

the Rise of the House of SA'UD

RULES

INDEX

- 1 Introduction**
- 2 Component Description**
 - 2.1 Map
 - 2.2 Terrain Features
 - 2.3 Playing Pieces
- 3 Sequence of Play**
 - 3.1 Sequence Outline
- 4 Movement**
 - 4.1 General Movement Rules
 - 4.2 Terrain Effects on Movement
 - 4.3 Reserve Movement
 - 4.4 Leaders and Movement
 - 4.5 Effects of Enemy Units on Movement

5 Leadership

- 5.1 Leadership Effectiveness Rating
- 5.2 Effects on Combat
- 5.3 Husain and Abdul Aziz
- 5.4 Leadership Restrictions

6 Initiative and Activation

- 6.1 Initiative
- 6.2 Activation

7 Combat

- 7.1 Combat Procedure
- 7.2 Resolving Combat Rounds
- 7.3 Combat Restrictions
- 7.4 Combat Modifiers
- 7.5 Reinforcements
- 7.6 City and Town Intrinsic Defense
- 7.7 Retreats
- 7.8 Promotions

8 Political Phase

- 8.1 Explanation of the Political Table
- 8.2 The British Table
- 8.3 The Emissary Table

9 Supply and Attrition

- 9.1 Supply Value
- 9.2 Attrition
- 9.3 Exceptions to Supply and Attrition

10 Recruitment

- 10.1 Recruitment Phase
- 10.2 How number of Recruits is arrived at
- 10.3 Maximum Army Size Track

11 Ikhwan

- 11.1 Ikhwan Alliance
- 11.2 Ikhwan Disapproval Table
- 11.3 Explanation of IDT Results

12 Independents

- 12.1 Independent Replacements
- 12.2 Violation of an Independent's Neutrality
- 12.3 Rasheed

13 Initial Set-Up

- 13.1 Listing of Initial Set-Up

14 Victory Conditions

1 INTRODUCTION

Rise of the House of Sa'ud is a two player game which covers the struggle between the Sa'ud and the Husain factions for control of the Arabian Peninsula during the 1920's. Each player assumes the role of the leader of one of the factions.

2 COMPONENT DESCRIPTIONS

2.1 The Map. The map represents most of the Arabian Peninsula. It has been divided into a number of areas, some of which contain cities or towns.

2.2 Terrain Features. The map contains three types of areas: cities or towns, open or desert.

Recruit



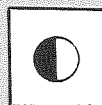
Combat Effectiveness Rating (CER)

British Armored Car



CER

British Supply Unit



British Machine Gun Unit



CER

and extreme desert. This last was known as the Empty Quarter because of its total desolation and ever shifting sand dunes.

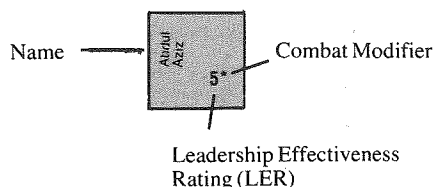
Between certain areas are mountainous area sides. These mountainous sides affect movement. There are also roads, which also affect movement.

2.3 Playing Pieces. The playing pieces are die-cut counters. There are three types of counters: combat units, leader units and informational counters.

2.31 Combat Units. Units bear faction identification, combat effectiveness, and type. Units are printed on both sides. The back side represents the unit after it has received a hit in combat.

2.32 Leader Units. Leader units are printed on one side. Each counter has the name of the leader, a leadership rating, and in some cases, a combat modifier.

Sample Leader Unit



2.33 Informational Markers. Devastated and conquered markers are placed in cities and towns when applicable. Other informational markers are used to record maximum army size, the political level and the game turn.

Informational Markers

Conquered Marker



Devastated Marker



Faction	Color
Sa'ud	Blue
Husain	Red
Ikhwan	Green
British	Tan
Independents	Purple

3 SEQUENCE OF PLAY

Rise of the House of Sa'ud is played in a series of game turns. Each turn consists of a sequence of phases, which governs the occurrence of each activity.

3.1 Sequence Outline

A Initiative Phase Order and number of movement die rolls is determined.

B Movement and Combat Phase The player rolling first rolls on the Activation Table. As each roll is made, the player whose leader has been activated decides whether to move that leader and his forces, put him in reserve, or if it is the main faction leader, broadcast activation to another leader. If the move results in combat,

that combat is then resolved before another activation roll is made. This phase continues until both players have either used up all of their activation die rolls, or decided to cease rolling.

C Political Phase The Political Table is adjusted and rolled on, and then the British Table and the Ikhwan Table are rolled on, if necessary.

D Supply and Attrition Phase Supply is checked, and attrition is rolled for units overstacked in an area.

E Recruitment Phase Army Maximum Size is checked against the number of combat units on the board for each faction. If the number of such units is less than the Army Maximum Size, then the player rolls one die, and may place that number of new recruits in controlled cities or towns, up to the Maximum Army Size.

4 GENERAL MOVEMENT RULES

Rise of the House of Sa'ud has an integrated movement/combat system. When a leader has been activated, that leader and the units under his command, as well as any lower rated leader and his units, stacked with the activated leader, may move and engage in combat.

4.1 General Movement Rules

4.11 Only leaders and the pieces the leader controls may move. The only exception to this is the British units which may move without leaders.

