



The journal of modern wargaming

# PAPER WARS

## JIHAD!

The Rise of Islam,  
632-732 A.D.

### TABLE OF CONTENTS:

- 1.0 INTRODUCTIONS
- 2.0 GENERAL COURSE OF PLAY
- 3.0 GAME EQUIPMENT
- 4.0 SEQUENCE OF PLAY
- 5.0 PRODUCTIVITY
- 6.0 RECRUITMENT
- 7.0 MOVEMENT
- 8.0 COMBAT
- 9.0 CONVERSION
- 10.0 REBELLION
- 11.0 CIVIL WAR
- 12.0 LEADERS
- 13.0 CONSTANTINOPLE
- 14.0 GAME SET UP & VICTORY  
CONDITIONS
- 15.0 DESIGNER'S NOTES

### CREDITS

#### 1st Edition:

Design, Development & Graphics: Stephen M. Newberg  
 Cover Art: Rodger MacGowan  
 Playtesting: Don Hooper, Shirley Hooper, Ross MacFarlane,  
 Andrew Poplawski, & W.I.T. Group  
 Typesetting: Harold Nesbitt & Wendy Nesbitt  
 Printing: Halcraft Print & Reflex Offset  
 Die Cutting: Freedman Die Cutters

#### 2nd Edition:

Design & Development: Stephen M. Newberg  
 Graphics & Cover Art: Knut Grünitz

© 1981 Simulations Canada  
 © 2018 Compass Games, LLC

JIHAD! - The Rise of Islam, 632-732 A.D.

## 1.0 INTRODUCTIONS

Jihad! is a game type simulation of the first century of Islamic expansion after the death of Mohammed, the Prophet and founder of the Islamic religion. During this period, a holy war of conquest and the religious conversion of non-Arab peoples were the main-springs of Islam and the Arabs progressed from a religious force to a secular great power. Jihad! covers these events on a Grand Strategic scale with each turn representing 5 years and military units representing entire armies of various types.

## 2.0 GENERAL COURSE OF PLAY

Jihad! is a two-player game. One player controls the Islamic forces and is termed the Muslim player. The other player controls the forces of the Byzantines, Persians, Berbers, Franks, Goths, Kaazars, Sinds, & Turks, and is termed the Empires player. Each of these individual nations or peoples is termed a State. In each turn the players will alternate recruiting forces, moving them, engaging them in combat, and attempting the religious conversion of opposing forces with the object of defeating the opposing player. The Muslim player must also contend with the possibility of rebellion each turn and, if rebellion spreads, civil war.

## 3.0 GAME EQUIPMENT

### 3.1 The Map

The map depicts the areas of Islamic expansion and influence in the 7<sup>th</sup> and 8<sup>th</sup> centuries. A hex grid has been superimposed on the map to regulate movement and other functions. Coloring has been used to indicate different types of areas and is more fully explained on the Terrain Effects Chart. Each hex is approximately 270 kilometers across.

### 3.2 The Playing Aids

The playing aids are a series of charts, tables, tracks, and boxes that are used in conjunction with the rules, map, and playing pieces. These playing aids have been printed on unused sections of the map so as to be convenient for use.

### 3.3 The Playing Pieces

The playing pieces are the colored die cut counters. Those representing military forces will be referred to as units. Those representing leaders and used for various record keeping functions will be referred to as markers. The units and markers are color coded by the nationality of the State of origin.

### 3.4 Example Counters



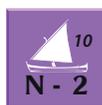
Beduin



Levy



Mercenary



Naval

### 3.5 Randomizers

Some of the functions in Jihad! require the generation of random numbers in the range of one through six. A die may be scavenged from an old game or the six numbered randomizers may be used. If using the randomizers, place them in a cup and draw one, read it, and replace it in the cup each time a die roll is called for in the rules.

## 4.0 SEQUENCE OF PLAY

### 4.1 General

Jihad! is played as a series of 20 turns, each of which is composed of a number of sequenced phases. The player whose phase is in progress is termed the phasing player. These phases, and the segments which make up a phase, must be followed in the order of the Normal Sequence of Play outlined below.

### 4.2 Normal Sequence of Play

#### A. Joint Productivity Phase (both players)

##### B. Muslim Player Phase

1. Recruitment Segment
  - a. Recruitment
  - b. Construction
2. Movement Segment
  - a. Physical Movement
  - b. Attrition
3. Combat Segment
  - a. Combat Resolution
  - b. Stacking Judgment
4. Rebellion Segment
  - a. Unit Rebellion Determination
  - b. Rebellion Suppression
  - c. Khalif Fate Determination
  - d. Civil War Determination
  - e. Special Civil War Sequence Of Play, If Required.

##### C. Empires Player Phase

1. Recruitment Segment
2. Movement Segment
3. Combat Segment

#### D. Joint Conversion/Re-conversion Phase {both players}

1. Muslim Conversion Segment
2. Empires Re-conversion Segment

Note that the Empires player phase is identical to the Muslim player phase except that the Empires player phase has no Rebellion segment. The Special Civil War Sequence Of Play and its use is detailed in the Civil War rules section.

## 5.0 PRODUCTIVITY

### 5.1 General

Each State starts the game with a defined area under its control on the map as expressed by the depicted borders. The Muslim player starts controlling the lower section of Arabia labeled Muslim and the Empires player starts controlling all the areas of all the other States. The Basic Productivity point value for the starting area of each State is printed below the name for the State on the map. Each State also has a Productivity record track and X1, X10, & X100 markers for use on these tracks to record the number of productivity points each State has available. Each turn during the Joint Productivity Phase both players will determine how many productivity points each State produces and adjust the markers on each of the appropriate State's tracks to reflect the addition of these points to any previous total remaining. Productivity points are spent during the turn for recruitment, construction, conversion, and rebellion suppression, and the markers are adjusted downward at those times to reflect such expenditures.

