

WNR 2023

The Endgame

Team A: British Empire

Preparation time: **60 min**

Negotiation time: **75 min**

This scenario is loosely based on so called The Great Game, depicting political struggle for power between two empires over the region of the Emirate of Afghanistan in turbulent times of the 19th century. For the sake of keeping the scenario understandable above all, political and economic matters have been vastly simplified.

Intro

Throughout the ages, the lands of present-day Afghanistan have witnessed the rise and fall from grace of numerous empires. The 19th century was no exception. Once again, great empires came to its doors, proud and confident, ready to conquer new lands and subjugate anyone standing in their way.

In the first half of the 19th century, two European empires, **Great Britain [A]** and **Russia [B]**, met in a seemingly unlikely place, far away from their cozy capitals - in the mountainous lands of Afghanistan. While Great Britain was consolidating its power base in India, it pushed up north into the arid Afghan highlands, willing to secure more wealth and conquer even more lands. From the opposite direction, from the inhospitable tundra and through the endless steppes of central Asia, marched Russia, conquering khanates and petty states on its way south. Some even said that the Russians would not stop until they reached the ocean and took the vast riches of the Indian subcontinent for themselves.

The Afghan people stood proud, but they stood in a really bad position - between Russian hammer to the north and British anvil to the south. Great Britain was the first to come to this region, trying to subjugate the unwilling Emirate. Although it temporarily succeeded, the price it paid was dear, and its influence was weak and shaky at best.

We arrive at **1885** - Afghans are exhausted from the continuous struggle to maintain independence, and Russian influence in the region is steadily growing, causing much unwanted tension and diplomatic incidents. Not willing to risk open war, diplomats of both empires meet in Kabul to end the so-called *The Great Game* and decide the fate of the Emirate of Afghanistan once and for all.

And Afghans seem to have no say in this matter.

Team A: British Empire

The memoirs of colonel John Smith

Kabul, June 15th, 1885

I would never forget the day when I arrived for the first time in remote Afghanistan. I was standing by the window of my room in the British embassy in Kabul, watching the bustle of this quaint, enchanting city, so new to me.

I also observed with interest those tough Afghanis brought up in the austere mountain lands and hardened by the severe continental climate. I marvelled at the trust between them and the care for other members of society oozing from their gestures. That view made me feel uneasy. I felt like an intruder, as an odd element, as my role was to establish a new ruling in the area, to bring disturbance to this peaceful oasis.

In reality we, the British Empire, “the empire where the sun never sets”, were not there to bring mayhem. But we needed to stand in Russia’s way and protect our operations in the region, so lucrative for the Empire! The Great Game was in full swing, and the stakes were high. **It was crucial for us to determine the political status of this land once and for all.** The threat of Russians reaching the most precious gem of the Empire, fertile Indian lands was looming dangerously on the horizon...

On the other hand, **it was high time we had established the terms on which both sides could benefit from Afghani mountains rich in coal** – so needed in the Industrial Era. I looked at the map on my desk - our information was still incomplete, but we knew the coal must be there somewhere. **And if the rumours about the Afghan crude oil were true...**

I looked pensively out of the window once again. In the distance, I could see numerous horse riders whirling on the plateau at the foot of the mountain. “It is *buzkashi*, our traditional game” one of the servants had informed me. The more I learned about the Afghan culture, the deeper my feelings of loneliness and alienation were becoming. We knew that the decisions we reach with our Russian counterparts would influence the atmosphere in the society that had been already tense as the wind of change has already reached the minds and hearts of Afghanis. But the British Empire didn’t want to be the enemy of the people of that land. **We knew that it would undoubtedly backlash on us if we forgot and didn’t take into account at all the will of the Afghan society.** The fury of these brave people was something we wanted to avoid, both we and our Russian partners, who must have shared this concern as well: it would be equally detrimental for their operations if Afghanistan burned with anger.

The moment I saw that it was time to get ready for the important meeting, I could clearly feel the weight of responsibility on my shoulders. The whole Britannia, His Majesty King George and this modest people of Afghanistan – there were all counting on us... I started to hum a melody that had always helped me in the most important moments on the battlefield:

“Rule, Britannia! Britannia, rule the waves:

Britons never, never, never shall be slaves...”