4.12 Leaders and the combat units they control have a movement allowance of three.

4.13 The Ikhwan leaders and their combat units have a movement allowance of four.

4.14 British infantry, machinegun units, and supply units have a movement allowance of three.

4.15 British armored car units have a movement allowance of four.

4.2 Terrain Costs

4.21 Each area costs one movement point to enter.

4.22 One extra movement point must be paid to cross a mountainous area side.

4.23 Roads in areas may be used to improve the speed of movement. Roads reduce the movement cost of an area to one-half a movement point, if and only if units are entering a road area from another road area. Mountain area sides retain their movement cost; roads do not negate them.

4.3 Reserve Movement When a leader is activated, the owning player may place that leader and his combat units in reserve rather than move them.

4.31 If a leader is placed in reserve, flip the leader counter over to signify this condition.

4.32 Units in reserve may move during another leader's movement. To move units in reserve, the owning player announces reserve movement and interrupts the movement of whatever units are currently moving. The reserve units are then moved, and any resulting combat is resolved. At the conclusion of this process, the interrupted movement may be resumed.

4.33 Units in reserve may not interrupt another reserve movement. They may, however, interrupt a unit or stack that another reserve unit or stack has already interrupted.

4.34 When both players announce a reserve movement at the same time, the leader with the higher effectiveness rating moves first. If the effectiveness ratings are the same, roll a die to determine the order of movement.

4.35 Units in reserve, that do not move by the end of that movement phase, may not move. The leaders that are flipped over are returned to their front sides. Reserve may not be carried

over from one turn to another.

4.4 Leaders and Movement

4.41 Leaders may only move units they begin the current activation with.

4.42 Since leaders may move more than once per turn, the units a leader may move during that turn may change, but when activated, rule 4.41 is always in effect.

4.43 Leaders may drop off units during movement, but they may never pick up units. Only at the beginning of an activation may leaders pick up units in the area they begin their movement in.

4.5 Effects of Enemy Units of Movement. When friendly units enter an area containing enemy units, movement stops. An enemy leader alone in an area does not stop movement. In this case, the enemy leader would be eliminated.

5 LEADERSHIP

The heart of the *Rise of the House of Sa'ud* game system is leadership. The Sa'ud-Husain struggle was not fought between two well organized and disciplined armies, but rather between two loosely organized groups. Each side functioned only through the leadership of a few men, who hoped to successfully meld, through feudal attachments, religious adherence, and personal loyalty, a force strong enough, and fierce enough to defeat the other side.

5.1 Each leader has a leadership effectiveness rating (LER) that is used in a variety of ways.

5.11 The LER represents the number of combat units a leader may move during an activation.

5.12 The LER also represents the number of subordinate leaders a leader may control in the same area. The subordinates' combat units do not count as the leader's limit. Thus, a 4 rated leader stacked with a 3 rated and 2 rated leader could move up to 9 combat units, if the 4 rated leader moves them as one stack.

5.13 The LER is also used to determine leader subordination. If there is more than one leader of a faction, the highest LER has all the others subordinate to him. The only exception is Shareef Husain ibn Ali, the leader of the Husain faction, who is always in command of any other leaders he is stacked with.

5.14 When leaders with the same LER are present in the same area, the player may choose which is in command, subject to the following exceptions. The first exception concerns any situation involving Husain. In such case rule 5.13 is followed. If the situation involves a faction leader and an independent but allied leader, the faction leader is always in charge.

5.15 The LER also represents the number of times a leader may be activated. Remember, placing a leader in reserve counts as an activation.

5.2 Effects on Combat

5.21 All leaders with combat modifiers have a combat bonus of 1 which may be applied to the combat effectiveness of one combat unit under his command.

5.22 If, as a result of combat, a leader has no more combat units remaining with him in the area, and the opposing force does, roll one die. If the result is six, the leader is eliminated. Any other result allows the leader to be moved to the nearest friendly force. That leader may not then be moved further during that game turn.

5.3 Husain and Abdul Aziz

Shareef Husain ibn Ali and Abdul Aziz ibn Sa'ud were the leaders of their respective families and factions. As such, in game terms, they have special abilities.

5.31 Neither leader may ever be subordinate to any other with whom they may be stacked.

5.32 When activated, they may give the activation to any other leader in the same area. This leader may then move freely with his combat units, but may not go into reserve through such an activation.

5.33 When activated, the faction leaders may broadcast the activation to a leader in a different area. When attempting this activation, the player rolls one die. If the result is less than or equal to the LER, the leader and his combat units may move. If the result is higher than the LER, the leader may not move. This simulates the message never arriving, being ignored, or some other mischance. In either case, successful or not, the activation has been used.

5.34 If leaders are activated by Husain or Abdul Aziz, such activation does not count against the leaders' LER activation limit. See 5.16.

5.4 Leadership Restrictions

5.1 Leaders may only control combat units of their own faction. The only exception to this rule are allied British units. They may move independently of leaders, or if stacked with a leader, may be controlled and moved by that leader.

5.42 Subordinate leaders may only move under their commander's activation if they move with that leader. They may not split off and move in another direction. If subordinate leaders are activated separately they may function without this restriction and split off.

