly Bases whenever possible. ***Exception:*** Place no more than 1 Government Base per space. Remove friendly Active before Underground Guerrillas. Place or remove friendly Police and Troops evenly, Police first.
- March so as to get as many Underground Guerrillas as possible to the destination (3.3.2). Within that requirement, March Active Guerrillas first.
- Do not move a piece out of a space if that would place or remove Control there (1.7). ***Exception:*** Surge (8.8.2).
- Voluntarily transfer nothing (1.5.1).

MARCH EXAMPLE: Non-player Warlord Guerrillas are Marching into an empty Pashtun space. If any were Underground, only 3 of them would move, first those Underground.

PLAY NOTE: Players may transfer (1.5.1) to Non-player Factions normally.

8.2 Random Spaces

If several candidate spaces have equal priority for a Non-player Operation, Special Activity, or Event, select a Province or Kabul using the Random Spaces table:

- Roll the three dice and refer to the table: tan indicates column, black indicates row of space trios, and green indicates the space within the trio (unless Kabul).
- If the resulting space is not a candidate, move down the column until one is reached. Follow the arrows, moving from the bottom of one column to the top of the next and from Kandahar to Balochistan (or just follow the arrows on the Random Spaces Map).
- Carry out as much of the action as possible in the candidate reached, then roll again to select another, if needed.

PLAY NOTE: If players agree, choose among a few spaces by equal-chance die roll instead.

8.3 Random LoCs

If only LoCs are candidates, choose:

- First that with the highest Econ.
- Then with an equal chance die roll.

Sabotage only unSabotaged LoCs.

8.4 Non-Player Events

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



8.4.1 Event Instructions. Whenever any Non-player Faction is to execute an Event and that Faction's symbol on the card has a gray halo, first check any special instructions for that Event at the bottom of that Faction's sheet.

8.4.2 Dual Use. Non-player Warlords and Taliban executing a Dual-Use Event (5.2) use shaded text, Non-player Government and Coalition use unshaded, unless Event Instructions note otherwise (8.4.1).

© 2013, 2015 GMT Games, LLC

8.4.3 Placement. Place, remove, or relocate as many pieces (per 8.1.2) as the Event, availability (1.4.1), and stacking (1.4.2) allow.

8.4.4 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 priorities (8.5-8.8).
- Select Event spaces to ensure that as many Bases then other pieces as possible are placed, removed, or replaced, then for the greatest change in Total Support/Opposition.
- Otherwise, select spaces randomly (8.2.3).

8.5 Non-Player Warlords Actions

NOTE: It is not necessary to master the rules below for specific Factions because they are summarized on the Non-player foldout.

8.5.1 Rally. If at least 6 Warlords pieces are available, Rally in up to 3 Provinces:

- First, flip Guerrillas Underground in any non-Pashtun Provinces where Warlord Guerrillas are all Active and there is a Warlord Base and a cube.
- Then, place Bases where there are at least 2 Warlord Guerrillas and room.
- Then, place Guerrillas, first, where Warlords have Bases but no Guerrillas; then, where they have Guerrillas but there are no Bases; then, if no Cultivate yet possible, in 1 Province where Cultivate could then place a Base (4.5.1); finally, in other random Provinces.

Then execute a Special Activity per 8.5.4.

IF NONE: If no such Rally is possible, instead March as below.

8.5.2 March. If Rally conditions (8.5.1) are not met and the sum of Warlord Resources plus Warlord Bases on the map is 50 or less, instead March. March from all adjacent Provinces or Kabul, without moving the last Warlord Guerrilla from a space with a Warlord Base (nor adding any Control markers, 8.1.2):

- Onto 1 empty LoC (high Econ first, 8.3) with 1 Guerrilla.
- Next, with all possible Guerrillas (per 8.1.2) to all spaces where their arrival would remove Control, first to highest Population.
- Then, with all possible (within 8.1.2) into 1 random Province, first a Province in which Cultivate could then place a Base.

Then execute a Special Activity per 8.5.4.

