

LABYRINTH

THE WAR ON TERROR, 2001 – ?



RULES OF PLAY

2ND EDITION, 2011

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1.0 INTRODUCTION

Labyrinth is a 1-2 player card-driven boardgame simulating at the strategic level the ongoing bid by Islamic extremists to impose their brand of religious rule on the Muslim world.

- In a 1-player game (9.0), the player portrays the United States (US) and its allies battling the extremist jihad (“struggle”, i.e., holy war).
- In a 2-player game, the second player takes on the role of the Jihadist.

The US side seeks to improve governance in Muslim countries so that Jihadism is cut off at its roots, or at least to eliminate the extremist fighters that pose the immediate threat. The Jihadist side seeks to reestablish the Islamic Caliphate of old or to damage the US so severely that it withdraws from the Muslim world.

In pursuit of these goals in the game, players use strategy cards to undertake **Operations** or cause **Events** to happen. A hand of cards in *Labyrinth* simulates roughly a year.

Specific game terms found in the glossary on pages 14-15 are shown in **bold** the first few times they appear in this rule book. Note that the game uses the term “Jihadists” to refer to violent Islamic extremist militants (as Westerners and the militants themselves commonly do) and not to the world’s many millions of peaceful, devout Muslims.

The rules are organized into numbered sections. For a 2-player game, read rules sections 2 through 8. For a 1-player game, also read rules section 9, “Jihadist Activities”, which modifies the preceding rules to enable solitaire play.

NOTE: The outside of the Player Aid Cards summarize rules used in 2-player games, including US and Jihadist Operations (rules 7 and 8) and How to Win (rule 2). The inside of the Player Aid Cards are used only in 1-player games.

2.0 HOW TO WIN

2.1 THREE WAYS TO WIN

Each side can win in three different ways:

2.1.1 US Victory

- The US wins the instant that **Muslim** countries with a total of at least 12 **Resources** have **Good Governance** (4.2.1), OR
- at least 15 (of 18) Muslim countries have **Fair** or Good Governance, OR
- there are no Jihadist **Cells** in any countries on the map.

2.1.2 Jihadist Victory

- The Jihadists win the instant **Islamist Rule** governs countries totaling at least six Resources that include at least two **Adjacent** countries, OR
- US **Prestige** is “1” and at least 15 Muslim countries have **Poor** or Islamist Rule Governance, OR
- a weapon of mass destruction (**WMD**) **Plot** (8.5.5-6) is resolved in the United States without being countered (such as by an **Alert**, 7.5).

2.2 OIL PRICE SPIKE

In the unlikely event that play of an *Oil Price Spike* Event causes both sides to achieve their victory conditions simultaneously, the side that played the Event wins.

2.3 END OF GAME VICTORY

Labyrinth can be played in three different lengths of game. If none of the conditions of 2.1 have occurred by the selected game-end reshuffle of the card deck (1st, 2nd, or 3rd -see 3.3, 5.1, & 5.3.1), the US wins if more than twice as many Resources are under Good Governance as are under Islamist Rule; otherwise, the Jihadists win. For this game-end calculation only, count any **Regime Change** placed this turn (green marker, 4.8.2) as Islamist Rule.

3.0 SETUP

3.1 IN GENERAL

Choose a scenario from the back of this rule book. Players should choose sides and sit side by side, facing the map along its south edge, with the US player on the left and Jihadist on the right. The US player takes the “US Operations” player aid sheet and the tan die, the Jihadist the “Jihadist Operations” sheet and three black dice.

NOTE: You may wish to set up and work through the extended examples in the Playbook before you begin your first game.

3.2 SET UP

Set up markers, **Troops**, and **Sleeper** Cells as listed in the scenario. (Many countries start **unmarked** until **tested** during play, 4.9.4.)

- Arrange remaining Troops (tan cubes) and Cells (black cylinders) on the Troops and **Funding** tracks, respectively, filling five per box from right to left (4.7.3-4).
- Place three WMD Plot markers in each of the two WMD Plot holding boxes (4.7.8.1).
- Place the “Card” marker on the Action Phase track at Jihadist Card 1 (4.7.5). Set both **Reserves** to “0” (6.3.3).
- Place the numbered Plot markers face down in the Available Plots box (4.7.8). Place spare Regime Change, **Aid/Besieged Regime**, **Cadre**, Event, and 1st Plot markers aside.
- Remove any cards that are specified by the scenario, then shuffle the remainder to create a face-down Draw Deck. Place it near the map with room for a Discard Pile next to it.
- Deal players the numbers of cards indicated by the Troops and Funding tracks, respectively (5.2.8), and begin play with the Jihadist Action Phase (see Sequence of Play, 5.0).

NOTE: By mutual agreement players may use spare markers to alter beginning Muslim or non-Muslim governance or Posture as they deem historical.

3.3 SELECT LENGTH OF PLAY

Players select one of the three game lengths below. Selection is entirely up to the players:

- **STANDARD**: Place the “Deck” marker on the Reshuffle track at 1 Deck—end play (2.3) when a card is to be drawn but the deck is exhausted.
- **TOURNAMENT FINAL**: Place the “Deck” marker at 2 Decks—end play upon the 2nd reshuffle (5.3.1).
- **CAMPAIGN**: Place the “Deck” marker at 3 Decks—end play upon the 3rd reshuffle.

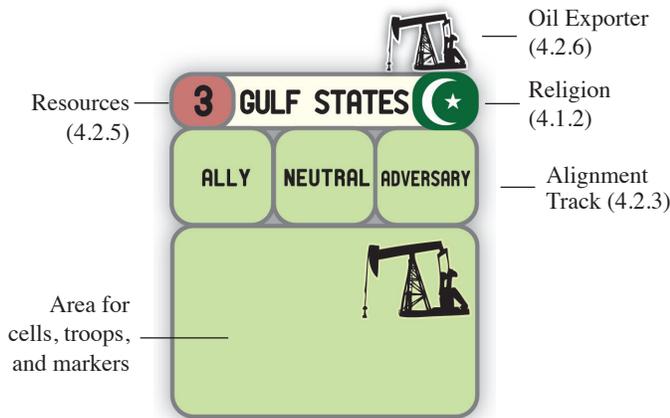
4.0 COMPONENTS

A complete set of *Labyrinth* includes:

- One 22" by 34" mounted map
- One sheet of 156 counters
- This Rule book
- A Playbook
- A US foldout player aid sheet
- A Jihadist foldout player aid sheet
- 120 cards
- 15 tan wooden cubes (to keep record of Troops)
- 15 black wooden cylinders (to keep track of terrorist Cells)
- Four 6-sided dice (1 tan, three black)

4.1 THE MAP

4.1.1 Countries and Connection Lines. The map shows most of the Muslim world, plus several other regions where extremists might operate. Each space on the map represents a country or block of countries. Spaces differ, depending on the country's dominant religion. Country spaces connected by lines are **Adjacent**. Adjacency affects Cell **Travel** (8.3), **US War of Ideas** (7.2), Jihadist Victory (2.1), and some Events (see also 4.5).



4.1.2 Religion. All countries are marked for their degree and nature of Muslim affiliation. **Sunni** and **Shia-Mix** countries together are called “**Muslim**” in the game (4.2). **Non-Muslim** countries are those in which Muslims are in the minority (4.3). Shia-dominated **Iran** is a separate type of country (in game terms, neither “Shia-Mix” nor “Muslim”, 4.4).



DESIGN NOTE: “Shia-Mix” countries include several ruled by Sunnis or other non-Shia but with substantial or particularly active Shia populations.

4.2 MUSLIM COUNTRIES

4.2.1 Governance. Muslim countries are marked for the quality of their **Governance** which is established at set-up and can change during the course of the game. Governance in game terms is depicted by a descending scale (in terms of effectiveness and accountability)

of four ratings: Good (best), Fair, Poor, and Islamist Rule (worst). Good, Fair, and Poor Governance have associated values (1, 2, and 3, respectively) that affect a variety of game functions, particularly Operations in the country.

Governance markers



4.2.2 Denote a country's Governance with the appropriate marker, flipping or replacing the marker as Governance improves or worsens.

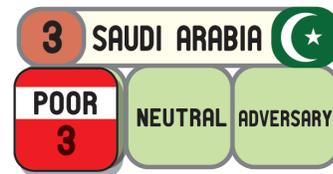
EXAMPLE: If the Governance of SAUDI ARABIA improves one level from Poor to Fair, replace the country's “Poor-3” marker with a “Fair-2” in the same Alignment box. If it improves again, flip “Fair-2” to “Good-1.”

4.2.3 Alignment. A three-space track in each Muslim country space depicts the country's **Alignment** with respect to the US—either **Ally**, **Neutral**, or **Adversary**.

NOTE: Only Muslim countries are rated for Alignment. Thus, in game terms, a Non-Muslim country is never an “Ally”. Non-Muslim countries instead are rated for their “Posture” (4.3.2)

4.2.4 Place a country's Governance marker in the appropriate box of the country's Alignment track.

EXAMPLE: SAUDI ARABIA sets up as a US Ally with Poor Governance (“Poor Ally”).



NOTE: The first time a country's Governance is tested, its Alignment typically is Neutral (4.9.4)

4.2.5 Resources. Each Muslim country shows a Resource value of 1, 2, or 3. Governance over Resources in part determines victory. Resources also affect a few Events.



4.2.6 Oil. Some Muslim countries show an Oil Exporter symbol next to their Resource value. Each of these countries' Resource value is one higher for each Oil Price Spike Event in play.



4.3 NON-MUSLIM COUNTRIES

4.3.1 Governance. Non-Muslim countries show permanent Governance of either Good-1 or Fair-2.

NOTE: Governance in Non-Muslim countries never changes but still affects play.

4.3.2 Posture. Non-Muslim countries (except the UNITED STATES and IRAN) have marker boxes for Posture, representing their reigning political preference for the use of either “**Hard** power” or “**Soft** power” in the struggle against extremism. Scenarios explain how to mark each Non-Muslim country's Posture with the



appropriate marker. The United States also has a Posture—mark it on the GWOT Relations Track (4.7.2).



