

# THE BRITISH WAY

## Arab Revolt

1936-1939



*Designed by Stephen Rangazas*

## RULES OF PLAY

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## 1.0 Introduction

*The British Way: Arab Revolt* is a game in the *Enemy of My Enemy* expansion for *The British Way* COIN multipack. Alongside its accompanying game, *Japanese Occupation*, the historical simulations included in the expansion allow players to explore how earlier conflicts shaped the insurgencies in post-war Palestine and Malaya. More specifically, the games illustrate how the British in each conflict made alliances of convenience with future insurgent opponents to combat an immediate common threat.

*The British Way: Arab Revolt* covers British counterinsurgency efforts against Palestinian Arab rebels from 1936-1939. The game particularly focuses on the period from the start of the widespread rural insurgency in 1937 to the White Paper announced at the conclusion of the revolt in 1939. It foregrounds the two major sides: the British colonial government and a loose collection of Palestinian Arab rebels nominally led by the Arab Higher Committee (AHC). Each side of the conflict was composed of a wide coalition with its own internal divisions, such as the contribution of Jewish armed groups to the British counterinsurgency efforts and the divisions between local rebel commanders and the AHC. These divisions and their long-term consequences are explicitly modeled in the game's mechanics.

The British response to the Arab Revolt consisted of widespread coercive measures in the form of collective punishments against the Palestinian population, including punitive fines, searches, detention, home demolitions, and hostage taking. The game does not shy away from these harsh measures and instead highlights them as core mechanics, because to do otherwise would invalidate any educational benefit. To understand the Palestinian Arab community's difficulties in forming effective resistance against Jewish armed groups in the 1940s, one must understand the exhaustion caused by British measures to subdue the earlier revolt. Similarly, British cooperation with Jewish armed groups, Irgun and Haganah, against the Arab rebels strengthened these groups ahead of their own resistance to British rule.

Although it is part of an expansion to *The British Way*, and uses many components from the original *Palestine* game, *Arab Revolt* is an entirely standalone game with new mechanics unique to this conflict. Players should carefully read the rules that follow and not assume any mechanical similarities with previous multipack games.

### 1.1 General Course of Play

In *The British Way: Arab Revolt*, one Event card at a time is revealed from the shared draw deck, and both players will have an opportunity to either execute that Event or perform an Operation from a unique menu, possibly adding a Special Activity. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and British Political Will is adjusted, possibly triggering an instant victory for the Rebels side, after which both players receive an opportunity to collect additional assets and redeploy their forces.

### 1.2 Components

The following components from *The British Way* multipack and the *Enemy of My Enemy* expansion are required to play *The British Way: Arab Revolt*:

- A 17"x22" mounted *Palestine* game board (1.3).
- A Rebel Available Forces (1.4) overlay tile that goes over the Irgun Available Forces box printed on the board.
- A Unity Track (6.6) overlay tile that goes over the Haganah Track printed on the board.
- A deck of 35 *Arab Revolt* cards (5.0).
- 9 light blue cubes ('Police'), 15 tan cubes ('Troops'), 6 blue embossed octagonal cylinders ('Irregulars'), 15 red embossed octagonal cylinders ('Guerrillas'), 5 flat red discs ('Bases'), 2 embossed cylinders (blue and red)—note that this is fewer than the total number of wooden pieces included in *The British Way* multipack; any excess should be set aside while playing *Arab Revolt*.
- Six black and three white pawns (3.1.1).
- Specific markers from *The British Way* countersheet: 1x Political Will, 3x Curfew, 9x Support/Oppose, 15x Sabotage/Terror, 7x Capability—all other markers should be set aside while playing *Arab Revolt*.
- Specific markers from the *Enemy of My Enemy* countersheet: 6x Punish, 9x Operations, 1x Unity, 2x Out of Play.
- Two player aid sheets.
- One Propaganda Round aid sheet.
- Two six-sided dice (one red, one blue).
- This rules booklet.

### 1.3 The Map

The map shows British Mandatory Palestine with some of the southern portion of Beersheba subdistrict removed for gameplay purposes. The map also includes the four Foreign Country spaces adjacent to Palestine—ignore the text in these spaces reading ‘Out of Play’ while playing *Arab Revolt*. Two overlay tiles, Rebel Available Forces and Unity Track, are placed over Irgun Available Forces and Haganah Track respectively.



**1.3.1 Map Spaces.** Map spaces include Districts, Cities, Railways, and Foreign Country spaces. All spaces can hold forces (1.4).

**1.3.2 Districts.** The map shows the six Districts of Mandatory Palestine. Several Districts include a City space in them or have Railway spaces cutting through them. Rebel pieces and Opposition markers in Districts affect Victory (7.0). Curfew markers may be placed in Districts by British Deploy (3.2.1) and Events (5.0).

