

TWILIGHT STRUGGLE

RED SEA: CONFLICT in the **HORN OF AFRICA**



GAME DESIGN
Jason Matthews

SOLO RULES AND BACKGROUND BOOKLET

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13.0 Two-Player Example of Play

This example of play between Vonda (the USSR player, hereafter the “Soviet” player) and Solveig (the US player) demonstrates some of the new rules in Twilight Struggle: Red Sea, but assumes no prior familiarity with the game. We recommend setting up the game and following along with the example, then continuing the game on your own!

13.1 Starting Hands

🚩 Soviet Starting Hand:

USAID (RS4)
 ISRAELI PERIPHERY DOCTRINE (RS15)
 DÉTENTE (RS20)
 DHOFAR REBELLION (RS22)
 CYRUS VANCE (RS32)
 SEPARATISTS (RS42)
 ARAB LEAGUE (RS43)
 INDIAN OCEAN ZONE OF PEACE (RS49)
 WATER WARS (RS51)

Vonda’s hand is excellent, but because she does not have **AFRICA SCORING** she will have to play aggressively in Africa in order to protect against the US playing it on their terms. While doing that, she will need to make sure not to fall behind in the Middle East – a common Soviet mistake – and find any marginal VPs that she can. Because she is holding **ARAB LEAGUE**, she decides to focus on the Middle East and gain whatever VPs she can along the way.

★ US Starting Hand:

THE VICTORIOUS LEADER (RS6)
 FRENCH CONNECTIONS (RS12)
 HERO OF THE CROSSING (RS14)
 THE DERG (RS26)
 F-5Es DELIVERED (RS29)
 FAMINE (RS40)
 APOLLO-SOYUZ TEST PROJECT (RS44)
 DIEGO GARCIA (RS45)
 YEMENI PRESIDENTIAL ASSASSINATIONS (RS50)

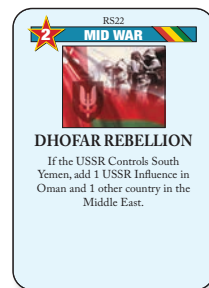
Solveig also starts with **ROMANIAN AUTONOMY (RS39)** face up in front of her, not part of her hand.

Solveig’s hand is not very good. She has 3 Ops cards, but **F-5Es DELIVERED** is a dangerous card to play, and **THE DERG** can cause major problems for the US in Africa. Likewise, **YEMENI PRESIDENTIAL ASSASSINATIONS** is dangerous because it can cause a loss by DEFCON. So, Solveig decides to go after the VPs available in the Space Race and use **HERO OF THE CROSSING** to get rid of one of her Soviet Events.

13.2 Turn 1 Headline Phase

In this phase both players choose a card from their hand. The Event on that card will then be implemented. The card with the highest Operations value is implemented first. In the event of a tie, the card played by the US is implemented first.

🚩 Soviet player Vonda plays **DHOFAR REBELLION** in order to get into Oman and Saudi Arabia to set up for **ARAB LEAGUE** and try to score some early points. Without Africa Scoring, Vonda hopes that aggressive play in the Middle East combined with a Coup in Action Round 1 will keep the US off balance and force the US to focus on countering the Soviets rather than their own plans.



★ US player Solveig plays **APOLLO-SOYUZ TEST PROJECT** to advance on the Space Race track. This has two benefits: not only will the US gain the ability to remove 1 Soviet Influence after the Headline Phase, but Solveig can use **HERO OF THE CROSSING** in a later round to retrieve **APOLLO-SOYUZ TEST PROJECT** from the discard pile.



Since the Headline cards are tied in Operations points, the US card is implemented first. Solveig achieves the first mission to leave the inner solar system. Vonda now implements the **DHOFAR**

REBELLION, adding an Influence in Oman and in the Battleground country Saudi Arabia. Then both cards are discarded. Sensing danger in the Middle East, Solveig uses her Space Race power to remove the Soviet Influence in Saudi Arabia.

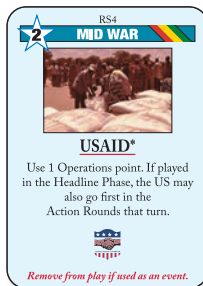


The Middle East after the Headline Phase.

13.3 Action Rounds 1-7

The Soviet player takes their Action Rounds first (unless **USAID** is played as a Headline).

RS4 Soviet Action Round 1: Vonda plays **USAID** (2 Ops) to Coup Ethiopia. She decides to have the Operations occur before the Event. Since this is a Flashpoint country, a card is flipped before rolling for the Coup; it is **OGADEN WAR (RS3)** which is a 2 Ops card and therefore DEFCON drops to 3. She rolls a 4 for her Coup attempt, so the result is the removal of the US Influence there and the addition of 3 Soviet Influence (for Control). The Soviets gain 2 Mil Ops.



This is a strong opening for the Soviets; the US is now in a pincer with limited Influence on the board and the need to reestablish themselves in Africa. At the same time, the Soviets are moving towards Domination in the Middle East, and DEFCON prevents a Coup of South Yemen. The US player now uses the 1 Op permitted by the US associated Event. Solveig knows she plans to play **THE VICTORIOUS LEADER** in her Action Round, so she places 1 Influence in Yemen to counter the Soviet advance in the Middle East.

RS6 US Action Round 1: Solveig now plays **THE VICTORIOUS LEADER** (3 Ops) for the Event. She adds 2 to Saudi Arabia (for Control) and 2 to Kenya (for Control).

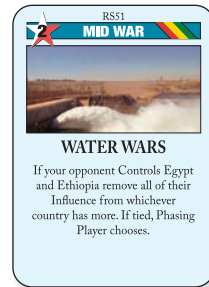


Solveig is holding the right card at the right time. **THE VICTORIOUS LEADER** simulates the reaction of neighboring states to Soviet influence – pushing countries into the arms of the Americans. And so it is here; with Control of 2 Battlegrounds, the US is on much firmer footing.



After Action Round 1, the US has better footing in Africa.

RS5 Soviet Action Round 2: Vonda plays **WATER WARS** (2 Ops) to place Influence. She adds 1 to Oman (for Control), and 1 to Somalia (for Control).



Vonda prioritizes gaining Control of Oman in order to further her goal of playing **ARAB LEAGUE**, and gaining Control of Somalia strengthens her position in Africa in two ways: Not only does she have two strong jumping off points for further Influence placement, but because of the automatic victory condition on **AFRICA SCORING**, Vonda now would win an auto victory for Control of Ethiopia and Somalia (and more countries in Africa) if **AFRICA SCORING** was played. Vonda is betting that she can provoke a reaction from Solveig in Africa rather than in the Middle East.

★ US Action Round 2: Solveig plays **FRENCH CONNECTIONS** (2 Ops) to Coup in Ethiopia. Once again she flips a card from the deck because Ethiopia is a Flashpoint country, revealing **THE STRONGMAN OF SUDAN (RS16)** and dropping DEFCON to 2. Then, she rolls a 5. She removes all 3 Soviet Influence from Ethiopia and adds 2 US Influence (for Control). The US gains 2 Mil Ops.

Solveig has a challenging hand with multiple cards that could cause DEFCON to drop (**FAMINE** and **YEMENI PRESIDENTIAL ASSASSINATIONS**), and some powerful Soviet Events (**F-5Es DELIVERED** and **THE DERG**). She does not know that **AFRICA SCORING** is in the draw pile, so she takes the safe route and Coups Ethiopia to prevent a possible automatic victory, and the result turns the tables in Africa. Now Solveig has Domination in Africa, and Vonda cannot risk a Coup in Ethiopia as it would most likely reduce DEFCON and cause her to lose the game.



After Action Round 2, the US has a strong position in Africa.

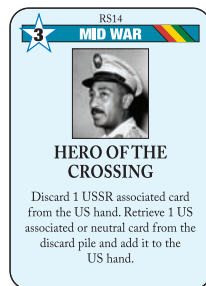
🚩 Soviet Action Round 3: Vonda plays **INDIAN OCEAN ZONE OF PEACE** for the Event. The Soviets gain 2 VPs, and Coups anywhere on the board will reduce DEFCON automatically (even in Flashpoint countries).



Vonda realizes that she cannot do anything about the US Control of Kenya, and wants to save Separatists for later in the round, so she decides to take the VPs from **INDIAN OCEAN ZONE OF PEACE**. This is also a good hedge against **AFRICA SCORING**; these VPs offset almost all that Solveig would gain from Africa, and if it is in the draw pile (as we know it to be) then Vonda has started to build a Soviet lead for Turn 2.

★ US Action Round 3: Solveig plays **HERO OF THE CROSSING** for the Event. She discards **THE DERG** and retrieves **APOLLO-SOYUZ TEST PROJECT**.

With **INDIAN OCEAN ZONE OF PEACE** in play, Solveig has to deal with her Soviet Event problems; she can no longer play **FAMINE** for the Event at all this turn. So, she uses **HERO OF THE CROSSING** to get rid of **THE DERG** and pulls **APOLLO-SOYUZ TEST PROJECT** from the discard pile. Since this is not a card with an asterisk, it can be replayed. NASA will get those 2 VPs yet (but not this Action Round)!



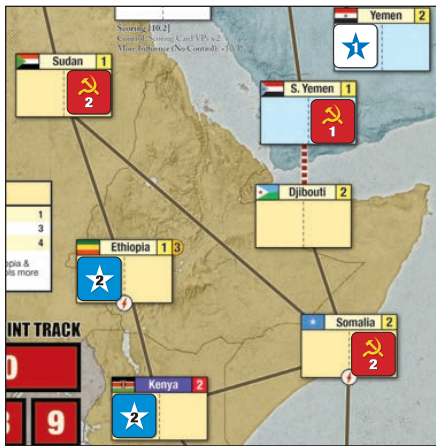
🚩 Soviet Action Round 4: Vonda plays **CYRUS VANCE** (2 Ops). She places 2 Influence in Sudan (for Control).

Vonda is now pretty sure Solveig is not holding **AFRICA SCORING**. The Soviets need to Control one more country for the VPs from Arab League: one of Yemen, Saudi Arabia, Sudan or Egypt. Vonda decides that Sudan is the best option with **INDIAN OCEAN ZONE OF PEACE** preventing a Coup there, so she overcontrols it to make it expensive for the US to remove her Control. With the possibility of a low scoring game, the 3 VPs from **ARAB LEAGUE** are too important to pass up, and Vonda acts accordingly.



★ US Action Round 4: Solveig plays **APOLLO-SOYUZ TEST PROJECT**, and advances on the Space Race track. The US scores 2 VPs for the first photos from the surface of another planet.