Decisions

Soldiers mechanic

Some decisions require you to use soldiers.

- You have **8 000** troops available. This number is fixed. You cannot agree on a deal that would put you above said value.
- You are free to use as many soldiers as you want, up to the limit mentioned above.
- **Soldiers left in reserve grant you a *small* linear point reward (soldier bonus) to final result.**

Unrest mechanic

Unrest

Some decisions will incite anger and resentment among local population. **Left unchecked, this unrest may lead to consequences when it comes to your final result.** But, Afghan leaders and population are exhausted by many wars at they know well enough that they are unable to resist any foreign power intervention. Life is harsh, politics are too **and so are everyone's expectations regarding terms which will be imposed on Afghanistan. But, there's a limit to foreign empires voracity and it's no way to tell when too much is *really* too much.**

Important details

- This mechanic works exactly the same for both parties.
- Each decision's impact on unrest can be classified into 3 categories: *slight*, *moderate* and *significant*. Each *slight unrest change* is equal to every other *slight change*. Same applies to other categories.
- Oftentimes unrest change is directly stated – both parties possess the same information here. And sometimes unrest change may be unclear, leaving one or both parties with assumptions – assessing category of impact may be easier to you or your counterpart.
- There are several ways to lower unrest and keep it at an acceptable level.

Unrest penalty

When your negotiations are concluded, all unrest changing decisions are summed up to one value. This value is then translated into a general sentiment of population, resulting in malus to final result.

At the start of negotiations, sentiment is calm.

Sentiment	Unrest penalty
calm	0%
disgruntled	10%
rebellious	25%

*E.g. If you reach a modest agreement you won't incur any penalties. However, **grossly** disregarding local population, will cause 25% loss of points to **both** Britain and Russia.*

Final result calculation

Your final result from the whole scenario is calculated as follows:

$$\text{Final result} = \text{Points} * (1 - \text{unrest penalty}) + \text{soldier bonus}$$

Points – direct result of negotiations

- **Unrest penalty** – percentage value depending on population sentiment.
- **Soldier bonus** – bonus reward for unused soldiers (kept in reserves)

Your BATNA (taking into consideration only **Points** part, excluding unrest penalty and soldiers): **95p**

1. Afghan Question

You have to agree on a type of political relationship between you, your counterpart and Afghanistan. It will have an impact on other areas of negotiation too.

“Respecting all other provisions of this treaty, Emirate of Afghanistan shall be granted a status of...”

ID	Option Description	Points	Unrest
1	...a neutral buffer state.”	+10	<i>Slight increase</i>
2	...a neutral buffer state with its political borders guaranteed by both parties.”	+5	-
3	...a British Protectorate.” ¹	+20	<i>Moderate increase</i>
4	...a Russian Protectorate.”	0	<i>Moderate increase</i>

2. Masters of Puppet

It happened in past, it can easily happen once again – **here you decide who shall sit on Afghan throne**. Previous Afghan monarch was installed by you, but since then he has been deposed – having him back on the throne will surely be beneficial.

ID	Option Description	Points	Unrest	Ruler traits
1.	No interference	-	-	<i>Stability above all:</i> If Persia renounces its claim to Herat: +10p [see dec. 4]
2.	Force current ruler to abdicate in favor of his eldest son	-	<i>Slight increase</i>	<i>Opium oriented:</i> Leaving at least 30% of opium share to Afghans will grant you +10p [see dec. 5]
3.	Force current ruler to abdicate and reinstate previously overthrown leader	+5	<i>Moderate increase</i>	<i>Cooperative:</i> Every coal mine controlled by you generates additional 2p [see dec. 6]

¹ In context of the scenario “protectorate” means that one of empires would gain a high degree of control over Afghanistan (such as conducting its foreign affairs, enforcing economic reforms, being protected militarily etc.)

3. Establishing military presence in the capital

Both parties must agree on the number of troops each of them will send to Kabul.

