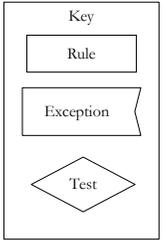
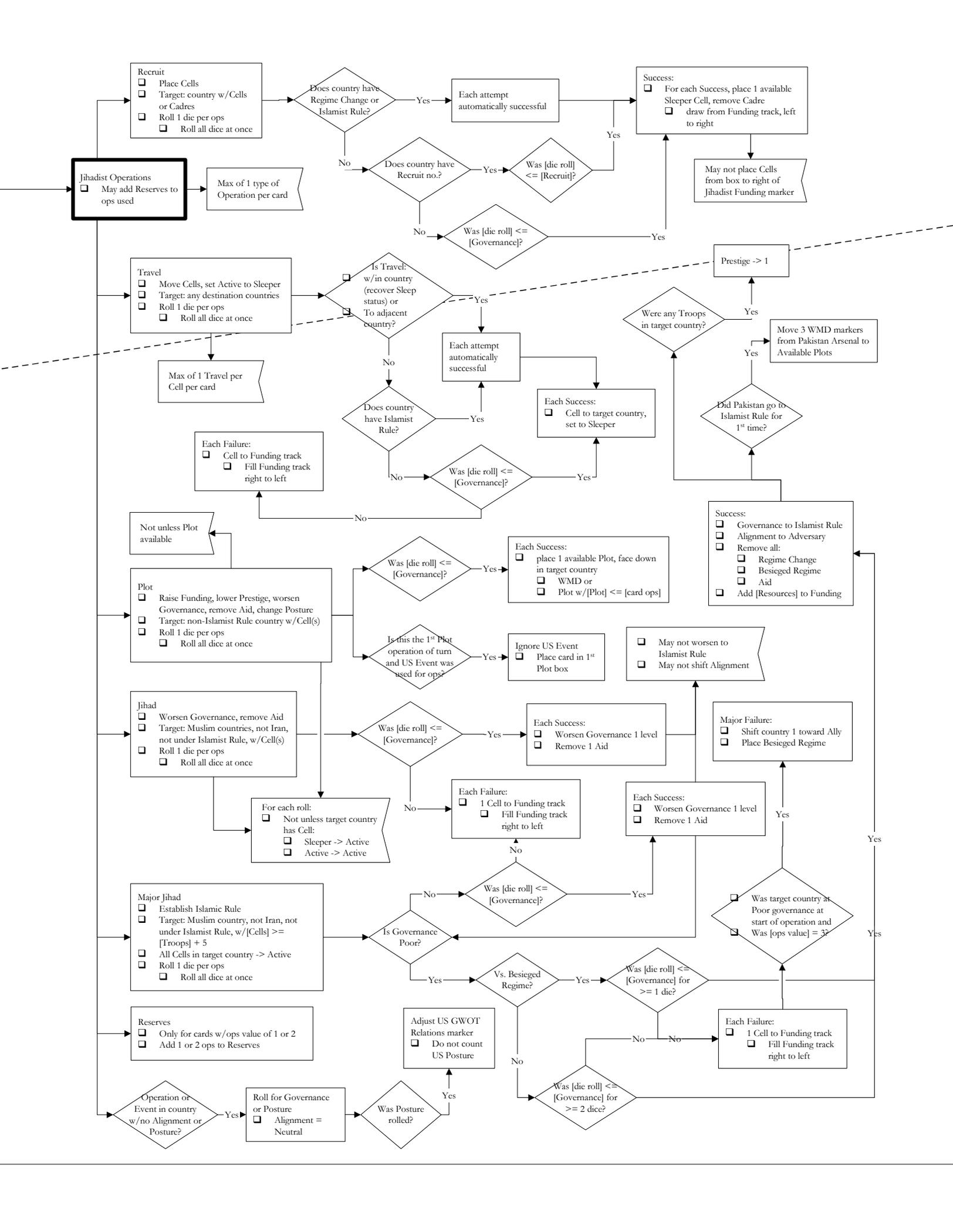


LABYRINTH

GMT Games
 Visio rules Version 1.0 by R Monk
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US Operations
 May add Reserves to ops used

