

# The First Jihad

## The Rise of Islam: 632-750

"A night spent at war is worth more than two months of fasting and prayer." – *Hadith*, attributed to the Prophet Muhammad

**\*\* LIVING RULES – Updated 28 April 2020 \*\***

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## [1.0] INTRODUCTION

"Then you will hear of wars and rumors of wars. But don't be alarmed. For this must take place, but it does not mean the end is already here." – Matthew 24:6

**The First Jihad** is a **solitaire** game simulating the rise of the first Arab Caliphate, which spread the new religion of Islam across wide areas of the Middle East, Africa, Asia and Europe. The player controls the armed forces of fourteen empires and kingdoms against the invading **Arab** (Muslim) armies, directing Attacks with the aim of pushing these invaders back before they are successful in driving all the player's armies to the edges of the map and converting it to Islam.

Random events, the actions of the Arabs, and options for you, the player, are determined by revealing **Event Cards**. When Card #50 ("I am the Destroying Avenger and the Pitiless Blood-Shedder!") is played, the game is over; calculate your level of victory or defeat (Rule 5.0).

**Important information and emphasis is in red text.**

**Examples of Rules are in this green skinny text.**

**Text in yellow highlight, like this, distinguishes rules which operate only when you're playing the Advanced Game (see 15.0). Ignore these texts if you're playing the Basic Game.**

Text in **brown shaded boxes**, like this, provides the opinion of the game's designers (Wes and Ben), who are addressing you to explain an idea or concept that is not, itself, a Rule, or to provide helpful or interesting historical background. When the designers' opinions differ, we'll tell you!

## [2.0] GAME EQUIPMENT

"O Ahura Mazda! Wherever your rule extends, the eternal law of truth and righteousness will prevail to the end." – Yasna 32:6

### Parts Inventory

- 1 11" x 17" full color cardstock map
- 72 double-sided color Tiles (counters, playing pieces)
- 50 Event Cards
- 1 Rules Booklet (*you're reading it*)
- 1 8½ x 11" Player Aid Card
- 1 8½ x 11" Event Descriptions Card
- 1 8½ x 11" Rules Index Card (black and white)
- 1 8½ x 11" "Players' Guide" Card, *for historical trivia*

**[2.1] The Game Map:** The map shows the area around the Mediterranean Sea and Middle East circa 632 A.D.

**[2.1.1] Paths and Lands.** The map depicts six "**Paths**" that extend out in all directions from a central point, **Mecca**. Each Path is identified by the color of the **borders** of its **Lands** (not by the color inside each Land). Listed counter-clockwise starting at the Greek Path, these are:

**Purple:** Greek Path\* – starts at Damascus

**Blue:** Mediterranean ("Med") Path\* – starts at Alexandria

**Brown:** African Path\*\*\* – starts at Upper Egypt

**Gray:** Indian Path\*\* – starts at Khuzestan

**Black:** Parthian Path\*\* – starts at Ctesiphon

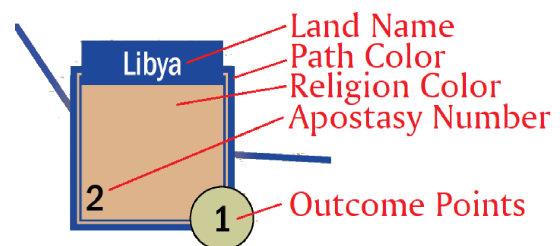
**Yellow:** Caucasus Path\*\*\* – starts at Nisibis

\* The Mediterranean (or "Med") Path and Greek Path are together referred to as the **West Theater** (2.1.3).

\*\* The Indian Path and Parthian Path are together referred to as the **East Theater** (2.1.3).

\*\*\* The African and Caucasus Paths are only active in the Advanced Game.

Each path contains several named Lands that mark the position of the player's armies. Each Land is filled with a color code to indicate the Land's dominant **religion** (10.0).



The map also includes various holding areas and data tracks to facilitate play.

**[2.1.2] Ends of the Earth:** Five Paths (all but the Greek) end in round Lands, referred to as the "Ends of the Earth."

An army never retreats from an Ends of the Earth Land. It takes as much damage (Hits) as it possibly can without retreating, but any excess Hits result in a Curse (7.6). Ends of the Earth cannot be conquered by the Arabs or converted to Islam (10.3).

These “Ends of the Earth” represent vast, unconquerable hinterlands that the Arabs could never hope to take or administer at this time.

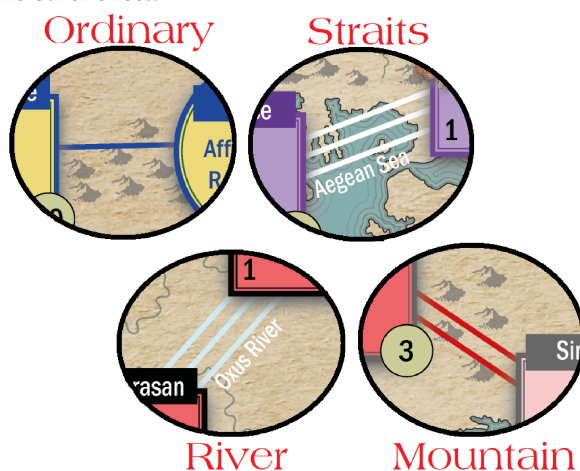
[2.1.2.1] **Rome:** The only Path that doesn’t end in an “Ends of the Earth” circle is the Greek Path, which ends at Rome (5.1).

[2.1.3] **West and East Theaters:** For game purposes, the “West Theater” is the two paths that represent the Byzantine Empire and the Roman Catholic world: the purple “Greek” Path starts at Damascus and ends at Rome, and the blue “Med” Path starts at Alexandria and ends at Paris.

The “East Theater” is the two paths representing Persia and its eastern neighbors: the black “Parthian” Path starts at Ctesiphon and ends at Kushiññe (the Tocharian name for modern Chinese Xinjiang), and the gray “Indian” Path starts at Khuzestan and ends at Kannauj (central India).

**The African and Caucasus Paths don’t belong to any Theater. Each is considered its own Theater for Trade purposes (21.4).**

[2.1.4] **Crossings.** The lines that connect the Lands are called **Crossings**. The type of Crossing can affect (1) the number of Arab Hits against a player’s Army (7.2) and (2) the cost, in AP (Action Points), for the player to attack the Arabs (8.3). It has no other effect.



[2.1.5] **Control of Lands:** The Mecca Land is **always** controlled by the Arabs; your armies may **never** attack or enter Mecca. **In the Advanced Game, Damascus, if converted to Islam, is treated as an extension of Mecca (21.2).** All other Lands are controlled by you or by the Arabs, or are “neutral.”

[2.1.5.1] **Neutral Armies, Neutral Lands:** On a given path, there may be more than one Army. For example, at the start of the game, on the Med Path you start with the Byzantines in Alexandria, the Exarchate in Tingitana, the Visigoths in Hispania and the Franks in Aquitaine. **Only the Army closest to Mecca is Active**, and is referred to as “the player’s active Army.” All the other Armies on a Path are Neutral. A Neutral Army may be affected by certain Events (6.2), but the player cannot move, repair, or futz with it in any way (unless a card tells you to) until it is “Activated” (7.6). Any Land occupied

by, or further away from Mecca than, a Neutral Army is a Neutral Land.

**Example:** The only Greek Path army is the Byzantines in Damascus, so they are your Active Army. On the Med Path, your Active Army is the Byzantines in Alexandria; the Exarchate, Visigoths and Franks are all neutral. On the Indian Path, your Active Army is the Persians in Khuzestan; the Pratihara are neutral. And on the Parthian Path, your Active Army is the Persians in Ctesiphon; the Sogdians and Chinese are neutral.

**In the Advanced Game, you also have the Caucasus and African Paths in play. On the Caucasus Path, the Byzantine Garrison at Nisibis is your Active Army, while the Armenians and Khazars are neutral. On the African Path, the Byzantine Garrison at Upper Egypt is your Active Army, while the Nubians and Axum are neutral.**

Note that because the closest army on a Path to Mecca is always your Active Army, and the other Armies on that Path are always, automatically Neutral, there are no markers to show which Armies are Neutral.

[2.1.5.2] **Player Controlled Lands:** The player’s Active Army units are your forces. You always control them, and you always control the Land they are in. You also control all Lands “behind” your armies, i.e., Lands that are further away on that path from Mecca than your army is, **except for Neutral Lands (2.1.5.1).**

**Example:** Your Byzantine army on the Greek path is in Cilicia. So, you control Cilicia, Anatolia, Constantinople, Greece and Rome. On the Parthian Path, your Persian Army is in Nehavend. So, you control Nehavend, Esfahan, and Khorasan. The neutral Sogdians are in Transoxiana, so you do **not** control Transoxiana or any of the other neutral-controlled Lands behind it (Fergana Valley and Kushiññe).

[2.1.5.3] **Arab Controlled Lands:** Mecca, and any Lands between Mecca and your armies, are controlled by the Arabs.

**Example (continued):** If your Byzantine army on the Greek path is in Cilicia, then Jerusalem, Damascus and Mecca are Arab-controlled. If your Persian army on the Parthian Path is in Nehavend, then the Arabs control Ctesiphon (and Mecca).

The Arab-controlled Land adjacent to your army is ‘the front’ where conflict can occur. That Land (i.e. the ‘invisible’ Arab armies in that Land) can invade you (7.2), and you can attack them (9.0).

**Example (concluded):** Your army on the Greek Path is in Cilicia. This means the Arabs in Jerusalem can invade your forces in Cilicia; and your army in Cilicia can attack the Arabs in Jerusalem. And on the Parthian Path, your army is in Nehavend; so the Arabs in Ctesiphon can invade your position at Nehavend, and your army in Nehavend can attack the Arabs in Ctesiphon.

[2.1.5.4] **Note on Mecca: Awareness of the ‘eternally Muslim’ status of the Mecca box itself is absolutely key to playing the game correctly.** Be aware that Mecca is **always** Muslim, so it **always** gets the +1 automatic Hit versus any Land adjacent to it (7.2.1 Player Aid Card). **This +1 also applies to Damascus once Damascus is converted to Islam and becomes ‘part of Mecca (21.2.1).** The +0 and +1 Mecca marker (7.2.1) is added to the automatic +1 Mecca gets from being Muslim (so Mecca with a +0 marker means Mecca is +1; with a +1 marker Mecca is +2 Hits). It always starts the game with Islam markers (10.3) ready to advance along the Paths leading out from Mecca.

[2.1.6] **Constantinople:** A yellow eagle in Constantinople (on the Greek Path) reminds you of two special things:

[2.1.6.1] ① While Constantinople is Arab-occupied (which


includes besieged in a Castle), then any **← Bulgars Event** (6.2) is **inverted**. See 13.3.1.

[2.1.6.2] ② The moment Constantinople falls to Arab armies (military control, not religious conversion), remove the “Icons” tile from its current location and flip it to its “Themes” side. Then place the Themes in **Greece**. It remains there until lost (12.4).

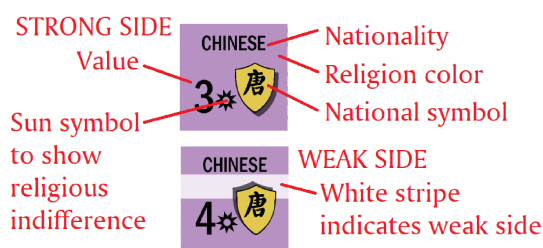
The fall of Constantinople would be a staggering blow to the Byzantines, with the loss of Greek Fire, Pontic Trade, and the Icons. But there would be some silver lining, namely more friendly Bulgars and deployment of the Themes in Greece. (Greece, historically, endured 400 years of Ottoman Muslim rule without losing its religion or its culture.) Incidentally, we are well aware that the term ‘Byzantine’ was invented in the 16<sup>th</sup> century and that the ‘Byzantines’ always referred to themselves as **Romans** and called their empire the **Roman Empire**. But to avoid the common word ‘Byzantine’ would be too pedantic, even for us.

[2.2] **Event Cards:** 50 of these are included in the game. 38 are used in the Basic Game. **12 additional “box cards”, with their numbers inside a colored box, are added in the Advanced Game.** These cards drive the action on the board as they are revealed, one at a time. See 3.2 and 6.o.

The action occurring on the play of each card represents roughly two to four years of ‘real time’ (closer to exactly 900 days in the Advanced Game).

[2.3] **The Tiles:** Any cardboard playing piece (“Tile”) with a red  box on its **back is used only in the Advanced Game** (see 15.o). Set it aside if playing the Basic Game.

[2.3.1] **Armies:** These represent the forces at the player’s disposal, belonging to various kingdoms and empires at war versus the Arabs, such as the Byzantine (Greek) and Persian Empires and distant powers like the Exarchate of Africa, Visigoths, Franks, Berbers, Chinese, Türgesh (Turks), Pratihara (Hindu kingdoms) and Sogdians.



[2.3.2] **Information Markers:** The various information markers indicate the status, possession or effect of an important game activity or situation. Markers also show quantitative information on tracks, like the number of Action Points (AP – essentially cash) that you have.

### [3.0] SETTING UP THE GAME

“Remember how the infidels plotted against you, to keep you in bonds, or slay you, or expel you. They plan and plot; but Allah also plots. And the best of plotters is Allah.” – Qur’ān 8:30

[3.1] **Game Set-Up:** See *Player Aid Card*.

[3.2] **The Card Deck:** The full deck of Event Cards is subdivided into four smaller, colored decks. The **Title** of each Card indicates the era/deck it belongs to: **green** (earliest; Cards 1-12), **yellow** (Cards 13-24), **red** (Cards 25-36), then **black** (latest; Cards 37-50). When all the **green** cards are drawn and played, start drawing from the **yellow** deck.

*Repeat for the **red** deck when the **yellow** deck is exhausted, and for the **black** deck when the **red** deck is exhausted.*

The four Event card decks illustrate four stages of the story of the Umayyad Caliphate – a **green** first age of Islamic imperialism, followed by a **yellow** age of consolidation; then a **red** third age of revival, and finally a **black** terminal age when the Caliphate collapsed. The black cards reflect the black flags of the Abbasids, who toppled the Umayyads in 750; those black flags were revived in the 21<sup>st</sup> century by the bloody “Islamic State” terror movement in Iraq and Syria.

Each card tells part of the story of the rise of Islam. Its flavor text teaches examples of the many historical events of this era. Note that you are not bound by history, only by the rules of the game. If a card tells you something that happened historically in Spain but your army isn’t in Spain, you can still perform the action if the rule allows it.

[3.2.1] **Special Set-Up Rules:** When playing either the Basic Game or the Advanced Game, the Card Deck is modified in an important way.

In the **Basic Game**, remove all Event Cards with a **boxed** number (example: Card #30, “Armenia Betrayed”). These are “Advanced Game Cards.” **They are not used in the Basic Game at all.**

In the **Basic Game**, treat all Event Cards with a “red star” (★) symbol as ordinary Cards (example: Card #12, “The Battle of the Camel”). **In the Advanced Game, remove all “red star” Event Cards from the deck. Set these cards aside; do not shuffle them with the green deck. They will enter the green deck later, when the Rightly Guided Army event occurs (6.2).**

[3.3] **Setting Up the Card Deck:** Within each colored deck, all the cards of that color are shuffled randomly, except for:

[3.3.1] **Fixed First Cards:** In each colored deck, the first card played (the top card in the deck) is “fixed.” In the **green deck**, the first card is always Card #1 (“Chained and Nailed by Fear”). In the **yellow deck**, the first card is always Card #13 (“The Umayyad Caliphate”). In the **red deck**, the first card is always Card #25 (“Revolt of the Zanj Slaves”). And in the **black deck**, the first card is always Card #37 (“Shame and Degradation”).

[3.3.2] **Fixed Final Card:** In the **black deck** (only), the very *last* card in the deck is also fixed. Card #50 (“I am the Destroying Avenger and the Pitiless Blood-Shedder!”) is *always* the last card played in the entire game, at the very bottom of the deck.

Technically, all four colored decks can now be assembled into one big deck. However, it can be helpful to know how many cards you have left before the next colored set begins. For a less challenging game, leave each colored deck separate and play the next deck when the current one is finished.

## [4.0] SEQUENCE OF PLAY

“According to the grace of God which is given to me, as a wise master builder, I have laid the foundation, and another builds upon it. But let each one build upon it carefully.” – Apostle Paul, 1 Corinthians 3:10

The draw and play of a single Event Card is considered one **Game Turn**. Each turn consists of the following Phases that **must be conducted in order**.

[4.1] **Detailed Sequence of Play:** See Player Aid Card.

## [5.0] VICTORY & DEFEAT

““Wherever you may be, death will overtake you even if you are in castles built up strong and high!” – Qur’ān 4:78

[5.1] **Sudden Death Defeat:** If the player’s army is forced to retreat from Rome, the game ends and you lose big time (see Rule 5.2, “56+” below).

The fall of both Constantinople and Rome (on the Greek path) means the utter collapse of Western civilization. The rest of the globe might as well throw in the towel.

[5.2] **Outcome Points:** The game ends when the Umayyad Caliphate is ousted by the Abbasids (Card #50 is played). Calculate Outcome Points (OP) using the following rules:

A. In each Land containing an Islam marker, there is a tan circle with a number (e.g. 5). Total these numbers.

B. Next, add the total number of Lands controlled by the Arab army (1 point for each Land).

C. Then add (or subtract) the number on each Minor Power Track occupied by a marker (13.1) active in the game. (On each Track this will either be +1, 0, or -1.)

D. From the above total, subtract:

- 3 for each strong player army in a square Land.
- 2 for each weak player army in a square Land.
- 1 for each shattered player army in a square Land.
- 1 for each strong player army in an End of the Earth Land.
- # of castle and capital values.