4.3.3 Israel. Israel’s Posture is always “Hard”, as indicated by its map space Posture box.

4.3.4 Recruitment. A few non-Muslim countries show **Recruit Numbers** that set the ability of Jihadists to add people to their cause in that country (8.2.4). (EXAMPLE: PHILIPPINES has a Recruit Number of “REC 3”.)

4.4 IRAN

IRAN is a special type of country (in game terms, neither “Muslim” nor “non-Muslim”). It has unchanging Governance like a non-Muslim country but no Posture.

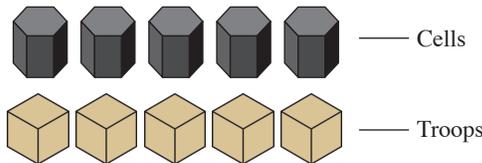
4.5 SCHENGEN COUNTRIES



A country connected to a Schengen symbol is Adjacent to all Schengen countries, and all Schengen countries are Adjacent to one another. (Thus, when a Cell moves to a Schengen connection symbol, the Jihadist side may place that Cell into any of the seven “SCHENGEN” country spaces that make up the Schengen area.)

4.6 CELLS AND TROOPS

4.6.1 Each of the 15 black cylinders in the game represents a Cell of Jihadist plotters or fighters. Each of the 15 tan cubes represents a major unit of Western troops.



4.6.2 Cells and Troops set up on respective tracks that serve as holding boxes for the cylinders and cubes when not in a country (4.7.3-4). Each country space has an area for any Cells or Troops there.

4.6.3 The cylinders and cubes in the game are a limit on Cells and Troops that can be in play.

EXAMPLE: The Jihadist may not place any Cells via Events or Recruiting if 15 are already in countries, leaving none on the Funding Track (4.7.4).

4.6.4 Sleeper and Active Cells. Cells are either Sleeper or Active. (Place Sleeper Cells crescent side down, Active Cells crescent side up.) Cells are Sleeper or Active according to the following:

- Cells placed from the Funding Track (4.7.4) onto the map begin as Sleepers.
- Sleeper Cells used for **Jihad** (8.4) or **Plot** (8.5.1), that are **Disrupted** (7.4), or that are in a country at the moment of a **Regime Change Deployment** there (7.3.4) go Active.
- Active Cells that **Travel** (either between or within countries, 8.3.1) become Sleepers.

4.7 TRACKS AND BOXES

Several tracks and holding boxes regulate play. The tracks do limit game values. (EXAMPLE: Jihadist Funding never falls below 1 or exceeds 9; World Posture never exceeds Soft 3 or Hard 3.) Tracks and boxes and their uses include:

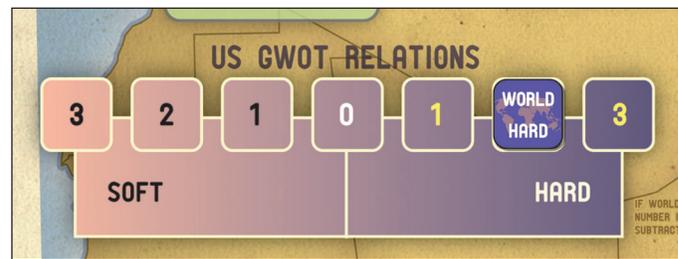


4.7.1 US Prestige Track. As **Prestige** changes, move the “US Prestige” marker between 1 and 12 to indicate corresponding Low, Medium, High, or Very High Prestige. Prestige can change for a variety of reasons (see Playbook for a summary). If a Prestige Roll is required, first roll to determine whether it will shift up or down (see the “Prestige” table on the Player Aid Card). Then roll two dice and shift Prestige by the lower roll.

DESIGN NOTE: Prestige represents the world’s (especially Muslims’) overall affinity toward the United States, which affects US War of Ideas Operations (4.9.2, 7.2.1) and some Events.

4.7.2 US GWOT (Global War on Terror) Relations Track.

Determine **World Posture** by separately counting non-US Soft and Hard Posture markers on the map (always count Israel as holding a Hard marker) and subtracting the lower from the higher total for the value, with the higher total determining the side of the scale used. As Postures change, move (and flip) the “World Hard/Soft” marker along the Soft 3 to Hard 3 Posture scale and the “US Hard/Soft” marker between Soft and Hard.



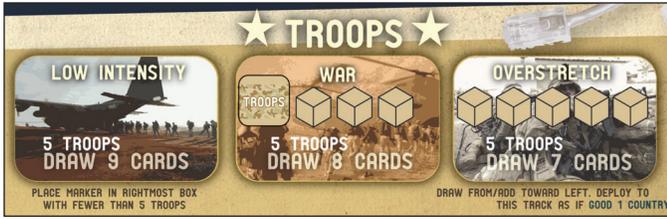
EXAMPLE: Three non-US countries at Soft and five at Hard would yield a World Posture of Hard 2.

NOTE: Because US Posture is marked on the GWOT Relations track, the US space unlike other non-Muslim countries does not have a Posture box.

4.7.2.1 GWOT Relations Penalty. If World and US Postures are different (one Hard, one Soft), the GWOT Relations Penalty equals the World Posture value (either “1”, “2”, or “3”); if Postures are the same (both Hard or both Soft) or World Posture is “0”, the Penalty is 0.

DESIGN NOTE: GWOT Relations represent non-Muslim unity or discord over tactics against extremism, affecting US War of Ideas Operations (4.9.2 & 7.2), Prestige (5.2.5), and some Events.

4.7.3 Troops Track. Place any Troops not in countries onto the Troops Track, five cubes per box, filling boxes from the right toward the left. Whenever Troops **Deploy** from the track to countries, draw cubes from the left toward the right. Place and move the “Troops” marker into the right-most box with fewer than five Troop cubes.



EXAMPLE: If seven of the 15 Troop cubes were Deployed in various countries, the eight remaining Troop cubes would be on the Troops track—five cubes in the “Overstretch” box and three cubes in the “War” box. The “Troops” marker would be in the “War” box with the three cubes, indicating that the US was at War rather than at Low Intensity or Overstretch.

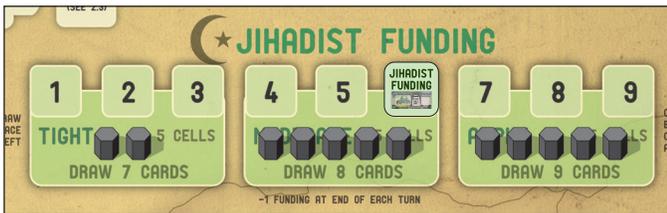
DESIGN NOTE: The level of Troop commitment influences other resources available for the struggle with extremism. In the game, that level influences US hand draw size (5.2.8) and some Events.

4.7.4 Jihadist Funding Track. When Cells are Recruited or placed by Event into a country, draw them from the Funding Track, starting from the left and working toward the right. When Cells are removed from countries, place them onto the Funding track, five cubes per box, filling boxes from the right toward the left.

4.7.4.1 Funding. As Funding changes, move the “Jihadist Funding” marker between 1 and 9 to indicate corresponding Tight, Moderate, or Ample Funding.

DESIGN NOTE: Funding represents the rate of financial contributions to extremist organizations from religious donors and other sources. It affects Jihadist recruitment and hand draw size.

4.7.4.2 Available Cells. Only Cells in a box below or to the left of the “Jihadist Funding” marker are **Available** to be Recruited (8.2.1).



EXAMPLE: Funding is currently 6, and only three of 15 Cells are Active in various countries. The “Ample” box holds five unrecruited Cells, the “Moderate” box another five, and the “Tight” box the remaining two. The seven Cells in the “Tight” and “Moderate” boxes are Available and could be Recruited; the five in the “Ample” box are not. The first Cells to be Recruited or placed into countries by Events would come from the “Tight” box.

Unless otherwise specified, Funding affects Cell placement only for Recruit Operations. Event-driven placement occurs so long as Cells remain on the Funding Track. Also, drops in Funding do not affect Cells already present in countries.

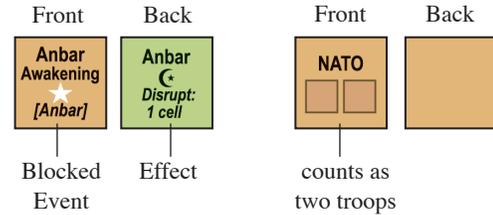
4.7.5 Play Sequence Tracks. Move the “Card” marker along the Action Phases track as players play cards (5.2.2, 6.0). After each US Action Phase is completed and any Plots resolved, return the “Card” marker to the Jihadist “Card 1” space. Move the “Deck” marker one box to the right as each Reshuffle occurs (5.3.1).

4.7.6 Victory Tracks. Move the “Good Resources”, “Islamist Resources”, “Fair/Good”, and “Poor/Islamist” markers along the Victory track to record the respective Resource totals under Good

Governance and Islamist Rule (2.1, 4.2.1, 4.2.5) and the numbers of countries at either Fair or Good and at either Poor or Islamist Rule.

4.7.7 Event Box. Place markers for Lingering Events in effect (6.2.7) in the Event Box.

Event Markers



PLAY NOTE: Many Events affect a single country only, and players may wish for convenience to place such Event markers in that country’s space instead of the Event Box. Similarly, some Event markers have marker holding boxes near the multiple countries they affect.

4.7.7.1 Lapsing Event Boxes. When a **LAPSING** Event occurs (6.2.7), place its card in a Lapsing Event box (if more than two LAPSING Events are in play, double up or use their markers).

4.7.7.2 1st Plot Box. When the Jihadist side conducts its first Plot Operation of a turn (8.5.3), place the card used into the 1st Plot box (as a reminder that subsequent cards for Plot Operations trigger US events normally, 6.3.2).

4.7.7.3 If a LAPSING or 1st Plot card is removed from a box before the end of a Turn (Example: OIL PRICE SPIKE or a mid-Turn reshuffle), replace it with the Event’s marker or the “1st Plot” marker, respectively.

