LABYRINTH

THE AWAKENING, 2010 - ?

COMBINED RULES
& PLAYBOOK

Game Design
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Game Component List
- One double-sided Sheet of Counters
- One 28 page Combined Rules & Playbook
- Three double-sided Player Aid Cards (PAC)
- 120 Event Cards
- 20 wooden cylinders (15 blue, 5 embossed black)
- Plastic bags

Credits

10.0 INTRODUCTION TO AWAKENING

Labyrinth: The Awakening, 2010 - ? is a 1-2 player card-driven boardgame expansion simulating at the strategic level the ongoing bid by Islamist extremists to impose their brand of religious rule on the Muslim world. It continues where *Labyrinth*: *The War on Terror, 2001 - ?* left off and adds new rules and cards to cover the last five years of history. Since publication, fans of the game have expressed a desire to update it based on more recent events, and a variety of Event cards and variants have been freely shared on the web. This expansion to the *Labyrinth* game fulfills that interest by providing up-to-date Events and allows the game to continue to serve as an effective strategic level model of the ongoing struggles in the Muslim world.

Labyrinth: Awakening uses the exact same rules, victory conditions, map, components, and charts as its predecessor game. Ownership of *Labyrinth* is required for play. If you are new to this series, become familiar with *Labyrinth* first, then add in the elements presented below to explore what has transpired in the five years since the publication of that game. Follow the setup procedure as described in 3.0 of *Labyrinth*, with some minor exceptions as noted in the rules that follow.

The expansion is titled *Labyrinth: The Awakening, 2010 - ?* for the following reasons:

- This is a Ziploc expansion to be stored in the original game box and not a standalone game
- There may very well be other expansions to *Labyrinth* in the future along the same lines and these will be named based on their themes
- There has not been a break in the Global War on Terror (GWOT) that would signal something different (as in WWI & WWII); it is a continuation of the same struggle

This expansion will always be the second "chapter" of the *Labyrinth* base game, and we believe people may still call the games I & II informally (such as Laby I and Laby II, or L1 and L2, or *Labyrinth: WOT* and *Labyrinth: Awakening*).

Key game terms found in the glossary of this expansion (see page 27) are listed in Initial Cap and are shown in **bold** the first time they are mentioned in the rules.

11.0 WHAT'S CHANGED?

11.1 POPULAR ACTION

Labyrinth: Awakening includes new rules that modify the game in order to represent major forms of political movement and struggle that were not common in the Muslim world during the time period covered by the first game.

11.1.1 Awakening and Reaction. The last several years have seen a rapid increase in the degree of participation of the populace in the Muslim world in determining the course of their governments. This game expansion comes with blue **Awakening** markers to represent populations that are petitioning to increase freedom and the rule of law in their respective countries, and green **Reaction** markers to show Jihadist or authoritarian reaction to the popular expression of the people or to represent those segments of the population that prefer a more formal implementation of state sponsored Sharia. These markers abstractly represent

the degree to which the populations of these counties are supporting or hindering the other operations of the game, such as trying to change Governance through War of Ideas and Jihad. These markers are brought into play primarily through the activation of Event cards and are placed only in Muslim countries.

11.1.2 Place a blue Awakening or a green Reaction marker in a Muslim country's space whenever called for by play of an Event. Place the Awakening markers stacked on the bottom left hand side and the Reaction makers stacked on the bottom right hand side of country spaces. If Unmarked, Test the country (4.9.4) prior to placement of these markers. Subject to counter mix limits, there is no restriction on the number of these markers that may be present in a country (use the +2 side if more are needed).

11.1.3 Each Awakening marker adds one and each Reaction marker subtracts one to any War of Ideas (7.2), Jihad (8.4) or Major Jihad (8.4.2) die rolls in that country. These modifiers do not affect Plots or other Operations in any way. An equal number of Awakening or Reaction markers cancel out their respective modifiers, but the markers remain unless adjusted by other Events or conditions. It's possible that one side will have so many of these markers in a country that success in a given operation is automatic or impossible.

EXAMPLE: If Pakistan had two Awakening and one Reaction markers, the net effect is that the US player would have a +1 on all WOI rolls, and the Jihadist would have a +1 (not –1) on all Jihad rolls.

11.1.4 Regardless of how a card Event is worded (this rule supersedes 6.2.2), Awakening and Reaction markers may not be placed in:

- A Non-Muslim country, or
- A country in **Civil War** (11.2), or
- A country with Good Governance, or
- A country with Islamist Rule.

Awakening and Reaction markers may be placed in a Regime Change country.

11.1.5 Disengagement. Every time a country improves its Governance one level for whatever reason (including Event effects), **Remove** one Awakening marker (if present). Every time a country degrades its Governance one level for whatever reason, remove one Reaction marker (if present). Shifts in Alignment do not remove Awakening/Reaction markers.

DESIGN NOTE: These removals represent a degree of disengagement by the local populace as they see the government moving in their desired direction.

11.1.6 Remove All. A Muslim country has all of its Awakening and Reaction markers Removed when it:

- Becomes Good Governance (7.2.1.1) or Islamist Rule (8.4.4).
- Falls into Civil War (11.2.1).

New Event Card Symbols

Minaret: Allows the play of the Caliphate Capital marker.

No Symbol over Minaret: Event not playable in a Caliphate Country.

Protestor: Event seeded into the first half of the deck in the Arab Spring Scenario.

AK-47: Event seeded into the second half of the deck in the Arab Spring Scenario.

11.1.7 Polarization. Before dealing new cards during the End of Turn Sequence, perform a country-by-country census of all Awakening and Reaction markers on the map. In each country, subtract the number of Reaction from Awakening markers and find the difference on the table below:

Difference	Result:
≤ –3	**Shift** country's Alignment one box towards Adversary; if already Adversary, degrade Governance one level towards Islamist Rule (see also 11.1.5, 11.1.6, and 11.1.8).
–2	Add 1 more Reaction marker to country.
–1, 0, or +1	No effect.
+2	Add 1 more Awakening marker to country.
≥ +3	Shift country's Alignment one box towards Ally; if already Ally, improve Governance one level towards Good (see also 11.1.5, 11.1.6, and 11.1.8).

During this country-by-country census, all shifts to Good/Islamist Rule should be performed at the end of the phase. In case multiple shifts to Good/Islamist Rule occur, they should be performed simultaneously before placing/displacing any new markers due to **Convergence** (11.1.8).

If a country becomes Good Governance or Islamist Rule during the Polarization phase, apply 11.3.14.

EXAMPLE: At the end of Turn 1 the US player has three Awakening markers in a Neutral Poor Egypt while the Jihadist player has one Reaction marker. The difference is positive two so the US player adds one Awakening marker to Egypt during the Polarization phase. Later Turn 2 comes to an end with no change in markers or status in Egypt (now four Awakening and one Reaction). During Polarization the US would then be three or more ahead and would improve Egypt's Alignment from Neutral to Ally. If Turn 3 ended with no more changes in Egypt, then Egypt would improve its Governance from Poor to Fair, and one Awakening marker would be removed due to Disengagement (11.1.5), and the marker count would then be three Awakening and one Reaction. Continuing this example, if there were no changes in Egypt at the end of Turn 4 then the US would add another Awakening marker for being up two, and the count would become +3 in US favor. Then if no changes occurred at the end of Turn 5, Egypt would move from Fair to Good Governance and all Awakening and Reaction markers would be removed (11.1.6 & 11.3.14).

DESIGN NOTE: The purpose of the Polarization rule is to allow countries to change direction on their own without continued US or Jihadist involvement, as was the case in the Arab Spring. It also rewards a side over time for getting ahead in the local politics of a country.

11.1.8 Convergence. Each time a country becomes either Good or Islamist Rule for any reason, the controlling player (US if Good; Jihadist if Islamist Rule) immediately rolls once on the Random Muslim Country Table (11.3.9) and places an Awakening (if US) or a Reaction (if Jihadist) marker there. If that country is Good, Islamist Rule, or in Civil War, instead place the marker in a country adjacent to the one rolled (determine randomly if more than one choice). If still unable to place the marker, controlling player rolls again and follows the above process until a marker can be legally placed. If the Convergence roll is triggered during Polarization, the

result does not change or trigger additional affects of Polarization in the receiving country.

DESIGN NOTE: The Convergence rule depicts the spread of popular movements from one country to another in a pattern that is not directed by the players, but yet triggered by the successes of a given side.

11.2 Civil War

11.2.1 Some degree of political expression and violence was experienced in nearly every Muslim country during the Arab Awakening, but four countries in particular (Libya, Syria, Iraq and Yemen) fell into a state of **Civil War** that require new rules in order to be modeled accurately in the system. There existed the potential for other countries to have fallen into Civil War as well.

11.2.2 Several Event cards call for the outbreak of a Civil War in a country. A country already in Civil War is not affected by another Civil War Event. The ending of a Civil War in a country does not prevent that same country from once more falling into Civil War in the future. When a Civil War is triggered, perform the following:

- Test if Unmarked.
- If Good Governance, make Fair, if Islamist Rule, make Poor, otherwise leave Governance as is; do not adjust Alignment.
- Place a Civil War marker in the bottom center of the country's space.
- Replace all Awakening markers with an equal number of blue Militia cylinders.
- Replace all Reaction markers with an equal number of Sleeper Cells from Funding Track (regardless of current Funding).
- Remove any Regime Change marker (if any).
- Any preexisting Cells, Cadres, Troops, Militia, Besieged Regime, Caliphate Capital, Caliphate Country or Aid markers remain.

11.2.3 While in Civil War, the Jihadist player may Auto Recruit in that country just as if it were an Islamist Rule or Regime Change country.

11.2.4 Militia are a new US-controlled piece with the following characteristics:

- When checking for preconditions concerning WOI in Regime Change countries and Major Jihad, the number of Militia present in a country is added to the number of Troops.
- Do not trigger a Prestige loss from Plots or Major Jihad success unless Troops in same country.
- May perform Disrupt Operations but do not raise Prestige +1 unless Troops in same country.
- Only Remove 1 Cell when performing Disrupt Operations or per hit in Civil War Attrition (11.2.5), unless Troops or ADVISORS (US Event) present.
- Regardless of how an Event is worded (this rule supersedes 6.2.2), may not be placed or otherwise exist in an Islamist Rule, Good or Non-Muslim country.
- Are removed when a country becomes Good or Islamist Rule or when a Civil War ends.
- Do not trigger Events requiring Troops.

DESIGN NOTE: Militia are irregular forces and represent those elements of the population and the state, including paramilitary protectionist and preservationist insurgency forces, which are fighting for a greater degree of representation in their government or are resisting the imposition of Jihadist will. Depending on the situation in a specific country, Militia may represent long-established tribal forces, "freedom fighters" that have risen from the populace, or state security forces defending against a Jihadist onslaught. The Civil War is carried out in game terms through the interaction of Militia, Troops and Cells per the normal rules.

11.2.5 Attrition. Immediately following Polarization, check for **Attrition** in each Civil War country:

Each player counts the number of pieces in the Civil War country: Militia and Troops (US player) or Cells (Jihadist player). Each group of 6 pieces inflicts one hit on the other player. For groups of 5 or less pieces, roll a die: if the result is less than or equal to the number of pieces, an additional hit is inflicted.

Hits are resolved simultaneously: US player removes one Militia or Troop per hit; Jihadist player removes two Cells per hit if any Troops or ADVISORS are present, or one Cell per hit if only Militia are present. Rolling for Attrition does not make Cells go Active nor do they have to be Active to be taken as a loss. Attrition losses do not impact Prestige in any way. Attrition may be caused or taken by Troops that are represented by markers (e.g., NATO, etc.). NATO can absorb two hits in one turn but is removed even if only one is inflicted if there are no other forces to take the hit instead. Cadre markers are not affected by Attrition, but a Cadre would be placed if the last Cell in that country was removed by Attrition.

If hits inflicted exceed the number of enemy pieces, each unfulfilled hit (including partially unfulfilled "hits" where only one Cell is remaining and two are to be removed) shifts that country's Alignment one box towards Ally (for unfulfilled US hits) or towards Adversary (for unfulfilled Jihadist hits); or if already Ally/Adversary, will adjust Governance one level towards Good (for unfulfilled US hits) or one level towards Islamist Rule (for unfulfilled Jihadist hits). Note that a change to Good or Islamist Rule will end the Civil War (11.2.7).

If a country becomes Good Governance or Islamist Rule during the Civil War Attrition phase, apply 11.3.14.

EXAMPLE: If there are two Troops and one Militia (three pieces total) in Syria, and they are faced by seven Cells, then during Civil War Attrition the US player would roll one die, and the Jihadist player would lose two Cells on a die roll of 3 or less. The Jihadist player would similarly roll one die and the US player would lose one piece automatically for the first six Cells present, and then another piece on a die roll of 1 (losses could come from either Troops or Militia, US player's choice).

DESIGN NOTE: The loss of US Troops does not mean that they are eliminated in the literal sense of the word, but that the political situation is such that they are incrementally withdrawing from that country, similar to the drawdowns in Vietnam, Iraq and Afghanistan which had the US voluntarily withdrawing from those conflicts over time.

11.2.6 In addition to normal effects, each resolved WMD Plot in a Civil War country will remove one Militia. Two resolved WMD plots in the same Resolve Plots phase in a Civil War country will immediately Set it to Islamist Rule (8.4.4).

11.2.7 A Civil War ends when the following occurs:

• Becomes Good Governance (7.2.1.1) or Islamist Rule (8.4.4).

• By Event play.

11.2.8 Upon the conclusion of a Civil War, perform the following (unless otherwise directed by an Event card):

• Remove the Civil War marker.

• Remove all Militia.

• All other pieces and markers remain.

11.2.9 Wooden Pieces and Cardboard Markers. There is a strict limit on Cells, Troops and Militia; they may only be placed if they are available on the Track, unless an Event specifies they can be taken from another location. Cells, Militia and Troops are always returned to the track when removed from the game board regardless of cause (Place Troops on or above the Troops Track and Militia between the Troops Track and the Jihadist Funding Track, both in groups of five for ease of counting). Militia do not affect the current US War Status like Troops. The Awakening and Reaction markers are similarly limited to 15 markers for each side, but if a player needs more, they can be pulled from one location and moved to the new location if desired. Also, these markers are doubled-sided with a +2 or –2 on the back; two +1/–1 markers can be consolidated into a single +2/–2 marker, freeing a marker for use elsewhere if needed. Players are free to construct more Caliphate Country or Civil War markers if needed, though six should be sufficient, as most games would be concluded before needing more.

11.3 Other Changes

Some other adjustments are required to play *Labyrinth: Awakening*.

11.3.1 WMD and WMD Alert. Although Pakistan continues to be a potential source of chemical and nuclear weapons for the Jihadists, Russian WMD devices have shown to be more secure than analysts previously foreboded. Of the six WMD markers in the game, three continue to be available from the Pakistan Arsenal should it fall into Islamist Rule. Of the three remaining WMD markers, two should be set up in the Syria space and one into the Iran space at the start of each scenario. These WMD are unavailable until the TRADE EMBARGO, NPT SAFEGUARDS IGNORED, STRIKE EAGLE and UNSCR 2118 Events make these markers available to the Jihadist player or moves them to out of play. Just as with Pakistan, the WMDs in these two countries will also become available if the country comes under Islamist Rule. Each time the US player successfully Alerts or Reveals/Removes a WMD Plot for any reason, including from Events and even if that WMD was not yet available to the Jihadist player, the US player gains +1 Prestige.

> **NOTE:** The events STRIKE EAGLE, UNSCR 2118, TRADE EMBARGO and DELTA / SEALs show "(+1 Prestige if WMD removed; 11.3.1)" as a reminder of this rule and would thus not result in a net +2 Prestige for success.

11.3.2 Plots. The Jihadist player is limited to placing each Plot marker once per turn. Once a non-WMD Plot is revealed either by Alert, Event, or by being Resolved, place it in the Resolve Plots box where it is unavailable until the End of Turn Sequence, when all six Plots become available again. WMD Plots are removed from play after use, by the play of specific Events or after being Alerted.

11.3.3 Country Mats. Four countries are represented by **Country Mats** as specified below. Since the Lapsing Boxes will be taken up by two of these Country Mats,

use the Lapsing markers as a reminder of which Events cards are in a Lapsing status.

11.3.3.1 Iran. Iran begins play as a Special Case country (4.4) with WMD capability (one WMD marker). Play of the Iranian Elections Event will flip Iran over and it becomes a regular Muslim country for the rest of the game with the following characteristics: Resource Level 2, Oil Exporter, Shia-Mix Muslim country (with Fair Governance and Adversary Alignment). Any pieces or markers remain. If Iran becomes Neutral or Ally, remove any TRADE EMBARGO marker.