### 5.2 Determination Procedure

During the Joint Productivity Phase the players first notes the basic productivity value for each State under their control. Next, at a rate of 2 points for each Full Fertile Hex and 1 point for each Partial Fertile Hex (due to it being a partial sea hex), this value is adjusted down for each hex within the State's border that is controlled by units of the opposing player and up for each hex outside the border controlled by units of the counting State. Finally, the value is adjusted down by a number of points equal to the stacking values of each city within the State's borders that are not occupied by at least one of the State's units and up by the stacking value of each city outside the State's borders that are occupied by a unit of the counting State. To be considered to occupy a city, the units of the player must be in the hex containing the city. In this respect, the Constantinople hex, not its special box, represents the additional point value. Control of a non-city hex is determined by the location of land units. A land unit always controls the hex it occupies for its State. Naval units and Leader Markers may never control the hex they occupy and they do not exert a zone of control. Only land units may control hexes. In addition, a land unit exerts a zone of control on the six hexes that surround the hex the unit occupies. This zone of control is negated by the presence of an opposing unit in the hex or an opposing zone of control exerted on the hex by an opposing unit. Thus, only hexes actually occupied by units of a State or under an uncontested zone of control of a unit of the State may be counted toward that State's productivity. Zones of control may not cross mountain or all sea hexsides and the presence of more than one friendly zone of control on a hex has no additional effect over a single friendly zone in that hex.

### 5.3 Restrictions

The Muslim player may accumulate productivity points from one turn to the next. Simply adjusts the markers on his Muslim Productivity Track to indicate the total of any left over from the previous turn plus those gained for the current turn. In addition, the Muslim player must note on a piece of paper the number of points gained for the current turn separately from the Muslim track total, as this number is used in resolving Rebellion Suppression. The Empires player may accumulate points on the Byzantine Track earned by the Byzantine State in the same manner as the Muslim player but may only begin to do so in the turn following the first turn in which a Byzantine unit is attacked by a Muslim player controlled unit. The Empire player may then accumulate points for the Byzantines for the rest of the game. The Empires player may not accumulate points for the rest of the States under Empire control. At the beginning of the Joint Productivity Phase any points remaining on the tracks for these States from the previous turn are removed and they start with only their determined total for that turn. In some cases, the Empires player may find that more than one Empire States has a zone of control on a productive hex. The Empire player may choose which of the States in question actually get the points, but the points may not be divided. They must go on the track of only one of the States exerting control.

### 5.4 Conquest of a State

A State is considered defeated if, during a recruitment phase, it has no land units to recruit since they have all been converted and are in the opposing player's recruitment pool. When this happens all points on the State's Productivity Track for that turn are immediately lost and any remaining naval units of the state are removed from play and placed in the opposing player's recruitment pool.

In ensuing turns if the State remains defeated due to still having no land units to recruit, the conquering State may simplify its productivity determination by adding the base value of the defeated State to the base value of the conquering State and then continuing with the determination in a normal manner. Effectively the borders of the conquering State expand to take in the area of the defeated State. A conquering State never uses the defeated States' Productivity Track.

## 6.0 RECRUITMENT

### 6.1 General

The phasing player, during his Recruitment Segment, may spend productivity points from the track of each State under his control to recruit units from the pool of units supplied for each State by the counter mix. Different types of units from different States cost different numbers of productivity points to be recruited. In addition, the Muslim player may recruit with his productivity points units that previously were controlled by the Empires player but have been converted and are now in the Muslim player's pool. Recruited units are immediately placed on the map. After recruitment is completed both players may spend productivity to construct naval units and the Muslim player may spend productivity to construct bases on the base sites located on the map.

### 6.2 Recruitment Procedure

The Recruitment & Construction Costs Chart indicates the number of productivity points that are required to recruit each type of unit for each State. The phasing player examines their pool of un-recruited units and picks those they wishes to recruit. They total the cost of these units from the chart and adjust the markers on the productivity tracks for each State for the units from that State they recruit. Again, note that the Muslim player pays from the Muslim track when recruiting units previously controlled by another State but that have been converted. Next, recruited units are placed on the map. Byzantine units must be placed on the map in the Constantinople Box. Units of other States may be placed on the map in any city hex of their State. This includes converted units, which also may only be recruited in their former home State. However, if all cities in a State are occupied by opposing units, recruited units from that State may be placed in a non-city hex of that State. Recruited units may be placed in a city in excess of the stacking limit of the city and hex but may not exceed twice the stacking limit of the city and hex. Only Muslim units may be recruited in constructed bases. Naval units when recruited are placed in any port hex containing a friendly land unit, regardless of which State the port is located in.

### 6.3 Recruitment Restrictions

The Muslim player must recruit at least one Muslim State unit for each three (3) convert units recruited in the turn. No Empires player's State may recruit unless Muslim player controlled units are adjacent to, or within the borders of that State during the Empires player Recruitment segment. However, the Byzantine State may recruit without this requirement having been met if the Muslim player productivity points earned for that turn equals or exceeds 100 points. In addition, once Byzantium has recruited it may continue to recruit each following turn even if the preceding requirements are no longer being met. If a State controlled by the Empires player is eligible to recruit but has eight (8) or less points

on its productivity track after productivity determination for that turn the Byzantine State may recruit units for the other State with points from the Byzantine track, but the costs for all units so recruited are two times their normal cost on the Recruitment & Construction Costs Chart.

## 6.4 Construction Procedure

### 6.41 Naval Units

Game set up details the number of naval units each player has in their recruitment pool at the start of the game. These and any naval units on the map should be separated out and the remaining naval units placed in the Destroyed & Un-built Naval Units box on the map. Before these units can be placed in a recruitment pool they must be built. Each naval unit costs 8 productivity points to be constructed. Each player, following recruitment, may take any number of naval units of the States they controls or that have been converted to their control from the Destroyed & Un-built Naval Units box and move them to their recruitment pool, paying 8 points for each moved, and adjusting their productivity track to indicate the new total. Note that these constructed units will not be available to recruit for use on the map until the next turn since construction occurs after recruitment.