Solveig suspects the Soviets want to play Arab League, but realizes she probably cannot prevent it anymore. She decides to focus on gaining what VPs she can from the Space Race and setting herself up well for Turn 2 by clearing out the worst Events from her hand. She also needs either to find a way into Egypt or to strengthen her hold on Saudi Arabia, but one thing at a time. Besides, the Soviets have to start playing US associated Events at some point, right?



The US position in Africa looks much worse after Action Round 4

☘ Soviet Action Round 5: Vonda plays **ARAB LEAGUE** for the Event, and scores 3 VPs for Control of South Yemen, Oman, and Sudan.

Moscow's investments in the Arab world finally bear fruit. These points could prove vital. Vonda has used over half of her Action Rounds in Turn 1 to get these



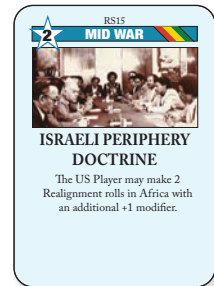
VPs, so now she must start looking to the future and set up for Turn 2.

★ US Action Round 5: Solveig plays **F-5Es DELIVERED** on the Space Race track. She rolls 3, and advances on the track to the final box, gains 3 VPs for launching a reusable spacecraft, and draws a card: **PEACE CORPS (RS1)**.



Solveig wipes out the Soviet VP advantage and solves her hand management problems in one card play. While she could have used **ROMANIAN AUTONOMY** to get out of the situation, it would have given up a potential VP at the end of the game, and it looks like every VP could count in this game.

☘ Soviet Action Round 6: Vonda plays **ISRAELI PERIPHERY DOCTRINE** (2 Ops) on the Space Race track. She rolls a 2, and advances to the first space on the track.

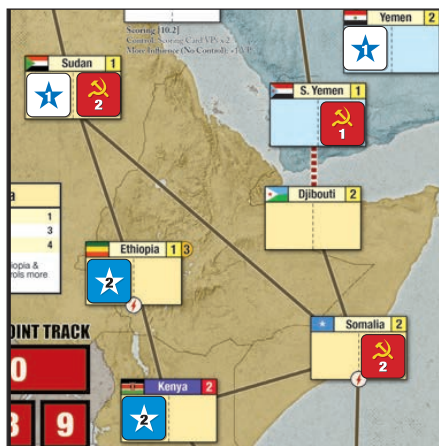


The **ISRAELI PERIPHERY DOCTRINE** is an annoying card for the Soviets, Vonda decides she doesn't want it clogging her hand in Turn 2. She also needs to remove the advantage granted to the US by the first space of the Space Race track. Fortunately she rolls well.


★ US Action Round 6: Solveig plays **FAMINE** (2 Ops) and places 1 Influence in Sudan.



Solveig doesn't have a lot of options, but gaining access to Egypt is always important when possible, and she can only get there through Sudan. She decides that holding on to **FAMINE** is pointless since she cannot (and won't likely be able to) use the Event without degrading DEFCON to 1, and **PEACE CORPS** has potential as a Headline or AR7 Event play next turn.




After Action Round 6: the race for Egypt is on in earnest.

 Soviet Action Round 7: Vonda plays **SEPARATISTS** (2 Ops) to place 2 Influence in Egypt (for Control).

Vonda decides not to risk the US gaining Control of Egypt, and strikes first. Her Influence there is somewhat safe from a Coup in Turn 2 because Egypt is part of Africa and the Middle East and even with DEFCON improving at the end of the turn, Coups will not be permitted there.



 US Action Round 7: Solveig plays **DIEGO GARCIA** (2 Ops) to place 1 Influence in Yemen (for Control) and 1 Influence in Strategic Sea Lanes.



Solveig could have blocked Soviet Control of Egypt in order to follow up with her Turn 2 Headline, but prefers to set up for Turn 2 with a more solid position in the Middle East. Control of Yemen makes **THE EVENTS OF '86** a potent threat, and **ZBIG** can be used to Coup without DEFCON reduction or restriction. Solveig also hedges against any Scoring card play by placing an Influence in Strategic Sea Lanes, which will grant 1 VP if she has more Influence there than the Soviets when a Scoring card is played.

End of Turn: Both the Soviets and US have sufficient Mil Ops. The Turn marker is advanced to Turn 2 and the Late War cards are shuffled into the draw deck.

Vonda has a strong position from which to dictate the tempo of Turn 2. Unfortunately, the US was able to negate all her marginal VP gains, so she starts Turn 2 even in VPs. She must protect Egypt, or the US may be able to score Control in one or both Regions. Plus she has **DÉTENTE**, which is able to steal a VP by stealing **ROMANIAN AUTONOMY**.

Meanwhile, Solveig solved her Turn 1 hand problem by creating a problem for Turn 2. **FAMINE** is powerful in either turn, but she can no longer use the Space Race track to get rid of dangerous cards. She is in a dangerous position but has strong US Events in the Late War.

Feel free to pick up the game from here and let us know who wins. Solveig has a tough job ahead of her but either side can win!

Good luck!

ACTION ROUND TRACK
1 2 3 4 5 6 Action Round

TURN RECORD TRACK
MID WAR Turn LATE WAR OPTIONAL

DEFENSE STATUS
5 4 3
Peace Start No Coup/ Realignment in Middle East No Coup/ Realignment in Middle East You Lose

Middle East
Presence 3
Domination 5
Control 7

Africa
Presence 1
Domination 3
Control 4
Auto Victory (Ethiopia & Somalia and Controls more African countries)

VICTORY POINT TRACK
10
7 8 9
4 5 6
1 2 3
VP

REQUIRED MILITARY OPERATIONS
0 1 3 4 5

SPACE RACE TRACK
Space Race Card Played Draw 1 card and 3 VP
3 OPS: Roll 1-4
1st Reusable manned orbital spacecraft
2/1 VP
2 OPS: Roll 1-3
1st photos from the surface of another planet
Space Race Card Played Remove 1 Influence from 1 country after Headline Phase
2 OPS: Roll 1-4
1st mission to leave inner Solar System
START
Human crewed Space Station

TWILIGHT STRUGGLE
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GAME DESIGN Jason Matthews

The Horn of Africa after Turn 1.

14.0 Solo Opponent Rules

14.1 Overview

Twilight Struggle: Red Sea can be played by a single player (referred to in these rules as “you”) with the game controlling the faction you do not control. The Solo Opponent is governed by the Solo Sequence of Play and the included Solo Opponent Aid. The Solo Opponent cannot be used with any of the Variant rules included in the game. *A comprehensive solitaire example of play follows these rules.*

Important! Unless specifically noted in the Solo Opponent rules, the Solo Opponent follows all the rules of the 2-player game. It is recommended that you become familiar with the 2-player game before playing these rules.

14.1.1 Components. Use the Solo Opponent Player Aids to direct the Solo Opponent's play:

Action Round Priorities. The Action Round Priorities determine what action the Solo Opponent will take for their Action Round.

Space Selection Priorities. The Space Selection Priorities determine where an Operation or Event is carried out after it has been selected by the Action Round Priorities.

Playable Events Table. The Playable Events Table determines which Events are playable by the Solo Opponent during the Headline Phase or Action Rounds, as well as providing any additional instructions needed for the Solo Opponent to implement that Event.

When setting up the game, it is recommended that you place the Solo Opponent Player Aids flat on the table, with the Solo Opponent's side facing up (the other side will not be used in that game).

14.2 Golden Rules

14.2.1 The Solo Opponent Follows the Rules (almost). The Solo Opponent abides by all *Twilight Struggle: Red Sea* rules with these exceptions:

Your Events Ignored. Cards played by the Solo Opponent never cause Events associated with only your superpower to be resolved. Consider it a perk of being made of cardboard.

No Hand of Cards. The Solo Opponent has

no hand of cards, and any instructions on Events that would cause the Solo Opponent to draw cards, discard cards, or allow the Solo Opponent's hand to be inspected are ignored, except as specified on the Playable Events Table. The Solo Opponent may add cards to the Card Line (see 14.4.1) to execute their Event later, even when using their Operations value.

Additional Instructions for Events. The instructions on the Playable Events Table may provide additional restrictions or directions when the Solo Opponent executes an Event. These take precedence over all other rules.

Space Race. The Solo Opponent never plays cards to attempt to advance in the Space Race. Instead, it automatically advances once at the end of each Game Turn and may also advance via the play of Events.

14.2.2 Skip Illegal Instructions. The Solo Opponent rules will only tell you what to do, they will not tell you how to do it, or even if its instructions constitute a legal move given the state of the board. Always carry out the Solo Opponent's instructions as much as possible, but if they ever give you an instruction that cannot be carried out legally – just skip it.

14.2.3 DEFCON Suicide. The Solo Opponent will never willingly perform an Event or Operation that could cause it to degrade DEFCON to 1. If the Solo Opponent is ever instructed to execute an Event or Operation that could degrade DEFCON to 1, skip it entirely and continue to the next instruction instead. Conversely, if the Solo Opponent could ever degrade DEFCON to 1 while you are the Phasing Player, it will always perform such an action (and win the game per 10.4.1).

14.2.4 Events and Operations: Maximum Extent. The Solo Opponent always executes an Event or Operation to the maximum extent allowed, given the state of the board and any instructions provided on the Playable Events Table.

14.2.5 When in Doubt, Randomize. Whenever the Solo Opponent needs to choose between multiple legal options, and the provided instructions have been exhausted, assign equal odds and select one option at random.

Important Solo Opponent Terms

Automatic Victory Possible: An Automatic Victory is possible if you Control more countries in Africa and Control both Flashpoint countries, and **AFRICA SCORING** has not been played (whether or not it is in your hand).

Chokepoint country: A country adjacent to a Battleground country where you have no Influence. When DEFCON is 4 or greater, Flashpoint countries cannot be Chokepoint countries. When DEFCON is 3 or less and **AFRICA SCORING** is not in the discard pile, a Flashpoint country may be a Chokepoint country.

Isolated Influence: Your Influence is Isolated when there is none of your Influence in any adjacent country.

Net Modifier: The Net Modifier is the difference between any modifiers you have and any modifiers the Solo Opponent has for a given action.

Playable Event: The Solo Opponent only plays Events when they are Playable (see 14.7.1 for a full explanation of Playable Events).

14.3 Setup

Follow the 2-player Setup (3.0) but do not deal any cards to the Solo Opponent. Use any difficulty adjustments desired (see 14.11).

14.4 Solo Game Structure

14.4.1 The Card Line. The Card Line consists of Events, ordered left-to-right, that the Solo Opponent may play as their card during an Action Round. The Card Line begins empty. When Cards are added to the Card Line, they are added face-up to the rightmost end of the Card Line and remain until played as an Event or discarded. You may inspect the cards in the Card Line at any time.

