

Labyrinth: Intel Wars

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Unofficial Scenario for Labyrinth: The War on Terror



The Situation

In the immediate aftermath of the 9/11/2001 terrorist attacks, western intelligence agencies received incontrovertible evidence of a WMD plot, in the final stages of planning, inside the United States.

In addition to the military mission of capturing or killing the perpetrators of the 9/11 attacks, and overturning the government that supported them, a massive worldwide intelligence effort is initiated to discover the operational plan behind the imminent WMD threat. America and its Allies must coordinate wars, counterinsurgencies, nation building, diplomacy, and spy craft on an unprecedented scale. The clock is ticking...

Overview

This variant scenario for "**Labyrinth: The War on Terror 2001-?**" places additional emphasis on the intelligence aspects of the current war against global terrorism. It shifts some of the focus away from the critical Oil Resource countries, forces America to stretch its limited capabilities to the maximum and requires both players to adjust their overall strategies. Any country on the entire map could hold the key to victory or defeat. The modifications to the victory conditions were deliberately designed to be quite challenging for the U.S. player.

I created this scenario because it is my opinion that, given equally experienced **Labyrinth** opponents, the U.S. player will always win the "Let's Roll" scenario, barring an extreme run of bad luck in card draws and dice rolling. This may just be a healthy dose of reality, given the vast military and economic resources of America vs. those of the Jihadists. But **Labyrinth** is NOT reality; it's just a military-themed strategy game. The intention of saddling the U.S. player with additional victory requirements is to make it a more challenging game.

New units are required to play **Intel Wars**. There are 5 **CIA Units** that represent the collective intelligence effort of America and its allies, and 59 **Intel Chits** of various types. Some of these chits contain critical objectives for the U.S. player

(i.e., Usama bin Laden, WMD Plots, etc.). Some, called **Location Chits**, give intelligence "hints", and some are just dead ends. The last page of this document contains all the graphics needed to create the unit counters, front and back.

Intel Chits

Types of Intel Chits

The following list explains the various types of Intel Chits:

- **Bin Laden** - High Value Target Chit - Represents the physical location of Usama Bin Laden.
- **Zawahiri** - High Value Target Chit - Represents the physical location of Ayman al Zawahiri.
- **WMD Plots** - High Value Target Chit - There are 2 WMD Plot Chits (WMD Plot A and B) that represent planned the intel necessary to thwart planned WMD attacks on the U.S. homeland. The U.S. player must successfully Discover both chits by the end of the game in order to foil the plot. **IMPORTANT:** These new WMD Plots are totally separate from the standard WMD Plots (and "Unblocked Plots" process), which are not changed at all.
- **Doublecross Chits** - An exceptional counterintelligence effort by the Jihadists to lure the CIA into a trap, causing the elimination of one CIA unit. There are 3 Doublecross chits.
- **Prestige Chits** - Provide either a +1 or -1 Prestige upon Discovery. There are 6 Prestige Chits, 3 with +1 and 3 with -1 Prestige modifiers.
- **Location Chits** - Give clues as to the location of the bin Laden, Zawahiri, or WMD Plot Chits. The information on these chits may be either True or False. For example, "Zawahiri in Sunni Country", "WMD Plot B in Blue Country", etc. There are a total of 28 Location chits, broken up into 8 groups. A total of 9 will be placed; one from each of the 8 groups, and one additional one (see "Placing Intel Chits", below)
- **"False Lead" and "Bad Intel" Chits** - No action; just a wasted effort by the CIA. There are 13 of these chits, and they are completely interchangeable.



Placing Intel Chits

Before the start of the game, the Jihadist player secretly places 36 Intel chits face down, one per country **except the U.S.**, as follows:

- First, the Bin Laden and Zawahiri Intel Chits must be placed.
- Next, both WMD Plot A & B Intel Chits must be placed.
- Next, all 3 Doublecross Intel Chits must be placed.
- Next, the 6 Prestige (+/-) Intel Chits are placed.
- Next, exactly 9 Location Intel Chits must be placed, but only ONE of them may be False. The rest must all be True, based on the chosen locations for Bin Laden, Zawahiri and WMD Plot chits. (see "Location Chits", below, for more information on Location Chits).
- Finally, the 13 "False Lead" and "Bad Intel" Chits are placed in all the remaining countries.



Location Chits

Location Chits are organized in 8 groups (see "List of Location Chit Groups", below). Each Location Chit has the group number circled in the upper left corner. Within each numbered group, only one chit is True. So, the Jihadist must pick one True chit from each of the 8 groups, based on the chosen locations for Bin Laden, Zawahiri, WMD Plot A and WMD Plot B. Then, a 9th chit should be selected from any of the 8 groups. This 9th Chit will be FALSE and is used to mislead the U.S. player, should he Discover it.



To clarify when I refer to "Blue" or "Yellow" countries, I'm of course referring to the actual color of the country boxes on the map.

US CIA Units

The U.S. starts the game with five (5) CIA Units on the Troop Track (it doesn't matter which box of the Track). The purpose of these units is to reveal Intel Chits. They may move from the Troop Track to a country, or from country to country, expending Ops points to do so, and attempt to Discover any hidden Intel Chits.

