READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Apocalypse in the East*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Apocalypse in the East* discussion folders at con-simworld.com.

RULES of PLAY

1.0 INTRODUCTION

Ten years after the destruction of a Byzantine army on the Golan Heights in A.D. 636 (A.H. 14*), Dar-al Islam already stretches from the Sahara to the Sind. The war, however, is not finished. The Orthodox Caliph Umar b. al-Kattaáb was assassinated in A.D. 644 (A.H. 22) and the Byzantines remain entrenched in the Nile delta. Clearly, the armies of Islam must finish the job, the conquest of Constantinople itself.

The elite army of Syria, commanded by Mu'áwiyah ibn Abi-Sufyán, will lead the assault. All that stands in his way is a fifteen year old emperor—Constans II—with a fractured church, treacherous generals, a motley army, and the stoutest walls in the world.

Apocalypse in the East is a game for two players. Can you as the Muslim player succeed or as the Byzantine prevent the Muslims from succeeding? As the Muslim, you do not have much time. Already there is resentment over the nepotism and stinginess of the new Caliph, his cousin Uthmán b. Affán. A spectacular victory could offset discontent and save the Muslim community, the Umma. Failure will certainly bring civil war to Dar-al Islam and salvation to Constans.

Either way, the result of this campaign will be an apocalypse, but for whom?

*A.H. is an abbreviation for "After the Hegira", referring to Muhammad's flight to Medina in A.D. 622.

1.1 Components

Apocalypse in the East has

• 2 map portions on 1 sheet. This is detailed below.

• 180 counters and markers. These are detailed below.

• These rules and 2 sets of Players Aid Charts (PAC).

1.2 Map

The map shows the eastern Mediterranean region in the middle of the seventh century.

Each hexagon (hex) represents approximately one hundred kilometers. They show natural terrain features. Some hex sides are also colored; blue hex sides, for example, denote rivers. Some hexes also have symbols for manmade features such as roads and cities. See the Terrain Effects Chart on the PAC.

The Game Turn Track and various holding boxes are located on the map.

CUT THIS PIECE OFF AND POSITION HERE
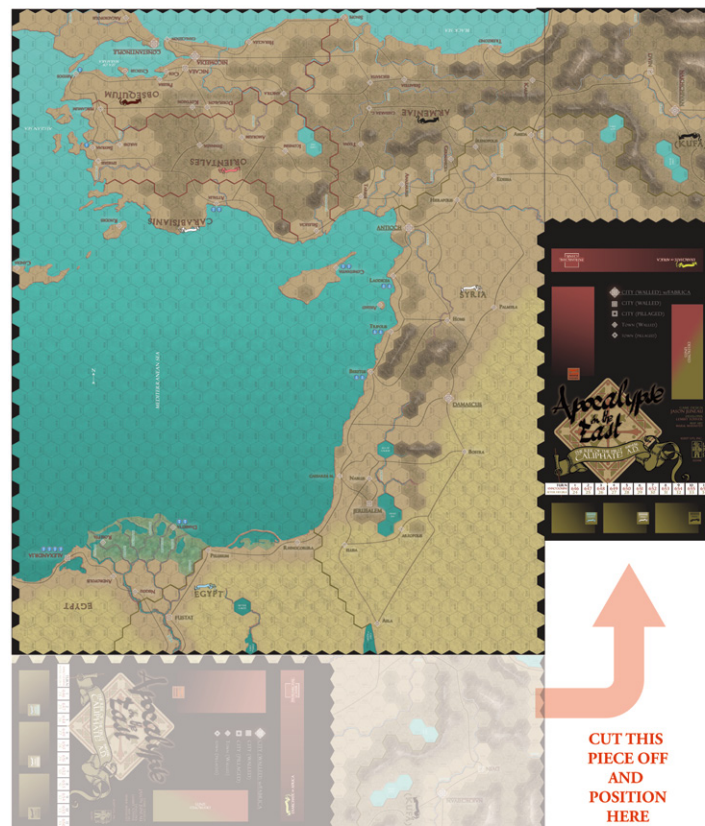
1.3 Counters and Markers

Counters represent military units, naval units, and personalities. Markers are provided to record turns; show pillaged towns, cities and expeditions. Most military units represent formations having between 300 and 1000 officers and men. Picked units (Case 1.3.3) can be anywhere between 500 and 3000 officers and men. Naval units represent squadrons of 20 fighting ships. Personality counters represent one person. Below are some sample counters:
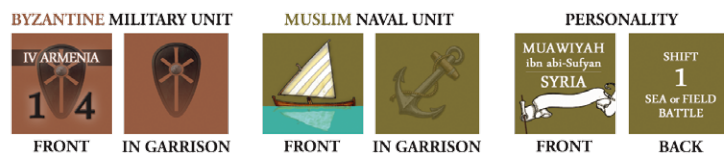
1.3.1 Title Each unit has a title in transliterated Arabic, Greek, or Latin at the top of the counter. It is strictly ornamental.

