

# Arab Street Rising

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## A New 2011 Scenario for Labyrinth



### Overview

In early 2011, popular uprisings begin to erupt all over North Africa and the Middle East as citizens fed up with decades of poor governance finally decide to take matters into their own hands. Jihadist organizations around the globe move quickly to gain influence within the various national uprisings and to spread unrest to other countries in the Middle East and northern Africa, but it is still not known how successful they will be. The United States must strike a balance between support for the aspirations of the affected peoples, and support for the oppressive governments who nonetheless represent stability in traditionally unstable parts of the world. World governments, both inside and outside the affected region, fear the repercussions of potential new Islamist states. Will the "Jasmine Revolution" bring freedom and democracy? Or Islamic Rule and Sharia?

*Note: This scenario has not been extensively play tested. It's just a diversion that we whipped up to see how the game plays when modified to reflect the current situation in the Middle East and North Africa, and it has made for some interesting games so far. Also, this scenario is not designed for solitaire play.*

### Markers

**Prestige:** 3

**GWOT:** US Hard; World: ??? (see "Special Testing and Posture Checks", below)

**Troops:** War

**Funding:** 7

**Good Resources:** 0

**Islamist Rule Resources:** 0

**Fair/Good Countries:** 5

**Poor/Islamist Rule Countries:** ??? (see "Special Testing and Posture Checks", below)

## **Countries**

**Syria:** Fair Adversary

**Iraq:** Fair Ally, 2 Troops, 1 Cell (NO regime change marker)

**Iran:** 1 Cell

**Saudia Arabia:** Poor Ally, 1 Cell

**Gulf States:** Fair Ally, 2 Troops, 1 Cell

**Pakistan:** Poor Ally, 2 Cells, "FATA" marker

**Afghanistan:** Poor Ally, 6 Troops, 2 Cells, Regime Change Marker (Tan)

**Somalia:** Beseiged Regime Marker

**Lebanon:** Poor Adversary, 1 Cell, Beseiged Regime Marker

**Philippines:** Soft, 1 Cell, "Moro Talks"

**United Kingdom:** Soft

**Russia:** Hard

## **Special Testing and Posture Checks**

First, test Algeria, Libya, Egypt and Yemen with the following modifications to the die roll result:

**1** = Islamist Rule

**2** = Poor, Neutral, Beseiged Regime Marker

**3-5** = Poor, Neutral

**6** = Fair Neutral

Next, roll Posture for each Schengen country, with the following modification:

**+1** if Algeria, Libya, or Egypt under Islamist Rule.

In addition, each player is then allowed 1 re-roll for any Schengen country, Jihadist first.

After all rolls are completed, update the **GWOT Relations Table** accordingly.

## **Events in Effect**

Patriot Act

NEST

Enhanced Measures

Renditions

FATA

## **Remove Cards**

Patriot Act (#43)

NEST (#5)

Iraqi WMD (#37)

Benazir Bhutto (#33)

Bhutto Shot (#60)

Anbar Awakening (#13)

Al-Anbar (#58)

Saddam Captured (#27)

Saddam (#92)

FREs (#51)

Tony Blair (#29)

UN Nation Building (#30)

Vieira de Mello Slain (#56)

Hariri Killed (#64)

Tora Bora (#109)

KSM (#116)

Moro Talks (#4)

## Substitute Events

All the following Event cards remain in play, and the card affiliation (i.e. US, Jihadist or Unassociated) and operations value remain the same. The Event text however should be replaced with the instructions from the list below:

Event Card	New Event Name	New Event Description
Schroeder & Chirac	Hu and Medvedev	Play if US Hard. Set CHINA and RUSSIA to Soft. -1 Prestige. - REMOVE
Abu Ghurayb	Bagram	Play if US has Troops in AFGHANISTAN. Draw 2 cards. -2 Prestige. Shift an Ally to Neutral. - REMOVE
Zarqawi	Islamic Hero	May only play if CENTRAL ASIA is "Poor" (Test if necessary). A new dynamic al-Qaeda leader emerges in CENTRAL ASIA. <b>If US play</b> , then US has killed the new leader. Add +1 Prestige and shift Governance to Fair. <b>If Jihadist play</b> , place a cell in CENTRAL ASIA if available, or a Cadre if a cell is not available. Roll a single die. On a result of 1-3, <b>one</b> WMD Plot marker is moved from the "Loose Nuke, HEU and Kazakh Strain" box (if any) to the available Plots mix. - REMOVE
Hizballah	Hizballah Activates	<b>If US play</b> , remove a cell from LEBANON or, if no Cells in LEBANON, from any other country within 3 countries of LEBANON. <b>If Jihadist play</b> , place Cell and random Plot in ISRAEL. If no Cells on Funding Track, travel a Cell from any country within 3 countries of LEBANON to ISRAEL, with automatic success.
Saleh	Mubarak's Last Stand	Egyptian leader fights desperately to retain power. <b>If US play</b> , and EGYPT not Islamist Rule, Mubarak is successful. Shift to Ally and place 1 Aid. If EGYPT under Islamist Rule change to Poor Adversary. <b>If Jihadist play</b> , Mubarak is not successful. Shift EGYPT 1 box toward Adversary (if not already Islamist Rule) and place Beseiged Regime marker. If already under Islamist Rule, -2 Prestige instead.
Hamas Elected	Moroccan Uprising	Test Morocco, if necessary. <b>If US play</b> , then Islamist agitators have been captured and executed. +1 Prestige. Improve Governance one level. <b>If Jihadist play</b> , shift one box toward Adversary and place Beseiged Regime marker. -2 Prestige and any US Troops in MOROCCO must leave as soon as possible (highest priority). - REMOVE
Al-Azhar	Al-Qaradawi	The "Center for Moderation" in Qatar. Improve Governance in GULF STATES by 1 level. If new governance level is now Good, -4 Funding. Otherwise -2 Funding.
Musharraf	Pakistani Unrest	Islamists gain influence in PAKISTAN, threatening unrest and dividing loyalties within the military. <b>If US play</b> , then the military has prevailed and military rule has been restored. Improve Governance by one level and set to Ally. Remove one WMD Plot marker from the available mix (if any). <b>If Jihadist play</b> , set Pakistan to Poor Neutral. Add <b>one</b> WMD Plot marker (from the Pakistani Arsenal) to the available Plots mix.

## Victory Conditions

The victory conditions remain unchanged, except that at least one deck must be played to completion before victory can be declared. In other words, the "Sudden Death" aspect of the victory conditions are suspended for the duration of the first deck. At the end of the first deck, one player or the other may declare victory. If victory cannot be declared, the game continues, reinstating the "Sudden Death" aspect. From that point on, players may declare victory the instant their victory objectives are achieved.