This joint garrison will be tasked with keeping order and stability – lowering unrest. Depending on the joint garrison size, **decrease of unrest can be: slight, moderate, significant or none at all.** The only thing that counts towards unrest reduction is how many soldiers in total will be sent to the capital, no matter from which country or the composition.

Context: The Afghan forces are too exhausted to effectively oppose two empires and the whole country lies at your mercy. To remind local politicians and the population of their delicate situation and to secure the implementation of the provisions of this treaty, a garrison must be established in Kabul.

You can assume that:

- The bigger garrison the lower unrest will be.
- Numbers **below 3 000** will not calm anyone down.
- Minimum garrison size to achieve at least **moderate unrest reduction**, lies between **6 500-7 500**.

Other:

- Number of soldiers has to be rounded to hundreds e.g. 900, 1000, 1100 and so on.
- You will receive **+10p** if **joint garrison size equals or exceeds 8 000**.

E.g. Great Britain will send 4 200 men and Russia will assign 4 000. Joint garrison in Kabul equals 8 200, meaning that you fulfill requirement for +10p. Unrest will decrease at least moderately as 8 200 exceeds of 6500-7500 estimates.

4. Territorial and political disputes

Both Empires may desire to settle unresolved political issues. **Parties have to come to mutual yes/no agreement on each separate issue.** If “no” decision is made than nothing happens (*e.g. northern border remains undefined etc.*). If “yes” decision is made, numbers from the table apply to you accordingly.

ID	Description	Points	Soldiers	Unrest	Other
1.	Persia is forced to renounce its claims to Afghan region of Herat.	+5	-	<i>slight decrease</i>	additive +5p if Afghanistan becomes your protectorate
2.	Amu Darya river becomes an official northern border between Russia and Afghanistan.	+5	-	<i>moderate decrease</i>	additive +10p if Afghanistan becomes your protectorate
3.	Great Britain takes over Khyber Pass.	+10	-2 000	<i>moderate increase</i>	-
4.	Russia publicly denies having any ambitions to conquer India.	+30	-	-	-

Context:

[1] Persia is a neighboring country with standing claims to Afghan region of Herat. With Russia having some influence over Persia, you would like the latter to drop the issue of Herat. After all, you are here to settle each and every border and prevent future conflicts.

[2] Moreover, establishing an official northern frontier would be valuable for Afghans, as it would put a stop to border skirmishes with Russia and prevent future encroachment of Russian settlers.

[3] Khyber Pass is a choke point, narrow border crossing between Afghan and British lands in India. As for now it's in possession of Afghanistan. Incorporating Khyber Pass directly will secure you from any future invasions from the other side of the mountain range. **However, this will mean sending some of your troops to establish new borders there.**

[4] And finally, British public opinion and the highest-ranking officials are sitting on pins and needles regarding the security of India – it is of utmost importance to hear from Russian officials that their country has no menacing plans regarding the Indian subcontinent.

5. Opium for the people

You have to decide on the share of opium production which will be overtaken by both Empires.

Context: Opium (or poppy tears) is a highly addictive substance and was a very lucrative trade good in 1800s. Several Asian countries produced opium at that time, including Afghanistan. The British East India Company, being a major player in opium trade, will surely benefit from further dominating the drug market.

- Shares have to be expressed as a multiplier of 5% e.g. 10%, 15% etc.
- **Sum of your shares cannot exceed 100%, but can be lower than this.**

You can assume that:

- Depending on opium share left to Afghans, **unrest** will **decrease moderately, slightly or not at all**.
- Taking 80% or more, will not lower the **unrest**.

Your share	0%-25%	30%-45%	50%-75%	80%-100%
Points	0	10	20	30

E.g. 35% would grant you 10p in total, whereas 60% would reward you with 20p.

6. The Call of Coal

In this segment of negotiation, you have to settle on who will gain access to coal mines (used interchangeably with: mining regions; provinces). This region of the world is abundant in various minerals and resources just waiting to be extracted.

Keep in mind you are not directly splitting Afghanistan in two and there are **no** border changes here – you simply decide where and which Empire will gain rights to extract resources.