1.3.2 Army All military units have a background color that refers to the nationality of the unit. Muslim units have a green colored background, while Byzantine units have a red colored background.

The color stripe on the counter indicates which army they belong to. This is important for expeditions and other rules. There are three Muslim armies: that of Syria (white stripe), Egypt (blue stripe) and Kufa (black stripe). There are five Byzantine armies: Obsequium (brick red stripe), Orientales (pink stripe), Armeniae (black stripe), Carabisianis (white stripe) and the African (yellow stripe).

Rebel units and leaders have a brown stripe.

1.3.3 Unit Class The 7 Byzantine Scola Units (named in blue text) and all ground units with a ground combat value of 6 or more are the elite "Picked" class units—which affects their stacking cost (Module 4.0).

Byzantine mounted class units have horse symbols on them.

All other Byzantine foot units are normal units. Muslim units have no class and are thus all the same.

1.3.4 Combat Factors (CFs) All ground military units have two numbers at the bottom of the counter. The number on the left is the CF used in clear and desert terrain. The number on the right is the CF used for battle in rough, mountain, and marsh terrain, and when fighting on ships at sea.

1.3.5 Reverse Side On the back side of the military counters is a shield or Anchor. When military units are in garrison mode or port, they are flipped over to show this.

1.3.6 Leaders Muslim Leader counters are green background with a banner in the color of their army they command. Byzantine are red background with banners of the army they command (except for the Imperial couple, who have white text stating Emperor/Empress). On the back of some Leaders, their impact on combat is noted.

2.0 SEQUENCE OF PLAY

Each turn equals one year. Use the following sequence for each turn.

A) Administration Phase

- Events Table Segment (Section 2.2)
- Generate replacements Segment (Section 2.3)
- Maintain Fleets Segment (Section 2.4).
- Mode Adjustment Segment (Module 3.0)
- Attrition Segment (Case 3.3.3).

B) Muslim Sea Move Phase The Muslim player may now move any expedition that is traveling by sea. While moving, he may have the expedition attack enemy units, whether in expedition or garrison mode.

C) Byzantine Sea Move Phase The Byzantine player may now move his expedition if it is traveling by sea. While moving, he may have the expedition attack enemy units, whether in expedition or garrison mode.

D) Byzantine Patrol Move Phase The Byzantine player may move units in patrol mode.

E) Muslim Land Move Phase The Muslim player may move any expedition/s that is/are not traveling by sea but by land only. While moving, he may have the expedition attack enemy units, whether in expedition or garrison mode.

F) Byzantine Land Move Phase The Byzantine player may move his expedition now if it is not traveling by sea but by land only. While moving, he may have the expedition attack enemy units, whether in expedition or garrison mode.

New Turn After the Byzantine player completes the move of his expedition, the turn ends. Move the turn marker to the next year.

2.1 Victory Conditions

2.1.1 The game ends immediately and the Muslim player wins by capturing Constantinople.

2.1.2 The Byzantine player wins by either:

- Killing Mu'āwiyah ibn Abi-Sufyán (Syrian Leader)

OR

- Retaining control of Constantinople until the end of the game *(**Historical Note:** which means that Caliph Uthmān b. Affān will be deposed and Dar-al Islam is thrown into civil war.)*

2.2 Events Table

At the start of the Administration Phase, one player rolls 2d6 and consults the Events Table on the back page of these rules. When an event occurs, carry out its effects as detailed immediately. Most events can occur only once per game. If rolled again, it has no effect. The exceptions are: Events #3 (Earthquake) and #11 (Storms at Sea), which can occur multiple times in a game.

