

THE KOLAR INTERIM COUNCIL

A Crisis Committee Set in the World of *KGF*

Background Guide

1. THE PREMISE

Garuda is dead. The man who called himself the “Golden Emperor of KGF” is gone, and with him the single hand that held every mine, every checkpoint, and every debt in Kolar together.

There is no successor. There is no government presence strong enough to fill the gap. There is only gold — the richest, bloodiest seam of it in the country — sitting under land that a dozen different people now believe is theirs by blood, by conquest, by labour, or by law.

Within seventy-two hours of Garuda’s death, six armed convoys, two government delegations, one international buyer’s envoy, and a self-declared miners’ council have all arrived at the gates of KGF, each claiming the right to decide what happens next.

To prevent open war, a fragile, temporary body has been convened: **The Kolar Interim Council** — every faction with a real claim to KGF gets one seat, one voice, and one vote. It meets in neutral ground, under an uneasy truce that nobody fully trusts and everybody is currently exploiting.

This is not a debate about whether KGF’s future matters. It is a scramble by people who each believe *they* should be the one writing it.

2. THE AGENDA

“Blood, Gold and Borders: Determining the Political, Economic, and Social Future of Kolar Gold Fields After the Fall of Garuda”

Delegates must ultimately resolve, in whatever combination of alliances or betrayals they choose:

1. **Who governs KGF** — a single ruler, a council, a government takeover, or independence

2. **Who controls the gold** — production rights, export routes, and who gets paid
3. **What happens to the workers** — continued forced labour, reform, liberation, or revolution
4. **Who answers for Garuda's crimes** — trials, amnesty, or silence
5. **How KGF relates to the outside world** — the Indian state, foreign buyers, and the free press

There is no "correct" outcome written in advance. The committee can end in a unified Kolar Charter, a partition of the territory, a coup, a war, or total collapse — whatever the delegates actually negotiate (or fail to negotiate) in the room.

3. THE MAP

(See attached territory map — hand out alongside this guide.)

Zone	Controlled By	Why It Matters
Central Mine Complex	Contested — no single faction	The richest gold seam in KGF. Whoever holds it long-term effectively wins the economic war.
Northern Hill Pass	Adheera's Northern Legion	Mountain routes, weapons caches, defensible terrain. The Legion's only real leverage.
Garuda's Fort	the Loyalist Guard	Old command post, hidden vaults, Garuda's private archives — including records that could incriminate half the room.
Workers' Colony	The Miners' Council	Labour quarters. Whoever controls the workers can shut down the entire mine with a single strike order.
Rail Junction	Unclaimed — strategic	The only way to move gold, weapons, or people in or out of KGF at scale.
Port Road	Bombay Syndicate	Smuggling corridor to the coast, and from there, the world market.
Tribal Highlands	Kolar Tribal Assembly	Ancestral land seized decades ago for mining. Poorest in hard power, richest in knowledge of the terrain.

The Ullas River	Nobody	Shared water source. An easy thing to poison, dam, or fight over if talks break down.
The Council Chamber	Neutral	Where this committee physically meets. Formally untouchable — for now.

4. COMMITTEE FORMAT — HOW TO ACTUALLY RUN IT

This works best as a **crisis committee**, not a speech-based GA. Structure:

Front Room (the formal session):

- Delegates debate, form blocs, and eventually draft and vote on a **Kolar Charter** — the final governing document for KGF.
- Moderated and unmoderated caucuses are for *scheming*, not just talking — encourage delegates to physically split into corners of the room to negotiate.

Back Room (crisis notes):

- Delegates can privately send you (the chair / “Crisis Director”) notes at any time: bribe someone, move troops, smuggle gold, leak a secret, sabotage a rail line, strike a covert deal.
- You respond privately or, if it’s big enough, with a **public crisis update** read to the whole committee.

Resource Tracker (visible to everyone, updated on a board or shared doc):

Resource	What it does
Gold Reserves	Currency for bribes, weapons, supplies
Manpower / Loyalty	Fighters and workers a faction can call on
Weapons	Needed for any armed action
Political Capital	Needed for legitimacy, votes, government recognition
Public Opinion	Determines whether the press, the workers, and Delhi trust you

Each faction starts with different strengths (e.g., the Legion is high on Weapons/Manpower but zero on Public Opinion; the Miners’ Council is the reverse). This forces trades and

alliances instead of everyone just hoarding.

5. THE ROUNDS — FULL RUN-OF-SHOW

Run this as **five rounds**, each roughly 30–45 minutes depending on your total session length. Each round has a **goal for the room**, a **scripted trigger event** you introduce, and **crisis mechanics** to keep in your back pocket as chair. Adjust pacing to fit your actual time slot — even a 2-hour session can compress this into three rounds by merging Round 1 into Round 2 and Round 4 into Round 5.

ROUND 1 — “The Scramble” (Opening positions)

Goal for the room: Get every faction to publicly stake its claim and start reading the others. No deals should be finalized yet — this round is about posturing, not resolving.

How to open it: Read a short in-character briefing: Garuda is three days dead, convoys are already at the gates, and the Council has forty-eight hours (in-world) before the Rail Junction traffic backs up and someone forces the issue by seizing it unilaterally.

Suggested activity: A single unmoderated caucus where every delegate must approach at least two others and state their position out loud. This forces early information-gathering instead of everyone sitting behind their placards.