14.4.2 Solo Turn Structure. The solo game follows the same turn structure (see 4.5; unchanged Phases have been omitted from the following list) as a 2-player game of *Twilight Struggle: Red Sea*, with the following modifications:

B. Deal Cards: Never deal cards to the Solo Opponent. Deal cards to yourself as in the 2-player game.

C. Headline Phase: Select your Headline card first. Then, reveal cards from the draw deck until a Playable card (see 14.7.1) associated with the Solo Opponent's superpower or both superpowers is revealed: use this as the Solo Opponent's Headline Card. Shuffle the other revealed cards back into the draw deck. Even if the play of your Headline card would render the Solo Opponent's Headline card not Playable, resolve as much of the Event as possible. If the card would now have no effect, discard it (do not draw a replacement card).

D. Action Rounds: Perform your Action Rounds normally, but perform Solo Opponent Action Rounds per the Solo Opponent's Action Round procedure (see 14.5; this is summarized on the Solo Opponent Player Aid).

F. Reveal Held Card: Show yourself your held card. If it's a Scoring card, you lose!

H: Advance Turn Marker: After advancing the Turn marker (even during the Late War turn), advance the Solo Opponent's superpower one space on the Space Race track, and award it any VPs gained.

14.5 Action Rounds

14.5.1 Overview. The Solo Opponent uses the Action Round Priorities on the Solo Opponent Player Aid to determine which Event or Operation to perform during each of its Action Rounds. Once it has selected an Event or Operation to perform, it carries out each placement, removal, or roll required by that action one at a time, selecting spaces using the Space Selection Priorities (see 14.6). *The Solo Opponent Action Round is explained in detail in the example of play following these rules (see 15.0).*

Important! Sometimes the Solo Opponent will make a move that seems suboptimal. In general, this is factored into the play of the Solo Opponent, but if you are bothered by these moves, feel free to override that specific decision. It is impossible to factor in every one of the situations encountered in a game, but the Solo Opponent should handle the vast majority of cases well.

14.5.2 Procedure. Follow these steps to perform the Solo Opponent's Action Round:

Step 1 First, reveal the top card of the draw deck and resolve it as follows:

- If the Additional Card Instructions for that Event direct you to shuffle it back into the draw deck, shuffle it back into the draw deck and draw a replacement card.
- If the revealed card is a Scoring card and the Solo Opponent would score more points than you for that Region (or scoring that Region would result in a Solo Opponent Automatic Victory) then play that Scoring card, score that Region, and end the Solo Opponent's Action Round (or the game). Otherwise, shuffle it back into the draw pile and draw a replacement card, starting this step over.
- If the revealed Event is not associated with the Solo Opponent's superpower, place it on the discard pile (do not reveal a replacement card).
- If the revealed Event is associated with the Solo Opponent's superpower or both superpowers, add it to the Card Line.

Step 2 Next, starting at the top of the Solo Opponent's Action Round Priorities, check each condition from left to right until a condition is true. Then, check each row from top to bottom until a condition is met. Use the modified Operations value of the card (modified by any cards in play such as RS24 **T-62s AND KALASHNIKOVs**) revealed in Step 1 where needed to evaluate a condition.

Step 3 When the condition in a specific column and row is met, perform the instruction corresponding to that row, if necessary using the modified Operations value from the card revealed in Step 1, selecting spaces for the Event or Operation using the Space Selection Priorities.

Step 4 If the bottom of a column is reached without any instruction being performed, continue Step 2 with the next column to the right.

Important! The Action Round Priorities will determine whether the Solo Opponent performs an Event or a given Operation, but it *does not determine where* (that happens via the Space Selection Priorities). This means that sometimes the space that triggers a given Operation will not be where the Operation is performed.

14.5.3 DEFCON Restrictions. The “DEFCON?” conditional to the left of all columns is a reminder to check that the DEFCON status restrictions would permit a Coup, Realignment or Event in the indicated country or Region.

14.5.4 Guaranteed Actions. When determining if an Event would remove or change Control, remove Influence, or perform a Coup, only perform the Event if the effect is guaranteed to happen (e.g. the Event removes Influence unconditionally).

14.6 Selecting Spaces

Whenever a selected Operation or Event can be legally carried out in multiple spaces, the Solo Opponent selects spaces in which to act *one at a time* using the corresponding column of the Space Selection Priorities on the Solo Opponent Player Aid:

Step 1 Start at the top of the column and read down. For each row with a dot in that column, check its condition against all spaces which could be legally selected. Some rows contain conditional statements, marked by a red checkmark, that must be true for any dot to apply. If no spaces meet the condition, skip that row and continue to the next. If only one space meets this condition, execute the Operation or Event in this space. Otherwise:

Step 2 If more than one space meets this condition, continue down the column to the next condition that is met. Continue to skip conditions that are not met or whose red conditional statement is not true. If only one space meets both the original condition and the new condition, execute the action in this space (as in Step 1).

Step 3 Continue this process, checking each row below and applying all met conditions until a single space is selected.

Step 4 Repeat this process from Step 1 for each space to be selected.

Important! Remember that *spaces* include countries and Strategic Sea Lanes, but Strategic Sea Lanes is not a country!

14.7 Events

14.7.1 Playable Events. During its Headline Phase and Action Rounds, the Solo Opponent only plays Events after determining that the Event is Playable. An Event is Playable if it is marked as Playable in the corresponding column of the Playable Events Table and one of the following is true:

- The Event is being played due to matching a specific condition in the Action Round Priorities chart (regardless of whether all additional instructions are met).
- The Solo Opponent was instructed to play the leftmost Playable Event in the Card Line or it is the Headline Phase, and any additional instructions are met.

Regardless, Events are never Playable if any of the following are true:

- The Event would cause no change to the board or the cards in your hand.
- The Event could cause DEFCON to drop to 1.
- Play of the Event is prevented by another previously played Event.

During your turn, the Solo Opponent will perform any Event played by you and associated with its superpower as fully as possible (regardless of whether it is marked as Playable), following any instructions on the Playable Events Table.

14.7.2 Performing Events. The Solo Opponent will always perform a played Event as completely as possible. Follow any instructions provided on the Playable Events Table. If necessary, choose where to perform an Event effect using the corresponding column of the Space Selection Priorities. If an Event grants Operations points, determine which Operation to perform using the Action Round Priorities, skipping any rows that pertain to Events.

14.7.2 Canceled Events. When a card in the Card Line is canceled by the play of another Event, it would never become Playable, or when instructed by the Playable Events Table, discard it.

14.8 The Space Race

After advancing the Turn marker at the end of both game turns, the Solo Opponent advances on the Space Race track automatically. Award any VPs granted by this advancement. The Solo Opponent ignores the card draw granted by the final space of the Space Race track (but still scores the VPs). If the Solo Opponent gains the ability to remove 1 of your Influence after the Headline Phase, use the Remove Influence column of the Space Selection Priorities to determine which Influence to remove.

14.9 Romanian Autonomy

The Romanian Autonomy card is not considered part of the Card Line, and the Solo Opponent never plays the Romanian Autonomy card. The Solo Opponent scores VPs normally at the end of the game if they hold the card.

14.10 Game End and Victory

The game ends as in a 2-player game, however, if the game would end in a draw, the Solo Opponent wins.

14.11 Difficulty Adjustments

Use the following adjustments if you find the Solo Opponent to be too easy:

Hard: During setup, add 1 of the Solo Opponent's Influence to the Strategic Sea Lanes space. Whenever the Solo Opponent uses a 1 Operations value card for Operations, treat it as a 2 Operations value card.

Harder: Same as Hard, but instead of adding 1 of the Solo Opponent's Influence to the Strategic Sea Lanes space, add 2. Additionally, after each time that the Solo Opponent plays a card for the Event during an Action Round, place 1 Influence using the Place Influence column of the Space Selection Priorities (use adjacency as determined at the beginning of the turn).

15.0 Solo Opponent Example of Play

This 2-Action Round example of play pits you as the US against the Solo Opponent using the default difficulty options. It shows how to select a Headline card for the Solo Opponent, how to use the Action Round Priorities and Space Selection Charts, how to determine whether an Event is Playable or not, and how the Card Line works. We recommend setting up the game and following along.

15.1 Starting Hands

★ Deal yourself a hand consisting of the following 8 cards:

USAID (RS4)

HERO OF THE CROSSING (RS14)

THE STRONGMAN OF SUDAN (RS16)

SOVIETS AIRLIFT CUBANS (RS19)

NASSERISM (RS23)

ARAB LEAGUE (RS43)

APOLLO-SOYUZ TEST PROJECT (RS44)

DIEGO GARCIA (RS45)

In a normal game, the Solo Opponent would draw from the draw pile, but instead of shuffling the remaining Mid War cards, you should keep them nearby to retrieve cards played or examined by the Solo Opponent as instructed below.

15.2 Turn 1, Headline Phase

★ You always select your Headline before selecting a Headline for the Solo Opponent. You play **DIEGO GARCIA (RS45)**.

🚩 The Solo Opponent reveals the top card of the draw deck, **THE VICTORIOUS LEADER (RS6)**. Because this is not associated with the USSR or both superpowers, it is set aside and another card is revealed. The next revealed card is **WATER WARS (RS6)**. While this is associated with both superpowers, it is not Playable because the Additional Instructions for **WATER WARS** require you to Control both Ethiopia and Egypt for the Solo Opponent to play the card.



So **WATER WARS** is set aside and another card is revealed. The next revealed card is **YEMENI PRESIDENTIAL ASSASSINATIONS (RS50)**, which is not Playable because it is not marked with a “Y” under “Play as Headline?” on the Playable Events table. It is set aside and **FAMINE (RS40)** is revealed. This card is Playable as a Headline card because it is marked “Y” under “Play as Headline?” in the Playable Events table, and all Additional Instructions are met. The Solo Opponent plays **FAMINE** as their Headline card; the other revealed cards (**THE VICTORIOUS LEADER**, **WATER WARS**, and **YEMENI PRESIDENTIAL ASSASSINATIONS**) are shuffled back into the draw deck.

Because both Headline cards have the same Operations value, the US card is resolved first.

★ You add 2 US Influence to Strategic Sea Lanes.

🚩 Then the Solo Opponent’s card is resolved. The Solo Opponent places Famine markers in 2 adjacent countries, selecting them one at a time following the instructions for the **FAMINE** Event on the Playable Events Table which use the “Coups/Place Famine” column of the Space Selection Table.

For the first marker, the Solo Opponent selects a Battleground, Flashpoint, or Chokepoint country (see pg. 9 for the definition of a Chokepoint country) with the lowest Coup die roll result needed to remove all US Influence. Because it would require a lower die result to remove all US Influence from Ethiopia than Saudi Arabia, the first Famine marker is placed there.

