

*Name of Dispute/Conflict Episode*  
*Dates of Dispute*

State A Information	Variables	State B Information
ETHIOPIA	State Name	
29	Military Personnel	<i>(thousands of people)</i>
15016	Military Expenditures	<i>(For 1816-1913: thousands of current year British Pounds. For 1914+: thousands of current year US Dollars.)</i>
13	Energy Consumption	<i>(thousands of coal-ton equivalents)</i>
0	Iron & Steel Production	<i>(thousands of tons)</i>
577	Urban Population	<i>(population living in cities with population greater than 100,000; in thousands)</i>
20700	Total Population	<i>(thousands of people)</i>
0.17%	Percent of System Capabilities	<i>Composite Index of National Capability (CINC) score</i>
No	Major Power?	<i>Was the state considered to be a major power?</i>
-9	Polity Score	<i>Score of regime type: -10 = autocratic; 10 = democratic.</i>

Dispute Information

Attack	Highest Action	<i>(nominal description of the highest action taken by this state)</i>
Use of force (4)	Highest Hostility Level (1-5)	<i>(ordinal scale of how far this state escalated the dispute)</i>
None	Fatality Level	<i>(ordinal scale of battle deaths incurred by this state)</i>
No	Revisionist and Type	<i>(nominal description of revisionist type of this state)</i>
	Dispute Outcome:	<i>(nominal description of the outcome of the dispute)</i>
	Dispute Settlement:	<i>(nominal description of how the dispute was settled)</i>

Dyadic Information

Alliance Type:	<i>(between this pair or dyad of states)</i>
Distance (miles):	<i>(distance between this pair of states)</i>

System Information

Number of States in World:	107
Number of Great Powers in World:	5

International Interaction Game Ordinal Preferences

State A Value	Outcome	State B Value
7	SQ	7
6	Nego	5
3	AcqA	8
8	AcqB	2
2	CapA	6
5	CapB	1
4	WarA	3
1	WarB	4

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