IF NONE: If not possible, Terror per below.

8.5.3 Terror. If neither Rally nor March conditions above are met, execute Terror (with an Underground Guerrilla, 3.3.4) in 1 space:

- If the Coalition is a Non-player, where Opposition.
- If the Taliban are a Non-player, where Support.
- If neither applies or is possible, in a random Support or Opposition space.

Then Suborn per 8.5.4.

IF NONE: If no such Terror is possible, instead Rally per 8.5.1 or, if that not possible, Pass.

8.5.4 Special Activities. If Non-player Warlords executed Rally or March, next Cultivate if possible per the following, otherwise Traffic or, if that not possible, Suborn. If they executed Terror, Suborn.

CULTIVATE: Cultivate to place a Base in a random eligible space (4.5.1), if possible, a space that already has 1 Warlord Base. If none or no Base available, instead Traffic as follows.

TRAFFIC: Unless Warlord Resources would reach 75, Traffic in all spaces with Warlord Bases and no Coalition pieces (4.5.2). If they would reach 75, or if there are no such spaces (or only 1 Warlord Base with "Counter-Narc" in effect), instead Suborn.

SUBORN: Suborn (4.5.3) in up to 3 spaces.

- First, remove Government or Taliban pieces—Government Bases if possible—so as to remove either COIN or Taliban Control where possible to do so in Afghanistan.
- Then, remove Taliban Guerrillas if the Coalition is a Non-player, otherwise Government pieces, from random spaces, LoCs first and spaces in Pakistan last.

If no such Suborn is possible (the Warlords have fewer than 2 Resources or "Local Truce" is in effect), execute no Special Activity.

8.6 Non-Player Government Actions

8.6.1 Momentum. For the following Event in effect (5.4) with a Non-player Government:

- Tribal Elders—If executed by Government, always set to Support, unless that would raise Coalition's victory margin (7.3) above Government's, in which case set to Neutral.

8.6.2 Train. If at least 15 Government pieces are available or Govern could add Patronage at this moment (4.3.1), Train in these spaces:

- First, in 1 Province that has at least 3 Government cubes, no COIN Base, and room for one, replacing the 3 Government cubes with an available Base.
- Then, to place from Available up to 6 cubes each (4 if shaded "Night Letters" in effect, 5.3) among Kabul and up to 3 COIN Base spaces, first in 1 space as needed to enable any Civic Action per below, then where the fewest Government cubes (and per 8.1.2). If no Base placed, in any 1 of these spaces where Civic Action is possible (3.2.1) and there are no Coalition Bases (if any), shift as far as possible toward Support.

GOVERN: Then Govern in up to 2 COIN-Controlled spaces (4.3.1). First, where Support and no Coalition Base, transfer Patronage from Aid (if any) and set to Neutral. Then, where 0 Population (and COIN Control), add a +1Pop marker (if any available). Finally, wherever else possible, add +1Pop.

- If no such Govern possible, instead Transport.

TRANSPORT: First, find a COIN-Controlled space that has the most Government Troops in excess of those needed to maintain Control (1.7). Transport those excess Troops—leaving at least 1 Govt Troop even if excess—to a Province that has Police but no Troops nor COIN Base, if possible. If not, Transport them to the space where they would add the most COIN-Controlled Population (more than 0), if possible by replacing Taliban Control.

- If not possible, execute no Special Activity.

IF NONE: If no such Training possible, Patrol.

8.6.3 Patrol. If Training conditions (8.6.2) are not met and Taliban Guerrillas on an LoC or in Kabul exceed non-Taliban pieces, Patrol. Move cubes to equal Taliban Guerrillas, if possible 1 Police per LoC and Kabul, the rest Troops. Take each Police or Troops cube from a

© 2013, 2015 GMT Games, LLC

City or Province with the most that can reach the destination LoC. Assault on a LoC to remove the most Taliban possible.

- Then Govern or Transport as above (8.6.2).

IF NONE: If no such Patrol is possible, Sweep.

