



## A SHORT SCENARIO FOR TWILIGHT STRUGGLE

BY VOLKO RUHNKE  
C3I MAGAZINE #19

Among the many allures of Jason and Ananda's smash **Twilight Struggle** is that the game covers some 45 years of history in just 10 hands of cards – readily playable in a single sitting. That said, I venture that there is room for a short scenario covering just the *Late War* period.

If you've played with your **TS** set as much as I have, you may find the *Early* and *Mid-War* event cards are looking a little worn compared to the less often used *Late War* events. For those of you who would like to dive right into the post-Quagmire era and try out the cool possibilities of a Landed Eagle, Star Wars, and Chernobyl, or Aldrich Ames, the Hostage Crisis, and Terrorism, here's a scenario that cuts to the chase.

My sense of the game-turn structure is that the turns roughly represent the following years:

- Turn 1 = 1945-1948
- Turn 2 = 1949-1952
- Turn 3 = 1953-1956
- Turn 4 = 1957-1960
- Turn 5 = 1961-1964
- Turn 6 = 1965-1969
- Turn 7 = 1970-1974
- Turn 8 = 1975-1979
- Turn 9 = 1980-1984
- Turn 10 = 1985-1989

Thus, the *Late War* period would begin in 1975, say with the Fall of Saigon. So I have used that date (and a dose of interpretation of history into the **TS** fabric) to set the influence and events for the opening of this *Late War* Scenario.

To my surprise, the US appears to begin the post-Vietnam era in a decidedly strong position in game turns. Whether or not the dominoes have fallen, the US still dominates Asia, for example. Play of the scenario showed that a US Automatic Victory is well within reach, so the Soviet player in this scenario wins just for engineering a more graceful decline of the Socialist experiment.

Have fun, and please try to avoid *The Day After*.

Copyright Rodger B. MacGowan © 2007. Reprinted with permission.

### LATE WAR SCENARIO MARKERS:

- Turn at 8
- DEFCON at 4
- Space Race: Soviet – Space Walk; US – Eagle Landed
- VP at -4 (Soviet 4)
- Events in play counters – US/Japan Pact, Marshal Plan, NATO, Warsaw Pact, DeGaulle, Flower Power

### CONTROL AND INFLUENCE:

US Dominates South America and Asia; Soviets Dominate Middle East. See table for individual influence placement.

### INFLUENCE PLACEMENT TABLE:

EUROPE			ASIA		
UK	5	0	Afghanistan	0	2
Benelux	3	0	Pakistan	2	0
France	3	1	India	0	3
Spain / Portugal	1	0	Burma	0	1
Norway	4	0	Laos / Cambodia	0	2
Denmark	3	0	Thailand	2	0
E. Germany	0	3	Vietnam	0	5
W. Germany	5	1	Malaysia	3	1
Italy	2	0	Indonesia	1	0
Finland	1	2	Australia	4	0
Poland	0	3	Philippines	3	1
Czechoslovakia	0	3	Japan	4	0
Hungary	0	3	Taiwan	3	0
Yugoslavia	1	2	South Korea	3	0
Romania	1	3	North Korea	0	3
Bulgaria	0	3			
Turkey	2	0			

CENTRAL AMERICA		
Cuba	0	3
Honduras	2	0
Nicaragua	1	0
Haiti	1	0
Dominican Republic	1	0
Panama	2	0

MIDDLE EAST		
Syria	0	3
Israel	4	0
Iraq	0	3
Iran	2	0
Jordan	2	2
Saudi Arabia	2	0
Egypt	1	0
Libya	0	2

SOUTH AMERICA		
Venezuela	2	0
Colombia	2	1
Peru	2	1
Chile	3	0
Argentina	2	0

AFRICA		
Algeria	0	2
Nigeria	1	0
Ethiopia	0	1
Somalia	2	0
Zaire	1	0
Kenya	2	0
SE African States	0	2
Angola	1	3
Zimbabwe	0	1
South Africa	2	1

### CARDS:

Remove all Early and MidWar '\*' (Removable) Events EXCEPT:

- BEAR TRAP
- CAMP DAVID
- JOHN PAUL
- PANAMA CANAL

Give CHINA CARD to Soviet Player.

Shuffle remaining Early, MidWar and Late War cards together and deal to begin Turn 8.

### WINNER:

After Turn 10 final scoring or if US plays WARGAMES event, US must have 20+ VP or Soviet player wins.