Placement/Movement

CIA placement/movement may be initiated by play of **CARD 2** during the U.S. Action Phase. To move a CIA unit from the Troop Track to the map or from one location on the map to another, the U.S. player must spend 1 Ops point. Therefore, play of a 3-Ops card would allow placement/movement of 3 CIA units. An ops card can be used either place/move a CIA unit, or for normal U.S. operations; it cannot be used for both.



To move or place a CIA unit, simply move it from its current location to another country anywhere on the map, except for the U.S.. **Note that CIA units do NOT trigger "testing" of any countries.**

Only three (3) CIA units may be deployed on the map at any given moment. Any CIA Units remaining on the Troop Track may only be placed on the map to replace an eliminated CIA unit. There may be more than one CIA unit in a country, if desired.

The purpose of allowing CIA placement or movement only during the second card play is to prevent the units from being used for Discovery (see below) in the same Action Phase they move. The Jihadist will always have an opportunity to respond to the movement of a CIA unit before the CIA unit can attempt Discovery.

Discovery

During the U.S. Action Phase, **after** play of Card 1, if at least one CIA unit is present in a country with an undiscovered Intel Chit, the U.S. player may roll a die to "Discover" the chit's hidden value. The die roll required for successful Discovery is **3 or higher**. Except where specifically annotated, the following die roll modifiers are cumulative:

Discovery Modifier	Discovery Attempt Location/Conditions (success = 3+)
+2	If current "Regime Change" country
+1	for each additional CIA Unit in the country
+1	If one or more US Troops in the country
+1	If "Ally" Muslim country (NOT cumulative with "Regime Change" modifier)
+1	If "Blue" or "Yellow" country with Posture same as U.S.
-1	If one or more Jihadist Cells in the country
-1	If "Adversary" Muslim country (NOT cumulative with "Islamist Rule" modifier)
-1	If "Blue" or "Yellow" country with Posture opposite of U.S.
-2	if "Islamist Rule" country

For any other conditions and circumstances (including un-tested countries), apply no modifiers at all.

If the negative modifiers in a country make it impossible to successfully "**Discover**", then the American player will have to perform the operations necessary to rectify the situation (bring in more CIA units or Troops, change the Posture of the target country, etc.)

Note that Discovery does not require card play or expenditure of Operation points. See "Game Modifications" section below for details.

Discovery Success

When the "Bin Laden" or "Zawahiri" Intel Chits are successfully Discovered, the U.S. player may immediately select and reveal 3 other Intel Chits in any country on the map that is NOT an Islamist Rule country (that's 3 free Discoveries for Bin Laden and another 3 for Zawahiri). No CIA Units need be present in these countries; it's totally free. This simulates the effect of intelligence that might be gleaned from the capture of either of these guys. In addition, U.S. Prestige is immediately increased +3 when Zawahiri is Discovered and +5 when Bin Laden is Discovered.

If the "WMD Plot A" or "WMD Plot B" Intel Chits are successfully discovered, there is no further action required. The U.S. player simply places them aside to confirm that those victory conditions have been met.

If a successful Discovery reveals a "DoubleCross" Intel Chit, **one** CIA unit performing Discovery is permanently eliminated. However, the U.S. player's very last CIA unit is immune from elimination, so there will always be at least one CIA unit in play.

If a "Prestige +1" or "Prestige -1" Intel Chit is discovered, apply the Prestige adjustment immediately.

Discovery of "False Lead" or "Bad Intel" Intel Chits require no further action. Just a waste of time for the U.S. player.

Any discovered Intel Chit is removed from play immediately.

Discovery Failure

If the U.S. player fails to successfully Discover an Intel Chit, there are no additional consequences other than having to wait until the next U.S. Action Phase to try again.

Game Modifications

Setup

The setup for the "**Let's Roll**" scenario should be used, with the addition of 5 CIA Units being added to the Troop Track (anywhere on the Troop Track is fine), and the placement of the "Intel Chits", as instructed in the "Placing Intel Chits" section, above.

Game Play

Play the game as usual, except the U.S. Action Phase is amended to add steps for "Discovery" and "Placement/Movement" of CIA units, as follows:

1. CARD 1 - The U.S. player plays CARD 1 and completes that action.
2. DISCOVERY - Next, eligible CIA units may attempt "Discovery" rolls.
3. CIA REDEPLOYMENT - Next, CARD 2 may be played as an Event, as standard Operations, or may be used to redeploy a number of CIA Units equal to the Ops Point value of the card.

*NOTE: If the U.S. player only has 1 card at the start of his Action Phase, first "Discovery" is conducted, then the card is played, and finally "Placement/Movement" is conducted. In this case **only**, a single card can function as both "CARD 1" and "CARD 2" for purposes of the modified Action Phase sequence.*

Other modifications to standard game play are:

- **Victory conditions** are slightly modified (see "Victory Condition Modifications", below).