Each castle unit has a number on it. Just total these numbers and subtract them from the Outcome Point total. Subtract -1 for each Weak Capital, and -2 for each Strong Capital.

E. In the Advanced Game, you also add (or subtract) Outcome Points based on the current Ka’aba Number:

Ka’aba	Outcome Points	Ka’aba	Outcome Points
8	+20	4	+0
7	+15	3	-5
6	+10	2	-10
5	+5		

The total number of Outcome Points determines the level of your victory (or defeat) as follows:

- **Lower than -15 OP:** The classical world has completely

rebounded. Islam remains an exotic sect, on the order of today’s Cao Dai or Rastafarians.

- **-14 to 0 OP:** Islam is confined to the few areas which it controls. Like the Sikhs, it exists in perpetual feud with its neighbors.

- **1 to 15 OP:** Islam remains a significant regional religion – like the Hindus in India – but never really spreads beyond the areas it controls on your map. Classical culture has restored its own supremacy.

- **16 to 25 OP:** Islam is the dominant religion of the Middle East, and its success helps propel it to further growth through a combination of military aggression and peaceful missionary work (this is the historical result).

- **26 to 40 OP:** The Jihad continues! The Middle East, India and much of Europe embrace Islam, uniting most of the classical world in a single civilization.

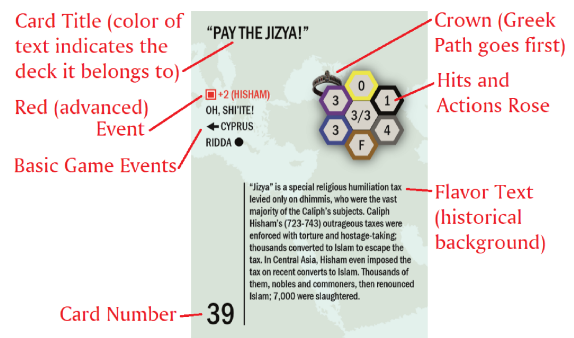
- **41 to 55 OP:** Islam becomes the world’s dominant religion, a global success story like Christianity.

- **56+ OP:** Islam becomes the universal religion of mankind. For millennia to come, all human thought is expressed in Islamic terms. *Even among Australian Aborigines.*

## [6.0] EVENTS PHASE

“Good news from far away is like cold water to the thirsty.” – Proverbs 25:25

Each Turn, one card is drawn from the draw pile and is placed, face-up, on the Active Deck. When you draw a card, go to **Step A** of the “Detailed Sequence of Play” (4.1 – see Player Aid Card) and follow the instructions there.



[6.1] **Reading an Event Card:** An Event Card always has a title and a number (3.2). A Card will usually contain a Hits and Actions Rose (7.1). It will also include “Events”, which are explained on the Event Descriptions Card (6.2).

[6.2] **Event Descriptions Card:** See separate sheet.

[6.3] **Action Points (“AP”):** The center hexagon in the Hits and Actions Rose (7.1) shows two numbers with a stroke between them. These are the Action Points available to the Player, divided into West / East. So if the hexagon reads “2/3” you get 2 AP in the West and 3 AP in the East, **subject to Rulership Limits (6.3.1)**. On each Skill Track, the AP marker for that Theater indicates how many AP can be spent on that Theater this turn.

**Example:** The West AP is at 1 and the East AP is at 0. You draw Card #45, “The Great Berber Revolt,” which has “4/3” in the center hex of the Hits and Actions Rose. Therefore, you receive 4 AP in the West (raise the West AP marker to 5), and you receive 3 AP in the East (raise the East AP marker to 3). You can spend 5 AP in the West Theater (Greek Path and Med Path) this turn, and 3 AP in the East Theater (Parthian and Indian Paths) this turn.



**[6.3.1] Rulership Limits:** You may never have as many AP as your Ruler's skill rating (11.1). If your Ruler's rating is 4, and you get 4 AP, you can only take 3 of them.

To remember this limit, say that "AP and Ruler tiles can't stack." If your Ruler is in the "4" box, you can't move your AP tile into the "4" box. So the most AP you can have is 3.

**[6.3.2] Banking:** An Empire (meaning only the Byzantines or the Persians) with its own Capital on the map is free to save ("bank") unused AP. If you lose your Capital (7.4.2), you do not lose any banked AP immediately; it just means you can't bank any more AP. (Without a Capital, however, you will lose those banked AP during the Banking Step – 14.8 – so spend them quickly; we suggest spending them to rebuild your Capital!) Be aware that any additional AP received the next turn may be reduced by Rulership Limits (6.3.1).

**Example:** The Shah has a "4" rating, so his marker is in the "4" box. You've saved one AP from last turn and this turn you get 4 new AP. But you can't move your AP marker into the 4 box (because it would collide with your Ruler). So you really only get 2 AP this turn! You will discover that if you have a bad Ruler, it's a bad idea to "bank" AP. Use it or lose it.

In the Advanced Game, "Great Kings" (on the African and Caucasus Paths – 16.5) can bank with a 6 AP limit. But all their banked AP are immediately lost if the Great King is removed for any reason.

**[6.3.3] Bonus AP Tokens:** During the game, various events can award the player bonus "Action Point [AP] Tokens". Bonus AP Tokens can be spent in the Action Phase (8.15). Red or blue ones can only be spent **on the Turn received** (14.8) in the appropriate Theater (2.1.3). **Tokens awarded from holding Christian Damascus (21.2) or from receiving Baqt Tribute (18.4) are purple, and can be spent anywhere; they are not lost at the end of the Turn (14.8).**

**[6.4] End of an Era Event:** This event always occurs on the first card of a new era (#13, #25 and #37). **It does not occur on any other Turns.** It has these effects:

- If an Empire expended its "Last Stand" chit (8.14), that chit is now returned to the Empire that played it, if that Empire is still in the game.
- The player must now **choose which side** of any "Last Stand" chits to place face up on the table. This choice may not be altered until the next "End of an Era" Event.
- **Any Jihad currently active ends immediately. Remove the Jihad marker from the map. Place the Mujahideen in the Casbah. They're fighting each other in Damascus. Again.**
- **If the Byzantine Religion marker is on its "Schism" side, flip it to its regular side. The new Pope seems like a nice guy.**
- **Any Truce comes to an end. Flip the Ruler to his regular non-Truce side. The Caliph is cackling like a Bond villain.**

## [7.0] ARAB PHASE

"When you encounter the infidels, slice off their heads until you have made a great slaughter among them! Then put the survivors in chains!" – Qur'an 47:4

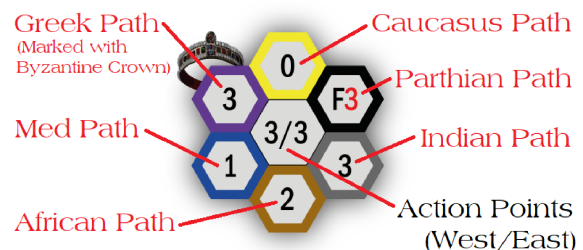
The Arab Phase represents the steady, nearly unstoppable advance of Arab forces. This is shown by inflicting "Hits" on the player's Armies. The player can choose how these Hits are taken; this reflects the tactics used by your 'generals on

the ground' and how they choose to resist the Arab invasion.

**Note on terminology:** The Arabs inflict damage on the player's Armies by invading the player's Lands and scoring "Hits"; the player's Armies inflict damage on the Arabs by attacking Arab-held Lands and "winning battles" using die rolls (9.1.2). Each side hurts the other in a different way, so these rules consistently refer to Arab activity as "invasions", and player activity as "attacks." To be clear: the Arabs "invade" the player's Lands with Hits; the player "attacks" the Arabs with a die roll to retake those stolen Lands.

## [7.1] Hits and Actions Rose

**[7.1.1] The Rose:** Most cards have a "Hits and Actions Rose" that shows which paths suffer hits from the invading Arab forces this turn.



Each outside hex corresponds to a path on the map and indicates the number of Arab hit points inflicted on the Player's army on that path. Always read the Paths **counter-clockwise**, starting with the crown (Greek Path). The hexes on the Rose match the corresponding colored Land outlines on the map. On this Rose, for instance, you read:

- Greek Path • 3 Hits
- Mediterranean ("Med") Path • 1 Hit
- **African Path • 2 Hits \***
- Indian Path • 3 Hits
- Parthian Path • "F3"
- **Caucasus Path • 0 ("zero") Hits \***

\* The African and Caucasus Paths are only used in the Advanced Game. Ignore these numbers in the Basic Game.

## [7.1.2] Zero, F, F3 and Red Numbers:

- The number "zero" (0) does **not** always mean there are no hits; it just means you add zero to any other hits that may be called for. "Zero" and "Fitna" are different. See 7.2.
- The letter "F" in a Hits and Actions Rose indicates a "Fitna" – a civil war or regional conflict inside the Caliphate that prevents **any** Arab advance on that Path. If there is an "F" in the box, then **no Arab Hits at all can be inflicted** on that Path this turn. In addition, whenever there is an "F", **flip the Islam marker** on that Path (10.2) to its "Disrupted" side. ("F" stands for "flip" as well as "Fitna"!)
- **F3:** If the code "F3" is on the Hits and Actions Rose, it can mean either a Fitna or 3 ordinary Hits. If there is no Persian army on the given Path, treat "F3" as a Fitna. If Persia has an army on that Path, then treat "F3" as 3 (three) Hits.
- A **Red Number** (e.g. "3") means that you roll a die, and add the result to that number. That gives you the total of Hits on that Path that turn **in the Basic Game**.

**Example:** The number given is a red 3. You roll a die, and the roll is 4.  $3 + 4 = 7$ . So there are 7 Hits on that Path this turn.

• When playing the Advanced Game, treat the Red Numbers as ordinary Black Numbers.

• When playing the Advanced Game, and there is an ongoing Jihad (17.6) on a particular Path, then any “F” (Fitna) on that Path from the Hits and Actions Rose causes the Jihad to be “interrupted”. Place the Arabic Stop Sign marker (15.5) on the Jihad marker this turn (in the Jihad Status Box, by Mecca), and resume the Jihad on the next turn (assuming there isn’t another Fitna or other Jihad-stopping event).

• Note that an “F” (Fitna) result still does flip the Islam marker on that Path even during a Jihad.

[7.2] **Calculating Hits:** “Hits” show the amount of damage inflicted by Arab invasions on the player’s armies. The number of Hits on a given Path depends on several factors and is calculated separately on each path on each turn.

Hits are launched from the Land the Arabs are in, into the Land that the player’s army is in (see 2.1.4). The exact number of Arab Hits is increased or decreased in number based on various situations and markers. **See the Player Aid Card for the ‘Hit List’ calculation formula (7.2.1).**

Hits are always calculated and then inflicted on the player counter-clockwise, starting with the Greek Path (the crown on the card is a reminder) and ending with the Parthian Path (with the Caucasus Path, in the Advanced Game).

[7.2.1] **The Hit List – See Player Aid Card.**

[7.2.2] **“Islam Cancels Out Terrain”:** If an invading Land has converted to Islam (10.3) and does not itself possess a Disrupted (flipped) Islam marker, any -1/-2 Hits terrain penalties for invading across a Mountain, Straits, or River crossing are **cancelled**. However, the +1 Hit for the invading Land being Muslim in religion is also **cancelled**.

**Note:** Pay close attention to the above rule, which is confusing and counter-intuitive, but mathematically necessary. The narrative purpose of the rule is to show that the indigenous people of the invading area, having embraced Islam, will use their knowledge of the area’s lines of communication to negate any terrain-based defenses that a defender may employ. This gives the Muslims an advantage (no terrain), but not an enormous one (no +1 Hit for Islam).

[7.2.3] **Disrupted Islam Marker:** A Land containing a Disrupted (10.4) Islam marker is **not** considered Muslim for any combat purposes, either for calculating Hits (7.2.2), or for Player attacks (treat the Land as its original Religious color; 9.1.1.1). For all other purposes, Lands with Disrupted Islam markers are considered Muslim. However, **“firmly Muslim”** Lands (10.5) between the Islam marker and Mecca always count as Muslim. Any “Disruption” only affects the particular Land where the marker currently resides.

[7.2.4] **Hit Totals:** Players should note that after all the pluses and minuses are tallied up, the final total may in fact be zero, or even a negative number. **This means no Hits are scored against the player’s army on that Path this turn.**

**Example 1:** We draw a card that shows that the Parthian Path gets “2” Hits. Let’s

calculate the Hits on the Parthian Path this turn. Your unit (the Sogdians) is in Fergana Valley. The Arabs therefore control Transoxiana, and are invading Fergana Valley from there. However, the Islam marker is back in Esfahan, which means Transoxiana is not converted to Islam – so the Hit total is reduced by -1 due to the Mountain.

On the Tibetan track, the Tibetans are in the +1 box. The net total (2 Hits from the Rose, +1 Hit from the Tibetans, -1 Hit from the Mountain) is 2. So the Arabs in Transoxiana are invading your Sogdians in Fergana Valley this turn with a total of 2 hits.

**Example 2:** Your Byzantine Army is in Sufetula, which means the Arabs are in Libya. Libya, also, is no longer Monophysite Christian; it has converted to Islam (in fact the Islam marker is in Libya), so the Arabs get an additional +1 Hit because they are invading from an Islamic area and can throw the full weight of their fervor against you.

The card says the Med Path gets “3” Hits. There are no Minor Powers affecting the Med Path right now. However, since Islam can invade you directly, we have to add its +1 Hit. The sum total ( $3 + 1$ ) is 4. So the Arabs in Libya are invading you in Sufetula this turn with 4 hits.

**Example 3:** The Pratihara Army in Mulasthana is defending itself against an Arab invasion from Sindh – which has been converted to Islam. In fact, the Islam marker is in Sindh. The card calls for “2” Hits. You would add another +1 Hit for Islam in Sindh, and subtract -2 because the Indus River lies between Mulasthana and Sindh. But since “Islam Cancels Out Terrain,” you ignore the +1 and the -2. That leaves you suffering the 2 Hits on the card. If the Islam marker in Sindh had been Disrupted, the player would not take any Damage (2 Hits from the Rose, minus -2 for the River = 0).

[7.3] **Strength Levels:** An Army has three possible strength levels: Strong, Weak, and Shattered. Some damage may be taken which requires the Army to be “Cursed” (see 7.6).



a) **Strong.** The unit’s Value makes it stronger on attack (9.0). If it takes Hits, the unit must either retreat or flip to its “Weak” side (see 7.4).

b) **Weak (white stripe on unit).** The unit’s Value makes it weaker on attack (9.0). If it takes Hits again, the unit must either retreat or it becomes “Shattered” (see 7.4).

c) **Shattered** (place a Shattered marker on its Weak side). The unit may not attack, so it doesn’t use its Value at all. It is even worse on defense; if it takes Hits again, the unit can only retreat; if it can’t even do that, it gets “Cursed” (7.6).

Any Army which is required to but unable to take any additional Hits, or required to but unable to retreat any further, because it is already in an Ends of the Earth Land (2.1.2) or on top of a Neutral (2.1.5.1) becomes “Cursed” (7.6).

[7.4] **Inflicting Hits (Damage and Retreat):** Invading Arab armies inflict Hits; the number of Hits calculated on a certain Path (rule 7.2) is now inflicted on the player’s Active Army on that Path. The **player chooses** how to absorb hits.

To satisfy (or ‘absorb’) these losses, the defending player may inflict damage in either, or any combination of both, of the following ways:

A. Each level of damage taken by the army (strong to weak, or weak to shattered) is worth one Hit toward satisfying the minimum required total.

B. Retreating the army **one** Land is worth **two** Hits toward satisfying the minimum required total. *The player may, if he wishes, retreat an army to satisfy only **one** Hit.*

The player must satisfy *exactly* the number of Hits inflicted. Any “extra” Hit, “left over”, must also be satisfied even if this means taking more damage (or retreating further) than was actually called for. (A shattered Army in Armenia takes one Hit, but its only option is to retreat, even if this would normally take two Hits to accomplish.) Hits **never eliminate a unit**, but may force it to retreat great distances. If unable to retreat (because of the “Ends of the Earth” or a Neutral Army), the retreating Army is “Cursed” (7.6).

**Example I:** A strong Persian army in Nehavend is hit with 1 Hit by the Arabs. It can:

- Absorb 1 level of damage (flip from strong to weak), or
- Retreat one Land from Nehavend to Esfahan but remain at full strength.

**Example II:** The same strong Persian army in Nehavend is hit with 2 Hits by the Arabs. It can:

- Absorb 2 levels of damage (flip to weak side for the first level of damage, then place a shattered marker for the second) and remain in Nehavend, or
- Retreat one Land from Nehavend to Esfahan (the retreat absorbs both Hits and the unit remains strong).

**Example III:** The same strong Persian army in Nehavend is hit with 3 Hits by the Arabs. It can:

- Absorb 2 levels of damage by retreating one Land to Esfahan; and then choose how to resolve the remaining 1 Hit (as **Example I**).

**Example IV:** The same strong Persian army in Nehavend is hit with 4 Hits by the Arabs. It can:

- Retreat from Nehavend two Lands to Khorasan (each retreat absorbs 2 Hits), or
- Retreat from Nehavend one Land to Esfahan (satisfying two hits) and then absorb the remaining 2 Hits (as **Example II**).

Remember: greater damage can be satisfied by simply retreating more spaces. If the army is Hit with more damage than can possibly be satisfied by lack of room to retreat, then it has to take Hits by being weakened, then shattered, and finally Cursed.