4.7.8 Available Plots. Place Available Plot markers (4.8.1, 7.5.3, 8.5.2, 8.5.4) in the Available Plots box—any Plot markers in this box are Available to be placed into countries via Plot Operations (8.5.2) or Events.

4.7.8.1 WMD Plot Boxes. Keep WMD Plot markers that are not yet Available (8.5.5) in the “Loose Nuke, HEU, & Kazakh Strain” and “Pakistan Arsenal” holding boxes, three markers per box.



- **WMD EVENTS:** When an Event makes a WMD Plot marker Available, place a marker from the “Loose Nuke, HEU, & Kazakh Strain” box into the Available Plots box, face down.
- **PAKISTAN:** When PAKISTAN first comes under Islamist Rule (8.4.5), place the three WMD Plot markers from the “Pakistan Arsenal” box into the Available Plots box, face down.

NOTE: WMD Plot markers never return to the WMD or Available Plots boxes—once used in a Plot (8.5), they are removed from play.

4.7.9 Reserves Tracks. Each side records Reserves (6.3.3) on a Reserves Track. At the end of each turn, reset all Reserves to “0”.



4.8 OTHER MARKERS

4.8.1 Plot Markers. Six non-WMD Plot markers are numbered either “1”, “2”, or “3”. Keep them face down in the Available Plots box (4.7.8)—only the Jihadist side may inspect them (8.5.4). They may be reused. Higher value Plots require higher-value Operations cards to place.



4.8.2 Regime Change Markers. Keep Regime Change markers near the map. When a Regime Change Operation occurs (7.3.4), place a green Regime Change marker on top of the Troop cubes to indicate that they may not Deploy out of the country (7.3.1). After dealing new card hands (5.2.8), flip any green Regime Change markers to tan (5.2.9). Any country containing a Regime Change marker is a “Regime Change country” (7.3.4.1).

Clarification: “Withdrawal” (7.3.5) is another means by which the restriction on Troop deployment from a Regime Change country is lifted.

NOTE: Via 2.3, green Regime Change markers prevent an easy last-turn reversal of Islamist victory. If the current turn is unlikely to be the last (3.3) and you wish to avoid the step of flipping the marker (5.2.9), place it tan side up.



4.8.3 Aid/Besieged Regime Markers. Keep Aid/Besieged Regime markers near the map. Use them to mark countries strengthened by War of Ideas (7.2.2.1) or weakened by Jihad (8.4.3.1). They affect War of Ideas Table rolls (7.2.3) and Major Jihad success (8.4.3.2), respectively.



4.8.4 Cadre Markers. Keep Cadre markers near the map. Whenever the last Cell in a country without a Cadre is removed by Disrupt (7.4) or Event (not Jihad or Travel, 8.3-8.4), place a Cadre there. Cadres enable Recruiting (8.2.2). Whenever a Cell is placed from the Funding track into a country with a Cadre, remove the Cadre. The Jihadist player may remove any Cadres during any Jihadist Action Phase.



4.9 TABLES

4.9.1 The outside of the player aid sheet has several die-roll tables used in the game: the “Governance”, “Posture”, “Prestige”, and “War of Ideas” tables.

4.9.2 War of Ideas Table. When the US side conducts a War of Ideas Operation in a Muslim country (7.2.1), it must roll a 5 or more to succeed. Refer to the War of Ideas Table (on both Player Aid Cards) for modifiers to the roll. (War of Ideas in non-Muslim countries instead uses the Posture table, 4.9.3 & 7.2.3).

4.9.3 Country Tables. Whenever rolling a country’s Governance (4.2.1-2) or Posture (4.3.2) or US Prestige (4.7.1), refer to the correspondingly named table (found on both Player Aid Cards).

EXAMPLE: Event text “Roll US Posture” causes a roll on the Posture table. Modify the die roll by +1 if rolling for US’s Posture.

4.9.4 Initial Tests. Roll for Governance (if a Muslim country) or Posture (if a non-Muslim country) whenever a country whose Governance or Posture is *not yet marked* (an “unmarked” country) is selected as:

- the locale or target of an Operation (including a failed Travel Operation, 8.3.2), or
- has a Cell or Plot placed in it by an Event, or
- is subject to “test” by Event text.

An Initial Test of Governance always results in an Alignment of Neutral. (A Regime Change Governance roll results in an Ally, 7.3.4.)

Important: Event instructions to “test” a country have no effect if the country is already marked with a Governance level or Posture. Also, note that “test” (roll only if unmarked) is different than “select” (player’s choice and a marked or unmarked country may be selected).

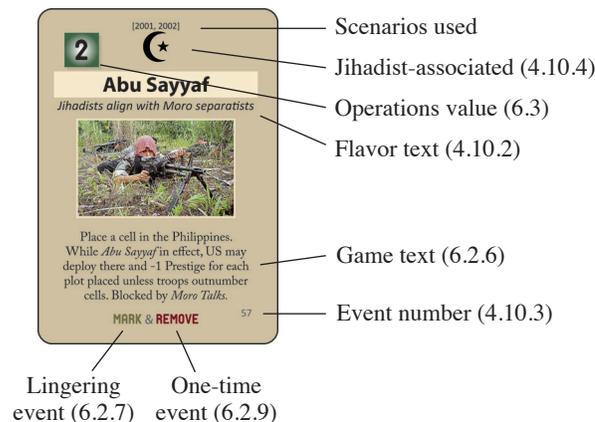
4.9.5 Mandatory Follow Through. The side triggering a test must carry out the action regardless of the outcome of the test. If the US side attempts a War of Ideas Operation in a Muslim country with a card of insufficient value for the Governance resulting from a test (7.1, 7.2.1), the War of Ideas Operation automatically fails.

EXAMPLE: The Jihadist side attempts to Travel (8.3) a Cell from Iraq to Sudan when Sudan is unmarked. The triggered Initial Test roll of “5” marks Sudan as a Fair Neutral. The Jihadist side must roll Travel: a roll of “2” or less would place the Cell in Sudan; a roll of “3” or higher would remove it to the Funding Track.

4.9.6 Jihadist Activities. A separate Jihadist Activities sheet (on the inside of both Player Aid Cards) is used only in a 1-player game, to help determine how and where Jihadists operate (9.4).

4.10 CARDS

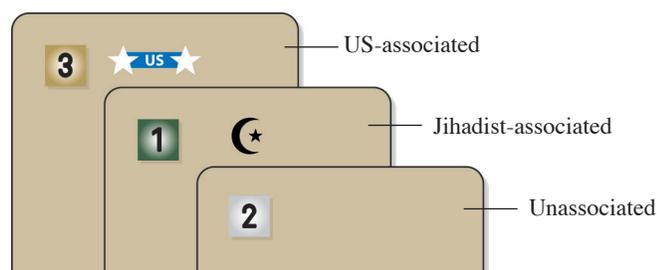
4.10.1 Each of the game’s 120 cards has an Operations value; a symbol if its Event is associated with a side; an Event name; flavor text; game text (often with a precondition, 6.2.6); and an Event number. Some cards show that they are used only in scenarios that begin in certain years. Some show that the Events have markers for Lingering or Lapsing effects (6.2.7) or that the Event occurs only once and then is removed (6.2.9). The *US Election* card is an automatically triggered Event (6.3.1).



4.10.2 Flavor Text. Flavor text has no impact on play (it merely provides historical description).

4.10.3 Event Number. Cards are numbered from 1-120 for identification purposes only.

4.10.4 Association. All card Events are associated with either the US or Jihadist sides or are Unassociated (6.2.5).



5.0 SEQUENCE OF PLAY

5.1 IN GENERAL

Labyrinth continues until the instant that one side achieves one of its victory conditions (2.1) or the instant of the Reshuffle (1st, 2nd, or 3rd) that corresponds to the selected length of play (3.3).

5.2 TURNS

5.2.1 In General. Play proceeds through a series of **Turns** comprising alternating **Action Phases**. A Turn ends and a new Turn begins when each side has expended the cards it was dealt, or when the Jihadists have expended their cards and the US player then opts to hold a card (5.2.4). Each Turn follows this sequence:

5.2.2 Action Phases. In the first Action Phase, the Jihadist side plays *two cards* in succession from its hand. Then the US side does the same during its Action Phase, then the Jihadists, and so on. Place played cards in the Discard Pile. (EXCEPTION: LAPSING or 1st Plot, 4.7.7.1-2; REMOVE, 6.2.9.) A side with no cards remaining during its Action Phase does nothing (the Jihadist side may remove Cadres, 4.8.4). In its Action Phase, the US side may discard or hold the last card remaining in its hand (5.2.4).

NOTE: The card text “last Action Phase” during the US phase refers to the preceding Jihadist phase, and vice versa, even if in the previous Turn.

5.2.2.1 As each card is played, it must be used to carry out either its Event (6.2) or Operations (6.3).

5.2.2.2 Mark the play of cards on the Action Phase track.

5.2.3 Unblocked Plots. At the end of each US Action Phase (whether or not the US played any cards), resolve all Plots in any countries (8.5.6).

5.2.4 Final US Card. In any US Action Phase that the US side is holding only one card, it may play it, discard it (without effect), or hold it. If the Jihadist side has expended its cards and the US side holds its final card, resolve any Plots and end the turn.

5.2.5 Expenditures & Diplomacy. At the end of each turn, drop Funding by one (shift the “Jihadist Funding” marker one box leftward on the Funding Track). Drop Prestige by one (shift the “Prestige” marker leftward) if any country is under Islamist Rule. Then, if Net World Posture is “3” and the same as US Posture, add +1 Prestige (rightward).

NOTE: Remember that a marker on a track may never fall below the lowest value on the track or exceed the highest value on the track. For example, if US Prestige is at “1” and is subject to a -1, it would remain “1”. Prestige of “1” subject to -1 and then +1 for Diplomacy would result in Prestige of “2”.