2.3 Replacements

Both sides may replace units. There are six cities that are *Fabricae*. This means the city has the facilities to manufacture weapons and armor. These cities are: Constantinople (1235), Nicomedia (1332), Ireneopolis (2015), Antioch (2819), Damascus (3916) and Nakhchawan (1702). For the possession of each non-pillaged *Fabrica* hex, the Muslim player may select one military unit of the Syrian army from the destroyed box into the friendly *Fabrica*. For the possession of each non-pillaged *Fabrica* hex, the Byzantine player may select one Mounted or Picked unit or one die worth of Foot-bound units from the destroyed box into friendly *Fabricae*.

2.4 Fleet Maintenance

The third segment of the Administration phase, both players must check for their fleet maintenance.

Each city or town with Anchor symbols by its name is a naval port and can support a number of naval units equal to the number of anchor symbols. *Example: Abydos has one symbol next to its name. This base can support/shelter from storms 1 naval unit.* Both players count the number of symbols they control at the beginning of their turn and the result is the number of naval units the player may have for the turn. If the number is different from the number of friendly naval units on the map, the players must adjust this by adding or removing naval units. New naval units are placed in garrison mode in any friendly controlled port hex. If a port has a pillaged marker as a result of an assault, it no longer functions as a port, and the owning player's naval maintenance suffers accordingly in the next Administration phase.

3.0 MODES

All military and naval units exist in one of 3 modes if on the map: Garrison, Patrol, and Expedition. These modes determine what a unit can do during a turn. Modes can only be changed voluntarily in the Administration Phase.

3.1 Garrison

Any unit can be placed in garrison mode.

3.1.1 To do this, a unit is placed with the shield/Anchor side up in a town or city that is up to 10 Movement Points (MPs) by land for Land units and 10 MPs by sea for Naval units from the unit's current location.

3.1.2 The town/city cannot already be occupied by enemy units. Consult the Terrain Effects Display to see how many units may stack inside a city or town.

3.1.3 Units in garrison cannot move or attack, but may only be attacked by an opposing expedition laying siege to the hex (Module 7.0).

3.2 Patrol

Only mounted Byzantine units may be placed in patrol mode. This can be done whether the unit is in garrison or on expedition.

3.2.1 Simply take the unit and place it, non-garrison side face up, in its current hex in the Admin Phase.

3.2.2 During the Byzantine Patrol Movement Phase, it may move up to 10 MPs. It may not travel by sea.

3.2.3 Only one mounted unit in Patrol Mode may occupy a hex. This does not interfere with units in garrison or Byzantine expeditions.

3.2.4 While on patrol, the unit has a Zone of Control (ZoC) of the six surrounding hexes. A Muslim expedition which enters a ZoC hex loses 2d6 worth of MPs (in addition to the cost of entering the hex).

3.2.5 If the Muslim expedition continues to move into the hex occupied by the patrolling unit (just the terrain cost to enter), both the patroling unit and one Muslim unit (owning player's choice) are removed to the Destroyed units' box.
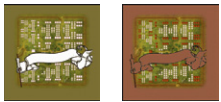
3.3 Expeditions

There are 3 Muslim Expedition counters and 1 Byzantine Expedition counter. Units currently in garrison or on patrol may be placed into an expedition. Select a hex where the expedition is to be gathered. This hex must be within 10 MPs by land or sea from one of the following friendly

controlled cities: Constantinople (1235), Damascus (3916), or Fustat (2634). The Muslim player places as many units from **one** of his armies as he wants to its army's expedition box on the map. The Byzantine player may place units from up to **two** armies to the expedition box on the map. Leaders of the mustered armies must be included in the expedition, if available. ***Exception, Constans (but never Fausta) may be substituted for another Leader in the expedition at the Byzantine player's discretion***. Lastly, place the expedition counter on the map, in non-camp mode, where the player wants it to start. Make sure the Muslim expedition counter matches the units in the expedition.

3.3.1 Expedition Movement The base movement allowance (MA) of an expedition by land depends on its composition. For all Muslim expeditions and a Byzantine expedition with only Mounted units the base MA is 40 MPs. Otherwise the Byzantine has a base MA of 20. Now subtract from the base 1 for each unit in the expedition. The result is the number of MPs the expedition has available for the turn. *Example: An expedition of two Mounted units, two Picked units and five Foot units, would be 20-2-2-5 = 11MPs.* An expedition's MPs may never be traded or saved from turn to turn. To enter each hex and/or cross a hexside costs a number of MPs, as shown on the TEC (see PAC). If a moving expedition does not have enough MPs remaining to enter a hex, then it must end its movement.

