

## Government Constituency (3)

## Uncommitted Constituency (5)

## Insurgent Constituency (3)



[Auto] Gain Uncommitted Support

[3+] Agitate Amongst Insurgent Waivers

[5+] Convert Insurgent Supporters

[3+] Agitate Amongst Government Waivers

[Auto] Gain Uncommitted Support

[5+] Convert Government Supporters

**Political Tokens:** There are two factions (Government, Insurgents) competing for 11 Political Tokens. Each Political Token is controlled by one of the factions or is Uncommitted. The number of Political Tokens a side has are its Constituency. The Government starts with three Political Tokens (Government Constituency = 3), the Insurgents with three (Insurgent Constituency = 3), and the remaining five are uncommitted (Uncommitted Constituency = 5). Having more tokens is good; less is bad.

**Popular Support:** A faction gains and retains Popular Support when its Constituency exceeds the opponent's Constituency by two or more – move the Popular Support token to the faction's constituency. But if neither faction has Popular Support then the population is Uncommitted.

**Political Impact of a Wargame:** Play a series of wargames between the Government and Insurgents. The victor of a particular wargame can choose to do only one of the following political actions, but success is not guaranteed and you often have to roll 1d6 to see what happens. The options are:

- **Gain uncommitted support** - move a single uncommitted Political Token, if any left, to their own constituency (no roll required)
- **Agitate amongst enemy waverers** - move one of their opponent's Political Tokens to Uncommitted (3+ on 1d6)
- **Convert opponents** - move one of their opponent's Political Tokens to their own constituency (5+ on 1d6)

**Military Activity:** Military Activity is calculated as the size of the faction's Constituency, with a +1 modifier if the faction has Popular Support. Military Activity for a faction impacts the number / quality of friendly forces in the next wargame and/or the mission to play next.

**Victory:** A faction wins the campaign immediately when that side's Constituency is both:

- more than twice that of the opponent's Constituency
- equal to or more than Uncommitted Constituency

**Print and play:** Print this sheet twice. Glue one sheet to cardboard as the playing board with instructions. Cut the tokens below from the second sheet, glue them to cardboard, and cut out when dry – these are the playing pieces.

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Political  
Tokens



Popular  
Support