



Taliban



Insurgent Operations

Rally (3.3.1) + Extort or Infiltrate?

Purpose: Augment or recover friendly forces.
Location: Pashtun or non-Support Provinces or Kabul.
Cost: 1 Resource per space selected.
Procedure: Place 1 Taliban Guerrilla or replace 2 with a Taliban Base. *If Base*—instead may place Guerrillas up to Population plus Bases, or flip all Taliban Guerrillas Underground, *and, at 1 Base, buy Sharia.*

March (3.3.2) + Extort or Infiltrate?

Purpose: Move Guerrillas (*not on final card*).
Location: Any spaces.
Cost: 1 Resource per non-LoC destination (LoCs 0).
Procedure: Move Taliban Guerrillas into adjacent spaces. *If non-Pashtun and moving plus Warlord Guerrillas plus cubes there exceed 3, Activate the moving Guerrillas. If Pashtun, may March again.*

Attack (3.3.3) + Extort or Ambush?

Purpose: Eliminate enemies (*Coalition to Casualties*).
Location: Any spaces with Guerrilla and enemy.
Cost: 1 Resource per space selected.
Procedure: Activate all Taliban Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 pieces (*Coalition to Casualties, Govt cubes before Coalition, Bases last*). *If “1”, place a Taliban Guerrilla.*

Terror (3.3.4) + Extort?

Purpose: Neutralize support or economic activity.
Location: Spaces with Underground Taliban Guerrillas.
Cost: 1 Resource per Province or Kabul (LoCs 0).
Procedure: In each selected space, Activate 1 Underground Taliban Guerrilla.
If Province or Kabul—add a Terror marker and shift Support or Neutral 1 level toward **Opposition**.
If un-Sabotaged LoC—place Sabotage.

Special Activities

Extort (4.4.1)

Purpose: Gain Resources.
Accompanying Op: Any.
Location: Any spaces with an Underground Taliban Guerrilla and more Taliban than enemy.
Procedure: Each space, Activate that Guerrilla; take 2 Warlords Resources per Warlord Base *if any; if none* add 1 or un-Sabotaged LoC's Econ in Resources.

Infiltrate (4.4.2) max 1 space

Purpose: Lead enemy to defect, siphon Patronage.
Accompanying Op: Rally or March.
Location: A space with Underground Taliban Guerrilla.
Procedure: Remove 2 non-Coalition pieces there or replace 1 with a Taliban Guerrilla (*Bases last*). Then reduce Patronage by –1 for each Government piece removed.

Ambush (4.4.3) max 3 spaces

Purpose: Ensure Attack success.
Accompanying Op: Attack.
Location: Up to 3 Attack spaces with Underground Taliban Guerrillas.
Procedure: Each of those Attacks activate 1 Underground Guerrilla only, automatically succeed (*do not roll*), and place a Taliban Guerrilla.

Victory (7.0)

Coalition: Total Support plus Available Coalition pieces exceeds **30**.
Taliban: Total Opposition plus Taliban Bases exceeds **20**.
Government: COIN-Controlled Population plus Patronage exceeds **35**.
Warlords: Uncontrolled Afghan Population exceeds **15** and Warlords have more than **40** Resources.
After final Propaganda: Closest to goal wins (7.3).



Coalition



COIN Operations

Train (3.2.1) + Surge or Air Lift?

Purpose: Add Govt forces, Support; cut Patronage.
Location: Any Provinces with Coalition piece or Kabul.
Cost: 3 Govt Resources per space where cubes placed.
Procedure: If Coalition Base, place up to 6 Govt cubes, from map if none in box. Then, in 1 Train space with COIN Control, buy Civic Actions with Govt Resources. *Or, if Kabul, transfer 3 Patronage to Govt Resources.*

Patrol (3.2.2) + Air Lift or Air Strike?

Purpose: Protect LoCs.
Location: Any LoCs or Kabul.
Cost: None.
Procedure: Move any Coalition Troops into or along adjacent LoCs or Kabul, stopping at Sabotage. Then, in each LoC, Activate 1 Guerrilla for each cube there and, if desired, free Assault on 1 LoC.

Sweep (3.2.3) + Air Lift or Air Strike?