3.3.2 Expedition Activity While the expedition moves, it may attack enemy units in either field or sea battle, or enemy towns and cities via siege. It costs +1 MP to enter a hex containing an enemy unit, regardless of its mode. After fighting the battle or conducting a siege, the expedition may move further, provided it has MPs remaining to do so.

3.3.3 Camping and Attrition After ending an expedition's move for a turn, a player may choose to camp the expedition. Invert the expedition counter (to its *camp* side). During the following Administration phase, Campaign Attrition will be checked for that expedition. This is performed by rolling 1d6 on the Attrition Table (see PAC) and applying the result. On the next turn, the expedition can move again.

3.3.4 Disbanding Expeditions If a player does not want to camp, or his expedition has been defeated and has completed its rout move, then the expedition must be disbanded. The expedition marker is removed. All surviving military units are placed in garrison up to 10 MPs away into friendly towns and/or cities. Units unable to stack in the cities/towns moved to are placed in the Destroyed Units box (see Map). Leader counters may be moved to any friendly occupied hex up to 10 MPs away and if there is none, they are removed from the game.

3.4 Destroyed Units

Units can be destroyed due to battle, siege, attrition, event, or over-stacking. These units go into the Destroyed box and are out of the game. (Exception: Replacements, Section 2.3)

3.5 Leaders and Modes

Leaders are on the map but do not have modes. Leaders individually can move up to 20 MPs during a player's Movement Phase.

4.0 STACKING

Each hex has a stacking limit. The number of units that can stack in a hex is noted in the Terrain Effects Chart (TEC) on the PAC. "Picked" Units with a clear terrain hex combat value of 6+ count as two units against the stacking limit of a hex. Units that are part of an expedition do not count towards stacking. Over-stacking is checked at the end of movement each phase and the owning player must destroy units (player's choice) to bring the hex back into stacking limit.

5.0 NAVAL OPERATIONS

5.1 Guidelines

5.1.1 Naval units may only be used to carry an expedition (during friendly Movement Phase) or evacuate units under siege in a port (during opponent's turn, Section 7.3).

5.1.2 Byzantine naval units have an MA of 40 MPs; Muslim naval units have an MA of 30 MPs.

5.1.3 At the end of the campaign year, a player's naval units must have ended their movement in a coastal hex or be destroyed.

5.1.4 If a storm event has occurred, any naval units not in garrison mode in a port are destroyed. Port hexes are denoted by Anchor symbols next to the name.

5.1.5 Any military units stacked with the naval units must debark upon landing and may either:

- continue moving if they have remaining MPs,
- camp,

OR

- disperse into garrison.

5.1.6 A Byzantine naval unit can carry either 4 Byzantine Foot, or 2 Mounted units, or 1 6+ Battle value foot unit. A Muslim naval unit can carry 2 Muslim units. Each naval unit may also carry an unlimited number of Leaders.

5.1.7 Military units pay 1 MP to embark or disembark in a port hex. Military units pay 2 MPs to embark or disembark in a coastal hex. After disembarking, an expedition may continue movement on land.

5.2 Fleets in the Delta

Naval units of both sides may move into hexes that have hexsides consisting of the branches of the Nile River Delta, but they may not go further than Fustat (5634). If military units enter a hex with enemy naval units alone in the hex, the naval units are destroyed. Naval units in the Delta are not immune to storms.

Note: Fustat is not a port (no Anchor symbols), but it is a Coastal hex for purposes of embarking and disembarking.

6.0 FIELD BATTLE

A field battle is a form of combat that occurs when units of two opposing expeditions occupy the same hex. The player who moved last into the hex is always the attacker and the other player with the encamped expedition is the defender. When the player moves into the hex, he rolls 1d6. If the result is a 1, then the attacker has surprised the defender and performs a Storming the Camp (Section 6.5), otherwise it is a Field Battle.

6.1 Resolution

6.1.1 Players determine their total battle value of the units participating based on the terrain the battle is in.

6.1.2 They compare the totals (attacker to defender) and find the odds column on the Combat Results Table (CRT) that best represents the difference between the two armies (rounding down in favor of the defender). Then apply any Leader column modifiers that qualify.

