

The First Jihad: Official Errata (as of 28 April 2020)

Wes Erni & R. Ben Madison

These errata presume that you are using the “Living Rules” downloadable from Board Game Geek, or a version of the rules dated 28 April 2020. The earlier rulebook, published February-April 2020, is no longer supported.

- 5.2 E: *Optional Rule* – For an even more challenging Advanced Game, replace the existing Outcome Points with the following list:

Ka’aba	Outcome Points	Ka’aba	Outcome Points
8	+30	4	+10
7	+25	3	+5
6	+20	2	+0
5	+15		

- 6.2 Event Description Card: For the “CALIPH UMAR I” Event, you can use this Optional Version instead of the existing event (but only use this if you think the game is too easy):

CALIPH UMAR I – Add +5 to Syrian Strength if the Byzantines are Orthodox or Catholic (only +4 if they are Monophysite). If Damascus has already converted to Islam, place the Ka’aba Tile (value 7 or 6) in Mecca. But if Damascus is still Christian, place the Ka’aba Tile (still 7 or 6) off map, to be placed in Mecca the moment Damascus does convert to Islam.

- 6.2 Event Description Card, *Optional Rule*: On the “RIDDA” Event, we recommend that you play it this way: A Ridda only succeeds on a die roll of 5 or 6 if the player controls a “firmly Muslim” land (the usual reconversion situation). If the player only controls the “contested land” (on top of the Islam marker), then a die roll of 6 is necessary for success.

- 14.5 (*Conceptual Note*): The following explanatory note was moved here from the main rulebook to save space. It is still worth reading!

Conceptually, here’s what’s going on. If the Berber Rebels are still in the Status Box, it means the Berber Revolt has not yet occurred. The deeper into Europe the Arabs are, the more loot they (and their Berber allies) are collecting. Since this satisfies the Berbers’ lust for loot, it leaves them with less accumulated resentment toward their Arab masters – so if the Berber Revolt does eventually happen, it will be smaller and less threatening (or may never happen at all). Remember: As the player, **you want** a strong, healthy Berber Revolt – so do whatever you can to keep those Muslims away from Paris! Many a playtest has ended with the Byzantines uselessly flexing their muscles around Jerusalem on the Greek Path at the end of the game, at the price of having neglected the Med Path and squandering the much more lucrative potential of a strong Berber Revolt liberating North Africa. (“Liberation” being a relative term, of course.)

- 17.3.1 (*Optional Rule*): Players can use the following optional rule if they like.

[17.3.1] **Optional Ka’aba Limit**: The Syrians can make the game *extremely* difficult to win, especially for novice players. You can handicap the game by removing the higher Ka’aba Tiles (8, 7, 6, and so on, making the game easier to win with

each lower-numbered tile removed). This imposes an upper limit to Syrian strength.

Reducing the Syrian ceiling below 8 has a dramatic effect on the game, and a skilled player can easily exploit this gamey 'handicap'. However, ordinary players without superhuman math skills may find a lower ceiling a better option. Ben, who suffered 13 straight blowout defeats from the 8-strength Syrians taking Constantinople, regards this 'handicap' option as a repair. Wes, who wrote the rule, insists that reducing the Syrian ceiling "destroys the game" and warns that you are not a real man unless you can play against 8-strength Syrians. At the end of the day, the 8-strength Syrians are the way the game was intended to be played and the handicap is not.

● **19.2 (Historical Note):** The following explanatory history was moved here from the main rulebook to save space. It is still worth reading!

Manichees (Manichæans) were New Agey vegetarians from Babylon, known for their arts, monasticism, business savvy, celibacy, and wildly overwrought gnostic creation myths. Persecuted to death in the Christian West (St. Augustine used to be one; it's where he learned to hate sex!) and even abused by the normally lovable Zoroastrians, they flourished on the Silk Road connecting Babylon and China for centuries, gradually assimilating into Buddhism.

Parsees are Zoroastrian Persians, driven from their homes in Iran by Muslim fanaticism. Finding refuge in tolerant Hindu India, they are still renowned in science, commerce, academics and philanthropy. They venerate fire, thus earning a star on the Walk of World's Most Awesome Religions.

Mardaites were Christians (of some vaguely roguish sort) who lived in Syria and Lebanon. Brave fighters and skilled sailors, they gave aid to the Byzantine fleet when under Byzantine rule, and often revolted when under Arab rule.

● **20.3 (Historical Note):** The following explanatory history was moved here from the main rulebook to save space. It is still worth reading!

Byzantine Emperors never stopped looking for some gimmicky religious formula to get their Christian subjects to fight the Arabs instead of each other. It never worked. The Pope of Rome, newly in pursuit of universal primacy, was exceptionally good at shipwrecking Christian unity by shouting down the Emperor's naïvely unorthodox theological fudges. Hence all the "Papal Bull" events in the game; evidently 'agreeing to disagree' wasn't an option. The result was religious uniformity in Catholic Western Europe at the cost of the almost complete loss of the Middle East, North Africa, and eventually Anatolia and Constantinople itself to Islam. (And it still didn't stop the Reformation!)

● **Card Clarification:** On Cards #7 and #11 the "Baqt" Events occur during the End of Turn Phase and both should have the "●" symbol on them. In addition, be aware that the "Sharia Law" Event on Card #2 only takes effect during the Dar al-Islam Phase of the *next* Turn (corrected rule 18.1 above).

● **Optional Rule:** On Event Card #12 the "Ali" Event adds +2 Syrians (rather than +1).

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