### 6.42 Bases

In addition to constructing naval units, the Muslim player may construct bases. On the map are four base sites. Bases may only be constructed in these base construction sites and once constructed act just like cities to the controlling player. If a Muslim State unit (not a converted unit) is located on a base site during the construction portion of the Recruitment segment of the Muslim player phase, the player may place a base counter on that site after playing 4 productivity points. The first base counter placed must be the 1 stacking point counter for that site and the effect is the same as a 1 stacking point city being in that hex. The base produces 1 productivity point and allows one additional unit to stack in the hex. On any subsequent turn in which a Muslim unit is in the hex again during the proper point of the sequence of play, spending four points again will increase the base to a 2 stacking point level. A third expenditure will bring the base to a 3 stacking point level and it cannot be constructed to a higher level. Note that base sites on the map have no effect at all until a base is constructed there. Units constructing bases are not subject to rebellion but they are subject to attrition.

## 7.0 MOVEMENT

### 7.1 General

During the appropriate movement segment the phasing player may move some, all, or none of the units they control that are on the map. Units are moved through a series of adjacent hexes and all units starting in one hex and moving to the same hex are moved as a stack. Units may be moved any number of hexes the controlling player desires but suffer attrition in direct relation to the number and types of hexes moved through as well as by the types of units being moved. Units may enter and move through or remain in a hex containing opposing units but to move through such a hex they suffer additional attrition.

### 7.2 Procedure

As each unit or stack of units is moved, count the number of hex-

es of each type of terrain the unit moves into. The starting hex is not counted but the final location hex is counted. A moving unit or stack may not move so as to accumulate more than sixty (60) attrition points. Next go to the Attrition Susceptibility Chart. Lines are determined by the terrain type, and columns by the type of unit. Cross the hex type traversed by the unit or stack of units with the unit type. If more than one unit type is present in a stack use the column for the unit type that accumulates the most attrition points (Bedouin least, then Mercenary, then Levy most; Naval separately). Multiply the resulting attrition value times the number of hexes of that type entered and then add this value to an identical computation for each hex type the unit or stack entered during movement. Note that this resultant attrition point total is for the unit or stack of units and is not affected by the number of units in the stack, only by the types of the units in the stack. With this computed attrition point total for that unit or stack go to the Attrition Resolution Table and find the appropriate column as indicated by the point total. Roll a die and cross index to produce a result. The number result is the number of units that must be eliminated from that stack due to attrition. The units chosen are at the controlling player's choice. Units lost to attrition are not lost permanently and are not subject to conversion. They are put into that player's recruitment pool and may be recruited again in ensuing turns. Units that do not move during the turn are also subject to attrition. To get their attrition point total multiply by three (3) the attrition point susceptibility of the location hex of the non-moving unit or stack, and if the hex contains a city or constructed base subtract the stacking value of that city or base from the point total and then resolve attrition in the same manner as for moving units. Repeat this procedure for each unit or stack of units that is moved and each that is not moved for the phasing player. Moving stacks may "drop off" units in hexes through which they travel and attrition is judged immediately for such units while the units that continue moving accumulate further attrition points based on the unit types remaining in the stack.

### 7.3 Restrictions

Land units (Bedouin, Mercenary, & Levy) may not move across mountain hexsides or all sea hexsides. They may move across partial sea hexsides. Naval units may not move across all land hexsides, though they may move across partial sea hexsides. When a moving unit or stack moves into and exits one or more hexes containing opposing units during a single movement segment the total combat strength value of the opposing units in those hexes are added to the attrition point total for the moving units when resolving attrition. If the moving units remain in a hex that is entered and contains opposing units this strength is not added to their attrition total. Empires player States that have not recruited in the current turn do not suffer attrition for non-moving units and Empires player States which have recruited cannot suffer attrition for non-moving units on city hexes that will reduce the number of units of that state to less than one per city hex. Byzantine State units may not enter the territory of any undefeated Empires player State that does not contain at least one unit controlled by the Muslim player (Muslim State or convert). Land units may not cross straits except by Sea Transport.

### 7.4 Sea Transport

Naval units may transport land units by sea at a rate of one land unit per naval unit. To transport a land unit, the land and na-

val unit must begin the movement segment in the same hex and it must be a hex containing a port symbol. The land unit then goes to sea under the naval unit as it is moved. A land unit being transported by sea must be transported during the current turn to another hex containing a port symbol. Units may not remain at sea when being sea transported. When landed, the land unit may not move any further that turn. Such units may be landed in a hex containing opposing units so long as none of the opposing units are naval units. When sea transporting any land unit with a naval unit that is lost due to attrition, the land unit is also lost and returned to the recruitment pool, but the land unit does not count toward satisfying the attrition losses of the naval unit or stack. Only naval units are so counted. When naval and land units share a hex but were not sea transporting, the naval units resolve attrition separately from the land units.

### 7.5 Stacking

Each hex type has a stacking limit for land units. There is no stacking limit per hex for naval units. Full Fertile hexes have a stacking limit of four (4) units. Partial Fertile hexes (those that contain some sea) have a stacking limit of three (3) units. Full and partial rough hexes have a limit of two (2) units, and full and partial desert hexes have a limit of one (1) unit. Hexes containing cities or constructed bases have these stacking limits augmented by the addition of the stacking value of the city or base as listed next to its symbol on the hex. Thus, a rough hex with a city of one (1) stacking value has a total stacking value of three (3) units. Stacking has no effect on movement or on the numbers of units either player may have in a hex at the end of movement. Players may freely over-stack a hex at will and may find this useful to gain favorable combat odds. However, at the conclusion of the phasing player's combat phase stacking is judged and any hexes that are determined to contain more units friendly to that player than the stacking limit must have units eliminated to bring the hex to its stacking limit. These units are taken off the map by the controlling player and are the units of their choice. They are considered to be further attrition losses and are placed immediately in the controlling player's recruitment pool just as normal attrition losses caused by movement. Units of different nationalities controlled by the Empires player may not stack together. Converted units of all nationalities may stack together and may stack with Muslim units.