**Example V:** The same strong Persian army in Nehavend is hit with 9 Hits by the Arabs. It can:

- Retreat three Lands from Nehavend to Transoxiana, satisfying 6 Hits. Thanks to the neutral Sogdian Army standing in its way, the Persian is now unable to retreat any further. So it has to flip to its weak side (taking 1 Hit, leaving 2), then put on a Shattered marker (taking 1 more hit, leaving 1), then finally flipping the Shattered marker to its “Cursed!” side (which absorbs the final Hit). Because it is Cursed, the Persian Army will be unable to Escape the neutral Sogdians — and is thus doomed to die at the end of the turn (14.6).

**[7.4.1] Retreats:** A player may absorb 2 Hits (or 1 Hit) by choosing to retreat his army. Retreating armies are moved one Land away from Mecca along their paths. (An army in Libya retreats to Sufetula; one in Yezd retreats to Seistan).

An army that suffers two hits can either retreat, or be (flipped and then) shattered. It's up to you how your army suffers its fate. Do you defend fanatically and pay the price in blood, or do you retreat and pay the price in territory?

See Rule 2.1.2 for retreats into the Ends of the Earth, and Rule 5.1 for retreats out of Rome.

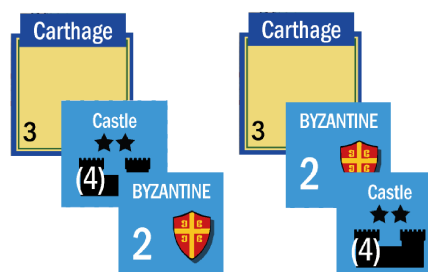
**No Voluntary Retreat:** You can only retreat as the result of a battle (including retreating one Land if you only take 1 Hit). The player may never voluntarily evacuate a Land unless he suffers some amount of damage in battle.

**[7.4.2] Capital Retreats:** An Army in a Land containing the Byzantine or Persian Capital may flip the Capital to its weak side to absorb one Hit, and may remove the Capital entirely to absorb a second Hit. Whether to take losses against your Capital or against your Armies is entirely up to you, but if you intend to retreat from the Land then the Capital must take as much damage as possible (and be destroyed first).

**[7.4.3] Castles:** There are two kinds of Castles in **The First Jihad**: “Major” Castles (★★) and “Minor” Castles (★). Major Castles have a strong and a weak side (a white stripe marks them as weak). Minor Castles are always considered weak.

A Castle can protect a retreating Army and absorb numerous hits by itself, thus reducing damage that would otherwise be inflicted on the Army. Castles can be strong or weak, like Armies; but they cannot retreat (*think about it... they're castles!*). They are destroyed if an army retreats from them, and they cannot be Shattered or Cursed like Armies.

As a conceptual rule, an Army **outside** a Castle takes damage before the Castle does; if an Army is **inside** a Castle, the Army is **besieged!**



Army on castle has not retreated; controls the land

Army underneath castle has retreated into the castle; land is disputed

Be aware that Arab hits inflicted on a Land that includes both a Castle and a Player Army can be resolved in any way the player chooses, so long as every Hit actually ‘lands’; for instance, if a Byzantine Army underneath a Major Castle suffers 1 Arab Hit, the Player can either flip the Byzantine Army to its “weak” side, or flip the Castle itself to its “weak” side (the former makes a lot more sense but both are legal).

**[7.4.3.1] Castle Retreats:** If an army retreats into a Castle, the Castle can “absorb” hits. The procedure for such a retreat can be summed up in a series of steps, **each of which must be taken before the next one can be**.

- (1) Retreating into a Land that contains a Castle is an ordinary retreat that absorbs 2 Hits. The Army sits on top of the Castle marker.
- (2) A unit on top of a Castle can retreat “into” the Castle by moving **underneath** the Castle marker. This retreat absorbs as many Hits as the Value printed on the face-up side of the Castle. (So it satisfies 4 hits if it retreats into a 4-strength Castle.)
- (3) A strong Major Castle “on top of” an Army can reduce itself (flip) to its weak side. This absorbs 4 Hits, the Value

printed on the face-up strong side of the Castle. **Note: Minor Castles have no strong side. In this case, skip step “3”.**

(4) An Army underneath a weak Castle can retreat from the Land into the next Land. This destroys the Castle (remove it from the map) but absorbs 3 Hits (the weak Castle value).

Both retreating **into**, or **from**, a Castle can absorb less than the normal (3 or 4) number of Arab hits (in the same way as normal retreats). This actually must be done when, say, a Shattered Army on top of Castle takes any Hits.

**Important:** If a Castle marker on a Path is ever destroyed (removed), you must place a **Cursed** marker on the army retreating from the Castle after all damage has been absorbed. If that army already has a Cursed marker, there is no additional effect; if that army was already Shattered, simply flip the Shattered marker to its “Cursed” side as it retreats and remove the Castle.

**Example:** There is a 4-strength Major Castle in Carthage. A strong Byzantine Army in Sufetula is invaded from Libya (the Islam marker is in Libya) and suffers 13 (!) Hits.

The Army retreats from Sufetula to Carthage. This is an ordinary retreat, and so 2 Hits are absorbed (leaving 11).

The Army then retreats underneath the Castle in Carthage. Since the Castle has a strength of 4, another 4 Hits are absorbed (leaving 7).

The Castle flips from its strong (4) to its weak (3) side, absorbing 4 Hits (leaving 3).

The Army now retreats from Carthage to Tingitana, which destroys the Castle but absorbs the last 3 Hits (the Castle’s last remaining strength). Put a “Cursed” marker on the Army, because the Army retreated from a Castle. This leaves the Army, which is now in Tingitana, sitting on top of the (neutral) Exarchate Army. Ordinarily, these Byzantines would get a chance to Escape (7.5.1) from Tingitana – but the Army was “Cursed” for abandoning the ruined Castle, and so it cannot attack. The Byzantines in North Africa are exhausted and will die at the end of the turn (14.6), which will activate the Exarchate underneath it.

**[7.5] Retreat onto Neutrals:** If an army is forced to retreat on top of a Neutral (3.2), it cannot retreat any further. If it still has to take damage, it must do so by losing steps (going from strong to weak, and then from weak to shattered). If it has more Hits against it than it can absorb, then the retreating unit has a “Cursed!” marker placed on it (7.6).

**[7.5.1] Escape:** If the unit that retreated onto a neutral is still ‘alive’, i.e. it isn’t Cursed, and it still has AP available to be spent on it for attack, then it **may**, this turn, have AP expended on it to attack the Arabs and return to the last Land of its own territory from which it retreated. This procedure is called “Escape.”

If an army on top of a Neutral is not able to Escape off the Neutral, then that army is destroyed at the end of the turn, **and the Neutral underneath it will be activated** (14.6).

**Example:** Your Persians in Khorasan are thrown back across the Oxus River into Transoxiana, where they find themselves sitting on top of the neutral Sogdians. If you want that Persian Army to survive, then you must, by the end of the turn, retake Khorasan using that Persian Army. If you fail to retake Khorasan, the Persian Army on the Parthian Path is eliminated and the Sogdians become your new Active Army on the Parthian Path (14.6).

**Important:** Escape is **not** mandatory. The player may, for strategic reasons, abandon the retreated Army and choose to let the Neutral underneath it activate next turn, rather than trying to have the retreated Army escape. If the retreated

Army is in a divided Theater (8.2.2) and 1 AP must be spent on the Path containing the retreated Army, you are still under no obligation to spend AP on having the Army escape. If you can spend the 1 AP somewhere else on that Path, do so; and if there is no other way to spend it except Escape, you may choose to ‘eat’ the AP (it’s lost but not spent at all).

**[7.6] “Cursed!”** A “Cursed!” marker **must** be placed on an Army if:

- (1) An Army that retreats from a Castle (7.4.3.1) must take a “Cursed!” marker.
- (2) An Army that loots (9.3) must immediately take a “Cursed!” marker.
- (3) An Army that is unable to retreat – because it takes Hits while it is already on a Neutral or in an Ends of the Earth Land – must immediately take a “Cursed!” marker.

An Army with a “Cursed!” marker on it cannot attack (8.3) and it cannot rally (8.4). Depending on where it is, the “Cursed” Army will heal **automatically** at the end of the Turn (14.2), or else it will **die** (14.6).

Sometimes (for instance a strong Army retreating from a destroyed Castle – 7.4.3.1), a “Cursed” marker may be placed directly onto a strong Army. “Cursed” status is not, strictly speaking, a ‘level of damage’ like flipped or shattered; although a shattered Army that takes additional damage does get “Cursed”. And removing a Curse removes any “Shatter”.

## **[8.0] ACTIONS PHASE**

**“I promise to worship Ahura Mazda and follow Zarathustra. I pledge myself to good thoughts, good words, and good deeds.”** – Yasna 12

**[8.1] Strategic Order:** The player must spend AP (and thus conduct all his Actions) starting with the West Theater (or the Greek Path, if the West Theater is divided) and moving **counter-clockwise** from there. See 4.1, Step D.

Except for the trick of being able to spend your AP anywhere in a United Theater, this counter-clockwise order is the same that the Arabs take when invading; see 7.1.1, and 4.1, Step C.

**[8.2] Spending AP:** Once you know how many AP are available in each theater, you can spend them in the Action Phase.

**[8.2.1] United Theater:** If both Paths in the same Theater represent the same Empire (i.e. both West Paths are Byzantine, or both East Paths are Persian) then your Theater is United. If a Theater is United, then you have complete freedom as to how you spend your AP. If you have 4 West AP, you can spend all four on the Med Path, or on the Greek Path, or split them 2/2, or spend 3 on one path and 1 on the other. It’s all up to you. *It’s good to be the king.*

**[8.2.2] Divided Theater:** If the player’s two Active Armies in a Theater represent two nations (e.g. your West Theater has Byzantines on the Greek Path and Visigoths on the Med Path; or in the East, you have Chinese on the Parthian Path and Pratihara on the Indian Path), then your Theater has been **Divided** (see 14.6.1 for how this happens).



If a Theater is Divided, then at least one Path will be held by a **'Barbarian'** (defined, for this rule, as any Army that has no Ruler – 11.0). Byzantines and Persians are not Barbarians. **In the Advanced Game, armies led by Great Kings (16.5), and the short-lived Byzantine Garrisons, are also not Barbarians.**

When a Theater is Divided, then your freedom of action is more restricted: **You must spend at least 1 AP on each Path held by a Barbarian.** After that, any AP left over can be spent however you like. If it is impossible to spend the mandatory 1 AP on a particular Path, the AP is lost. And if you just don't feel like spending an AP somewhere, you are always free to "eat" the AP (it is wasted). *It's not so good to be two rival kings – but observe how a Ruler can effectively 'give' his AP to the Barbarian on the other Path because he is not obligated to spend any on himself. Noblesse oblige.*

If the West Theater is divided, the player must leave at least 1 AP in the West (on the Skill Track) after completing actions on the Greek Path, so it can be spent later by the Barbarian (Exarchate, Visigoth, Frank or Berber) on the Med Path.

Similarly, if the East Theater is divided, you must spend at least 1 AP each on either the Parthian or Indian Path, if that Path has a Barbarian as its active Army (the Pratihara, Sogdians, Chinese or Türgesh). Of course, you must spend first on the Indian Path because that comes first in the counter-clockwise strategic order.

There are **four** specific expenditures which can fulfill the requirement to spend 1 AP on a Barbarian:

1. A Barbarian Army attacks (8.3).
2. A Barbarian Army is rallied (8.4).
3. A Coastal Raid (8.5.2) or a Cavalry Raid (8.5.4) is made versus the Islam Marker on the Barbarian's Path.
4. The player spends AP to influence or move a Minor Power affecting a Barbarian's Path, whether Cyprus (8.5.1), Tibet (8.10), **or Socotra (8.11).**

**Example:** It is late in the game, and the Byzantines are still alive on the Greek Path, but the 'barbarian' Franks are your Active Army on the Med Path. The Cyprus marker is on its "Med Path" side, so any added Arab Hits coming from Cyprus affect the Med Path. Therefore, any expenditure to move the Cyprus marker in the player's favor directly benefits the Franks – and thus counts as a West Theater expenditure on behalf of a barbarian.

**[8.2.2.1]** In the Advanced Game, AP received from other Theaters (via Trade Routes – 21.4) can be spent on either Path of a Divided Theater; they are always connected.

**[8.2.2.2]** Be aware that "sending is not spending," and "banking is not spending." The one AP you must "spend" on a Path cannot be sent in Trade to another Path, and it cannot be banked. It must be **spent** on its own Path (or be lost).

#### PLAYER ACTIONS:

Here is the list of the different things you can now do during the Action Phase. Remember to spend AP from the relevant Theater (East or West) or relevant Path depending on where the action is that you're paying for (see 8.2).

No Action prevents any other Action from being played, unless explicitly stated by a rule. Most importantly, you can Rally an Army first and then Attack with it (see 9.1.2.1).

**[8.3] Attack (costs 1, 2 or 3 AP):** The Player selects one of his armies to attack the Arabs (see Rule 9.0), and then spends AP to launch the Attack. The AP cost varies by the type of **Crossing** (2.1.4) between the attacking player-controlled Land and the Arab-controlled Land being attacked:

- To attack across an ordinary Crossing **or a Mountain Crossing** costs 1 AP. (Remember: **Mountains only cost 1 AP. The Arabs hate mountains. You love mountains!**)
- To attack across a River Crossing costs 2 AP.
- To attack across a Straits Crossing (from Rome to Greece, from Greece to Constantinople, from Constantinople to Anatolia, or from Hispania to Tingitana) has a variable cost in AP (1, 2, or 3) depending on Command of the Sea (8.3.1).
- **To attack across any type of Crossing, if the Military Heartland (horse – Rule 21.5) of the Empire doing the attacking has been converted to Islam, always costs 2 AP.**

**Old Hands Note:** The "Crossing" (terrain) does not affect an Attack itself, only the AP cost to mount an Attack. (There are no die roll modifiers, column shifts, or any of that stuff.)

**[8.3.1] Command of the Sea:** The AP cost to attack across any Straits Crossing is determined by the position of the Cyprus marker on the Cyprus Track (13.2) at the moment the Attack is made.

- If the Cyprus marker is in the "+1 Hit" box, it costs 3 AP for a player to attack across the Straits.
- If the Cyprus marker is in the "+0 Hits" box, it costs 2 AP for a player to attack across the Straits.
- If the Cyprus marker is in the "-1 Hit" box, it costs 1 AP for a player to attack across the Straits.

The Cyprus marker on the Cyprus Track indicates how strong the Greek Navy is, and how well it can ferry troops across the various straits in and around the Mediterranean.

**[8.4] Rally an Army (costs 1 AP):** The Player selects his Active Army on the Path to be healed one level (from weak to strong, or from shattered to weak) and spends one AP to do so. You can spend 2 AP at once to restore it from shattered to strong. However, a tile under a "Cursed" marker cannot be rallied. An Army that was just Rallied is now free to Attack (see 8.3). **If an Empire's Religious Heartland (temple – Rule 21.5) has been converted to Islam, it always costs 2 AP to repair each step of a weak or shattered army.**

**[8.5] Greek Naval Action (costs 0 or 1 AP):** The position of the Cyprus Marker will determine how much freedom you have to choose your naval strategy.

- If the Cyprus marker is in the "+1 Hit" box, you can only attack Cyprus. This is called a **Naval Battle** (8.5.1).
- If the Cyprus marker is in the "+0 Hits" box, you can attack Cyprus (a Naval Battle), **or** you can use the Greek Fleet to make a **Coastal Raid** (8.5.2).
- If the Cyprus marker is in the "-1 Hit" box, you can do a Naval Battle, use the Fleet on a Coastal Raid, **or** use the Fleet to make a free amphibious **Landing** (8.5.3).

**[8.5.1] Naval Battle for Cyprus (costs 1 AP):** To conduct a Naval Battle, simply pay 1 AP. (If the West Theater is Divided, the AP must come from the Path that Cyprus affects; see 8.2.2 and 13.2.) Then roll a die. If the roll is 6 or higher, move the

Cyprus marker one box to the right. (Any other roll fails; nothing happens.) **To improve your chances**, you can commit the Greek Fleet (move it from the “Available” to the “Used” box) and add its DRM value (+1 or +3) to the die roll. **And if you control the Mardaite Refugees (19.2.1), add another +1 DRM, every time you roll!**

In *The First Jihad*, “Cyprus” is an abstraction of the entire Arab-Byzantine naval war in the Mediterranean. War spread to Sicily, Sardinia, and the seas off Italy in the eighth century; but God-forsaken Cyprus was constantly a target.

**[8.5.2] Coastal Raid (costs 1 AP):** If the Cyprus marker is in the -1 or the 0 (zero) box, you can commit the Greek Fleet to the “Used” box and pay 1 AP. The player flips the Islam marker (10.2) on either the Greek or the Med Path to its “disrupted” side. The Greek Fleet can still do a Coastal Raid on the Med Path even if no Byzantine Army is on that Path.

**Clarification:** You can use the Greek Fleet to raid/land on either West Theater Path (Greek or Med), not just the one Path which the Cyprus Marker currently designates. The only thing the Cyprus Marker flips for is to indicate which Path is affected by **Arab Hits**. Player actions on either Path are unaffected. Also, you can only raid existing Islam markers on Arab-occupied Lands – you can’t raid into Mecca itself or raid Islam markers that aren’t on the map.

**[8.5.3] Amphibious Landing (no AP cost):** If the Cyprus marker is in the -1 box (only), you can commit the Greek Fleet (to the “Used” box) and add +1 to the die roll on your very next Attack (9.0) on the Greek Path or the Med Path. Like a Coastal Raid (8.5.2), the Greek Fleet can still do an Amphibious Landing on the Med Path in support of the Exarchate, Visigoths, or Franks, **but never the Berbers** (unless the Berbers are Catholic thanks to Munnuza; see Card #42).