- **Intel Wars** was intended to be played as a "1 Deck" game, although it may be extended to "2 Decks" to lessen the pressure on the U.S. player, if desired.

Victory Condition Modifications

All standard Victory Conditions are still in effect, with the following modifications:

- If the U.S. player does not Discover both the "WMD Plot A" and "WMD Plot B" Intel Chits by the end of the game, the Jihadist player wins.
- If the U.S. achieves any of its standard instant victory conditions, but has not yet Discovered the WMD Plots, play may continue. However, the U.S. must meet ALL victory conditions at the instant of determination. So, for example, if the U.S. eliminates all Jihadist Cells from the map, but has not yet discovered the WMD Plots, play continues. Later, when the U.S. discovers the WMD Plots, the other standard victory conditions must still be true at that moment in order to declare a win.

List of Location Chit Groups

Note that only one chit from each group can be **True**.

GROUP 1

- Zawahiri in a "Blue" country (UK, Canada, Spain, France, Benelux, Germany, Scandinavia, Eastern Europe, Serbia, Italy, Israel, India).
- Zawahiri in a "Yellow" country (Russia, Caucasus, China, Thailand, Philippines, Kenya/Tanzania, Iran).
- Zawahiri in Muslim country in Africa (Morocco, Tunisia/Algeria, Libya, Egypt, Sudan, Somalia).
- Zawahiri in Non-African Muslim country (Turkey, Lebanon, Syria, Jordan, Iraq, Saudi Arabia, Gulf States, Yemen, Pakistan, Afghanistan, Central Asia or Indonesia/Malaysia).

GROUP 2

- Zawahiri in Oil Exporter country.
- Zawahiri not in Oil Exporter country.

GROUP 3

- Zawahiri in Sunni country.
- Zawahiri in Shia-Mix country.
- Zawahiri in Non-Muslim country.

GROUP 4

- Zawahiri in "1" Resource country.
- Zawahiri in "2" Resource country.
- Zawahiri in "3" Resource country.
- Zawahiri in Non-Resource country.

GROUP 5 (same choices as GROUP 1)

- Bin Laden in "Blue" country.
- Bin Laden in "Yellow" country.
- Bin Laden in Muslim Country in Africa.
- Bin Laden in Non-African Muslim country.

GROUP 6 (same choices as GROUP 1)

- WMD Plot A in a "Blue" country.

- WMD Plot A in a "Yellow" country.
- WMD Plot A in Muslim country in Africa.
- WMD Plot A in Non-African Muslim country.

GROUP 7 (same choices as GROUP 1)

- WMD Plot B in a "Blue" country.
- WMD Plot B in a "Yellow" country.
- WMD Plot B in Muslim country in Africa.
- WMD Plot B in Non-African Muslim country.

GROUP 8

- Both WMD Plots in Muslim countries.
- Both WMD Plots in Non-Muslim countries.
- One WMD Plot in Muslim country; the other in Non-Muslim country.

Summary

The variants presented in the "Intel Wars" scenario totally change the complexion of the game. Countries and regions that are normally back-waters, like most of Africa, Syria, Turkey, Jordan, Israel, Thailand, etc., suddenly take on new significance. The U.S. player is no longer free to hyper-focus on Saudi Arabia, Gulf States, Pakistan, and Iraq, while waiting for the inevitable "**Oil Price Spike**" card to appear and give him the game. Without discovery of both WMD Plot chits, the win will go to the Jihadist, so America may need to visit every corner of the globe to neutralize them.

As I mentioned early in the article, this variant has hardly been given thorough playtesting, but I'm hoping that the Labyrinth board game playing community will take care of that. I have, however, noticed some interesting side effects on the military aspects of the game, as a result of the modified Victory Conditions:

- A new American strategy might be to NOT try for Regime Change in Afghanistan, as the potential Prestige blowback may cripple the war effort. But what if the Jihadist hides **WMD Plot A** in Afghanistan and then loads it up with Cells? At some point, the U.S. may be compelled to launch a Regime Change operation there to score the mandatory Discovery of the Plot.
- Since the US Player does NOT receive Prestige boost for Disrupting Cells (with the modified rules), locating Bin Laden and Zawahiri may be the quickest way to get a badly needed Prestige boost. So, a U.S. plan to ignore the Intelligence facets of the game until later may have to be adjusted.

Other, Intel-specific, strategies also come to mind. For example, Jihadist placement of a WMD Plot chit, and 3 DoubleCross chits in Saudi Arabia, Gulf States, Pakistan, and Iraq, can thin out CIA units quickly, if the U.S. player is unlucky.

Most of the new scenario's stress is placed on the American player. This leaves the Jihadist player free to pursue the victory that always seems just out of reach in the standard game. However, the Jihadist will have some stressful moments trying to preserve the advantages inherent in "Intel Wars". For example, he may occasionally have to rush some cells to a country to prevent the U.S. from making a major "Discovery" there (remember that the presence of Cells makes U.S. Discovery more difficult).

Enjoy exploring this new scenario and please feel free to share your experiences (positive or negative) with me. (mark.dagosta at gmail)