### 7.6 Army Group Holding Boxes

A number of lettered boxes are located on the map and correspond to similarly lettered markers for use by the players. These lettered markers are Army Group markers. Since stacks can become unwieldy at times players may, at their option, take all of their units from a hex and put them in one of the Army Group holding boxes on the non-playing portion of the map and substitute the letter marker for that box onto the location hex for the units taken off the map. For all intents and purposes the units are still in the hex of the marker and are represented by the marker. If the units do not remain stacked together they must be put back on the map or a number of markers must be placed to represent them. Players may freely examine the contents of any of the boxes since they are not meant to restrict information about the location of forces. Army group markers are only provided for three of the States and may only be used for the units of those States. Players may not have more markers in use for a State than are in the color code of their State. Note that for each six (6) Byzantine units converted

to the Muslim player the Empires player must turn over to the Muslim player one army group marker. The Persian army group marker is only turned over when all Persian units have been converted. Group markers may also be used to represent groups of naval units.

## 8.0 COMBAT

### 8.1 General

Combat takes place during the Combat segment of each player's phase and the phasing player is considered the attacker for determining combat odds. The non-phasing player is the defender. Combat takes place between units controlled by opposing players that occupy the same hex. In such hexes combat is mandatory. Each hex occupied by units of both players is resolved individually in a single combat and the order of resolution for these combats is determined by the phasing player. Land units may only attack and be attacked by land units. Naval units may only attack and be attacked by naval units. Combat is not required when solely naval units of one player share a hex with solely land units of the other player.

### 8.2 Procedure

For each hex of combat, total the strength of the attacking units in the hex and compare this total to the total strength of the defending units in the hex, including any modifications to the defender strength due to terrain. State this comparison as a simple ratio of attacker to defender, rounded in the defender's favor. Go to the Combat Results Table and use the ratio to indicate a column. Roll a die and cross index to a result. Results to the left of the slash apply to the attacker and results to the right of the slash apply to the defender. A number indicates the number of units controlled by that player in that combat that must be lost. The owning player removes units of their choice to fill this requirement. In addition, one player will have an "R" indication. That player must retreat any surviving units out of the combat hex. Units retreating from a combat must retreat as a single stack to an adjacent hex. This hex must be the same distance or closer than the combat hex to the nearest border of the home country of the nationality in the retreating stack with the most remaining strength. Note that since only converted units of different nationalities may stack together this will be of concern only to the Muslim player. Units may not retreat into a hex containing opposing units of any type nor may they retreat into an adjacent hex that they could not enter by normal movement. Units may retreat into hexes containing other friendly units, including into an over stacked condition. Units that cannot retreat are eliminated as additional combat losses.

### 8.3 Combat Losses

All Muslim units except Bedouin and Naval units are immediately placed in the Muslim player's recruitment pool when lost in combat. Bedouin units lost in combat are lost permanently and may never be recruited again. Naval units are placed with the un-constructed naval units in the Destroyed & Un-built Naval Units Box and must be constructed again before being placed in the Muslim recruitment pool. All Empires player units except Frank nationality Levies are placed in the Conversion Box when lost in combat. Frank Levies lost in combat are placed directly back into the Empire's player's recruitment pool.

## 8.4 Attack Limits

The Muslim player has no attack limits. The Muslim player may attack in as many hexes and with as many units as they desire each Muslim combat segment. The Empires player has no limits on attacks by units of Byzantine and Persian nationality, however their attacks with units of all other nationalities are restricted. For each other nationality only a number of units equal to the total number of full and partial fertile hexes of the home State currently under the control of the Muslim player during the most recent Productivity Determination Phase may attack that turn. As an example, if the Muslim player controls two (2) full and three (3) partial hexes within the Berber borders, five (5) Berber units may attack that turn. In addition to these attack restrictions, units of different nationalities may not combine to attack unless they are converted units under Muslim control. Such converted units may stack and attack together as well as with native Muslim units.

## 8.5 Naval Pre-Combat Retreat

Naval units not transporting land units that are also in full sea hexes may decline combat when being attacked by opposing naval units also not transporting land units. To so decline the owning player retreats the units to an adjacent full sea hex prior to resolving the combat using the normal combat retreat rules. If the units cannot retreat to such a full sea hex they may not decline combat. Naval units transporting land units may not decline combat.

## 9.0 CONVERSION

### 9.1 General

All Empires player units lost in combat, except Frank nationality units, are subject to conversion. No unit under the control of the Muslim player (including previously converted units) is subject to conversion when lost in combat. Each turn during the Joint Conversion/Re-conversion Phase the Muslim player may attempt to convert any Empires player losses in the Conversion Box during the Muslim Conversion Segment, and in the following Empires Re-conversion Segment the Empires player may attempt to reconvert any units just converted. Units that were not converted or were reconverted are placed in the Empires player's recruitment pool and units that were converted and not reconverted are turned over to expose their converted side and placed in the Muslim player's recruitment pool.

