

Afghan Provincial Reconstruction Game

Revised Rules

(version of 23 February 2014)



Start of Game

Shuffle the National Events (red edge) down and place them face down in front of the national players.

Shuffle the Provincial events (black edges), and place one third of the deck (13-14 cards) face down in front of each group of provincial players.

Shuffle the Insurgent cards (green edges) and place them face down.

Phase 1: National Events

Draw a National Events card and apply its effects immediately. In some cases this may result in a second card draw. No more than two cards may be drawn per turn.

Phase 2: National Resource Allocation

The NATO player receives 14 monetary chips. The NGO and GIRA player receive 5 monetary chips each.

The NATO player may give up to half of their monetary chips (rounded down) to the other national-level Coalition players.

The national-level Coalition players may then allocate monetary chips and their national asset tiles to provincial players belonging to the same organization. Some monetary chips and assets may also be retained at the national level.

The national-level Taliban player receives 3 monetary chips and 2 insurgent cards. These may then be allocated to the various provincial-level Taliban commanders.

Additional insurgent cards may be purchased for one monetary chip each.

Phase 3: Intelligence Phase

Players with intelligence assets play these to conduct intelligence operations:

- A provincial player may look at the next event card in their provincial Events deck, or at the insurgent cards and chips of the provincial Taliban player.
- A national player may look at the next event card in their national Events deck, or at the insurgent cards and chips of the national Taliban player.

NATO assets that have been used for intelligence collection are no longer used for the remainder of this turn, and are immediately returned to the national NATO player.

Phase 4: Insurgency

Each provincial Taliban player receives one influence chip, one resource chip, and one insurgent card. Monetary chips may be converted to resource or influence chips at the usual rate, or transferred to the national-level Taliban leadership.

The provincial Taliban players may play any insurgency cards in their hand, paying the appropriate price in resources and influence.

Where a card calls for “combat”, use Rock-Paper-Scissors to resolve the fight.

No more than one insurgent card may be played in each province during the Winter turns.

At the end of the phase, shuffle any played insurgent cards back into the deck.

Phase 5: Provincial Reconstruction

Provincial players receive one monetary chip if their “A” level project is complete.

Provincial Coalition may purchase influence and resource chips at the current exchange rate, and place influence and resource chips on the board. Players may only add chips to their own projects, or to increase their own influence with members of the village leadership triad. One or two purchased chips may be added per space per turn.

National assets may either be allocated to crisis resolution or reconstruction. Assets committed to reconstruction add a “free” resource chip in the listed areas if the player controlling the project meets the appropriate village influence prerequisites. This is the only time when one provincial player may, in effect, add resources to a project belonging to another player.

A project is considered complete when a resource chip has been placed on all three circles.

Phase 6: Provincial Events

Draw a provincial Events card and apply its effects immediately. In some cases this may result in a second card draw (by the same or a different player). No more than two cards may be drawn per turn.

Phase 7: National Stability Index

For each province, add together:

The number of GIRA influence chips on the village leadership triad.

The number of completed GIRA projects.

Half the total number of completed NATO and NGO projects.

For every five points, increase the National Stability Index by one level.

Count the total number of insurgency cards successfully played by all Taliban players this turn. For every five, reduce the National Stability Index by one level.

In Kandahar the GIRA has four chips on the village leadership triad, and three completed projects. The NGO player has four completed projects, while the NATO two completed projects. The total is $4 + 3 + (4 + 2)/2 = 10$, so the NSI increases by two levels.

End of Game

All Coalition players win if the National Stability Index exceeds 100 at any point, or if it is above 70 at the end of the game.

The GIRA, NATO, and NGO player in a province win if all projects in their province are completed at the end of the game.

All GIRA (or NATO or NGO) players win if all of their projects in all provinces are completed at the end of the game.

All Taliban players win if the National Stability Index reaches 0 at any point, or if it is below 30 at the end of the game.

A provincial Taliban player wins if six or fewer projects are completed in their province. For this purpose, the Security and Governance tracks each count as two, reflecting their long-term importance in stabilization.