**Remember:** the DRM for the Amphibious Landing is always +1. Even if the Greek Fleet marker is on its “+3” side due to Greek Fire (12.1), that +3 applies only to Naval Battles (8.5.1), not to Amphibious Landings. (Greek Fire had limited range!)

**[8.6] Persian Cavalry Raid (1 AP):** Commit the Persian Immortals (to the “Used” box) and pay 1 AP (East). The player may flip the Islam marker to its “Disrupted” side (10.2) on either the Parthian or the Indian Path. The player can launch a Cavalry Raid on either Path, even if the Path being ‘raided’ does not have a Persian Army on it.

When making a Cavalry Raid, ignore the elephant/horse status of the Persian Immortals. The +1/+2 strength difference is irrelevant; the success of the Raid is automatic.

**[8.7] Build or Fix a Castle (4 AP):** It costs 4 AP (*ouch!*) to build a new Castle or fix a weak (damaged) existing Castle, as explained below. **Only one Castle may be in a Land.** The cost to build or fix a Castle must be paid for by the ‘country’ doing the work (a Persian Castle must be paid for from the East AP treasury). If built in a Divided Theater (8.2.2), it must be paid for from the Path on which the Castle is built or fixed.

**A Castle may only be destroyed or weakened as a result of Arab Hits. The player cannot voluntarily weaken or destroy his own Castles.**

“Fixing Major Castles” can only be done if the Siege has been lifted (the player’s army is located on **top** of the Castle). You can only build or fix a Castle if you have 4 AP available on the Rulership Track. This means you must have at least a “5” value Ruler. (If he’s below a “5” value, then you can’t add any bonus AP to what is on the Track; technically, bonus AP must always be positioned on the Track before use). *(If a ruler has a Value of 3 or 4, he simply can’t provide the 4 AP needed to build/fix a Castle, no matter how many Bonus AP are available.)*

**[8.7.1] Byzantine Major (★★) Castles** have a strong and a weak side, as shown by their icons (striped if weak). If a Major Castle takes damage (flips to its weak side – 7.4.3.1), the player can, during the Action Phase, **fix** the Castle (flip it back to its strong side) for a cost of 4 AP. If a Byzantine Major Castle is completely destroyed (7.4.3.1), the player may **rebuild** it, paying 4 AP during the Action Phase and placing the Castle on its **weak** side **anywhere** in Byzantine-controlled territory (**except Nisibis and Upper Egypt**). It can then be **fixed** to its **strong** side for 4 AP whenever you can afford it.

**[8.7.2] Minor (★) Castles** only have a weak side, so they can’t be damaged or fixed, only destroyed and rebuilt. Both Minor Castle units start the game Byzantine (in Jerusalem and Alexandria). If a Minor Castle is destroyed, it goes to the Units out of Play Box where it can (during an Action Phase) be **rebuilt** for a cost of 4 AP. You can rebuild a destroyed Minor Castle either as a Byzantine unit, in Byzantine territory, or as a Persian unit in Persian territory (flip it to its red side if it’s built for Persia). The 4 AP cost is paid by whichever empire is building it on its own territory.

Minor Castles cannot be built on the Caucasus or African Paths.

**[8.8] Build or Fix a Capital (2 AP):** It costs 2 AP to build a new Capital or fix a weak (damaged) existing Capital.

**[8.8.1] Capitals** have a strong and a weak side. If a Capital takes damage (flips to its weak side – 7.4.2) the player can now **fix** the Capital (flip it to its strong side) for a cost of 2 AP. If a Capital is completely destroyed (7.4.2), the player may **rebuild** it, paying 2 AP and placing the Capital on its **weak** side in any legal Land (see below). It can then be **fixed** to its **strong** side whenever the player can afford the additional 2 AP cost (right away, if you can afford it).

**[8.8.2] The Byzantine Capital**, if destroyed, may be rebuilt in either Constantinople, Rome, or Carthage, so long as the Land is Byzantine controlled and Christian. (“Christian” means either Orthodox or Catholic; the denomination doesn’t matter. You just can’t build the Byzantine Capital in an area converted to Islam.)

**[8.8.3] The Persian Capital**, if destroyed, may be rebuilt in **any** Persian-controlled Land that is of Zoroastrian religion (i.e. red, and not converted to Islam).

**[8.9] Appease the Bulgars:** “West” AP can be spent on wine and trinkets to buy off the Bulgar hordes menacing the Greek Path. It costs either 1 or 2 AP (the Value of the face-up Bulgars marker) to move them one box to the right.

The historical Bulgars didn’t actually show up to menace

Constantinople until 674 AD (Card #21). But the *Polis* was also bothered by wandering hordes of Goths, Avars, and Slavs. For game purposes these are all 'Bulgars'.

**[8.10] Appease Tibet:** "East" AP can be spent to appease the Tibetans, who threaten the Parthian Path. It costs either 1 or 2 AP (the Value of the face-up Tibet marker) to move the Tibetan marker one box to the right. **It always costs 1 AP to move the Tibetans if you control the Manichees (19.2.1).**

**[8.11] Naval Battle for Socotra (costs 1 AP):** To move Socotra one space to the right (similar to Cyprus: 8.5.1), just pay 1 AP (from Africa, if the marker is on its "Africa" side; from the East Theater, if the marker is on its "Indian Path" side) and roll a die. If the result is 6 or higher, move the Socotra marker one box to the right. (Any other roll fails; nothing happens.) If you control the Parsees Refugee (19.2.1), add +1 DRM to the die roll. Also, if Adulis is controlled by Axum (not Nubia), add +1 DRM. Socotra is never affected by the Muslim Navy in the far-off Mediterranean Sea (21.1).

**[8.12] Buy Elephants from India (costs 1 AP):** If there is a Persian Army on the Indian Path, you can expend 1 East AP to flip the Immortals (12.4) to their stronger (+2) side.

**[8.13] Play ▲ Events:** Any "▲" Events on the current Event Card can be played at any time of your choosing during the Actions Phase (or not at all – but 'use it or lose it').

**[8.14] Play "Last Stand" Chits:** Each Empire (Byzantium and Persia) starts the game with one "Last Stand" chit. At any time during the Actions Phase, an Empire may "cash in" its own chit for its current face-up benefit: add 2 AP to its Skill Track, **or** raise its Ruler's skill level by +1.

**[8.15] Spend Bonus AP:** Bonus AP (6.3.3) can only be spent during the Action Phase to do the following:

- Rally (8.4) any Army, on either legal Path in the proper Theater if Red or Blue **or anywhere on the map if Purple (6.3.3).**
- Add +1 AP (for each Bonus AP spent) to a Theater's AP total, as long as the Theater has a Ruler (subject to Rulership limits – 6.3.1), including a Great King (16.5).

**[8.16] Send AP in Trade:** See 21.4.2.

## [9.0] PLAYER ATTACKS

"If you walk in my statutes and keep my commandments... you will chase your enemies, and they shall fall by the sword before you. Five of you shall chase a hundred, and a hundred of you shall put ten thousand to flight." – Leviticus 26:3

### [9.1] General Attack Rules:

During the Action Phase (8.0) you can spend AP to conduct Attacks (see 8.3 for the AP costs involved). **Attacks can never be conducted against "Mecca" or Damascus if it is the Islamic Capital (21.2).** Once you have committed to an Attack and paid AP for it, the procedure for "battle" is as follows.

**[9.1.1] Armies and Religion:** If an Army has a "sun" symbol (☀) on it, that army is **Not Religious**. All other armies are **Religious**.

**Important Note:** Byzantine Armies are **blue**, but in the Basic Game they are considered to be **Orthodox (purple)** in Religion. Always keep this in mind. In the Advanced Game, the Byzantine Empire can change its official religion – 20.0. That's why Byzantine Armies are colored in neutral blue; they might not be Orthodox forever.

**The First Jihad** is basically a war game. But it depicts war in an age where religious loyalties and differences defined the causes being fought for, where people willingly fought for weird abstractions like the rival prophetic claims of Muhammad or Zarathustra, not to speak of whether Christ's person consisted of one *hypostasis* or two – much the way people fight today for weird abstractions like 'freedom', the flag, 'human rights', or whether people ought to be governed by one *political party* or two. We picked the "sun" symbol to frivolously suggest 'sun-worshippers', but these people were actually pagans, Buddhists and "Orientals" who found the evangelical squabbles of Islam and the various Christian and Zoroastrian monotheisms baffling and ridiculous; they don't offend the locals by trying to change anyone's religion.

**[9.1.1.1] KEY POINT TO REMEMBER:** A Land that has converted to Islam is **Muslim** – it is no longer the religion shown on the map. **Ignore its printed color.** Muslim areas are **always** hostile to the player's "religious" Armies! The lone exception is that if the Islam marker in a particular Land is Disrupted, the underlying printed religion in that particular Land reasserts itself for combat purposes; see 10.4.

**Example:** Mulasthana, on the Indian Path, is Hindu on the map, but converts to Islam. If the player's Pratihara Army attacks from Rajasthan into Mulasthana, he has to roll two dice, since Mulasthana is no longer the same Hindu faith as his Hindu army. However, if Mulasthana contained the "disrupted" Islam marker, the player's Pratihara attack on Mulasthana would roll one die because the "disruption" of Islam there encourages enough native Hindus to rally in support of their fellow-Hindu Pratihara liberators.

Muslim Arab expansion was aided by the fact that the Arabs posed as friends of oppressed religious groups like the Nestorians and Monophysites, whose faith was despised by the Byzantine or Persian monarchs. For a generation or two, such groups saw the Arabs as allies against the old régime, and would not fight to restore it. By contrast, attacking an area that shares your religion attracts volunteers and leads to sabotage and bravery behind enemy lines: the locals assist you as a liberating force.

**[9.1.2] Attack Procedure:** Designate one Army (strong or weak) to launch the Attack. Pay the required AP cost (8.3).

**Exceptions:** A "shattered" Army (7.3) may not attack. A shattered Army may be rallied (8.4), and then may attack immediately using more AP if more AP are available. A "Cursed" Army may **never** attack or be rallied (7.6).

- If the Army is **Not Religious** (☀) you roll **one** die.
- If the Army is **Religious**, and the Land being attacked is of the **same Religion**, you roll **one** die.
- If the Army is **Religious**, and the Land being attacked is of a **different Religion**, you roll **two** dice and remove the higher die roll (it's as if you never rolled it). The lower die roll (either one, if tied) remains as your only 'official' die roll. **Remember that all Muslim Lands are a "different Religion" to yours (9.1.1.1).**
- **Your die roll may be modified** (improved – 9.5) by the



Greek Fleet or the Persian Immortals.

All armies have a **Value** on the tile. You must **roll higher than your Value to win** the attack.

- **Success:** If the modified die roll is greater than (>) the army's Value, that army **wins the battle** and **advances one Land** along its path (see 7.0). If the Land you just captured contains the Islam marker, that marker flips to its "Disrupted" side.
- **Failure:** If the modified die roll is less than or equal to (≤) the Attacking Army's Value, there is no effect. The attack failed. Armies that failed an attack don't retreat or suffer damage; they simply remain in place. If you have enough AP left over, you can always try the Attack again (9.2).

**Example 1, Failure:** On the Indian Path, the Persians have been pushed back to Yezd. Worse yet, they are in shattered condition and cannot attack. You still have 3 AP, so you spend 1 AP to rally them to 'weak' status. They have a lousy Value (4) but at least they can attack; so you spend another 1 AP on the attack. Unfortunately, the target Land—Khuzestan—is Nestorian Christian, a hostile religion. So you have to roll two dice and pick the lower; you need to roll higher than a 4. Desperate for a victory, you commit the Persian Immortals for a +2 die roll modifier and roll the two dice. You roll a 3 and a 2, so the 2 is your 'official' roll. But even with the +2 modifier from the Immortals, the modified die roll is only a 4, so the attack still fails. (And because it failed, your elephants are killed and you flip the Immortals to their +1 side—9.5.1).

**Example 2, Success:** Meanwhile, the Persians on the Parthian Path have been pushed back to Isfahan, but the Persian army there is strong (3). You have only 1 AP left. An attack to retake Nehavend lets you roll one die (because of the friendly religion), so you need to roll higher than a 3 to win. You spend your last 1 AP on the attack, and you roll a 6. Victory! Move the Persian army forward into Nehavend, light a fire, and praise Ahura Mazda.

**[9.2] Sustained Attacks:** A single army can make any number of attacks and advances during a single Game Turn, if enough AP are available on its Path to pay for them.

**[9.3] Looting:** A weak (striped) army may attack using its bad Value. A player whose weak army wins a battle and takes control of a Land may then choose to "loot" that Land: Flip the tile to its strong side (**at no AP cost**). If you do choose to loot, **place a "Cursed" marker on top of the Army** as soon as it has Looted. It can't attack again this turn. (If the Army chooses not to loot, of course, it isn't Cursed and can continue attacking if enough AP are available.)

This rule forces the player to make a tough strategic choice: Spend AP rallying the army to full strength before it strikes, or let the weakened army go into battle with the hope that it might rally itself at no AP cost at all. Placing the "Cursed" marker on the Army shows that while the army itself benefits from the looting, it earns a bad reputation among the locals, which can have repercussions later on in the turn (14.2). *If the Islam marker on that Path is already 'at the front', then "looting" is a safe option; screw the locals – this is war!*

**[9.4] Raising a Siege:** An Army besieged in a Castle (7.4.3) can 'raise the siege' and be placed back on top of the Castle tile. To do this, you conduct a normal Attack "against the Land you're in." If you succeed in the attack, put the Army unit back on top of the Castle; the siege is raised, the army additionally controls the countryside around the Castle now and has pushed the Arabs back one Land closer to Mecca.

**Example:** The strong (2-value) Byzantines are besieged inside the minor Castle at Alexandria. To retake the Land (and thus be able to use the Castle more effectively on defense

in future), the Byzantines there have to 'Attack Alexandria'. Spend 1 AP. The Byzantines are Orthodox and the Land is Monophysite in religion, so you roll two dice, and have to roll higher than a 2 on your lower die. You roll a 4 and a 3—the "3" is lower, so it's your 'official' die roll; but the 3 is enough to win you the victory. Take the Byzantine Army out from under the Castle and put it back on top. The Arabs are driven back to Mecca! **MARY, TRUE THEOTOKOS, WE MAGNIFY YOU!**

**[9.5] Die Roll Modifiers (DRM's):** An Attack die roll can be "modified" (increased) by an Amphibious Landing of the **Greek Fleet** (8.5.3) or by a charge of the **Persian Immortals** (9.5.1). The decision to commit the Greek Fleet to an Amphibious Landing, or to commit the Persian Immortals, must be made **before** you actually roll any dice in combat. There is no added AP cost to employ such a DRM.

**[9.5.1]** If the **Persian Immortals** are in the Available Blessings box (12.2), the player may commit the Immortals (to the "Used" box) and add the +2 or +1 (the face-up side of the marker) to any one Attack on the Parthian or Indian Path this turn. **If the Attack fails to conquer the target Area**, a +2 Immortals marker (on its 'elephant' side) must flip to its +1 ('horse') side immediately: the elephants died in battle!

The Persian *Zhayedan* ("Immortals"; heavy cavalry) contained a powerful unit of elephants (the +2). Once they are killed, the unit is reduced to +1. Elephants can be replaced (8.12).

**[9.5.1.1] Save the Elephants!** The Player has the option to employ the Immortals as a +1 DRM even if entitled to the full +2. In doing so, you only get the +1 modification, but if the attack fails, *you do not lose the elephants*. **Note that if you are using the Immortals to support non-Persians (the Sogdians, Pratihara, Türgesh or Chinese), you must choose this option!**

## **[10.0] RELIGION**

"There is no compulsion in religion, for the right way is clearly different from the wrong way." – Qur'an 2:256

**[10.1] Religious Identity:** **Each Land and each Army** has a prevailing religion, marked with a distinct color:

Nestorian Christian (white)<sup>1</sup>  
Orthodox Christian (purple)<sup>2</sup>  
Arian Christian (black)<sup>3</sup>  
Catholic Christian (gold)  
Monophysite Christian (tan)<sup>4</sup>  
Zoroastrian (red)  
Buddhist (pink)  
Chinese Religions (light purple)<sup>5</sup>  
Hindu (orange)  
Khazar Pagan/late Jewish (light blue)  
Tengrist Pagan (brown)

1. There is no Nestorian army (one reason the Nestorian Patriarch has lately shepherded his flock from Chicago, not Iraq). Nestorians were ejected from the Orthodox-Catholic club at the Council of Ephesus (431 AD) for believing that Christ's humanity and divinity were too loosely united. Their prosperous, peaceful missions in Central Asia (e.g. Fergana Valley) were genocided by Islam during the 14<sup>th</sup> century.

2. **Blue** Byzantine armies are actually **Orthodox**. See 9.1.1.

3. There are no **Arian** Lands. Only the Visigothic army is



**Arian.** (By 632 the Visigothic kings weren't Arian any more; they had officially gone Catholic, but their Spanish subjects still hated them. So we've demoted them to Arian status.)

4. **Monophysites** – Egyptians, Ethiopians, Armenians and most Syrians – were the opposite of Nestorians (the Catholic/Orthodox compromise is the middle ground between them). Greek for 'one nature' (*mono physis*), Monophysism holds that the incarnate Jesus has a single fused 'human-divine' nature. In its critics' eyes, this renders Christ *neither God nor Man*, rather than *both God and Man* – an even worse heresy than Nestorianism. There are some 60,000,000 Christians in the Egyptian-Ethiopian-Armenian family of churches today.

5. During **The First Jihād**, China's young Tang Dynasty was either sympathetic to or tolerant of Buddhism. The Tang would later launch ferocious xenophobic pogroms against Buddhists (and Nestorians), but not for another century.