The second Famine marker must be placed adjacent to the first marker (in Sudan or Kenya). It is placed in Kenya because it is a Battleground country, and the first priority in the “Coups/Place Famine” column selects a Battleground, Flashpoint, or Chokepoint country, and Sudan is none of those.

The Solo Opponent must Coup in one of those two countries; since there is only one legal target for the Coup, they Coup in Ethiopia, so there is no need to use the Space Selection Table because there is only one legal option. Because Ethiopia is a Flashpoint country, they draw the top card of the draw deck to see if DEFCON degrades. They reveal

ISRAELI PERIPHERY DOCTRINE (RS15) and degrade DEFCON to 3, before discarding the card. The Solo Opponent rolls a 2 for their Coup, which is modified to a 3 because of the Famine marker. Adding the 2 Operations value from the **FAMINE** card for a total of 5, they remove 1 US Influence from Ethiopia and replace it with 2 USSR Influence. They also add 2 USSR Military Operations. Finally, they remove the Famine marker from Ethiopia due to a successful Coup roll.



After the USSR Headline Event.

15.3 Turn 1, Action Round 1

The Solo Opponent plays first, and reveals the top card of the draw deck, **SEPARATISTS (RS42)**. Because the card is associated with both superpowers, it is added to the Card Line (as there are currently no cards in the Card Line, we create it with this card).

Next, we start at the top of the Action Round Priorities chart and check each condition (preceded with a checkmark) until we find one that is true:

- The USSR does Control a Flashpoint country (Ethiopia), so skip that column.
- The US does not have any Chokepoint Influence, so skip that column.
- DEFCON is 3 and the US does have Isolated Influence in a Battleground, so we begin to check each condition in that column, from top to bottom.
 - » The leftmost Event in the Card Line (**SEPARATISTS**) does not remove Influence or Coup, so we continue to the next condition.
 - » A 2 result on a Coup roll would not remove all US Influence from a

Battleground or Flashpoint, so we continue to the next condition.

- » Finally, there is not a +2 net Realignment Modifier in any Battleground or Flashpoint country with Isolated Influence, and this column does not instruct us to play a Playable Event or Place Influence, so we move to the top of the next column and continue checking the red checkmark conditions.

- It is not Action Round 6, 7 or 8, so we skip that column.

Since none of the previous conditions applied, we resolve the rightmost column.

- First, we check if there are any Playable Events in the Card Line. **SEPARATISTS** is only Playable if you (the player) have Influence in a non-Battleground country, which you do not.
- Since that's the only Event in the Card Line, we continue to the next instruction in the column, which is to Place Influence. The Solo Opponent will use the Operations value (2) from **SEPARATISTS** to Place Influence, but we leave the **SEPARATISTS** card in the Card Line – it may still be played for its Event in a later Action Round.

To decide where the Solo Opponent places Influence, use the Place Influence column of the Space Selection Table (shown on the next page). The Solo Opponent will select the locations in which to place Influence, 1 point of Influence at a time, respecting all normal rules for Influence placement.

- The eligible locations for Influence placement are Saudi Arabia, South Yemen, Djibouti, Sudan, Ethiopia, Somalia, Kenya, Madagascar, and Strategic Sea Lanes. The first row in the Place Influence column with a dot is “✓ No USSR Influence in Africa? In or adjacent to Africa”. The condition after the checkmark is a condition that must be true to apply this row; since there is USSR Influence in Africa, we skip this row.

USSR SPACE SELECTION TABLE	Place Influence
Countries with Isolated US Influence	
Chokepoint, Battleground and Flashpoint countries	
✓ Africa Scoring in discard? Chokepoint or Battleground country	
Lowest Coup result needed to remove all US Influence	
✓ No USSR Influence in Africa? In or adjacent to Africa	•
Spaces without USSR Control	
	•
Best net Realignment Modifier for USSR	
✓ Africa Scoring not in discard? Flashpoint country	•
Battleground country	
	•
Least Operations value needed to add USSR Control	
	•
Adjacent to Battleground country	
	•
Strategic Sea Lanes	
	•
Egypt	
	•
Least difference between USSR and US Influence	
	•
Random choice	
	•

- Next is “Spaces without USSR Control”, which eliminates South Yemen and Ethiopia because they are USSR Controlled.
- The next row checks if Africa Scoring is not in the discard, and since it is not we select Flashpoint Countries, which eliminates all other Spaces except Somalia. Place 1 USSR Influence in Somalia.

The next Influence is placed using the same process, but this time Somalia is eliminated by the “Spaces without USSR Control” condition, since the Solo Opponent just gained Control of Somalia with their first Influence placement. That means that the Solo Opponent cannot select a Flashpoint country, so that row is skipped.

- Instead, the next row selects Battleground countries, so only Saudi Arabia and Kenya are considered.
- The following row selects whichever country requires the least Operations value to add USSR Control. Kenya only requires 2 Operations value, while Saudi Arabia requires 4, so the remaining point of Influence is placed in Kenya, even though it does not add USSR Control.

At the end of its AR1, the Solo Opponent is in a position to score an Automatic Victory if it reveals the Africa Scoring card in AR2!



After USSR AR1 (Action Round 1).

★ You need to react, so you play **USAID (RS4)** for Operations value to Coup in Ethiopia and hopefully break the USSR Auto Victory. First, you check if DEFCON is degraded due to a Coup in a Flashpoint country – you draw **US PRESIDENTIAL ELECTIONS (RS28)**, so you degrade DEFCON to 2 and discard **US PRESIDENTIAL ELECTIONS**. Then, you roll for your Coup attempt: the result is 4 (for a total of 6 after adding the Operations value from **USAID**), so you remove 2 USSR Influence and add 2 US Influence. Finally, you add 2 US Military Operations.

15.4 Turn 1, Action Round 2

🚩 The Solo Opponent reveals the top card of the Draw Deck and it is **AFRICA SCORING (RS38)**. The Solo Opponent will only play this card if it would result in a Solo Opponent Automatic Victory (ending the game), or if they would score more points than you. Neither of these is true, so the card is shuffled into the draw deck and a replacement card is revealed.

The replacement card is **YEMENI PRESIDENTIAL ASSASSINATIONS (RS50)**. Add it to the Card Line, to the right of **SEPARATISTS**. Next, we resolve the Action Round Priorities.

Just like last Action Round, we skip the first column since its condition is still false. However, because DEFCON is 3 or less and Africa Scoring is not in the discard pile, Ethiopia is a Chokepoint country (see 14.3 for the definition of a Chokepoint country). We check each condition in that column:

- None of the Events in the Card Line can remove Influence from a Chokepoint country (Ethiopia is the only one).
- The Solo Opponent will not Coup in Ethiopia because it is a Flashpoint and could cause DEFCON to degrade to 1 (note the “DEFCON?” reminder in the far left column of the Action Round Priorities). The Solo Opponent will never take any action that could result in losing the game by reducing DEFCON to 1.
- Ethiopia does not have a +1 net Realignment Modifier for the USSR.

Opponent places 2 Influence in Ethiopia, removing your Control there.

For your Action Round, you play **APOLLO-SOYUZ TEST PROJECT (RS44)** and advance one space on the Space Race track. (Note that the Solo Opponent will always advance one space on the Space Race track at the end of each turn, in this case nullifying your bonus Influence removal during the next Headline Phase.)

Now, shuffle the remaining cards in the draw pile and see if you can win from this position!

Good luck!

So, like last round, we continue checking for red checkmark conditions at the top of the next column. No other condition is true, so we check the Card Line for Playable Events, from left to right starting with **SEPARATISTS**.

The Additional Card Instructions indicate that **SEPARATISTS** is Playable during Action Rounds, and the Additional Instructions require that you (the player) have Influence in a non-Battleground country that is not USSR Controlled. Both of these are true, and the Event would have an effect, so the Solo Opponent plays **SEPARATISTS** for the Event, placing it in the discard pile. Because this Event places Influence, we would normally use the Place Influence column to choose a country, but the only legal option is Ethiopia (as Saudi Arabia is a Battleground country). The Solo

ACTION ROUND TRACK
1 2 Action Round 4 5 6 7

TURN RECORD TRACK
MID WAR Turn LATE WAR OPTIONAL

DEFCON STATUS
5 4 3
Peace Start No Coup/ Realignment in Middle East No Coup/ Realignment in Middle East You Lose

Middle East
Presence 3
Domination 5
Control 7

Africa
Presence 1
Domination 3
Control 4
Auto Victory (Ethiopia & Somalia and Controls more African countries)

VICTORY POINT TRACK
10 7 8 9 4 5 6 1 2 3 VP

REQUIRED MILITARY OPERATIONS
0 1 USSR 3 4 5

SPACE RACE TRACK
Draw 1 card and 3 VP
3 OPS: Roll 1-4
1st Reusable manned orbital spacecraft
2/1 VP
2 OPS: Roll 1-3
1st photos from the surface of another planet
Remove 1 Influence from 1 country after Headline Phase
2 OPS: Roll 1-4
1st mission to leave Inner Solar System
START
Human crewed Space Station

Map Influence:
Egypt 2, Saudi Arabia 3, Yemen 2, Oman 2, Sudan 1, S. Yemen 1, Djibouti 2, Ethiopia 1 3, Somalia 2, Kenya 2, Madagascar 2, Strategic Sea 4, Famite 1.

Game Text:
Scoring [102]
Control: Scoring card VP's + More Influence (no Control) +1 VP

Twilight Struggle: Red Sea: Conflict in the Horn of Africa
GAME DESIGN: Jason Matthews

Situation after Action Round 2.

16.0 Card Backgrounds

★ 16.1 USA Card Descriptions

RS1 PEACE CORPS (1961–?)

Famously created by President Kennedy, the Peace Corps became a new tool in the US kit to influence perceptions in the developing world. Ethiopia, under Emperor Haile Selassie, quickly became the Peace Corps' largest project in its initial years of operation. Ethiopia desired 300 American teachers to extend secondary education throughout the country, and the United States Government utilized Georgetown University to meet the demand. Ethiopia has remained a large participant in the Peace Corps program.

RS2 ZBIG (1977–1981)

A Polish-born political scientist, Zbigniew Brzezinski was often compared to the Nixon era's Henry Kissinger. Also from the realist school of international relations, Brzezinski provided a more hawkish voice in the Carter Administration, and served as President Carter's national security advisor. After the Soviet invasion of Afghanistan, Brzezinski's more confrontational stance held sway in the White House and Cyrus Vance's appeal to détente was eclipsed.