11.3.3.2 Mali. Begins play with the following characteristics: Resource Level 1 Sunni Muslim country adjacent to Morocco, Algeria/Tunisia and Nigeria. Mat is placed in the first Lapsing Box.

11.3.3.3 Nigeria. Begins play as a Poor Non-Muslim country (orange background) unless scenario rules specify otherwise. It flips to a Resource Level 2, Oil Exporter, Sunni Muslim country (with Poor Governance and Neutral Alignment; remove any posture marker) after resolving a Level 2 or 3 or WMD Plot in the country. Nigeria is adjacent to Mali, Sudan and Kenya/Tanzania. Its Country Mat is placed into the second Lapsing Box and flips back to the Non-Muslim side once its Alignment is Ally and there are no Cells in the country (which will also end any Civil War or Regime Change currently in affect there and remove all markers and pieces). If Nigeria is at a different governance level than Poor when it flips back to a non-Muslim Country, it retains that current level as a non-Muslim country (place a Governance marker there), but no further adjustments to it are possible unless it becomes a Muslim country again.

> *DESIGN NOTE: This treatment of Nigeria represents that condition of the populace being nearly equally split between Christian and Muslim and that the country could easily slip into a protracted Civil War. If it becomes Islamist Rule, than the Jihadists are assumed to have set up a stable government over a large part of the country, if it becomes Ally and the opposition is eliminated, then it is assumed that the current government in Lagos has extended its authority into the North.*

> *DESIGN NOTE: Since the conflicts in these two countries readily spilled over into adjacent territories, both Mali and Nigeria represent more of a region than a single country, similar to Central Asia. For simplicity, these boxes are called by the countries that witnessed most of the action.*

11.3.3.4 Syria. Syria begins the game as a Shia-Mix Muslim Country with WMD Capability (2 WMD markers).

> *DESIGN NOTE: Syria has acted more sectarian this decade, with the Alawite regime leaning more towards the Shia camp, thus the change in Religion (4.1.2) status in game terms from Sunni to Shia-Mix for this Muslim country.*

11.3.4 Off Map Box. Certain Event cards call for the temporary deployment of Troops to locations that are off map. Place these forces on the **Off Map Box**, and return them to the Troops Track when conditions are met for their return, usually at the end of the next draw phase. When placing Troops off-map, choose Troops from the Track first, then if insufficient forces remain, the US player chooses from those that are on the map until the amount required are off-map.

> *DESIGN NOTE: The presence of these Troops off map may cause the US player to draw fewer cards during the next draw phase due to being in a higher category on the Troops Track.*

11.3.5 New Normal. None of the card Events from the base game of *Labyrinth: GWOT* are in play at the start of the scenarios for *Labyrinth: Awakening*. For example, although the PATRIOT ACT has historically been passed enhancing travel restrictions to the United States, events such as these have become the "new normal" giving the Jihadists time to counter them.

11.3.6 End of Turn Sequence. The procedure to follow to close out each turn in *Labyrinth: Awakening* is modified as follows *(there is a mat to place on top of the End of Turn chart on the Map as a mnemonic)*:

END OF TURN

–1 Funding (–1 FRACKING, +1 PIRATES if these Events are in effect)

–1 Prestige (if any countries are Islamist Rule)

+1 Prestige (if US Posture is the same as GWOT and at level 3)

Reserves to 0

Return Plots to Available

Polarization/Attrition

Deal New Cards

Remove Lapsing Events

Return Off Map Troops to Track (if conditions permit)

Flip Regime Change markers to Tan

11.3.7 New Cells. The TRAINING CAMPS Event adds three additional Cells, which are placed off-map to the right of the Ample Funding Box. If the host country is Caliphate or if it later becomes a Caliphate country, immediately increase the number of new cells to five (similarly decrease the available supply by two if no longer in a Caliphate Country). These new Cells are always the last Cells brought into the game, and can only be recruited if Jihadist Funding is in the 9 box of Ample Funding. They can be brought in by Event play or by converting Reaction markers into Cells at the beginning of a Civil War, even if Funding is not in the 9 box. Once more than 15 Cells are in play, then as Cells are Removed for any reason, place them to the right of the Ample Funding Box until only 15 remain on the map, then start filling the Jihadist Funding Track normally with future losses. If the TRAINING CAMPS Event marker has been removed from the map, these Cells remain on the map until eliminated, but may only be brought back into play from the Track after the future play of another TRAINING CAMPS Event.

11.3.8 Caliphate. The Jihadist player may declare a **Caliphate** anytime an Event (not Operations) played by either player actually places three or more Cells into a Civil War, Regime Change, or Islamist Rule Muslim Country. Place the Caliphate Capital marker in that country and increase Jihadist Funding +2. The Capital marker represents one additional Resource at Islamist Rule while on the map, though in and of itself, does not allow Regime Change in its location. The placement of the marker does not change the Governance, Alignment or the Resource Value of the host country. The cards from *Labyrinth: Awakening* that can trigger the creation of a Caliphate (assuming the prerequisites above are met) are marked with a minaret icon (i.e., ♟) in the top right and are listed below:

• ABU BAKR AL-BAGHDADI (only by Jihadist play and only in Syria or Iraq)

• FLY PAPER (by either player)

• CROSS BORDER SUPPORT (only by Jihadist play and only in Mali or Muslim Nigeria)

• FOREIGN FIGHTERS (in any Muslim country)

• BOKO HARAM (only in Muslim Nigeria)

When playing a combined deck scenario with cards from *Labyrinth: WOT*, the cards below will also allow the declaration of a Caliphate if preconditions are met (though these cards are *not* marked with the minaret icon):

• FOREIGN FIGHTERS (in any Muslim country)

• FREs (only if Saddam not captured)

• OPIUM (only in Afghanistan)

• ZARQAWI (only in Iraq, Syria, Lebanon, or Jordan)

11.3.8.1 The Caliphate consists of the host country containing the Caliphate Capital marker, and all Muslim Countries adjacent to it which are Civil War, Regime Change, or Islamist Rule, or which are in these conditions and adjacent to the same (i.e., daisy-chaining back to the Caliphate Capital). Note that the extent of the area included in the Caliphate adjusts instantly as adjacent countries fall in and out of the three conditions described above.

Players should mark the countries within the Caliphate by placing and removing the minaret icon Caliphate Country markers in the spaces of the countries within the Caliphate.

EXAMPLE: Syria is a Fair Neutral Country in Civil War and the Jihadist player just played ABU BAKR AL-BAGHDADI placing three Cells in Syria. He immediately declares a Caliphate and places the Caliphate Capital marker in Syria. The Jihadist player gains +2 Funding, and also moves the Islamist Rule Resource marker up one space on the Victory track. Adjacent Iraq is also in Civil War and is so considered part of the Caliphate. Gulf States, which is adjacent to Iraq and marked with a Regime Change marker, is also part of the Caliphate, as is Islamist Rule Pakistan as all are qualifying Caliphate countries per 11.3.8.1 and can trace back to the Caliphate Capital through adjacent qualifying Caliphate countries. The Jihadist player has a total of three Resources at Islamist Rule, two for Pakistan and one from the Caliphate Capital in Syria.

11.3.8.2 The Caliphate Capital marker is displaced to another adjacent host country (as defined by 11.3.8.1) when its host country is no longer in Civil War, Regime Change, or Islamist Rule. Jihadist Funding is reduced –1 and the US player gains +1 Prestige each time the Caliphate Capital is displaced. If there are no qualifying Adjacent host country alternatives to which the Caliphate Capital can be displaced, it is removed from the map and the Jihadist Funding is instead reduced –2 and the US player gains +2 Prestige. Additionally, the Jihadist player loses the 1 Resource at Islamist Rule represented by the Caliphate Capital marker. The Caliphate may be reestablished in the future by fulfilling the conditions in 11.3.8 once again. Once placed, the Jihadist player may never voluntarily move or remove the Caliphate Capital marker.

11.3.8.3 Due to the need to provide security and services, all Cells in countries that are part of the Caliphate are immediately flipped to their Active side and are always placed and remain on their Active side, even if they Travel into or within the Caliphate or are brought there by Event play.

11.3.8.4 While the Caliphate Capital is on the board, it blocks the play of the following Events in any of the countries within the Caliphate:

• SELLOUT

• UN CEASEFIRE

• STATUS QUO

• MASS TURNOUT

- UN Nation Building
- Backlash
- Truce

Each of these cards is marked with a "not-in-a-Caliphate" icon (i.e., ⊘) in the top right as a reminder that their play in a Caliphate Country is blocked.

DESIGN NOTE: The Caliphate Capital's 1 Resource value represents the drawing of resources from across the globe as individuals and organizations pledge their support for the new Caliph and travel to settle in the new Caliphate. The Capital marker represents specific territory that must now be held against conventionally armed opponents; the Jihadist movement has transitioned from insurgency to managing a state-like structure with commensurate benefits and risks. The inclusion of adjacent countries in the Caliphate based on their level of turmoil is recognition that the Caliphate is not impeded by unstable borders, will attempt to expand as far as its power will allow, and inspires or demands followership by people in near-by locations.

11.3.9 Random Muslim Country. Due to Convergence, the use of Solitaire Bots or via Event instructions, a player may need to place pieces or markers in a Random Muslim Country. This is completed by using the Random Muslim Country table on the Player Aid Card (PAC) provided in this expansion, and by rolling a Tan and Black die and cross referencing the result. If the rolled country does not qualify for placement, place in an adjacent country (randomly if more than one qualifying option), and if still no options, roll again. Note that any time a 1 is rolled on the last column of the Random Muslim Country table, roll again on the table to the right on the PAC (shown below) and use this result instead:

1	Central Asia
2	Central Asia
3	Iran (if ineligible, roll again on this table)
4	Mali
5	Nigeria (if ineligible, roll again on this table)
6	Nigeria (if ineligible, roll again on this table)

11.3.10 Random Shia-Mix Country Table (9.5). The previous Random Shia-Mix Country table in *Labyrinth: GWOT* has been replaced for use in all *Labyrinth: Awakening* scenarios by the table below, which is also referenced on the PAC (sum 3 dice):

3-6	Syria
7	Iran (if eligible, otherwise Syria)
8	Saudi Arabia
9	Turkey
10	Iraq
11	Gulf States
12	Yemen
13	Pakistan
14	Lebanon
15-18	Afghanistan

11.3.11 Laundry List Cards. Certain cards, such as Obama Doctrine, allow a player to choose more than one item from a list. In these cases, the choices must all be different.

EXAMPLE: When playing the Obama Doctrine card, the US Player could not choose to increase Prestige by +1 twice, nor draw two different cards from the discard pile, as these are not different choices on the laundry list.

11.3.12 OR. Certain cards allow a player to choose one *or* another effect. Once the choice is made, the unchosen effect(s) on the opposite side of the bolded **OR** is ignored for this play of the card. If playing as an Event, a player must chose an option that produces an effect, if possible.

11.3.13 Civil War and Regime Change Cards. Certain cards cause Civil War or allow Regime Change and can be retrieved from the Discard pile through the play of the Agitators Event. For player convenience, the cards from *Labyrinth: Awakening* that can cause a Civil War or allow Regime Change are listed below.

- Coup
- ISIL
- Free Syrian Army
- Benghazi Falls
- Operation Serval
- Revolution
- Houthi Rebels
- Congress Acts

When playing a combined deck scenario with cards from *Labyrinth: GWOT*, the cards below can also be retrieved by the Agitators Event.

- Libyan WMD
- Iraqi WMD

11.3.14 Remove Additional Markers. Each time a Muslim country becomes Good Governance (7.2.1.1) or Islamist Rule (8.4.4), remove all Regime Change, Besieged Regime and Aid, Awakening, Reaction, Civil War, Caliphate (unless becoming Islamist Rule) markers, and Militia pieces.

12.0 JIHADIST BOT (SOLITAIRE)

NOTE: Both Bots are retroactive to *Labyrinth: WOT*. Instructions and priorities in the rules and on the flowcharts that apply to just one of the two *Labyrinth* games are marked as follows:

Labyrinth: The War on Terror, 2001-?: † (single dagger)
Labyrinth: The Awakening, 2010-?: ‡ (double dagger)

12.1 How to Win
Use the victory conditions of a one-player game (9.1).

12.2 Deal
Deal Jihadist and US hands normally (3.2). Keep the Jihadist hand (5.2.8) face-down in a stack. Always play, remove, or add cards from or to the top of the stack. Do not inspect the Jihadist hand, even if triggered by an Event (instead, see Event Instructions Table).

12.3 Miscellany
Note: When the instructions of this section (12.3) conflict with instructions of the Event Instructions Table, follow the Event Instructions Table.

12.3.1 Removing Troops or Militia. When instructed to remove Troops or Militia, the Jihadist Bot uses the Jihad column of the Priorities Table.

12.3.2 Recruiting or Placing Cells. When an Event instructs to Recruit, place, or replace Cells or Cadres, the Jihadist Bot uses the Recruit and Travel To priorities of the Operations Priorities (OpP) flowchart to **Select** the country. *EXCEPTION: If also plac-*

ing Plot(s), use 12.3.4 instructions. When performing a Recruit Operation (8.2), if the number of available Ops + Reserves (max 3) exceeds the number of Available Cells on the Track, the Jihadist Bot rolls a number of dice equal to the Available Cells and then performs Radicalization (12.4.3) with any remaining Ops.

12.3.3 Choosing Troops, Militia, and Cells. Once a target country has been selected, the Jihadist Bot removes Troops before Militia and removes Active Cells before Sleeper Cells. Within a country, the Jihadist Bot always uses Active Cells before Sleeper Cells for all Operations and Events.

12.3.4 Placing Plots. All Available Plot markers remain face down and are selected randomly when placed by a Plot Operation or by an Event, unless the Event specifies a Plot value. When an Event instructs to place a Plot(s), the Jihadist Bot selects the country using the Plot column of the Priorities Table on the Events or Operations (EvO) PAC. If instructed to perform Plot by the EvO but no Plot markers are Available, instead perform Radicalization (12.4.3). When performing a Plot Operation (8.5), if the number of available Ops + Reserves (max 3) exceeds the number of Available Plot markers, the Jihadist Bot rolls a number of dice equal to the Available Plot markers and then performs Radicalization with any remaining Ops value.

12.3.5 Setting or Rolling for Posture. When an Event instructs to Set, Select, or roll for Posture, the Jihadist Bot always selects countries with the same Posture of the US, then Unmarked, and always sets Posture to the opposite of US Posture.

12.3.6 Placing and Removing Markers. When given an option to place or remove markers, the Jihadist Bot always places Reaction markers then removes Awakening markers. When placing Reaction markers, or removing (or replacing) Awakening or Aid markers, the Jihadist Bot uses the Jihad column of the Priorities Table to select among possibilities. *EXCEPTION: If also placing a Cell(s), instead use 12.3.2 instructions.*

12.3.7 Alignment and Governance. When an Event instructs to Shift Alignment or alter Governance, the Jihadist Bot selects the target country using the Jihad column of the Priorities Table. The Jihadist Bot always shifts Alignment toward Adversary and worsens Governance toward Islamist Rule. If playing the Event would shift Alignment towards Ally or improve Governance, the Jihadist Bot deems the Event **Unplayable**.

12.3.8 Minor Jihad. The Jihadist Bot never performs Minor Jihad in countries with Poor Governance.

12.3.9 Travel. When performing a Travel Operation, the Jihadist Bot first identifies the target country and then determines the country or countries from which Cells will Travel. The Jihadist Bot will never Travel the last Cell out of an Auto-Recruit country unless at least two other Auto-Recruit countries have a Cell. Thus, the last Cell in an Auto-Recruit country is not considered **Movable** except when two other Auto-Recruit countries have a Cell.

‡ **12.3.10 Caliphate.** The Jihadist Bot immediately declares a Caliphate (11.3.8) if it will result in an instant win (9.1). Otherwise, it declares a Caliphate as soon as the opportunity exists and the host country is Adjacent to at least one other qualifying Muslim country, per 11.3.8.1.

12.3.11 Operations Within Events. When an Event instructs to perform an Operation and multiple target countries are eligible, the Jihadist Bot uses the OpP and Priorities Table to select the target country.

12.3.12 Multiple Possibilities. If the instructions of the Event Instructions Table and section 12.3 do not identify a single target country, choose randomly (9.5) among the remaining candidates.

12.4 Jihadist Card Play

Note: When cards are played from the Jihadist Hand, US-associated Events *do not* trigger (ignore 6.3.2).

For each card of the Jihadist Action Phase (5.2.2), reveal the top card of the Jihadist Hand and proceed as follows:

12.4.1 Event or Ops?

- If the card's Event is Playable (6.2.6) and not US-associated, play the Event (6.2) to the maximum extent possible and refer to the Event Instructions Table for any additional instructions. *EXCEPTION: If executing a Playable Event would have no effect, the Event is deemed Unplayable.*

- If the played Event is Unassociated (4.10.4), also add the card's Ops to Jihadist Reserves (6.3.3, max 2).