Not vs. Regime Change unless
 [Troops] > [Cells] + 5

May not use Reserves for Reassessment
 Max of 1 type of Operations per card

War of Ideas - Muslim countries
 Improve Alignment (Neutral country) or Governance (Ally country)
 Target: Neutral or Ally Muslim country
 Cost: [ops] >= [Governance of target country]

War of Ideas - non-Muslim countries
 Help GWOT Relations, gain Prestige
 Target: Non-US, non-Muslim country
 Cost: [ops] >= [Governance of target country]

Disrupt
 Remove Cells or Cadre, gain Prestige
 Target:
 Non-Muslim country (not Iran) or Ally or country w/[Troops] >= 2
 Cost: [ops] >= [Governance of target country]

War of Ideas Die Roll Modifiers	
Modifier	Cause
-1	Attempting shift to Good
-?	Per GWOT Relations, World Posture if US and World Posture differ <input type="checkbox"/> 1 Hard, 1 Soft
+/- ?	US Prestige
+1	Per Aid marker
+1	Adjacent Good Ally <input type="checkbox"/> Max of +1

War of Ideas	
Modified Die Roll	Result
1 - 3	No effect
4	Aid <input type="checkbox"/> Place Aid marker if not already there
>= 5	Success <input type="checkbox"/> Neutral -> Ally or improve Ally Governance 1 level

Remove:
 Regime Change
 Besieged Regime
 Aid

Is Governance now Good?

Not vs. Islamist Rule

Posture	
Die Roll	Result
1 - 4	Soft
5 - 6	Hard

Does result Posture = US Posture?

+1 Prestige

Remove Cadre

Are there any Cells to affect?

Adjust US GWOT Relations marker
 Do not count US Posture

Sleeper Cell -> Active Cell
 Active Cell -> removed to Funding track

Was the last Cell removed?

Place Cadre

Not vs. Islamist Rule

Single Sleeper Cell may not be made Active and removed in one Operation

Alert
 Block a Plot
 Target: any country w/a Plot
 Cost = 3 ops
 Select and reveal 1 Plot

Deploy
 Move Troops
 Target:
 Ally Muslim country or Troops track
 Cost: [ops] >= [Governance of target country]
 Treat Troops track Governance as Good = 1
 Move any no. of Troops from 1 location to target
 For country target, draw Troops from left to right
 For Troops track target, place in Troops track, 5 per box, right to left
 Place Troops marker in right-most box w/< 5 Troops

Must leave behind Troops such that [Troops] >= [Cells] + 5

Moving Troops out of Regime Change country, but not Withdrawing?

Change Prestige by lower of 2 die rolls

Remove from game

Place in Available Plots box

Regime Change
 Overthrow Islamist Rule, create Ally
 Target: country w/ Islamist Rule
 Deploy >= 6 Troops
 Draw Troops from left to right
 All Cells -> Active
 country becomes Ally
 Place green Regime Change marker
 Cost = 3 ops

Not if US Posture is Soft

Prestige Die Roll Modifiers	
Modifier	Cause
-1	Per GWOT Relations, US and World Postures differ <input type="checkbox"/> 1 Hard, 1 Soft

Prestige	
Die Roll	Result
1 - 4	Drops
5 - 6	Rises

Withdraw
 Remove US Troops from Regime Change country
 Deploy any no. of Troops out of target country
 Place in Troops track, 5 per box, right to left
 Place Troops marker in right-most box w/< 5 Troops
 Remove Aid markers
 Place Besieged Regime marker
 Cost = 3 ops

Not if US Posture is Hard

Governance	
Die Roll	Result
1 - 4	Poor
5 - 6	Fair

Reassessment
 Change US Posture
 Hard -> Soft or Soft -> Hard
 Cost = 2x 3-value ops cards, no Reserves

Reserves
 Add 1 or 2 ops to Reserves

Operation or Event in country w/no Alignment or Posture?

Roll for Governance or Posture
 Alignment = Neutral

Was Posture rolled?

Adjust US GWOT Relations marker
 Do not count US Posture