- **Intel: Information about resources potential is limited** and there may be regions where only one of you has this information at hand, as well as areas that remain a mystery to both Empires. See **spy network** below for more details.
- **Coal:** Coal value in each mine is represented by an artificial level ranging from **1 to 5**. For each level you will receive **3 points**.
- **Soldiers:** Each overtaken mine comes with the cost of sending **500 soldiers** from your pool. They will guard extraction and transportation processes.
- **Unrest:** With each mining region taken by **any** Empire, **unrest** will increase *slightly*.

On the top of that, you estimate that depriving Emirate of **8** or more mining regions will lead to **one-off significant increase of unrest**.

- **Crude Oil:** With oil industry rapidly developing, you are also interested in gaining access to regions with crude oil reserves. If there are any, of course. You will gain **+10p** for each region with crude oil reserves.

Region ID	Coal level	Is Crude Oil present	Unrest
A	?	?	<i>slight increase</i>
B	?	?	<i>slight increase</i>
C	3	No	<i>slight increase</i>
D	?	?	<i>slight increase</i>
E	?	?	<i>slight increase</i>
F	1	No	<i>slight increase</i>
G	3	No	<i>slight increase</i>
H	?	?	<i>slight increase</i>
I	?	?	<i>slight increase</i>
J	3	No	<i>slight increase</i>

E.g. Level 3 coal mine equals 9 points (3x3p). Adding 5 level coal mine, will result in 24 points (9 + 15).

Taking two mines means sending 2 x 500 soldiers from your reserves.

Spy network

Spy network mechanic allows you to reveal information regarding coal and oil reserves in a region of your choosing.

- You can use your spies **up to 3 times**. Your counterpart also has a spy network present in Afghanistan, albeit you don't know its capabilities.
- You don't incur any additional costs when performing this action.
- **Any** of 10 mining regions can be a target.
- To use it, you have to publicly declare your action, stating mining region ID (e.g. A, B,C) – your table assistant will discreetly provide you all info (**coal level and crude oil presence**) regarding said province.
- Access to information on coal and crude oil is linked, meaning you have either access to both or neither.



Overview map, for visualization purposes

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The Endgame

Team B: Russian Empire

Preparation time: **60 min**

Negotiation time: **75 min**

This scenario is loosely based on so called The Great Game, depicting political struggle for power between two empires over the region of the Emirate of Afghanistan in turbulent times of the 19th century. For the sake of keeping the scenario understandable above all, political and economic matters have been vastly simplified.

Intro

Throughout the ages, the lands of present-day Afghanistan have witnessed the rise and fall from grace of numerous empires. The 19th century was no exception. Once again, great empires came to its doors, proud and confident, ready to conquer new lands and subjugate anyone standing in their way.

In the first half of the 19th century, two European empires, **Great Britain [A]** and **Russia [B]**, met in a seemingly unlikely place, far away from their cozy capitals - in the mountainous lands of Afghanistan. While Great Britain was consolidating its power base in India, it pushed up north into the arid Afghan highlands, willing to secure more wealth and conquer even more lands. From the opposite direction, from the inhospitable tundra and through the endless steppes of central Asia, marched Russia, conquering khanates and petty states on its way south. Some even said that the Russians would not stop until they reached the ocean and took the vast riches of the Indian subcontinent for themselves.

The Afghan people stood proud, but they stood in a really bad position - between Russian hammer to the north and British anvil to the south. Great Britain was the first to come to this region, trying to subjugate the unwilling Emirate. Although it temporarily succeeded, the price it paid was dear, and its influence was weak and shaky at best.

We arrive at **1885** - Afghans are exhausted from the continuous struggle to maintain independence, and Russian influence in the region is steadily growing, causing much unwanted tension and diplomatic incidents. Not willing to risk open war, diplomats of both empires meet in Kabul to end the so-called *The Great Game* and decide the fate of the Emirate of Afghanistan once and for all.

And Afghans seem to have no say in this matter.

Team B: Russian Empire

The memoirs of Polkóvnik Sergei Stepanenko

Kabul, June 15th, 1885

I remember very well the day I arrived for the first time in Afghanistan, these austere, mountainous lands to the south of our Mother Russia. I was standing by the window in our embassy in Kabul, watching the orange sun peeking bashfully from behind the hilly line of the horizon. I marvelled at this landscape imagining the treasures hidden under the Afghan rocks that Tsar was excepting from us...