Purpose: Enter area, find enemy (*not on final card*).
Location: Any Provinces or Kabul.
Cost: 3 Govt Resources per Govt move destination.
Procedure: Move Troops, including up to 1 Govt per Coalition, onto un-Sabotaged LoCs adjacent to them if desired, then into adjacent spaces. *If Coalition present, Activate 1 Guerrilla for each cube there.*

Assault (3.2.4) + Air Lift or Air Strike?

Purpose: Eliminate enemy forces.
Location: Any spaces with Coalition Troops.
Cost: 3 Government Resources per space if desired, for Government cubes to add to enemy losses.
Procedure: In each space, remove 1 Active Guerrilla or Insurgent Base for each Troops cube (*Bases last*). *Kabul or LoC*—Remove 1 piece for every cube. *Count Govt cubes only if Resources paid.*

Special Activities

Surge (4.2.1) among 3 spaces

Purpose: Add or withdraw Coalition forces, add Aid or give Resources to Warlords.
Accompanying Op: Train.
Location: 3 spaces—Kabul or COIN-Control Provinces.
Procedure: Move any Coalition pieces desired among the 3 spaces and Available. If desired, add a die roll total between Aid and Warlord Resources.

Air Lift (4.2.2) among 3 spaces

Purpose: Mass Troops quickly for an Operation.
Accompanying Op: Any.
Location: Any 3 spaces.
Procedure: Redistribute any Coalition Troops and up to 3 Government Troops among the 3 spaces.

Air Strike (4.2.3) max 3 spaces

Purpose: Destroy exposed Insurgent units.
Accompanying Op: Patrol, Sweep, or Assault.
Location: Up to 3 spaces outside Kabul.
Procedure: In each selected space, remove any 1 Active Guerrilla or Insurgent Base (*Bases Last*). If any target in Pakistan, shift Islamabad 1 box toward Sponsorship.

Victory (7.0)

Coalition: Total Support plus Available Coalition pieces exceeds **30**.
Taliban: Total Opposition plus Taliban Bases exceeds **20**.
Government: COIN-Controlled Population plus Patronage exceeds **35**.
Warlords: Uncontrolled Afghan Population exceeds **15** and Warlords have more than **40** Resources.
After final Propaganda: Closest to goal wins (7.3).





Government



COIN Operations

Train (3.2.1) + any Special Activity?

Purpose: Augment Government forces and Support.
Location: Any Provinces or Kabul.
Cost: 3 Resources per space.
Procedure: At Kabul and each COIN Base space, place up to 6 Govt cubes, from map if none in box. Then, if desired in 1 Training space, **replace 3 Govt cubes with 1 Govt Base** or, if COIN Control, buy Civic Actions.

Patrol (3.2.2) + any Special Activity?

Purpose: Protect LoCs.
Location: Any LoCs or Kabul.
Cost: 3 Resources total.
Procedure: Move any Govt cubes into or along adjacent LoCs or Kabul, stopping at Sabotage. Then, in each LoC, Activate 1 Guerrilla for each cube there and, if desired, free Assault on 1 LoC.

Sweep (3.2.3) + Transport?

Purpose: Enter area, find enemy (*not on final card*).
Location: Any Provinces or Kabul.
Cost: 3 Resources per destination space selected.
Procedure: Move any Govt Troops onto adjacent un-Sabotaged LoCs if desired, then to adjacent spaces. Activate 1 Guerrilla per Govt cube there. 1 Resource to Warlords per entered LoC with any Guerrilla.

Assault (3.2.4) + Transport or Eradicate?

Purpose: Eliminate enemy forces.
Location: Any spaces.
Cost: 3 Resources per space selected.
Procedure: In each space, remove 1 Active Guerrilla or Insurgent Base for every 2 Govt Troops (*Bases last*). *Kabul or LoC*—Remove 1 piece per any 2 Govt cubes. *Mountain*—Remove 1 per 3 Govt Troops. **+6 Aid per Taliban Base removed.**

Special Activities

Govern (4.3.1) max 2 spaces

Purpose: Add Controlled Population or Patronage.
Accompanying Op: Train or Patrol.
Location: 1 or 2 COIN-Control spaces with Support or 0 Population.
Procedure: *If no Returnees there*, place Returnees +1Pop. Or, *if no Coalition Base there*, transfer Pop value from Aid to Patronage and set to Neutral.