8.6.4 Sweep. If neither Training nor Patrol conditions (8.6.2-.3) are met and Assault per 8.6.5 (with Eradicate) would remove neither a Base nor at least 2 Guerrillas, Sweep 3 spaces to Activate Taliban then Warlord Guerrillas:

- First, in the highest Population space possible, move in enough Troops to add COIN Control, from any spaces that can reach it.
- Then, without moving, to Activate the most Underground Taliban then Warlord Guerrillas possible, Kabul first if tied.

Then Transport per 8.6.2.

IF NONE: If no such Sweep possible, Assault.

8.6.5 Assault. If neither Training nor Patrol conditions are met and Assault with any Eradication would remove a Base or at least 2 Guerrillas, Assault up to 3 spaces:

- First in spaces to remove the most Taliban Bases, then to remove the most Taliban then Warlord Guerrillas possible, on LoCs last.
- In each space, target Taliban then Warlords.

ERADICATE: Then Eradicate in 1 or 2 eligible spaces (4.3.3), first where there is Opposition, then in nonPashtun spaces, then at random.

- If no Eradication possible, Transport per 8.6.2.

IF NONE: If no such Assault possible, Pass.

8.6.6 Civic Action. During the Support Phase or Events, buy Civic Action (6.4.1) to remove all Opposition possible. Then, if this Propaganda Round is not the final one (2.4.1), add Support to spaces without Coalition Bases (only).

8.6.7 Redeploy. Ensure COIN Control of Kabul (without losing other Control, 8.1.2), then keep Government Troops spread evenly (6.5.2). Redeploy Police (6.5.3) to maintain Control (such as where Troops left), then to have 2 Police on each 3- and 4- Econ LoC, spread as evenly as possible among Provinces and Kabul.

8.7 Non-Player Taliban Actions

8.7.1 Momentum. If in effect (5.4):

- MANPADS Scare. Non-player Taliban with Resources pay to cancel any Air Lift or Air Strike (4.2.2-.3) on a die roll of 1-4.
- Tribal Elders—If executed by Non-player Taliban, always shift to Opposition.

8.7.2 Rally. If Taliban have at least 15 pieces available or at least 15 Guerrillas Active, Rally in these eligible spaces (3.3.1):

- First, in up to 3 with Taliban Guerrillas all of which are Active, a Taliban Base, and any cubes, flip the Guerrillas Underground.
- Then, where at least 3 Taliban Guerrillas and room, replace 2 Guerrillas with a Base.
- If there is no Underground Taliban Guerrilla in Kabul, place a Guerrilla there.
- Then place Guerrillas, first to add Taliban Control to 1 space that does not have it yet, then in 1 space that has 1 or 2 Taliban Guerrillas, then at all Taliban Bases.
- Finally, buy Sharia (8.7.7) for the greatest possible shift in 1 of the above Rally spaces.

EXTORT: Then Extort any unSabotaged 3Econ and 4-Econ LoCs possible.

- If not possible (4.4.1), instead Infiltrate.

INFILTRATE: Infiltrate (4.4.2) to replace a piece with a Guerrilla, or, if no Guerrillas Available, to remove 2 enemy pieces. Target Government first. Infiltrate on a LoC, if possible; otherwise to remove a Government Base, if possible; then the last Police from a space, if possible; otherwise in a random space.

- If no such Infiltrate targets, Extort everywhere possible; if none possible, no Special Activity.

IF NONE: If no such Rally possible, March.

8.7.3 March. If Rally conditions (8.7.2) are not met and Support spaces and LoCs have neither Underground Taliban Guerrillas nor at least 4 Taliban Guerrillas total, March from all Taliban Control spaces that have at least 2 Taliban Guerrillas (and per 8.1.2).

