

ALLAH AKBA'AR.

(Yet another brilliant variant from the active and fertile brain of the incomparable genius, John G. Robertson.)

1. Allah Akba'ar is a Diplomacy variant for 11 players. The normal 1971 Diplomacy rule-book is used, except as given below.

2. The Countries are:-

The Eastern Roman Empire (Byzantium, for short) :-

Ana* Arm Buc Cha* Cib Col Ops Opt* Pap* Sam Sel* Thr

The Crusader States:-

Kingdom of Jerusalem:-

Acr* Ail* Asc* Jaf Jem* Jer Her Pet Tur

County of Tripoli:-

ChM Han* Sai Sur* Tib Ton Tri*

Principality of Antioch:-

Ant* Asi Hm* Idl* Lal Tar Tor

County of Edessa :-

Gol Kil* Mar* Mur* Sik Urf

The Mohammedan States:-

The Seljuk of Rhum :-

Fir* Irm* Mas* Mer Siv Tek Tuz* Urg

The Atbag of Mosul :-

AlM* Dic Kir Rez Tab* Van Zan*

The Dominions of the Atabeks:-

Ale* Anh* Ham* Irb Pal Ram Tik

The Emirate of Damascus:-

AlR Amm Bas* Dam* Riy Sar* Zaw

The Caliphate of Cairo:-

Alx* Asw* Awj BiM Cai* Dah Dum Kar Kha Kuf* Siw WaH

Saladin:-

Aka* Geb* Qus*

2. The game is played with the following units:-
Normal Armies and Fleets (A and F), Defensive Armies (DA), some Double Armies and two Double Defensive Armies (2A and 2DA), and a special unit representing Saladin himself.

3. The players start the game with the following units:-

Byzantium : Two Armies, two Defensive Armies, and one Fleet
Edessa : One Army, two Defensive Armies
Antioch : One Army, two Defensive Armies
Tripoli : One Army, two Defensive Armies
Jerusalem : Two Armies, two Defensive Armies
Rhum ; Two Armies, ~~one~~ two Defensive Armies
Mosul : Two Armies, one Defensive Army
Damascus : Two Armies, one Defensive Army
Atabeks : Two Armies, one Defensive Army
Cairo : Two Armies, two Defensive Armies.
Saladin : one Army, one Double Army, one Defensive Army, Saladin.

These units may be placed anywhere within their respective territories, except for the Byzantine Fleet, which must start the game at Opt.

4. Salah-at-din Yusuf Ibn-Ayyub.
(or Saladin, Sal for short.) This is a special unit, which has no value in itself, and MUST retreat if attacked by another unit. However, it can share a province with any of the owning player's units, or with the prior permission of another player. When sharing a province, it ~~III~~ increases the strength of the other unit by one, i.e. an A becomes a 2A, a F becomes a 2F, etc. Saladin may also move by himself one province BEFORE the normal movement takes place, e.g. he can move two provinces per move-period. Saladin cannot capture Supply Centres, this must be undertaken by one of his units.
5. When Saladin units capture any of the Mohammedan Home Supply Centres, and holds that SC during the move-period immediately prior to a build-period, Saladin can build a unit either in that SC, or in one of his Home SC's. When Saladin units capture one of the special SC's, Cairo, Bernice, Tunis or Tripolitania, Saladin can build a Double Army in that particular province during the normal builds. There can be only one 2A per special SC., and if any are removed, they cannot be rebuilt.
6. There is only one Fleet at the start of the game, the Byzantine. No more Byzantine Fleets can be built, except to replace this original Fleet, if it has been removed from play, i.e. there can be only one Byzantine Fleet in play at any time. This replacement can only be built at Opt. In the build-period of 1183, or at any time there-after, Jerusalem can build one Fleet at Aila. This is the only Fleet permitted to the Crusader States, and, if removed from play, cannot be replaced. If this Fleet is built, in the build-period following, the Mohammedan's can build one Fleet at Mej., Kas or Geth. In the following build, another Fleet can be built at one of the two other provinces, and in the next build, a third Fleet can be built at the remaining province. These Fleets can only be built provided that there are SC's available, and, if two or more Mohammedan countries send in build-orders for the building of the Fleets, that particular Fleet is not built.
7. Defensive Armies. (DA's)
DA's require a SC., just as normal units, and cannot move outside the boundaries of their respective countries. Within these boundaries, however, they act under all circumstances as normal units. They may not support a unit which is outside their boundaries, and, once removed, cannot be rebuilt.
The two DA's belonging to Jerusalem are regarded as being the Knights Hospitaller and Templar, and as such, so long as they do not support each other, are regarded as Double DA's. If they are required to support each other, or to mutually support a third unit, or act in any other mutual manner, their strength, in both cases, is reduced to that of a normal Army.
8. Mecca.
Mecca is not a SC for the Mohammedans, but, if captured by any Christian unit, counts as four SC for the country capturing it. If any Christian unit moves to a position within two provinces, or sea-spaces of Mecca, all Mohammedan units MUST move back to their own

countries, and the closest unit of each, counting the provinces from Mecca, will immediately move towards Mecca. No Mohammedan unit may leave its own country, except as above, until the Christian unit(s) have moved to a point at least three provinces, or sea-spaces, away from Mecca. If Mecca is captured by a Christian unit, all Mohammedan Armies and Fleets are halved in value, and remain so until Mecca is retaken by one of the Mohammedan units.