### 9.2 Procedure

In the Muslim Conversion Segment the Muslim player indicates which units in the Conversion Box they will attempt to convert and refers to the Conversion/Re-conversion Cost Chart. Each Nationality is listed and next to it a number indicating the number of productivity points per unit attempting to be converted that the Muslim player must pay. The Muslim Productivity Record Track is adjusted to indicate the total paid. Next, the Muslim player refers to the Conversion Table and finds the proper column as determined by the nationality of the unit and rolls once for each unit they are attempting to convert. A "C" indicates the unit converts. A "-" indicates the unit does not convert. A non-converted unit is then removed and placed in the Empires player's recruitment pool. Next the Empires player's Re-conversion Segment begins. The Empires player indicates which of the just converted units they will attempt to reconvert and using the same costs chart adjusts the totals of the proper Productivity tracks for the States involved

by the nationality of the units that are attempting re-conversion. If the State does not have sufficient productivity points on its track, points may be deducted from the Byzantine productivity record track at two times the stated cost to pay for the re-conversion attempt. The Empires player then goes to the Re-conversion Table. Again, a column is located by the Nationality of the unit and a die is then rolled for each unit. An "R" indicates the unit has been reconverted and it is removed to the Empires player recruitment pool. A "-" indicates the unit remains converted to Islam. Those units are inverted to expose the Convert side and are removed to the Muslim player's recruitment pool. This ends the phase. Once a unit has been put into the Muslim pool it may not be subjected to re-conversion attempts again. Empires player units, however, may be subjected to conversion attempts each time they find themselves in the Conversion Box. In one instance units may be automatically converted to Islam and the entire conversion/re-conversion procedure is ignored. If all the constructed naval units of a State have been converted and none for that nationality remain in the Empires Player's recruitment pool then all un-constructed and destroyed naval units for that state are considered to have been converted as well. Those in the Destroyed & Un-built Naval Units Box are flipped over to their converted side, though they remain in the box.

## 10.0 REBELLION

### 10.1 General

All Muslim player controlled land units are subject to rebellion during unit rebellion determination in the Muslim player phase Rebellion Segment if (and only if), those land units have not attacked opposing units during the immediately preceding Combat Segment. Land units that have attacked and naval units at all times are not subject to rebellion. Place a Revolt marker with it back, blank side, up on such units to indicate that they may rebel. To determine if a unit rebels when it has not attacked refer to the Rebellion Table. Roll the die once for each such unit on the column indicated by the unit's type and nationality. An "R" indicates the unit rebels. Place a Revolt marker on each non-Muslim nationality unit that rebels and flip any such Muslim Nationality units over to their Rebel side. A "-" indicates the unit does not rebel and has no effect.

### 10.2 Suppression

Rebel Suppression occurs next in the Rebellion Segment. Any non-Muslim nationality unit in rebellion may be suppressed by the Muslim player spending one productivity point per each such unit, regardless of type or nationality. These points are immediately deducted from the Muslim Productivity Record Track and the Revolt markers are removed. To suppress Rebel Muslim units refer to the Muslim Rebel Suppression Table. Use the unit type to indicate a line and the previously noted Muslim Productivity point income for the current turn to indicate a column. Cross to a result and roll a single die for each unit. If the die roll is equal to or less than the number result for the unit, that unit has been suppressed and it is flipped back over to its non-rebel side. Units not obtaining the required die roll remain in rebellion.

## 11.0 CIVIL WAR

### 11.1 General

Each turn during the Muslim player phase after the determination

of Khalif Fate, the Muslim player follows the Civil War determination procedure to see if civil war breaks out among the Muslim forces. If civil war does break out the normal game sequence of play is interrupted at that point and the Special Civil War sequence of play is used until a victor in the civil war is determined. At that point play returns to the normal game sequence of the interrupted turn and the Empires player phase begins.

### 11.2 Civil War Determination Procedure

During this portion of each Muslim player segment the total number of Muslim Nationality (not convert) units on the map, including those that have turned rebel, are counted. Next the total number of Muslim Nationality units that have turned rebel are counted. Refer to the Civil War Determination Table and compare the number of Rebel units to the total number of Muslim Nationality units on the map to determine a column. If one out of four or less of the Muslim units are rebels use the 1 of 4 column. If one out of two or more of the Muslim units are rebels use the 1 of 2 column. If the results are between these limits use the 1 of 3 column. Next determine a line on the basis of the results of the immediately preceding Khalif Fate Determination and cross index for a result. If the result is a "CW" followed by a number, roll a single die. If the die result is equal to or less than the number, a Civil War has broken out and play moves immediately to the Special Civil War Sequence of Play. If the result of the cross indexing is a "-" or the result of the die roll is greater than the number, no civil war will take place. If no civil war takes place all Muslim Nationality units that are rebel are turned over to the front non-rebel side and replaced in their location hex, and any convert units that still have a Revolt marker are removed from the map and placed in the Muslim player's recruitment pool, with play proceeding to the Empires player's phase of the turn in progress.

### 11.3 Special Civil War Sequence of Play

#### 11.31 General

When this sequence is in use play of the normal sequence of play is halted. The Empires player is given control of all Muslim nationality units that have been turned to their rebel side and any convert units that still have a revolt marker. The Empires player then plays the Rebel player for the Civil War sequence. The Muslim player plays the Authority Player for the Civil War sequence and is given control of all Muslim nationality units not on their rebel side and all convert units not marked by a revolt marker. Only these units may take part in the play of the Special Civil War Sequence. All Empires player units on the map and all units of both players in recruitment pools, the Conversion Box, or the Destroyed & Un-built Naval Units Box, may not participate during the civil war sequence. They are ignored entirely (even for stacking) except for attrition effects when either player moves through a hex they occupy.

#### 11.32 Sequence Outline

- A. Rebel Player Phase
  - 1. Movement Segment
  - 2. Combat Segment
- B. Authority Player Phase
  - 1. Movement Segment
  - 2. Combat Segment

#### 11.33 Civil War Procedure

During a Civil War the players alternate identical phases with the Rebel player as the first phasing player. These phases continue, in any number required, until a winner of the civil war is determined by the loss of the Civil War Leader marker of one of the players. Movement for both players takes place during their respective movement segments and is done in the same manner as in play of the normal sequence except that no stack of units may ever accumulate more than 24 attrition points during one segment of movement. If it would cost any unit in the stack more than 24 accumulated movement points to enter another hex, such units may not enter the hex. However, though attrition is counted to limit movement, no units are lost to attrition during the Civil War sequence so attrition need not be resolved. Naval units may not be used during the Civil War sequence. Combat for both players takes place during their respective combat segments and is done in the same manner as during the normal sequence with all units lost in combat (excluding Bedouin, which are still lost permanently) returning to the Muslim player recruitment pool. No recruitment takes place during the Civil War sequence so each player will have only the forces on the map they start the sequence with to win the Civil War. The Empires player, while playing the Rebel player for the Civil War sequence, will obviously want to hurt the Muslim player as much as possible while controlling the Rebel parts of the Muslim forces and this is in keeping with the role of a Rebel player. The Muslim player, in the role as The Authority player, will want to halt the rebellion as quickly as possible and with minimum damage to Authority units and the future position of the Muslim player on the board. When the Civil War ends both players will resume their previous roles without having been in conflict with their normal game goals during the play of the Civil War. Note that at the end of a civil war, all rebel units revert to normal so, when starting normal movement in the next turn, there should be no Muslim player units indicated to be in a rebel state.