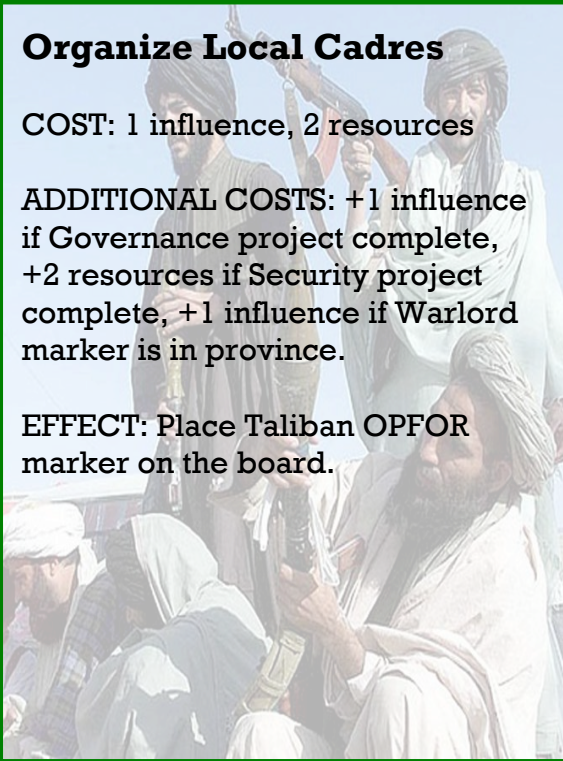
The national Taliban player wins if the National Stability Index is below 40 at the end of the game, or if two of the three provincial Taliban players win.

Organize Local Cadres

COST: 1 influence, 2 resources

ADDITIONAL COSTS: +1 influence if Governance project complete, +2 resources if Security project complete, +1 influence if Warlord marker is in province.

EFFECT: Place Taliban OPFOR marker on the board.



Drug Smuggling

COST: 1 resource

ADDITIONAL COSTS: +1 resources for each Police or Agriculture project completed. +1 resource if Warlord present.

EFFECT: National and provincial Taliban each receive 1 monetary chip (2 each if played in Kandahar).



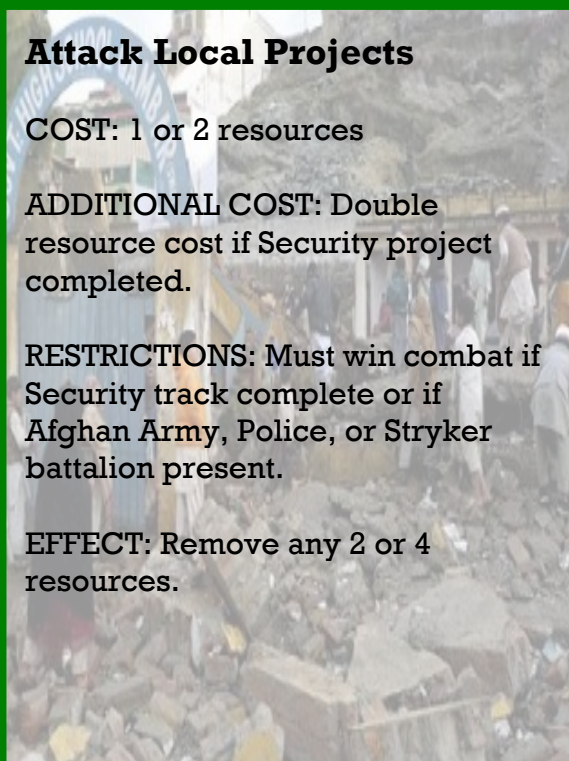
Attack Local Projects

COST: 1 or 2 resources

ADDITIONAL COST: Double resource cost if Security project completed.

RESTRICTIONS: Must win combat if Security track complete or if Afghan Army, Police, or Stryker battalion present.

EFFECT: Remove any 2 or 4 resources.



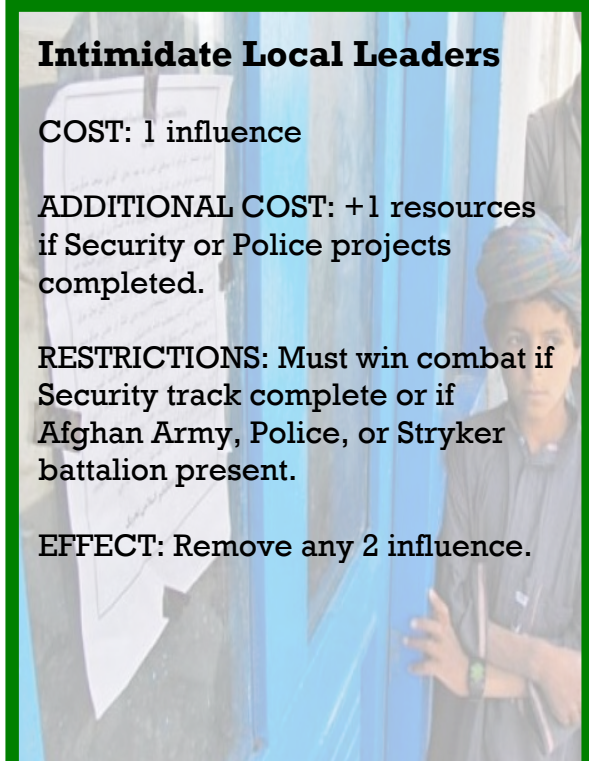
Intimidate Local Leaders

COST: 1 influence

ADDITIONAL COST: +1 resources if Security or Police projects completed.