6 INITIATIVE AND ACTIVATION

6.1 Initiative. At the beginning of each turn, each player determines his initiative through the following procedure: Each player begins with a base initiative figure and then adds any applicable modifiers. The base Sa'ud initiative is 6, the base Husain initiative is 4. The modifiers are as follows:

Allied with the Ikhwan	+3
Allied with Kuwait	+2
Allied with Yemen	+1
Allied with Muhammed Idrisi	+1
Controls Mecca	+1
Controls Medina	+1

6.11 When each player has determined his initiative, they are compared. The player with the higher initiative determines who will roll the dice first for that turn, on the activation table. If the initiative figures are the same, the Sa'ud player decides the issue.

6.12 The initiative numbers equal the number of times each player may roll on the activation table. Example: the Sa'ud player is allied with the Ikhwan, giving him an initiative of 7. The Husain player controls both Mecca and Medina, for an initiative of 8. The Husain player determines who rolls first, and has a maximum of eight dice rolls, while the Sa'ud player has a maximum of seven rolls.

6.13 A player need not roll his full maximum number of rolls. He may choose to roll any number of times less than the maximum or none at all.

6.14 At the start of a player's activation rolls, he may announce that he is forfeiting all of his rolls, and instead may choose to activate any one of his leaders.

6.2 Activation. When rolling on the Activation Table, take two dice, each of a different color. Designate one die as the tens die, and the other as the units die. Roll both dice and then find the result on the table. The name arrived at is the leader who has been activated, even if he

is a leader of an opposing faction.

6.21 Leaders may, during a turn, only be activated a number of times equal to their LER.

6.22 When an independent leader, not currently controlled by either player, is activated, the leader may not be moved, but the dice roll is still counted. Ikhwan exception, see 11.42.

6.23 British units are not activated by the table. A player controlling a British unit may move that unit in lieu of one of his activation dice rolls. He may move the unit only once per turn. Each British unit under the player's control may be moved, independently of any leaders, in this fashion. British combat units may also be moved by a faction leader, if stacked with the leader at the beginning of the activation. This movement may be in addition to the independent movement outlined above.

7 COMBAT

If at the end of a leader's movement, the leader and his forces occupy an area with an enemy force, or an enemy or neutral town or city, then combat will occur.

7.1 Combat Procedure. The following procedures should be used to resolve each combat.

Step 1. Both players remove their units to the side, and line them up opposite each other. (In combat against an unoccupied town or city this is not necessary.) The defender places his leaders and units first, followed by the attacker. Starred leaders, which have the combat modifier, may be placed with combat units of the owner's choice, one leader per unit. Each unit must be paired off against each enemy unit. Excess units will then be stacked with units at the owning player's discretion.

Step 2. If Ikhwan units are present and the force they are a part of has initiated the combat, a die is rolled to determine whether or not they have surprised their opponents. On a roll of 1, 2, or 3, surprise is achieved; a roll of 4, 5, or 6 means that there is no surprise. If surprise is achieved, the Ikhwan force gets one free round of combat, and the results are applied before the first mutual round occurs.

Step 3. Both players proceed to roll one die for each unit in their force, applying any results simultaneously.

Step 4. At the end of each round (after Step 3), either player may elect to retreat from the area. There is no movement after combat to follow a retreating unit.

Step 5. Rounds of combat continue until one side is either eliminated or retreats. If friendly leaders and/or combat units are adjacent to the contested area, they may reinforce the combat by moving into the area after the first round of combat is completed. This movement does not count against the leader's LER for activation purposes. Following this movement (or opportunity for movement), return to Step 1 if combat is to continue.

Step 6. At the end of combat, the player whose force remains in the area may promote one recruit unit to experienced.

7.2 Combat Results

7.2.1 Each combat unit may fire once at the enemy unit it was placed opposite of at the beginning of the round. The die is rolled for each fire and is compared to the firing unit's effectiveness rating. If the result is greater than the effectiveness rating, the fire misses. If the result is equal to or less than the effectiveness rating, then a hit is scored.

7.22 When a combat unit has been hit, it is flipped over to its backside (pale color). If the unit is already on its backside (already hit once) it is

eliminated. In essence each unit has two steps. The first step loss is restored, however, at the end of the combat (not the round), as long as the unit survives. This simulates the loose discipline in these units with personnel drifting off at the sound of the guns and drifting back after the fighting to collect the spoils.

7.3 Combat Restrictions

7.31 Leaders may never be fired at.

7.32 Leaders may never fire.

7.33 Only leaders with the combat bonus have any effect on combat.

7.4 Combat Modifiers

7.41 Leaders with the combat bonus add one to the combat effectiveness of the combat unit they are stacked with during the combat round. The leader may only use his combat bonus with one unit per round. The leader may switch to different combat units between rounds. Two starred leaders may not add their combat bonus to the same unit in the same round.

7.42 Any combat unit firing at a British machinegun unit suffers a reduction of one to its combat effectiveness.

7.42 All combat modifiers are cumulative.

7.5 Reinforcements. At the end of the first combat round, both sides may elect to reinforce the battle. Only leaders and/or units immediately adjacent to the battle area are eligible. There must also be at least one friendly unit remaining in the battle area at the end of the first combat round. If all the units of one side are eliminated in the first round, the battle is over and no reinforcement may occur.

7.6 City and Town Intrinsic Defense. Each town or city on map has an intrinsic defense that is used in the event it is attacked while it is unoccupied by combat units. They may be conquered only after this defense is eliminated.

7.61 The intrinsic defense of each town or city is equal to the supply capacity number of the area. For combat purposes, the intrinsic defense is treated as if it were a combat unit, and must be hit twice before it is destroyed.