## 12.0 LEADERS

The two leader markers, Beni Haslim & Beni Umaiya, come into play only during a Civil War. During the normal sequence of the game they are not on the map at any time and they are removed at the end of any Civil War. In the first Civil War that occurs in a game the Beni Hashim marker is used as the leader of the Authority forces and controlled by the Authority player, while the Beni Umaiya marker is used as the leader of the Rebel forces under the control of the Rebel player. In subsequent Civil Wars the leader marker used by each side will depend on the Victor of the previous civil war with the previous loser always being the leader marker for the Rebel forces, and the winner the leader marker for the Authority forces. At the end of each Civil War note the winner so as to indicate which leader is on which side for the next Civil War. Before starting the first Rebel phase of each Civil War, the Rebel player places the Rebel leader marker on the map with any Rebel unit or convert unit in revolt or stack of same. The Authority player then places the Authority leader marker with any Authority unit. If either player has no units when the Civil War sequence is starting their leader marker may be placed in either Medina or Mecca. Leader markers may not move on their own, they must move with one of their units. They have no movement limit and may switch stacks at any time thus they may move for some distance with one unit, transfer to another unit when the units are in the same hex, and continue to move with the new unit. They do not count toward the accumulation of attrition points. They have

a strength for combat and it is added to the strength of any units with which they are stacked during combat. They are eliminated in a combat in the same manner as a normal unit and as soon as the leader of one side is eliminated the Civil War ends and play returns to the normal sequence.

### 13.0 CONSTANTINOPLE

Constantinople was the seat of government of the Byzantine Empire and was especially well defended by both its location and the construction of defenses. A special Constantinople box has been located on the map and may be used in the same manner as the Army group holding boxes as an alternate location for Byzantine units (only) located in Constantinople rather than in the Constantinople hex. There is no stacking limit applied to the units in the Constantinople Box. Land units should be placed in the top half of the box and naval units in the bottom half. Byzantine units move into the box from the Constantinople hex and leave the box by moving to the Constantinople hex. There is no movement cost moving to or from the Constantinople box. Constantinople has the following special effects. Units in the box do not count toward the stacking limit for the hex and may not participate in combat in the hex. If at any time in a combat the Muslim player forces Empires units in the Constantinople hex to retreat, Byzantine Nationality units may retreat into the box, though any other nationality units would retreat out of the hex. The Constantinople box and the units in it may only be attacked from the Constantinople hex and if no Empires player units are in the Constantinople hex at the start of the Muslim player combat segment. In addition, the land units in the Constantinople box may not be attacked so long as there are Byzantine Naval units remaining in the box. Combat in the Constantinople box is conducted in a normal fashion with units in the hex attacking those in the box, but the extra stacking value for the box (and the box itself) may not be used by the Muslim player after all Empires units in the Constantinople box have been retreated from the box. Units retreating from the Constantinople box retreat to any hex adjacent to the Constantinople hex. Naval units may not retreat to the Black Sea unless they have a friendly port on that Sea. Units in the Constantinople box, both land and naval, may not attack while in the box. They may only defend when in the box. To attack they must be moved to the Constantinople hex. Once all Byzantine units have been eliminated from, or retreated from, the Constantinople box, the box may not be used again and the hex is treated as a normal city hex. Please also note that the hex containing Constantinople is not labeled a strait and is not considered a strait for movement restriction purposes, though the hex just to the southwest of the Constantinople hex, the Dardanelles, is considered a strait hex.

## 14.0 GAME SET UP & VICTORY CONDITIONS

### 14.1 Game Set Up

At the start of the game the Muslim player controls only the lower area of the Arabian Peninsula. The Empires player, through the States under his control, holds sway over the rest of the map. All Muslim land units are placed in the recruitment pool with their rebel side down and all Muslim naval units are placed in the Un-built Box. All Empires player units are placed in the recruitment pool for land units and the Un-built box for Naval units with their convert side down with the following exceptions. One (1) Persian naval unit is moved to its recruitment pool. Twelve (12) Byzantine

Naval units are moved to its recruitment pool. One (1) Byzantine mercenary unit is placed in Tarsus and one (1) in Homs. Three (3) Byzantine mercenary units are placed in the Constantinople hex and five (5) Byzantine naval units are placed in the Constantinople box. One (1) Persian Mercenary unit is placed in hex 2508 and one 9(1) in hex 2709. Next, the Empires player places one (1) Levy unit of the corresponding nationality in each city hex of each state that they control (all except lower Arabia) including those cities in which they have other units. All these placed units are taken from the recruitment pool and start the game as pre-recruited forces. The Muslim player will have to recruit all starting units without any pre-recruited. Players are now ready to start the first turn.