5.2.6 Event Lapse and 1st Plot Reset. After Diplomacy (5.2.5), place any cards in the Lapsing and 1st Plot boxes (4.7.7.1-2) onto the Discard Pile and set any markers there aside. All Lapsing Event effects end at this moment.

5.2.7 Reserves. Then, set all Reserves to “0” (6.3.3.1).

5.2.8 Deal. Next, deal the Jihadist and the US sides alternate cards, up to the numbers indicated by the Funding and Troops tracks, and begin a new Turn. (Deal the indicated number of cards to the US player regardless of whether the player is holding a final card per 5.2.4. There is no maximum hand size.)

5.2.9 Flip Regime Change. Finally, flip any green Regime Change markers to their tan side (4.8.2).

5.3 DRAW AND DISCARD PILES

5.3.1 Whenever a card is to be drawn but the Draw Deck is exhausted, reshuffle the cards in the Discard Pile and Lapsing and 1st Plot boxes (4.7.7.1-2) to create a new Draw Deck and advance the “Deck” marker one box to the right. If it is the game-end reshuffle (3.3, 5.1), the game immediately ends: determine victory (2.3).

5.3.2 Discarded and removed cards, cards in boxes, and the numbers of cards in each side’s hand and in the Draw Deck are open to inspection.

6.0 CARD PLAY

6.1 IN GENERAL

Cards may be played in one of two ways: as Events or Operations.

6.2 PLAYING CARDS AS EVENTS

6.2.1 When a side elects to play a card for the Event, the Operations value of the card is ignored (unless otherwise specified by the Event itself), and the side immediately implements the Event according to the game text on the card.

6.2.2 Whenever Event text conflicts with game rules, the Event governs: follow the Event text instead of any conflicting rules while implementing the Event and, if Lingering (6.2.7), as long as the Event remains in effect (not **Blocked** or **lapsed**).

EXAMPLE: Play of the UN NATION BUILDING Event could allow a War of Ideas roll in a Regime Change country, even if Troops did not exceed Cells by five, because the card text “Play if a country is marked with Regime Change..roll a War of Ideas...” trumps the restrictions in rule 7.2.1.

6.2.3 Conflicts. Should one Event’s text conflict with another, the last-played Event supersedes for as long as it remains in effect.

6.2.4 When an Event occurs, implement whatever aspects apply, including MARK (6.2.7) and REMOVE (6.2.9), even if other aspects do not.

EXAMPLE: US play of the ANSAR AL-ISLAM card for Operations triggers the Event (6.3.2), but there are no Cells on the Funding Track. No Cell is placed (4.6.2 & 4.7.4), but the card is removed from the game (6.2.9).

6.2.5 Associated. A card with an Event associated with a side may be played for its Event only by that side (either side may play the card for Operations, 6.3.1-2.).

6.2.6 Playable. Many cards have Events with preconditions for play (in gray text): if the preconditions are not met, these cards cannot be played as Events (only for Operations). Similarly, Blocked Events are not playable (6.2.8).

6.2.7 Lingering and Lapsing.

- **Lingering:** A card that says MARK has an Event with Lingering effects. When playing such an Event, place its marker into the Event Box or at the appropriate country space as a reminder (4.7.7).
- **Lapsing:** An Event that says LAPSING has effects that linger only for the remainder of the Turn. When playing the Event, place the card in a LAPSING card holding box as a reminder (4.7.7.1).

6.2.8 Blocking. Certain Events **Block** other Events: a card with a Blocked Event can be played only for Operations; the effects of a Lingering Event (6.2.7) end (flip or remove its marker) if a new Event is played that Blocks it.

NOTE: The markers of Lingering Events that Block other Events list the Blocked Events in brackets (see illustration 4.7.7).

6.2.9 One-Time Events. The Event of a card that says REMOVE can occur only once per game. When played as an Event (only—NOT when the card is used for Operations or discarded!), permanently remove it from play.

6.3 PLAYING CARDS FOR OPERATIONS

6.3.1 A side can play a card for its Operations value regardless of the Event or association on it. The player selects a type of Operation and uses the value of the card to implement it (7.0 or 8.0). **EXCEPTION:** Play of *US Election* always triggers the Event; the playing side chooses whether the Operations or the Event occur first.

6.3.2 Triggering the Other Side's Events. Play of a card for Operations that has an Event associated with the opposing side immediately causes the Event to occur. **EXCEPTION:** The first Jihadist card used for Plot Operations each turn does not trigger any US Event, 8.5.3.

6.3.2.1 The side playing the triggering card chooses whether the Event or the Operation(s) occurs first. If—at the moment that the Event is to occur—the Event is Blocked or has a precondition that is not met (6.2.6), the Event does not occur.

6.3.2.2 Implement the Event as if the side that it is associated with played it, with the associated player making any decisions involved. MARK (6.2.7) or REMOVE (6.2.9) normally.

6.3.2.3 Use of a card with a friendly or Unassociated Event for Operations—or discard of any card—does not trigger the Event (**EXCEPTION:** *US Election*).

6.3.3 Reserves. Both sides may play 1- or 2-value cards for Reserves Operations. A Reserves Operation adds the card's value to that side's Reserves Track, to a maximum of "2". If the card has a playable Event associated with the opposing side, the Event immediately occurs (6.3.2).

6.3.3.1 A side may expend all its Reserves (back to "0") to add that value (1 or 2) to a card it plays that turn for other Operations (only, not for Events such as *Back Channel*), to a maximum card value of "3". **EXCEPTION:** The US may not use Reserves for **Reassessment** (7.6).

EXAMPLE: The US side has two Reserves and wishes to Alert a Plot, which requires a 3-value card play (7.5.1). By expending all Reserves, the US may play a 1- or 2-value card as though it were a 3-value card (Reserves bring a card's value up to a maximum of 3) to perform the Alert Operation.

6.3.3.2 Reserves not expended by the end of the turn are lost (5.2.7).

7.0 US OPERATIONS

Each US card play for Operations conducts a single Operation (EXCEPTION: Reassessment, 7.6.2). The US player aid sheet summarizes this section.

7.1 IN GENERAL

7.1.1 Operations Value Requirement. The Operations value required depends on Governance in the target country:

- **Good:** 1 or higher (i.e., any card—1, 2, or 3)
- **Fair:** 2 or higher (i.e., a 2- or 3-value card)
- **Poor:** 3 only
- **Islamist Rule:** Regime Change only (using a 3-card, 7.1.3 & 7.3.4).

EXCEPTION: Alert always costs a 3-value card (7.5.1)

EXAMPLE: The US player wishes to conduct War of Ideas in the Gulf States to improve Governance there. Governance there currently is "Fair-2", so the US player will have to play either a 2- or 3-value card to carry out the Operation.

7.1.2 US Options. Beyond Reserves (6.3.3), the US Operations options are:

- **War of Ideas** to improve Alignment or governance or alter Posture to boost world relations and prestige.
- **Deploy** Troops to a country, possibly to change a regime (or bring them home to the Troops track).
- **Disrupt** Jihadist Cells or Cadre (and raise US prestige).
- **Alert** to thwart or mitigate a terrorist Plot.
- **Reassessment** of US Posture.

7.1.3 US Operations in an Islamist Country: The only US Operation allowed in an Islamist Rule country is a special form of Deploy called Regime Change (7.3.4).

7.2 WAR OF IDEAS

Unlike other US Operations, War of Ideas requires a die roll for success. War of Ideas Operations targeting Muslim countries (7.2.1) use the War of Ideas table (4.9.2) and die roll modifiers found there, while those targeting non-Muslim countries (7.2.3) use the Posture table (4.9.3).

7.2.1 War of Ideas in a Muslim Country

7.2.1.1 A War of Ideas Operation in a **Muslim country** allows the US side to roll once on the War of Ideas Table to improve a **Neutral or untested** country's Alignment or an **Ally** country's Governance. The target Muslim country may not be an Adversary. A successful roll shifts a Neutral country to Ally (4.2.3) or improves an Ally country's Governance by one level—from Poor to Fair or from Fair to Good (4.2.1-2).

NOTE: A shift to Good removes any Regime Change, Besieged Regime, or Aid markers.

7.2.1.2 Procedure: Roll one 6-sided die. A modified roll of "5" or more is needed to succeed. Modifiers depend on whether attempting a shift from Fair to Good, Prestige, GWOT Relations, Aid markers, and any Adjacent Good Ally. (See 4.9.2 and the War of Ideas Table on both Player Aid Cards. Note that negative modifiers may make success impossible.)

7.2.1.3 Regime Change. War of Ideas may occur in a country marked with Regime Change (7.3.4, 7.3.4.1) only if the number of Troops there exceeds the number of Cells by at least five.

7.2.2 Aid Markers



7.2.2.1 The First Aid Marker. When making a War of Ideas die roll in a Muslim Country, if the success die roll fails by one pip (*examples: a roll of “4” when 5+ was needed for success, or a roll of “6” when a theoretical 7+ was needed*) in a country without Aid, then place an Aid marker there. (Events also may place the first Aid marker in a country.)

7.2.2.2 Additional Aid Markers. War of Ideas can place only the first Aid marker in a country—only Events can add additional Aid. Aid markers accumulate until removed.

7.2.2.3 Removal of Aid Markers. A shift to Good Governance or Islamist Rule removes all Aid from a country. A successful Jihad or Plot resolution roll removes one Aid (8.4.1-2, 8.5.6).

7.2.3 War of Ideas in a Non-Muslim Country

A War of Ideas Operation in a Non-Muslim country other than the United States or Israel allows the US side to roll once on the Posture table to determine (or change) the country’s Posture (4.3.2, 4.9.3-4). (Make one roll, whether or not Posture has already been marked.) A roll of 1-4 results in Soft Posture, 5-6 in Hard. If a target country’s Posture after a War of Ideas Operation is the same as that of the US, add +1 to Prestige.

7.3 DEPLOY

7.3.1 A Deploy Operation allows the US side to move any number of Troops from any one location (including the Troops Track) to another.

EXCEPTION: Troops may not Deploy from a Regime Change country (7.3.4.1) if it would leave fewer than five more Troops there than Cells (see also Withdraw, 7.3.5).