From below, I could hear the bustling bazaar. The life of the fearless people of Afghanistan, whose character had been hardened by the severe climate for centuries, seemed to follow its natural, undisturbed rhythm. However, appearances are deceptive. A menacing wind of change coming with the two Empires had already reached the minds and hearts of the Afghanis, casting a shadow on the whole society...

His Imperial Majesty Tsar Alexander had sent us to this uninviting land to establish once and for all the terms, on which both Empires would coexist in the region. **We were to decide finally what political status would be given to Afghanistan.** As we were gaining more and more power in the region, it had been only understandable that the British King started to worry about the future of their beloved India that we were approaching. In fact, we had no interest in grabbing his “crown jewel” as we just had not enough force to do so!

Nevertheless, there was no harm in keeping Brits in the dark about this fact for a while. **It might be of use when we were to establish the boundaries, within which both empires could start extracting the abundant coal deposits hidden under Afghan rocks.** That was the reward for us for coming to this uninvited land, so coveted by our Tsar. I looked at the large map on the table I had been studying for the last hours. **There were still many blank fields on the map to the south of the terrains we had already inspected, but we were sure that the British could tell us more about them and their treasures.**

Suddenly, I heard a choir of excited screams and a thud of hundreds of horse hooves galloping on the hard, Afghan ground. I squinted from the window to see plenty of horse riders whirling on the plateau at the foot of the mountain. “It is *buzkashi*, our traditional game” one of the servants had informed me. The more I learned about the Afghan culture, the deeper my feeling of uneasiness was getting. I knew that our decisions were going to resonate within the whole society of these tough, proud people. We couldn’t expect they would welcome both Empires poking their noses in their affairs. **We had to be careful and take into account what influence our decisions would have on the mood of the society as the accumulated fury of the locals would undoubtedly backlash on the operations in the region, both ours as well as of our British counterparts.** But we couldn’t have only the fate of Afghanis on my mind. I could clearly feel the weight of responsibility for Mother Russia on my shoulders. The whole country, His Imperial Majesty Tsar Alexander were all counting on us...

Decisions

Soldiers mechanic

Some decisions require you to use soldiers.

- You have **9 500** troops available. This number is fixed. You cannot agree on a deal that would put you above said value.
- You are free to use as many soldiers as you want, up to the limit mentioned above.
- **Soldiers left in reserve grant you a *small* linear point reward (soldier bonus) to final result.**

Unrest mechanic

Unrest

Some decisions will incite anger and resentment among local population. **Left unchecked, this unrest may lead to consequences when it comes to your final result.** But, Afghan leaders and population are exhausted by many wars at they know well enough that they are unable to resist any foreign power intervention. Life is harsh, politics are too **and so are everyone's expectations regarding terms which will be imposed on Afghanistan. But, there's a limit to foreign empires voracity and it's no way to tell when too much is *really* too much.**

Important details

- **This mechanic works exactly the same for both parties.**
- Each decision's impact on unrest can be classified into 3 categories: *slight, moderate* and *significant*. Each *slight unrest change* is equal to every other *slight change*. Same applies to other categories.
- Oftentimes unrest change is directly stated – both parties possess the same information here. And sometimes unrest change may be unclear, leaving one or both parties with assumptions – assessing category of impact may be easier to you or your counterpart.
- There are several ways to lower unrest and keep it at an acceptable level.

Unrest penalty

When your negotiations are concluded, all unrest changing decisions are summed up to one value. This value is then translated into a general sentiment of population, resulting in malus to final result.

Sentiment	Unrest penalty
calm	0%
disgruntled	10%
rebellious	25%

*E.g. If you reach a modest agreement you won't incur any penalties. However, **grossly** disregarding local population will cause 25% loss of points to **both** Britain and Russia.*

Final result calculation

Your final result from the whole scenario is calculated as follows:

$$\text{Final result} = \text{Points} * (1 - \text{unrest penalty}) + \text{soldier bonus}$$

- **Points** – direct result of negotiations
- **Unrest penalty** – percentage value depending on population sentiment.
- **Soldier bonus** – bonus reward for unused soldiers (kept in reserves)

Your **BATNA** (taking into consideration only **Points** part, excluding unrest penalty and soldiers): **95p**

1. Afghan Question

You have to agree on a type of political relationship between you, your counterpart and Afghanistan. It will have an impact on other areas of negotiation too.