7.62 Intrinsic defense is never used in a city or town when friendly combat units are present. The two exceptions to this rule are Mecca and Medina, whose defense may be used in conjunction with combat units.

7.63 Intrinsic defenses may not retreat.

7.64 Intrinsic defenses may be rebuilt if the town or city returns to the control of its original owner. Only Yemen, Kuwait, Ikhwan, British, Sa'ud and Husain towns or cities have the ability to renew destroyed intrinsic defenses. This occurs immediately, when the town or city has been recaptured by its original owner.

7.7 Retreats Retreats may be conducted by either player at the conclusion of any round of combat.

7.71 If a player elects to retreat, he must retreat all of his leaders and combat units, up to their complete movement allowance from the battle area.

7.72 All leaders and combat units must retreat as a single stack to the same area.

7.73 Units which retreat (and leaders as well) may not be activated for the remainder of the current game turn. They may, however, retreat again as the result of another combat.

7.74 Retreating leaders and units may not retreat into an area containing enemy units. If they do so, they are eliminated.

7.75 Retreating leaders and units may retreat into an area containing friendly units, and in no way affect the future activation of those units.

7.76 Ikhwan units and leaders never retreat. They asked for no quarter, and gave none.

7.77 Leaderless units may retreat only to an adjacent, non-enemy occupied area.

7.8 Promotions. When victorious in battle against enemy combat units, the victor may promote one of his recruit combat units.

7.81 After each combat is resolved, with only one faction remaining in the disputed area, the owning player may promote one recruit combat unit (if he has one present in that area) to an experienced combat unit, if such are available. When promoting, remove the recruit unit from the map and replace it with an experienced unit of the same faction. Ikhwan units are never promoted, they are always considered experienced. Independent units are never promoted. This is because of the loose discipline of the units and the constant influx of inexperienced personnel and outflow of experienced personnel. The counter mix for experienced and recruit units for each faction is static. If when promoting a recruit unit there is no experienced unit counter to replace it with then the recruit unit is not promoted. This is for the same reason as given for the independent units — to simulate the loose discipline and inflow and outflow of personnel. If an experienced unit becomes available later it may only be used to promote a recruit unit following combat. Only the forces of the Husain and Sa'ud factions are capable of promotion.

7.82 Promotion does not occur in combat against the intrinsic defense of an unoccupied town or city.

7.9 Conquest of Cities and Towns. Cities and Towns can be conquered in the following ways.

A If the intrinsic defense of an unoccupied city or town is destroyed, and the owning player does not reinforce it before this happens, then the attacking force conquers the city or town, as long as they have at least one combat unit remaining.

B The attacking force has eliminated or driven off the combat units defending the city or town.

7.91 When a city or town has been conquered, its supply value is added to the maximum army size track of the conquerer, and subtracted from the maximum army size track of the defeated player, unless the city or town was independent at the time.

7.92 When a city or town is conquered, place a conquered marker of the appropriate faction in the area.

7.93 Conquered cities or towns may, in some instances, be devastated by the conquerer.

7.931 Whenever Ikhwan forces are present in the conquering force, there is a chance they will devastate the city or town, regardless of the wishes of the owning player. If the Ikhwan make up 100% of the conquering force, they will devastate on a die roll of 1-4, on a single die. A roll of 5 or 6 means the city or town is simply conquered. If the Ikhwan make up 51% to 99% of the conquering force, they will devastate on a roll of 1-3, and conquer on a roll of 4-6. If the Ikhwan make up 25% to 50% of the conquering force, they devastate on a roll of 1 or 2. At less than 25% of the force, they will not devastate.

7.932 Cities and towns that have been devastated have their supply value reduced to 1. No recruits can be raised in a devastated city or town. The maximum army size track is not adjusted for the winner, only for the loser.

7.933 The forces of either the Husain or Sa'ud factions may elect to devastate a town or city they conquer at the cost of 2 political points. The track would be adjusted 2 points to the right if the Husain faction devastated a town or city, and 2 points to the left if the Sa'ud faction did.

8 POLITICS

During each game turn, certain events may occur causing the adjustment of the political

track in favor of one faction or the other. Depending on which direction it is adjusted, benefits may accrue to one of the factions, even to the point of an automatic victory.

8.1 During the Political Phase, each player checks the modifiers on the Political Table, and adjusts the table according to any applicable modifiers. After this is done, the appropriate player rolls one die, and applies the result, as given by the Political Table. On the columns labeled —9 to 0, the Husain player rolls, and on the columns labeled 1 to 9 the Sa'ud player rolls.

8.11 If the result is —, nothing happens.

8.12 If the result is Brit., then the player rolls another die on the British Table.

8.13 If the result is Emissary, then the player rolls one die on the Emissary Table.

8.14 If the result is Aut. Vic., then the player has won an automatic victory and the game ends.

8.2 The British had extensive interests in the Middle East during the time, controlling many of the countries surrounding the Arabian Peninsula. On the Peninsula itself they had outposts at Aquaba, Aden and Kuwait. British favor and aid is often a critical factor in the outcome of the game.

8.21 There are four different units that a player may acquire through the British Table: armored car, machine gun, supply or infantry. If acquired, these units are made available at one of the above mentioned British outposts at the discretion of the acquiring player. Each of these units has special abilities.

8.22 The armored car units have a movement allowance of 4.

8.23 The machine gun units have a negative modifier that is applied against any unit attacking them. This modifier reduces that unit's effectiveness rating by one point.