DESIGN NOTE: Troops in Regime Change countries are participating in reconstruction and securing the new government against enemies beyond the Jihadists, such as secular insurgents or bandits.

7.3.2 The Governance of the destination country determines the minimum Operations value needed. Use any card to Deploy to the Troops Track (i.e., treat the Troops Track as “Good-1”).

7.3.3 A destination country at the moment of the Deploy Operation must be an Ally and thus must be a Muslim country (Exception: Regime Change, 7.3.4).

7.3.4 Regime Change. Regime Change is a special type of Deploy Operation. It requires the US to be at Hard Posture and have at least six Troops able to Deploy (from a single location and not committed to other Regime Change countries per 7.3.1). The destination must be a country under Islamist Rule (unlike normal Deploy per 7.3.3, the country need not be an Ally). Play a 3-value card (may include Reserves, 6.3.3.1) and:

- Deploy at least six Troops into the country.
- Place a green Regime Change marker on them (4.8.2).
- Roll its Governance on the Country Tests table.
- Shift its Alignment to Ally.
- Shift any Sleeper Cells there to Active (4.7.4.1).
- Roll Prestige

*NOTE: The Regime Change marker on the Troops acts as a reminder that some or all may not Deploy out (7.3.1) unless **Withdrawing** (7.3.5).*



7.3.4.1 Regime Change Countries. Any country with a Regime Change marker is a “Regime Change country.” Only Poor or Fair countries can be Regime Change countries. Immediately remove any Regime Change marker from a country whose Governance shifts to either Good or Islamist Rule.

7.3.5 Withdraw. Withdraw is a second special type of Deploy Operation. It requires the US to be at Soft Posture and to have Troops in a Regime Change country (7.3.4.1). Play a 3-value card (may include Reserves, 6.3.3.1) and:

- Deploy any number Troops out of the Regime Change country (regardless of Cells present).
- Remove any Aid markers there.
- Place a Besieged Regime marker there (if there is not one already).
- Roll Prestige.

NOTE: The Regime Change marker remains.

7.4 DISRUPT

Disrupt Operations allow the US side to:

- Remove Active Cells.
- Make Sleeper Cells Active.
- Remove Cadre.

7.4.1 A Disrupt Operation requires a target country that has at least one Cell or Cadre in it and:

- Is an Ally, or
- Has at least two Troops in it, or
- Is non-Muslim (not IRAN).

7.4.2 A Disrupt Operation in a country with at least two Troops or whose Posture is Hard affects two Cells selected by the US side. Otherwise, it affects one US-selected Cell. Disrupt of an Active Cell removes it to the Funding Track. Disrupt of a Sleeper Cell shifts it to Active. Alternatively, if there are no Cells present, Disrupt removes a Cadre.

NOTE: A single Disrupt of two Cells—one Active, one Sleeper—would remove the first and make the second Active. A single Disrupt Operation could NOT first make Active and then remove a single Sleeper Cell, nor could it remove both Cells and Cadre.

7.4.3 If a Disrupt Operation removes the last Cell in a country, place a Cadre marker (4.8.4).

7.4.4 If a Disrupt Operation occurs in a country with at least two Troops, raise Prestige by +1 (even if it only shifted Cells to Active or removed a Cadre).

7.5 ALERT

7.5.1 An Alert Operation requires a 3-value card, regardless of Governance (may include Reserves, 6.3.3.1).

7.5.2 An Alert Operation allows the US side to select, reveal, and Block (remove) one Plot marker from any country (including an Adversary or IRAN).

7.5.3 The US player may inspect the Plot marker only after selecting it (8.5.4). If a WMD Plot, remove it from the game (8.5.5); otherwise, return it face down to the Available Plots box.

NOTE: All unblocked Plots are resolved at the end of each US Action Phase (5.2.3), so there is a limited window for Alert.

7.6 REASSESSMENT

7.6.1 A Reassessment Operation allows the US side to change US Posture from Hard to Soft or Soft to Hard.

7.6.2 Unlike other US Operations, a Reassessment requires play of two cards, each of 3 value (no Reserves, 6.3.3.1), taking up an entire US Action Phase.

7.6.3 The US player decides what order the Posture switch and any triggered Jihadist Events occur (6.3.2). The Posture switch must be carried out.

NOTE: Certain Events or resolution of a Plot in the United States (8.5.6) also can change US Posture.

Clarification: The Posture switch must be carried out.

8.0 JIHADIST OPERATIONS

The Jihadist player aid sheet summarizes this section.

8.1 IN GENERAL

8.1.1 Operations Value. Unlike US Operations, Jihadist Operations can use any card, regardless of a target country's Governance. However, almost all Jihadist Operations require die rolls. Card value determines the number of dice rolled (8.1.2). Governance determines the success range of rolls:

- **Good:** 1 (1 only)
- **Fair:** 2 or less (1 or 2)
- **Poor:** 3 or less (1, 2, or 3)
- **Islamist Rule:** Automatic (all rolls succeed).

EXCEPTIONS: Recruiting in Regime Change countries (8.2.3) and Travel to Adjacent or within the same countries (8.3.1) is automatic.

8.1.2 Procedure: For each card played for Operations, select and announce one type of Operation and where the Operation(s) will occur. (Multiple locales may be involved.) Then roll a number of dice equal to the card's value to determine how many of the Operations succeed. (If more than one country is involved, specify before rolling which dice are being rolled for which locales. All rolls from a given card are considered simultaneous.)

EXAMPLE: The Jihadist side plays a 3-value card for Operations and announces that the Operations type will be Recruit and that two attempts will occur in AFGHANISTAN and one in Central Asia, both currently at Fair Ally. The player rolls two dice and one die, respectively, and places a Cell for each roll of 1 or 2. If the player rolled three successes but only two Cells were Available (4.7.4.2 & 8.2.1), the player would then select how to distribute the two Cells between the two countries.

The Jihadist side then plays a second 3-value card and announces it will be for Travel. The player specifies that one Cell in AFGHANISTAN will attempt Travel to the United States and a second in AFGHANISTAN plus a third in PAKISTAN will attempt Travel to Iraq, currently a Poor Adversary. The player then makes three separate rolls, the Travel to the US succeeding only on a 1, those to Iraq on 1-3.



8.1.3 Jihadist Options

Beyond Reserves (6.3.3), the Jihadist Operations options are:

- **Recruit** to raise new Cells in countries.
- **Travel** Cells between countries, or within a country to go to ground (sleep).
- **Jihad** (guerrilla warfare) to strike at Governance and foment Islamist revolution.
- **Plot** terror attacks to increase funding, harm US prestige, provoke security reactions that worsen Governance, cancel aid programs, alter a country's Posture to disorder the West's relations, or devastate the US Homeland.

8.2 RECRUIT

8.2.1 For each successful roll, a Recruit Operation places one Available Sleeper Cell into a country. ("Available" means that the Cell must be taken from a box on the Funding Track below or to the left of the Funding marker, 4.7.4.2.) A failed Recruit roll has no effect.

8.2.2 The country must already have a Cell or Cadre present. If a Cadre is present, it is removed as soon as the first Cell is placed (4.8.4).

8.2.3 Regime Change Recruiting. Recruit rolls in Regime Change countries (7.3.4.1) automatically succeed.

8.2.4 Recruit Numbers. A few non-Muslim countries have printed "REC" die-roll numbers (4.3.4). Recruit Operations there ignore Governance and instead must roll less than or equal to the printed "REC" number to succeed.

EXAMPLE: Recruit Operations in the PHILIPPINES succeed on rolls of 3 or less, not 2 or less.

8.3 TRAVEL

8.3.1 Each point of card value used for Travel enables a Cell to move from country to country and, if Active, shifts it to Sleeper. Non-adjacent Travel must roll the destination country's Governance number or less to succeed. Travel between Adjacent countries or within a country (in order to recover Sleep status) automatically succeeds.

8.3.2 Failed Travel Rolls. A failed Travel roll removes the Cell to the Funding Track (do not place a Cadre, 4.8.4).

8.3.3 Designate all origin and destination countries for a card play before rolling. A Cell may only Travel once on play of a given card.

Note that a Travel attempt to an unmarked country would result in a Test of the country's Governance or Posture before executing the Travel (4.9.4).

8.4 JIHAD

A Jihad Operation targets Governance and Aid. The target countries must be Muslim (not IRAN) and not under Islamist Rule. At least one Cell must be present in each target country for each roll made there. Any Sleeper Cell used to support this roll shifts to Active.

8.4.1 Minor Jihad. Each successful roll worsens Governance in that roll's target country by one level toward Poor (Good to Fair, Fair to Poor) and removes one Aid marker. Note that, unless conditions for Major Jihad are met (8.4.2), a Jihad Operation cannot shift a country to Islamist Rule.

8.4.2 Major Jihad. If the number of Cells in the country exceeds the number of Troops by five or more at the Operation's outset and the Jihadist side chooses in advance to shift all Sleeper Cells there to Active, then two successful rolls on a single card worsen Governance from Poor to Islamist Rule (see 8.4.4). Each successful roll removes one Aid. Note that, with the exception of Besieged Regime (8.4.3.2),

a 2- or 3-value card is needed to get to Islamist Rule.

8.4.3 Failed Jihad. Each failed Jihad roll removes a Cell to the Funding Track (do not place a Cadre, 4.8.4).

8.4.3.1 Major Jihad Failure. Whenever the Jihadists roll three dice for Jihad in a country already at Poor and fail to shift it to Islamist Rule, place a “Besieged Regime” marker in the country (if one is not already there) and shift the country’s Alignment one box toward Ally.

8.4.3.2 Besieged Regime. A country with a Besieged Regime marker requires only one successful Jihad roll (rather than two) to shift it from Poor Governance to Islamist Rule. A country may have at most one Besieged Regime marker. Remove the marker if Governance shifts to Good or Islamist Rule.