In a similar manner, if Jerusalem is captured by any Mohammedan units, it is worth two SC's to the owning player. However, its capture has no effect upon the Christian units.

9. There is NO convoying of Armies by Fleets, but Armies can cross the stretches of water identified on the map. ↔
10. There are a number of different Victory Conditions, and these are:-
- 1) Capture Saladin (ie. attack Bal. with no space available for a retreat.)
Winner in order of size and/or elimination.
 - 2) A Christian unit occupies Mecca for two years (Must be continuous occupation, but not necessarily the same unit)
Winner in order of size and/or elimination
 - 3) A Mohammedan unit occupies Jerusalem (the Province) for two years (as above)
Winner in order of size and/or elimination
 - 4) A single power ~~loses~~ gains four times the original number of SC's it started with. eg. Edessa gains 12 SC's. Winner, that power.
 - 5) Two or more powers, allied together, gain a certain number of SC's.
Joint winners, the powers concerned.
- (To find the number of SC's needed, add the number needed for each country together and subtract
- i) 6 if only two countries;
 - ii) 12 if three
 - iii) 24 if four
 - iv) 36 if five
- etc. in the arithmetical progression.
- eg. Jerusalem and Antioch would require $16 + 12 = 28 - 6 = 22$ SC's.)
Edessa and Byzantium would require $20 + 12 = 32 - 6 = 26$ SC's)

11. The game starts in 1169 AD, and the normal spring and autumn moves, and winter builds, is used.

(OMITTED FROM 10. above :-

6) Saladin wins if he captures any four Christian, ~~and~~ any four Mohammedan, plus any fourteen other SC's.)

ABBREVIATIONS.

| | | |
|------------------------------|------------------------------|---------------------|
| Acr = Acre | Dic = Dicle | Lal = La Liche |
| Ada = Adana | Don = Dongola | Mai = Mardi |
| AES = Aegian Sea | Dum = Dumyat | Mar = Mardin |
| Ail = Aila | EBS = Eastern Black Sea | Mas = Masas |
| AJa = Al Jazirah | ECA EA = El Arish | Mec = Mecca |
| Aka = Akasha | Elg = Elazig | Mer = Mersin |
| AlA = Al Amarah | EMS = Eastern Med | Mes = Mesopotamia |
| Ale = Aleppo | Em = Emmedi | Mis = Misaha |
| AlH = Al Hasa | Esh = Esh | Mud = Mudiriyat |
| AlJ = Al Jawf | Fir = Firat | Mur = Murat |
| All = Allaqi | Geb = Geberet | Naf = Nafud |
| AlM = Al Mawsil | Geh = Gebel Hamata | Nej = Nejhd |
| AlR = Al Rutba | GOC = Gulf of Cibyrhaidon | NID = Nile Delta |
| AlT = Al Taif | GOG = Gulf of Geddes | NMS = Northern Med |
| Alx = Alexandria | Gol = Golu | Nub = Nubia |
| Amh = Amhara | GOS = Gulf of Sirte | Ops = Opsikion |
| Amm = Amman | GOT = Gulf of Tarsus | Opt = Optimatum |
| Ana = Anatoliakon | Gre = Greece | Pal = Palmyra |
| Anh = Anah | Ham = Hamah | Pap = Paphlagonia |
| Ant = Antioch | Han = Hamoe | Per = Persia |
| Ara = Armenia | Hej = Hejaz | Pet = Petra |
| Arm = Armeniakon | Hij = Hijarah | Qez = Qezel |
| Ars = Araks | Him = Hims | Qus = Quseir |
| Asi = Asi | Idl = Idlib | Ram = Ramadi |
| Asr = Asir | IOS = Ionian Sea | Rez = Rezaiyah |
| Asw = Aswan | Irb = Irbil | Rho = Rhodes |
| Awj = Awjilah | Irm = Irmak | Riy = Riyaz |
| Bad = Badaneh | Ton = Toron | Sai = Saite |
| Bar = Barkou | Tor = Tortosa | Sam = Samo |
| Bas = Basra | Tra = Tripolitania | Saw = Sawla |
| Der = Der Bernice | Tri = Tripoli | Sin = Sinai |
| EdH = Sir Misah_a | Tun = Tunis | Sik = Siverek |
| EOJ = Bay of Jaffa | Tur = Turbanie | Siv = Sivas |
| EOS = Bay of Siwa | Tuz = Tuz | Siw = Siwa |
| Buc = Bucellarion | Urf = Urfa | SOC = Sea of Crete |
| Cai = Cairo | Urg = Urgap | Sor = Sea of Rhodes |
| ChA = Chaldia | Van = Van | Su_r = Sur |
| ChN = Chastian Neuf | Wad = Wadi Naifa | Tab = Tabriz |
| Cib = Cibyrhaidon | WBS = Western Black Sea | Tak = Tabuk |
| CMS = Central Med. | WMS = Western Med. | Tar = Tarsus |
| Col = Colonea | Zan = Zanjan | Tek = Tekat |
| Cre = Crete | Zaw = Zawr | Thr = Thrakesion |
| Cyp = Cyprus | Zef = Zeffin | Tib = Tiberias |
| Daa = Dahra | | Tik = Tikrit |
| Daf = Dabar | | |
| Dah = Dahkla | | |
| Dam = Damascus | | |
| Dan = Danishmend | | |
| DAR = D artanles | | |