- If the Event is Unplayable, or is US-associated, instead perform an Operation as instructed by the EvO, using any Jihadist Reserves necessary to a maximum effect of three Cells/rolls.

- If used for Operations, conduct only one Operation type per card. *EXCEPTION: Operations performed as part of Radicalization (12.4.3)* **do not** *count towards this Operation type limit. However, a Cell on the map (not on the Track) may perform only one Operation per card, including Radicalization. For instance, if a Travel Operation successfully moves a Cell from one country to another, the same Cell could not subsequently participate in another Operation as part of Radicalization. Conversely, if a failed Travel Operation removes a Cell to the Track, the same Cell could subsequently be used for a Recruit Operation as part of Radicalization.*

Note: The Jihadist Bot will always perform the Operation to the fullest extent possible (max three dice) by first using all of the card's Op(s) and then Jihadist Reserves.

12.4.2 Where?

- After an Operation type has been selected using the EvO, use the OpP Flowcharts to select the target country or countries. Within a green OpP Flowchart box, if multiple possibilities exist, use the appropriate column of the Priorities Table (top to bottom) to select among them. If still not resolved, select randomly (9.5) among the possibilities.

  Note: Jihad Operations do not have a Priorities flowchart on the OpP. If directed to perform Minor Jihad or Major Jihad, select the target country using the Jihad column of the Priorities Table (top to bottom).

- Perform the Operation to the maximum extent possible in the selected country (*EXCEPTION: Recruit and Plot; see 12.3.2 and 12.3.4*), activating any Sleeper Cells necessary, and using the card Ops first and then Jihadist Reserves. If less than 3 total Ops + Reserves (12.4.4) were used in the first target country, continue the Operation by returning to the OpP flowchart and Priorities Table to identify the country with the next highest priority. Continue until three Cells/rolls (Ops + Reserves) have been used, no further countries are eligible, or no Ops and Reserves remain.

- If Ops remain and no further countries are eligible, proceed to Radicalization (12.4.3).

12.4.3 Radicalization. If the Jihadist Bot performs no Operation, or an Operation using fewer Ops than the card's Ops value, perform Radicalization Operation(s) as follows with any remaining Ops, using Reserves if possible until a total of three Cells/rolls have been used with the card.

Note: Never use *only* Reserves for any Radicalization Operation.

Note: a Cell on the map (not the Track) is eligible to perform a Radicalization Operation only if it has not already performed an Operation on the current card (12.4.1, 4th bullet). Likewise, a Cell may only participate in one Radicalization Operation.

• First, if any Cells are in the US and one or more WMD Plots are Available, Plot in the US with as many Cells as possible. Then,

• If US Posture is Hard and there is no GWOT Relations Penalty (4.7.2.1), Travel to as many Unmarked non-Muslim countries as possible (one Cell each), choosing the origin first using the Travel From priorities of the OpP. Then,

• If US Posture is Soft and there is no GWOT Relations Penalty, Plot in Soft non-Muslim countries. Then,

• Recruit in the Muslim country with a Cadre that has the best Jihad net die roll modifiers (DRM) (11.1.3), using the Recruit and Travel to column of the Priorities Table to select among multiple possibilities. Then,

• Add any remaining Ops to Reserves, if possible. Then,

• If Jihadist Reserves are full and Ops remain, Recruit (do not use Reserves). Then,

• Travel to US (do not use Reserves).

12.4.4 Reserves. Jihadist Reserves are used by the Jihadist Bot whenever possible, for any Operation, to a maximum of three Ops (Card Ops + Reserves). At the end of a Turn, Jihadist Reserves are *not* depleted (ignore 4.7.9 for Jihadist only).

12.5 Jihadist ideology

The rules above constitute Jihadist Bot ideology **Muddled**. For a more challenging Jihadist Bot, institute one of the following:

• **Coherent:** Muddled plus ignore any DRM penalty (11.1.3) during Minor Jihad.

• **Attractive:** Coherent plus each Plot success places two Available Plot markers.

• **Potent:** Attractive plus each Recruit success places two Available Cells.

• **Infectious:** Potent plus the US must play all its cards.

• **Virulent:** Infectious plus ignore any DRM penalty (11.1.3).

Note: The player may substitute the Jihadist Reserves marker with the corresponding Jihadist Bot ideology marker as a reminder of the selected difficulty.

13.0 US BOT (SOLITAIRE)

13.1 How to Win
Use the victory conditions of a two-player game (2.0).

13.2 Deal
Deal Jihadist and US hands normally (3.2). Keep the US hand (5.2.8) face-down in a stack. Always play, remove, or add cards from or to the top of the stack. Do not inspect the US Hand, even if triggered by an Event (instead, see Event Instructions Table).

13.3 Miscellany
Note: When the instructions of this section (13.3) conflict with instructions of the Event Instructions Table, follow the Event Instructions Table.

13.3.1 Removing Cells or Placing Troops and Militia. When an Event instructs to remove or activate Cells, the US Bot uses Disrupt priorities to select among candidate target countries. When instructed to place or replace Troops, Troop markers (e.g., NATO), or Militia, the US Bot uses the Deploy To column of the Priorities Table to select the target country.

13.3.2 Choosing Cells. Once a target country has been selected for Operations or an Event, the US Bot Disrupts Active Cells before Sleeper Cells and removes Sadr first, then Sleeper Cells before Active Cells.

13.3.3 Placing and Removing Plots. When the Jihadist player places a Plot marker on the board, it is placed face up (with Plot # or WMD showing, ignoring 4.8.1). When an Event instructs to remove a Plot, the US Bot uses the Alert Priorities box on the Alert Resolution Flowchart (ARF) to select among multiple candidates.

13.3.4 Setting or Rolling for Posture. When an Event instructs to set, select, or roll for Posture, the US Bot always selects countries with opposite Posture of the US, then Unmarked, and always sets Posture to the same as its own.

13.3.5 Placing and Removing Markers. When given an option to place or remove markers, the US Bot always places Awakening markers then removes Reaction markers. When placing Aid or Awakening markers, or removing Besieged Regime or Reaction markers, the US Bot uses the WOI Muslim column of the Priorities Table on the PAR and OpP PAC to select among possibilities. *EXCEPTION: If also placing Troops, Troop markers, or Militia, use 13.3.1 instructions.*

13.3.6 Alignment and Governance. When an Event instructs to Shift Alignment or alter Governance, the US Bot selects the country using the WOI Muslim column of the Priorities Table. The US Bot always Shifts Alignment toward Ally and improves Governance toward Good. If playing the Event would shift Alignment towards Adversary or worsen Governance, the US Bot deems the Event Unplayable.

‡ **13.3.7 Civil War Attrition.** When removing pieces during Civil War Attrition (11.2.5), the US Bot removes Troops cubes first.

13.3.8 Operations Within Events. When an Event instructs to perform an Operation and multiple target countries are eligible, the US Bot uses the OpP and Priorities Table to select the target country.

13.3.9 Multiple Possibilities. If the instructions of the Event Instructions Table and section 13.3 do not identify a single target country, choose randomly (9.5) among the remaining candidates.

13.4 US card play
Note: When cards are played from the US Hand, Jihadist-associated Events *do not* trigger (ignore 6.3.2). The last card of the US Hand is never held or discarded (ignore 5.2.4).

For each card of the US Action Phase (5.2.2), reveal the top card of the US Hand and proceed as follows:

13.4.1 Alert?
• If there is one or more Plot marker(s) placed on the map, proceed to the Alert Resolution Flowchart (ARF).

• If there are multiple Plot markers, first identify the Plot of highest

priority (priority Plot) according to the Alert Priorities box on the ARF (for ties: highest Plot #, then randomly).

- If instructed to Alert by the ARF or Alert Table, use this card's Event (if possible) to remove the priority Plot (execute the entire Event), or use the card's Ops and any necessary US Reserves (6.3.3) to Alert (7.5) the priority Plot.
- If the ARF instructs to add the card's Ops to Reserves but the card's Event would remove the priority Plot, instead play the Event.
- If there are no Plot markers in any country, or if instructed to by the ARF or Alert Table, instead proceed to the Post-Alert Resolution (PAR) Flowchart.

13.4.2 Post-Alert Resolution (PAR) – Event or Ops?
- First, if Reassessment is possible (see 13.4.6), attempt Reassessment as follows:
  - Reveal the next card in the US hand.
  - If this second card's Ops value combined with the first card's Ops value and US Reserves (ignoring 7.6.2) is at least six, perform Reassessment and end the US Turn.
  - If the combined Ops value + Reserves is less than six, the Reassessment attempt fails. Replace the second card atop the US hand and return to the PAR and proceed as below.
- If Reassessment is not performed and the card's Event is Playable (6.2.6) and not Jihadist-associated, play the Event (6.2) to the maximum extent possible, referring to the Event Instructions Table for any additional instructions. *EXCEPTION: If executing a Playable Event would have no effect, the Event is deemed Unplayable.*
- If the played Event is Unassociated (4.10.4), also add the card's Ops to US Reserves (6.3.3, max 2).
- If the Event is Unplayable, or is Jihadist-associated, instead perform one Operation as instructed by the PAR Flowchart, using any US Reserves necessary.

13.4.3 Where?
- After an Operation type has been selected, use the OpP Flowcharts to select the target country. Within a green OpP Flowchart box, if multiple possibilities exist, use the appropriate column of the Priorities Table (top to bottom) to select among them. If still not resolved, select randomly (9.5) among the possibilities.

  Note: Regime Change and WOI Muslim Operations do not have a Priorities flowchart on the OpP. If directed to perform Regime Change or WOI Muslim, select the target country using the Regime Change or WOI Muslim column of the Priorities Table (top to bottom).
- Conduct only one Operation in one country per US Card. *EXCEPTION: Homeland Security (13.4.4)* **does not** *count towards Operation or country limits.*
- The PAR and OpP flowcharts may direct the US Bot to attempt a WOI Operation in an Unmarked Muslim country. In this situation, if the US Bot has less than three Ops + Reserves available, the Unmarked country is not considered a viable target and the US Bot will thus select the marked Muslim country with highest priority.

13.4.4 Homeland Security. If the US Bot performs an Operation using fewer Ops than the card's value, perform Homeland Security

Operation(s) as follows with any remaining Ops, using Reserves if necessary.

Note: Never use *only* US Reserves for any Homeland Security Operation.

Note: Performing a Homeland Security Operation(s) may result in the US Bot using more than 3 Ops + Reserves with a single card. This scenario is allowed, provided no Homeland Security Operations are performed using only US Reserves.

- First, Disrupt in the US if Cell(s) or a Cadre. Then,
- If the US Posture is Hard and the World Posture is Soft, perform War of Ideas in Soft non-Muslim countries. Priorities: Good then Fair then Poor. Among these, no Cells then Cadre, priority to closest to the US. Then,
- Disrupt in a non-Muslim country, closest to US. Ties: most Cells. Then,
- Add any remaining Ops to Reserves, if possible. Then,
- If US Reserves are full and Ops remain, Disrupt in a Muslim country if this would remove a Cadre, priority to closest to US. Then,
- WOI in non-Muslim countries with opposite Posture of the US. If none, Unmarked. Priority to Poor then Fair then Good.

13.4.5 Reserves. US Reserves are used by the US Bot as needed, for any Operation, including Reassessment (7.6, ignoring 7.6.2, and 13.4.2). At the end of a Turn, US Reserves are *not* depleted (ignore 4.7.9 for US only).

13.4.6 Reassessment. Reassessment (7.6; ignoring 7.6.2) is possible when all three bullets are **true**:
- The US Bot is playing the first card of its Action Phase *and* the US hand has another card.
- The first card's Ops value plus US Reserves is at minimum three.
- US Posture is Soft and Islamist Resources ≥ 2 *or* US Posture is Hard, World Posture is Soft 3, and no Islamist Rule countries.

13.4.7 Deploy. Deploy is considered possible if the destination country or location is not the same as the origin (e.g., If the OpP directs to Deploy to the Troops Track from the Troops Track, Deploy is not possible).

13.4.8 Withdraw. Note that the Deploy priorities flowchart of the OpP may direct the US Bot to Deploy from a country in Regime Change (Withdraw; see 7.3.5). All rules of Withdraw still apply.

13.5 US Resolve
The rules above constitute US Bot resolve **Off Guard**. For a more challenging US Bot, institute one of the following:
- **Competent:** Off Guard plus Alert affects two Plots if in the same country.
- **Adept:** Competent plus Disrupt at two or more Troops awards +2 Prestige.
- **Vigilant:** Adept plus no Auto-Recruit in Regime Change or Civil War countries (ignore 8.2.3 and 11.2.3).
- **Ruthless:** Vigilant plus US-associated Events trigger on first Plot (ignore 8.5.3).
- **No Mercy:** Ruthless plus ignore any DRM penalty (4.9.2 and 11.1.3) on War of Ideas.

Note: The player may substitute the US Reserves marker with the corresponding US Bot resolve marker as a reminder of the selected difficulty.

Using the Jihadist Bot & US Bot Flowcharts

Note: This example turn was generated to demonstrate aspects of the Jihadist and US Bots while playing *LABYRINTH: The Awakening, 2010-?* and presumes some familiarity with rules sections 1-11. Before playing a Solitaire game using the Jihadist Bot or US Bot flowcharts, the player should familiarize herself/himself with rules sections 12 and 13, respectively.

Setup

Our solitaire player, Han, decides to familiarize himself with both Bots simultaneously by conducting a Bot versus Bot Turn. He selects and sets up the "Awakening" scenario and chooses to play using the Jihadist Bot with ideology Muddled (12.5) and the US Bot with resolve Off Guard (13.5). He also sets the Jihadist and US Bot flowchart sheets and the Event Instructions Table sheet nearby for easy reference. Finally, Han deals opening hands of eight cards each, dealing both hands in face-down stacks (12.2 and 13.2).

Jihadist Action Phase 1

Card 1: Han flips the top card of the Jihadist hand to reveal BLOODY THURSDAY [#164, 1-Jihadist]. Han begins by consulting the first box of the EvO flowchart (see 12.4.1). The Event is Playable, so Han plays the Event by first consulting the Event Instructions Table. Because the table has no entry for BLOODY THURSDAY, he then consults rules section 12.3. Rule 12.3.6 instructs Han to use the Jihad column of the Priorities Table on the Jihadist Bot flowchart sheet to select the target country for the removal of the Awakening marker. In this case, there is just one Awakening marker on the map, in Algeria/Tunisia. Han removes the Awakening marker and places the Bloody Thursday marker in the Events In Play box.

Card 2: Han flips the next card of the Jihadist hand to reveal TRADE EMBARGO [#232, 2-Unassociated]. The Jihadist portion of the Event is Playable, so Han again checks the Event Instructions Table for any card-specific instructions. Again there are none, so Han then implements rule 12.3.6, which instructs him to place the Reaction marker using the Jihad column of the Priorities Table. Proceeding down the bullets from top to bottom, Han identifies Pakistan as the priority Shia-Mix country because the Pakistani Arsenal has not yet been acquired. Note that the first bullet, "If Jihad, best DRM" does not apply in this instance because the Jihadist Bot is not performing a Jihad Operation. Han places a Reaction marker in Pakistan, decreases Prestige by one, and places the Trade Embargo marker in the Events In Play box. Finally, because the played Event was Unassociated, Han adds two to the Jihadist Reserves.

US Action Phase 1

Card 1: Moving to the US Bot hand, Han flips the top card, revealing FMS [#137, 2-US]. The first step for Han is to determine if the US Bot will perform an Alert Operation. Because there are no Plots to Alert, an Alert Operation will not occur and Han proceeds directly to the PAR flowchart. On the PAR flowchart, the first box directs Han to determine if a Reassessment Operation (7.6) is possible (13.4.6). The second and third bullets of the Reassessment check are not true, so Reassessment is not possible and Han proceeds to the next flowchart box. FMS is a Playable Event, so Han checks the Event Instructions Table for any card-specific instructions. There are none, so Han then refers to section 13.3 to determine where the US Bot will place the three Militia cylinders. Rule 13.3.1 states "When instructed to place or replace Troops, Troop markers (e.g., NATO), or Militia, the US Bot uses the Deploy To column of the Priorities Table." Han refers to the Deploy To column of the Priorities Table on the PAR sheet and, working top to bottom, determines that Gulf States (Fair Ally) is the priority country. He places three Militia cylinders in the Gulf States. Note that Pakistan, despite being named by the first bullet of the Deploy To column of the Priorities Table, is not an Ally country and so is not an eligible country for the FMS Event.