8.24 The supply unit can be used to supply an entire stack no matter how many units it has, for one turn, in any area. The supply unit is consumed, when so used, and removed at the end of the turn.

8.25 British infantry act with the effectiveness rating of experienced troops.

8.26 Additionally, these units may move under the command of a faction leader, or they may be moved once per turn independently in lieu of an activation die roll. In such a case one British unit replaces one die roll. A British unit could take advantage of both types of movement. It could be moved independently at the beginning of the player's turn to an area with a leader. That leader may then be activated later in the turn, allowing the unit to be moved again.

8.3 There were at the time, other factions in Arabia, who were initially aloof from the Husain-Sa'ud struggle. Via the Emissary Table they may become involved on one side or the other.

8.31 If a named faction is the result rolled on the table, then that faction becomes allied to the rolling player's faction. This applies even if the named faction already belongs to his opponent. People do (and did) sometimes change sides.

9 SUPPLY AND ATTRITION

Desert is one of the harshest places for any endeavor, particularly for war.

9.1 During the Supply and Attrition Phase, each area with combat units is checked for supply. Leaders alone do not have to check for supply. Each area is printed in a particular color.

This represents the number of units it may supply per turn. Mecca, for example, has a value of five, while the areas of the Empty Quarter have supply values of zero. If the number of units in the area exceeds the supply value, then the excess units must roll for attrition, one at a time.

9.2 Combat units that must undergo attrition have one die rolled per unit. If the result is equal to or less than their combat effectiveness rating, they have successfully foraged, and suffer no ill effects. If the result is higher, the unit is eliminated.

9.3 Exceptions to Supply and Attrition

9.31 British supply units will supply all units in a single area for one turn.

9.32 British combat units are considered to be always in supply. As such they do not count when comparing the number of combat units to an area's supply value.

10 RECRUITMENT

During the Recruitment Phase players attempt to raise new units for their armies.

10.1 First, each player compares the number of combat units belonging to his faction that are currently in play to the number on the Maximum Army Size Track. This number represents the total amount of Supply Value of the cities and towns in his possession. If he has more units than this number, the excess units must be removed from play. The owning player decides which units will be removed.

10.2 If there are less combat units than the Maximum Army Size number, then new units may be recruited. One die roll is made, and that number of Recruit units may be placed in play, up to but not exceeding the Maximum Army Size. These Recruit units may be placed in any friendly city or town.

10.3 The Maximum Army Size reflects the manpower pool available for recruitment. It is arrived at by totaling the supply values of all friendly cities and town. Friendly towns and cities are those that started the game belonging to the respective faction, and have not been conquered by the opposition, or are enemy cities and towns that have been conquered, and are so marked with a "Conq." marker of the appropriate color. Changes in the Maximum Army Size through the conquest or loss of towns and cities are recorded immediately, and take effect during the next Recruitment Phase. Devastated towns or cities are never added to anyone's Maximum Army Size, only subtracted when the devastation occurs.

11 THE IKHWAN

Ikhwan means "The Brotherhood." The Ikhwan were a fundamentalist Muslim sect that centered its views around the teachings of Muhammed ibn Wahhab, with one slight difference. Wahhab was a man of the city preaching a fundamentalist doctrine intended for city dwellers, but it was the Bedouin tribes, nomads, who heeded his call.

Sprinkled at various waterholes across the desert, the Bedouins were encouraged by the Ikhwan to stop their nomadic ways, and take up the sword for the "Army of God." Xenophobic was the best way to describe their attitude towards outsiders of the sect, and that definitely included fellow Muslims. The Ikhwan were in a constant state of war preparation, waiting for the next Jihad that was sure to come. In battle they were utterly fearless, giving no mercy and expecting none.

11.1 Ikhwan Alliance. The Ikhwan are an independent faction usually controlled by the Sa'ud player, but can become neutral or change sides.

11.11 At the start of the game, the Sa'ud player controls the Ikhwan.

11.12 The Ikhwan can change allegiance only through the Ikhwan Table. (11.2)

11.13 Ikhwan towns, and cities or towns conquered by them, can only provide recruits for the Ikhwan. For Ikhwan conquest procedure, see 7.931.

11.2 The Ikhwan Disapproval Table

Due to their fundamentalist doctrine, fanatical behavior, and distrust of just about everyone, any alliance with the Ikhwan was bound to be shaky, and about as safe as a lighted firecracker. During the Political Phase, the number of Ikhwan conquered or devastated cities or towns is compared with the Ikhwan number on the Turn Record Track. This number is the number of cities or towns that must have been conquered or devastated by the Ikhwan by that game turn. If the condition has been satisfied, then the Ikhwan Disapproval Table need not be consulted. Each time this condition is not met, the Ikhwan Disapproval level is increased by 1, and the table must be consulted.

11.21 Should the need arise to consult the Ikhwan Disapproval Table, the player currently controlling the Ikhwan rolls one die on the appropriate column.

11.3 Explanation of Ikhwan Disapproval Table Results

11.31 The name of a city or town as a result means that all of the Ikhwan leaders and combat units, when activated, move directly and quickly toward that place until they have either conquered or destroyed it. If before this is accomplished another city or town has been rolled on the Ikhwan Disapproval Table, then both must be conquered or devastated by them before the controlling player can do anything else with the Ikhwan.