### 14.2 Victory Conditions

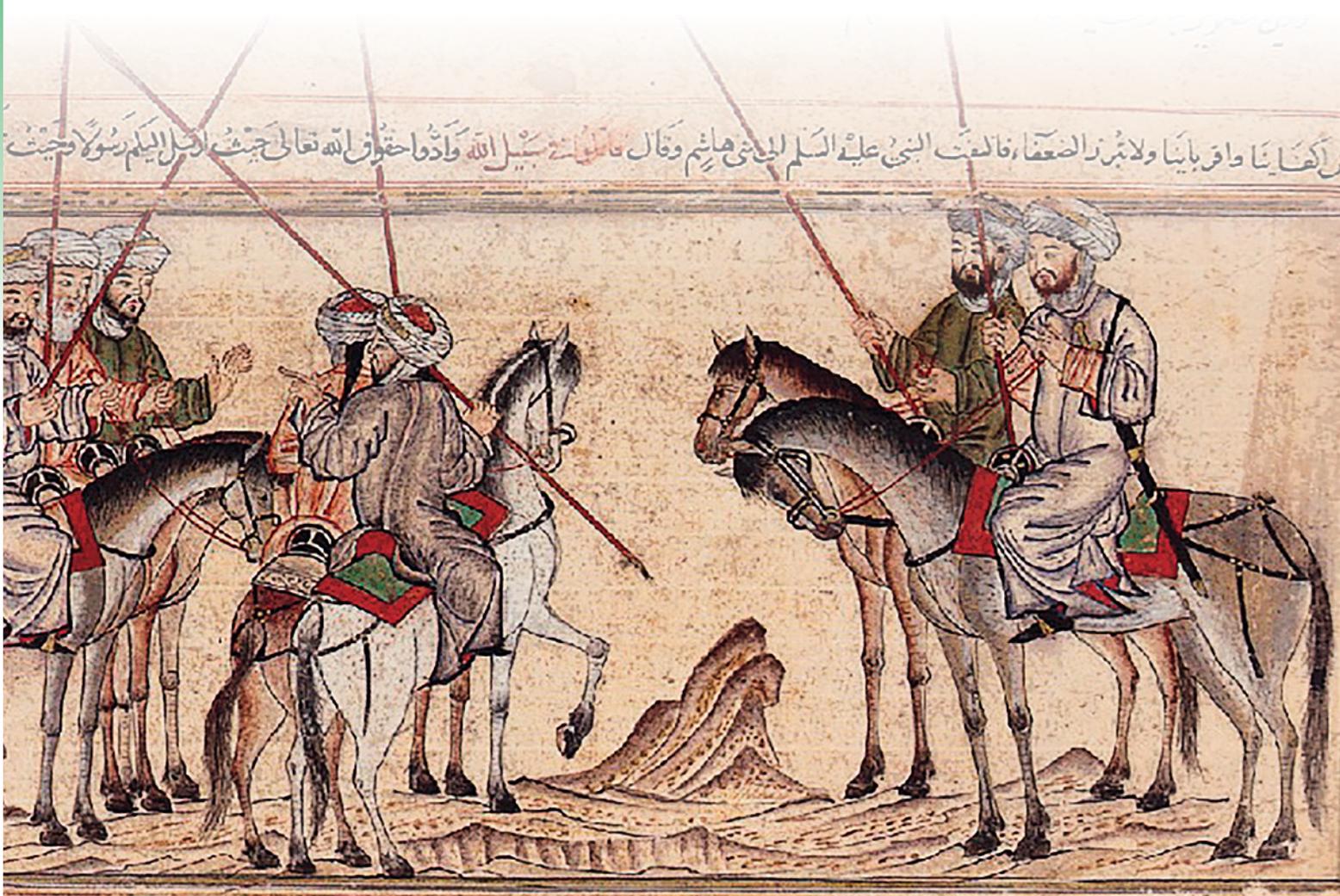
At the conclusion of the 20th turn the Muslim player again determines current productivity just as if he were doing so for a 21st turn. Do not add this sum to that on the track. Next the Muslim player adds ten to the sum if at any time in the game the Constantinople box has been emptied by combat. Next the Muslim player adds 40 points to the sum as their handicap and then two points are subtracted from the sum for each consecutive turn, starting with turn 1, during which the Byzantine State may not accumulate productivity points due to no Byzantine unit having been attacked. So, such turns must be tracked from the start of the game. Once a turn occurs that the Muslim player does not lose 2 points due to the above requirements they can never again lose the 2 points per turn, even if no Byzantine units are attacked in a later turn. In effect these restrictions reduce the Muslim player handicap by 2 points for each turn that they does not move against Byzantium. If the final point total is more than 130 the Muslim player is the winner. If it is less than 110 the Empires player is the winner. Other results are a draw. Additionally, if during any Joint Productivity Phase the Muslim player earns more than 130 points the game ends immediately in an automatic Muslim victory.

## 15.0 DESIGNER'S NOTES

This game came together very well. I feel we got the right levels of both color and complexity for a grand strategic game and the 'feel' for the period. For play-testers we concentrated on people with ancients miniatures background and they were very enthusiastic so I have hopes the game will appeal to an audience larger than board gamers. The game can easily be used to play a campaign generating miniatures scenarios to resolve the clashes indicated by combat in the board game. As with most designs, Jihad! has a bit in it from games done before. In particular, the idea for the movement system was an outgrowth of that used by Mr. R. Berg in his very interesting and regrettably ignored The Crusades game. In the game, we tied subsystems together in a manner that hopefully corresponds to the concerns of the rulers of the time. The Empires player has recruitment tied to territory violation, since only actual invasion or the immediate threat of same was likely to cause mobilization by the peoples the Empires player represents. Only Byzantium is allowed to accumulate productivity because only she had the organizational means to do so. Persia was in decline and the other Empires States are fairly unorganized groups of regional peoples rather than actual Nations as such. But even the Byzantine Empire would have to be forced to accumulate wealth to spend on military ventures rather than on appeasement and other internal projects, so accumulation for her is tied to actual attack on her field forces.