RESTRICTIONS: Must win combat if Security track complete or if Afghan Army, Police, or Stryker battalion present.

EFFECT: Remove any 2 influence.

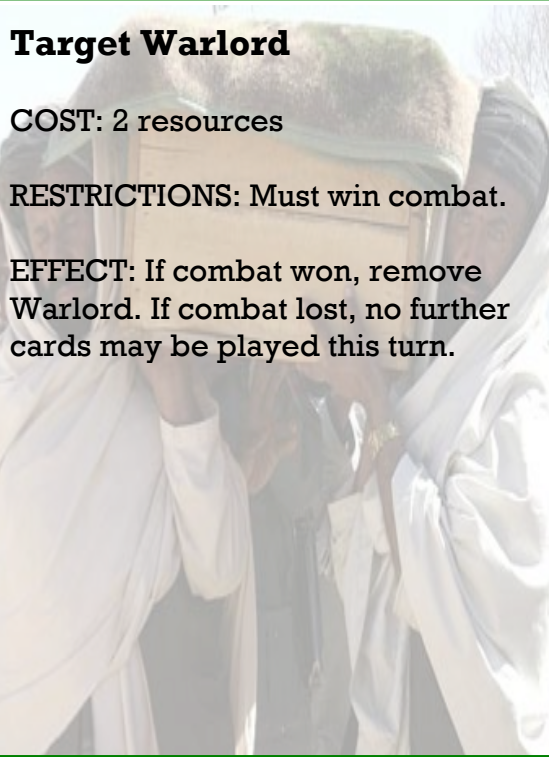


Target Warlord

COST: 2 resources

RESTRICTIONS: Must win combat.

EFFECT: If combat won, remove Warlord. If combat lost, no further cards may be played this turn.



IED

COST: 1 resource

EFFECT: Remove any 1 resource.

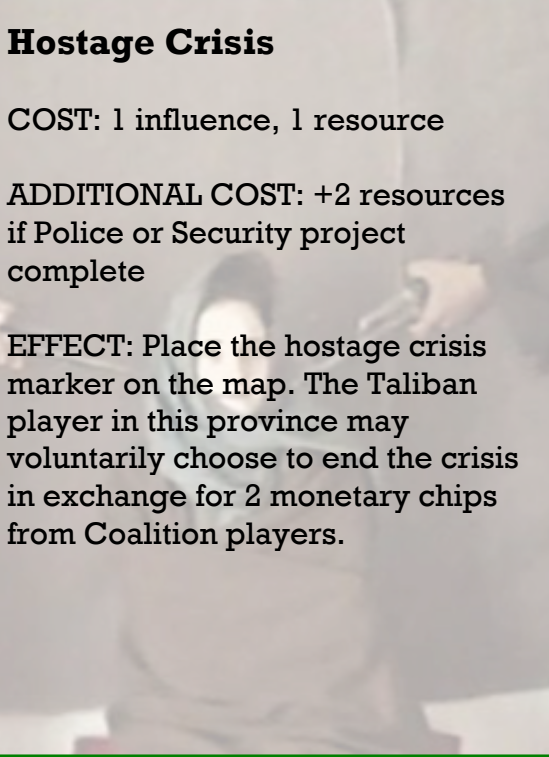


Hostage Crisis

COST: 1 influence, 1 resource

ADDITIONAL COST: +2 resources if Police or Security project complete

EFFECT: Place the hostage crisis marker on the map. The Taliban player in this province may voluntarily choose to end the crisis in exchange for 2 monetary chips from Coalition players.



Recruit Warlord

COST: 2 influence

EFFECT: Replace Warlord marker with Taliban OPFOR marker.



Coordinated Offensive

COST: 3 resources

RESTRICTIONS: Must win combat if Afghan Army or Stryker battalion in province.

EFFECT: If this card is successfully played in more than one province in a single turn, reduce the NSI one level for each successful card play

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Coordinated Offensive

COST: 3 resources

RESTRICTIONS: If Afghan Army or Stryker battalion in province, Taliban player must win combat.