6.1.3 The attacker next rolls 1d6 and consults the CRT to determine the battle's result. One army or the other may be routed (Section 6.2), completely destroyed (all of the affected sides units are moved into the destroyed box), or both may suffer an attrition result.

6.1.4 Attrition Result Both sides, starting with the attacker, must place one unit of their participating forces into the Destroyed units' box. This continues back and forth until one of the players elects to rout or one side has no further forces to destroy. If the attacker is the one with remaining forces, the expedition may continue its movement.

6.2 Rout

If a player suffers a routed result from battle, his army first must take losses.

6.2.1 If the defeated expedition is the Byzantine, it loses as many units as there are in the Muslim expedition.

6.2.2 If the defeated expedition is the Muslim, it loses as many units as there are Mounted units in the Byzantine expedition.

6.2.3 The losing player selects which units are lost.

6.2.4 Immediately remove the expedition marker and move the surviving units to friendly towns and/or cities that are at least 10 MPs away and in stacking limits. Flip the units into garrison mode.

6.2.5 Ignore Cases 6.2.1 to 6.2.3 if routing from Attrition (no additional losses).

6.3 Leaders in Battle

Some Leaders can affect battle. On the back of the leader's counter it indicates the number of odds column shifts in favor of his force he provides and whether it is for field (ground) or Sea (naval) battles before resolving the battle. If all the units of an expedition are destroyed, any Leaders with the expedition are also destroyed. In the same manner, if a Leader is alone in a hex which is entered by an enemy unit, the Leader is removed to the Destroyed units box. A Leader may not be replaced.

6.4 Byzantine Reserves

The Byzantine player (**only**) has the option to have units in reserve for a battle.

6.4.1 He declares this option before the start of battle.

6.4.2 He may select up to but not more than ½ (round down) of his units, plus one personality, and declare these as a reserve. These units are not counted in the battle.

6.4.3 Reserve units are unaffected by negative combat results. In that case, the reserve may perform one of three functions. The Byzantine player may declare after the battle result which role the reserve will be taking:

a) **Feed the Battle** If the result is Attrition, the Byzantine player may feed losses required by drawing on his forces in the reserve.

b) **Counter-Attack** If the result is rout or destruction, the Byzantine player may order the reserve to counter-attack. This is done after the initial combat roll, but before carrying out the result. The battle is refought with the Reserve units now standing in for the original units. If the Byzantine player loses, all his units, from original and reserve, are destroyed. If he wins, all the Muslim units are destroyed.

c) **Cover the Rout Move** If the Byzantine army routs, whether voluntarily or not, the Byzantine player can order his reserves to cover a Byzantine rout. This means that each mounted unit in the reserve removes the effect of one Muslim unit in determining loses before the rout move. Moreover, reserve units may not be taken as losses under this option, even if there is no other unit to lose.

6.5 Storming a Camp

If a 1 is rolled when an expedition moves into an encamped enemy expedition, surprise has been achieved and resolution of the battle is performed similar to an Attrition result (Case 6.1.4) except the defender must eliminate 2 units for every unit the attacking player eliminates, Attacker eliminates first. This continues until one side decides to rout. Mounted units **are** counted for assault or defense.

7.0 TOWN/CITY BATTLES

Unlike field battles, an expedition cannot attack an enemy garrison except by laying siege or Assaulting. In both instances, the attacking player must have at least as many units in the expedition as there are units in the town/city hex.

7.1 Siege

If the attacker declares a siege, place the expedition stack on top of the garrison.

7.1.1 The besieging player rolls 1d6 if the target is a town and 2d6 if it is a city. He multiplies the resulting sum by the number of units in the garrison. The product result is the number of MPs lost by the expedition.

7.1.2 If the Expedition has 0 or more MPs remaining, the town or city falls and its garrison is destroyed. A successful besieging player may leave as many units from his expedition's forces as he wishes in garrison mode in the conquered city or town and, if he has MPs remaining, continue moving the expedition

7.1.3 If the expedition has -1 MPs or less, the siege is stalled and the expedition will have to camp in the hex.

7.2 Assault

7.2.1 Breach the Walls If the attacker declares an assault, he must first try to breach the walls of the city or town. Roll 1d6 and consult the Siege Assault Table (see PAC).