**[10.2] Apostasy Numbers:** Each Land is marked with a number denoting its tendency to "apostasy," i.e., how likely its people are to chuck their current faith and embrace Islam. Low numbers (good for the player) indicate a pious resistance to change; high numbers show a more 'pragmatic' allegiance. During the Conversion Step (14.3), Islam may try to convert these areas (see 10.3).

**[10.3] The Islam Markers and Conversion:** The **Islam Marker** shows the spread of the **Muslim religion**. A Land holding the marker, or a Firmly Muslim Land (10.5) between the marker and Mecca has been "converted to Islam."

**Pay Attention:** Don't confuse areas 'converted to Islam' with areas under Arab political/military control. The two things are related, but are not at all identical. Some Islamic areas may be under player control, while some non-Islamic areas may be occupied by Arab forces.

**Example:** On the Indian Path, the Persian Army is in Seistan and the Islam marker is in Khuzestan. This means that the Arab army controls Khuzestan and Yezd, but that only Khuzestan has actually converted to Islam. Yezd is still Zoroastrian despite being Arab-occupied, but is in danger of conversion (14.3).

**[10.4] Disrupted Islam Markers:** The Islam marker on a Path can be "Disrupted" (flipped to its 'Disrupted' side) if a player's army conquers it (9.1.2), if there is a Fitna on its Path (7.1.2), if its Path is attacked by a Coastal Raid (8.5.2) or a Cavalry Raid (8.6), **or if it is flipped by a Mardaite Raid (18.5) or Kharijite Revolt (18.6).**

**A Land containing a Disrupted Islam marker does not count as Muslim for combat purposes.** It counts as its original printed religion. The Land doesn't add a +1 Hit when it is invading (7.2.1); doesn't count as Muslim for the "Islam Cancels out Terrain" rule (7.2.2); doesn't count as Muslim when the Player attacks it (9.1.1.1); and there is no Conversion roll (14.3) on its Path.

**[10.5] "Firmly Muslim" Lands:** For game purposes a "firmly Muslim" Land is any land between the Islam Marker and Mecca, but **not including** the Islam Marker. Firmly Muslim lands are **always** Muslim, regardless of whether or not the Islam Marker on their Path is Disrupted. You may attempt a free Religious Revival (14.3.1) if you militarily control a firmly Muslim Land.

**Example:** On the Med Path, the Islam marker is in Tingitana. This means that Carthage, Sufetula, Libya and Alexandria are "firmly" Muslim. Tingitana is also Muslim, but it is not "firmly" Muslim – because it contains the Islam marker (it's on the front lines).

## [11.0] RULERS

**"Do not allow tyrants to be our rulers. Choose good and righteous kings instead, guided by wisdom and good and clear understanding."** – Yasna 48:5

**[11.1] Skill Tracks:** The East and West Theaters have "Skill Tracks" printed on the map. (West is blue; East is red.) Two "Rulers" – the Shah of Persia and the Byzantine Emperor – have Tiles located on these Skill Tracks.

Each Ruler has a **Skill Rating** between 3 (rubbish) and 7 (brilliant), shown by which box he's in on the Skill Track. This shows how many AP the Ruler can earn and spend. A high number indicates a flexible and resourceful Ruler.

The Arabs, of course, had a ruler too: the Caliph. His skills are shown in the number of Hits in each Hits and Actions Rose. In the Advanced Game, a Caliph's skill is further shown by his use of the "Élite Syrians" (17.0). Still more rulers – the Great Kings – will also appear (16.5) in the Advanced Game.

**[11.2] Ruler Changes:** When you draw an Event Card (6.0), you may see a "Ruler: Byzantium" or "Ruler: Persia" Event. This means your Ruler (the Byzantine Emperor or the Persian Shah, respectively) died or was overthrown and a new Ruler must be rolled up to replace him. To do so, consult the "Rulership" Table on the map. Roll a die, and **add the current Skill Rating of your late Ruler.**

From the total, **subtract -1** if the Ruler's empire has **no capital** on the map. Add or subtract any number specified by the Event on the Card that provoked the Rulership change itself. **For the Byzantine Ruler in the Advanced Game, add +2 if the Byzantine Religion is Catholic, or subtract -2 if the Byzantine Religion is Monophysite. Also subtract -1 if the Byzantine Religion marker is on its "Schism" side when the Rulership table is consulted. The results are cumulative (so -4 if you're Monophysite, in Schism, and have no capital!).**

Compare the modified total to the **red** number on the Rulership Table; your new Ruler's Skill Rating is the corresponding **green** number. Move your Ruler tile to the appropriate Skill Track box.

**Example:** Your Persian Ruler has a Skill Rating of 4. You draw a "Ruler: Persia" Event Card, so your Ruler must be replaced. You roll a die, resulting in a 3. Add 4 + 3 to get 7. The red number "7" on the Rulership Table corresponds to the green number "6" – so your new Ruler has a Skill Level of 6. Move the "Persian Shah" marker from the "4" box to the "6" box of the East Skill Track.

## [12.0] BLESSINGS

**"The faithful will abound with blessings, but one who is in a hurry to get rich will not go unpunished."** – Proverbs 28:20

At the start of the game, there are three "Blessings" in the Available Blessings Box. Two of them (the Icons and the Greek Fleet) pertain to the Byzantines; one of them (the Persian Immortals) is used by Persia. A fourth, the "Byzantine Themes," is found on the back of the "Icons" tile.

**[12.1] The Greek Fleet:** The Greek Fleet unit begins on its +1 side. When Card #17 (“Greek Fire!”) is drawn, it flips to its +3 side. Rule 8.5 covers the various roles that the Greek Fleet can play. When the Greek Fleet is committed to a particular battle or mission, move the marker to the “Blessings Used” box to show it can’t be used again this turn.

Once flipped to its +3 side, the Greek Fleet remains on its +3 side for the remainder of the Basic Game. **In the Advanced Game, the Greek Fleet flips back to its +1 (weaker) side if you lose control of the Pontic Trade Route (14.10, Step 1).**

**[12.2] Persian Immortals:** Persia may commit the Immortals to modify an Attack die roll (6.9.1); they may also be used in Cavalry Raids to disrupt the Islam marker (8.6). As soon as either use occurs, move the Immortals marker to the “Blessings Used” box to show it can’t be used again this turn.

**[12.3] Icons:** The Byzantines begin the game with the “Icons” tile, which can be moved by the player (14.7) and which has the effects described in 14.4. The Icons, when used, do **not** move to the “Blessings Used” box (unlike the Greek Fleet and the Persian Immortals). They can be moved for safe-keeping to the “Available Blessings” box, but perform no useful function there. The Icons are permanently lost if the “Icons” tile is captured (14.3; 18.4); if the Iconoclasm Card (#40) is drawn; or if the Arabs take Constantinople (2.1.6.2).

**Loss of the Icons does not prevent the later creation of the Themes on their reverse side; see 12.4.**

**[12.4] Themes:** The reverse of the Icons tile is a unit depicting the Byzantine “Themes” (14.3). If a Byzantine Army is defending a Land containing the Themes unit, subtract -1 Hit from the Arab invasion (7.1). The Themes marker remains on the map unless destroyed by Islamic conversion (14.3).

The famous Byzantine Themes system saw crown land given to colonies of soldier-farmers for their own use, with the idea that these settlers would fight for their own property more robustly than for abstractions like ‘king and country’ (or God for that matter). It worked so well that the Habsburg Empire would famously repeat the strategy by settling German-speaking Swabians in the Balkans during the 17<sup>th</sup> and 18<sup>th</sup> centuries as a defensive line against the Ottoman Empire.

### **[13.0] MINOR POWER TRACKS**

“The Holy Spirit said, ‘Set apart for me Barnabas and Saul for the work to which I have called them.’ Then after fasting and praying they laid their hands on them and sent them off. So, being sent out by the Holy Spirit, they went down to Seleucia, and from there they sailed to Cyprus.” – Acts 13:2-4

Small regional powers had a big impact on the survival of the great empires which resisted the Arab invasions. These are the Greek island of Cyprus; the Bulgar hordes living north of Constantinople; and the Tibetan Empire in far-off Central Asia. In the Advanced Game the Indian Ocean trading outpost of Socotra is added. Players should pay attention to the humble Minor Powers. That “+1 Hit” on a Path may seem trivial, and moving it to the right might not seem worth the 1 or 2 AP cost right now. But these “extra” Hits rack up: more than 150 total hits over the course of a game! Ignoring the Minor Powers is a great way to lose the game.

**[13.1] Power Tracks:** The impact on the game of **Socotra**, Cyprus, Tibet and the Bulgars is shown on their respective Tracks on the map. The shifting politics of each entity is directed by the play of Event Cards, which automatically move these markers to the left (←). The player, in turn, may expend AP to try and influence, fight, cajole, or bribe each entity – thus moving these markers back to the right.

Each Minor Power has a similar Track on the map. See the Bulgars Track (north of Constantinople) for an example.

Each track has a “+1 Hit” box in green (signifying Islam), and a friendly red “-1 Hit” box, in addition to a neutral white “+0 Hits” box in the middle. Each track affects Hits (7.2) on a different Path (see below) but in the same way:

- A marker in the green “+1 Hit” box benefits the Arabs, by adding one additional Hit to **any** Arab invasion on that Path.
- A marker in the red “-1 Hit” box benefits the player, by subtracting one Hit from **any** Arab invasion on that Path.
- If the marker is in the white “+0 Hits” box, it has **no effect on Hits**. It does **not** reduce Hits to zero!

**Example:** The Bulgars are in their “zero” box, and Cyprus is in its +1 box. You draw Card #32, “The Army of Peacocks.” Because of the “← **BULGARS**” Event, move the Bulgars marker one box to the left, so they are now in their “+1” box. The Arabs in Jerusalem this turn get 2 Hits (from the Hits and Actions Rose on the card) on the Greek Path, and invade into Cilicia. Because the Bulgars are +1 and Cyprus is also +1, you add +2 to the Arab Hits total. Since 2+2=4, there are actually “4” Arab Hits against Cilicia this turn, not just the “2” in the Hits and Actions Rose.

**[13.2] Cyprus** affects Hits (7.2) **only on the Greek Path** (as noted on the marker – “**Cyprus Greek**”) until the “Sardinian Raids” Event occurs (on Card #37). Then you flip the marker to its “**Cyprus Med**” side and it affects Hits **only on the Med Path**. To reduce the number of Arab Hits inflicted on you by the Cyprus marker, you have to move Cyprus to the right through a Naval Battle (rule 8.5.1). Note also that the position of the Cyprus marker affects the cost to Attack across Straits Crossings (8.3.1) as well as which missions you can do with the Greek Fleet (8.5).

**[13.3] Bulgar Khanate:** The Bulgar Track affects hits (7.2) on the Greek Path. To move the Bulgars to the right, see 8.9. If Constantinople (2.1.6) is Arab-occupied (or holds a besieged Byzantine Army in a Castle) when a “← **Bulgars**” Event is drawn, the effect is **inverted**: treat it instead as a “→ **Bulgars**” event and move the Bulgars one box to the right!

The Bulgars knew that losing the Greek cash cow to an Arab attack would finish off Bulgaria. So the Bulgars always laid low when the Arabs were attacking. Khan Tervel (700-721) even sent an army to fight the Arabs on Byzantium’s behalf.

**[13.4] Tibetan Empire:** The Tibet Track affects hits (7.2) on the Parthian Path. To move Tibet to the right, see 8.10.

Far from the Buddhist pacifists of Western fantasy, medieval Tibet was a potent military force that fought successful wars against China for control of trade in Central Asia. Tibet often allied with the Arabs for strategic advantage.

**[13.5] Socotra:** The Socotra Track affects hits (7.2) on the African Path, so long as the Socotra Trade Route (21.4.2) is “open” (Adulis and Rajasthan are free from Arab control). If

the Socotra Trade Route is broken for any reason (including the signing of a Full Baqt – 16.3.2 – on the African Path), the Socotra marker flips to its “Indian Path” side and affects the Indian Path. (Check during Diplomacy: 14.10, Step 2). To move Socotra to the right, see 8.11.

Socotra, a desert island in the Indian Ocean inhabited by Nestorian Christians, was an entrepôt for a substantial trade between East Africa and India. After the Portuguese ‘discovered’ Socotra in 1507, its Arab rulers decided the Christians there might be a security risk. There are no reports of any Christians there after 1550. (*Surely a coincidence?*)

#### [14.0] END OF TURN PHASE

“Whoever disagrees with the Prophet, after the right path has been shown to him, and follows any way besides that of the believers: We shall leave him in the path he has chosen, and roast him in Hell. What an evil end!” – Qur’ān 4:115

The “End of Turn Phase” is the last series of steps before starting a new turn. Many of the game’s key mechanics take place here. Each step below must be taken **in the exact order**. See the Sequence of Play on the Player Aid Card (4.1).

**[14.1] Syrian Vengeance Step:** Skip this step in the Basic Game, or if there is a currently active Jihad (17.6). Otherwise, check each Path in order (Greek, Med, African, Indian, Parthian, and finally Caucasus) to see if a player army on that Path occupies a Green Box Land (21.3). On the first such Path, place the Mujahideen marker (17.1). If there was no such Path, then make another check, in the same order, to see if a player army on each Path occupies a Firmly Muslim Land (10.5). On the first such Path, place the Mujahideen marker (17.1). **Note:** Never place a Mujahideen marker on a Path with a Stop Sign (15.5); keep looking.

Ignore the Green Box in Vaspurakan if it is under a Full Baqt marker (16.3.2). The existence of a Baqt, by definition, means the Path is “at peace” with Islam.

**Example:** The player’s armies are in Cilicia (Monophysite), Carthage (Catholic), Nobatia (contains the Islam marker), Seistan (firmly Muslim, as the Islam marker on the Indian Path is in Sindh), Khorasan (Zoroastrian) and Nisibis (a “Green Box” Land). Let’s check the paths in order, checking first for Green Box Land occupations. The Greek Path is clear; so is the African Path, since Nobatia is not a Green Box Land. On the Indian Path, Seistan is Firmly Muslim – but we’re not checking for that yet, only for Green Boxes. The Parthian Path is fine. But when we get to the Caucasus Path, we see that the player’s army is occupying Nisibis – which is a Green Box Land. So the Caucasus Path gets the Syrians’ attentions this turn. We don’t need to check for any Firmly Muslim Lands that might be occupied (though Seistan would have triggered the Syrians if we had).

The effect of this, given the counter-clockwise motion of events in the game, is to prejudice the Syrians against Byzantium. This is intentional! To the Caliphs, the Christian Greeks were the “real” enemy, the one existential threat to the expansion of militant Islam. Since the Byzantines go first in the counter-clockwise order, they are automatically the first target for Syrian vengeance if they do anything bold.

**[14.2] Curse Removal Step:** If an Army has a “Cursed!” marker on it during this step, then remove that marker and adjust any Islam marker on that Army’s Path as follows, if either (A) or (B) applies:

(A) A **face-up** Islam marker on the Path (or in Mecca)

advances one Land and flips to its “Disrupted” side. This happens even if the Islam marker moves into a player-controlled land (even with a Castle). It still can’t enter a Baqt, or “Ends of the Earth” space. **Or:**

(B) A **Disrupted** Islam marker on the Path flips face-up, so long as the marker is not player-controlled.

Be careful to note that “remove the Cursed marker” means “**remove**” it. Don’t flip it to its “Shattered” side.

**[14.2.1] Never** remove a Cursed marker on the Berber Army, if it is still in the Berber Revolt Status Box (14.5).

**[14.3] Conversion Step:** The religious loyalty of Arab-controlled Lands must now be checked.

On each path, the Islam marker shows the Land furthest away from Mecca which has already been converted. The next Land away from Mecca, past the Islam Marker, if under Arab control, must be checked for conversion.

- Do not roll for a Land on a Path where the Islam marker is on its “disrupted” side.
- If there is no Islam marker on the Path at all, then you do still roll for the Path to see if the Arab-occupied box next to Mecca is converted. Even if there is a Fitna, it never affects Mecca itself, and that is where the Muslims are coming from.

Only 1 Land per path per turn is rolled to convert. Therefore, there may often be no Lands eligible for conversion.

To convert a Land, roll a die. A roll equal to or less than ( $\leq$ ) the Land’s Apostasy number is a successful conversion: Move the Islam Marker one Land forward into that Land.

**Example:** The Byzantine Army is on the “Anatolia” Land of the Greek Path. This means the Arabs own Cilicia, Jerusalem and Damascus. The Islam marker is in Damascus, which means it has already been converted to Islam. The next Land out on the path is Jerusalem, whose Apostasy level is 2; so Jerusalem is subject to a Conversion roll. Roll a die: On a 1 or 2, Jerusalem converts to Islam (so the Islam marker advances from Damascus to Jerusalem). On any other roll, the conversion fails (try again next turn).

**[14.3.1] Conversion Captures Icons tile:** If the Byzantine “Icons” marker (12.3) is currently in a Land which converts to Islam, the Icons tile is removed from the game. (This does not prevent the later setup of Byzantine Themes; see 12.4.)

**[14.3.2] Conversion Destroys Themes:** If the Byzantine “Themes” marker (12.4) is currently in a Land which converts to Islam, the Themes marker ‘delays’ the Land’s conversion to Islam. Remove the Themes marker (**permanently**), but also ignore the successful conversion roll for this Turn.

The Themes “died protecting” the Land from conversion this Turn, but won’t be there to “protect” it next Turn.

“Conversion” in the game often represents colonies of Arab settlers who were awarded vast tracts of stolen land in the “occupied territories” seized from conquered countries. These settlers served as ‘police’ to keep the natives in line, and as soldiers to be called up when the cause of Islam was threatened or sought further expansion. Muslim settlers had a privileged place in the new order, especially in terms of inheritance and taxation; influential and wealthy locals often



converted to Islam not for pious reasons, but in order to retain as much property and privilege as possible. There is clearly far more going on here than the spread of 'religious beliefs'; some scholars regard Islam not so much as a "religion" but as a "civilization" with its own economy.