EFFECT: If this card is successfully played in more than one province in a single turn, reduce the NSI one level for each successful card play

Green on Blue Attack

COST: 1 influence

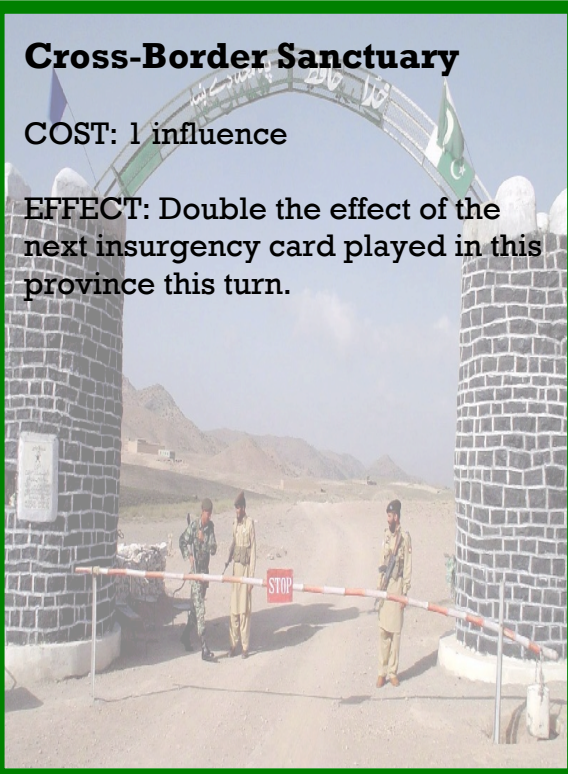
RESTRICTIONS: May only be played if Afghan Army or Police asset in province.

EFFECT: Remove Afghan Army or Police Asset, plus any one NATO asset in same province. These will not be available for use this turn.

Cross-Border Sanctuary

COST: 1 influence

EFFECT: Double the effect of the next insurgency card played in this province this turn.



Jihadi Veterans

COST: 1 resource

EFFECT: Automatically win next combat in this province this turn.



Major Terrorist Attack

COST: 4 resources

RESTRICTIONS: If Police or Security project complete or if Afghan police asset in province, Taliban must win combat.

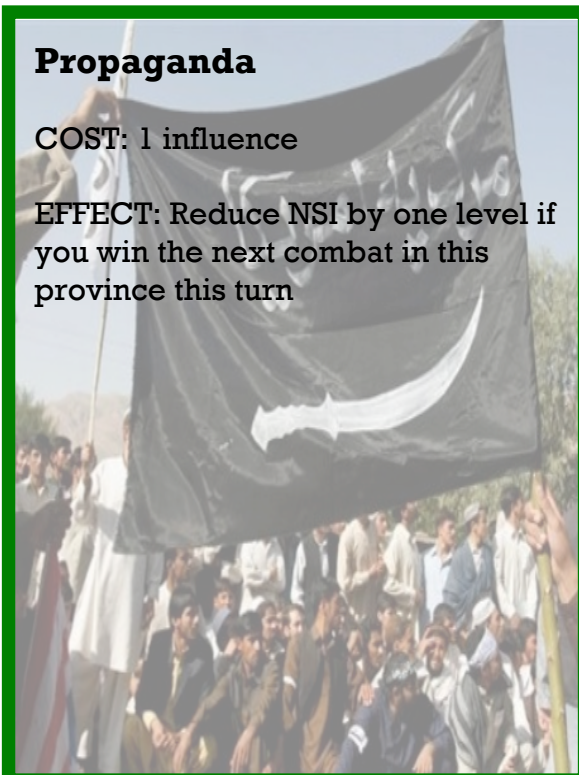
EFFECT: Remove 2 influence and reduce NSI by one level. If conducted in Kandahar, reduce NSI by two levels.



Propaganda

COST: 1 influence

EFFECT: Reduce NSI by one level if you win the next combat in this province this turn



Divert Aid

COST: 1 influence

EFFECT: Take two monetary chips from any player and keep them.