7.2.2 Assault Procedure If the walls are breached, then the assault can take place. The attacker removes one of his units and places it in the destroyed box; then the defender does the same. This alternating destruction of units continues until one side is completely eliminated. If the walls are not breached, nothing happens and the attacking expedition must camp (Case 3.3.3) or Disband (Case 3.3.4).

Note: Mounted units cannot be used to assault or defend a town or city. If a Mounted unit is part of the defense, they are destroyed once other units in the garrison are destroyed.
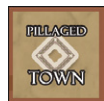
7.2.3 If a city or town is taken by Assault, roll 1d6. If a 5 or 6 is rolled, a pillaged marker is placed on the hex. From then on, the hex is treated like a pillaged town/city hex.

7.3 Ports and Siege

A player may not stop the escape of enemy units from a port, unless he has friendly naval units in the hex as well. If a player assaults a port and breaches its walls, the defender may elect to evacuate the garrison, provided he has naval units in the hex. Keep in mind the naval unit transport capabilities. The naval units transport the escaping units up to 10 MPs towards the nearest friendly unpillaged port.

8.0 NAVAL BATTLE

When a naval expedition encounters opposing naval units not in garrison, a Naval battle occurs. If any military units are camped in the same hex as the defending naval units, they may go into battle as well, provided there is room on the ships. For naval battles, players use the same CRT as for field battles. The last player to move into the hex is the attacker

8.1 Resolution

Naval units have no battle value. Use the right-side CF of the ground unit counters that are on the ships. Determine the odds (with any applicable modifiers) and then roll 1d6 on the CRT (see PAC) as you would in a field battle.

8.2 Results

8.2.1 If the result is **Attrition** (A), then both sides continue to lose a naval unit with its passengers until one side elects to rout with no additional losses.

8.2.2 If the result is **Rout** (R), the losing player loses units equal to the number of naval units in the enemy fleet, the remainder move up to 10 MPs towards a friendly port. The victorious player loses half as many naval units as the loser.

8.2.3 If the result is **Destruction** (D), all the naval units of the losing player are destroyed. The victorious player suffers no loss.

8.3 Greek Fire

All Byzantine naval units may be equipped with Greek Fire on the turn or any turn later in which either event #2 or #12 is rolled. To use "Greek Fire", roll on the Greek Fire Table (see PAC) prior to resolving naval battle. Cross-index the number of units using "Greek Fire" with a die roll. The result is the number of Muslim naval units (with their passengers) destroyed (Byzantine player's choice). The Byzantine player also loses a naval unit (Muslim player's choice) if the result is shaded.

9.0 SUCCESSION

 If Constans is killed, for any reason, then his counter is removed permanently from the map board. Empress Fausta Arshakuni is head of a new regency government with the sitting Patriarch, until her children are of age. Her counter must remain in Constantinople. Otherwise the game continues as normal.

10.0 SETUP

10.1 Procedure

The Byzantine player sets up first; then the Muslim player. Place the turn marker on the 646 space. Place their units in their home districts (denoted by color). Units must be placed "in garrison" side up—unless they are mounted, in which case they can be placed "on patrol" side up.

10.1.1 The seven units of the *Scolae* must set up in garrison cities and towns. They include: Constantinople, Nicomedia, Cios, Prussa, Cyzicus, Dorylalon, Kotyaion. Place one Scola unit in each of these locations in garrison.

10.1.2 The three units marked *Excubitor*, *Domestici Equites,* and *Domestici Pedes* are placed in garrison in Constantinople.

10.1.3 Place Paul's counter in the Patriarchal Chair box.

10.1.4 Place all ten Byzantine fleet units on the map. They are placed in garrison in port hexes up the limit of each port.

10.1.5 Up to one half of the units from the Orientales (pink) army may start in Egypt north and west of the start line (hexes 5131 to 5837). The remaining Orientales units must start in the Orientales district.

10.1.6 The six units of the Carabisianis (white) command must start in the city/town hexes denoted by their counters.

10.1.7 Constans, Fausta, and Komes Theodore counters are placed in Constantinople. Manuel's counter is placed in Alexandria. Either Musel Mamikonian's or Theodore Rshtuni's counter is placed in Dvin (1404). The Byzantine player must decide which of these two Armenian nobles may command the Armeniae army. The picked noble's counter starts in Dvin along with his clan unit. This unit will have the noble's surname. The clan unit of the unused noble is not placed on the map. The other Armeniae units appear regardless of leader.