Transport (4.3.2) 1 space to 1 space

Purpose: Relocate Troops quickly.
Accompanying Op: Any.
Location: Any 1 origin space to 1 destination.
Procedure: Move a group of Govt Troops onto/along a chain of LoCs (or Kabul) if desired, then into an adjacent space. Stop at Sabotage. Pay 1 Resource to Warlords per entered space with any Guerrilla.

Eradicate (4.3.3) max 2 spaces

Purpose: Destroy Warlord Bases; gain Aid, Patronage.
Accompanying Op: Train, Patrol, or Assault.
Location: 1 or 2 Provinces with COIN Control, Government cubes, and any Warlord Bases.
Procedure: Each space, +3 Aid, +1 Patronage, remove 1 Warlord Base, shift 1 level toward Opposition, and—if *Pashtun*—place a Taliban Guerrilla.

Victory (7.0)

Coalition: Total Support plus Available Coalition pieces exceeds **30**.
Taliban: Total Opposition plus Taliban Bases exceeds **20**.
Government: COIN-Controlled Population plus Patronage exceeds **35**.
Warlords: Uncontrolled Afghan Population exceeds **15** and Warlords have more than **40** Resources.
After final Propaganda: Closest to goal wins (7.3).



Warlords



Insurgent Operations

Rally (3.3.1) + any Special Activity?

Purpose: Augment or recover friendly forces.
Location: Any Provinces or Kabul.
Cost: 1 Resource per space selected.
Procedure: Place 1 Warlord Guerrilla or replace 2 with a Warlord Base. *If Base and not Pashtun*—instead may place Guerrillas up to Population plus Bases or flip all Warlord Guerrillas there Underground.

March (3.3.2) + any Special Activity?

Purpose: Move Guerrillas (*not on final card*).
Location: Any spaces.
Cost: 1 Resource per non-LoC destination (*LoCs 0*).
Procedure: Move Warlord Guerrillas into adjacent spaces. *If destination is a LoC or Pashtun, and if moving plus Taliban Guerrillas there exceed 3*, Activate the Guerrillas.

Attack (3.3.3) + Suborn?

Purpose: Eliminate enemies (*Coalition to Casualties*).
Location: Any spaces.
Cost: 1 Resource per space selected.
Procedure: Activate all Warlord Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 pieces (*Coalition to Casualties, Govt cubes before Coalition, Bases last*). *If "1"*, place a Warlord Guerrilla.

Terror (3.3.4) + Suborn?

Purpose: Neutralize support or economic activity.
Location: Spaces with Underground Warlord Guerrillas.
Cost: 1 Resource per Province or Kabul (*LoCs 0*).
Procedure: In each selected space, Activate 1 Underground Warlord Guerrilla.
If Province or Kabul—add a Terror marker and set any Support or Opposition to **Neutral**.
If un-Sabotaged LoC—place Sabotage.

Special Activities

Cultivate (4.5.1) max 1 space

Purpose: Add a rural Base.
Accompanying Op: Rally or March.
Location: A Province selected for Rally or as a March destination. It must have Population >0 and more Warlord Guerrillas than Police.
Procedure: Place 1 Warlord Base there.

Traffic (4.5.2)

Purpose: Gain immediate Resources.
Accompanying Op: Rally or March.
Location: Spaces with Warlord Base and no Coalition.
Procedure: Each selected space, add +1 Warlord Resource per Warlord Base. *For each space with Taliban Control*, also add +1 Taliban Resource; *for each with COIN-Control*, also add +1 Patronage.

Suborn (4.5.3) max 3 spaces

Purpose: Neutralize enemy or hide Insurgent forces.
Accompanying Op: Any.
Location: Any of up to 3 spaces.
Procedure: Each space, pay –2 Resources to remove 1-3 Government cubes, 1 Government Base, or 1 Taliban Guerrilla, or to flip any or all Guerrillas there Underground.

Victory (7.0)

Coalition: Total Support plus Available Coalition pieces exceeds **30**.
Taliban: Total Opposition plus Taliban Bases exceeds **20**.
Government: COIN-Controlled Population plus Patronage exceeds **35**.
Warlords: Uncontrolled Afghan Population exceeds **15** and Warlords have more than **40** Resources.
After final Propaganda: Closest to goal wins (7.3).



A distant plain



A distant plain