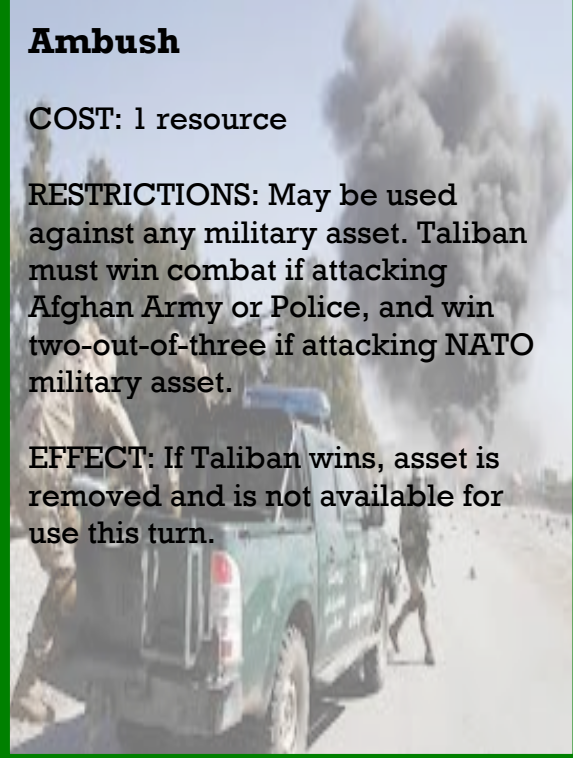


Ambush

COST: 1 resource

RESTRICTIONS: May be used against any military asset. Taliban must win combat if attacking Afghan Army or Police, and win two-out-of-three if attacking NATO military asset.

EFFECT: If Taliban wins, asset is removed and is not available for use this turn.



Insurgent Planning

COST: 2 resources

EFFECT: Search through deck and pick any 2 insurgency cards.

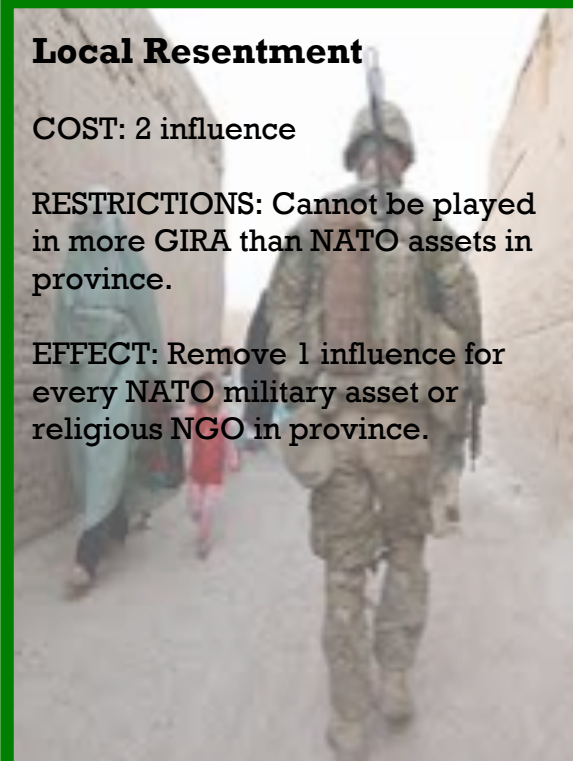


Local Resentment

COST: 2 influence

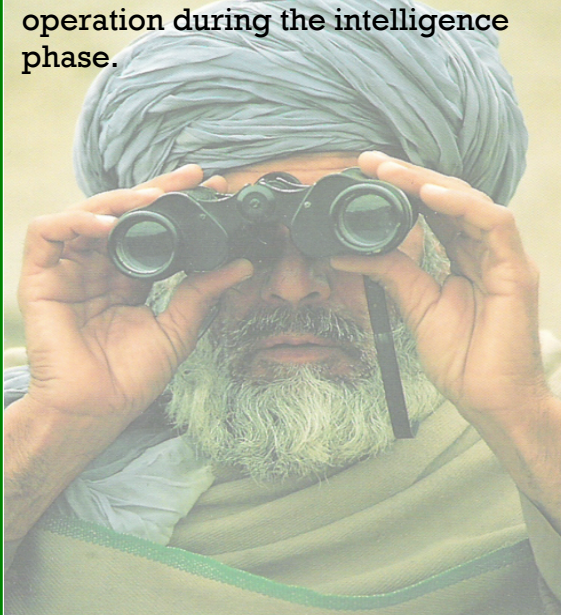
RESTRICTIONS: Cannot be played in more GIRA than NATO assets in province.

EFFECT: Remove 1 influence for every NATO military asset or religious NGO in province.