Card 2: The next card of US Bot deck is ARAB SPRING "FALLOUT" [#131, 2-US]. There are still no Plots on the map, so Han skips the ARF and proceeds to the PAR flowchart. Reassessment is not possible on the second card of any US Action Phase, so Han moves to the second box of the PAR flowchart. ARAB SPRING "FALLOUT" is Playable so Han checks the Event Instructions Table for any card-specific instructions. There are none, so Han then refers to section 13.3 to determine where the US Bot will place the two Awakening markers. Rule 13.3.5 states "When placing Aid or Awakening markers, or removing Besieged Regime or Reaction markers, the US Bot uses the WOI Muslim column of the Priorities Table on the PAR and OpP sheet to select among possibilities." Referring to the WOI Muslim column of the Priorities Table and moving top to bottom, Han determines that Afghanistan (Regime Change) is the first priority and Pakistan (with Arsenal) is the second priority. Han places one Awakening marker in Afghanistan and one in Pakistan. **Note:** Though Pakistan and Afghanistan are adjacent, all aspects of a played Event occur simultaneously, so this is a legal placement for the ARAB SPRING event since neither Awakening marker was present beforehand.

Event Card Background
Scheduled to be published separately in C3i Nr30.

Jihadist Action Phase 2

Card 1: Returning to the Jihadist hand, Han reveals REAPER [#128, 1-US]. Using the EvO, Han begins by determining if the Event is Playable. Because REAPER is US-associated, the Event is not Playable, so Han continues along the flowchart boxes until a Operation type is chosen. Because a Good or Fair country has Cells (in this case, Pakistan) and because Jihad success is possible there (see 11.1.3), the Jihadist Bot will perform Minor Jihad Operation(s). **Note:** The Jihadist Bot never attempts a Minor Jihad Operation in a country with Poor Governance (12.3.8). Now that an Operation type has been identified, Han would typically use the Jihad column of the Priorities Table to determine the target country or countries. In this instance, however, there is only one candidate country (Good or Fair and with Cells): Pakistan. The Ops value of REAPER is one, but the Jihadist Bot has two points in Reserve and will perform the Operation to the maximum extent possible, to a maximum of three Cells/rolls or until no Ops or Reserves remain (12.4.1). Because there are two Cells in Pakistan, Han activates both, reduces the Jihadist Reserves from two to one, and then rolls two dice (using the one Op value and one Reserve). The result is a four and a two. Because Pakistan has one Awakening marker and one Reaction marker, the die results are unmodified and Pakistan's Governance worsens from Fair to Poor. One Cell is removed to the Track. Finally, due to Disengagement (11.1.5), Han removes the Reaction marker in Pakistan.

Card 2: Han flips the next card of the Jihadist hand to reveal TRUCE [#239, 3-Unassociated]. The Event appears to be Playable, so Han first checks the Event Instructions Table. The Jihadist Bot instructions for TRUCE state "Treat as Unplayable." As such, Han returns to the EvO because the Jihadist Bot will use TRUCE for its Operations value. He proceeds along the flowchart boxes until reaching "Poor Muslim with 1-4 more Cells than Troops + Militia and Jihad success possible?" The answer is Yes because Pakistan is now Poor and has one Cell. The next flowchart box instructs Han to find the priority country using Travel To priorities and then determine if a Movable (see 12.3.9) Cell is adjacent. Because Pakistan is the only qualifying country, it automatically is the priority country. One Cell in adjacent Afghanistan is Movable, so the Jihadist Bot will perform a Travel Operation. Han now uses the Travel From flowchart on the OpP to determine the origin country or countries. The first origin country is Afghanistan because it is the only Adjacent country

with a Cell. The next origin country will be Iraq because it, along with Pakistan, has the fewest Cells (one). Iraq is prioritized over Pakistan according to the Travel From column of the Priorities Table (first bullet, "Not destination", designates Iraq as higher priority than Pakistan). With one Op remaining, the final origin country will be Pakistan because the Cell there is Active. If the Cell in Pakistan was a Sleeper Cell, there would be no other candidate Travel From countries and the remaining Op would have been used for Radicalization (12.4.3). Han automatically Travels one Cell from Afghanistan to Pakistan, rolls a three (success) to Travel the Cell in Iraq to Pakistan, and flips the Active Cell in Pakistan to Sleeper.

US Action Phase 2

Card 1: Han reveals the next US card, COUP [#165, 1-Jihadist]. There are no Plot markers in any countries, so Han skips the ARF and proceeds directly to the PAR flowchart. Reassessment is not possible because the second and third bullets are not true. The Event is Jihadist-associated, so the US Bot will use COUP for its Ops value. With no points in Reserve, Han proceeds along the flowchart boxes until reaching the "Deploy Possible?" box. Using rule 13.4.7 and the OpP, Han determines that Deploy is possible, so the US Bot will perform a Deploy Operation. Han identifies the destination and origin using the Deploy To and Deploy From priorities, respectively. The destination will be the Troops Track and the origin will be the Gulf States. Han Deploys both Troops from the Gulf States to the Troops Track.

Card 2: The next card in the US hand is QADHAFI [#235, 3-Unassociated]. There are still no Plot markers on the map, so Han again skips the ARF and begins with the PAR flowchart. Reassessment is not possible on the second card of any US Action Phase, so Han proceeds to the "Playable non-Jihadist Event?" box. Because there are no Civil War countries, the Event would have no effect and is therefore treated as Unplayable by the US Bot (13.4.2). Han proceeds along the flowchart boxes until reaching the "Disrupt for +Prestige or to place Cadre?" box. The US Bot can Disrupt in Afghanistan using the three Ops of QADHAFI to increase Prestige by one. Han activates the Sleeper Cell in Afghanistan and increases Prestige from four to five.

Jihadist Action Phase 3

Card 1: The first card of the third Jihadist Action Phase is JV / Copycat [#207, 1-Unassociated]. The Event appears to be Playable, so Han consults the Event Instructions Table for any card-specific instructions. Under JV / Copycat, the instructions are: "In US. If WMD Available, place Cell. Else, place Plot if Funding < 8, else place Cell." No WMDs are Available and Funding is less than eight, so the Jihadist Bot will place a Plot in the US. Because the Event specifies a level 1 Plot, Han temporarily inspects the available Plot markers to identify the level 1 Plot marker. He then reshuffles all remaining available Plot markers and returns them face down to the Available Plots box. Han places the level 1 Plot marker in the US and, because the JV / Copycat Event was Unassociated, he increases the Jihadist Reserves from one to two.

Note: In games using the US Bot, all Plot markers in countries are placed with the Plot # or WMD side face up.

Card 2: The second card of the Action Phase is Gulf Union [#156, 3-US]. The Jihadist Bot will use the card for Operations, so Han follows the EvO flowchart boxes until identifying an Operation type. The box "Poor Muslim with 1-4 more Cells than Troops + Militia and Jihad success possible?" is true because Pakistan has three Cells and no Troops or Militia. However, this time there are no Movable Cells adjacent to Pakistan (the Cell in Afghanistan is not Movable, per 12.3.9). Funding is Moderate, so Han proceeds to the flowchart box "Prestige > 1 and Active Cell with Troops?" The answer is Yes because there is an Active Cell in Afghanistan, so the Jihadist Bot will perform a Plot Operation. To determine the target country or countries, Han uses the Plot flowchart of the OpP. The Active Cell in Afghanistan is the only Cell with Troops, so Han proceeds along the flowchart boxes and finds that the Cells in Pakistan are second priority. Using the three Ops value of Gulf Union to Plot, Han rolls a two in Afghanistan (success) and actives two Sleeper Cell in Pakistan and rolls a four (fail) and five (fail). Han selects an available Plot marker at random (12.3.4) and places it in Afghanistan face up, revealing a level 2 Plot.

US Action Phase 3

Card 1: Han flips the next card in the US Bot deck, revealing Paris Attacks [#182, 2-Jihadist]. This time around, there are two Plots on the map, so Han starts with the ARF. He begins by determining which Plot marker (level 1 Plot in the US or level 2 Plot in Afghanistan) is the priority Plot by using the Alert Priorities box on the ARF sheet. Working from top to bottom, Han finds that the level 1 Plot in the US has the higher priority. Han now proceeds to the ARF and moves along the flowchart boxes until encountered a terminal (shaded) flowchart box. He answers no to the first box because the priority Plot is not a WMD. Likewise, the answer to the second flowchart box, "3 Ops available?" is no because Paris Attacks provides two Ops and the US Reserves are at zero. The Event is Jihadist-associated, so the answer to the third box is also no. The answer to the fourth box, "Last card of phase?" is no, leading to the terminal (shaded) box "Add card to US Reserves." Therefore, Han moves the US Reserves marker from zero to two.

Card 2: The next card for the US Bot is Special Forces [#129, 1-US]. The two Plots are still on the map, so Han again begins with the ARF sheet. The level 1 Plot in the US remains the priority Plot. Using the ARF, Han now answers yes to the second box. He also answers yes to the next box, "Last card of phase or US Reserves < 2?" because this is the last card of the US Action Phase. Han therefore proceeds to the terminal (shaded) box "Alert Table."

Comment: *The logic of the Alert Table works under the assumption that all Plots other than the priority Plot will be Unblocked Plots (8.5.6). In addition, the logic aims to best control Jihadist Funding and US Prestige. The potential for a Plot to worsen Governance or alter Posture is not factored into the logic.*

To use the Alert Table, Han first notes the current Jihadist Funding (five) and US Prestige (five). He then consults the Table Modifiers box to determine if any adjustments are needed. Because there is another Plot (in Afghanistan) other than the priority Plot, the second bullet of the Table Modifiers box instructs Han to add one to Funding value (from five to six) and, because there are Troops in Afghanistan, to subtract one from Prestige value (from five to four). Han locates the Alert Table result corresponding to Funding six and Prestige four, "L | 2U". Because the priority Plot is in a non-Muslim country (US), Han uses the right side of the divider, "2U". Using the Table Legend, Han sees that "2" instructs to Alert if the Plot is level 1 and in a Good country. Because the Plot is in the US, Han Alerts the priority Plot using the Op of Special Forces and two points from the US Reserves. He then places the Plot marker in the Resolved Plots box (11.3.2) and moves US Reserves from two to zero.

Plot Resolution: The level 2 Plot in Afghanistan is Unblocked (8.5.6), so Han increases Jihadist Funding from five to six and, because there are Troops present, reduces US Prestige from five to four. Han then places the Plot 2 marker in the Resolve Plots box (11.3.2).

Jihadist Action Phase 4

Card 1: Han flips the next card of the JIhadist hand to reveal Islamic Maghreb [#169, 1-Jihadist]. The Event is Playable because Algeria/Tunisia's Governance is Poor. Han consults the Event Instructions Table for card-specific instructions and finds that the Jihadist Bot elects to use Islamic Maghreb for the Funding increase if Funding is less than eight. Therefore, Han increases Jihadist Funding from six to seven. Next, Han rolls for Serbia's Posture. With a result of four, Han marks Serbia as Soft and shifts the World's GWOT Relations marker from Hard two to Hard one. Finally, Han sets aside Islamic Maghreb and places a Lapsing marker on top of it.

Card 2: The next and final card of the Jihadist hand is Russian Aid [#145, 2-US]. Han uses the EvO flowchart to identify the Operation type to be performed by the Jihadist Bot. Once again, Pakistan has between one and four more Cells than Troops + Militia, but there are still no Movable Cells adjacent to Pakistan. The next box asks if Funding is Moderate. The play of the Islamic Maghreb Event has moved Jihadist Funding to seven, so Funding is now Ample. Because there are available Cells on the Track, the Jihadist Bot will perform a Recruit Operation. To identify the target country, Han uses the Recruit and Travel To flowchart of the OpP. The first box of the flowchart says "Poor Muslim with 1-4 more Cells than Troops + Militia and Jihad success possible." There is a single country matching this criteria: Pakistan. Therefore, using the two Ops of Russian Aid and another point from the Jihadist Reserves, Han rolls three dice for a Recruit Operation in Pakistan. The result is one, four, and six, so Han places one Cell from the Track in Pakistan. He then moves Jihadist Reserves from two to one.

US Action Phase 4

Card 1: Flipping the next card of the US hand, Han reveals UN Ceasefire [#233, 2-Unassociated]. Reassessment is still not possible because the second and third bullets are not true. The UN Ceasefire Event is Unplayable because there are currently no countries marked with Civil War. To identify the Operation to perform, Han follows the PAR flowchart until reaching the box "WOI in Muslim with DRM of –1?" The answer here is no because, despite the World GWOT Relations penalty being reduced from two to one during the Jihadist Action Phase, the only Fair country does not meet this DRM (4.9.2 and 11.1.3) requirement for WOI Muslim. Han is directed to perform Homeland Security Operation(s). The first three bullets of the Homeland Security box are not applicable. The fourth bullet directs Han to add remaining Ops to the US Reserves, so he increases US Reserves from zero to two.

Card 2: Han next reveals the final card of the turn, Facebook [#153, 3-US]. There are no Plots on the map, Reassessment is not possible, and, unfortunately for the US Bot, the Facebook Event is Unplayable because Smartphones is not in effect. Therefore, the US Bot will use the three Ops of Facebook for an Operation. Using the PAR flowchart, To identify the Operation to perform, Han follows the PAR flowchart until reaching the box "WOI in Muslim with DRM ≥ 0?" The answer here is yes because the World GWOT Relations penalty was reduced from two to one during the Jihadist Action Phase and, therefore, Afghanistan and Pakistan meet the DRM (4.9.2 and 11.1.3) requirement for WOI Muslim. Han is directed to perform WOI in the Muslim country with the best DRM. Because Afghanistan and Pakistan each have a DRM of zero, Han uses the WOI Muslim column of the Priorities Table to select between them. Afghanistan is marked with Regime Change, so Han rolls for a WOI Muslim Operation in Afghanistan using the three Ops value of Facebook. A roll of five (success) improves Afghanistan's Governance from Poor to Fair. Due to Disengagement (11.1.5), Han then removes the Awakening marker there.

End of Turn

There are no Plots to be resolved and both Bot hands are empty, so Han has reached the end of the turn. He reduces Jihadist Funding from seven to six. There are no Islamist Rule countries and the GWOT relations are not at three and the same as the US, so US Prestige remains at four. Because the Jihadist Bot is being used, Jihadist Reserves are not reduced to zero (see 12.4.4). Likewise, the US Reserves will remain at two. Han moves the two Plot markers from the Resolve Plots box (11.3.2) to the Available Plots box. Polarization will not occur in any country, and since there are no Civil War countries, neither will Attrition. Han removes the Lapsing marker from Islamic Mahgreb and moves the card to the discard pile. Finally, Han deals eight cards to each hand and is now ready to begin another turn.

Game Scale

Complexity: 5 (Medium)

Solitaire Suitability: 9 (High)

Players: 1-2 (includes full solitaire system)

Timescale: 6 Months to 1 Year per turn

Note: This expansion uses the same map, base rules, victory conditions, components and charts, from its predecessor game, thus ownership of *Labyrinth, The War on Terror, 2001 - ?* is required for play.

Historical Information Online

https://en.wikipedia.org/wiki/Arab_Spring

http://www.theatlantic.com/features/archive/2015/02/what-isis-really-wants/384980/

http://understandingwar.org/backgrounder/isiss-global-strategy

http://www.cnn.com/2015/12/17/world/mapping-isis-attacks-around-the-world/

SCENARIOS

Note: All Cells set up as Sleepers unless noted otherwise.

Note: Unless stated otherwise, cards listed as Removed have no lingering Event effects and are not available to be drawn from the Discard or Removed cards pile.

Awakening (2010 Scenario)

[DEC 2010 - ?]

On December 17, 2010, Tunisian street vendor Mohamed Bouazizi committed an act of self-immolation to protest harsh treatment by local authorities. His sacrifice brought down the Tunisian government a month later and sparked a popular movement to be known as the Arab Spring that spread across the Muslim world, toppling six governments and igniting four Civil Wars. The Western world struggled with how to influence these disparate struggles for good while Jihadists and other reactionary elements deftly maneuvered to fill the power vacuums created.

DESIGN NOTE: This is the standard multi-deck scenario. For the single deck tournament scenario see Arab Spring below.

