

## The Other Side of the COIN - Mechanisms

This is a game to explore why people become insurgents (or perhaps not). Most of the players will be tribal elders leading their group of peasant farmers and directing their decisions about what to grow where and making sure that they can feed themselves and afford to buy the things they need to improve their lives and farms. Loosely set in modern Afghanistan I've taken huge liberties with the agrarian system and abstracted it to a level that can play through years in minutes. However I want to play on an event based accelerated real time basis through a period of a few years with a semi-kreigspieled combat system (should that even be necessary).

### **Timetable**

The agriculture system works on an annual cycle. There are a few key months where effort is needed to either plant or harvest crops. This varies according to the sort of crop to be grown. Full details are in individual briefings for those involved in agriculture. Agriculture is planned each winter for the year ahead and then harvests are (mostly) resolved in the autumn.

I want to try and play in accelerated time/critical event basis. However some organisation to ensure a level playing field:

- allocate people to tasks (assume continue unless changed)
- agriculture
  - do harvests (in Autumn)
  - do planting (in Winter phase)
- Activities
  - trade (buying & selling – with someone allocated to market)
  - improve housing, fields etc. (some of these will take months)
  - any other activities
  - conduct marriages/treaties etc
- feed people & animals (in Winter phase for whole year)
- check health where required (in Winter phase)

### **Resources**

Tribes will have resources in the following terms:

- cash (measured in dollars)
- fields (all standardised)
- livestock (mixture of animals for eating and labour)
- small arms (a measure of how many men can be equipped)
- heavier weapons (RPGs, machine guns, etc)
- vehicles (only motorised, ignore donkey carts etc)
- men, women and children (in some broad age groups – unmarried youths, men, elders)

### **Crops**

very abstract, three types of growth

- food (both human and animals)
- cash crops (gives money rather than food, but could be food at a pinch)
- illicit drugs (gives money, definitely not useful as food)

Roughly, animals need one person for every field used as pasture. Three people can farm up to 15 fields of crops in the months where activity is required. Yields are in tables along with a price chart for the expected range of prices for that type of crop. At the point of harvest roll 1d20 and use its score to determine the yield of all crops being harvested in that period by the same player. Read off the number of fields against the dice score to see what yield there is. If you wish to sell surplus stocks you can do so at any time, the umpire will tell you what the current price is.

Reclaiming unused fields costs \$100 and takes a year. Unless a tractor is available only one field can be reclaimed at a time. If a tractor is available up to five fields can be reclaimed at a time.

If it becomes necessary to eat cash crops then two cash crop convert into one food unit. Food may be bought in the market for two steps up from the current price. Players may trade as they wish between themselves at any price they can agree.

Raw opium is bulky and jelly like, a *workshop* (which could be in a field) can convert it into morphine base which can be dried and converted into bricks for easy transport and storage. If converted from raw to base then double the price when sold.

## Women & Marriage

The common practice is to give the bride's family a substantial gift of money (or other valuable resources) to make the marriage happen. Often this is paid in instalments, and engagements will be lengthy until the amount is paid. Typically weddings start from \$1,000. In game terms, 1/3 of the bride price agreed goes to the bride's family, 1/3 to the bride (held separately) and the remainder on the wedding feast.

*NB there is some level of polygamy in practice and already being married is no bar to a second marriage, the only real constraint is money.*

## Tribal attitude

People won't get involved unless they perceive some un-redressed injustice has been done to them or they have been coerced. Coercion will be more successful if people believe that there will be worse negative consequences of not doing it than doing it. To some extent player perception is as important as the reality, so players are expected to deal with this themselves.

Suggestions for reasons why people might act

- multiple deaths in a single incident
- single murder/serious injury
- dishonouring one of the tribal women
- theft or destruction of property
- breaking their side of a bargain or agreement
- siding with an enemy

Mitigations against this

- paying the correct level of compensation
- handing over the culprit for summary justice
- agreeing to marry a 'dishonoured' woman (with generous bridewealth if responsible)
- acting against a common enemy
- providing assistance with farming or other common tasks
- providing a tangible improvement to quality of life for the tribe generally