11.32 A "neutral" result means that the Ikhwan leaders and combat units return immediately to any of their original towns that they control, or to any conquered cities or towns they control. No player controls the Ikhwan at that point. The Ikhwan Disapproval Table is returned to 0. After this, however, the Ikhwan Disapproval Table can be moved up again in the normal manner, and future results take effect. In case the Ikhwan are neutral and the table must be rolled on, either player may do so. If a city or town result is rolled, the Ikhwan may be activated normally and moved by either player, by the most direct route.

11.33 A "change alliance" result means that the Ikhwan change sides and are then controlled by the other player. The Ikhwan Disapproval Table is moved to 0, but as above, may increase again in the same manner.

12 INDEPENDENTS

There are independent factions that are not, at the start of the game, allied to either the Husain or the Sa'ud faction. They may at some point be acquired by either side as allies. The factions are Kuwait, Yemen, Asir, and the British.

12.1 Independent replacements. Kuwait, Yemen, and British infantry may always replace losses automatically during each recruitment phase up to their army capacity.

12.11 Kuwait's army capacity is 4, and replacements are placed at al Kuwait.

12.12 Yemen's army capacity is 4, and replacements are placed at Sana'a.

11.13 The British army capacity for infantry is 4, and replacements are placed at Aden, Baghdad, al Kuwait, or Aquaba.

12.14 If replacements cannot be placed because the designated area(s) have been conquered by an opponent, then they are lost.

12.15 The Asir have no replacements, because they have no troops. Only the leader, Muhammed Idrisi, is available as an ally, and the faction who gains him must supply him with combat units if he is to take part.

12.2 Violating an Independent's Neutrality

If a neutral independent's areas are entered by a force belonging to either of the warring factions or their allies, the independent becomes an ally of the other player. Thus, if a Sa'ud force crossed into Yemen territory, the Yemen leader and his combat units would come under the control of the Husain faction.

12.21 If the British infantry units at Aden, Baghdad, Kuwait or Aquaba are attacked, then the British immediately become allies of the other faction, and that player may roll once per turn on the British Table.

12.22 When Asir's neutrality is violated, Muhammed Idrisi is moved to the nearest force of the other player, and may be used to command any of that player's combat units, up to his LER.

12.3 While Sa'ud ibn Rasheed and Muhammed ibn Talal are Husain leaders in the game, they were not actually part of the Husain faction. They had, however, such intense hatred for the Sa'ud family, that they became Husain allies before the start of the game context.

13 INITIAL SET-UP

13.1 Independents

Ahmad ibn Jubir and 3 recruits

..... al Kuwait (Kuwait)

Imam Yahya and 3 recruits . Sana'a (Yemen)

Muhammed Idrisi Turabeh (Asir)

13.2 Ikhwan

Khalid and 2 Ikhwan Khurmah

Faisal al Daweesk and 2 Ikhwan

..... Al Artawiyah

Sultan and 2 Ikhwan Ghot Ghot

Initial Maximum Army Size 8

13.3 Sa'ud

Abdul Aziz and 3 recruits Riyadh

Muhammed and 3 recruits Riyadh

Sa'ud and 3 recruits Riyadh

Fais'al and 2 recruits Riyadh

Initial Maximum Army Size 9

13.4 Husain

Husain and 4 recruits Mecca

Ali and 2 recruits Mecca

Feisal and 3 recruits Medina

Abdullah and 1 recruit Medina

Sa'ud ibn Rasheed and 2 recruits Hail

Muhammed ibn Talal and 1 recruit ... Hail

Initial Maximum Army Size 21

13.5 British

1 British infantry unit each in Aden, Baghdad, al Kuwait and Aquaba.

13.6 The Political Track starts at zero.

14 VICTORY CONDITIONS

Victory occurs in one of two ways.

14.1 Victory occurs when an automatic victory is rolled on the Political Table.

14.2 At the end of game turn 16, if automatic victory has not occurred, then the players compare Maximum Army Sizes, and the player with the larger figure is the winner. Only the

Maximum Army Size of the main factions are counted, any allies are not. In case of a tie, the Husain player is the winner.

DESIGNER'S NOTES

About two and a half years ago, while taking a course on the Twentieth Century history of the Middle East, I came across the formation of the state of Saudi Arabia. The more I researched, the more convinced I became that there was a game in the historical situation. At the time, GDW's *A House Divided* was all the rage on beer and pretzel nights around here. So, I decided to use a variant of that system as the basis for the game. The combat system remains essentially the same, while most other aspects of the game have been changed.

Once I had a working model, Mark and I began to kick the game around and came up with the salient features of the campaign that we wanted to stress. The end result was to focus on leaders and the effects of the adverse climate on the campaign.

The heart of the system is the leadership rules. While fought in the Twentieth Century, the campaign in many ways was a contest between two feudal forces. As such, the personal qualities of the leaders become doubly important. In game terms, the leaders are the most important pieces on the map, which was our intent.

The problem of representing the adverse climate conditions finally was solved by the severe supply and attrition rules. In one game, I swept across the desert toward a lightly defended Riyadh, but with adverse die rolls on attrition, my proud force of two leaders and five combat units dwindled to two leaders and one combat unit. My force had literally vanished in the wind and sand. While very frustrated at the results, which led to my eventual defeat, I was satisfied that the climate of the Arabian Desert was being adequately represented.

In the end, both Mark and I are satisfied with the end result or our labor, and hope that you enjoy playing it as much as we have designing it.