RS3 OGA DEN WAR (1977–1978)

The Horn of Africa was, and remains, riven by ethnic hostility and separatist movements. Many of these conflicts stem from conflicting colonial claims and treaty provisions between the English, Italians and French during the imperialist period. Ethiopian control of the Ogaden region stemmed from one of these treaties, and newly independent and unified Somalia sought to take advantage of chaos within Ethiopia to achieve further unification of Somali peoples. Initial Somalia advances were incredibly successful, with 90% of the Ogaden eventually falling into Somali hands. After failed attempts to mediate between the Somalis and the Ethiopians, the Soviet Union decided that the

Ethiopians were the better client state, and shut down all aid to Somalia, while taking extraordinary measures to bolster the Ethiopian forces. These efforts ultimately prevailed and the Somali military was pushed back.

RS4 USAID (1961–?)

Created by the Foreign Assistance Act of 1961, USAID was another Kennedy Administration initiative which sought to allow the United States to better compete for “hearts and minds” in the developing world. USAID was drawing down from its vast aid mission in Vietnam and Southeast Asia at the time of the conflict in the Horn, but recurrent famine and war made USAID assistance a vital component to the countries of the region.

RS5 ALBANO-STALINIST ECONOMICS (1978–1990)

While Ethiopia had multiple competing socialist elements in its post-monarchal coalition, ultimately it was Mengistu Haile Mariam who would emerge from the intercene internal conflict, victorious. Mengistu proved to be rather a dogmatic Marxist, plunging the Ethiopian economy into state-planned failure. Like other communist leaders in the developing world, Mengistu opted for the most authoritarian model available—that of the unreformed Stalinist state of Albania.

RS6 THE VICTORIOUS LEADER (1969–1991)

Siad Barre, the self-styled “victorious leader” of Somalia, had been a successful security functionary within both the Italian and English colonial regimes in Somalia. In the 1950s, during exercises with Soviet officers, Barre “converted” to Marxist-Leninism, and participated in the coup which removed Somalia's democratically elected president. Barre, always a bit of an opportunist, set about Marxist collectivization of the Somali economy, attempted to modernize the Somali language and education, and end tribal rivalries. His Marxism was always tempered by nationalist sentiment, and



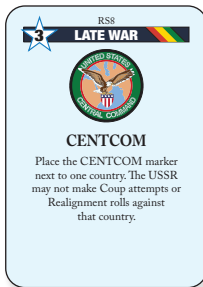
an understanding of the importance of Islam to the people of Somalia. Under Barre, Somalia joined the Arab League. Barre was also aggressive in his efforts to create a “Greater Somalia” that sought to incorporate portions of Ethiopia, Kenya and all of Djibouti. His ambitions led to the Ogaden War, which resulted in Somalia defecting from Soviet patronage and gaining support from the West.

RS7 ERITREAN POPULAR LIBERATION FRONT (1977–1991)

A leftist organization splintered off from, and opposed to, the broader Eritrean Liberation Front, the EPLFs became the most significant rebel group combating the Marxist Ethiopian regime. Nicknamed the Israelis of Africa, the EPLF built a vast underground network of hospitals and schools to protect citizens under their control from the constant air raids from Soviet-supplied MiGs. Eritrean resistance fighters suffered direct attack from Soviet forces in Massawa, creating long-term enmity from the rebel group. The EPLF’s Marxist leanings kept the United States reluctant to directly support them, but limited aid was provided at Sudanese border areas. The EPLF eventually prevailed in their long struggle against the much larger and better equipped Ethiopian military.

RS8 US CENTCOM (1983–??)

Established in the wake of multiple events—two oil crises, the Iranian Revolution and Hostage Crisis, the Lebanese Civil War, the “Tanker War” and the Soviet Invasion of Afghanistan—US Central Command, or CENTCOM, provided a US national security focus to this increasingly “hot” region of the Cold War. Soviet adventurism in Afghanistan highlighted a key ambition of traditional Russian foreign policy—dominance of the Persian Gulf via its position in the Central Asian heartland. Given Western dependence on crude oil shipments from the Gulf, this challenge could not go unchecked.



RS9 CARTER DOCTRINE (1980)

At the end of his presidency, Jimmy Carter announced the Carter Doctrine. Namely, the United States undertook to defend its national interests in the Persian Gulf with force, if necessary. This position may seem axiomatic in retrospect, with the United States having fought numerous wars in the region. But during the Cold War, the Superpowers had been very careful about committing their own troops in the Middle East for fear of nuclear escalation. The Soviet invasion of Afghanistan brought on this much more bellicose stance from the Carter Administration. The Soviets themselves felt under pressure in the Middle East. President Carter’s successful negotiation of the Camp David Accords excluded the Soviets and brought Egypt, a former key Soviet ally, into US orbit.

RS10 KENYA JOINS RAPID DEPLOYMENT JOINT TASK FORCE (1980)

Kenya, while a member of the non-aligned movement, was viewed as one of the more pro-western and conservative of the post-colonial regimes in Africa. Mombasa was already a regular port of call for the United States Navy, so Kenya’s participation in the creation of a Rapid Deployment Task Force—dedicated military assets to deter Soviet aggression in the Persian Gulf, or Horn of Africa—seemed like a logical extension of existing Kenyan foreign policy.

RS11 VOICE OF AMERICA IN AMHARIC (1982–??)

Voice of America proved a valuable tool in the public diplomacy and state propaganda arsenal of the United States in Eastern Europe and other places in the world. With an increasingly hostile Marxist regime in Ethiopia, the Reagan Administration began broadcasting in Amharic, the predominant language in Ethiopia. Programming was so popular, the VOA still broadcasts in Ethiopia, though the country has returned to its traditional position as a US ally in Africa.



RS12 FRENCH CONNECTIONS (1862–1977)

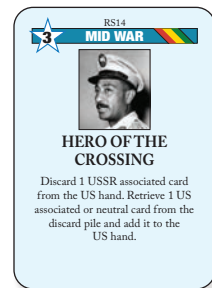
While the tangle of imperialist complications in the Horn of Africa is largely a tale of British and Italian ambitions, France also played its part. Djibouti is the smallest country in Africa, and was once known as French Somaliland. Three referendums were held in the post-colonial period in Djibouti, the first two favoring continued affiliation with France. Finally, in 1977, driven by the Somali ethnic majority in the country, Djibouti became independent and joined the United Nations. Nevertheless, Djibouti remained a key partner in French regional force projection. Djibouti plays host to France's largest military facility in Africa, and the 13th Demi-Brigade of the French Foreign Legion was stationed in Djibouti throughout the Cold War.

RS13 THE EVENTS OF '86 (1986)

Also known as “The Events” or the South Yemen Civil War, this was a brief but internecine civil war amongst the leadership of the Yemeni Socialist Party. Abdul Fattah Ismail had been President of South Yemen and General Secretary of its socialist movement. He was an ardent Marxist who sought to emulate the most strident forms of collectivization and export the “socialist revolution” to neighboring Yemen and Oman. However, Moscow, under Brezhnev, began to view Ismail as a bit of a liability and quietly encouraged his replacement by more moderate leadership. This was eventually accomplished by Ali Nasir Muhammad. But in a cabinet meeting, a gunfight erupted between the body guards of rival factions. Ismail was ultimately killed in the fighting, Muhammad fled to Yemen, and the bulk of the country's leadership was wiped out. The reunification of the two Yemens after the Cold War can be traced to this violence, but their former division plagues the country to this day.

**RS14 HERO OF THE CROSSING (1970–1981)**

Arguably one of the bravest figures of the 20th Century, Anwar Sadat was the third president of Egypt, serving from 1970 until his assassination in 1981. Sadat upended the strategic balance in the Middle East by moving Egypt out of Soviet orbit, and then making peace with Israel. All of this from a man who was celebrated as “the Hero of the Crossing” for Egypt's lightning advance across the ostensibly impregnable “Bar Lev” line in Israeli-occupied Sinai. His determination to change the adversarial dynamic and perpetual war footing of the Arab “front line states” with Israel was truly one of the bravest political acts by any major leader during the Cold War. Tragically, that bravery cost him his life in a political assassination by enraged Egyptian Islamists.

**RS15 ISRAELI PERIPHERY DOCTRINE (1949–1979)**

David Ben Gurion, Israel's first prime minister, enunciated a doctrine seeking to counterbalance the Arab boycott and hostility to the State of Israel. The Israelis sought to maintain close relations to countries on the periphery of the Middle East who had their own set of frictions with the Arab World. In practice, this meant that Israel maintained strong relations with Ethiopia, Turkey and Iran. Elements of this relationship remained in place even during the Marxist regime in Ethiopia. Thus, the United States had additional levers of access to utilize with Addis Ababa even during the most strained periods of relations.

RS16 THE STRONGMAN OF SUDAN (1965–1989)

Like Nasser and Gaddafi, Jaafar Nimeiri was a young army officer who seized power in the post-colonial period and immediately emulated the program of Nasserite-socialism and Panarabist policy. Nimeiri however, was a bit of a chameleon,



evolving from a socialist in the early days of his regime to a more moderate, pro-western free marketer by the mid-1970s. He would end his tenure as a strict Islamist who converted Sudan to Sharia law. Sudan has always had complex, often hostile relations with its neighbors, and an openly rebellious Christian minority in South Sudan. This strategic reality may also partially explain Nimeiri's ideological flexibility. However, in this game's timeline, Nimeiri took an increasingly pro-western stance. He attended US Command and General Staff College in a military exchange. Additionally, he maintained close ties with Anwar Sadat even after the Camp David Accords.

RS17 AFGHANISTAN INVADED (1979)

The Soviet client state in Afghanistan, established by a coup in 1978, was sliding off the rails. By 1979 Brezhnev had decided to intervene with the 40th Army and install leadership more to Soviet liking. While the Soviets considered the move in keeping with the Brezhnev Doctrine—to intervene in existing socialist states to maintain socialism—the West and Afghan rebels labeled it an invasion. Not only would the move prove to be a costly quagmire for the Soviet military, it also spurred the Carter Administration into a much more aggressive posture toward the Soviets, and initiated a U.S. military buildup that the Soviet Union would struggle to match.

RS18 DANIEL ARAP MOI (1978–2002)

The successor to legendary figure Jomo Kenyatta, Moi took a rather more aggressive and centralized approach than his predecessor. Seeking to establish Kenya's voice in the world and within the continent, Moi saw the West as both an important source of aid for his struggling economy and a way to amplify Kenya's significance within Africa. With Somalia entering US orbit, Moi was able to reach a sort of détente with the Somalis via US mediation. Moi also reinvigorated Kenyatta's "good neighbor policy" reopening the border with Tanzania, and drawing very close to Uganda. Moi reestablished Kenya as a leading state in East Africa and increased her strategic importance to the West.