- First, enter all unSabotaged LoCs and then Kabul adjacent to such spaces, until Taliban exceed non-Taliban by 1 piece, to at most 2 Taliban Guerrillas per space. Then enter 2 Provinces that have neither Opposition nor Taliban Control, from such origin spaces.
- Finally, March from such origins toward and then into 2 other Provinces with neither Opposition nor Taliban Control and reachable via Pashtun spaces, with up to Guerrillas needed to add Taliban Control. Select lowest-cost route (closest origins first). Pashtun destinations above or along the route become origins—March Guerrillas from there also.
- Leave 1 Taliban Guerrilla at each origin, if possible one that is Underground (and March only per 8.1.2, losing no Control).

Then Extort or Infiltrate per 8.7.2.

IF NONE: If no such March is possible, Attack.

NOTE: Unless "Sandstorms" is in effect (5.4), Taliban Guerrillas in Pashtun spaces can March even if they just Marched (3.3.2). If Islamabad is at Backing or Sponsorship, March via Pakistan spaces costs less (6.6.1).

8.7.4 Attack. If neither Rally nor March conditions (8.7.2-.3) are met and Total Support plus Available Coalition pieces is 20 or less, Attack (3.3.3) in 3 spaces (LoCs last, 8.2) where Taliban could Ambush—first to remove at least 1 Coalition piece. Then Attack in each other space with at least 4 already Active (1.4.3) Taliban Guerrillas and a Coalition piece. In each space, remove Coalition first if possible, then Government, then Warlords.

AMBUSH: Ambush (4.4.3) in the 3 spaces with the fewest Taliban Guerrillas. If tied, choose first where a Coalition piece then a Government Base could be removed. If shaded "Car Bombs" in effect (5.3), use an Active Guerrilla in a space with no Underground Taliban. If no Ambush possible, execute no Special Activity.

IF NONE: If no such Attack possible, instead execute Terror or, if that not possible, Pass.

8.7.5 Terror. If neither Rally nor March conditions (8.7.2-.3) are met and Support + Available is above 20, instead execute Terror (3.3.4) to Sabotage all LoCs and shift as much Support/Opposition possible.

© 2013, 2015 GMT Games, LLC

EXTORT: Then Extort (4.4.1) everywhere possible. If none, execute no Special Activity.

IF NONE: If no such Terror possible, instead Attack per 8.7.4 or, if not possible, Pass.

8.7.6 Islamabad. If Islamabad is at Sponsorship (6.6.1), Non-player Taliban stay Eligible (2.3.1) after executing Events (including an Event that just obtained Sponsorship).

8.7.7 Sharia. Non-player Taliban conduct all Sharia (6.4.2) they can, first for the greatest shift, then where Support, then where fewest Terror markers, then randomly. Remove Terror only if a shift would be achieved.

8.7.8 Redeploy. Keep Taliban Guerrillas (6.5.4) spread as evenly as possible, with odd Guerrillas in Afghan spaces if possible.



8.8 Non-Player Coalition Actions

8.8.1 Momentum. If in effect (5.4):

- Tribal Elders—If executed by Non-player Coalition, always shift to Support.

8.8.2 Train. If spaces with COIN (Coalition or Government) pieces have fewer than 4 Taliban pieces among them, Train in up to 3 spaces:

- First, if Patronage exceeds 20 or Government has less than 3 Resources, Train in Kabul to transfer exactly 3 Patronage to Government Resources; then place Available cubes there as possible.
- If not (or if less than 3 Patronage), Train to buy Civic Actions per 8.8.5 in 1 space—2 spaces if unshaded "PRTs" is in effect (5.3)—where Civic Action could achieve a shift (3.2.1). Then place as many Available cubes as possible into the space(s).
- Finally, at Coalition Bases without more than 6 Government pieces beyond those needed for COIN Control, place Available cubes; once no more Available, take Police from spaces with the most to add up to 3 per Training space.
- If Training occurred and unshaded "Village Stability Operations" is in effect, place 1 Police where Coalition Troops and fewest Police, if needed from the space with the most Police.