**[14.3.3] Religious Revival:** On the rare occasion when the Islam marker (10.2) on a Path is actually behind your lines, i.e. you control a "firmly Muslim" Land (10.5), you now roll a die for each such Path. On a "6" (only), retreat the Islam marker one Land closer to Mecca.

**Example:** The Islam marker is in Sufetula, and the Byzantine army is in Carthage. Byzantium launches two successful Attacks this turn, retaking both Sufetula and (firmly Muslim) Libya. This leaves the Islam marker "behind the player's lines." He later rolls the die to try and expel Islam from Sufetula and move the marker to Libya. It's a lucky 6 – the Revival pushes the Islam marker back to Libya. **ΛΥΕ ΟΥΛΑΒΛ!**

**[14.4] Islamic Recovery Step:** Now, unflip **all** Disrupted Islam markers, to their "crescent and star" sides. **Exception:** Do **not** unflip a Disrupted Islam marker on a Path if:

- That Islam marker is in a player-controlled Land.
- The "Icons" marker is in a player-controlled Land adjacent to that Islam marker.
- The "Arabic Stop Sign" (15.5; 18.6) is on that Path.
- If the Mjahideen marker (17.1) is on its "Tribal" side and is currently on **any** Path, then **no** Islam markers, on **any** of the **six** Paths, are ever undisrupted during the Islamic Recovery Step! (Mjahideen in the Casbah have no effect, however.)

**Example:** The Icons tile is in Byzantine-controlled Anatolia. If the Islam marker is in Cilicia and is Disrupted, it does not 'undisrupt' during the Islamic Recovery Step. Note that if the Arabs also controlled Anatolia, the Islam marker in Cilicia would 'undisrupt', because the Icons in Anatolia would be in an Arab-controlled Land.

In the Advanced Game, if the Mjahideen marker is on its "Tribal" side (meaning Syrian Strength is a "2" and there is no Ka'aba Tile in Mecca), it means the elite Syrian forces holding the Caliphate together are devastated; the Caliph is forced to rely on barbarous tribal militias to keep order. The situation is embarrassing and debilitating for the cause of Islam – thus the "no recovery anywhere" effect.

**[14.5] Paris and the Berbers Step:** If the **Berber** Army is in the Berber Revolt Status Box (only), and the **Frankish** Army is in Paris, apply a single Hit to the Berber Army at this time. One Hit will flip the Berbers to their weak side; a later Hit will apply a Shattered marker to the Berbers. A third Hit will flip the Shattered marker to its "Cursed!" side. **And a fourth Hit will remove the Berber Army in the Status Box from the game for good, which means the Berber Revolt can never occur.** Such "hits" on the Berber unit in the Status Box cannot be repaired in any way. (Once the Revolt actually occurs and the Berber Army goes to North Africa as the player's active Army, the player can repair its damage like any other unit.)

**See Errata** for a further explanatory note.

**[14.6] Surrender Step:** At this time, any player Armies currently sitting on top of Neutral Armies (7.5) are now **destroyed**, and the underlying Neutral Armies become **activated**. The "activated" Neutral army is under player control, starting **next turn**. As your active player Army, it may advance (toward Mecca) along its path if you have the AP to

do so. (Example: Your just-activated Exarchate may attack Carthage, then Sufetula, etc.) If the destroyed Army was Byzantine or Persian, then the relevant Theater is now **Divided**: see 14.6.1.

When one Army surrenders, the Army underneath it is activated. Islam does not recognize 'neutrality'; if your country is outside the borders of the Dar al-Islam, it is by definition part of the Dar al-Harb (18.0). The Muslims simply wage unprovoked wars of aggression on the next available country as soon as their Arab armies reach its borders.

**[14.6.1] Theater Division:** If, during the Surrender Step, either Persian Army is removed from the map, then the East Theater (2.1.3) is now said to be divided. Similarly, if the Byzantine Army is removed from the Med Path, the West Theater (2.1.3) is now divided.

And if the Byzantine Army on the Greek Path is removed by being driven out of Rome, you've lost the game! See 5.1.

When a theater becomes divided, flip the "AP" marker for that Theater to its "divided" side. **Once divided, a Theater can never be reunited.** See 8.2.3 for spending divided theater AP. A divided theater has no other effects; the 'surviving' half of an empire (Byzantine or Persian) continues to function as it did before on its one remaining Path.

**[14.6.2] Persian Collapse:** If **no** Persian Armies are left on the map at the end of the Surrender Step, then the Persian Empire has collapsed. The Pratihara (Indian Path) and the Sogdians (or Türgesh, or Chinese – Parthian Path) are now your active Armies in the East Theater. Permanently remove the Persian Shah, Persian Capital, and the Persian Immortals. Discard the Persian "Last Stand" chit (even if already played – 8.14). Flip the "Mecca" Tile from its "Weak" to its "Strong" side (7.2.1). **Immediately place the "Zabulistan" marker, on its "Defiant" side, in the Zabulistan Box (18.2).**

**[14.7] Icons Movement Step:** If the Icons tile (see 14.4 for effects) is currently in the Available Blessings Box or in a Byzantine-controlled Land, the player can now move it to any other Byzantine-controlled Land, so long as the Land to which it is moved is Christian (Orthodox, Monophysite, Nestorian or Catholic; the Icons are non-denominational) and is not currently converted to Islam. You can also put the Icons tile in the Available Blessings box for safe-keeping. Although it performs no useful function there, it is at least safe from capture by the Muslims (see 18.4).

**[14.8] Banking Step:** Check to see if there are any unspent AP on the East or West Skill Tracks. If a Theater cannot 'bank' AP (6.3.2), reduce its AP total to zero. **This rule never affects AP 'banked' by Great Kings (16.5).** In addition, any unspent blue or red AP Tokens are returned to the Units Out of Play Box. *You should have spent them!*

Now, remove any "Trade Closed" markers from the map.

**[14.9] Blessings Recovery Step:** Move the "used" Greek Fleet and "used" Persian Immortals to the "Available" box. **Then remove the "Arabic Stop Sign" tile if it is on the map.**

**[14.10] Diplomacy Step:** Here you check a number of important Advanced Game diplomatic effects that depend on the player's control of key Lands scattered around the map.



**1. Trade Routes Check:** First, check the status of important Trade Routes.

[a] Check the Pontic Trade Route to make sure both Constantinople and Balanjar are either player-controlled (or neutral). If not, flip the Greek Fleet marker to its +1 side (you've lost Greek Fire – 12.1).

[b] Check the Socotra Trade Route to make sure both Adulis and Rajasthan are both player-controlled (or neutral). If Adulis is Arab-controlled, and/or a Full Baqt (16.3.2) exists on the African Path, then flip the Socotra marker to its Indian Path side; otherwise, flip it to its Africa side. If Rajasthan is Arab but Adulis is Axum-controlled, the marker remains on its Africa side.

**2. Muslim Navy Status Check:** If either Jerusalem or Alexandria converted to Islam this turn, flip the “Muslim Navy” marker (in the Muslim Navy Status Box, near Spain) to its “Muslim Navy Active” side. It remains “Active” for the rest of the game. Cyprus is now subject to ← events.

The Arabs were famously terrified of the sea. But enslaved Coptic Egyptian and Lebanese Christian shipwrights and sailors enabled the Caliphs to quickly launch a capable fighting fleet in the Mediterranean.

**3. Damascus Status Check:** If Damascus (Greek Path) was converted to Islam this turn, flip the “Christian Damascus” Marker to its “Islamic Capital” side, and follow Rule 21.2.

**4. Truce ● Check:** If a “Truce” event was drawn at the start of the current Turn, the player must now decide whether or not to accept the Arab offer of a Truce, whether with Persia or with Greece (see 22.0).

**5. Jihad Redirection Check:** Determine the progress of any ongoing Jihad by examining the Path(s) targeted by the Jihad:

- If every relevant Path (or the only relevant Path, in a “One Front” Jihad) is Dead (17.6.3), the Jihad ends (17.6.5).
- If either relevant Path in an Alternating Jihad is Dead (17.6.3), but the other Path is still Live, move the Mujahideen marker to the Live Path and flip the Jihad marker to the “One Front” side. The Jihad will continue, but as a One Front Jihad.
- If both Paths in an Alternating Jihad are Live, move the Mujahideen marker to the **other** Live Path at this time, unless there is an “Arabic Stop Sign” on the Jihad marker (15.5).
- Remove any “Arabic Stop Sign” from the Jihad marker.

**6. Baqt Resolution Step:** If a Baqt Event was drawn this Turn, follow 16.3 and resolve it at this time.

[14.11] Finally, begin a new Game Turn by drawing a new card and repeating all steps (4.1, Step A). Continue to do so until the game is won or lost (5.0).



## **\*\* ADVANCED GAME RULES \*\***

### **[15.0] ADVANCED GAME INTRODUCTION**

The “Advanced Game” is a massively more challenging game on the rise of Islam. It adds more religious and ethnic detail and opens up two new fronts: the Caucasus Path extending north into what is now the Caucasus and Russia, and the African Path, extending south, up the Nile Valley, into Nubia

as far as Axum (Ethiopia). The Advanced Game also includes the Syrians (17.0), who add a new dimension of **reaction movement** to subdue the player with a more clever Arab “AI”. It includes several new tiles (■). For game set-up, see the Player Aid Card (3.1) and make sure to **include all the tiles highlighted there in yellow**.

**[15.1] Changes to Basic Game Rules:** For the most part, the Advanced Game simply adds new rules (15.2-20.0 below) to the Basic Game rules. **All rules above which are highlighted in yellow are now part of the game.**

☞ **There is one rule in the Basic Game that you must “unlearn” in order to play the Advanced Game: In Rule 7.1.2, you now read all “Red Numbers” as ordinary black numbers.**

**[15.2] Additional Map Symbols:** The Advanced Game rules require the knowledge of the symbols shown at right.

**[15.3] Additional Units:** Units in the counter mix marked with the Red Box (■) are used in the Advanced Game. Their functions are all explained in the rules below.

**[15.4] Additional “Box” Cards:** 12 new Event Cards are now part of the game. The “boxes” around the card number (e.g. Card #5) indicate they are used in the Advanced Game only.

**[15.5] The “Arabic Stop Sign” Marker:** This distinctive tile denotes a sort of ‘Super-Fitna’ on one Path. If the Arabic Stop Sign is placed on a Path (usually by a Kharijite Revolt – 18.6), treat the Path as being under a Fitna (7.1.2). In addition, ignore **all** Arab activity on that Path this turn: the Islam marker cannot be flipped face-up; the Mujahideen marker cannot be placed here (14.1), and Conversion cannot be attempted at all – **not even from Mecca** (14.3). Even if there is a “Cursed!” marker present on the Path, there is **no Arab activity** on that Path.

When placed on top of the Jihad marker, the Arabic Stop Sign can also denote the disruption of a Jihad; see 17.6.4.



**Green Box Lands (17.1, 21.3)**



**Baqt Flags (14.10, 16.3)**



**Military Heartland (21.5)**



**Religious Heartland (21.5)**

### **[16.0] CAUCASUS & AFRICAN PATHS**

**[16.1] New Paths:** The “Caucasus Path” and the “African Path” are now in play, with new nations (Armenians and Khazars; Nubians and Axum) listed in the Game Setup on the Player Aid Card. The player’s Active Army on each Path is automatically entitled to 1 AP per Turn. **This 1 AP per Turn is automatic, and is not noted on the Hits and Actions Rose.**



**[16.2] Byzantine Garrisons:** The two Byzantine “G” tiles deployed in Nisibis and Upper Egypt are “Garrisons”, which begin the game “weak” and can’t be made “strong.” If they take any damage, they can only shatter or retreat onto the adjacent Neutral (Armenia and Nubia, respectively). If they





do not Escape (7.5.1), they die at the end of the turn (14.6), activating the Neutrals beneath.



**[16.3] The Baqt:** On the back of the two Byzantine Garrison tiles are “**Baqt**” markers, which can be rotated to show “Full” or “Partial” Baqts. These mark ‘non-aggression’ treaties affecting the Caucasus and African Paths.

The historical “Baqt” (Greek *pakton*, which became “Baqt” in Arabic as well as “Pact” in English) was signed by the Arabs and the Nubians after the 641 Arab blitzkrieg of Egypt. It preserved a sort of servile independence for Nubia as late as the 14<sup>th</sup> century. The Arabs signed a vaguely similar (if not so durable) treaty with the Armenians, though not actually called a “Baqt.” We used the term for both pacts because, in the game, both use the same rule. *If you’re into Nubian stuff, check out our **Nubia** game (White Dog Games, 2019).*

Because the same rule covers both the Nubian and Armenian Baqts, the term “the Country” is used below. This refers to “Nubia” when discussing the African Path, and to “Armenia” when discussing the Caucasus Path.

If the appropriate “Baqt” card (#7 for Armenia; #10 for Nubia) is drawn, during the Diplomacy Phase (14.10) Step ⑥, if that country’s Army is in either the  or the  Land, then a Baqt may be signed on that Path. *The player may always refuse to sign the Baqt; there is no penalty for doing so. If so, just ignore this rule.*

**[16.3.1] Islam Blocks the Baqt:** If a “flag Land” (the  or the  Land) is currently converted to Islam, you can’t sign any Baqt there. If the Land is Islam-free, go to 16.3.2 for a Full Baqt in  or to 16.3.3 for a Partial Baqt in .

**[16.3.2] • Full Baqt:** If the Army is in  then the Baqt is a “Full Baqt”: a comprehensive peace treaty completely shuts down the Path. Place the Baqt marker in  with its “Full Baqt” side up and remove the Country’s tile from the map. **No** Hits or Actions occur on the Path. AP are **not** collected. You may **ignore** the entire Path for the rest of the game. (However, at the end of the game you **do** count Outcome Points on the Path – 5.2.)



The “more distant power” (Axum on the African Path; Khazars in the Caucasus) unit is flipped to its Weak side.


The Arab troops released from duty on the “Full Baqt” Path do not turn into farmers; they are engaging in desultory (and here abstracted) warfare against the ‘more distant power’.

If a Full Baqt is in effect on a Path, the Player may receive Baqt Tribute (18.4). Otherwise, no AP may be shared or traded to/from that Path. In the event of a Full Baqt in the Caucasus, note that the Greeks still receive their vital naphtha to make Greek Fire, as long as both Constantinople and Balanjar are not Arab-controlled (12.1). In addition, as long as both Constantinople and Transoxiana are player-controlled or neutral, and Balanjar is not Arab-controlled, then the trade route through the Caucasus from the East to the West Theater remains open.

A Full Baqt in Africa flips Socotra to its “Indian” side (13.5).


**[16.3.3] • Partial Baqt:** If the Army is in  then the “Partial

Baqt” can be signed: the Country becomes an Arab vassal. Place the Baqt marker in  with its “Partial Baqt” side up, remove the Country’s tile from the map, and move the more distant power (Axum on the African Path; Khazars on the Caucasus Path) to the  Land.






That “more distant power” is now the Player’s active Army on that Path. However, the Islam marker may not move into (or past) the Baqt marker (in ) so long as the Baqt marker is there. **The only long-term effect of a Partial Baqt is to stop the Islam marker on that Path from advancing into the Baqt Land. It doesn’t affect the military to-and-fro of the armies (which all ignore the Partial Baqt marker).** A Partial Baqt also has no effect on Trade Routes (21.4).

What’s happening here? In a Partial Baqt, the Country (Armenia historically) is made a vassal of the Arabs. In exchange for ethnic and religious toleration – simulated by blocking the progress of the Islam marker – the country no longer resists the Arabs militarily and so the Arab forces can traipse right over the Country and do battle with the army beyond; that army can traipse over it too. The Arabs just agree not to exploit their conquests for religious purposes.

**[16.4] The Revolt:** A “Revolt” Event (e.g. Card #29, “Revolt: Nubia”) can break a Baqt. Because the same rule covers both Nubian and Armenian Revolts, the term “the Country” is used below. It means “Nubia” on the African Path and “Armenia” on the Caucasus Path. **Revolt events apply *only* to Armenia or Nubia – never to the Khazars or Axum.**

**[16.4.1] Revolt on a Full Baqt (16.3.2):** If the Revolt event occurs on a Path where a Full Baqt is in effect, then it is the player’s choice whether or not to let the Revolt occur and break the Baqt. If you choose not to break the Baqt, treat the Event as “no effect” and move on. If you do choose to break the Baqt, then the revolting Army (Armenians or Nubians) is placed, strong side up, in the  Land; **this becomes your Active Army.** Remove the Baqt marker and proceed to Rule 16.4.3 to complete the Revolt.

**[16.4.2] Revolt on a Partial Baqt (16.3.3):** If the Revolt event occurs on a Path where a Partial Baqt is in effect, then there is no choice; the Revolt **must** occur. Follow this procedure:

- ① If the player’s active Army (Khazars/Axum) is in the  Land or past it (closer to Mecca), then place the old Army (Armenians and Nubians, respectively) in the Land containing the Khazars/Axum, then move the Khazar/Axum Army to the  Land. The Armenians/Nubians are now your active Army on that Path, and the Khazars/Axum are neutral. *The revolt forced them to retreat.*
- ② If the player’s active Army (Khazars/Axum) are in the  Land or behind it (further away from Mecca), then this Army stays where it is, and the old Army (Armenians and Nubians, respectively) is placed in the  Land. The Armenians/Nubians are now the player’s active Army on that Path, and the other Army (Khazars/Axum) is now neutral.
- ③ Remove the Baqt marker from the  Land. *This frees the Islam marker to advance normally.*
- ④ Complete the Revolt event by proceeding to Rule 16.4.3.