8.4.4 Islamist Revolution. Whenever Governance shifts to Islamist Rule, mark Alignment as Adversary (regardless of any failure roll) and remove any Regime Change, Besieged Regime, or Aid markers. Increase Funding by that country’s Resources. If Troops are present, set Prestige to “1”. (The Troops remain.)

8.4.5 Pakistani Arsenal. The first time PAKISTAN shifts to Islamist Rule, place the three WMD Plot markers from the Pakistani Arsenal Box into the Available Plots box (4.7.8.1). They are Available for later Plots.

JIHAD EXAMPLE A: There are two Cells in a country at Good, and all other Cells are in non-Muslim or Islamist Rule countries. The Jihadists play a 3-card for Jihad, but can only use 2 of the 3 Operations value. Both Cells go Active. The rolls are a “1” and a “4”. The die roll of “1” is a success and worsens Governance to Fair, while the die roll of “4” is a failure and causes one Cell to be removed.

JIHAD EXAMPLE B: Jihadists have six Sleeper Cells in a Neutral country under Fair-2 Governance and use three Operations for Major Jihad there, rolling “1”, “2”, and “3”. The Cells shift to Active. The first success (the “1”) shifts Governance to Poor. Because there is only one additional success (the “2”), there is no further shift from Poor to Islamist Rule (8.4.2), even though there were five more Cells than Troops. The single failure (the “3”) removes one Cell (8.4.3). The “3” fails because the simultaneous rolls were against “Fair-2” (8.1.2). No Besieged Regime marker is placed, nor does Alignment shift to Ally, because the target was not at Poor at the commencement of the Operation (8.4.3.1). Note that a single 3-card play can be both a Minor and Major Jihad at the same time if played on a Fair country and all three rolls succeed.

JIHAD EXAMPLE C: The Jihadist side plays a 3-card and announces Major Jihad in PAKISTAN, a Poor Ally where there currently are seven Cells, two Troops, and an Aid marker. After shifting all seven Cells to Active, the Jihadist player picks up and rolls three dice, obtaining rolls of “2”, “3”, and “4”. The “4”—a failure—causes removal of a Cell from PAKISTAN, leaving six Cells there, while the “2” and “3”—the two successful rolls needed for Islamist Revolution—worsen Pakistan’s Governance from Poor to Islamist Rule. The player shifts PAKISTAN from Poor Ally to Islamist Rule Adversary, removes the Aid, shifts Funding up by two (+2), and places the three WMD Plot markers from the Pakistani Arsenal box into the Event Box for later Jihadist use. US Prestige drops to “1”; the two Troops remain in Islamist Rule PAKISTAN.

8.5 PLOT



8.5.1 In General. A Plot Operation may target any country (including IRAN) not under Islamist Rule. At least one Cell must be present in each target country for each roll made there, and any Sleeper Cell used to allow a roll shifts to Active. At least one Plot roll must be made for a card to be used as a Plot Operation to avoid a US-associated Event (8.5.3).

8.5.2 Procedure. Roll the appropriate number of dice (8.1.1). Each successful roll places into the target country an Available Plot marker with a number equal to or less than the card value used, or an available WMD marker, face down (8.5.4). A failed Plot roll has no further effect.

NOTE: The Plot markers in the game limit the number and types of Plots that can be placed at a time (4.8.1). “Available Plots” are those markers currently in the Available Plots box (4.7.8 & 8.5.5).

8.5.3 First Plot. The first use each turn of a card for Plot Operations ignores rather than triggers any US-associated Event (6.3.2). (Place the card in the 1st Plot box as a reminder, 4.7.7.2.)

Tip: Always place the first card you execute a Plot Operation with in the 1st Plot box on the map as a reminder that the Jihadists have conducted their 1st Plot Operation.

NOTE: This allows the Jihadist player the ability to ignore one US-associated Event in his hand each turn. The card does not have to be the first card he plays, just the first Plot Operation he conducts. Also note that the Jihadist side could not avoid a US-associated Event with a 1st Plot if only Islamist Rule countries had Cells (8.5.1).

8.5.4 Hidden Plots. Keep placed Plot markers face down (showing just “Terror Plot”, 4.8.1)—only the Jihadist side may inspect them. Reveal their values (or WMD) to the US only as they are Blocked by Alert or resolved.

8.5.5 WMD Plots. Any WMD Plot markers in the Available Plots box may be placed upon any successful Plot Operation roll (8.5.2). When a WMD Plot is either Blocked (7.5.2-3) or resolved, remove the WMD Plot marker from the game.

8.5.6 Unblocked Plots. At the end of each US Action Phase, the Jihadist player must reveal and resolve any Plot markers that remain in any countries. He chooses the order. Resolution is as follows:

VICTORY

- If a WMD Plot in the US, the Jihadists win.

FUNDING

- For any Plot in a Muslim country or IRAN, add +1 to Funding if Governance is worse than Good; or +2 if the country is at Good.
- For a non-WMD Plot in a non-Muslim country outside the US, increase Funding by the Plot number or, if at Good, by twice that number.
- For a WMD Plot in a non-Muslim country, or any Plot in the US, set Funding to “9”.

POSTURE

- If the Plot is in a non-Muslim country (including the US), roll the country’s Posture. If WMD in a 2-player game, the Jihadist side may reroll this result once.
- If in the Schengen area, the Jihadist side selects two other Schengen countries and rolls their Postures.

PRESTIGE

- If the target country has Troops, lower Prestige by one (–1) or set Prestige to “1” if the Plot is WMD.
- If in the US, make a Prestige roll.

GOVERNANCE AND AID

- If the Plot is in a Muslim country, roll a number of dice equal to the Plot number (3 dice if WMD) as if attempting a Jihadist Operation in the country (8.1). Each success removes one Aid marker and worsens Governance by one level, but not to Islamist Rule. Failure has no effect.

MARKER

- Return the Plot marker to the Available Plots box (or remove it from the game if WMD).

NOTE: Both Player Aid Cards summarize how to resolve Unblocked Plots.

STOP!!

*You have read all the 2-player rules.
The remaining rules apply only to solitaire.*

9.0 JIHADIST ACTIVITIES (1-PLAYER)

This section contains rules for playing the game solitaire and modifies previous sections. When in conflict, the rules in this section take precedence for solitaire play. To play the game solitaire, the player takes the US side. This rules section and the Jihadist Activities chart govern the Jihadists.

9.1 HOW TO WIN

Elimination of the last Cell does not cause a US win (continue play). Islamist Rule over 6 or more Resources results in a Jihadist win, regardless of adjacency (modifies 2.1). If the game ends via Reshuffle (3.3), the US loses a 1-deck game if fewer than 6 Resources are Good, loses a 2-deck game if fewer than 9, and a 3-deck game if fewer than 12 (modifies 2.3; other conditions still apply).

9.2 SEQUENCE OF PLAY

Deal the Jihadists' cards (5.2.8) as a face-down pile, playing, removing, or adding cards from or to the top. Inspect them (5.3.2) only to implement the *Intel Community* or *FSB* Events. After resolving *FSB*, shuffle the Jihadist hand.

EXAMPLE: Event instructions to take a “random” Jihadist card would take the top Jihadist card.

OPTIONAL

For less variability in difficulty, divide the deck at set up and after each Reshuffle into three face-down, shuffled “mini-decks”:

- Unassociated Events,
- Jihadist-associated Events,
- US-associated Events.

Deal and shuffle the entire Jihadist hand, then deal the US hand. For each deal or Event-driven draw from the deck, draw one card from each mini-deck that still has cards, in the above order, returning to Unassociated after US-associated. Exhaustion of all three mini-decks triggers Reshuffle (5.3.1).

9.3 OPERATIONS

9.3.1 Choosing Cells. For Operations or Events from Jihadist card play, choose any Active Cells within a country before Sleeper Cells. EXCEPTION: Choose *Sadr* last.

9.3.2 Placing Plots. Plot success or Event places a random Plot marker from Available Plots (modifies 8.5.2—note that card value does not restrict Plot value; *Danish Cartoons* and *Zarqawi* still place a specific numbered Plot if indicated).

9.3.3 Acquiring WMD. Each WMD Plot marker added to the Event Box replaces one of the lowest available numbered Plot markers. (Set replaced Plot markers aside so that there are always exactly 6 Plot markers in play.) When a WMD Plot marker is used, return the highest set-aside numbered Plot marker to the Event Box (modifies 4.7.8.1).

9.4 JIHADIST CARD PLAY

Implement each Jihadist card play (6.0) as follows.

NOTE: The Jihadist Activities charts on the inside of both Player Aid Cards summarize this section.

9.4.1 Event or OPS?

First, follow the “Event or OPS?” flow chart to determine whether the card's Event occurs and what, if any, Operations the Jihadist side will perform:

- If the card is a playable (6.2.6) Jihadist or Unassociated Event, play the Event (even if it provides no effect or to US advantage). EXCEPTION: When there are no Cells on the Funding track, an Event that would Recruit or place a Cell instead triggers **Radicalization** (9.4.3).
- If the card drawn is a playable US Event, Plot; no Event occurs.
- If the Jihadists played an Unassociated Event or the Event is not playable, roll Major Jihad if a successful Major Jihad (one that could result in Islamist Rule, 8.4.2) is possible.
- If Major Jihad success is not possible, roll Minor Jihad if possible in a Good or Fair country.
- If Jihad is not possible in a Good or Fair country, Recruit if any Cells are Available (4.7.4.2) and the *GTMO* Event is not in effect.
- If no Cells are Available or *GTMO* is in effect, Travel.

For any unusable Operations value left over, see Radicalization (9.4.3).

Note that Jihadist card play never triggers US Events (6.3.2; ignore “1st Plot”, 4.7.7.2) nor uses Reserves (6.3.3) and, for playable Unassociated Events, yields the Event before the Operations.

9.4.2 Where?

Second, use the appropriate “Where?” flow chart or Random Country die roll tables (9.5) to determine where Jihadist Operations or Events occur. Within each green flow chart box, apply the “Priorities” listed in the appropriate white box, as needed, to select a country. To the degree possible with Cells present in a given country, and unless otherwise noted (such as Travel, 9.4.2.6–6.1; Radicalization, 9.4.3), conduct Jihadist Operations from a given card within a selected country before moving on to another.