**1.3.3 Cities.** There are 3 major City circles on the map: Haifa, Tel Aviv-Jaffa, and Jerusalem. Rebel pieces and Opposition markers in Cities affect Victory (7.0). Curfew markers may be placed in Cities by British Deploy (3.2.1) and Events (5.0).

**NOTE:** Ignore the numerical values in each District and City while playing *Arab Revolt*.

**1.3.4 Railways.** There are 4 major Railway spaces on the map: Egypt to Tel Aviv-Jaffa, Tel Aviv-Jaffa to Jerusalem, Tel Aviv-Jaffa to Haifa, and Haifa to Syria. Railways cutting through Districts are a separate space but are adjacent to all spaces they touch. Sabotaged Railways do not affect movement but do count towards Victory (7.0). Railways may never hold Bases (1.4.2).

*EXAMPLE: British Troops on the Tel Aviv-Jaffa to Haifa Railway are adjacent to Tel Aviv-Jaffa, Haifa City, Haifa District, Samaria District, and Lydda District.*

**1.3.5 Adjacency.** Adjacency affects the movement of forces and implementation of certain Events (5.0). Any 2 spaces that border one another are adjacent.

**1.3.6 Prison.** The Prison box is where Rebel Guerrillas are placed when removed through the British ‘Detain’ Punishment Chit (1.7) used with their Punish Special Activity (4.2.1) or Events (5.0). Some Events may also send Bases to Prison. All pieces in Prison are returned during the Reset Phase of the Propaganda Round (6.5).

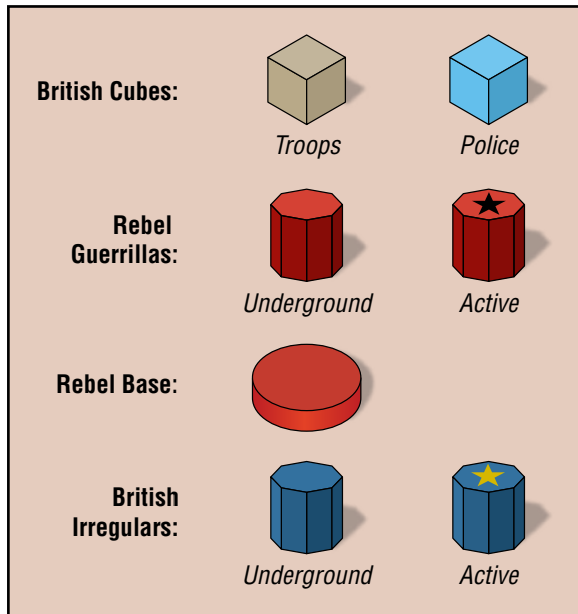
**DESIGN NOTE:** Unlike Irgun during the Jewish insurgency, the Arab Revolt was a large widespread insurgency. Although the British used massive and indiscriminate detention of Palestinians during the conflict, such efforts had a less severe attritional effect on the movement than against the much smaller clandestine group of specialists that made up the Jewish insurgent organizations.

**1.3.7 Foreign Country Spaces.** Ignore the “Out of Play” text printed on the map board for the Lebanon, Syria, Transjordan, and Egypt spaces. Instead, Lebanon and Syria begin in play as playable spaces for the Rebels. At setup, “Out of Play” markers are placed on Transjordan and Egypt. They may enter play through Events (5.0). Rebels may select Foreign Country spaces in play for Rally (3.3.1), March (3.3.2), and Mobilize (4.3.1). British Operations (3.2) and Special Activities (4.2) may never select Foreign Country spaces.



## 1.4 Forces

The wooden pieces represent the Factions' various forces: British Troops (tan cubes) and Police (light blue cubes), Irregulars (blue cylinders), Rebel Guerrillas (red cylinders), and Rebel Bases (red discs).



**Important!** The British in *Arab Revolt* uses only 9 light blue cubes. The remaining 6 light blue cubes should be set aside and not used while playing *Arab Revolt*.

**DESIGN NOTE:** The British Way: Arab Revolt uses Guerrillas unlike the “Cells” of The British Way: Palestine because the Arab Revolt was a large rural insurgency with more in common with the insurgent organizations included in The British Way: Malaya and The British Way: Kenya.

**1.4.1 Availability and Removal.** Keep forces Available for placement in the Faction's Available Forces box. Forces removed from the map go to Available. **EXCEPTION:** Rebel pieces removed to Prison (1.3.6).

- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

**Important!** Factions, while executing an Operation, Special Activity, or Event to place their own forces, may take them from elsewhere on the map if the desired force type is not Available. Rebel pieces in Prison may not be moved in this way.

*EXAMPLE:* Rebels without Available Guerrillas could remove Guerrillas from the map during a Rally (3.3.1) to place them Underground, either in the same space or a different space.

