

Factions

- APP
- TUL
- Tramosian Holy Church
- Australian lithium mining industry
- Humanitarian NGOs
- Brazil
- Portugal
- Europe
- USA
- China
- Nigeria
- South African Republic

Rules

- 1 turn = ~1 month
- not allowed to lie about what faction you play
- each faction has 10 points (representing their "power") per turn
- you can distribute those points across actions for the next turn
 - warfare
 - terrorism
 - economic
 - media
 - intelligence
 - cyberspace
 - social

- ...



Anti-APP campaign, blaming them for the attacks