**[16.4.3] Revolt Event Completion:** After any revolt against a Full Baqt or a Partial Baqt, immediately place a Great King (16.5) on the West Skill Track to represent the revolting

power: “Caucasus” or “Africa” up based on the Path where the Revolt occurred. Put the Great King in the 3 box to show he has 3 AP this Turn (in lieu of the normal 1 AP award).

**[16.4.4] Revolt on No Baqt:** If there is no Baqt at all on a Path and a Revolt is called for that Path, simply place a Great King for that Path – with 3 AP – on the West Skills Track (16.5). This can only be used to benefit **the Armenians or the Nubians** (16.4), and only if they are your active Army.

**[16.5] Great Kings:** Events (including Revolts – 16.4.2) may place a Great King on the African or Caucasus Paths. The marker, with its appropriate side up, is placed on the West Skill Track with any specified number of AP (**Example: The Great King of Africa in the 3 box means he has 3 AP to play with**). The Great King may freely bank unspent AP, but may never have more than 6 AP.

If a Great King is created on a Path for any reason (including a Revolt, 16.4.1), and there is already a Great King on the map, remove that Great King immediately and create the new Great King. Any AP saved up by the old Great King are **lost**.

Whenever a Great King emerges (Cards #22, #29, #30, #41, and #48), any currently existing Great King on any Path disappears (and all his stored AP are lost) before the new Great King appears. Even if the new Great King appears in the same Theater, his AP haul is never “added” to that of the previous Great King. Even if no Great King emerges from that card, the previous Great King is still kaput.

Great Kings benefit the Active Army on the designated Path, and are removed if that Army is ever destroyed. If a Great King’s army is destroyed, that Great King is lost – along with all of his stored AP. (Example: The Armenian Great King fails to “Escape” from the Khazars’ space; his stored AP are reduced to zero and do NOT pass on to the Khazars.)

Although the “normal” Great King event cards involve supporting whatever state is “active” in the designated Theater, the two Revolt cards ONLY provide Great King support to the “Baqttable” army. If there never was a Baqt, it still means they (Armenians, Nubians) get the Great King if they are active; **no** Great King appears if they were destroyed.

The number of AP attached to a Great King is its starting value – it doesn’t get the usual “1 AP” automatic allotment as well the turn that it is created. Afterward, it gets that 1 AP per turn – and it can get Trade AP from an Empire anytime during that Empire’s actions.

**[16.5.1] Great Kings Can Start Revolts:** If a “Great King” event is drawn for a Path where there is a Full Baqt (16.3.2), the player may always choose to use this event to “revolt” and break the Baqt (same result as 16.4.1 above).

**[16.5.2] Great Kings and Partial Baqts:** If a “Great King” event is drawn for a Path where there is a Partial Baqt (16.3.3), then the Great King and his banking ability automatically apply to the player’s Active Army – the Khazars, or Axum – on that Path. *Because of the nature of a Partial Baqt, the player’s Active Army in this situation can only be Axum and/or the Khazars.*

## [17.0] THE SYRIANS

**[17.1] Syrian Activation:** In the Advanced Game, the **Syrians** represent the élite troops of the Umayyad Caliphate. Their presence adds three new tiles to the game:

- The **Mujahideen** (“Those Waging Jihad”) marker is placed to show which **path** is the target of Syrian attention; it serves as a sort of “Eye of Sauron” that retaliates in force when the player threatens the interior of the Caliphate (14.1, 17.4).
- The **Jihad** marker indicates whether the Syrians are waging a formal “Jihad” war (17.6). Its “Alternating” and “One Front” sides show which type of strategy the Jihad is taking.
- The **Ka’aba** Marker (with a number from 3 to 8) shows the level of **strength** of the Syrian Mujahideen (17.3).



Mujahideen  
Syrian and  
Tribal unit



Jihad  
marker



Ka'aba  
(Syrian  
strength)

The Syrians add an element of “reaction movement” to the game. A key strategy in the Advanced Game is “poking the bear,” using the Armies on the new Caucasus and African Paths to deliberately capture territory to force the Arabs to respond there with the angry Syrians, thus wearing down the Syrians over time and making them less powerful against your important Greeks and Persians. The Ka’aba Tiles depict the Ka’aba, the holiest place in Islam (millions of souvenir copies of which exist in gift shops). This large cubic stone building, 43 feet tall, was a pre-Islamic relic of Arabia’s pagan past and supposedly housed a holy meteorite. Just as Christian culture ‘baptized’ pagan symbols like Christmas trees and Easter bunnies as a way of easing the transition of pagan peoples to Christianity, the Ka’aba represents a rare instance where Muhammad made concessions to pre-Islamic paganism to win the Arabs over to his new religion. Ever since then, all Muslims have bowed to face the formerly pagan Ka’aba in Mecca when they pray – even if bowing to monotheistic Jerusalem was Muhammad’s first choice. In their many civil wars, Muslims themselves have destroyed and rebuilt the Ka’aba several times.

**[17.1.1] The Syrians at Start:** At the beginning of the game, the Syrian Strength is “2” (all the Ka’aba markers are out of play), and the Mujahideen marker is flipped to its “Tribal” side. The Syrians will first get reinforcements after Damascus is Converted to Islam (21.2.1), **and** Event Card #2 is drawn.

**[17.1.2] Event Card #2, “Farewell, Syria”:** The “Caliph Umar I” Event will add Syrians (+3 to +5, depending on religion and/or an optional rule) either immediately (if Damascus has already been converted to Islam) or at the end of the turn (14.10.3), when Damascus WILL be converted. As usual, the instant a Ka’aba Tile is placed in Mecca, the Mujahideen marker is flipped to its “Syrian” side (17.2).

Whether or not the Syrians were placed at the beginning of



that Event Card #2 Turn (and almost certainly were employed), or at the end (after Damascus was converted and became the Islamic Capital), they are ready to initiate, literally, “The First Jihad”. In the Muslim civil war, Syrian Arab tribes became the power base for the Sunni side that beat the Shi’ites, set up the Caliphate, and made Damascus its capital (“Sunni side up!”)

**[17.2] Syrian Strength and the Ka’aba Tiles:** The Syrians can have a strength between 2 (lowest) and 8 (highest). The corresponding Ka’aba Tile is used to show the current level of Syrian strength (when it is above 2). For this reason, the current level of Syrian Strength is always referred to as “the Ka’aba Number.” **Only one Ka’aba Tile is ever placed on the map at one time** (not counting ones in the Out of Play Box).



The original plan for the game was to use a six-sided Ka’aba “cube” with the numbers 3-8 on it. This proved too costly, so we use the six Ka’aba Tiles instead. Feel free to improvise your own; a die (preferably black) with “1” turned into “7” and “2” turned into “8” is all you need!

- If the Ka’aba Number is 2, then no Ka’aba Tile is placed in Mecca. Instead, the printed “2” in Mecca suffices to show that the current Syrian strength (Ka’aba Number) is only 2. In this case, all Ka’aba Tiles are put in the Units Out of Play Box.

**If the Ka’aba Number is ever “2”, turn the Mujahideen tile to its “Tribal” side immediately. And if the Ka’aba Number is ever higher than “2”, then turn the Mujahideen tile to its “Syrians” side immediately – it will now be ready to conduct Jihad (17.6).**

- If the Ka’aba Number is higher than 2, the corresponding Ka’aba Tile is placed **in Mecca** to cover up the “2” and show the right Syrian strength level (from a low of 3 to a high of 8).

**Example:** If the Ka’aba Tile in Mecca says “5”, it means Syrian strength is currently 5.

**[17.3] Changing the Ka’aba Number:** The Ka’aba Number is **raised** when the player breaks a Truce (22.4). It is also raised when a new Caliph takes charge or hires a new general; those events are marked on the Event Cards with the  symbol. For instance, on Card #32 you read:  **+2 (Prince Maslama)**. (So when you draw this card, you increase the Ka’aba Number by +2, thanks to the military genius of Prince Maslama. If it’s at 3, Prince Maslama raises it to 5.) The Ka’aba Number can **never** be higher than 8.

The Ka’aba Number is **lowered** by -1 each time the Syrians are **used** to calculate Arab Hits (17.5), or when Zabulistan lowers it (18.3). If the Ka’aba Number is ever lowered to 2, place the Ka’aba Tile in the Units Out of Play Box; the “2” in Mecca will indicate the new Ka’aba Number. (And remember to flip the Mujahideen to their “Tribal” side if the Ka’aba Number is 2 – see Rule 17.2.) **Note that reducing the Ka’aba Number to 2 also ends a Jihad – see Rule 17.6.5.**

**[17.4] “Syrian Vengeance” and Triggering the Mujahideen:** The Mujahideen tile is normally located in the “Casbah” box. While there, it has no effect on the game (and neither does the Ka’aba Number).

While in the Casbah, the elite Syrians are enjoying women and song, and, if the generally pathetic level of Islamic rigorism in Umayyad times is any indication, wine as well.

Events or player actions can “trigger” the Mujahideen, which means they leave the Casbah and enter the field of battle. The Mujahideen are triggered on a particular Path during the Syrian Vengeance Step (14.1), or by a Jihad (17.6).

**[17.4.1] Placing the Mujahideen:** When the Syrians are “triggered” on a particular Path, the Mujahideen tile goes in the closest Land on that Path to Mecca (Damascus for the Greek Path, Nisibis for the Caucasus Path, etc.)

The Mujahideen tile is not a military unit per se; it does not obstruct the movement or presence of the player’s Armies, and it can never be captured or directly engaged in battle. It is only a marker, there to show that the “invisible” Arab forces on that Path must also include the strength of the Syrian Mujahideen fighters (see 17.5).

**[17.5] Using the Mujahideen:** If the Mujahideen marker is on a Path, you add the Ka’aba Number of Hits to **any** Arab invasion on that Path (7.2). After **each** time the Arabs (**using** the Mujahideen) invade a Land, **reduce the Ka’aba Number by -1**, regardless of whether the invasion succeeds or fails. If the Mujahideen was on its “Tribal” side, there is no reduction (but also, no Islam marker can recover – 14.4).

As soon as the Mujahideen have been **used** (they’ve added the Ka’aba Number of Hits to the Arab Attack on a Path, and the Ka’aba Number is reduced by -1), the Mujahideen tile **returns to the Casbah**. (Exception: If there’s a **Jihad** Event in play, the Mujahideen **remain in place** on the Path. See 17.6.)

If there is a Fitna (F) or Arabic Stop Sign on their Path, the Mujahideen remain in place, but are not used and have no effect (see 17.6.4).

**[17.6] Jihads:** Events (e.g. Card #32) can cause “Jihads.”

In case you thought the run-of-the-mill carnage that the Arabs inflict on you wasn’t enough, we’ve added the fanatical Syrians to the game. And, in a game titled **The First Jihad**, we felt we owed you an actual Jihad or two. *Allahu akbar!*

**[17.6.1] Starting a Jihad:** A Jihad starts when an Event Card calls for it, or when the Persian Truce Event (22.1) occurs. Any given Jihad will be directed either at the Persian Empire, or at the Byzantine Empire. If a Jihad is called against an Empire that is currently in Truce (22.0), the Jihad breaks the Truce immediately (22.4).

**[17.6.2] Setting up the Jihad:** An Event that creates a Jihad will specify which Empire is targeted (Persia or Byzantium). It will also specify whether the Jihad is a “One Front” Jihad or an “Alternating” Jihad: Place the Jihad marker on its appropriate side, in the “Jihad Status Box” next to Mecca.

If the Jihad is against Persia, its starting Path will be the Parthian Path. If the Jihad is against the Byzantines (Greece), its starting Path will be the Greek Path. **Exceptions:**

- If the Jihad is Alternating, and the given starting Path is a Dead Path (17.6.3), then the Jihad moves to the remaining Live Path, and becomes a One Front Jihad. The Mujahideen marker is placed on the Live Path (17.4.1) and the Jihad marker flips to its “One Front” side.
- If there is no Live Path, then there is no Jihad! (See 17.6.6.)



**[17.6.3] Dead Paths:** Each Jihad is directed against a particular Empire (Persia or Byzantium). Any Path that would be targeted by that Jihad, but which fails to contain an Army of the relevant nationality, is considered a “Dead” Path.

A “Live” Path, therefore, is one that **does** contain a unit of the relevant nationality.

**[17.6.4] Jihad Effects:** While any Jihad is underway, it has the following effects:

- The Path with the Mujahideen on it adds the current Ka’aba Number of Hits to that Path during the Arab Phase (7.2). Immediately after doing so, reduce the Ka’aba Number by -1 (see 17.3).
- “F” (Fitna) results on the Hits and Actions Rose (see 7.1.2) “interrupt” a Jihad. Place the “Arabic Stop Sign” marker over the Jihad marker. This does not end the Jihad, but pauses it this turn. (The Stop Sign will be removed during Jihad Redirection – see 14.10, Step 5.)
- Syrian Vengeance (14.1) does not apply when a Jihad is underway. *The Jihad is never ‘distracted’ from its mission.*
- During a Jihad, do not move the Mujahideen marker to the Casbah when the turn is over; it remains on the map until the Jihad actually ends (17.6.5).

**[17.6.5] Ending a Jihad:** A Jihad ends immediately:

- When another Event Card calls for the creation of a new Jihad on a different Path, the existing Jihad ends immediately and the new Jihad is set up (17.6.2). *If a “Jihad vs. Persia” Event is drawn after Persia has already been destroyed (14.6.2), it **does** end any ongoing Jihad vs. Greece!*
- When an “End of an Era” Event occurs, the existing Jihad ends immediately (23.0).
- When the Ka’aba Number (17.2) is reduced to “2” for any reason, flip the Mujahideen to its “Tribal” side and return it to the Casbah; remove the Ka’aba Tile from the map, and the Jihad ends (see 17.2).
- When the object of the Jihad is destroyed (e.g. both Persians in an Alternating Jihad vs. Persia), the Jihad ends.
- When the Jihad ends, place the “Jihad” marker in the Units Out of Play Box, and place the Mujahideen tile in the Casbah.

Example: A Jihad vs. Persia was launched. Before the Jihad, Persia was already crippled; the Persian Army on the Indian Path was destroyed long ago and the player’s Active Army on that Path is the Pratihara, so the Jihad was a One Front Jihad against the Parthian Path. During the turn, the Persian Army on that Path was driven back to Transoxiana and ended the turn in a “Cursed” condition; that Army was then removed from the game and Persia was destroyed (14.6.2). This means the Jihad served its purpose, and now ends.

#### **[18.0] THE DAR AL-ISLAM TABLE**

This simulates a variety of political and social events inside the Caliphate. The Caliphate, and eventually the whole wider Islamic world, was known as the “Dar al-Islam” – the House of Submission, a term invented by 8<sup>th</sup> century Muslim theologians. Free people outside the Muslim world, who have not yet been invaded and consumed by the Dar al-Islam, are known as the Dar al-Harb, or “House of War” – a term some ascribe to the Prophet Muhammad himself.

**[18.1] General Rule:** Once the “Sharia Law” event (Card #2) has been played, then during the Dar al-Islam Phase of **every** turn, you roll **two dice** on the Dar al-Islam Table. Roll the

dice and add the current Ka’aba Number (so if the Syrians are on “3” and you roll “6 + 2”, the result on the Table will be “11”). **Players remove the “No Sharia Law” marker, and should first start rolling on the Dar-as-Islam table, the turn after the Sharia Law Event occurs (not on the turn that it occurs).** Each turn there will be one result:

**[18.2] Mardaite, Manichee or Parsee Move:** The designated Refugee unit may move forward one Land (19.2).

**[18.3] Zabulistan:** If a Persian Army is on the map, or there is an active Jihad (17.6) on the map, you earn 1 red AP Token. The Zabulistan marker (if present) remains unchanged.

If there is no Jihad, and the Zabulistan marker is in the Zabulistan box (Persia having been conquered), reduce the Ka’aba number by -1 if “Defiant”, and then (regardless of whether the Zabulistan marker is “Subdued” or “Defiant”) check the **active armies** on the Indian and Parthian Paths:

If **none** are in the “Ends of the Earth” round boxes, flip (or maintain) the Zabulistan tile to its “**Defiant**” side. If **only one** is in an “Ends of the Earth” round box, flip (or maintain) the Zabulistan tile to its “**Subdued**” side. And if **both** are in the “Ends of the Earth” round boxes, **remove the Zabulistan tile from the game – it has been conquered by the Arabs!**

The Buddhist/Hindu mountain principality of Zabulistan (today’s Afghanistan) was besieged for centuries. Its fierce fighters held off vast hordes of Arab would-be conquerors. In the 10<sup>th</sup> century, its people finally converted to Islam; their descendants today are fierce fighters holding off vast hordes of Soviet and American would-be conquerors.

**[18.4] Icons/Baqt:** If the “Icons” (12.3) unit is in an Arab-controlled Land when this result is rolled, remove the Icons unit from the game permanently. (This does **not** prevent the later formation of Byzantine Themes; see 12.4.)

Any Path under a “Full Baqt” (16.3.2) now pays **Tribute** (no matter what happens to the Icons). You receive 1 purple AP Token (6.3.3) for **each** Full Baqt marker on the map.

**[18.5] Mardaite RAID: Don’t confuse this event with the “Mardaite Move” above (18.2).** If the Mardaite Refugee tile is in an Arab-controlled Land, it “raids” Arab supply lines. Flip the Islam Marker on the Greek Path to its “Disrupted” side. If the Mardaites are in a player-controlled Land, nothing happens (*they’re busy helping the Greek Fleet – 8.5.1!*)

**[18.6] Kharijites:** Place the “Arabic Stop Sign” marker on the designated Path: “N” means the Parthian Path in the **north**; “S” means the Indian Path in the **south**. See 15.5 for effects.