**1.4.2 Stacking.** No more than two Rebel Bases (1.4) may occupy a single space. Rebel Bases may never occupy Railways (1.3.4). British pieces may never occupy Foreign Country spaces (1.3.7).

- Bases placed (such as a Rebel Base via Mobilize 4.3.1, Propaganda Round 6.0, or Event 5.0) may never violate stacking.
- More than one Sabotage marker may be placed on Railways (1.3.4) whether by Sabotage (3.3.3) or Events (5.0).
- Only one Curfew marker may be placed in each District (1.3.2) or City (1.3.3) space, and never in any other kind of space.

**1.4.3 Underground/Active.** Guerrillas and Irregulars are either Underground—symbol end down—or Active—symbol end up. Operations and Events flip them from one to the other state. Rebel Bases, Troops, and Police are always Active. Always set up and place new Guerrillas and Irregulars Underground (including if replacing a piece).

**NOTE:** Unless instructions specify “Underground” Guerrilla or Irregular, it is sufficient to “Activate” already Active ones (they stay Active). Also, “moving” or “relocating” Guerrillas or Irregulars does not affect Underground status unless specified.

## 1.5 Players & Factions

The game requires two players, each playing as one Faction: the British (blue), and the Rebels (red).

**DESIGN NOTE:** The British Faction includes the British colonial government, British military, and Jewish paramilitary organizations and Arab ‘peace bands’ working with British forces to crush the revolt. The Rebels include the Arab High Committee (AHC), various local rebel commanders, and a small number of foreign fighters.

## 1.6 Opposition

Opposition markers may be placed in Districts and Cities, affecting some Operations and Special Activities and Political Will during the Propaganda Round (6.1). Cities (1.3.3) and Districts (1.3.2) always show one of two levels of attitude toward British rule in Palestine that can shift during play. Each space may be either Opposition or Neutral (indicated by the absence of any marker). Operations (3.0), Special Activities (4.0), and Events (5.0) that add or remove Opposition simply add or remove the marker.

**DESIGN NOTE:** This game does not allow the British player to build up Support for their rule over Palestine. Although a given community in Palestine may collaborate with the British or use them to protect their interests, there was little political support for the British mandate itself. Instead, Opposition markers represent areas where the Rebels have successfully mobilized the population, often through the provision of governance and coercive threats, away from passive neutrality. Unlike the widespread “Loyalism” encouraged in Kenya, during the Arab Revolt the British instead relied on more selective cooptation of Jewish irregulars and Palestinian groups into ‘peace bands’.



## 1.7 British Punishment Chits



The key resource of the British Faction is Punishment chits that reflect the different forms of collective punishments imposed on the Palestinian civilian population during the revolt.

**1.7.1 Punishment Chits.** There are six Punishment Chits with three types (two of each): Detain, Demolish, and Fine. The Punishment chits are placed in an opaque container. When a player is instructed to “draw” a Punishment chit, the chit should be drawn randomly. If a player is instructed to “select” a Punishment chit, they may choose any available chit rather than drawing randomly. Punishment chits held by the British player are public knowledge.

The British player draws and uses Punishment chits with the Punish Special Activity (4.2.1) and some Events (5.0). Once a chit is selected, any unused chits drawn this turn are returned to the pool. Used Punishment chits are set aside and not returned to the pool until the Resources Phase of the next Propaganda Round (6.2). Some Events (5.0), Passing (2.3.3), and the Resources Phase of the Propaganda Round (6.2) grant the British Punishment chits to hold. A held Punishment chit may be used in place of any drawn chits.

**1.7.2 Types of Punishment Chits.** Punishment chits come in three types: Detain, Demolish, and Fine. Each type of chit has a Punishment effect and a Mobilization effect. The Punishment effect is typically carried out before the Mobilization effect. The Punishment and Mobilization effects of each chit are as follows:



**Detain:** Remove 1 Guerrilla to Prison, then place an Opposition marker if none (Mobilization).



**Demolish:** Remove any Opposition marker, then place 1 Guerrilla (Mobilization).



**Fine:** Remove 1 Sabotage marker from an adjacent Railway (no Mobilization effect).

**DESIGN NOTE:** Punishment chits represent the British military commanders appealing to the civilian colonial government to approve different collective punishments on the population. The random draw of chits represents commanders working with the punishments already approved by civilian officials, while the ability to select chits represents commanders lobbying for a specific form of punishment. The Mobilization effect represents counter-mobilization among the population generated due to outrage from being targeted indiscriminately.

## 1.8 Rebel Operations Chits



The key resource of the Rebels Faction is Operations chits. To reflect the highly fragmented nature of the insurgency, the Rebels Faction draws Operations chits each round to determine how many spaces they may select for Operations, and what negative effects they might suffer.