9.4.2.1 For Event-driven activities, use Jihadist Activities charts as follows:

- For Plot placement, use “Plot”. If Radicalization results, use the card's value for Radicalization (9.4.3) and ignore the Event. (For *Zarqawi* Cell and Plot placement follow Cell placement, below.)

- For Governance or Alignment shifts, use “Minor Jihad”. For *Iran* and *Jaysh Al-Mahdi*, roll on the “Shia-Mix” table (9.5), test the resulting country if Unmarked, then find the closest applicable country at Good then Fair.
- For Cell placement, select randomly among potential countries (9.5). For *Lebanon War*, roll on the “Shia-Mix” table. For *Jihadist Videos* and *Madrassas Recruitment* (including the subsequent card), roll on the “Global” table (9.5) and find the closest applicable country.
- For *Schengen Visas Travel*, begin at the indicated “To” box to select destinations, rolling on the “Schengen” table if there are several possibilities. For *Clean Operatives*, the 2 Cells’ destination is the UNITED STATES. For either Event, use “From” for origin.

Note that a handful of Events have additional solitaire implementation instructions (9.6).

9.4.2.2 Roll for or place Plots as much as possible in the United States, then:

- If Prestige is above Low, first in the PHILIPPINES if *Abu Sayyaf* is in effect and the PHILIPPINES hosts at least as many Cells as Troops, then in countries with Troops.
- Then, if the GWOT Penalty is 0 (4.7.2.1), in countries with the same Posture as the US.
- Then in countries with Aid markers.
- Then, if Funding is less than 9, in any non-Muslim, and then Muslim countries or IRAN.
- Then use any remaining Operations for Radicalization (9.4.3).

Within the sequence above, give priority to Fair countries over Good then Poor if conducting Plot Operations; Good over Fair then Poor if placing Plots via Event.

9.4.2.3 If Major Jihad is possible in more than one country, select PAKISTAN, then the country with the highest Resources.

9.4.2.4 Roll Minor Jihad or shift Governance or Alignment first in countries at Good, then Fair. Then, if shifting Alignment, do so in a country at Poor. Within this sequence, target PAKISTAN first, then countries with Aid, then Besieged Regimes, then the highest Resources. Use any remaining Operations for Radicalization (9.4.3).

9.4.2.5 In descending order of priority, Recruit in:

- A Regime Change country where Troops outnumber Cells by five or more,
- An Islamist Rule country with fewer Cells than twice the Operations value of the card,
- A non-Islamist Rule and non-Regime Change country with the highest required roll for Recruit success (whether due to Governance, 8.1.1, or Recruit Number).

Within this sequence, select a Besieged Regime, if any, then the country with the highest sum of Troops plus Cells, then (if the choice is only among Muslim countries) the country with the highest Resources. Roll one Recruit Operation at a time. If there is no suitable location, or if Available Cells on the Funding Track run out while Operations value remains, conduct Radicalization (9.4.3).

NOTE: For Cell placement by Event, JIHADIST VIDEOS, and MADRASSAS, use 9.5 to select randomly rather than using this sequence (9.4.2.1).

9.4.2.6 For Travel, first select all destinations, in descending order, for one Cell each (maximum per category or flowchart box):

- A non-Islamist Rule country with Besieged Regime, then Regime

Change, then Aid, if any.

- A Poor country where Major Jihad would be possible if two (or fewer) Cells were added.
- A Good or Fair Muslim country with at least one Cell Adjacent.
- An unmarked non-Muslim country if US Posture is Hard, or a Soft non-Muslim country if US Posture is Soft.

If Operations remain, select a destination randomly (9.5) for Travel with that number of Cells. Within the bulleted categories above, select PAKISTAN first, then (if all possibilities are Muslim), from among those with the highest Resources. If the *Biometrics* Event is in play and no Cells are Adjacent to the selected destination, use the card’s Operations value for Radicalization instead (9.4.3).

9.4.2.6.1 Next, separately select the origin for each destination, in descending order:

- An Islamist Rule country with more Cells than the card’s Operations value.
- Regime Change country with more than 5 Cells.
- An Adjacent country.
- Randomly among countries with Cells, including the destination country itself (resulting, if selected, in any Active Cell used becoming a Sleeper, 4.6.4).

Within the bulleted categories above, first select countries with at least one Active Cell not yet committed to Travel. If possible, avoid selecting any separate destination country as an origin on the same card play. If the last Cell in an Islamist Rule or Regime Change country Travels, it Travels within the country (becomes or stays a Sleeper, 4.6.4) rather than to the destination selected per 9.4.2.6.

9.4.2.6.2 Finally, conduct all Travel (one attempt per Cell).

9.4.3 Radicalization

When the flowcharts set up a situation where the Jihadists cannot use any Operations value received from a card, instead:

- If the Funding track has a Cell, the 1st Operations value remaining automatically places one Cell into a random country.
- The next Operations value Travels one Cell (determine destination and origin using the flowcharts, 9.4.2.6, starting at the second “To” box); the Travel automatically succeeds (ignore *Biometrics*).
- If Funding is less than 9, the next Operations value automatically places a Plot (9.3.2) into a random non-Islamist Rule country with a Cell.
- Each Operations value that remains automatically worsens the Governance of a randomly selected Good or Fair Muslim country by one level.

EXAMPLE: The Jihadist card is a 3-value playable US Event, but there is only one Cell on the map. Conduct one Plot Operation with the Cell (9.4.1), then place one Cell from the track (regardless of Funding) into a randomly-selected country (9.5), then automatically Travel with one Cell.

9.5 RANDOM COUNTRY

Whenever the “Where?” flow charts (9.4.2), scenario set up, Jihadist Event, or other instructions yield multiple, equal-priority country options on the map, or specify “random” or “randomly”, select randomly, as follows:

- If there are 6 or fewer options and neither Schengen nor Shia-Mix is specified, assign each candidate country a die roll number (or equal die-roll range) and roll a die.

- If more than 6 options, roll one tan and one black die on the “Global” table. If non-Muslim or Muslim is specified, roll the tan die until an appropriate column (blue or green, respectively) results (reroll a result of “IRAN”, if appropriate).
- If Schengen is specified (such as for extra Posture rolls after a Plot in the Schengen area, 8.5.6), roll one die on the “Schengen” table (note the table for convenience omits EASTERN EUROPE, even though it counts as a Schengen country.)
- If Shia-Mix is specified, sum together a roll of three dice on the “Shia-Mix” table.

9.5.1 Closest Country

If a Random Country table roll results in an ineligible locale, find the closest eligible countries to it (counting by Adjacent countries) and select among them by die roll (per 9.5, first bullet).

EXAMPLE: The Jihadists are to use two Operations to Plot. No Cells are in the United States, and ABU SAYYAF is not in effect. Prestige is High, there are US Troops and two Cells each in AFGHANISTAN and Gulf States, and both countries are at Fair. Because the Jihadist Activities “Where?” chart gives both countries an equal priority as the locale of the Plot Operations, the player designates AFGHANISTAN “1-3” and Gulf States “4-6” and rolls a die to determine where the two Operations occur.

9.6 INDIVIDUAL EVENT INSTRUCTIONS

- *Ex-KGB*: Target CAUCASUS if that would shift the World Posture marker (4.7.2), otherwise target CENTRAL ASIA.
- *Leak*: Randomly select among *Enhanced Measures*, *Renditions*, and *Wiretapping* markers in the Event Box.
- *Oil Price Spike*: Draw from the Discard Pile randomly among the highest-value Jihadist-associated Event cards. If none is available, use *Oil Price Spike* for Operations (only).

PLAY NOTE: Keeping discarded Jihadist-associated 3-cards in a separate stack eases implementation of OIL PRICE SPIKE.

9.7 JIHADIST IDEOLOGY

The above rules provide a level of play suitable for learning the game. Once familiar—or if you prefer to dive straight into a greater challenge—take on one of these ascending levels of US difficulty, representing the receptivity of Muslims to Jihadism:

- **Coherent**: Each Plot success places two Available Plot markers (modifies 8.5.2).
- **Attractive**: The above, plus each Recruit success places two available Cells (modifies 8.2.1).
- **Potent**: The above, plus just three more Cells than Troops allows Major Jihad (modifies 8.4.2).
- **Infectious**: The above, plus the US must play all its cards (modifies 5.2.4).
- **Virulent**: The above, plus failed Jihad rolls do not remove Cells (modifies 8.4.3).