RS45 DIEGO GARCIA (1971–??)

Diego Garcia is a British military facility leased to the United States. Prior to the 1970s, US Naval presence in the Persian Gulf and Indian Ocean was rather sparse. The region was thought of by U.S. policy makers as "British" and played little part in American security planning. However, after the oil embargo, fall of the Shah of Iran, and wars between Israel and its neighbors, the criticality of the region became evident. US naval vessels were not welcome at many Gulf State ports because of American support for Israel. Therefore Diego Garcia, lying in the Indian Ocean but sitting astride the maritime shipping lanes in and out of the Gulf, seemed the perfect solution. This "unsinkable aircraft carrier" has proven its value again and again to US force projection throughout the region.



RS46 WE ARE THE WORLD (1985)

The American supergroup, USA for Africa, recorded a single and an album entitled *We Are the World*. The effort was organized by the famed Harry Belafonte, and the song was co-written by Michael Jackson and Lionel Richie. It sold 20 million copies, and remains the 8th-best-selling physical album of all time. The effort raised \$63 million for Ethiopian famine relief, and brought intense American public attention to a heretofore little understood region of the world. The enormous aid effort by the United States and the United Kingdom brought an important shift in Western relations with Marxist Ethiopia, and aided in the eventual change in regime after the Cold War.



16.2 Neutral Card Descriptions

RS37 MIDDLE EAST SCORING

In 1946, Truman had to threaten to send warships to the Mediterranean to compel the Soviets to remove troops from Iran. Thus began the Cold War struggle in the Middle East. Since this region provided Western economies with their lifeblood—oil—it also provided the USSR with an irresistible opportunity to meddle. US support for Israel gave the Soviets an opening to the Arab world that they would repeatedly exploit.

RS38 AFRICA SCORING

The Horn of Africa sits astride a strategic choke point for maritime traffic and trade. During the 1970s, as western reliance on oil exported from the Persian Gulf grew, the strategic significance of the Horn of Africa grew with it. Suddenly, control of the Horn became a flashpoint of the Cold War, with a massive influx of weapons, advisors and aid pouring into the Horn countries. It was also an unstable region during this period. The superpowers literally swapped client states. The Horn's importance endured until the late 80s, when the Soviets turned inward, and their regional allies fell prey to their own mismanagement.

RS39 ROMANIAN AUTONOMY (1965–1989)

In 1956, Romania was the Soviet Union's most staunch ally during the Hungarian Uprising. By 1968, Romania was refusing to participate in the Warsaw Pact intervention in Czechoslovakia and publicly denouncing it. The architects of Romanian autonomy were Party Secretary Gheorghe Gheorghiu-Dej, and Ion Gheorghe Maurer, the prime minister. Nicolae Ceaușescu continued the policy. Ceaușescu became a darling of the West and built a cult of personality for himself by manipulating the Romanian people's distaste for their Soviet masters. Romania was the first country in the Eastern bloc to establish diplomatic relations with West Germany, and was the only country from the group to



have diplomatic ties with Israel. In 1971, Romania joined GATT (General Agreement on Trade and Tariffs) and in the following year joined the International Monetary Fund and the World Bank. Romania's commercial position was further enhanced by preferential trading status with the European Common Market and the United States, whilst remaining a member of COMECON. Romania's foreign policy independence was further sharpened in the Horn, where Ceaușescu maintained close relations with Somalia—which was abandoned by the Soviet Union in favor of Ethiopia.

RS40 FAMINE (1972–1975, 1983–1985)

Famine routinely affects the Horn of Africa approximately once a decade. Famine is caused by drought compounded usually by poor agricultural policy and civil instability or warfare. Virtually every country in the region—Sudan, Ethiopia, Somali, and Kenya—has experienced it in modern African history. Yemen and South Yemen have also suffered from famine. The Haile Selassie regime's failure to adequately respond to the drought and resulting food shortages in the early 1970's led directly to the coup which deposed the Emperor. However, the loss of life from that famine was dwarfed by a second one toward the close of the Cold War. The mass-starvation which ravaged Ethiopia in the 1980s was the first such event to receive global media attention. In both the UK and United States, the nightly news coverage resulted in enormous outpourings of personal charity. Estimates vary, but between 200,000 and 1.2 million people lost their lives.

RS41 OAU (1963–2002)

The Organization of African Unity was established in 1963 to provide a multilateral forum for discussion of issues within the continent. Foremost on the OAU's agenda has been economic development and anti-colonialism. Not all member states were yet independent when the organization was created, and South Africa and Rhodesia were still minority white-controlled. The OAU adopted a policy of non-interference concerning the internal policies of its member states, which called into question its utility during the Angolan and Nigerian civil wars as well as the brutal Amin regime in Uganda.

Despite these difficulties, the OAU was a valuable coordinating mechanism for the continent in adopting consensus policy which would then be pursued at the United Nations, where Africa's large membership held sway with the General Assembly. The OAU is headquartered in Addis Ababa, Ethiopia.

RS42 SEPARATISTS (1922–??)

Virtually every nation represented in *Twilight Struggle: Red Sea* has, or currently suffers from, rebel separatists. Most of these separatist movements stem from ethnic divisions and ill-considered partitions by the European imperialist powers or the Ottomans before them. There are also irredentist claims by neighboring states that sometimes have local adherents desiring to restore former territories to their country. This was particularly true of the Somalis, who claimed parts of all their neighboring states. However, Ethiopia too has been accused of “Amharan imperialism.”

RS43 ARAB LEAGUE (1945–??)

Formed in 1945 to be a regional organization to harmonize the economic, development and security needs of the Arab world, the Arab League was an active and successful entity during the Cold War. Straddling two continents, the Arab League has served as an arbiter in a number of intra-Arab conflicts, notably the 1958 Civil War in Lebanon. The League has also successfully fostered a common market, and has some security arrangements. Naturally, the League has been heavily involved in the politics between the Arab states and Israel; the Palestinian Liberation Organization was created by a League initiative. The League's decisions fall somewhere between the United Nations and the Organization of African Unity, as they are binding on members, but only those members who vote in favor of the provision. The Arab League is headquartered in Cairo, Egypt.



RS44 APOLLO-SOYUZ TEST PROJECT (1975)

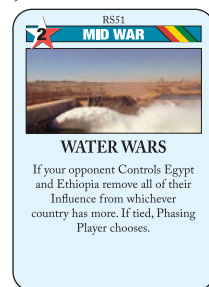
This mission was one of the early tangible results of détente. The central function of the linkup of the Apollo space capsule and its Soviet counterpart, the Soyuz spacecraft, was to test capabilities for a potential space rescue, and confirm the equipment necessary for a linkup between the two craft. The astronauts and cosmonauts spent a total of two days together and performed five joint experiments. It was the first instance of collaboration between the superpowers on space exploration.

RS49 INDIAN OCEAN ZONE OF PEACE (1971)

Initiated by Sri Lanka at the United Nations, the Indian Ocean Zone of Peace Resolution established that the airspace and subsurface of the Indian Ocean were a zone of peace in perpetuity. While primarily a public relations coup, the measure also highlighted the assertiveness of the non-aligned movement in the international system. In truth, the resolution was a reaction to increasing naval competition that was already occurring in the Indian Ocean, first Soviet submarine presence and then with the US 7th Fleet as it was able to redirect resources away from Southeast Asia and towards the Middle East and Indian Ocean.

RS51 WATER WARS (1874–??)

The Rivalry between Egypt and Ethiopia is an ancient one. The control of the vital resource and trade of the Nile River has perpetually plagued relations between the two countries. Various damming projects throughout the 20th Century and into the present day have created enormous conflict between the two countries. Egypt, as with other events represented in this game, relies on treaty rights stretching to 1929 and the British Government. Those treaties over the control of the Nile all but ignored Ethiopian rights as an upriver or “riparian” state. Friction nearly erupted into war with Anwar Sadat threatening to attack Ethiopia in 1979. The friction continues to this day with Egypt allegedly launching cyber-attacks against Ethiopia in retaliation for their construction of the Grand Ethiopian Renaissance Dam.

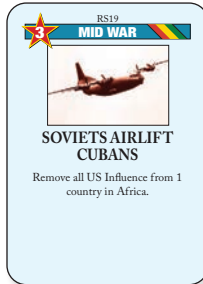




16.3 USSR Card Descriptions

RS19 SOVIETS AIRLIFT CUBANS (1977)

The Cuban Army often served as a proxy force for the Soviet Union. It is also true that Fidel Castro was quite capable of adventurism without Soviet encouragement, as Cuban deployments in Angola demonstrated. Still, the escalation by the Soviets to forestall Ethiopia's defeat in the Ogaden War was one of the Soviet Union's largest force-projection undertakings of the Cold War. The timely intervention by Cuban forces, and ultimately Soviet forces as well, pushed back the Somalis from their rapid victories over the Ethiopian military.



RS20 DÉTENTE (1971–1979)

Following the loss in Vietnam, Watergate and the crushing impacts of the oil embargo, the United States had very good reason to pursue a policy of reduced confrontation with the Soviet Union. A great surge in arms control agreements were negotiated to include SALT I, the Biological Weapons Convention and the Anti-Ballistic Missile Treaty. The Helsinki Accords were also adopted during this era of “relaxed tensions.” However, Brezhnev indicated in his speeches to the Politburo that he was using détente to prepare for a new era of Soviet expansionism. And in fact, the era of détente ended with the Soviet invasion of Afghanistan.

RS21 THE LION FALTERS (1974)

Emperor Haile Selassie I was the last emperor of Ethiopia, tracing his line back to Menelik I, the child of King Solomon and the Queen of Sheba. Selassie's long reign was initially characterized by reform and public adoration, as Selassie sought to expand public education and law enforcement, and expand ties to the West. The Emperor had sought close ties to the United States since FDR. For its part,



the emerging superpower was happy to develop an African client state independent of English and French influence. However, by the 1970s, the throne had grown corrupt and tyrannical. An absolute monarchy seemed out of touch in a continent full of post-imperial reformers. And of course, the perennial difficulties of famine and unemployment created popular unrest that eventually resulted in a Marxist coup.

RS22 DHOFAR REBELLION (1962–1976)

Also known as the Omani Civil War, the Dhofar rebellion can be seen as part of the greater “Arab Cold War” pitting conservative Arab monarchies against reformist socialist military juntas. The Arab Cold War had a Cold War undercurrent because of the socialist ideology of most postcolonial Nasserite regimes, and the concomitant Soviet aid. Both the Soviet Union and China supported the Dhofar Liberation Front during the long insurrection. The rebellion was only successfully quelled after the Sultan's reformist son deposed his father, and the British Special Air Service intervened directly.