Markers
- **Prestige:** 5
- **GWOT:** US Soft; World Hard 2
- **Troops:** War
- **Funding:** 5
- **Good Resources:** 0
- **Islamist Rule Resources:** 0
- **Fair/Good Countries:** 2
- **Poor/Islamist Rule Countries:** 3

Countries:
- **Algeria/Tunisia:** Poor Neutral, 1 Awakening
- **Iraq:** Poor Ally; 2 Troops, 1 Cell (No Regime Change marker)
- **Gulf States:** Fair Ally, 2 Troops
- **Afghanistan:** Poor Ally, 6 Troops, 2 Cells, Regime Change marker (tan)
- **Pakistan:** Fair Neutral, 2 Cells
- **United Kingdom:** Hard
- **France:** Hard
- **Benelux:** Soft

Removed Cards: None

Mitt's Turn

[Alternative History]

Better campaign management propels Romney or McCain to the Oval Office during their bids for the White House. US Foreign Policy is more clearly defined by right and wrong. Russia accelerates its adversarial relationship. It's December 17, 2010, and the Arab Spring is just beginning…

Set up per Awakening 2010 scenario, except:
- **Prestige:** +7
- **GWOT:** US Hard, World Hard 1
- **Funding:** 6
- **Russia:** Soft

For this scenario only, modify the Obama Doctrine Card to make it a 3 Ops card and allow the choice of three Options when played as an Event. Also, the US must be Hard to play this Event. This Scenario Special rule supersedes the card text and the rules for this Event card.

DESIGN NOTE: This makes for a good training scenario for a new US player.

Arab Spring

[Dec 2010 – Dec 2015]

DESIGN NOTE: This scenario is for those who would prefer to have the game play more chronologically with events tied to the period known as the Arab Spring occurring at the beginning of the game and those happening during the period known as the Civil Wars occurring later in the gamer. This also makes a good one deck Tournament Scenario or for use as an instructional "game as history" teaching tool.

Set up per Awakening 2010 scenario, though tailor the deck as described below. Game length is one deck (if players chose more then one deck, future decks are shuffled normally without any blending).

This one deck scenario concentrates the cards related to the Arab Spring (Dec 2010 – Jun 2012) in the first half of the deck and the cards related to the period of Civil Wars (Jul 2012 – ?) in the second half of the deck with a total of 60 cards in each deck. Twenty cards will be pre-selected to be blended into the Arab Spring top half of the deck and 20 more will be pre-selected to be blended into the Civil War bottom half of the deck. The remaining 40 cards of each half of the deck are randomly chosen from the remaining 80 cards. Create the combined deck by blending the cards designated below into their respective portions of the deck and shuffling them with 40 random cards, then place the Arab Spring deck on top of the Civil War deck and begin play. For ease of setup, Arab Spring cards are marked with a "protester" icon (i.e., 🏃) in the top right corner while Civil War cards are marked with the an "AK-47" icon (i.e., 🔫) in the top right corner. Normal victory conditions apply.

#	Arab Spring	#	Civil War
124	PEARL ROUNDABOUT	123	HUMANITARIAN AID
131	ARAB SPRING "FALLOUT"	141	MALALA YOUSAFZAI
132	BATTLE OF SIRTE	142	MILITIA
133	BENGHAZI FALLS	145	RUSSIAN AID
134	CIVIL RESISTANCE	151	UNSCR 2118
148	TAHRIR SQUARE	156	GULF UNION
153	FACEBOOK	173	ARAB WINTER
154	FACEBOOK	178	GHOST SOLDIERS
164	BLOODY THURSDAY	180	MOSUL CENTRAL BANK
175	CENSORSHIP	188	ISIL
191	MUSLIM BROTHERHOOD	201	CROSS BORDER SUPPORT
203	DAY OF RAGE	210	SECTARIAN VIOLENCE
206	FRIDAY OF ANGER	215	ABU BAKR AL-BAGHDADI
211	SMARTPHONES	216	ABU SAYYAF (ISIL)
212	SMARTPHONES	217	AGITATORS
213	SMARTPHONES	218	al-NUSRA FRONT
220	DARAA	221	FLY PAPER
223	IRANIAN ELECTIONS	225	JIHADI JOHN
227	POPULAR SUPPORT	230	SELLOUT
228	POPULAR SUPPORT	231	SIEGE OF "KOBANIGRAD"

Status of Forces Agreement (2011 Scenario)

[Dec 2011 - ?]

On December 18, 2011, the last remaining US combat troops pulled out of Iraq. Within two months 1,000 people fell victim as sectarian violence swept over the unstable democracy. Old rivalries resumed and various factions maneuvered to stake out their turf. The government teetered and finally fell into Civil War with the rise of ISIL in the north. The question was not if the United States would come back, but when and with what level of force.

Markers
- **Prestige:** 6
- **GWOT:** US Soft; World Hard 2
- **Troops:** War
- **Funding:** 6
- **Good Resources:** 0
- **Islamist Rule Resources:** 0
- **Fair/Good Countries:** 3
- **Poor/Islamist Rule Countries:** 4

Countries:
- **Iraq:** Poor Neutral, 1 Militia, 2 Cells, 1 Awakening, 1 Reaction
- **Gulf States:** Fair Ally, 2 Troops, 1 Awakening
- **Afghanistan:** Poor Ally, 6 Troops, 2 Cells, Regime Change marker (tan)
- **Pakistan:** Poor Neutral, 1 Cell, 1 Reaction
- **Syria:** Poor Neutral, 2 Cells, 1 Awakening, 1 Reaction
- **Egypt:** Fair Neutral, 1 Awakening, 1 Reaction
- **Libya:** Fair Ally
- **United Kingdom:** Hard
- **France:** Hard
- **Benelux:** Soft

Removed Cards:
- 133 Benghazi Falls
- 185 al Maliki
- 237 Osama bin Ladin

Assad Alone (2012 Scenario)

[Jun 2012 - ?]

On June 12, 2012, the UN formally declared Syria to be in a state of Civil War. Protests followed by political violence had been going on in Syria as spillover from the Arab Spring since January 2011. Whereas other Arab governments saw a denouement in political expression as the Arab Spring began to wind down in mid-2012, the Assad regime was beset on all sides by the Free Syrian Army (FSA), the Islamic Front, and later ISIL. With heavy fighting initially in both Damascus and Aleppo, the conflict would soon rage across the rest of the country. Would Syria's new normal become that of a divided state with long term conflict, or would one faction gain the upper hand?

This is a deck-seeding speed game of two turns in length (use the "Deck" marker to track the number of turns played). Victory is based solely on the status of Syria at the end of the game (the Victory track is not used nor are WMD markers and related rules). If at the end of two turns Syria is at a state of Good Governance the US player wins, if Islamic Rule the Jihadist player wins; any other result is a draw. Each player secretly selects 15 Event cards of their side and five Unassociated Event cards (Jihadist choosing Unassociated cards first) to be placed in the combined deck. Shuffle all 40 cards together before play begins. Alternatively, this can be used as a teaching scenario for new players to learn the basic mechanics of the game and the 40 cards can be chosen at random to make-up the deck.

Note: If players agree in advance or if using this scenario in a tournament setting, the game cannot end in a draw, and goes into Overtime play if there is not a victor by the end of turn 2. Shuffle the remaining 76 cards that are not in the scenario (note the four removals listed below) and then place the remaining cards from the draw pile on-top of the deck of 76. Set Syria to Neutral Alignment and maintain its current Governance. Continue with turn 3 and so on, except that the game concludes at the end of any Remove Lapsing Events Phase in which Syria is Ally without a Green Regime Change marker (US win) or Adversary (Jihadist win). Play multiple decks if needed.

Markers
- **Prestige:** 4
- **GWOT:** US Hard; World Hard 2
- **Troops:** War
- **Funding:** 6

Countries:
- **Syria:** Fair Neutral, Civil War, 3 Militia, 2 Cells
- **Iraq:** Poor Neutral, 2 Militia, 2 Cells, 1 Awakening, 1 Reaction
- **Gulf States:** Fair Ally, 2 Troops, 1 Awakening
- **Afghanistan:** Poor Ally, 4 Troops, 2 Cells, (no Regime Change marker)
- **Pakistan:** Poor Ally, 1 Cell, 1 Reaction
- **Egypt:** Fair Ally, 1 Awakening, 1 Reaction
- **Turkey:** Fair Ally, Aid marker
- **Libya:** Poor Neutral
- **Mali:** Poor Neutral, 1 Cell
- **United Kingdom:** Hard
- **France:** Hard
- **Scandinavia:** Soft
- **Italy:** Hard
- **Russia:** Soft

Removed Cards:
- 133 Benghazi Falls
- 185 al Maliki
- 234 Free Syrian Army
- 237 Osama bin Ladin

Islamic State of Iraq & the Levant (ISIL) (2014 Scenario)

[Jun 2014 - ?]

On June 29, 2014, ISIL proclaimed a worldwide Caliphate based on an Islamic State carved out of swaths of Iraq and Syria, with its capital city in Ar-Raqqah, Syria. Its forces moved forward quickly, capturing Mosul and threatening Baghdad and key areas of Syria. Democratic countries hesitated in their response to this Jihadist onslaught. Would Islam have its next global Caliphate or would a measured Western response contain radicalism to the desert?

DESIGN NOTE: The media uses ISIL and ISIS interchangeably. This expansion follows the US State Department standard of using ISIL as the name for the organization and the territory it seeks to control.

Markers
- **Prestige:** 5
- **GWOT:** US Hard; World Hard 3
- **Troops:** War
- **Funding:** 7
- **Good Resources:** 0
- **Islamist Rule Resources:** 1
- **Fair/Good Countries:** 3
- **Poor/Islamist Rule Countries:** 3

Countries:
- **Syria:** Fair Neutral, Civil War, 3 Militia, 4 Cells (Remove its WMD from the map), Caliphate Capital marker (Cells are active)
- **Iraq:** Poor Neutral, Civil War, 2 Militia, 3 Cells, Caliphate Country marker (Cells are active)
- **Gulf States:** Fair Ally, 2 Troops
- **Afghanistan:** Fair Ally, 2 Troops, 1 Cell
- **Pakistan:** Poor Ally, Cadre
- **Nigeria (Country mat on Muslim side):** Poor Neutral, 2 Cells
- **Off Map Forces:** 3 Troops (Event # 184 Sequestration is in effect)
- **United Kingdom:** Hard
- **France:** Hard
- **Benelux:** Hard

Removed Cards:
- 133 Benghazi Falls
- 151 UNSCR 2118
- 174 Boston Marathon
- 184 Sequestration
- 185 al Maliki
- 188 ISIL
- 194 Snowden
- 234 Free Syrian Army
- 237 Osama bin Ladin

Campaign Game

[Sep 2001 – Dec 2015]

This scenario is for those who would like to have their game begin post 9/11 and continue through the Arab Spring and the period of Civil Wars. This will provide a perspective on how the Muslim world changed during these time periods as well as the level and focus of Western commitment over time. It also makes for good use as an instructional "game as history" teaching tool.

Set up per the "Let's Roll" scenario, or any of the other scenarios from *Labyrinth: WOT*. Game length is two decks, one deck using the *Labyrinth: WOT* cards followed by one deck using the *Labyrinth: Awakening* cards (as blended in the Arab Spring scenario). The cards are never shuffled and the game will take approximately 14 turns to run to completion.

Special Rules:
- Both Mali (Muslim Country) and Nigeria (Non-Muslim Country) begin the game as active countries and players may operate in them normally from the beginning.
- Marked Events continue from one deck to the next; ignore the New Normal rule (11.3.5).
- Some Jihadist personality cards, such as Bin Ladin and Osama bin Ladin, make an appearance in both decks. If the card is removed by US play, it may appear again in its second instance and is assumed to be a rising new leader of comparable ability and focus.
- The Operation Neptune Spear and Unconfirmed cards may be used to retrieve any Unassociated Jihadist personality card from either deck, not just those named on the cards.
- Since there are no reshuffles after the game commences, the discard deck will become quite large, and all of these cards are available to be retrieved by Events such as Oil Price Spike.
- The *Labyrinth: Awakening* Expansion Rules, Player Aid Card and End of Turn sequence commence with the first card draw from Deck two. At that moment, place an Awakening marker in Algeria / Tunisia (if possible) and Test if needed. Also place the Syria and Iran (Special case Muslim) country mats, and the Off Map Forces Box on the board. Place three WMD in their respective spaces in Syria (2) and Iran (1) (if more than six WMD are required because some have already been made available from the CTR countries, use the extra provided in this expansion).

Victory Conditions:
Normal victory condition rules apply.

OPTIONAL: If both players agree at the beginning of the scenario, play can continue even after one player has achieved a level of victory so the full game can be experienced. In this case victory is instead determined at the end of play, with the winner being the player who was able to complete the greatest variety of his 3 victory conditions at any point during play.

EXAMPLE: If the Jihadist player is able to complete a successful WMD plot in the US, but not able to get six Resources of Islamist Rule or 15 Countries as Poor/Islamist at any point in the game, then he earns one point. If the US player is able to eliminate all Jihadist Cells, and have a total of 12 Resources as Good, and 15 countries as Fair/Good at some point in the game, then he would have 3 points and win the game. Players may earn a maximum of 1 point per condition (i.e., the triggering of two separate WMD in the US only earns one point, not two). A tie in the number of points

at the end of the scenario would then default to the standard end of game victory conditions (US wins if he has 2 x + 1 Good Resources as are Islamist Rule).

Alternative History: Shuffle both decks (all 240 cards) together and play from one large deck with no reshuffle. The game ends when players can no longer refill their hands at the end of the turn (5.3.1). If the two US Election cards come out in relatively close proximity to each other, it is assumed the sitting President has died and has been replaced by the Vice President, thus potentially causing a shift in policy. There are a total of nine WMD available to the Jihadist player (three in Pakistan, three from the CTR countries, two from Syria and one from Iran; use the extra provided in this expansion). The *Labyrinth: Awakening* Expansion Rules, Player Aid Card and End of Turn Sequence are used from the beginning and throughout the Campaign; i.e., only six regular plots may be used/revealed per turn (11.3.2), Polarization & Convergence are in play (11.1.7-8), Civil Wars may be fought (11.2.1), Syria starts as a Shia-Mix country, etc. Note that cards with titles which appear in both games are played per the text as written on their cards, and it's possible for two Events of the same name to be in play simultaneously, one from each deck, such as two NATO markers in the same or different countries. None of the cards from *Labyrinth: WOT* are blocked in a Caliphate Country, even though they have similar titles to cards from *Labyrinth: Awakening* which are blocked, and are so signified by the "not-in a Caliphate" icon (🚫) on them. There is some loss of confidentiality when using cards from both the base game and the expansion, as the card backs are different. Although this will be a distraction for some, it will be a great aid when sorting the cards later! Card backs are always open to inspection and it may become an element of skillful play to make use of that information. For players who desire more confidentiality, they can alternatively purchase card sleeves with opaque backs to conceal the game origin of their cards.

OPTIONAL RULES

Optional Rules 1 and 2 were first presented in *C3i Issue Nr25*. This issue is out of print, and so they are reprinted here for player convenience and access. The two counters required for Optional Rule 1 are included with this expansion. Optional Rule 3 is new to this expansion and includes expanded Bot difficultly variability.

1: Zakat and the Strong Horse

The following Optional Rule is designed to provide both players with yet another means of recovery beyond those already present in the body of the game, and is especially helpful for new players:

1. At the start of the game, the US player receives a Strong Horse marker; the Jihadist player receives a Zakat marker. At any time during the game, the owning player may turn in his Strong Horse or Zakat marker and immediately resolve its affects

a. **Strong Horse:** Silent majorities of moderate Muslims look West for intervention against tyranny. Set Prestige to 6. *(Solitaire: Use Strong Horse the first time that a US Action Phase begins with Low Prestige.)*

b. **Zakat:** Wealthy Muslims donate to global Jihad. Set Funding to 6. *(Solitaire: Use Zakat the first time that a turn ends with Funding Tight and before drawing cards.)*

2. At the end of the game, a retained Strong Horse marker is worth two Resources at Good.

3. At the end of the game, a retained Zakat marker is worth 1 Resource at Islamist Rule.

2: Heroic Alerts

This Optional Rule allows the US player (not the US Bot) the opportunity to us a 1OP or 2OP card to conduct an Alert, but which at the same time does not guarantee success:

1. The US player may use a 1OP, 2OP, or 3OP card to conduct an Alert Operation in a Good country.

2. The US player may use a 2OP, or 3OP card to conduct an Alert Operation in a Fair Country.

3. Alert Operations conducted with a 3OP card are automatically successful (per normal rules): reveal and remove the Plot marker.

4. Alert Operations conducted with a 1OP or 2OP card require a die roll to determine success: roll a single die. If the die roll result is less than or equal to the OP value of the card played for the Alert, the Alert is a success: reveal and remove the Plot marker. If the die roll is greater than the OP value of the card played, the Operation is a failure and has no effect.

3: Variable Bot Difficulty

This Optional Rule is presented here for the first time. Ten markers are included in this expansion to facilitate this new method of determining Bot difficulty.

1. In this variant, the Bot capabilities are marked with one or more of the 5 markers provided for both sides. In this variant, Bot capabilities are not additive with all of the lower levels below them, but are cumulative with other markers in play.