If the Islam marker on the Kharijite Rebellion path is flipped, execute the Kharijite Rebellion as written (including switching it to a Mardaite Revolt if Jihading). However, if the Islam marker is “face-up” when Kharijite Rebellion is rolled, then simply flip that Islam marker; that is the only effect (including if a Jihad is raging).

**Exception:** If there is a Jihad (17.6) active anywhere, then there is no Kharijite revolt at all; instead, a **Mardaite RAID (18.5) occurs on the Greek Path instead (but only, of course, if the Mardaites are in Arab-held territory).**

The Kharijites ('Seceders') were fundamentalist/anarchist Muslims who opposed the Caliphate but stood apart from the Shi'ite/Sunni split. They were noted for violent uprisings and assassinations – even more than usual.

#### [19.0] JEWS & REFUGEES

[19.1] **The Jews:** The Jewish marker starts the game off the map, and arrives and moves only by play of Event Cards. As well as placing the marker, the Card will also specify whether the marker is on its "+1 Hit" or "-1 Hit" side (bad and good for the player, respectively).

If the "+1 Hit" Jewish marker is in a player-controlled Land, add +1 Hit (7.2) to each Arab invasion **into that Land**.

If the "-1 Hit" Jewish marker is in a player-controlled Land, subtract -1 Hit (7.2) from each Arab invasion **into that Land**.

Tragically, nations controlled by the player wasted precious effort on persecuting Jews. So during this period Jews became a natural 'fifth column' for the Arabs; each saw the other as a useful ally against the Christian foe. Khazars, by contrast, welcomed Jewish refugees and the trade and sagacious advisors they brought. Khazar elites even came to embrace the Jewish faith. Note that moving the marker doesn't always mean Jews are physically moving all over the map. It just draws attention to fascinating events in Jewish history that affected the wider story of the rise of Islam.

[19.2] **Refugees:** There are three Refugee units that use the same movement rules but have different effects: Manichees on the Parthian Path, Parsees on the Indian Path, and Mardaites on the Greek Path.

During the Dar al-Islam Phase, the die roll may force one Refugee marker to move (18.2). If the Refugee is in an Arab-controlled Land, move the Refugee one Land away from Mecca. **If the Refugee is in a Land you control, it does not move. (It likes you!)**

A Refugee in an End of the Earth Land stays there for the rest of the game and you always benefit from it (19.2.1).

**See Errata** for historical notes on these refugee groups.

[19.2.1] **Benefits of Hosting Refugees:** If the player controls a Refugee tile (i.e. if the Refugee is in your territory) then the Refugees use their skills to assist you.

- If the player controls the **Manichees**, then it **always** costs 1 AP to move Tibet (otherwise it might cost 2). See 8.10.
- If the player controls the **Mardaites**, then he gets a free +1 DRM on any Greek Naval Battle for Cyprus. See 8.5.1.
- If the player controls the **Parsees**, then he gets a free +1 DRM on any attempt to move Socotra. See 8.11.

#### [20.0] BYZANTINE RELIGION

[20.1] **General Rule:** In the basic game, Byzantium's religion is **Orthodox**. The Byzantine Religion marker goes in the "Orthodox" box on the map, and it never moves. But in the Advanced Game, cards offer the player some "Ecumenical Councils" during which he can shift the religious policy of the Empire – including one on the first turn (see 20.4)!

[20.2] **Ecumenical Council:** When this Event is drawn, the player may choose to do nothing. If so, flip the Byzantine Religion marker face-up (away from its "Schism" side).

The player may, however, choose to change religions: Simply move the Byzantine Religion marker to any one of the three religious options (Orthodox, Catholic or Monophysite) and flip the marker to its "Schism" side. Once Byzantium's religious policy has been changed, it can't be changed again until the next Ecumenical Council event is drawn (*in the bishops' own sweet time; "Wait for the Lord!" – Psalm 27:14*).

[20.3] **Effects of Religious Change:** Byzantine religious change affects the die roll on new Byzantine Rulers (see 11.2). Far more visibly, all Byzantine Armies now belong to the new religion for Attack purposes (9.1.1).

**Example:** If you make Byzantium Catholic, then all Byzantine armies treat Catholic (yellow) Lands as being of their own religion, while Monophysite **and Orthodox** Lands are now treated as unfriendly!

**See Errata** for historical notes on these religious changes.

[20.4] **Monophysite Axis Pact:** If the Player chooses to 'go Mono' **on the first turn (only)**, there is an additional special effect: Move the Armenian Army into Nisibis and remove the Byzantine Garrison. The Armenians are now your Active Army on the Caucasus Path. In addition, give the Armenians a Great King of the Caucasus (16.5) with 2 AP to represent *Armenian King Varaztirots II, whom you just let out of a Byzantine prison and who is now kissing your shoes*.

Shifting Byzantium to a policy of "Monophysite" religion on the first turn can wildly unbalance the game with spectacular victories or defeats (don't try this until you're familiar with the game). Turning Alexandria and Damascus into "friendly" religious territory is quite a roll of the dice. It's a game; have fun with it – *Paris vaut bien une messe!*

#### [21.0] CRITICAL CITIES AND TRADE

[21.1] **Alexandria, Jerusalem and the Muslim Navy:** The "Muslim Navy" tile begins in the "Muslim Navy Status Box" on its "No Muslim Navy" side. If the tile remains on the "No Muslim Navy" side, **ignore** any "← Cyprus" event. However, if the tile is flipped (14.9, Step 4) to its "Muslim Navy Active" side, then you must play any "← Cyprus" events.

[21.2] **Damascus:** The city of Damascus (on the Greek Path) begins the game Monophysite Christian in religion. The "Christian Damascus" marker remains in the city so long as Damascus has not actually converted to Islam (**regardless of who controls it**). As long as Christian Damascus is player-controlled, at any point during the Action Phase, the player receives 2 purple AP Tokens (6.3.3) once per Turn.

[21.2.1] **Conversion of Damascus:** During the Damascus Status Check (14.10, Step 3), check to see if Damascus has been converted to Islam. If it has, then flip the "Christian Damascus" marker to its "Islamic Capital" side. *Damascus is now the new capital of the Arab Caliphate!* There are several immediate effects to Damascus becoming the Islamic Capital:

- The player permanently loses the **free +2 Bonus AP** award for Christian Damascus described in 21.2 above. (*If you still*

have the marker, you can still spend it!)

- Damascus is now considered an **extension of Mecca**. This means you are no longer allowed to attack Damascus (2.1.5).
- When Damascus becomes the Islamic Capital, *and* the Caliph Umar I event (Card #2) has been played, the Syrians are immediately activated (see 17.1.2).

[21.3] **Green Box Lands:** Jerusalem, Damascus, Alexandria, Upper Egypt, Nisibis, Vaspurakan, Ctesiphon and Khuzestan are all marked with a Green Box icon (■). The Green Boxes show that these Lands are of keen interest to the Arabs. Player occupation of a ■ Land may trigger Syrian Vengeance: See 14.1 and 17.4.

[21.4] **Trade Routes:** There are **four** “Theaters” (2.1.3) in the Advanced Game: East, West, Caucasus, and Africa. **Trade** is the process of transferring AP (Action Points) from one Theater to another. These AP can travel any distance, as long as the relevant Trade Routes are open (21.4.1).

[21.4.1] **Trade Routes Open:** Four Trade Routes are active in the Advanced Game: Pontic, Silk Road, Nile, and Socotra. If the Player controls both Lands at either end of the Trade Route (*e.g. Constantinople and Balanjar for the Pontic Route; Balanjar and Transoxiana for the Silk Road; Alexandria and Upper Egypt for the Nile Route; Adulis and Rajasthan for the Socotra Route*) then the Trade Route is “open” and the player can use it. This is judged at the moment Trade is executed; players can “open” a Trade Route during the Action Phase through military action (liberating a Land on a Trade Route). If a Trade Route is “closed”, the player can’t use it.

For purposes of Trade Routes (only), any **neutral** country (2.1.5.1) is considered to be under the player’s control. Neutrals are happy to trade!

[21.4.2] **Sending AP:** A Theater can only send **away** an allocated AP if there is a Ruler (Byzantine Emperor, Persian Shah, or a Great King – 16.5) active in that Theater. (*They possess the organization and/or inspired leadership to see the “big picture.”*) All other Theaters are ruled by “Barbarians”, who can never give away AP although they are happy to take it. (*They are consumed by self-interest and narrow ‘vision’.*)

In theory, a United Theater (8.2.1) could send all of its AP allocation away. A Divided Theater (8.2.2) would require at least 1 AP from its allocation spent on the Barbarian path. And if the East Theater consists of two Barbarian Armies, then **no** Action Points can ever be traded away.

Byzantine Garrisons in the Caucasus and Africa do have “Rulers” (the Byzantine Emperor) for purposes of this rule.

[21.4.3] **Receiving AP:** Action Points sent to the West or East Theater can be applied to either Path (regardless of where the AP ‘entered’ the Theater). A Barbarian Army can receive a Trade AP, but only to immediately Rally (8.4) a damaged Army. A Theater with a Ruler could also accept a received AP and immediately use it to Rally a damaged Army; it also could use a received AP to raise its AP total by 1 (subject to Rulership limits, 6.3.1). Trade AP can be sent ‘counter-clockwise’ (toward a Theater that has yet to do its Actions) or ‘clockwise’ (even toward a Theater that has concluded its Actions).

Sending Trade AP to boost the AP total of an Empire that has already conducted its Actions is illegal if that Empire has no Capital to enable Banking (6.3.2).

[21.4.3.1] **Pontic Trade:** If the Pontic Route is open, you can send any amount of AP through it. Because of the vital supply of naphtha from Azerbaijan, you **must** control the Pontic Trade Route in order to use and maintain Greek Fire. Check its status during the Diplomacy Step (14.10). *The “fire” symbol in Balanjar is there to remind you of this!*

[21.4.3.2] **Socotra Trade:** If the Socotra Trade Route is open, you can send a variable amount of AP between the East Theater and the African. The number of AP you can send depends on the position of the Socotra marker (none, 1 AP, or unlimited AP). Place a “Trade Route Closed” marker on the Socotra Route once you ‘use up’ this allotment.

**Socotra Hits Effect:** If the African Theater is inactive (Full Baqt) or the Socotra Trade Route is blocked by Adulis being Muslim controlled, Socotra will affect Invasions on the Indian Path. Check during the Diplomacy step (14.10)

[21.4.3.3] **Nile Trade:** If the Nile Trade Route is open, the Nile Trade Route should have a “1 AP” limit (just like the Silk Road). Note that if this means you need a third Trade Closed marker, just use one of the many blanks. (As an optional rule, you may have unlimited trade on the Nile.)

Given the position of the Nile Trade Lands (Alexandria and Upper Egypt), you won’t be using this Trade Route very long!

[21.4.3.4] **Silk Road Trade:** There is a 1 AP limit, at all times, on the Silk Road Trade Route. Once you send an AP across this Trade Route linking the East Theater and the Caucasus, place a “Trade Route Closed” marker on the Silk Road Route.

**Trade Example:** The Nile Route is closed; all others are open. Socotra is in the “0” position (1 AP only). The divided West Theater (Med’s Active Army is the damaged Franks) has 5 AP available (4, +1 previously banked). The Khazars are led by a Great King and have 4 AP (the 1 AP usual allotment + 3 AP stored previously), and the Nubian army is shattered. During the Action Phase, the player sends a West AP to Rally the Nubians (using the Pontic, Silk Road, and Socotra Trade Routes). He wants to send another to fully repair the Nubian army, but the Silk Road and Socotra Trade Routes are now closed (place those Trade Closed markers, lest you “forget”). The player now sends two AP to the Great King (he can’t send any more due to the 6 AP limit), to fuel the Khazars on their glorious rampage sure to enrage the Syrians. Of the two remaining West AP, at least one must be reserved for the (barbarian) Franks on the Med Path. During the Caucasus Actions, the Khazars are spectacularly successful, reaching Nisibis without failing an attack — so the player decides to ship 2 APs back to the West, one to Rally the Franks, another to bank (the Pontic Trade Route is VERY flexible). Note: the player will have had to spend a West AP on the Med Path (the Khazar ‘gift’, whatever its lineage, doesn’t fulfill the Barbarian 1 AP Theater requirement).

[21.5] **Heartlands:** The Byzantines and Persians (only) each have one “Military Heartland” (**the horse icon**) and one “Religious Heartland” (**the temple icon**). See 8.3 and 8.4 for the effects of losing a Heartland to Islam. Only the Islam/non-Islam religious status of the Heartland counts; military control of the Heartland is irrelevant.

Losing Heartlands only affects **Byzantine** or **Persian** attacks and rallies. (So losing the Zoroastrian Temple at Yezd does not affect the Sogdians, even though the Sogdians are Zoroastrian.)

Yes, that attack that used to cost 3 AP across the Bosphorus now only costs 2 AP. Why? Because the fall of Anatolia (your



Military Heartland) has wiped out your fishing industry, and boat owners are rushing in to help transport the army. This is another rule where Wes and Ben disagree; Ben regards this “Heartland” rule as optional and Wes regards it as essential.

## [22.0] TRUCE (HUDNA)

**Truce** Events occur on two Event Cards. If you draw either Truce Event, you must choose whether or not to accept the Arab offer of a short-term Truce (22.3) during the Diplomacy Step (14.10, Step 6) of the Turn when the Event is drawn.

Islamic law does not accept long-term “peace” or “coexistence” with infidels (ignore those obnoxious blue “Coexist” bumper stickers). Since “peace” (*salam*) and “submission” (*islam*) are cognates, the only true “peace” can be when infidels submit to Islam and become Muslims, or consent to dhimmi status (Card #38). But the Caliphate did offer a temporary “Hudna” (Truce; Ceasefire) from time to time, as a ruse to gain strategic advantage over the unbelievers.

**[22.1] General Rule:** The Arabs offer a “Truce” to Persia (22.2) or the Byzantines (22.3). If the Truce is accepted, then:

- ① The Empire in Truce flips its Ruler to his “Truce” side as a reminder that his Empire is in Truce.
- ② The Empire no longer receives AP from the Hits and Actions Rose as long as the Truce is in effect. Instead, the Empire only receives **1 AP per Turn**. It can bank or spend any AP it receives, including AP from trade and Bonus AP.
- ③ The Empire may not attack Arab forces. (It may Break the Truce in order to do so – see 22.4 – or wait until the Truce ends “naturally”, as in ⑧ below).
- ④ The Empire may still launch Raids: Naval Raids (8.5.2) for the Byzantines; Cavalry Raids (8.6) for the Persians.
- ⑤ The Byzantine Empire may still launch Naval Battles versus Cyprus (8.5.1); the Persian Empire may likewise do so versus Socotra (8.11, but only if Socotra is on its “Indian” side).
- ⑥ The Empire will **ignore all Arab Hits** on both its Paths, as long as the Truce is in effect. (*This is the best part!*)
- ⑦ If not already Strong, flip the Mecca Tile to its Strong side.
- ⑧ The Truce will end when the player chooses to violate it (step 3 above), when a Jihad interrupts it (17.6.1), or when an End of an Era Event (6.4) occurs. When the Truce ends, flip the Ruler back to his non-Truce side (22.4).

**[22.2] Persian Truce:** When the “Persian Truce” Event is drawn (Card #2), the Arabs offer a Truce to Persia during the Diplomacy Step (14.0, ④). Persia may accept the Truce offer only if (a) no red Zoroastrian Lands have been converted to Islam, and if (b) Persian Armies are located in Nehavend and Yezd during the End of Turn Phase of this Turn. **If neither applies, Persia must reject the Truce offer!**

If the Persians do accept the Truce, then all the general Truce rules apply (22.1). Immediately roll a die to determine Arab policy toward the Byzantines:

- |     |   |
|-----|---|
| 1-2 | A One Front Jihad vs. Greece breaks out. See 17.6.  |
| 3-4 | An Alternating Jihad vs. Greece breaks out on the Greek Path. See 17.6.   |
| 5-6 | The Arabs refrain from Jihad; there is <b>no event</b> . ( <i>The Syrians build up, biding their time... This may be the worst possible result for you!</i> ) |

If a “Jihad vs. Greece” breaks out, put the Jihad markers on the map (17.6.2). It takes effect next Turn.

**If the player rejects the Persian Truce**, for any reason, then the Arabs begin an Alternating Jihad **against Persia**, beginning **next turn**. See 17.6.2.

**[22.3] Greek Truce:** The Greeks (Byzantines) may only accept a Truce offer if Byzantine Armies are on both the Greek Path and the Med Path, and then only if no ■ (Green Box) Land is Byzantine-controlled in the End of Turn Phase. If a Greek Truce is accepted, the Armies remain in their present position, and all the general Truce rules apply (22.1). If the player refuses a Greek Truce offer, there is no effect.

## [22.4] Ending a Truce:

A Truce will end immediately when an “End of the Age” Event occurs (6.4), or when a Jihad interrupts it (17.6.1). The player may also choose, at the end of the Event Phase (4.1, Step 6, on Player Aid Card), to violate (end) a Truce. If you choose to do that, raise the Ka’aba Number by +1. (*The Syrians are pissed at you.*) Now receive the Action Points specified in this turn’s Hits and Actions Rose (in addition to the 1 AP already received from the Truce step 5), and proceed normally (including the Arabs scoring full Hits against you).

When any Truce ends, flip the Ruler back to his non-Truce side, and ignore all of the Truce-specific conditions (22.1). The normal rules of Arab invasions now apply again. Also, if Persia is still in the game when **any** Truce ends, flip the Mecca tile to its “Weak” side.



## GAME CREDITS

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For all current errata and game support, along with more optional rules, see the Board Game Geek page at:

<https://boardgamegeek.com/boardgame/174959/first-jihad-rise-islam-632-750>