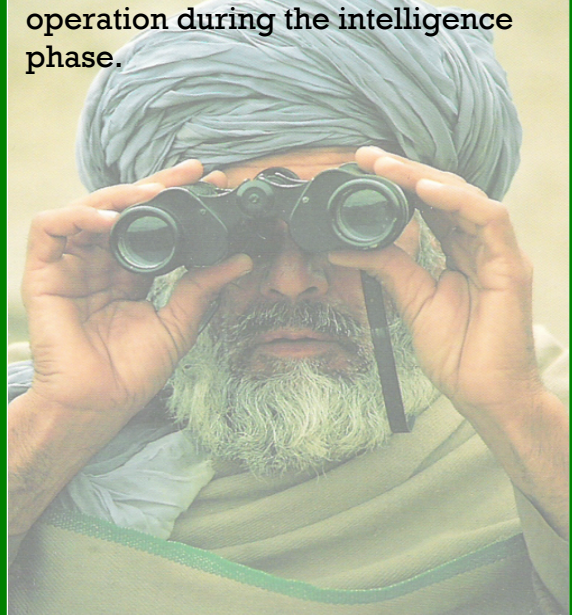
Collect Intelligence

EFFECT: Conduct one intelligence operation during the intelligence phase.



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Suicide Attack

COST: Discard one additional card without playing it for its own effect.

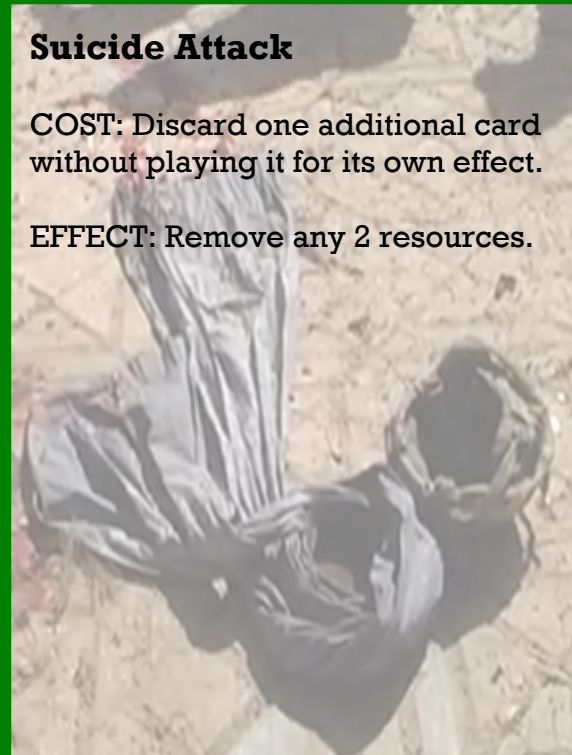
EFFECT: Remove any 2 resources.



Suicide Attack

COST: Discard one additional card without playing it for its own effect.

EFFECT: Remove any 2 resources.



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Rule of Law

If both the Courts and Police projects are complete, increase the NSI by one level (two if Kandahar). Otherwise, remove two resources from the GIRA Governance project.

If neither the Courts nor Police projects are complete, also reduce NSI by one level (two if Kandahar)

Draw a second card.

Agricultural Development

For each Agriculture project that is complete the GIRA player gains one monetary chip.

If neither Agriculture project is complete, remove two resources from the Development project and reduce the NSI by one level .

Draw a second card.

Human Capital

For each education or health track that is complete, the GIRA player gains one resource. If all three are complete, increase the NSI by 1 level.

If no health or education tracks are complete, reduce the NSI by one level (two if Kandahar).

Draw a second card.

Good Governance

For each Governance project that is complete, the GIRA player may add one resource to any GIRA, NATO, or NGO project. If both are complete, increase the NSI by 1 level.

If no Governance projects are complete, the GIRA player loses three influence, and the NSI is reduced one level (two if Kandahar).

Draw a second card.

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Gender Tensions

NGO player may choose to promote greater gender equity.

If so, the NGO player selects one NGO project, and conducts (ideological) combat against the Taliban. If successful, they double the number of resources on the project. If unsuccessful, they lose half their village influence (rounded up).

Cholera Outbreak

This card has no effect if the SWETR project is complete.

Otherwise, GIRA player loses two influence for each incomplete Health project.

If both Health projects are complete, the Taliban player loses one influence.

Night Raid

If SAS or Special Forces asset in province, conduct combat:

If successful, the NATO player may see the Taliban player's cards. The Taliban player must then discard one Insurgency card (NATO player's choice).

If unsuccessful, raid goes badly wrong. NATO loses half village influence (rounded up).

Local Resentment

Too much foreign presence generates a backlash.