EXAMPLE: A Jihadist Ideology of Potent does not include the lower level capabilities of Attractive and Coherent, unless those markers are in play as well.

2. At the beginning of the game, each Bot in the game draws a random card from the deck and checks the OP value of that card. Place the five Bot capabilities upside down (or in a cup) and draw a number of Bot capability markers equal to the OP value of the card drawn. Set the drawn markers near the Reserves Track as a reminder of the current Bot capabilities. Reshuffle the drawn card(s) back into the draw deck.

3. Each time a Jihadist personality card is played by the Jihadist Bot for the Jihadist Event, randomly draw one more Bot capability marker and add it to the current Jihadist Bot capabilities (ignore results that go above five markers). Each time a Jihadist personality card is played for the US Event, randomly remove one Jihadist Bot capability marker from the pile (ignore results that go below zero markers).

4. Each time the US Bot switches posture from Soft to Hard or stays Hard when resolving a posture change Event, Reassessment Operation or non-WMD Plot in the US, randomly draw one more Bot capability marker and add it to the current US Bot capabilities (ignore results that go above five markers). Each time the US Bot switches posture form Hard to Soft or stays Soft when resolving a posture change Event, Reassessment Operation or non-WMD Plot in the US, randomly remove one US Bot capability marker from the pile (ignore results that go below zero markers).

DESIGNERS' NOTES

From Game Player to Game Designer: Navigating the Labyrinth of Your First Design

By: Trevor Bender

At age eleven I was introduced to two great institutions that became enduring inspirations in my life. The first of these was simulation gaming. Like so many reading this article, the title was *Panzer Blitz*. I lost my first ten scenarios, and I learned later on that my sixth grade buddy and I were playing it wrong, but I was hooked! I was already an avid reader of WWII books and a fan of movies on the same subject; a game with tanks and men allowed me to create my own stories with endless puzzles to be solved!

A steady stream of game titles from Avalon Hill, articles in the *GENERAL* magazine, and my friends at the Vista High School Games Club provided near limitless ways to enjoy my new hobby. I even chose my college majors based on my interest in the topic, pursuing undergraduate degrees in History, Political Science and International Relations from BYU and a Masters in National Security Studies from Georgetown University. My career as a consultant to the US Navy followed as a logical choice.

The second influencer I embraced at age 11 was Boy Scouts of America (BSA). Five years, 26 Merit badges, and over 50 nights of camping later and I was an Eagle Scout. My passion for the good of Scouting (character, leadership, service, physical fitness, citizenship, outdoor activities, etc.) continued into adulthood where I have served as Scoutmaster for a total of 15 years in four different cities. My current Troop is 711 where we have two Patrols; the younger boys call themselves the *Slurpee's* and the older boys the *Big Gulps*! Two summers ago we backpacked to the top of Mount Whitney, which at over 14,500 feet is the tallest peak in the contiguous United States. Every three years we saddle-up and ride 250 miles over five days from Yuma AZ to Carlsbad CA; the Bike Across California (BAC) ride. Giving boys the opportunity to succeed in long-endurance activities helps prepare them for life's challenges.

BSA Game Design Merit Badge

These two pairs of interests intersected two years ago when BSA introduced the Game Design Merit Badge. I quickly put the instruction for this badge on our Troop calendar and taught the boys about game design. The Game Design Merit Badge is broad enough to cover all games with rules, from sports, to board and card games, to electronic media. It meticulously teaches the process and steps of game design from determining a design theme, to the type of game to be built, mechanics, how to win, the process of building a prototype, and the differences between Alpha and Beta testing.

It was fun to see the boys learn different games, teach others, and design their own concepts. I have always wanted to be a contributor to the gaming hobby, but with a family of six, a demanding career with a long commute, and my volunteer efforts in Scouting, I never thought I had the time to do anything more than write the occasional articles for the *General, Boardgamer, Operations*, or *C3i*. My attitude on this topic changed in the Fall of 2014 when I saw several close friends of a similar age making great contributions in their chosen past times (writing a book, leading a pod cast, designing a

game, etc.) and I decided to see if I could find a place to contribute in a greater way to mine.

The door was opened in October of 2014 when at the Fall GMT Weekend at the Warehouse I had the opportunity to discuss the recent Arab Spring with Volko Ruhnke and suggested that his *Labyrinth* design could be tailored to represent the broad movements across so many countries in the Muslim World. "There is a story here, and it needs to be told on the *Labyrinth* map", I said. Volko listened to my ideas, suggested a new rule, and gave his permission for me to run with the concept. What follows is a chronological representation of the nine month process to take *Labyrinth: Awakening* from early concept, through playtesting, and ultimately to final design layout, with commentary that might benefit would be future game designers.

Labyrinth: Awakening *Design Journal and Notes*

The ideas for an Arab Spring game were planted in my mind over the last several years while listening to or reading the news. I readily recognized that GMT's *Labyrinth* map and game system could fairly represent the current events going on in the Middle East. I believed that one could simply add 15 – 30 new Event cards to the preexisting card deck and have a game that would model the Arab Spring, or the withdrawal of US forces from Iraq, or the rise of the Islamic State in Iraq and the Levant (ISIL), etc.

While discussing my ideas with Volko at GMT, he presented the initial concept of a popular uprising spreading to adjacent countries which inspired the Awakening/Reaction rule in the *Labyrinth: Awakening* expansion. Essentially the blue Awakening markers represent populations that are petitioning to increase freedom and the rule of law in their respective countries. The green Reaction markers represent Jihadist or authoritarian reaction to the popular expression of the people or those segments of the population that prefer a more formal implementation of state sponsored Sharia. These markers abstractly represent the degree to which the populations of these countries are supporting or hindering the other Operations of the game, such as War of Ideas and Jihad. These markers are brought into play primarily through the activation of Event cards and are placed only in Muslim countries.

Weeks 1 - 4

I began the project by researching and cataloging all of the major world events over the last five years and how they impacted Western / Muslim World relations. Some major events, like the conflict in the Ukraine, took a back seat as they did not have a significant bearing on the Middle East. Other events, like the Civil Wars in Libya, Syria, Iraq, and later Yemen, required new rules to represent them properly. I maintained the original objective of the game, which was to model the global conflict between Western values and the more extreme views of Jihadists.

I quickly realized that 15-30 cards would not be sufficient to do the subject justice, and so I expanded the upper limit to 60 and then to 80 and beyond, ultimately creating over 100 all-new cards. I also realized that several Events from the preceding game were still relevant and would need to be carried over wholesale or in a modified fashion, thus making up the balance of the 120 cards contained in the expansion. The clear choice was to create a module that would use the original map, rules and components, while

providing additional cards, rules and some additional components. I chose not to touch the basic operations or victory conditions. The *Awakening* expansion includes 120 cards, and though players will need to own the original *Labyrinth* to play the game, they will not need to mix card decks unless playing the full Campaign Game Scenario that links both games together into a 240 card monster. A lingering design dilemma for me was that the events of the Arab Spring have largely concluded and are historical in nature, while the events of the Civil Wars that followed are still playing out, and I found myself creating cards near real-time as they occurred; more on this later.

One of the greatest design challenges was how to model states that fell into Civil War. In game parlance this would be a country that would be partially Islamist Rule and partially not. The Civil War rules as presented in the *Awakening* expansion were the answer, and came to me while sitting in a lawn chair watching my son play a soccer game! In essence, Civil War is recognition by all parties involved that the political process has failed to adjust the government through peaceful means, and armed struggle is now required for change. A challenge was how to represent these Civil Wars in a two player game when each of them had multiple factions. For example, in the Syrian Civil War the Free Syrian Army has ties to both the West and Islam, and the Assad government is aligned to Russia and Iran, and ISIL has broad ties to non-state elements across the globe. Furthermore, the goal of many of the insurgents is the overthrow of the Assad government, but it's unsure what would replace it. Thus as in *Labyrinth*, the US player makes decisions for the pro-Western or popular government forces in the game while the Jihadist player does the same for the various factions that desire a different result, even though there really is no central authority calling all the shots in either case.

To fight the Civil Wars, I added Militia Cylinders to represent the Local Security Forces involved in resisting the Jihadist cells in these countries, since US Troops are not the primary combatants in the period covered by the expansion as they were in the first decade covered in *Labyrinth*. These Militia Cylinders serve the dual role of providing state security as US Troops withdraw, and also represent those elements in a Civil War, including paramilitary protectionist and preservationist insurgency forces, which are fighting for a greater degree of representation in their government or are resisting the imposition of Jihadist will. Later on we added a Civil War Attrition phase at the end of each turn, which similar to Polarization (described later), rewards a player who is getting ahead in the conflict with additional losses of forces to their opponent or even changes in Alignment and Governance if the Civil War is not formally resisted.

Weeks 5 - 8

A significant change on the world stage and in the game has been the US withdrawal from its first-chair position in global leadership; the US has been in a near constant Soft posture throughout the period covered by *Labyrinth: Awakening*. This has occurred in a world where the stance against terror has become more Hard, with France and the United Kingdom often leading the world response to events in the Middle East in a way that we have not seen since the 1950's. This creates challenges by removing tools for the US player to achieve objectives (Regime Change cannot occur if the US Posture is Soft). There are also fewer side-specific Events to portray in the game. *Labyrinth* had a ratio of Events such that 40% were US, 40% Jihadist and 20% Unassociated; *Awakening* has a higher

proportion of Unassociated Events, with the ratio now roughly 40% US, 30% Jihadist and 30% Unassociated.

Designing the Event cards required a twist from the previous game as well. In *Labyrinth* many of the cards were named for personalities or were tied to specific map board regions. There were plenty of characters and conflict in the Arab Spring as well, with most associated with just one country. Rather than restrict Events to one location, I have in many cases opened the Events up to allow the Arab Spring to flower in other areas. Most Events can be played in their historical setting or in other locales where similar conditions were present, thus allowing the game to easily flow in a variety of directions.

In my research I examined many of the unpublished variants of *Labyrinth* publically available online including BoardGameGeek (BGG), ConSimWorld and TheBoardGamingLife. There has been some great thinking freely shared at these sites by a variety of contributors over the last five years. Recognizing that these ideas and suggestions were shared to better the hobby and this game in particular, I have chosen to include some of these ideas and place them as cards in *Labyrinth: Awakening*. I hope that those who have bravely placed their ideas on the web for evaluation by others will be pleased when they see an official Event card that was inspired by their ideas which were generated near real-time when those world events were occurring!

Weeks 9 - 12

Another breakthrough came in week nine of the project when after many play test sessions I realized that some players, myself included, wanted to have a version of the game where the Events arrived in a more chronological fashion. As it stands in the "Awakening" scenario, which can be played in 1, 2 or 3 pass throughs of the deck, Events that are tied more towards 2014, such as the formation of ISIL, could happen in 2010 instead. Although one could argue that these Events might have occurred in a different order, players may prefer to see Events appear closer towards their location in the historical record. Many believe that the Arab Spring began as an expression of democratic ideals that took hold in some governments, fizzled in others, and then transitioned to Civil War in still others. So the idea came to create a list of specific cards that would be blended into the first half of the deck and some that would be blended into the second half, thus creating a quick-play, one deck scenario that would give the flavor and feel of the entire period from beginning to end.

I am well aware of the arguments not to script card decks in games, for example, by creating an Early, Mid and Late war decks. The case for and against scripting (as opposed to a no time segmentation combined deck) was eloquently given by Mark Herman in his article on this topic in *C3i* magazine Nr 25. So rather than divide the cards into an Arab Spring and Civil War decks, I decided to keep with the theme of the original *Labyrinth* design of one, 120 card deck, but allow for some scenarios to have certain cards that are placed in the first or second half of the deck, thus making a blended version of minimal scripting within the overall framework of no time segmentation. The creation of the "Arab Spring" single deck scenario followed, which in my opinion is the scenario that gives the players the best feel for what has transpired in the Middle East over the last five years, and provides an excellent tournament game that can be completed in 7 turns or less. I have avoided true deck scripting in that 2/3rds of each half of the deck is determined entirely at random with the remaining 80 cards in the expansion.

Interestingly enough, by calling out cards by name and number to be in or out of certain scenarios; one has the ability to create a wide variety of scenarios through this expansion. They could be fully scripted by deciding exactly which cards are in play, blended as I described above, or seeded, as in the "Assad Alone" scenario. Additionally, now with 240 cards in the combined *Labyrinth* and *Labyrinth: Awakening* portfolio, players could create scenarios that pull in specific cards from both games, or do a monster 240 card deck that covers 2001 through 2015, which, by-the-way, has now evolved into our Campaign Game Scenario. Granted there is some loss of confidentiality when using cards from both the base game and the expansion, as the card backs are different, but for some this will be a small sacrifice in order to explore a new and interesting scenario design, and the different color card backs will aid in sorting cards later! Volko believes that the limited intelligence gained by knowing the card backs would add an interesting element to play as well. Alternatively, players could place their cards in sleeves with opaque backs should they desire to disguise the game from which the cards came.

It was during this same 9th weekend of design that another idea came to mind. Playtesters had voiced a desire for a quicker playing scenario. They also expressed US player frustration over filling the map with Awakening markers but then never having time to implement War of Idea rolls in sufficient quantities at these locations because they are too busy containing the latest outbreak of Jihadist Cells on the map. The blended one deck scenario solved the first matter, while the Polarization rule solved the second. The idea for Polarization came to mind after playing longer games where these Awakening and Reaction markers are seemingly abundant but have no impact on their own unless a player conducts either a War of Ideas or Jihad operation at that country.

Polarization is an end-of-turn census, inspired by the Victory Point cards in Twilight Struggle, which checks to see if one player might be ahead in gaining the hearts and minds of a particular country. Polarization allows these countries to evolve slowly towards either Good or Islamist Rule depending on how strong the respective movements are in their countries. It also portrays well the various movements across the Muslim political world which were home-grown and largely independent of any kind of global struggle. The companion rule to Polarization is Convergence, which grants a bonus Awakening or Reaction marker in a random country anytime a Muslim nation becomes Good or Islamist Rule, and portrays—along with some of the Event cards—the sort of haphazard spread of the various movements during the Arab Spring.

Week 13 - Charlie Hebdo

I realized while taking in the news on January 7, 2015, that we had to make room for this event as a card in the expansion. I went home from work and designed the first draft of the card that is now in the deck (Paris Attacks). The next day I realized that this may be the very first card in a CDG to be designed on the same day the event occurred …a piece of game design history I suppose. Due to the significance of the event on this decade, I later added a second card covering the failed US response and titled it Je Suis Charlie.

Labyrinth, *A Distant Plain* and other games that cover current political/military conflict, especially those involving terrorism, evoke strong feelings in designers and players, and it seems there is a tendency for us to want to honor the fallen by letting these events rest awhile before representing them in a game. For some this time frame is longer … I have a close friend who served in Southeast Asia who refuses to play games on the Vietnam War. With *Labyrinth: Awakening* being an expansion based on events that are still playing out, I had to set some of these feelings aside in order to create an expansion that included all significant events of this period. With 9/11 being the most remembered terrorist event of the first decade of the 21st Century, it is possible the attacks in Paris will be remembered as the marquee event of the second decade.

It did cause me to ponder though how as tragic events are further removed from us time wise, our sensitivities to them grows less and less. For example, I suspect most of us would not think twice about playing a Cold Harbor card in a Civil War game, yet this Union assault was arguably one of the most tragic, wasted efforts in US military history. Similarly, a Pearl Harbor card for most of us is an event from history and not something we lived through. 9/11 is much closer and most of us have deep memories of that event, but it is still over a decade away and has been eclipsed some by the Global War On Terror (GWOT) that followed. The Boston Marathon bombing is still closer, and even though the fatality count was much lower when compared to the other events of the last five years, it is closer in time and evokes strong feelings due to the nature of that attack on an internationally recognized, open sporting event. I had a sister-in-law running in that race and she crossed the finish line a half hour ahead …her friend only four minutes before the explosions. Yet as the most significant terrorist event in the US since 9/11, it deserved a card in this representation (as does Paris Attacks) despite the fact that it is so close to us in time and a pivotal, world-wide, very recent memory.

Playtesters have asked me why I left other events out that had greater significance in terms of the number of victims, such as the Oslo Attacks in 2011 or the more recent Pakistani Military School attack, or the shooting down of the Malaysian Airlines Flight 17 over the Ukraine. My measuring stick in deciding if an event should have a card was threefold:

1. Was the event tied to the current Arab Spring or resulting Civil Wars?

2. Did it have global ramifications that are demonstrable in this simulation?

3. Could it be represented by normal operations in the game or did it require greater treatment?

By applying this decision tree it became easier to decide what events should be included in the expansion. No doubt I missed some, and I suspect we will see these appear on BGG, CSW or perhaps in another future expansion.