SURGE: Then Surge in COIN-Control spaces:

- Unless the next Propaganda Round will be final (2.4.1), roll a die and place 1 Base each into up to half that roll (rounded down) of spaces that have no Coalition Base yet and have the highest Population, those without Government Bases when tied; then place up to the same die roll of Troops from Available as evenly as possible into those and other spaces totaling up to 3, first where Taliban.
- If the next Propaganda will be final, instead remove to Available all Coalition Troops from 1 space (even if Control lost, 8.1.2), if tied, a space with the least Population.
- In either case, add a die roll in Aid.

If no pieces can thus be placed in or removed from such spaces, Air Lift instead.

AIR LIFT: After Training without a Surge, Air Lift from 2 COIN-Controlled spaces that have the most Coalition Troops in excess of those needed to keep Control, with as many Coalition and Government Troops as possible without losing that Control or removing the last Coalition or last Government Troop. Move them to add COIN Control to 1 space, first where Taliban, then at the highest Population.

- If no such Air Lift is possible, execute no Special Activity.

IF NONE: If no such Training possible, Sweep.

8.8.3 Sweep. If 4 or more Taliban are with COIN pieces and Assault per 8.8.4 (even with Air Lift or Air Strike) would fail to remove any Base or at least 4 Taliban pieces, Sweep all spaces with Coalition pieces in place to Activate Taliban then Warlord Guerrillas:

- If Air Lift into a space before Sweeping would Activate the last Underground Taliban there (that otherwise would not be), first Air Lift into such a space that would Activate the most. If not (or if shaded "ISR" is in effect), Air Strike.
- If unshaded "ISR" is in effect, Activate Taliban, first on a LoC, then the last Underground Taliban in an Afghan space, then at random.

AIR LIFT: Move as many Troops as possible—selecting 2 origin spaces as in an Air Lift after Training (8.8.2)—to the Sweep or Assault space.

AIR STRIKE: Target Taliban, first Bases, then where possible the last Taliban in a space, then most Guerrillas. Among those, select Pakistan first if Islamabad is at Sponsorship and Hard (6.6.1). If unshaded "Predators" is in effect, select first 1 Pakistan space with the fewest Guerrillas, removing 1 piece there per 8.1.2.

- If not possible, execute no Special Activity.

IF NONE: If no such Sweep is possible or would Activate any Guerrillas, Assault.

8.8.4 Assault. If Assault with Air Lift or Air Strike would remove a Base or at least 4 Taliban pieces, all Coalition Troops Assault to remove Taliban then Warlords:

- If Air Lift into a space before Assaulting would remove at least 4 Taliban pieces or a Taliban Base that would not be removed by Assault plus Air Strike, first Air Lift per 8.8.3 into such a space to remove the most Taliban pieces. If no such Air Lift possible, Air Strike per 8.8.3.
- Assault first in spaces to remove the most Taliban Bases, then the most Taliban Guerrillas, then where highest Population.
- Pay to use Government cubes only in the first space where they increase removal, plus wherever needed to remove a Base.
- If shaded "Accidental Guerrillas" is in effect and Assault plus Air Lift or Air Strike would remove just 1 Guerrilla total, instead Pass.

IF NONE: If no such Assault is possible, Pass.

8.8.5 Civic Action. Non-player Coalition buys all Civic Action that it can (3.2.1, 6.4.1), first for the greatest shift, then where Opposition, then where fewest Terror markers, then randomly. Remove Terror only to achieve a shift.

8.8.6 Redeploy. Non-player Coalition Troops Redeploy when able (6.5.2) only from spaces that have no Police, to eligible spaces with fewest Coalition Troops.

© 2013, 2015 GMT Games, LLC

8.9 1-Player Victory

A 1-player game ends during a Propaganda Round Victory Phase (7.2) only after the 1st Round and only if the player (Coalition or Taliban) has a victory margin (7.3) less than that of at least one other Faction. To succeed, the player must avoid that situation through each Propaganda Round and have the highest margin after the final Round. If not, the Non-player with the highest margin (ties to Warlords, then Government) wins Afghanistan:

- **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 Non-Player 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 Non-Player Coalition—**Fundamentalism Denied! The invaders have exhausted the Taliban, reduced to negotiating their place in an Afghanistan ruled by laws of man not God.