If the total number of NGO and NATO assets in the province is greater than the total number of GIRA assets, then each Coalition player loses one influence, and the Taliban draws one insurgency card.

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Recurrent Costs

Projects require a continuing flow of resources.

Remove 1 resource chip from all A projects.

Draw a second card.

Recurrent Costs

Projects require a continuing flow of resources.

Remove 1 resource chip from all B projects.

Draw a second card.

Recurrent Costs

Projects require a continuing flow of resources.

Remove 1 resource chip from all C projects.

Draw a second card.

Recurrent Costs

Projects require a continuing flow of resources.

Remove 1 resource chip from all D projects.

Draw a second card.

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Recurrent Costs

Projects require a continuing flow of resources.

Remove 1 resource chip from all E projects.

Draw a second card.

Local Corruption

If Police project incomplete, remove 1 resource from all A and B projects.

If Courts project incomplete, remove 1 resource from all C and D projects.

If both incomplete, remove 1 resource from all E projects.

Village Rivalries Erupt

Remove one resource from the CDC and all Governance projects.

Place the Warlord marker in the province.

Warlord Attacks

Each coalition player loses one influence.

Place the Warlord marker in the province.

Price of Influence Goes Up

The influence required to build a project doubles for the rest of the game in this province. (Set this card aside as a reminder.)

Shura Negotiates

Community leaders defuse security tensions or provide local insight.

Either remove one OPFOR or Warlord marker in this province, or conduct an intelligence operation instead.

Civil-Military Cooperation

The NATO player may transfer up to two of its influence to either the NGO or GIRA player.

Draw another card.

Recurrent Costs

Projects require a continuing flow of resources.

Each player must remove 1 resource chip from any one project.

Draw another card.

Project Synergy

If the Community Development Council project is complete, the NGO player may place a total of three resources on any Governance, Agriculture, or Development Projects.



Cultural Misunderstanding

NATO forces accidentally insult village elders.

Unless the Civil Affairs asset in province, the NATO player loses all influence with village Shura.

Taliban player gains one influence.



Proselytizing Outrages Religious Sensitivities

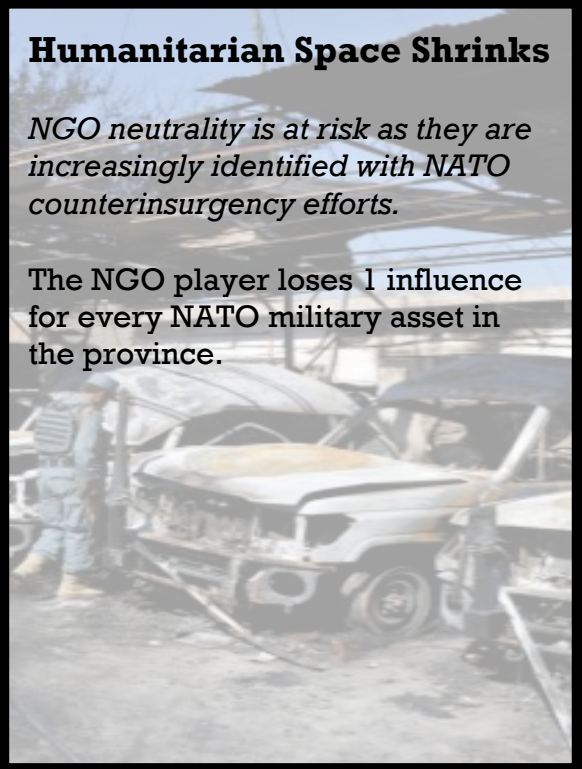
NGO player loses one influence and the Taliban player gains one influence for each religious NGO present in province.



Humanitarian Space Shrinks

NGO neutrality is at risk as they are increasingly identified with NATO counterinsurgency efforts.

The NGO player loses 1 influence for every NATO military asset in the province.



Severe Weather

Extreme weather imperils civilians and hampers military operations.

Remove half of all resources (rounded up) from all Agriculture and Development projects.

Provincial NGO players gain 2 influence if local General Relief project is complete.

Taliban player may only play one insurgency card in each province next turn.

National Leader Assassinated

A senior member of the Afghan government is killed in a suicide bombing.

Remove 2 resources from all Governance projects.

Provincial GIRA players lose one influence from Malik, Mufti, and Shura.

Reduce NSI by 2 levels.

Surge

NATO leaders decide to increase their short-term efforts.

If the NSI is currently below 70, the NATO player may assign a second Stryker Battalion asset this turn (use this card to indicate its presence).