It was also this same week that both Volko and I came to realize that the ongoing insurgency in Nigeria required greater representation than the single Boko Haram card used in early playtesting, and despite the fact that the country is not even on the *Labyrinth* map! This Jihadist movement is unique in that it is geographically separated from the ISIL and Al Qaida led movements, yet feeds off of their activity, and seems to have carved out a swath of territory twice the size of ISIL, and with fewer competitors for its resources. Yet the treatment of Nigeria as a country was a bit problematic. Technically it is a non-Muslim country as it has just over a 50% Christian population, with a significant Muslim minority of 40%, nearly all Sunni, and most located in the north. Nigeria also recently surpassed South Africa as the largest economy in Africa and has the largest population as well at 175 million. Yet it has been plagued by unstable governments and a growing Jihadist insurgency. Thus the idea was born to have it start as a non-Muslim country but then

be treated as a Sunni country once the Boko Haram became more active, thus allowing it to fall into Civil War. Although not directly tied to the Arab Spring, we similarly added Mali into the mix as well as cards to represent the French-led counterinsurgency against the Jihadist movement that threatened to topple this former colony. Both of these countries are added to the existing *Labyrinth* map via country mats that link them to surrounding countries in Africa, and similar to Central Asia, these new countries represent regions more than a single nation.

P500 Roll-Out

By week 17, the *Awakening* expansion had reached a degree of maturity that both Volko and developer Joel Toppen recommended to GMT leadership that it should be be listed on P500. The posting occurred on a Monday afternoon, February 9, 2015, and this was my first ever exposure to having a design listed in this market. Player support was immediate, with a pre-order count that was near record breaking, with the following growth trend:

Time After Announcement # of Pre-Orders

2 Hours	142
10 Hours	270
18 Hours	301
24 Hours	369
36 Hours	402
48 Hours	425
1 Week & 8 hours	500
3 Weeks	600
5 Weeks	750
17 Weeks	1,000
1 Year and 2 Months	1,600

I share these numbers not to boast, but to capture a benchmark for others as they contemplate their own designs. I believe the rapid rise in these P500 numbers was due to three factors:

• The name recognition that Volko and Joel brought to this product

• The very affordable P500 price of just $22 for the expansion as set by Tony Curtis

• General interest in the Arab Spring movement and the desire for more *Labyrinth*- and *Twilight Struggle*-like games

Other than writing a catchy and engaging P500 introduction page, I do not believe my involvement in the project was any sort of significant draw, and as subsequent events showed, it may have been a distraction, as I seemed unable to satisfy the design's detractors in various on-line forums such as ConSimWorld. After a battering on-line during the first week, some of which no doubt was the result of blunders on my part, I chose instead to focus most of my game design commentary through regular postings on Inside GMT and in the pages of C3i. Promotion of one's design is key to increasing awareness and the P500 count. Having advocates such as Rodger MacGowan with his banner ads and C3i presence both online and in print, and Gene Billingsley with his monthly newsletters and access to Inside GMT articles, is key to a game designer in getting his ideas out into our gaming public.

It was the week after P500 roll-out that I shared some thoughts on-line related to card design that are worth repeating here. When we as competitive Card Driven Game (CDG) players pick-up a hand full of cards and start planning our turn, we typically scan them to determine the Ops values and any key Events that would aid our game position. But there is a lot more placed on these cards by the designer than these two variables alone.

The CDG game designer plays the unique role of both historian and artist. Historian in trying to include the most significant or relevant events from the time period covered and ensuring they represent as accurately as possible in game function the situation depicted. Artist in trying to help the player feel to a degree the dilemmas faced by the actual participants. Player "stress" is frequently cited by those who have endured a collapsing world system in the cooperative card game Pandemic; I have heard US players compare their Awakening post Arab Spring experience as comparable, when hard earned gains hang in the balance of a Jihadist induced Civil War onslaught.

The artistic part of card design is best reflected in the title, the flavor sub-text, and the art work of the cards, each of which the designer has crafted to impart an image or feeling or historical reference to the player. The next time you pull the shrink wrap off a new CDG title, don't go straight to the cards and start reading through them. Instead, keep them in their wrapper, and only expose them one at a time when you play the game for the first time, if even solitaire. You will only have the experience of playing with this fresh deck once. There will be plenty of time to analyze the strengths and weakness of each card later on; for this first game, enjoy the experience of discovering the cards the designer created and what message is being imparted without being overly concerned about achieving victory conditions.

Alpha & Beta Testing

In simple terms, in the board game world, Alpha testing is you playing your design dozens of times solitaire, your developer doing the same, and then introducing it to some close friends, such as your local gaming group, to watch them play. The objective is to get the mechanics down, make readable rules and usable components, and remove obvious errors or questions so that when the game is introduced to the Beta test group, they can focus on refinements and enhancements rather than general edits and questions. It's imperative as a game designer to have a solid, well vetted design, before going to Beta testing. Otherwise you will receive multiple comments on the same petty edits and waste playtester time that could have been focused on creative enhancements. When designing cards, rules and counters, leverage templates created by others if you can…and mentally prepare for hours upon hours of computer time making revisions!

I was fortunate to have a couple North San Diego County Gamers who really helped me in this Alpha stage. Both Ken McMillan and Pete Martin were instrumental in playing the game with me multiple times and in giving suggestions for improvement. I found that FTF play and the accolades they shared on the design essential to keep my energy focused on the project. I received a similar lift when I hosted the first Tournament of *Labyrinth: Awakening* at the February 2015 STRATEGICON game convention in Los Angeles. Player feedback was gratifying and as the designer I enjoyed seeing the players grasp the topic, the real-world struggle it represents, and seeing the games go down to the wire! I received similar responses from players at the Spring and Fall 2015 GMT Weekends at the Warehouse.

Beta playtest of *Awakening* was run through three sessions of about 6 to 10 weeks each, with major updates to the rules and cards between each session. Testing occurred primarily through play on VASSAL through a module that Joel created and which he maintained for us throughout (*Thank You* Joel!). As a future game

designer, you should be aware that you will receive your greatest level of support from the Beta test group within the first couple of months of the P500 announcement. Be ready to go with quality materials on day one and capture the energy and enthusiasm from your initial volunteers. During Round 1 we validated play balance, while Round 2 focused on cleaning up the cards and rules for clarity, and Round 3 focused on testing the additional scenarios and the Bots. I am indebted to the following Beta playtesters, none of whom I have ever met in person, for their edits, design suggestions, card effect improvements, etc.: Kevin Rohrer, G. R. Wilson, Brian Schlorholtz, Andrew Gudgeon, Gordon Pueschner, Stephen Aslett and Jessica Brown, Adam Zahm, Guillaume Cusson, Florian Ottich, and James Stockdale. Sister-in-Law Sabrina Huyett and fellow Scout Leader Scott Gemmell also gave unique insights from the non-CDG gamer perspective. I was further inspired by the reviews or comments as presented in other forms such as paxsims.wordpress.com and even on You Tube, where Sani Fahouri, an independent game reviewer, has posted over 10 hours of video of him playing the playtest version of the *Awakening* expansion.

One of the new rules to come out of Beta testing was how to represent a state within a state. I struggled with how to portray the Caliphate declared by ISIL, whose capital is in Syria and whose current borders are fluid, but mostly straddle Syria and Iraq. The Caliphate rule resolved this and allows the Jihadist player to declare the creation of a Caliphate any time an Event placed three or more Cells into a single Islamist Rule, Civil War or Regime Change country. The borders of the Caliphate automatically expand and contract to include any countries adjacent to the Capital in the same three conditions described above. Advantages include increasing Jihadist Resources by one, Funding by two and blocking the play of certain US Events within the boundary of the Caliphate. Disadvantages include that all Cells are active (they are providing security and goods and services to their country and are more vulnerable to conventional warfare), and there are significant penalties if the Caliphate Capital is displaced or removed. Certain Event cards are enhanced if a Caliphate exists on the board.

Bots? But We Have Already Got a Bot?

Interestingly enough, the first question asked of me after the P500 announcement was if the game would have a Solitaire Bot for the US player; the original *Labyrinth* design only had a Jihadist Bot. My response at the time was no, but that rules would be included for the exiting Jihadist Bot to be usable with the new Event cards and mechanics. Later that week Volko introduced me to Adam Zahm, who had separately been working on a design for a US Bot to be used in *Labyrinth*. I called him up and he agreed to make Bots for both the US and Jihadist players for *Awakening*, and to make the Bots retroactive back into the original *Labyrinth* game too! This position of Bot creator is new in the industry, and it is imperative for the game designer to communicate effectively with him or her, especially in the matter of interpreting Event cards. In this sense, Adam was a Godsend to this project and I interfaced with him nearly as much as I did with my game developer. His comments on making cards clearer from a Bots logic perspective improved the overall product from the player's perspective a well. I believe Bots are here to stay, and it has been interesting to see Kurt Keckley pushing the design envelope of using Bots in his WWI block game *Fields of Despair*.

Adam's contributions to the *Labyrinth* Bots were even more significant when you consider he made them simultaneous with the creation of his own design of *Invierno Cubano*, the COIN expansion to *Cuba Libre* on P500 listing. All of this points to the fact that game design is a collaborative process with principal contributors who are also working on their own projects or are helping others with theirs. Case in point, my "Big Three"—Volko, Joel and Adam—were all involved in their own designs and assisting others too during the development of *Awakening*, and I was also involved in the FTF playtesting of Harold Buchanan's *Liberty or Death*, the COIN game on the American Revolution. I was also simultaneously designing and leading the playtest of a *Panzer* scenario on the largest tank battle of the war (Armored Fur Ball: Prokhorovka, 12 July, 1943), which was ultimately abandoned, as well as variants for *Normandy '44* and *Space Empires*, which continue on in development. Thus it is imperative that all parties communicate with each other and be realistic when making time commitments about completing their individual portions of the project.

End Game

GMT made the decision to go to production layout in mid February 2016. Mark Simonitch coordinated the effort with Charlie Kibler doing rules layout, Event cards and creating the Player Aid Card (PACs). Rodger MacGowan created the cover art. Charlie and I have been exchanging emails and files near daily for six weeks now. He has been very patient with me as I learned the process followed in creating the final copy and proofing it. For the would-be game designer, here are some things I learned that might help you and which I wish I knew at the beginning:

1. Try to be as complete as possible when you send your material over for layout. Once you turn over your "soft copy" material, from then on, all changes will be done by electronic "sticky notes" embedded in .pdf files; no more free-texting word changes and edits as you go.

2. For a game like this, the layout process goes Event cards first, PACs second, rules and Bots third. There is wisdom in this order, as this gives maximum time to get the cards right, and you don't want to be renumbering your rules too much due to minor changes, so save them for last.

3. When submitting photo or art work, it's frequently best to present them in "landscape" format, especially photos to be used on the cards.

4. Have a good idea on what information should be on your Player Aid Cards, but leave it up to your artist to make recommendations on color scheme and layout… Charlie has done wonders for this product!

5. When writing your rules, request and follow the two page official "GMT Style Guide." Early in your Rules writing process define your Key Terms and stick to them. It's much easier for the player to learn the game if certain easily defined terms or concepts repeat themselves throughout.

6. Keep a Glossary and Abbreviations list too.

7. Now the final word of advice (or caution) — when embarking on your own game design, everything is going to take at least three times longer than you think… so plan ahead (especially if you are a perfectionist!).

Conclusions

The Arab Spring was an unprecedented period of time for the peoples of the countries impacted. Never before had the citizens of these countries raised their voices to this level, demanding to be heard on both the national and world stage. Changes in government

did come about, and some are still in process, but in many ways the participants will look back on this period as a lost opportunity, as other forces came in and steered many of the movements in contradictory directions. Perhaps the Arab Spring will spawn a follow-on phase in the political evolutionary process, as truly nothing is a waste in history; just as in card driven games, in history, all events lead to something else!

One final note on the naming of *Labyrinth: Awakening, 2010 - ?.* Since the game was an expansion, naming it in some fashion after *Labyrinth* was a logical choice, as it clearly tells the consumer the game's roots, and that the foreign policy puzzle faced by the US towards Muslim countries is still unresolved. The sub title of "*Awakening*" is a double reference to both the Arab awakening that has occurred as a popular expression of political will across the Muslim world, as well as the awakening of Muslim support for the global Jihadist movement as anticipated by Al Qaida's leadership but perhaps more noticeably carried out recently by ISIL, Al-Shabaab, Boko Haram and others.

As has been shown before, there is a logical evolution from the game *Twilight Struggle* to *Labyrinth* to COIN. In many ways *Labyrinth: Awakening* is a return to the *Twilight Struggle* roots, in that the placement of Awakening and Reaction markers and their effect on the game is similar to placing Influence in that game. Players will find in *Awakening* that countries can independently and steadily move towards one extreme of the Governance spectrum if their opponent does not intervene in such a way as to change that path. Or these countries may sit in numbing neutrality if the cards, player decision or random events chose to ignore that country in this playing.

I hope this article gives some insight into the challenges of creating and promoting your own design, as well as awareness of some of the snarls one may encounter in the game design process and where one can turn for support. I also hope it gives some insights into the design philosophy for the *Awakening* expansion. As any game designer feels with the launch of their inaugural design, I hope that others enjoy solving the puzzles in *Labyrinth: Awakening* as much as I have enjoyed the process of creating them, and that along with the competitive aspect of the game, we each gain new insights in the topic presented before us.

Second Hajj

Volko Ruhnke on Labyrinth:Awakening

In October 2014, I had been two decades in fandom and freelance work for GMT. It was finally time for my pilgrimage to the great Warehouse and GMT West. My first hajj was a wonderful opportunity to mingle amidst the old and new cohorts of faithful that gather in Hanford ever six months. The conversations there with Trevor that he describes in his piece were a particularly good tiding for me, as I had long seen the cause for but not had the wherewithal to produce an expansion for *Labyrinth*.

Upon publication of *Labyrinth* in 2010, developer Joel Toppen and I had already vaguely envisioned the future addition of an "Obama Deck" of new Events, plus perhaps a US non-player algorithm so that players might solitaire as the Jihadists. Later, as I looked back on the game's simple little model of the complex global conflict with jihadism, I felt that it had stood up well. The world had seen:

- Jihadist advances in their objective of imposing strict Islamist Rule on chunks of territory ultimately to be knit into a transnational caliphate.

- Continued efforts by the new US administration to sponsor and in the follow-up to regime change to fight for good governance as a counter-jihadist strategy.
- In the US and among the nations fighting jihadism, markedly shifting preferences between hard- and soft-power approaches, with resulting frictions within what had been called the "GWOT".

The big "but" to any such self-congratulation, of course, was 2011's "Arab Spring" (and not, as some commented on line, the death that year of Bin Ladin, already accounted for on card 112, thanks to Gene Billingsley's recommendation during design to include such a possibility). My design did not account for the spike that year in Muslim populations' participation in politics, which so vividly provided hope for sudden leaps to better governance or, alternatively, descent into authoritarian reaction and the concomitant opening for jihadist advance. If we ever needed demonstration that the removal or lack of accountable governance played to the jihadists' strategy, we have it before our eyes in today's Sinai and Raqqa and many other such unfortunate locales.

So when I met Trevor in Hanford in 2014, I welcomed his ambition to update *Labyrinth* and, as he describes, reinforced his impulse to add not just new Events but new mechanics—those which became the expansion's Awakening and Reaction markers especially. With Joel agreeing again to develop, *Awakening* drove on in capable hands after that GMT West, leaving me free to work on COIN projects.

In October 2015, I had occasion for a second hajj, and thereby the opportunity to play and discuss *Awakening* with Trevor at the same warehouse game table where we had met and launched the endeavor a year before. To my delight, not only the model but the game play were first rate! Beyond a quibble with a card's effect here or there, I could not come up with any improvement to the mechanics of Trevor's design. Thrillingly, he had gone beyond democratic awakening to wrap in the jihadists' counterpart awakening of the umma, civil wars, local anti-jihadist forces, the phenomenon of a declared caliphate, and new locations and concerns about WMD left out of the original volume. His added layer of strategy made the game more fun to play without obscuring the core conception—a balanced and brilliant work of design.

Consider a moment the challenge and consequence of that game-design achievement. Ponder Syria as merely one intense example of today's heinously complex, many-on-many conflict, with violent and non-violent cleavages simultaneously on ideological, sectarian, ethno-national, and several other lines. To succeed in representing that conflict in the context of an accessible, two-player board game provides more than entertainment. By necessarily focusing on the essential, such a board game communicates understanding—at a minimum, clarifies the players' own pre-existing mental models—understanding of a current, critical, and therefore highly controversial topic.