PLAYER VICTORY: If the player does survive to the final Round with the highest victory margin, subtract the highest Non-player margin from the player's to find the degree of success:

- **1 to 5—Stalemate!** While no Taliban takeover is in immediate prospect, neither is stability nor good governance. The Coalition withdraws with Afghans' future still in doubt.
- **6 or more, Player as Coalition—**Surge Vindicated! Confounding the skeptics, well-resourced counterinsurgency has enabled modern Afghan institutions to gain popular support. National reconciliation is underway.
- **6 or more, Player as Taliban—**Glory to the Jihad! In the great tradition of the Pashtun warrior, the foreign infidel is once again evicted and true Islam restored to the land.

EXAMPLE: A solo Taliban player avoids Non-player victory over 4 Propaganda Rounds. At game end, with COIN Control + Patronage at 34, Govt has a 1 victory margin—the highest of the Non-players. Opposition is 9 and Taliban have all 12 Bases out, so the player's victory margin is +1: 2 above Govt's for a "Stalemate".

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)

© 2013, 2015 GMT Games, LLC

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)

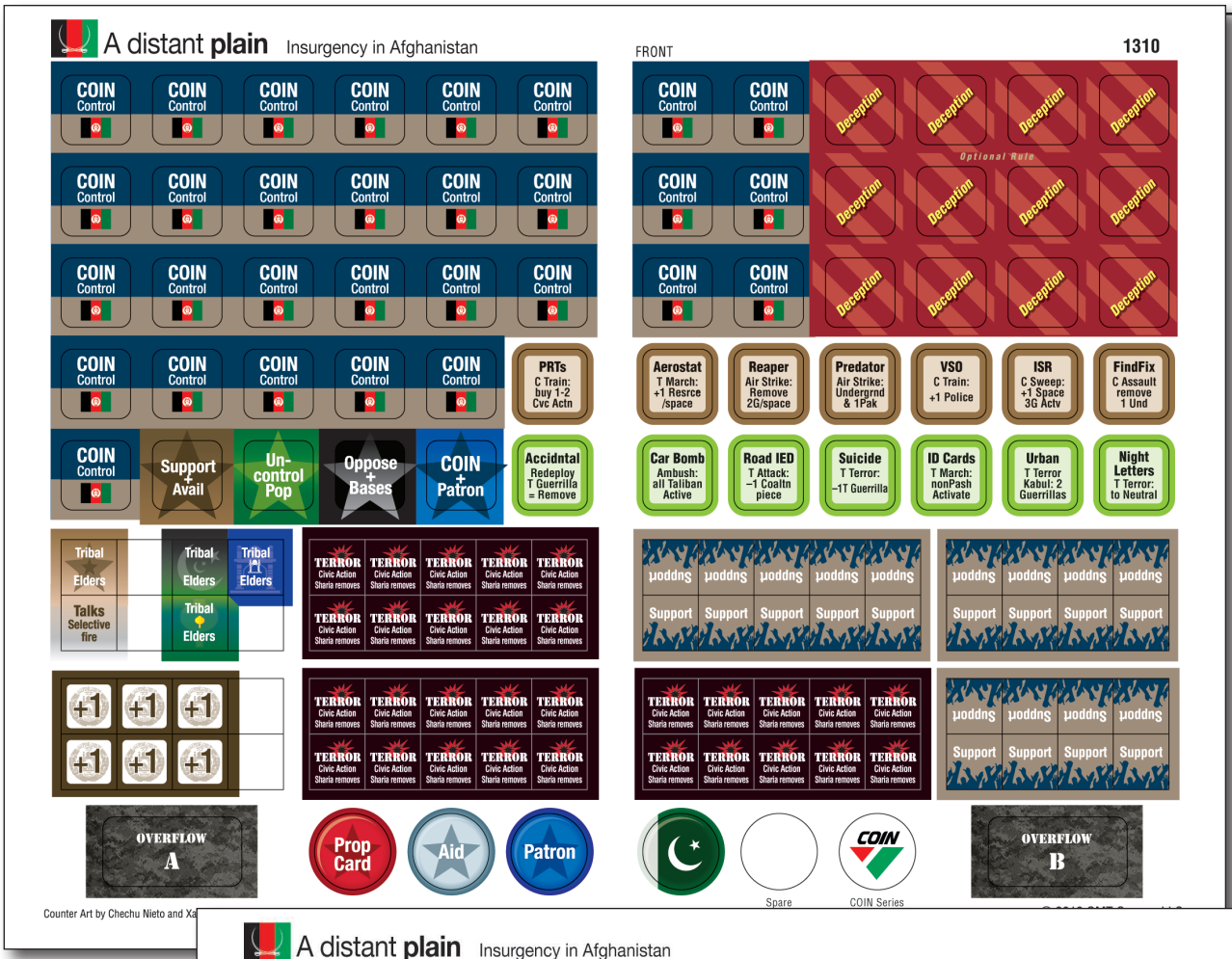
Unshaded—1st choice of Dual-Use Event, often pro-Coalition. (5.2)