RS23 NASSERISM (1956–1979)

Referring to Gamal Abdel Nasser, the legendary postcolonial leader of Egypt, Nasserism combined state socialism with Pan-Arab nationalism. Nasser exported his notions to many surrounding Arab nations, particularly in the Middle East but also within Africa, launching insurrections and imitators in Libya, Sudan, Yemen, Lebanon, Syria and Iraq. Nasserism remained a powerful force in the late 50s and early 60s, but elements of it were abandoned by Nasser's successor, Anwar Sadat. Furthermore, as socialist economies stalled and failed in the late 1970s, Nasserism lost a great deal of its initial revolutionary luster.

RS24 T-62s & KALASHNIKOVs (1974–1987)

In 1975, Sub-Saharan Africa constituted only 5% of Soviet Arms sales to the developing world. By 1978 it constituted 50% as the Soviet Union attempted to counteract the influence of western aid in Africa with arms sales. Given the boiling regional tensions



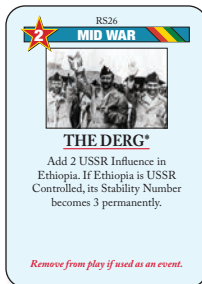
and animosities it proved a very popular strategy, with very long-ranging impacts in the Horn of Africa. Even during the unprecedented Ethiopian famine of the 1980s, the Soviet Union confined the vast majority of its assistance to Ethiopia to military hardware. Meanwhile, the West sent huge sums of foodstuffs.

RS25 GOSPLAN ADVISERS (1985–1988)

GOSPLAN is the Soviet term for the 5-year central plans for their economy. The Derg, in their enthusiasm to convert Ethiopia's economy to a communist one, invited Soviet planning experts. The Derg's efforts at agricultural collectivization happened after the great famine of the 80s, when the Ethiopian agriculture sector was incredibly fragile. Interestingly, the Soviet Union's economic advisors opposed the Ethiopian regime's approach, and wrote a very critical report. Ultimately, the Derg was forced to bend to more moderate initiatives and agricultural reforms.

RS26 THE DERG (1974–1987)

The Derg or "committee" was shorthand for the Provisional Military Government of Socialist Ethiopia. The Derg was a collection of low level military officers and security personnel committed to a socialist future for Ethiopia. They took power during an era of public unrest for Emperor Haile Selassie's regime. The Derg moved Ethiopia out of its long standing alliance with the United States and toward the Soviet Union. This shift in orientation created a scramble in the United States national security establishment, as the US sought new security arrangements to maintain influence in the Horn of Africa.



RS27 MENGISTU HAILE MARIAM (1977–1987)

Perhaps one of the most earnest socialist leaders on the African continent, Mengistu steadily acquired power within the Derg until ultimately transforming Ethiopia into a Marxist dictatorship along Stalinist lines. However, just as in Stalin's Russia, transitioning an impoverished, traditionalist agrarian economy into a modern socialist state is not easily accomplished. Further, Ethiopia was riven by ethnic conflict. Mengistu proved his seemingly endless capacity for state-sponsored cruelty through the "Red Terror" which, like the "Night of the Long Knives" in Nazi Germany, targeted the philosophical allies of the regime. The result was that Mengistu was tried and convicted for genocide after the conclusion of the Cold War.

RS28 US PRESIDENTIAL ELECTIONS (1976, 1980)

The US Presidency, post-Watergate, was a weakened institution, and the US generally was more politically unstable after the civil rights protests, assassinations, and loss in Vietnam. Gerald Ford, the United States' only President to have never been elected to the presidency or vice presidency, completed the remainder of Richard Nixon's term. But the aftermath of Watergate proved too much, and he was defeated by a dark horse Democratic candidate from Georgia. Four years later, the country would whipsaw back from Jimmy Carter to Ronald Reagan. This unstable domestic political era did not help the United States with consistency in foreign policy.

RS29 F5-ES DELIVERED (1975)

In spite of the overthrow of Haile Selassie, the United States attempted to curry favor with the new socialist regime in hopes of maintaining its strategic position in the Horn. These overtures were made manifest when the US proceeded with the sale of 8 Northrop Grumman F5-Es. These aircraft were used with great success against both Eritrean rebels and the Somali military—almost certainly to the detriment of US interests.

RS30 MARXIST LENINIST VANGUARD PARTIES (1975–1982)

Part of the Soviet strategy to establish long-term influence in the developing world was to sponsor “vanguard parties.” The object was to better link the relatively young governments in the developing world with Moscow. The initiative was taken as a reaction to perceived failures in Egypt, Indonesia and Ghana which had once been Soviet allies, but fell out of Soviet orbit. Some internal Soviet analysis blamed the lack of socialist ideological commitment of these regimes for their fall from Russian sway. At the initiative’s height, the USSR supported 16 “vanguard parties” to implement scientific socialism.



RS31 PRESIDENTIAL DIRECTIVE 30 (1978–1981)

Jimmy Carter entered the White House with a very personal animus against Kissinger-style foreign policy. Which is to say, he objected to a foreign policy directed solely by national interest, with little acknowledgment of American exceptionalism or America’s mission in the world. Kissinger’s approach resulted in US support for many unseemly regimes on the basis that they were anti-communist, or at least, anti-Soviet. President Carter felt that the US had “lost its way” under the Kissinger approach. Therefore, he sought to make human rights the cornerstone of American foreign policy. Presidential Directive 30, for the first time, linked economic and military assistance to a nation’s human rights record. This approach may have had long term virtue in breaking the strongman-insurrection cycle. However, it lacked tactical flexibility just as a renewed belligerency between the superpowers was emerging.

RS32 CYRUS VANCE (1977–1980)

Vance was a distinguished bureaucrat who served in senior roles in the Kennedy and Johnson administrations before becoming Jimmy Carter’s secretary of state. Vance was a determined advocate for negotiation, peace agreements and maintaining the momentum of détente. Particularly important to Vance was the SALT II nuclear arms reduction treaty. Vance was inclined to overlook provocations

in the developing world, placing greater importance on the US-Soviet bilateral relationship. Ultimately this dovish approach lost out to perceived Soviet provocations in the Horn and Afghanistan.

RS33 STAGFLATION (1971–1983)

The United States and other western economies were hit with an economic phenomenon called *stagflation* which was a combination of high inflation rates, low growth rates and high unemployment. It presents a paradox to policy makers because policies designed to reign in inflation tend to exacerbate unemployment. US stagflation throughout the 70s and the oil embargo of 1973 provoked President Nixon to adopt price controls – the resulting economic hardship contributed to the general feeling of national malaise that President Carter famously described.



RS34 CENTO COLLAPSES (1979)

Also known as the Baghdad Pact, CENTO was a western alliance structured to model NATO, with the goal of limiting Soviet influence in the Middle East. CENTO was arguably the least successful of these Cold War mutual security arrangements with Iraq’s government having flipped, forcing the relocation of alliance headquarters from Baghdad to Ankara. Then, Turkey’s invasion of Cyprus caused the UK’s dedicated forces withdrawn from the region. The final nail in the coffin was the Iranian Revolution which removed yet another key ally.

RS35 ANTI-ZIONIST COMMITTEE OF THE SOVIET PUBLIC (1983–1994)

Joseph Stalin had been pro-Zionist, and viewed the creation of Israel as hastening the demise of the British Empire in the Middle East. However, following the Six Day War, the Soviet Union increasingly used the fate of Palestine and anti-Israeli sentiment to curry favor in the developing world broadly, and the Arab world in particular. This propaganda push was both internal and external. The Soviet Union quietly



shepherded UN Resolution 3379, equating Zionism with racism, through the UN General Assembly. While relationships in the Middle East are always multidimensional, this propaganda did serve to isolate the US-Israeli alliance in the Middle East for the bulk of the Cold War.

RS36 MR. NYET (1957–1988)

Andrei Gromyko served as the Soviet Minister of Foreign Affairs for the majority of the Cold War. He had a photographic memory, but was often described as humorless and dour by peers in the diplomatic community. Gromyko was very conservative and hostilely inclined toward the West, though he was a staunch advocate for arms control, as he considered this a socialist imperative. Brezhnev suffered a stroke in 1975 which left Gromyko part of a triumvirate of leadership with KGB Chairman Yuri Andropov and Defense Minister Dmitriy Ustinov. Gromyko was typically the most hard-line of the three. A tireless worker, he was promoted to the ceremonial post of head of state by Gorbachev.

RS47 MALAGASY CONSTITUTIONAL REFERENDUM (1975)

Madagascar was a former French colony in East Africa. Through an evolutionary process, Madagascar attained independence in 1960, and established warm and close relationships with France but also the United States and other western nations. However, after a three year period of instability and protest, a military junta appointed Lt. Commander Didier Ratsiraka prime minister. Almost immediately the “Democratic Republic of Madagascar” was declared and with the approval of a new socialist inspired constitution, Madagascar radically shifted its orientation in favor of the Soviet Union and its socialist allies.

RS48 SEYCHELLES (1977–2004)

Located in the Indian Ocean, the Seychelles are an archipelago of 115 islands with about 90,000 citizens. The Seychelles received independence from Britain in 1976. A year after independence, the socialist prime minister of the country, France Albert

Rene, staged a coup and took the Seychelles into an aggressively pro-Soviet orbit. While Scandinavian countries are normally held up as successes of socialism, the Seychelles may in fact be a better example. The country has some of the best outcomes in health care, education and poverty of any African nation, and much better than similarly situated island countries of the region. The Soviets were very protective of their tiny client state, stationing an amphibious vessel with 250 Soviet marines in Seychelles, and providing a North Korean “palace guard” that protected Rene from potential counter-coups.

RS50 YEMENI PRESIDENTIAL ASSASSINATIONS

Assassination and attempted assassination were a disturbingly common tactic in the bitter rivalry between Yemen and South Yemen. The most notorious of these murders was President Ibrahim Al-Hamdi who led a remarkable transformation of the Yemeni economy. When he took power via a military coup in 1974, Yemen lacked basic infrastructure. By 1977, economic growth topped 56% per year. President Al-Hamdi was murdered at the home of his vice president, Ahmad al-Ghashmi. Saudi Arabia was implicated in the murder. The assassination came two days before al-Hamdi’s visit to South of Yemen to negotiate plans for unification. The murder was never investigated. The Vice President, Ahmad bin Hussein al-Ghashmi, then became president and served for eight months before being assassinated himself in 1978. His murder occurred while he was meeting an envoy sent by South Yemeni President Salim Rubai Ali. Reportedly, a brief case containing a secret message exploded, killing both al-Ghashmi and the South Yemeni delegate. It is not conclusively known who set off the explosion. South Yemen’s president, Rubai Ali, died in a coup three days later.