Scripted crisis trigger (introduce near the end of the round):

“Scouts from two unaligned factions have clashed at the edge of the Rail Junction. No shots fired yet — but both sides are now moving reinforcements toward it.”

This forces an immediate question for the whole room: who moves to actually claim the Junction, and does anyone try to stop them?

Chair’s back-pocket tools: If the room is too polite or slow, privately feed one delegate a note that a rival is spreading a rumor about them — this usually breaks the ice fast.

ROUND 2 — “The Strike” (Escalation through labour)

Goal for the room: Force every gold-dependent faction (Consortium, Syndicate, Shetty, Ministry) into direct negotiation with the Miners’ Council, who suddenly have real leverage.

Trigger event (deliver as a formal crisis update, read aloud):

"The Miners' Council has called a general strike across the Central Mine Complex. Every shaft has gone silent. No gold moves — in or out — until worker demands are addressed."

What this should produce: A rush of side-conversations and bloc formation. Any faction whose Gold Reserves or Political Capital depends on production flow now has a clock ticking. This is usually where the first real, binding deals get struck — not just promises, but actual resource trades.

Optional complication (use if the room is moving too fast or too easily): Privately tell the Miners' Council's delegate that radical elements within their own base are threatening to sabotage equipment if they settle "too cheap." This keeps them from simply cutting a fast deal and walking away.

Chair's back-pocket tools: If no one is negotiating with the Miners' Council directly, have the press delegate publish a piece sympathetic to the strikers — this spikes Public Opinion in the Miners' Council's favor and pressures the others to engage.

ROUND 3 — "The Betrayal" (Someone's secret goes off)

Goal for the room: Detonate one of the private agendas you handed out at the start. This is the round where trust breaks and the committee should feel genuinely unstable.

Pick one (or let events from Rounds 1–2 determine which lands hardest):

- the Loyalist Guard's archive leaks, implicating the Ministry Delegate in old dealings with Garuda.
- The Consortium's side-deal with the Syndicate becomes public, undercutting anyone who trusted the Consortium's neutrality.
- The Legion, out of supplies, seizes part of the Central Mine Complex by force rather than waiting on talks.
- The Political Bloc releases documents proving a rival's profiteering.

How to run it: Deliver it as a dramatic public crisis update, then immediately open the floor to reactions — do not let the room "process" quietly. Reactions should be loud, fast, and improvised.

Chair's back-pocket tools: This is the round to let the law-enforcement delegate consider using the sealed warrant, or let the foreign observer make its one-time covert support offer to whichever faction looks most desperate. Both are high-leverage, one-time tools — don't let them sit unused past this point.

ROUND 4 — “The Reckoning” (Coalition or collapse)

Goal for the room: Push toward an actual governing document — the **Kolar Charter** — or toward open confrontation if trust has fully broken down.

Framing for the room: With the truce visibly fraying after Round 3, announce that the Rail Junction’s neutral status is about to expire — whichever bloc controls it when the clock runs out effectively controls all future movement of gold, weapons, and people. This forces final alignments.

Suggested activity: Formal moderated caucus to draft resolution clauses — governance structure, gold distribution, labour rights, accountability for Garuda-era crimes, and KGF’s relationship to Delhi and the outside world. Encourage competing draft charters if the room has split into two or more real blocs rather than forcing one document.

Chair’s back-pocket tools: If a bloc is clearly about to win everything with no real cost, introduce a late complication — e.g., the Tribal Assembly reveals its hidden tunnel map, changing who can physically move through the Central Mine Complex undetected.

ROUND 5 — “The Vote” (Resolution)

Goal for the room: Close the story. Bring any draft charter(s) to a final vote, or let unresolved conflict play out to its logical conclusion.

How to run it: Read out the final text(s) in full. Allow last speeches for and against. Vote. If more than one charter is on the table, this is where competing blocs should feel the tension of a real, final choice.

Valid endings — don’t force a tidy one:

- A unified Kolar Charter passes, with KGF governed jointly.
- The territory is formally partitioned between two or more blocs.
- One faction (e.g., a Miners’ Council leader, the Political Bloc, or the Ministry) seizes effective control and the “vote” is really just ratifying a fait accompli.
- No agreement is reached, and the round ends with the Ministry’s military deadline arriving — read this as a dramatic, open-ended finale rather than a failure state.

Debrief tip: After the gavel comes down, spend five minutes out of character letting delegates reveal their private agendas to each other — this is usually the most fun part of the whole session, since half the room’s decisions will suddenly make sense.

6. TIPS FOR MAKING IT FEEL ALIVE

- **Give every delegate something to lose**, not just something to win — that's what produces real negotiation instead of speeches.
- **Reward action over eloquence.** A delegate who quietly bribes the Loyalist Guard officer should get further than one who gives a great speech and does nothing.
- **Let secrets actually matter.** If the press delegate never uses their exposé, or the law-enforcement delegate never uses the warrant, the committee will feel flat — nudge them if a crisis update makes it dramatically right.
- **Don't pre-write the ending.** The fun of this format is that a good session might end with KGF unified, partitioned, or in flames — and none of those are a "failure," they're just where the delegates took it.
- **Use physical space.** Let factions cluster in corners of the room to plot — it makes alliances and betrayals feel tangible instead of just verbal.

Companion file: `KGF_Territory_Map.svg` — the territorial map referenced in Section 3.