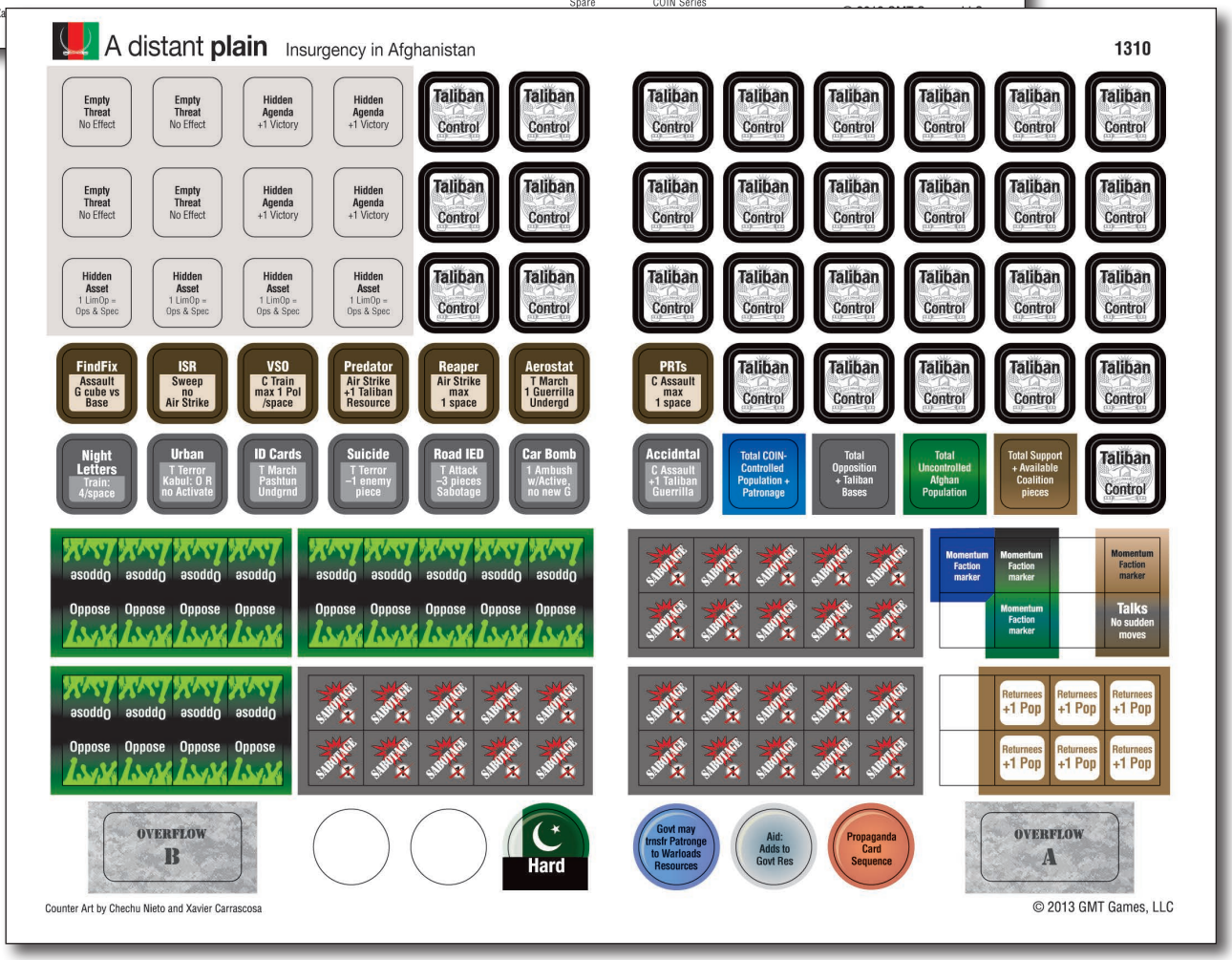
Victory Margin—Calculation of a Faction's closeness to its victory condition. (7.3)