—Robert Markham

CREDITS

Designers: Robert Markham, Mark Seaman.

Game Developer: Joe Derie

Playtesters: John Jacobs, Brian Gustems, Ed Kraft, Mike Kranski, Mike Stewart, Phil Lake, Tom Hill, Fred Carter.

BIBLIOGRAPHY

Antonius, George. *The Arab Awakening* G.P. Putnam's Sons, 1946

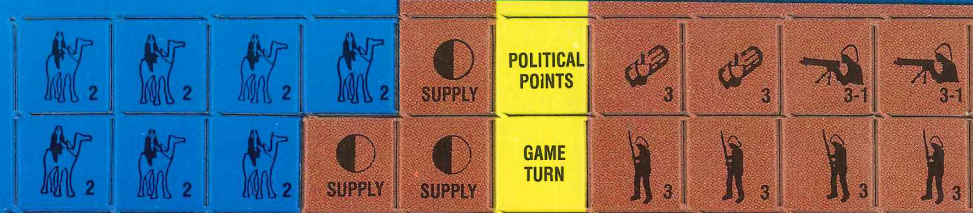
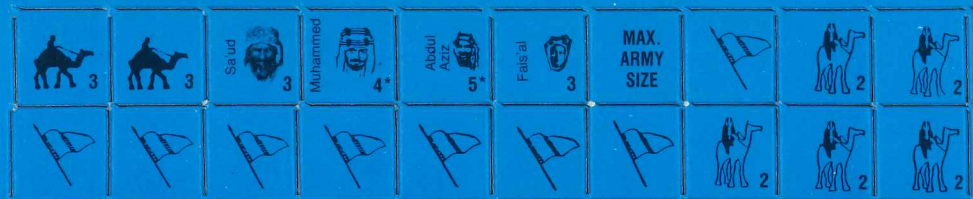
Halliday, Fred. *Arabia Without Sultans* Penguin, 1965

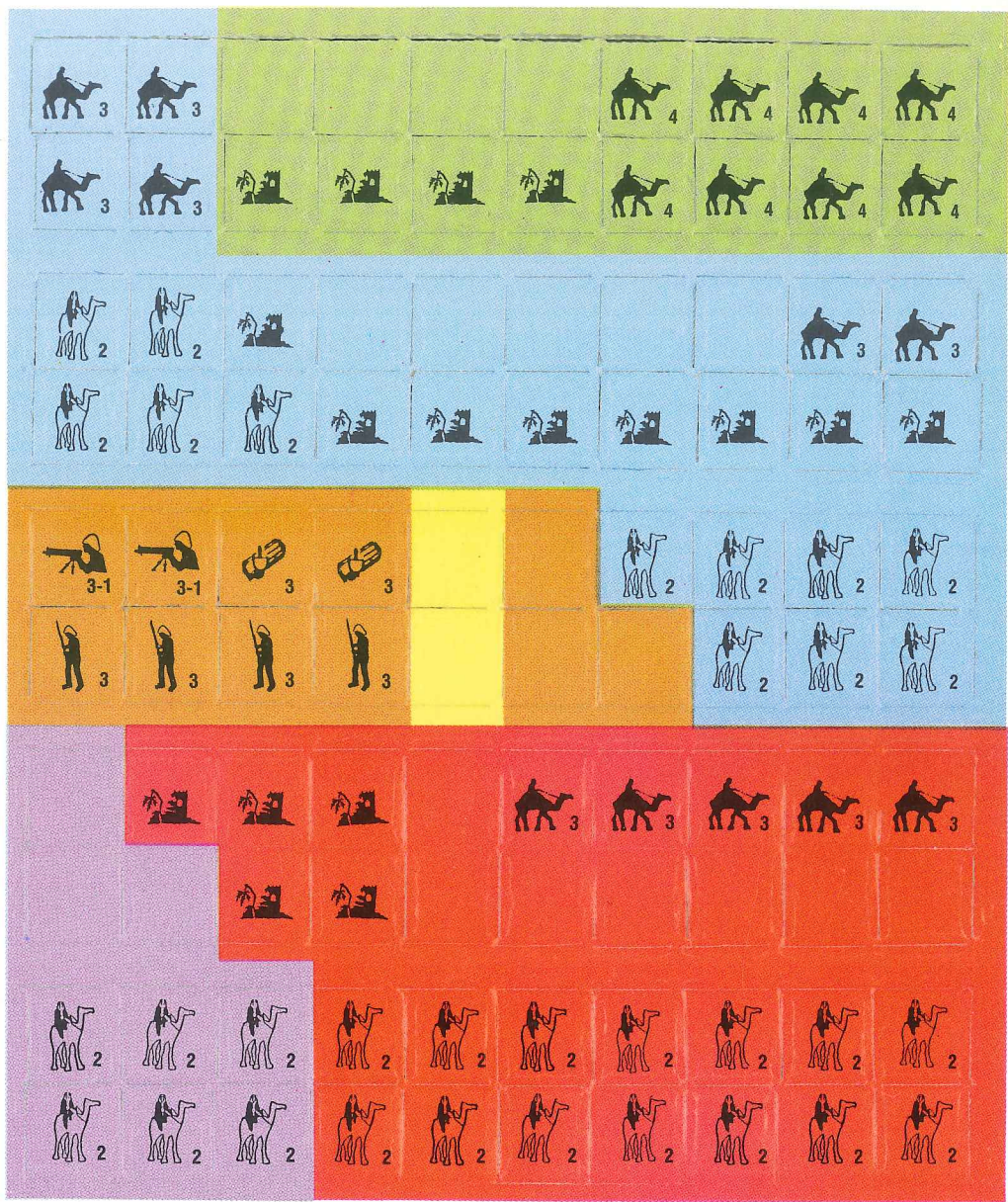
Howarth, David. *The Desert King: A Life of Ibn Saud* Collins, 1964