Gradual Withdrawal

Western support for the Afghanistan begins to fade.

The NATO player must permanently remove one military asset from the game.

If the NSI is above 70, they must remove two military assets instead.

High-level Corruption

Resource allocation and strategic planning is undermined by widespread corruption among senior officials.

Half of all chips transferred to the GIRA this turn (rounded down) are lost due to corruption by senior government officials.

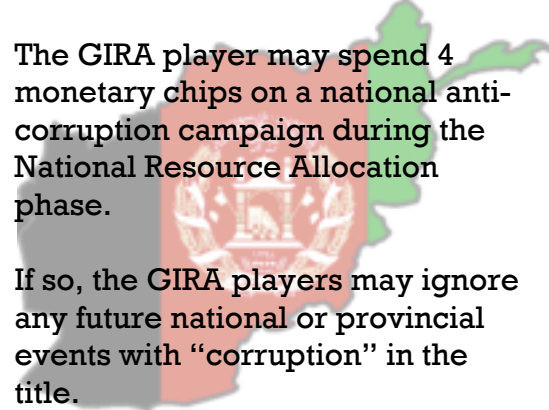


Anti-corruption campaign

The government announces a major campaign against corruption.

The GIRA player may spend 4 monetary chips on a national anti-corruption campaign during the National Resource Allocation phase.

If so, the GIRA players may ignore any future national or provincial events with “corruption” in the title.

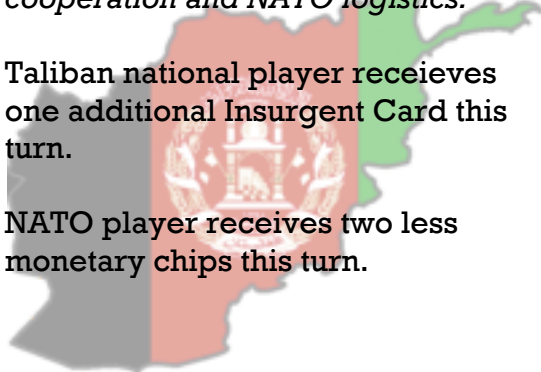


Tensions with Pakistan

Political tensions with Pakistan undermine counter-terrorism cooperation and NATO logistics.

Taliban national player receives one additional Insurgent Card this turn.

NATO player receives two less monetary chips this turn.



Increase in Opium Prices

Double the number of monetary chips received from drug smuggling this turn.

Influence required to complete agricultural projects doubled this turn.



Major Terrorist Attacks in Capital

The national Taliban player may choose to forgo receiving Insurgent cards and monetary chips this turn, and instead devote resources to a major campaign of bombings and other terror attacks in Kabul.

If so, conduct combat. If successful, one NGO asset is permanently removed from the game, and none of the remaining NGO assets, nor the Afghan Police, may be used this turn.

Unhelpful Fatwa

Conservative religious leaders condemn new education initiatives or the national vaccination programme.

Remove half the resources (rounded up) from all health or all education tracks (the national Taliban player may choose).

Tensions with Iran

US-Iranian tensions lead Tehran to offer the Taliban modest support.

Taliban national player receives two additional monetary chips this turn.

High Value Targets

The NATO player immediately selects a Taliban player, and conducts combat. If successful, they may look at that player's Insurgency cards, and remove one back to the deck.

They may continue to do this up to three times, or until they are unsuccessful.

For each operation conducted, one intelligence asset (CIA, Special Forces, SAS) may not be used this turn.

Fighting Intensifies in Helmand Province

Intensified fighting in other parts of the country divert limited military resources.

The Afghan Army and one NATO combat asset (Stryker, Special Forces, or SAS—NATO player's choice) are not available this turn.

If winter, ignore this card and draw another.

Donor Fatigue

Afghanistan is fading from international public and political attention.

If the NSI is below 50, both the NATO and NGO player receive one less monetary chip this turn.

If the NSI is 50-70, they receive two less monetary chips this turn.

If the NSI is above 70, they receive two less monetary chips each turn for the rest of the game.

Political Infighting

Competition between political factions paralyzes national decision-making.

GIRA player may only allocate half of their monetary chips (rounded down) to provinces this turn.

Reduce NSI by 1 level.

Political Patronage

The GIRA uses political patronage to buy support, although at the cost of undermining political institutions.

The GIRA national player may spend up to 3 monetary chips this turn to purchase an increase of 1 level in NSI for each chip spent.

For each chip spent, remove 1 resource from each provincial Governance track.