

## **The War of the Pan-European Caliphate (15 July 2017)**

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During Ramadan of 2028, after an extended worldwide economic crisis triggered by the economic collapse of several European countries and the Euro Currency in 2021, the governments of Germany and France collapse. It began as a bloodless coup with the forces of the Pan-European Caliphate taking over control of both countries and uniting them under one Islamic government. The Pan-European Caliphate is the political arm of the New Order Jihad in Europe and the World (NOJEW) and has been agitating for the imposition of Sharia upon not only Muslims but non-Muslims in Europe. As the economic crisis drags on combined with ever increasing unanswered acts of terrorism the hopeless and dispirited people of Europe just give up. During the Ramadan celebrations the leaders of Germany and France convert to Islam en masse and declare their allegiance to the Pan-European Caliphate (hereinafter the PEC). Millions of everyday citizens also convert to Islam lured by promises of zero taxes, shorter work weeks, and better medical and dental care.

Within weeks the few remaining Jews of France and Germany are rounded up and killed along with Christian clergy and those “conservative” political leaders who refuse to convert to Islam. After a month the bloody orgy of killing ends and most of the major urban areas of France and Germany have been taken over. Sharia is imposed upon the population. There are pockets of resistance and the major institutions of the two now united countries are in turmoil, but France and Germany are gone.

This game will be based loosely on Tiny Epic Galaxies.

The Game will be Played in Stages:

1. Deal (or Buy) Attack Cards.
2. Use Attack Cards to try to Conquer Region Cards.
3. Distribute Power from captured Region Cards.

Each Player will represent one possible Empire rising from the ashes of Europe:

1. The PEC.
2. The New Ottoman Sultanate.
3. Russia.
4. The Eastern European Alliance.
5. The Northern Front.
6. The Mediterranean Confederation.

Each Empire will have its own Empire Matt/Card which will have a place for the player’s collection of Region Cards, Attack Cards, and a counter of some kind for Military, Cultural, and Financial Power. It will also have the Empire’s Open Goals, and a place to put the Secret Goal card.

## REGIONS

Europe will be broken up into regions that will be represented by Region Cards. Each Region Card will have a number indicating the Game Points it provides to the player who holds it, and the Military, Cultural, and Financial Power which it produces each turn for the holding player. This production can be reduced or increased by the actions of the Players – for instance the regions held by the PEC will all initially have a reduced production due to the chaos of the collapse of Germany and France and the creation of the new regime, but the PEC player can invest to have the production increase during the game. Each Region Card will also have a number of Target Spaces that will be used to capture the Region Card. Some Region Cards will have more Target Spaces than others. Each Empire will start out with a small number of Region Cards that are part of its Empire (not all the cards of the Empire). The rest are shuffled and placed face down on the table. A certain number of cards will be dealt face up and placed upon the table at the beginning of the game, and replaced by new Region Cards as they are captured or completely destroyed.

<b>REGION</b>	<b>EMPIRE</b>	<b>CLASSIFICATIONS</b>
Isle de France (Greater Paris Region)	The Pan-European Caliphate	Game Points: Military: Culture: Money:

## ATTACKS

Players will compete to capture these cards using various types of attacks (which can also be defenses or counter-attacks) that can be purchased by them with a combination of Military, Cultural and Financial Power. Examples of attacks can be diplomatic, military, espionage, cultural, fomenting rebellion, economic aid, etc. Each attack will require a different combination of Powers. These will be represented by Attack Cards placed face down on the table with three randomly dealt directly to each player at the beginning of the game, and replaced as they are used from the top of the deck (or in the alternative can be placed face up on the table to be purchased by players during the purchase phase, perhaps with bidding).

During an attack the Player will put an appropriate colored token on one or more Target Spaces of the Region Card. Depending upon the power and nature of the Attack Card this may result in partial or complete capture of the Region Card. Other Players can counter your attack with attacks of their own removing your tokens from the Target Spaces. These attacks, defense, and counter-attacks may result in damage to the Regions Cards production which will be shown by moving the production token for each card downward, or they may result in the complete destruction of the Region Card.

### TYPES OF ATTACKS (each card):

<b>MILITARY</b>	<b>DIPLOMATIC</b>	<b>OTHER</b>
Ground Invasion (common border) 1 Money and 1 Military for each Army delivered	Peace Mission (to counter an Invasion) 1 Culture and 1 Money for each Diplomat Cessation of conflict for 1 turn	Economic Aid to Ally 1 Culture and 1 Money can deliver as much Money and Military to your Ally as you like
Naval Invasion (common water feature) 2 Money and 1 Military for each Army delivered	Offer of Mediation 2 Money for each Diplomat delivered 3 <sup>rd</sup> party not involved in conflict can force a temporary cessation of conflict for 2 turns	Aid to Devastated Region 1 Culture and 1 Money can restore the a production of any 1 Region by 1
Air Invasion 4 Money and 1 Military for each Army delivered	Secretly Encourage Insurrection 1 Culture and 1 Money delivers 1 Army to a Region in play (this can be used to attack a Region, or defend a Region under attack)	Develop Peaceful Nuclear Power 1 Culture and 2 Money
Air Bombardment (only in support of an Invasion by you or another player) 2 Money and 1 Military Destroys one enemy Army		
Nuclear Attack (must have nuclear weapon capability) 4 Money and 2 Military SERIOUS CONSEQUENCES – Destruction of Region, Fallout around contacting Regions, Possibility of automatic retaliation, etc.		

Each Player will have one or more open goals:

1. The PEC has several goals – unite the various regions of the former Germany and France into a single nation, and conquer as many neighboring regions as possible.
2. The New Ottoman Sultanate has several goals – unite the regions that were part of Turkey and the Balkans, and to conquer as many neighboring regions as possible.
3. Russia – restore the Russian Empire.
4. The Eastern European Alliance – Survival.
5. The Northern Front – Survival.
6. The Mediterranean Confederation – Survival.

In addition to open goals, there will be Secret Goals represented by a single Secret Goal card given to each player at the beginning of the game.

There can be 2 to 6 players. Where there are not enough players for all of the above Empires simply assign those Empires that can be assigned, and then put the remaining cards into the Region Card deck to be fought over by the players.

Winning the Game – When a Player acquires a certain number of Region Cards (or Game Points as shown on the Region Cards) the game goes into final stage. At the end of the turn the players add up their Region Card Points, Open Goal Bonuses, and Secret Goal bonuses.