Lacey, Robert. *The Kingdom* Avon Books, 1981

Troeller, Gary. *The Birth of Saudi Arabia: Britain and the Rise of the House of Sa'ud* Frank Cass, 1976

THE RISE OF THE HOUSE OF SA'UD





Die Roll	British Table
1	•
2	Supply
3	Supply
4	Machine Gun
5	Armored Car
6	Infantry

IKHWAN DISAPPROVAL TABLE

+1	+2	+3	+4	Die Roll
Neutral	Neutral	Neutral	Change Alliance	1
Neutral	Turabah	Layla	Jubail	2
Turabah	Yabren	Jubail	Riyadh	3
Buraydah	Hail	Dhahran	Mecca	4
Anayzah	Hofaf	Jeddah	Aqaba	5
				6

ARMY MAXIMUM SIZE

0	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25	26	27	28	29
30	31	32	33	34	35
36	37	38	39	40	41
42	43	44	45	46	47
48	49	50	51	52	53
54	55	56	57	58	59

TERRAIN FEATURES

Road	
Town	
City	
Mountain Ridge	
Desert	
Sea	
International Boundaries	

AREAS

0
1
2
3
4
5

Key: Background color tells number of units supplied.

HUSAIN PLAYER ROLLS

Die Roll	-9 or less	-8/-7	-6/-5	-4/-3	-2/-1	0
1	•	•	•	•	•	•
2	British	British	•	•	•	•
3	British	British	British	•	•	•
4	Emis'ry	Emis'ry	British	British	•	•
5	Aut.Vic	Emis'ry	Emis'ry	British	British	•
6	Aut.Vic	Aut.Vic	Emis'ry	Emis'ry	British	British

HUSAIN

- 1 for each turn in which no Sa'ud units occupy any area containing a road.
- 3 control of Riyadh (1st Turn Only).
- 2 control of Ghor Ghor (1st Turn Only).
- 1 control of Yabreen (1st Turn Only).
- 1 first time Ikhwān destroy a city or town.
- 1 third time Ikhwān destroy a city or town.
- 1 6th time Ikhwān destroy a city or town.
- 1 12th time Ikhwān destroy a city or town.
- 4 if Ikhwān destroy Mecca or Medina.

SA'UD PLAYER ROLLS

+1/+2	+3/+4	+5/+6	+7/+8	+9 or more	Die Roll
•	•	•	•	•	1
•	•	•	British	British	2
•	•	British	British	British	3
•	British	Emis'ry	Emis'ry	Emis'ry	4
British	British	Emis'ry	Emis'ry	Aut.Vic	5
British	Emis'ry	Emis'ry	Aut.Vic	Aut.Vic	6

SA'UD

- +3 control Mecca (1st Turn Only).
- +2 control Medina (1st Turn Only).
- +1 control Jeddah (1st Turn Only).
- +1 control Jubail (1st Turn Only).
- +2 control Sana'a (1st Turn Only).
- +1 control Hail (1st Turn Only).
- +1 control Tabuk (1st Turn Only).
- +1 per turn Sa'ud unit in any area containing a road.

ACTIVATION TABLE

11	Ahmed ibn Jubir (Kuwait)
12	Sa'ud ibn Rasheed (Husain)
13	Faisal Daweesk (Ikhwān)
14	Khalid (Ikhwān)
15	Faisal (Husain)
16	Sa'ud (Sa'ud)
21	Muhammed (Sa'ud)
22	Iman Yahya (Yemen)
23	Abdul Aziz (Sa'ud)
24	Husain (Husain)
25	Faisal Daweesk (Ikhwān)
26	Sultan (Ikhwān)
31	Ali (Husain)
32	Sa'ud ibn Rasheed (Husain)
33	Abdul Aziz (Sa'ud)
34	Khalid (Ikhwān)
35	Muhammed ibn Lalal (Husain)
36	Abdullah (Husain)

Base for die rolls:
Sa'ud: 4
Husain: 6

41	Faisal (Sa'ud)
42	Abdul Aziz (Sa'ud)
43	Husain (Husain)
44	Muhammed (Sa'ud)
45	Faisal Daweesk (Ikhwān)
46	Muhammed ibn Lalal (Husain)
51	Ali (Husain)
52	Sa'ud ibn Rasheed (Husain)
53	Sa'ud (Sa'ud)
54	Husain (Husain)
55	Abdul Aziz (Sa'ud)
56	Sultan (Ikhwān)
61	Faisal (Husain)
62	Muhammed Idrisi (Asir)
63	Khalid (Ikhwān)
64	Abdullah (Husain)
65	Muhammed (Sa'ud)
66	Faisal (Sa'ud)

Modifiers:
Ikhwān: +3
Kuwait: +2
Yemen: +1
Mecca: +1
Medina: +1
Muhammed Idrisi: +1

the Rise of the
'House of
SA'UD

RED SEA

PERSIAN GULF

GULF OF ADEN