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



© 2013, 2015 GMT Games, LLC


A distant plain Insurgency in Afghanistan
FRONT
1310
COIN Control
Deception
Optional Rule
PRTs C Train: buy 1-2 Cvc Actn
Aerostat T March: +1 Resrce /space
Reaper Air Strike: Remove 2G/space
Predator Air Strike: Undergrnd & 1Pak
VSO C Train: +1 Police
ISR C Sweep: +1 Space 3G Actv
FindFix C Assault remove 1 Und
Support + Avail
Un-control Pop
Oppose + Bases
COIN + Patron
Accidntal Redeploy T Guerrilla = Remove
Car Bomb Ambush: all Taliban Active
Road IED T Attack: −1 Coaltn piece
Suicide T Terror: −1T Guerrilla
ID Cards T March: nonPash Activate
Urban T Terror Kabul: 2 Guerrillas
Night Letters T Terror: to Neutral
Tribal Elders
Talks Selective fire
TERROR Civic Action Sharia removes
Support
+1
OVERFLOW A
Prop Card
Aid
Patron
Spare
COIN Series
OVERFLOW B
Counter Art by Chechu Nieto and Xa


A distant plain Insurgency in Afghanistan
1310
Empty Threat No Effect
Hidden Agenda +1 Victory
Hidden Asset 1 LimOp = Ops & Spec
Taliban Control
FindFix Assault G cube vs Base
ISR Sweep no Air Strike
VSO C Train max 1 Pol /space
Predator Air Strike +1 Taliban Resource
Reaper Air Strike max 1 space
Aerostat T March 1 Guerrilla Undergd
PRTs C Assault max 1 space
Night Letters Train: 4/space
Urban T Terror Kabul: 0 R no Activate
ID Cards T March Pashtun Undgrnd
Suicide T Terror −1 enemy piece
Road IED T Attack −3 pieces Sabotage
Car Bomb 1 Ambush w/Active, no new G
Accidntal C Assault +1 Taliban Guerrilla
Total COIN-Controlled Population + Patronage
Total Opposition + Taliban Bases
Total Uncontrolled Afghan Population
Total Support + Available Coalition pieces
Oppose
SABOTAGE
Momentum Faction marker
Talks No sudden moves
Returnees +1 Pop
OVERFLOW B
Hard
Govt may trnsfr Patronge to Warloads Resources
Aid: Adds to Govt Res
Propaganda Card Sequence
OVERFLOW A
Counter Art by Chechu Nieto and Xavier Carrascosa
© 2013 GMT Games, LLC

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)

	Coalition	*Government*	*Taliban*	*Warlords*
Troops	20 x 	30 x 	-	-
Police	-	30 x 	-	-
Guerrillas	-	-	30 x 	15 x 
Bases	6 x 	3 x 	12 x 	12 x 

© 2013, 2015 GMT Games, LLC

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

© 2013, 2015 GMT Games, LLC