"Respecting all other provisions of this treaty, Emirate of Afghanistan shall be granted a status of..."

ID	Option Description	Points	Unrest
1	...a neutral buffer state."	+5	<i>Slight increase</i>
2	...a neutral buffer state with its political borders guaranteed by both parties."	+5	-
3	...a British Protectorate." ¹	0	<i>Moderate increase</i>
4	...a Russian Protectorate."	+15	<i>Moderate increase</i>

2. Masters of Puppet

It happened in past, it can easily happen once again – **here you decide who shall sit on Afghan throne**. Due to recent military conflicts, currently reigning monarch is probably biased against British and may be more likely to lean towards any other option. In this case – towards You.

ID	Option Description	Points	Unrest	Ruler traits
1.	No interference	+5	-	<i>Stability above all:</i> If northern border with Russia is established: +10p [see dec. 4]
2.	Force current ruler to abdicate in favor of his eldest son	-	<i>Slight increase</i>	<i>Opium oriented:</i> Leaving at least 30% of opium share to Afghans will grant you +15p [see dec. 5]
3.	Force current ruler to abdicate and reinstate previously overthrown leader	-	<i>Moderate increase</i>	<i>Cooperative:</i> Every coal mine controlled by you with the level of 1, 2 or 3 generates additional +4p [see dec. 6]

¹ In context of the scenario "protectorate" means that one of empires would gain a high degree of control over Afghanistan (such as conducting its foreign affairs, enforcing economic reforms, being protected militarily etc.)

3. Establishing military presence in the capital

Both parties must agree on the number of troops each of them will send to Kabul.

This joint garrison will be tasked with keeping order and stability – lowering unrest. The only thing that counts towards unrest reduction is how many soldiers in total will be sent to the capital, no matter from which country or the composition.

Context: The Afghan forces are too exhausted to effectively oppose two empires and the whole country lies at your mercy. To remind local politicians and the population of their delicate situation and to secure the implementation of the provisions of this treaty, a garrison must be established in Kabul.

You can assume that:

- Depending on the joint garrison size, decrease of unrest can be: slight, moderate, significant or non-existent.
- Minimum garrison size to achieve significant unrest reduction, lies between **10 200-11 000** soldiers.

Other:

- Number of soldiers has to be rounded to hundreds e.g. 900, 1000, 1100 and so on.
- You will receive **+15p**, if you send **more** soldiers than Great Britain.

E.g. Great Britain will send 3 000 men and Russia will assign 3 200. Joint garrison in Kabul equals 6 200. You receive +15p as 3 200 > 3 000. You don't know the impact on unrest, but it surely won't be significant as somewhere around 10 200-11 000 would be needed to achieve it.

4. Territorial and political disputes

Both Empires may desire to settle unresolved political issues. **Parties have to come to mutual yes/no agreement on each separate issue.** If “no” decision is made than nothing happens (*e.g. northern border remains undefined etc.*). If “yes” decision is made, numbers from the table apply to you accordingly.

ID	Description	Points	Soldiers	Unrest	Other
1.	Persia is forced to renounce its claims to Afghan region of Herat.	+10	-	<i>slight decrease</i>	additive +5p if Afghanistan becomes your protectorate
2.	Amu Darya river becomes an official northern border between Russia and Afghanistan.	+10	-2 500	<i>moderate decrease</i>	-
3.	Great Britain takes over Khyber Pass.	0	-	<i>moderate increase</i>	-5p if Afghanistan becomes Great Britain's protectorate
4.	Russia publicly denies having any ambitions to conquer India.	0	-	-	-

Context:

[1] Persia is a neighboring country with standing claims to Afghan region of Herat. With Russia having some influence over Persia, you would like to see the issue of Herat resolved peacefully. Any future wars between Afghanistan and Persia will certainly hinder your businesses in this part of the world.

