

- ◆ The US can target only 1 country per card played.
- ◆ In any US action phase, the US can play / save for next turn / discard the last card on their hand (Event is NOT resolved).
- ◆ US victory: 12 resources in countries with Good Governance / Good or Fair Governance in 15 Muslim countries / No jihadist cells on map. Upon game-end Reshuffle, Jihadist win if at least Half as many resources are under Islamist Rule (or green Regime Change) as Good Governance.



Actions	Objectives	Where?	Pre-requisites	Procedure		
War of Ideas	Improve Alignment or Governance	Untested or Neutral Muslim or Ally	<ul style="list-style-type: none"> OP >= Target Governance If RC: 5 troops > cells 	Roll die on Wol table and apply DRM: success on >= 5	DRM: <ul style="list-style-type: none"> If shifting to Good: -1 GWOT penalty: -1, -2, -3 Each Aid marker: +1 Prestige: -1, +1, +2 If adjacent Good Ally: +1 (max 1) 	
	<ul style="list-style-type: none"> Improve GWOT Improve Prestige 	Non-US Non-Muslim	OP >= Target Governance	Roll for target Posture		
Disrupt	<ul style="list-style-type: none"> Remove cells / Cadre Improve Prestige 	Non-Muslim (except Iran) or Ally or country with 2+ troops	OP >= Target Governance	<ul style="list-style-type: none"> Activate cells If already active, remove cells If last cell removed, place Cadre If no cell, remove Cadre 	<ul style="list-style-type: none"> Affects 1 cell If target Posture == hard: affects 2 cells If 2+ troops: affects 2 cells and +1 Prestige 	
Deploy	Deploy troops on map	To Muslim Ally or troops track	<ul style="list-style-type: none"> OP >= Target Governance Treat Troops track as Good 1 (i.e. any card) 	Move as many troops as desired from one location to target	If from RC country: must leave at least 5 more troops than cells	
Regime change	Overthrow Islamist-ruled country	Islamist-Rules country	<ul style="list-style-type: none"> US Posture == HARD 3 OPs Must have 6+ troops to deploy from single location that is not under RC (unless there remain 5 more troops than cells) 	<ol style="list-style-type: none"> Deploy 6+ troops Activate all cells Country becomes Ally and roll for Governance (1-4 Poor, 5-6 Fair) Put Regime Change marker (green side) Roll Prestige 		
Withdraw	Withdraw troops from Regime Change country	Regime Change country	<ul style="list-style-type: none"> US Posture == SOFT 3 OPs 	<ol style="list-style-type: none"> Withdraw as many troops as desired Remove Aid Place Besieged Regime marker Roll Prestige 		
Alert	Block a plot	Country with a plot	3 OPs	Choose, look at and remove plot	If WMD: remove marker from game	If plot: put back in available plot box
Reserve	Add OPs	Reserve track	May not use for Re-assessment	May add OPs to reserve track or use from track (max 3 OPs)		
Re-assessment	Change US posture	US	2x 3OPs	Flip US posture marker (must do so)		

Governance: Roll die – 1-4 Poor, 5-6 Fair. If Test: Neutral / If RC: Ally.

Posture: Roll die (if setting US Posture +1 to roll) – 1-4 Soft, 5-6 Hard.

Prestige: Roll die (if any GWOT penalty: -1 to roll) – 1-4 Drops, 5-6 Rises. Roll 2 dice, adjust Prestige by lower number.

- ◆ Jihadist can use any card regardless of target Governance (may target multiple countries). Card value determines number of dice rolled and Governance determines the success range of rolls. All die rolls are simultaneous. In IR countries all rolls succeed.
- ◆ Must use all cards in the action phase. May use an US Event card for the first Plot of the turn without triggering the event.
- ◆ Jihadist victory: IR in countries with 6 resources (including 2 adjacent) / 15 Muslim countries with Poor/IR Governance and US Prestige at 1 / WMD Plot resolved in US. Upon game-end Reshuffle, Jihadist win if at least Half as many resources are under Islamist Rule (or green Regime Change) as Good Governance.



Actions	Objectives	Where?	Pre-requisites	Procedure		
Minor Jihad	<ul style="list-style-type: none"> Worsen Governance (not to IR) Remove Aid marker 	Non-IR Muslim with cells (except Iran)	Each roll needs a cell	<ul style="list-style-type: none"> For each roll, 1 cell must be activated if not already Roll <= Target Governance 		If success: Worsen Governance 1 level toward Poor and remove 1 Aid (Do not worsen to IR nor shift Alignment) If failure: Remove 1 cell (no Cadre if last cell removed)
Major Jihad	Establish IR	Non-IR Muslim countries with cells	5 cells > troops	<ul style="list-style-type: none"> Activate all cells Proceed like Minor Jihad 	If failure: remove one cell/die If 3 rolls at Poor fail to shift a country to Islamist Rule: shift 1 box toward Ally + place BR	If 2 Successes (or 1 success if BR in target): <ul style="list-style-type: none"> Governance from Poor to IR Change Alignment to Adversary Remove RC, BR, Aid markers Add resources to Islamists If troops present: Prestige = 1
Recruit	Place cells on the map	Country with cells or Cadre	Available cells on funding track	<ul style="list-style-type: none"> Roll <= Target REC# (trumps Governance) Roll <= Target Governance 		Each success: place 1 available sleeper cell, remove Cadre <ul style="list-style-type: none"> RC automatic success IR automatic success
Travel	<ul style="list-style-type: none"> Move cells on the map Flip cells to sleeper 	Any country		<ul style="list-style-type: none"> Travel within same country automatic Travel to adjacent country automatic Roll <= Target Governance 		If success: move cell and flip to sleeper If failure: Remove cell
Plot	<ul style="list-style-type: none"> Increase Funding Decrease Prestige Worsen Governance Remove Aid marker Change Posture Win if WMD in US 	Non-IR with cells	Each roll needs a cell	<ul style="list-style-type: none"> For each roll, 1 cell must be activated if not already Roll <= Target Governance 		If success: place 1 plot of value <= OPs (or WMD if available) face down in target country
Reserve	Add OPs	Reserve track	May not use for Re-assessment	May add OPs to reserve track or use from track (max 3 OPs)		

Plot resolution	US	Non-Muslim		Muslim	
Plot 1-3	<ul style="list-style-type: none"> Funding = 9 Roll US Posture Roll Prestige 	<ul style="list-style-type: none"> Add Plot# to funding. If Good Governance: 2x Plot# Roll target posture 	If Schengen: roll Posture of 2 other Schengen countries	<ul style="list-style-type: none"> +1 funding. If Good Governance: +2 If troops present: -1 Prestige Roll Plot# of dice. 	For each roll <= Governance: Degrade Governance 1 step towards Poor and remove 1 Aid
WMD	Jihadist victory	<ul style="list-style-type: none"> Funding = 9 Roll posture (1 reroll allowed) 	If Schengen: roll Posture of 2 other Schengen countries	<ul style="list-style-type: none"> +1 funding. If Good Governance: +2 If troops present: Prestige = 1 Roll Plot# of dice. 	For each roll <= Governance: Degrade Governance 1 step towards Poor and remove 1 Aid