17.0 Designer Notes

By Jason Matthews

Sixteen years after the original game came out – you finally do a sequel and it is about an obscure sideshow of the Cold War? What were you thinking? To tell you the truth, I have wanted to address the omission of the Horn of Africa as a notable battlefield in the Cold War for quite some time. At first the desire started out as an expansion card, and then, when the opportunity arose it became a full-fledged game.

As a high school model UN nerd in the 1980s, the conflict in the Horn of Africa was just something you learned about. For the first time in US history, the human tragedy of famine was brought into people’s living rooms every night. U.S. news broadcasts inevitably highlighted Ethiopia’s Marxist government and Soviet influence in the area. Sometimes the war with Somalia would also get mentioned as a cause for the incomparable human devastation. Everyone who was alive in that era has images of children with distended bellies lying on a parched wasteland seared into their memory. At the close of the 20th Century we seemed to have invented yet another kind of man-made hell.

What was not covered by contemporary journalism was how we got there. The nightly newscast never explained that some of the most bitterly cynical episodes of the Cold War resulted in mass starvation, violence and tragedy. Furthermore, the impacts of that Cold War skirmish still impact Somalia, Ethiopia and Yemen 32 years after the fall of the Berlin Wall.

The Ogaden War and the conflict in the two Yemens also highlight how very seductive the Cold War mentality was. As this game begins, the Vietnam War is coming to a close and shortly thereafter Jimmy Carter is elected president. He is a man on a mission to defuse the Cold War. He wanted human rights to take center stage in US foreign affairs. He wanted to end the “great power” approach utilized by Nixon and Kissinger in geopolitics. He wanted to move regional conflicts out of the Cold War paradigm, and analyze them on their own terms. Furthermore, he was also committed to maintaining

détente with the USSR. President Carter pledged to build on the existing SALT negotiations and take even more aggressive steps towards eliminating nuclear weapons.

And yet, that magnet of fear, distrust and misunderstanding that we called the Cold War was so powerful that Jimmy Carter succumbed entirely to it. By the end of his term, détente was in tatters, the US literally flip-flopped odious client states with the Soviet Union, and Carter began an expensive conventional arms build-up aimed at deterring Russian expansionism. Such was the power of the Cold War mindset.

Twilight Struggle: Red Sea maintains the approach of the original game – the only real concern for the United States in the Horn of Africa or the Saudi Peninsula is the endless competition with the USSR. And yet, the actual history belies this. In fact, both Ethiopia and Somalia were very successful in manipulating US policy based on Cold War fears, but in furtherance of age-old grievances. Meanwhile, without stretching the facts too far, it is possible to see the Soviets in the Horn as good actors. They spent real political capital trying to maintain peace between the Somalis and the Ethiopians. In both South Yemen and Ethiopia, they were interested in tempering the overly radical reflexes of the newly Marxist regimes. However, viewing Soviet influence as benign requires ignoring that her only contribution to the mass human starvation was more arms shipments. When the people of the Horn of Africa needed butter, the Soviet Union provided guns, and the despair of the ordinary people only deepened. And so, as elsewhere during the Cold War, no one walks away with clean hands.

Twilight Struggle: Red Sea is meant to be a teaching tool in two ways – first, I think it will introduce some history to all but the most zealous students of the Cold War. Since I like my history with a healthy dash of the obscure, I hope you will too. Secondly, *Red Sea* will be an excellent way to introduce *Twilight Struggle* to a gamer who may want to play the full game but is a little intimidated by it. *Red Sea* is truly a “lunchtime” game. You can get a full *Twilight Struggle* experience in and still wolf down a sandwich at the same time.

Given this design's objective to serve as a teaching tool, I have not shed or added much to the original rule book. All of the actions are still available and nearly all rules are still operative. We want you to be able to play the full game after learning *Twilight Struggle: Red Sea*. We have added two small innovations. First, we included a new Strategic Sea Lanes space, which represents the race for naval dominance in the Persian Gulf and Red Sea area. This competition motivated the sudden importance that the superpowers attached to the Horn. Secondly, we created a new type of space – “Flashpoints” to simulate the uncertainty of escalation due to the instability of superpower relations with Ethiopia and Somalia.

We hope that you enjoy this first effort to directly expand the *Twilight Struggle* experience. Obviously there are other regions and elements of the Cold War that might benefit from a deeper dive. So we expect this will not be the last such effort.

18.0 Solo Designer Notes

By Jason Carr

When Jason approached me about designing a Solo Opponent for *Twilight Struggle: Red Sea* I had just wrapped up work on *Flashpoint: South China Sea* and *Red Flag Over Paris*, and was eager to put to work what I had learned from those “lunchtime” games in a brand new project. I was quite surprised at how much *Red Sea* feels like its older sibling; it is *Twilight Struggle* through and through. As a longtime *Twilight Struggle* player I knew that *Twilight Struggle: Red Sea* was full of situational card play, spatial relationships, odds calculation, and double-edged decision making; all things that make formidable solitaire system design problems. But I wondered if it was possible to make a Solo Opponent that kept the *feel* of playing *Twilight Struggle* without solving all of those problems.

What makes *Twilight Struggle* feel like *Twilight Struggle*? Is it the way that you have to look at your hand at the beginning of a turn and plan out what you are going to do with each card? Is it the Operations – Coup, Realign, Place Influence – and the way they're used? The Cold War setting?

The Space Race? Or is it the fact that playing a card associated with your opponent gives them the Event? The last is the most often mentioned as the *key element of Twilight Struggle* in my experience, yet the Solo Opponent I designed for *Twilight Struggle: Red Sea* gets to break this rule! How can that qualify as “feeling” like *Twilight Struggle*?

Indulge me for a moment.

My contention is that this is actually *not* the key element of *Twilight Struggle*, but rather the essence of *Twilight Struggle* is the challenge of planning out how to use the cards in your hand in a way that builds your position, maximizes the play of Scoring cards, frustrates your opponent's plans, and plans for the future. All of this without undermining your own position through play of your opponent's Events. What is missing from the Solo Opponent is only the unexpected windfall of your opponent playing one of your Events and giving you the opportunity to build your position in combination (potentially) with a play of your own. That is indeed quite a special part of *Twilight Struggle*, but not essential.

And so the Solo Opponent is able to maintain a good portion of the tensions that make the *Twilight Struggle* system interesting. Which of your opponent's Events will you play, and when? How can you get the best use out of the powerful Event you just drew? What Scoring cards do you have, which ones do you think your opponent has, and which ones haven't been drawn yet? Maintaining these tensions was the main priority of the Solo Opponent: indeed, you will need to carefully plan out your turn.

Since *Red Sea* is a lunchtime game, there's simply no room in the experience for heavy charts and many checks, so I relied on experienced players with hundreds of games played to help me identify the key decisions that a player makes. Some are obvious: can my opponent play a Scoring card and win, or gain a significant amount of VPs? Some are not as obvious: am I at risk of being isolated or removed from a Region? Players can only check so many things each turn, so making sure that those checks were meaningful was decisive. To

aid with making those checks easy, we created some definitions: Isolated Influence, Chokepoint countries, and Playable Events encapsulate a lot of conceptual complexity, but once internalized it is quite easy to check those conditions. This is an old game design trick, but one that Bruce Mansfield taught me how to abuse in wonderful ways.

The Action Round Priorities also contain an enormous amount of complexity in a manageable way. As part of my prototyping process, the decisions of the Solo Opponent were handled with an enormous and unwieldy list of instructions that were checked in order. As the logic of the list solidified, I started looking for a way to present that enormous amount of information to players in a more easily internalized way. Adam Blinkinsop presented the solution – the list of instructions was actually a multidimensional array represented as a table, where each row and column intersection checked a single condition. The columns represented a board state (e.g. “US has Chokepoint Influence?”) and each row represented a potential action to be taken there. This “inside out flowchart” was really the innovation that made the Solo Opponent possible.

Of course most of these design decisions owe to Volko Ruhnke and Adam Zahm’s work on the bots for *Labyrinth: The War on Terror* and *Labyrinth: The Awakening*. Players that are familiar with *Labyrinth* will recognize many of the same tricks at work here. Also obvious is the influence (ok, outright theft) of Kevin Bertram’s *Shores of Tripoli* on the Card Line. Although not as elegantly implemented, the Card Line in *Red Sea* allows the Solo Opponent to build up a dangerous ‘hand’ of Events to use at the opportune time. Thanks to Kevin for his support in encouraging me to steal this wonderful idea and adapt it here.

While it’s not the same as playing a crafty human opponent, I think that the Solo Opponent in *Red Sea* is a worthwhile way to experience the history, tragedy, and Cold War aesthetic that Jason has brought through his game. A persistent question from my testers has been “Can you make this work for *Twilight Struggle* and *1989*?” My answer is... “Who knows?” I would love to see the community adapt this system – I think all the pieces are there to

make it work, probably with a significantly larger Action Round Priorities table (or maybe one for each of Early, Mid, and Late War... hmmm). Certainly I would support such an endeavor however possible. In the meantime, I hope you enjoy the Solo Opponent and enjoy *Twilight Struggle: Red Sea*. It was a lot of fun to bring this to your table.

19.0 Credits

Speaking of long-overdue acknowledgments, allow me to thank Vonda Matthews whose patience, foam cutting skills, and initial demo of the prototype helped make *Twilight Struggle* a reality. I appreciate the 33 years of friendship and support.

Game Design: Jason Matthews

Development: Bruce Wigdor, Jason Carr, and Ananda Gupta for the *Twilight Struggle* System

Graphics: Terry Leeds

Rulebook Layout: James Hébert

Playtesters: VPJ Arponen, Kevin Bertram, Wade Birdwell, Nikolaj Brucker, Michael Calleia, Peter Cheung, Paul R. Daniels, Joe Dewhurst, Mikael Eriksson, Janos Fogas, Michael Gambach, Cory “Chaos-Goat” Graham, Adam Hester, Calvin CB Kirkpatrick, Jamie Lack, Michael Lahl, Michael Marcelo, Shaun O’Keeffe, Ozgur Ozbek, Joe Schmidt, Lee Se-baek, Jan Thorström, Eric Villeneuve, Kris “Sankt” Wei, and many others who commented, gave feedback, or played the game during development.

Production Coordinator: Tony Curtis

Producers Gene Billingsley, Tony Curtis, Andy Lewis, Rodger MacGowan, and Mark Simonitch

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And a particular shout out to the two most devoted playtesters a game designer could ever hope for: Larion Bereczki and Viktor Laszlo Csiri of Hungary. These two gentlemen managed to play throughout the pandemic, mostly in person, providing me constant and detailed feedback. This game would never have finished without their dedication. They have my profound thanks.