[2] Establishing an official northern frontier would be valuable for Afghans as it would put a stop to border skirmishes with Russia. It would also encourage settlers to move to border regions. **However, it would also mean sending your soldiers there to oversee the establishment of the new border.**

[3] Khyber Pass is a chokepoint, a border crossing between Afghan and British lands in India, currently in the possession of Afghanistan. You assume that Great Britain is interested in taking it for themselves.

[4] Some rumors can live for decades. Such is the case with Russia invading India. Although it is complete nonsense, as Russia is not capable of launching a full-scale invasion so far away from home, many British politicians still perceive it as a serious threat. They will certainly want you to publicly deny this idea.

5. Opium for the people

You have to decide on the share of opium production which will be acquired by both Empires.

Context: Opium (or poppy tears) is a highly addictive substance and was a very lucrative trade good in 1800s. Several Asian countries produced opium at that time, including Afghanistan. The British East India Company, being a major player in opium trade, will probably want to further dominate the drug market.

- Shares have to be expressed as a multiplier of 5% e.g. 10%, 15% etc.
- **Sum of your shares cannot exceed 100%, but can be lower than this.**

You can assume that:

- Depending on opium share left to Afghans, **unrest** will **decrease moderately, slightly or not at all**.
- Taking less than 60% will lead to **moderate unrest decrease**.

Your share	0%-15%	20%-65%	70%-100%
Points	0	10	15

E.g. 30% share would grant you 5p in total, whereas 60% would reward you with 10p.

6. The Call of Coal

In this area, you have to settle on who will gain access to coal mines (used interchangeably with: mining region; province). This region of the world is abundant in various minerals and resources just waiting to be extracted. Keep in mind you are not directly splitting Afghanistan in two and there are **no** border changes here – you simply decide where and which Empire will gain rights to extract resources.

- **Intel: Information about resources potential is limited** and there may be regions where only one of you has this information at hand, as well as areas that remain a mystery to both Empires. See **spy network** below for more details.
- **Coal:** Coal value in each mine is represented by an artificial level ranging from **1 to 5**. For each level you will receive **5 points**.
- **Other:** Taking at least **4** mines will grant you **+15 points**.
- **Soldiers:** Each overtaken mine comes with the cost of sending **500 soldiers** from your pool. They will guard extraction and transportation processes.
- **Unrest:** With each mining region overtaken by any Empire, there **unrest** will **increase slightly**.
- **On the top of that**, you estimate that depriving Emirate of **8** or more mining regions will lead to **one-off significant increase of unrest**.
- **Crude Oil:** You've managed to locate a substantial crude oil reserve in region **B**. You don't know if there are any other regions abundant in this resource. With current extraction technology being considered by Russian Tsar as experimental and unreliable at best, crude oil has no real value for in scope of this negotiations.

Region ID	Coal level	Is Crude Oil present	Unrest
A	2	No	<i>slight increase</i>
B	5	Yes	<i>slight increase</i>
C	3	No	<i>slight increase</i>
D	?	?	<i>slight increase</i>
E	?	?	<i>slight increase</i>
F	1	No	<i>slight increase</i>
G	?	?	<i>slight increase</i>
H	?	?	<i>slight increase</i>
I	?	?	<i>slight increase</i>
J	?	?	<i>slight increase</i>

E.g. Level 3 coal mine equals 15 points. Adding 5 level coal mine will result in 40 points (15 + 25). Taking two mines also means sending 2 x 500 soldiers from your reserves.

Spy network

Spy network mechanic allows you to reveal information regarding coal and oil reserves in a region of your choosing.

- You can use your spies **up to 2 times**. Your counterpart also has a spy network present in Afghanistan, albeit probably with slightly better capabilities.
- You don't incur any additional costs when performing this action.
- **Any** of 10 mining regions can be a target.
- To use it, you have to publicly declare your action, stating mining region ID (e.g. A, B,C) – your table assistant will discreetly provide you all info (**coal level and crude oil presence**) regarding said province.
- Access to information on coal and crude oil is linked, meaning you have either access to both or neither.



Overview map, for visualization purposes