The Civil War sequence and rules, attempt to show the problems that could, and often did, burst Muslim solidarity and to put the proper element of fate into their occurrence. Good Muslim play can minimize the number of Muslim troops that rebel and paying them off, though expensive at times, cuts down on convert revolts. But the Khalifs were often old men and found themselves at the front of violent events and intrigues so chance enters the play. We tried an interesting optional rule a couple of times that I might mention. In a Civil War, instead of having the Authority player always go back to being the Muslim player and the Rebel player always return to the Empires job, have the winner of the Civil War become the Muslim player and the loser the Empires player. In this way, it is possible that the players might actually end up switching sides once or twice during the game. Victory conditions remain the same and are judged on the basis of which player is cur-

rently the Muslim and which the Empires player at the end of the game. This variant leads to some interesting and very devious play during and immediately after a civil war, particularly as the game nears its close and both players try to get on the side they think is winning. A final note. We started on this game design about 2 months before the American Embassy in Iran was stormed and its personnel taken hostage on 4 Nov 1979. For some time I considered dropping the game in that it deals with the predecessors to the Iranians and historically Islam was exploding on the world then as it seems to be trying to do again at the time of this writing. Instead of dropping the game, I feel that current events in the Mid East make the game more useful. With it, one can take a look in a very broad way at some of the events of the past and hopefully find in them food for thought. Stephen Newberg



## PRODUCTIVITY TRACKS

Berbers									
0	1	2	3	4	5	6	7	8	9
Byzantines									
0	1	2	3	4	5	6	7	8	9
Franks									
0	1	2	3	4	5	6	7	8	9
Goths									
0	1	2	3	4	5	6	7	8	9
Khazars									
0	1	2	3	4	5	6	7	8	9
Muslims									
0	1	2	3	4	5	6	7	8	9
Persians									
0	1	2	3	4	5	6	7	8	9
Sindhis									
0	1	2	3	4	5	6	7	8	9
Turks									
0	1	2	3	4	5	6	7	8	9

### CIVIL WAR DETERMINATION TABLE

Khalif Fate	Ratio of Rebel to Non-Rebel Muslim Units		
	1 of 4 or less	1 of 3	1 of 2 or more
Survives	-	-	CW 4
Dies with Heir	-	CW 4	CW 5
Dies without Heir	CW 4	CW 5	CW 6

### REBELLION TABLE

Die Roll	Muslims		Byzantines & Persians		All Others
	Bedouin	Levy	Mercenary	Levy	Levy
1	-	-	-	-	-
2	R	-	-	-	-
3	R	R	-	-	-
4	R	R	-	-	R
5	R	R	-	R	R
6	R	R	R	R	R

## CONVERSION TABLE

Die Roll	Nationality						
	Berbers	Byzantines	Goths	Khazars	Persians	Sindhis	Turks
1	-	-	-	-	-	-	-
2	-	-	-	-	C	-	-
3	-	-	-	-	C	-	C
4	-	C	-	C	C	C	C
5	C	C	C	C	C	C	C
6	C	C	C	C	C	C	C

## RECONVERSION TABLE

Die Roll	Nationality						
	Berbers	Byzantines	Goths	Khazars	Persians	Sindhis	Turks
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	R	R	-	-	-	-
4	R	R	R	R	-	-	R
5	R	R	R	R	-	R	R
6	R	R	R	R	R	R	R

## RECRUITMENT & CONSTRUCTION TABLE

Unit Type	Nationality		
	Muslims	Byzantines & Persians	All Others
To Recruit:			
Bedouin	0	NA	NA
Levy	2	2	4
Mercenary	NA	6	NA
Naval	5	3	NA
To Construct:			
Base	4	NA	NA
Naval	8	8	NA

## ATTRITION RESOLUTION TABLE

Die Roll	Odds							
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	3R/-	3R/-	2R/-	2R/-	2R/2	1R/1	1/1R	2/2R
2	3R/-	2R/-	2R/-	2R/2	1R/1	1/1R	2/2R	-/2R
3	2R/-	2R/-	2R/2	1R/1	1/1R	2/2R	-/2R	-/2R
4	2R/-	2R/2	1R/1	1/1R	2/2R	-/2R	-/2R	-/3R
5	2R/2	1R/1	1/1R	2/2R	-/2R	-/2R	-/3R	-/3R
6	1R/1	1/1R	2/2R	-/2R	-/2R	-/3R	-/3R	-/4R

Results: Attacker/Defender # = units lost, R = player retreats  
 Combats at odds less than 1:3 are resolved as 1:3. Those at greater than 6:1 are resolved as 6:1.

## ATTRITION SUSCEPTIBILITY CHART

Hex Type	Unit Type			
	Bedouin	Mercenary	Levy	Naval
All Fertile	1	1	2	NA
All Rough	2	2	4	NA
All Desert	0	4	8	NA
Partial Sea	NA	NA	NA	1
All Sea	NA	NA	NA	2

## ATTRITION RESOLUTION TABLE

Die Roll	Attrition Points Total					
	1-10	11-20	21-30	31-40	41-50	51-60
1	0	0	0	1	1	2
2	0	0	1	1	2	2
3	0	1	1	2	2	3
4	1	1	2	2	3	3
5	1	2	2	3	3	4
6	2	2	3	3	4	4

# MISSING CHARTS & TABLES

## KHALIF FATE TABLE

Die Roll	Fate
1, 2, 3	Khalif Survives
4	Khalif Dies with Heir
5, 6	Khalif Dies without Heir

### Khalif Fate (missing rule 10.3):

Next in the Rebellion Segment the Muslim player refers to the Khalif Fate Table and rolls a single die to determine the fate of the Khalif for the 5 year period represented by the turn. After a result is determined, play moves to the Civil War Determination of the Rebellion.

## CONVERSION/RECONVERSION COST CHART

Berbers	Byzantines	Goths	Khazars	Persians	Sindhis	Turks
3	2	2	2	1	2	2

## MUSLIM UNIT REBELLION SUPPRESSION TABLE

Die Roll	Attrition Points Total						
	1-20	21-40	41-60	61-80	81-100	101-120	121+
Levy	5	4	3	2	2	3	4
Bedouin	4	3	2	1	0	1	2



**JIHAD!**

The Rise of Islam, 632-732 A.D.