GLOSSARY AND INDEX

Adjacent: Countries geographically, culturally, or politically close enough to permit ready movement between them by anyone. (4.1.1, 4.5)

Action Phase: Alternating game segment in which a side (typically) plays two cards. (5.2.2)

Active: A cell gone operational or flushed from hiding. (4.6.4)

Adversary: An anti-US Muslim country. (4.2.3)

Aid: The gradual effect on governance of outside material and advisory assistance. (4.8.3, 7.2.2)

Alert: A US operation that prepares a country’s security forces and first responders to thwart or mitigate the effects of an imminent terror plot. (7.5)

Alignment: A rough characterization of how closely a country’s government is apt to work with the US in the struggle against jihadism. (4.2.3)

Ally: A Muslim country actively working with the US in the struggle with Islamic extremists. (4.2.3)

Available: A cell for which Jihadist Funding suffices to be Recrutable or a Plot marker (possibly WMD) that is eligible to be placed in a country upon a successful Plot roll. (4.7.4.2, 4.7.8)

Besieged Regime: A country weakened by jihad operations. (4.8.3, 8.4.3.2)

Block: Prevent play or end the effects of an event via another event or a Plot via an Alert. (6.2.8, 7.5.2)

Cadre: A Jihadist network’s vestigial (and embryonic) core. (4.8.4)

Cell: The standard Jihadist unit: a small group of operatives working covertly. Cells in the game also represent units of Jihadist guerrillas. (4.6)

Deploy: A US operation that sends or repositions troops overseas. (7.3)

Diplomacy: Gradual global change in perceptions of US policy from overall agreement or disagreement over anti-extremist tactics. (5.2.5)

Disrupt: A US operation that uncovers, disperses, detains, or kills a cell’s operatives. (7.4)

Event: Use of a strategy card for the special happening that it depicts instead of for the standard menu of operations. (6.2)

Expenditures: The tendency of Jihadist financial contributions to trail off in the absence of successful terrorist plots. (5.2.5)

Funding: A rough characterization of the flow of finances to extremists from wealthy donors, radical imams, Jihadist businesses, and such. (4.7.4.1)

Governance: A rough characterization of the representativeness and efficiency of a government as Good, Fair, Poor, or Islamist Rule. (4.2.1)

GWOT: Global War on Terror, a US term for the struggle against Islamist extremism. (4.7.2)

GWOT Relations: A rough characterization of consensus or split between the US and its non-Muslim partners regarding tactics in the struggle against extremism. (4.7.2)

Hard: A non-Muslim country's preference for "hard power", such as military force. (4.3.2)

Ideology: The Jihadists' system of ideas about how humanity should live. In the game, the general appeal of these ideas to Muslims. (9.7)

Iran: In the game, a country type unto itself: a Shia-run power (in contrast to Shia-Mix). (4.4)

Islamist Rule (IR): Governance by the vision of the Jihadist extremists, a historical example being Afghanistan under the Taliban. (4.2.1)

Jihad: Struggle or war in the cause of Allah, in the game representing either guerrilla attacks against or infiltration of a country's government to weaken it (Minor Jihad) or the attempt to replace it with Islamist rule (Major Jihad). (8.4)

Lapsing: Event effects lasting a Turn. (6.2.7)

Lingering: Events effects that remain. (6.2.7)

Low Intensity: Deployment of modest numbers of US and allied troops overseas, yielding savings that can be used elsewhere in the struggle against extremists (in the game, more cards). (4.7.3)

Muslim: Countries with Muslim majorities, either Sunni or Shia-Mix (in the game, excepting Iran). (4.1.2, 4.2)

Neutral: A Muslim country neither aiding nor opposing the US in the fight against Jihadists. (4.2.3)

Non-Muslim: Countries with Muslim minorities only. (4.1.2, 4.3)

Operations (OPS): Use of the capabilities represented by a card ("value") for one from a menu of activities. (6.3, 7.0, 8.0)

Overstretch: US and allied deployment beyond the maximum politically sustainable number of troops in warzones, weakening other activities in the struggle with extremists. (4.7.3)

Playable: An event whose preconditions are met and which is not Blocked. (6.2.6)

Plot: A Jihadist operation to launch a major terrorist attack in order to attract funding, degrade US Prestige, deter aid workers, goad a government into overreaction, or shift its Posture. (4.8.1, 8.5)

Posture: A non-Muslim country's reigning preference for "hard power" or "soft power". (4.3.2)

Prestige: A rough characterization of the standing of US policy in the eyes of world and especially Muslim populations and leaders. (4.7.1)

Radicalization: In a 1-player game, special Jihadist activity with unused operations, representing frustrations on the part of individual Muslims turning them to Jihadism. (9.4.3)

Reassessment: A US operation that switches US Posture, representing a concerted national dialogue to shift approach in the "war on terror". (7.6)

Recruit: A Jihadist operation to add cells to a country. (8.2)

Recruit Number: A die-roll number printed in a few countries and used instead of Governance to determine success at recruiting. (4.3.4, 8.2.4)

Regime Change (RC): A special US Deploy operation that changes a country's Alignment and (typically) Governance by military force, making it a "Regime Change country" until its Governance becomes Good or Islamist Rule. (7.3.4)

Reserves: An operation to invest effort toward another, near-future operation. (6.3.3)

Resources: A rough characterization of the material, human, military, cultural, and other assets of a Muslim country. (4.2.5)

Schengen: An area of countries with open borders to one another and thus all adjacent in the game. Also, successful Plots in one of them may affect the Posture of others. (Some Schengen countries in the game joined the area after 2001.) (4.5)

Shia-Mix: A Muslim country (typically) governed by Sunnis but with a substantial population of the Shia sect. (The game treats Shia-ruled Iran as a distinct type.) (4.1.2)

Sleeper: A cell laying low to avoid disruption. (4.6.4)

Soft: A non-Muslim country's preference for "soft power", such as diplomacy. (4.3.2)

Sunni: A Muslim country with a large and (typically) ruling majority of the Sunni sect. (Syria—a Sunni majority ruled by Alawis, a Shia subject—is an exception; the game treats it as Sunni.) (4.1.2)

Test: The procedure used to find an Unmarked country's Governance or Posture toward the GWOT. (4.9.4)

Turn: A segment of play in which both sides expend the cards they were dealt (though the US side may hold its last card). (5.2)

Travel: A Jihadist operation to relocate a cell to another country or lay low within a country. (8.3)

Troops: US or other Western armed forces. (4.6)

Unassociated: An event neither exclusively US nor Jihadist, playable by either side. (4.10.4)

Unmarked: In the game, a country whose Governance or Posture has not yet been Tested in the struggle with extremism. (4.9.4)

War: US and allied deployment of close to the maximum sustainable number of troops overseas to battle extremism. (4.7.3)

War of Ideas (WoI): A US operation aimed through diplomacy, public affairs, aid, advisors, and the like to influence Governance, Alignment, Posture, or US Prestige. (7.2)

Withdrawal: A special US Deploy operation: precipitate US removal of troops from a country in the aftermath of Regime Change. (7.3.5)

WMD Plot: A plot involving a weapon of mass destruction (in the game, either nuclear fission or biological) able to cause thousands of casualties in a single terrorist attack. (4.7.8.1, 8.5.5)

World Posture: The degree to which the non-Muslim world favors US exercise of either Hard or Soft power against extremism. (4.7.2)

SCENARIOS

Note: All cells set up as Sleepers.

Let's Roll!

(Post-9/11: 2001-?)

It is September 12th, 2001. Al-Qaeda has pulled off a devastating "martyrdom operation" in the United States that it hopes will light the fires of Islamist revolution. The US—caught off guard—has awoken and is about to respond...

Markers

- Prestige: 7
- GWOT: US Hard; World Hard 1
- Troops: Low Intensity
- Funding: 9
- Good Resources: 0
- Islamist Rule Resources: 1
- Fair/Good Countries: 3
- Poor/Islamist Rule Countries: 4

Countries

- Libya: Poor Adversary
- Syria: Fair Adversary
- Iraq: Poor Adversary
- Saudi Arabia: Poor Ally, 2 Troops
- Gulf States: Fair Ally, 2 Troops
- Pakistan: Fair Neutral
- Afghanistan: Islamist Rule Adversary, 4 Cells
- Somalia: Besieged Regime

You Can Call Me Al

(Alternative History)

2001: After months of ballot recounts in Florida, Democrats retain the White House. US diplomatic machinery is focused on global environmentalism and pursuit of US "humanitarian interests." It is September 12th, and the Towers have fallen...

Set up per 2001 scenario, except:
GWOT: US Soft

Remove Card: *Axis of Evil*.

Anaconda

(Post-Operation Enduring Freedom: 2002-?)

It is early 2002. The United States has carried out a swift military operation to remove the Taliban regime of Afghanistan and scatter al-Qaeda. Jihadist losses have been heavy, but al-Qaeda's leadership has escaped...

Markers

- Prestige: 8
- GWOT: US Hard; World ??
- Troops: War
- Funding: 6
- Good Resources: 0
- Islamist Rule Resources: 0
- Fair/Good Countries: 2
- Poor/Islamist Rule Countries: 6

Countries

- Libya: Poor Adversary
- Syria: Fair Adversary
- Iraq: Poor Adversary
- Saudi Arabia: Poor Ally, 2 Troops
- Gulf States: Fair Ally, 2 Troops
- Pakistan: Poor Ally, 1 Cell, *FATA*
- Afghanistan: Poor Ally, 6 Troops, 1 Cell, Regime Change (tan)
- Somalia: Besieged Regime
- Central Asia: Poor Ally
- United States: *Patriot Act*
- Jihadist: Place a Cell each in three non-US countries, then test any unmarked.

Remove Cards: *Patriot Act, Tora Bora*.

Mission Accomplished?

(Post-Operation Iraqi Freedom: 2003-?)

It is mid-2003. The United States has gambled on pre-emptive war in Iraq in hopes of forging democracy in the heart of the Muslim world. But US overstretch, European doubts, and Iraqi resistance offer the Jihadists an opening...

Markers

- Prestige: 3
- GWOT: US Hard; World ??
- Troops: Overstretch
- Funding: 5
- Good Resources: 0
- Islamist Rule Resources: 0
- Fair/Good Countries: 5
- Poor/Islamist Rule Countries: 4
- Event Box: *Enhanced Measures, Renditions, Wiretapping*

Countries

- Libya: Poor Adversary
- Syria: Fair Adversary, 1 Cell
- Iraq: Poor Ally, 6 Troops, 3 Cells, Regime Change (tan)
- Iran: 1 Cell
- Saudi Arabia: Poor Ally, 1 Cell
- Gulf States: Fair Ally, 2 Troops
- Pakistan: Fair Ally, 1 Cell, *FATA*
- Afghanistan: Poor Ally, 5 Troops, 1 Cell, Regime Change (tan)
- Somalia: Besieged Regime
- Central Asia: Fair Neutral
- Indonesia/Malaysia: Fair Neutral, 1 Cell
- Philippines: Soft, 2 Troops, 1 Cell, *Abu Sayyaf*
- United Kingdom: Hard
- United States: *Patriot Act, NEST*
- Jihadist: Roll Posture for each Schengen country, then, if a 2-player game, reroll 1 of them.

Remove Cards: *Patriot Act, Tora Bora, NEST, Abu Sayyaf, KSM, Iraqi WMD*.

NOTE: This scenario can be more challenging for the US side and with 2 players is best for 2- or 3-deck play.



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