Let me here reveal the key to Trevor's success, and to that of any game design who would remain great: collaboration. Great game design is ideas having sex (as is all human progress, per technology historian Matt Ridley). And you can feel that as you read Trevor's account in these pages. His approach in weaving into rather than re-cutting the fabric of *Labyrinth*; his recruitment of another emerging design light, Adam Zahm, into the endeavor; his attention to the feedback of tournament testers; and his discipline in not falling in love with his own design ideas too quickly all demonstrate that

he gets it. Game designers who don't, who are all about their own chops, are for more likely to repeat the same forms and inevitably fade from innovation and interest.

My contributions to *Awakening* at that Hanford meet were mainly cosmetic. The real-world forces that Trevor had represented with his Awakening and Reaction markers and his new local forces pieces varied by country cases. So we spent some time discussing in depth and detail what and whom those mechanics modeled, what the game should name them, and so on. Out of that came merely the change to the term "Militias" for the local forces and their representation with blue octagonal cylinders rather than olive cubes, to reinforce the idea that these pieces represent mostly popular forces fighting for good governance--whether against authoritarian reaction, against the jihadists, or against both simultaneously--rather than representing the local government's army, which would remain inherent to the country's game-board space and governance marker.

I also requested that *Awakening* use the opportunity of added country tiles to correct a design regret of mine with regard to the original *Labyrinth*. Designing in 2009, I had treated Syria as a special case with regard to Sunni-on-Shia sectarianism: I labeled Syria as "Sunni" on the game board as a design-for-effect fix to deny it as a target for Event cards representing Shia militancy, in the mistaken idea that Damascus's close relationship with Iran shielded it from such. Syria, it turns out vividly today, is as subject to sectarian violence as any "Shia-Mix" country. With Trevor's addition of tiles for Nigeria and Mali—just heating up as jihadist theaters when *Labyrinth's* development was already too far along to include them—*Awakening* fills the gaps in the original volume's global scene.

In this and many other ways, Trevor's creation offers me a second hajj of another sort. Game design for me is travel—intellectual journeys via tabletop models. *Awakening* affords a second chance for *Labyrinth* to guide us through the story of what today remains the great global conflict of our time, and to get it closer to right than did the original volume. And that I find deeply satisfying.

~ vfr

ABBREVIATIONS & ACRONYMS

ARF: Alert Resolution Flowchart (Solitaire Bot)

AUMF: Authorization for the Use of Military Force

CIA: Central Intelligence Agency

CTF: Combined Task Force

DRM: net Die Roll Modifiers (Solitaire Bot)

EOT: End of Turn

EvO: Event or Operations (Solitaire Bot)

FMS: Foreign Military Sales

GWOT: Global War on Terror

ISIL: Islamic State of Iraq and the Levant

JV: Junior Varsity

JSP: Jihad Success Possible (Solitaire Bot)

MENA: Middle East North Africa

NATO: North Atlantic Treaty Organization

NGO: Non Government Organization

NPT: Non-Proliferation Treaty

OpP: Operations Priorities (Solitaire Bot)

Ops: Operations

PAC: Player Aid Card(s)

PAR: Post-Alert Resolution (Solitaire Bot)

POTUS: President of the United States

SCAF: Supreme Council of the Armed Forces

SECDEF: Secretary of Defense

SOCOM: Special Operations Command

TandM: Troops + Militia (Solitaire Bot)

UAV: Unmanned Aerial Vehicle

UNSCR: United Nations Security Council Resolution

WMD: Weapons of Mass Destruction

CARD LIST

#	Title	Ops	Assoc.	Type	Corner	#	Title	Ops	Assoc.	Type	Corner
121	Advisors	1	US	M		170	Theft of State	1	Jhd		
122	Backlash	1	US		BC	171	Abu Ghraib Jail Break	2	Jhd	R	
123	Humanitarian Aid	1	US		CW	172	Al-Shabaab	2	Jhd		
124	Pearl Roundabout	1	US		AS	173	Arab Winter	2	Jhd	L	CW
125	Peshmerga	1	US			174	Boston Marathon [2010, 2011, 2012]	2	Jhd	R	
126	Reaper	1	US			175	Censorship	2	Jhd	M	AS
127	Reaper	1	US			176	Change of State	2	Jhd		
128	Reaper	1	US			177	Gaza Rockets	2	Jhd		
129	Special Forces	1	US			178	Ghost Soldiers	2	Jhd		CW
130	Special Forces	1	US			179	Korean Crises	2	Jhd	L	
131	Arab Spring "Fallout"	2	US		AS	180	Mosul Central Bank	2	Jhd	R	CW
132	Battle of Sirte	2	US		AS	181	NPT Safeguards Ignored	2	Jhd	R	
133	Benghazi Falls [2010]	2	US	R	AS	182	Paris Attacks	2	Jhd		
134	Civil Resistance	2	US		AS	183	Pirates	2	Jhd	M, R	
135	Delta / SEALs	2	US			184	Sequestration [2010, 2011, 2012]	2	Jhd	M, R	
136	Factional Infighting	2	US			185	al-Maliki [2010]	3	Jhd	R	
137	FMS	2	US			186	Boko Haram	3	Jhd		CC
138	Intel Community	2	US			187	Foreign Fighters	3	Jhd		CC
139	International Banking Regime	2	US			188	ISIL [2010, 2011, 2012]	3	Jhd	R	CW
140	Maersk Alabama	2	US	M, R		189	Jihadist Videos	3	Jhd		
141	Malala Yousafzai	2	US	R	CW	190	Martyrdom Operations	3	Jhd		
142	Militia	2	US		CW	191	Muslim Brotherhood	3	Jhd	R	AS
143	Obama Doctrine	2	US			192	Quagmire	3	Jhd		
144	Operation New Dawn	2	US			193	Regional al-Qaeda	3	Jhd		
145	Russian Aid	2	US		CW	194	Snowden [2010, 2011, 2012]	3	Jhd	R	
146	Sharia	2	US			195	Taliban Resurgent	3	Jhd		
147	Strike Eagle	2	US			196	Training Camps	3	Jhd	M	
148	Tahrir Square	2	US		AS	197	Unconfirmed	3	Jhd	R	
149	UN Nation Building	2	US		BC	198	US Atrocities	3	Jhd		
150	UNSCR 1973	2	US	M		199	US Consulate Attacked	3	Jhd	L	
151	UNSCR 2118 [2010, 2011, 2012]	2	US	R	CW	200	Critical Middle	1	U	S	
152	Congress Acts	3	US			201	Cross Border Support	1	U		CC, CW
153	Facebook	3	US		AS	202	Cyber Warfare	1	U		
154	Facebook	3	US		AS	203	Day of Rage	1	U	R	AS
155	Fracking	3	US	M		204	Ebola Scare	1	U	L, R	
156	Gulf Union	3	US		CW	205	Erdoğan Effect	1	U		
157	Limited Deployment	3	US			206	Friday of Anger	1	U		AS
158	Mass Turnout	3	US		BC	207	JV / Copycat	1	U		
159	NATO	3	US	M		208	Kinder - Gentler	1	U		
160	Operation Neptune Spear	3	US			209	Quds Force	1	U		
161	PRISM	3	US			210	Sectarian Violence	1	U		CW
162	SCAF	3	US			211	Smartphones	1	U	M	AS
163	Status Quo	3	US		BC	212	Smartphones	1	U	M	AS
164	Bloody Thursday	1	Jhd	M	AS	213	Smartphones	1	U	M	AS
165	Coup	1	Jhd			214	3 Cups of Tea	2	U	M	
166	Ferguson	1	Jhd	L		215	Abu Bakr al-Baghdadi	2	U	R	CC, CW
167	Houthi Rebels	1	Jhd	R		216	Abu Sayyaf (ISIL)	2	U	R	CW
168	IEDs	1	Jhd			217	Agitators	2	U		CW
169	Islamic Maghreb	1	Jhd	M, L		218	al-Nusra Front	2	U		CW

CARD LIST

#	Title	Ops	Assoc.	Type	Corner		#	Title	Ops	Assoc.	Type	Corner
219	Ayman al-Zawahiri	2	U	R			230	Sellout	2	U		BC, CW
220	Daraa	2	U	R	AS		231	Siege of "Kobanigrad"	2	U		CW
221	Fly Paper	2	U		CC, CW		232	Trade Embargo	2	U	M, R	
222	Hagel	2	U	R			233	UN Ceasefire	2	U		BC
223	Iranian Elections	2	U	R	AS		234	Free Syrian Army [2010, 2011]	3	U	R	
224	Je Suis Charlie	2	U				235	Qadhafi	3	U		
225	Jihadi John	2	U		CW		236	Oil Price Spike	3	U	L	
226	Operation Serval	2	U	M			237	Osama bin Ladin [2010]	3	U	R	
227	Popular Support	2	U		AS		238	Revolution	3	U		
228	Popular Support	2	U		AS		239	Truce	3	U	L, M	BC
229	Prisoner Exchange	2	U				240	US Election	3	U	Auto	

K E Y

US = US-associated Event	**R** = Remove	**CW** = Civil War Deck
Jhd = Jihadist-associated Event	**L** = Lapsing	**CC** = Creates Caliphate
U = Unassociated Event	**AUTO** = Automatically Triggered Event	**BC** = Blocked by Caliphate
M = Mark	**AS** = Arab Spring Deck	**[2010]** = Scenario(s) card is in use

GLOSSARY AND INDEX

Africa: All countries south of the Mediterranean Sea and west of the Red sea including Egypt, Mali and Nigeria

Attrition: An end of turn procedure to see if either side loses forces in each Civil War country (11.2.5)

Awakening Marker: A representation of that portion of the populace of a Muslim country that desires a change towards Good Governance (11.1)

Caliphate: One or more adjacent Muslim Countries containing a Caliphate Capital or Caliphate Country marker and all of which are in a condition of Islamist Rule, Civil War or Regime Change (11.3.8)

Civil War: The condition of a Muslim country in which peaceful protest has turned into organized armed conflict through event play (11.2.1)

Convergence: The random spread of an Awakening or Reaction marker immediately following a country becoming Good or Islamist Rule (11.1.8)

Country Mat: A map overlay used to designate a new country or changes to an existing country (11.3.3)

Discard: Placing a card into the discard pile

Disengagement: The removal of an Awakening or Reaction marker due to the change of Governance towards Good or Islamist rule (not from changes in Alignment toward Ally or Adversary) (11.1.5)

End of Turn Sequence: The steps to be followed after the last card play of a turn (11.3.6)

Ineligible: A country that is unable to receive that type of piece or marker, for example Troops in a non-Muslim country or Awakening/Reaction markers in a non-Muslim, Civil War, Good or Islamist Rule country

Militia: Irregular forces that are either supporting Good Governance or resisting the imposition of Jihadist will (11.2.4)

Movable: Per solitaire Bot instructions, any Cell that is not the last Cell in an Auto-Recruit country when there are two or fewer Auto-Recruit countries with a Cell (see 12.3.9)

Off Map Box: A location where US Troops are placed temporarily until the condition of their return is fulfilled (11.3.4)

Polarization: The addition of either Awakening or Reaction markers to a Muslim Country at the end of a turn based on the progress of movements within that country (11.1.7)

Random Country Tables: Used to determine the random selection of a Muslim or Shia-Mix country during Convergence, the use of Bots or via Event instructions (11.3.9 & 11.3.10)

Reaction Marker: A representation of that portion of the populace of a Muslim country that desires a change towards Islamist Rule (11.1)

Remove(d): Taking pieces from the map and placing them on the Track, or placing a card out of play to the Removed Cards pile, or placing a WMD Plot out of the game, or returning markers to the supply

Select: Choosing a country via Bot instructions or choosing the value that a country will take by event play, such as selecting a country to become Hard, or choosing a specific card from the discard or removed cards pile

Set: Adjusting a country to a predetermined value by event play, such as set to Neutral

Shift: Adjusting a value by a predetermined amount, such as shift 1 box toward Adversary

Unplayable: An Event that cannot or will not be played by a solitaire Bot - instead, the card is used for Operations

WMD Alert: The removal of a placed or potentially available WMD Plot by US Operations or Event play, thus granting +1 Prestige (11.3.1)

RULES OF THUMB FOR LABYRINTH & LABYRINTH: AWAKENING

By Trevor Bender

Every game has a handful of rules of which an accurate understanding is essential for successful play, but which are easily forgotten between sessions or may not be listed on the Play Aid Cards (PACs). The purpose of this reference is to give the *LABYRINTH* and *LABYRINTH: Awakening* player a source to turn to as a refresher of these key, but obscure rules. They are presented in numerical order, but can also be scanned by topic.

4.8.4 Cadres: Place a Cadre marker when the last Cell in a country is Removed via Disrupt or Removed, replaced or repositioned by Event, but not by Jihad or Travel. Remove the Cadre marker anytime a Cell is placed from the Funding Track into that country, but not if a Cell Travels to a country with Cadre. Like a Cell, Cadres enable recruiting (8.2.2) and a country must have one or the other in order to recruit, including in auto-recruit situations (Islamist Rule, Regime Change, Civil War and Training Camps).

4.9.4 Initial Test: An Unmarked country has no Pieces or Markers in it. If that country is subject to an Event or Operations (even failed Travel), Test the country. Testing would also be triggered by the placement by Event or related markers such as Cadre, Awakening, Reaction, Aid, Besieged Regime (etc.), or Cells or Militia. A country which Tests at a higher governance value than the Ops Card played for a US Operation would result in no action possible (4.9.5). Any instruction to Test a country only applies if the country is Unmarked.

5.2.7 Reserves: At the end of each Turn (hand of cards), any Reserves are lost (set to 0) (N/A to Bots).

6.2.2 Rules Conflicts: Generally Event text supersedes rules. For Example, Events allow the placement of Cells from the Jihadist Funding track regardless of the position of the Jihadist Funding marker (4.7.4.2). The last played Event, if still in effect, will supersede previous Events if there is a conflict. In some cases, a rule will not be superseded by an event, such as being prohibited from placing Militia in non-Muslim countries (11.2.4), and these are spelled out in the *LABYRINTH: Awakening* rulebook.

6.2.4 All that Applies: When an event with multiple effects occurs, implement all that apply, ignoring any effects that do not apply.

7.1.1 US Operations Value Requirement: US Ops cost equals governance value of the target country.

7.2.1.2 War of Ideas: WoI receives the +1 modifier for at least 1 adjacent Muslim country at Good Ally; adjacent non-Muslim Good countries do not provide the modifier (they do not track Alignment so are not at "Ally" in game terms). Remember there is a –1 modifier when attempting to Shift to Good.

7.2.2.3 & 8.4.3.2 Aid and Besieged Regime: Remove all these markers from a country as it shifts to Good or to Islamist Rule. Remove one Aid marker per successful Jihad roll or successful Plot resolution roll.

8.1.1 Jihadist Operations Value: Jihadist player may only choose one Operation type but may attempt it equal to the Ops value of the card played with success being based on the Governance of the target country(s). All attempts must be pre-designated before rolling any.

8.1.2 Simultaneous: When conducting multiple Operations of the same type or conducting multiple effects from an Event, such as placing or moving multiple Cells or Awakening/Reaction markers in different destinations, announce in advance all occurrences, then execute them all simultaneously, and instantaneously including any die rolls required for success.

11.1.5 Disengagement: Remove an Awakening marker (or a Reaction marker) each time a country improves (or degrades) its Governance. Changes in Alignment have no effect.

11.1.7 Polarization: During the end of turn census, add one Awakening or Reaction marker if you have two more than your opponent. If you have three or more, then shift Alignment one direction to your side. If already at the end of the Alignment track, improve or degrade governance one level instead (implement Disengagement 11.1.5 if needed).

11.1.8 Convergence: If you have a country go Good (or Islamist Rule), then immediately place an Awakening (Reaction) marker via the Random Muslim Country Table (11.3.9).

11.2.5 Attrition: In Civil War countries, during the end of turn census, inflict one hit on your opponent's pieces for every six Troops + Militia (or Cells) that you have there. For any fraction less than six, roll a die and if less than or equal to the number present, inflict a hit. Each US hit removes two Cells (if Troops or Advisors present) or one if Militia are alone. Each Jihadist hit removes one Troops or Militia. Pieces are removed by the owning player.

11.3.11 Laundry List Cards: Certain cards, such as Obama Doctrine, allow a player to choose more than one item from a list. In these cases, the choices must all be different.

11.3.12 OR: Certain cards allow a player to choose one or another effect. Once the choice is made, the unchosen effect(s) on the opposite side of the bolded **OR** is ignored for this play of the card. If playing as an event, a player must chose an option that produces an effect, if possible.

11.3.14 Remove Additional Markers: Each time a Muslim country becomes Good Governance (7.2.1.1) or Islamist Rule (8.4.4), remove all Regime Change, Besieged Regime and Aid, Awakening, Reaction, Civil War, Caliphate (unless IR) markers, and Militia pieces.