10.1.8 The Muslim player sets up second. Place all Syrian units in Syria; Muawiyah and Uunada's counters are placed in Damascus. Place Egyptian units in Egypt south and east of the start line. Amr ibn al-As counter starts in Fustat. Keep the ten Qurayah units to the side for now. Abdallah ibn Sad is set aside (he enters with Random Event 5). Kufan army units are kept off-board for now.

10.1.9 There are no Muslim fleets at start. The first fleet units will be placed in the Administration phase for 647.

646 A.D.

TURN
A.D.
A.H.

OBSEQUIUM

BUCELLARII	BUCELLARII	FACTIO RUBER	FACTIO VIRIDIS	FACTIO CAERULEUS	FACTIO ALBUS	COMITES ARKADIAK	OPTIMATES
6 4	6 4	1 1	1 1	1 1	1 1	4 2	13 6

7 Locations (Case 10.1.1)

SCOLA SCUTAR.I	SCOLA SCUTAR.II	SCOLA GENT.SEN.	SCOLA SCUT.SAG.	SCOLA SCUT.CLIB.	SCOLA ARMAT.JUN.	SCOLA GENT.JUN.
1 1	1 1	1 1	1 1	1 1	1 1	1 1

Constantinople

EXCUBITOR	DOMESTICI EQUITES	DOMESTICI PEDES	EMPEROR CONSTANS II	EMPRESS FAUSTA	KOMES THEODORE OBSEQUIUM
3 3	1 1	1 1			

Alexandria

MANUEL the Eunuch ORIENTALES

Patriarchal Chair Box

PATRIARCH PAUL II

In Ports (Case 10.1.4)

x10

ORIENTALES (and/or up to half in EGYPT with Manuel, Case 10.1.5)

VICTORES	ISAURA SAGITTARIA	I AMERIACA	V MACEDONIA	VI PARTHICA	I TRIANA	III DIODETIANA	XXX GEMINA
1 2	2 4	2 2	1 1	1 1	1 1	1 1	1 1

COMITES HONORACI	NUMIDIAE JUSTINIANI	III DALMATAE	I FEDERATI	II FEDERATI	III FEDERATI	EQUITES THEODOROS	JIBARARII PALMIREORUM
4 2	1 4	1 4	2 2	2 2	2 2	4 2	8 1

CARABISIANIS (in six specified locations)

CONSTANTIA	ARUAD	ATTALIA	RHODES	CANDIA	ALEXANDRIA
1 1	1 1	1 1	1 1	1 1	1 1

Dvin

MUSEL MAMIKONIAN ARMENIAE	MAMIKONEA CLAN
	9 6

OR

Dvin

THEODORE RSHTUNI ARMENIAE	RSHTUNI CLAN
	3 9

(see Case 10.1.7)

ARMENIAE

IBERIA	SIWRIK	ALUNAK	IV ARMENIA	TAYK	MANANALI	SPER	VANAD CLAN	CHORKORURI CLAN	BAGRATURIK CLAN
2 2	2 2	2 2	1 4	1 1	1 1	1 1	1 4	1 4	1 4

DAMASCUS

MUAWIYAH ibn abi-Sufyan SYRIA	UUNADA ibn abi-Umaya SYRIA

SYRIA

KALB	HIMYAR	GHASSAN	LAKHM	TANUKH	SAKUN
4 4	2 2	2 2	2 2	2 2	4 2
x10	x7	x5	x3	x3	x3

FUSTAT

AMR ibn al-As EGYPT

EGYPT

HIMYAR	AKK	MADHHIJ
2 2	2 2	2 2
x7	x4	x4

OFF-MAP AT START:

Case 10.1.9

x12

EVENT 4

PATRIARCH MERCERIUS | PATRIARCH MAXIMUS | EXARCH GREGORY AFRICAN

I AFRICA	II AFRICA	III AFRICA	IV AFRICA	V AFRICA
2 2	2 2	2 2	2 2	2 2

EVENT 5

ABDALLAH ibn Sad EGYPT

EVENT 6

THEODORE RSHTUNI REBELS

RSHTUNI CLAN	IBERIA	SIWRIK	ALUNAK
3 9	2 2	2 2	2 2

EVENT 7

QURAYAH
4 4
x10

EVENT 10

HABIB ibn Maslama KUFA

SAKUN	HAMDAN	MADHHIJ
4 2	2 2	2 2
x3	x3	x2