**1.8.1 Operations Chits.** There are nine Operations chits with values ranging from 1 to 3 (three of each), which should be placed in an opaque container. When a player is instructed to “draw” an Operations chit, the chit should be drawn randomly. If a player is instructed to “select” an Operations chit, they may choose any available chit rather than drawing randomly. Operations chits held by the Rebel player are public knowledge.

Each round, the Rebel player draws two Operations chits, or only one if the Unity Track is at Decentralized (6.6.4), before selecting an option on the Initiative Track (2.3) and choosing which Operations chit to use. Once an option is selected, any unused chits drawn this turn are returned to the pool. Chits used by the Rebel player are set aside and not returned to the pool until the Resources Phase of the Propaganda Round (6.2). Some Events (5.0) and the Resources Phase of the Propaganda Round (6.2) grant the Rebels Operations chits to hold. A held Operations chit may be used in place of any drawn chits. The Rebels player may increase the value of their selected Operations chit through the Coordinate Special Activity (4.3.2).

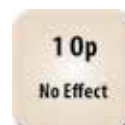
**1.8.2 Types of Operations Chits.** Operations chits have three types based on their value (1 to 3) and an accompanying effect. The value determines the number of spaces the Rebels may select when conducting Operations, regardless of whether they selected the Limited Operation or Operation & Special Activity box of the Initiative Track (but not if they selected Event or Pass). After the Rebel player carries out their choice of Operation, Event, or Pass, the British player resolves the chit effect as listed below (even if the Rebel player did not perform any Operations; but not if the Unity Track is at Centralized, 6.6.3):



**3 Value:** British may replace one Active Guerrilla with an Irregular.



**2 Value:** British may remove one Active Guerrilla.



**1 Value:** No effect.



**DESIGN NOTE:** The Operations chits reflect the advantages and disadvantages of a decentralized insurgency. The main advantage is that independent actions by local commanders allow the Rebel player to circumvent the one space restriction of Limited Operations. However, the main disadvantages are that the decentralized structure restricts the ability to launch coordinated plans with local commanders, and local commanders' tendency to defect when pushed into higher levels of activity. The latter is represented by the chit effect carried out by the British player. The disadvantages are accentuated or lessened by the level of unity among the rebel commanders, depicted by the Unity Track's effects on Operations chits.

## 1.9 Sabotage



Sabotage markers are placed on Railway spaces by the Rebel Sabotage Operation (3.3.3) and some Events (5.0), and affect Political Will during the Political Will Phase of the Propaganda Round (6.1). There is no limit to the number of Sabotage markers that may be placed on Railway spaces.

**NOTE:** Neither Rebels nor British place Terror markers, so that side of Sabotage markers can be ignored while playing *Arab Revolt*.

## 1.10 British Political Will Marker



British Political Will is tracked with a marker on the edge track. The position of this counter will determine Victory (7.0) for either side. The marker is moved during the Campaign and during the Political Will Phase of the Propaganda Round (6.1). It may never be lower than 0 or greater than 20.

## 1.11 Unity



The level of unity among rebel commanders within the Rebels Faction is tracked with a marker on the Unity Track (6.6), affecting Rebel Operations chits (1.8) and the British Divide Special Activity (4.2.2).

## 1.12 Curfews



The three Curfew markers form a pool available to the British. Curfews can only be placed if one is available. Curfews are placed in Cities and Districts by Deploy (3.2.1) and some Events (5.0). They block Rebel Rally (3.3.1) and assist in activating Guerrillas during March (3.3.2). There may only be one Curfew in each City or District space. Curfews are removed in one of three ways:

- If a Curfew space is ever empty of British pieces.
- Curfews are removed by the British with the Deploy Operation (3.2.1).
- All Curfews are removed during the Reset Phase of Propaganda Rounds (6.5).

**NOTE:** Unlike *The British Way: Palestine*, Curfews may also be placed in Districts.

## 2.0 Sequence of Play

### 2.1 Set Up

Follow the instructions on the second to last page of this booklet to prepare the draw deck and set up markers and forces. A full setup diagram can be found on the back page of this booklet.

### 2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. All played cards and the number of cards in the draw deck are open to inspection.

**NOTE:** Unlike in most previous COIN series volumes, only one Event card is revealed at a time.

**RECORD STEPS:** As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the Initiative Track's appropriate box.

### 2.3 Initiative Track

One player takes the British Faction and the blue Eligibility cylinder, the other the Rebels Faction and the red Eligibility cylinder.

When playing an Event card, the British or Rebels player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



**2.3.1 Eligibility.** Each player puts one cylinder (blue and red respectively) on the First or Second Eligible spaces of the Initiative Track.

**NOTE:** Rebels always start the game in the 1st Eligible Box.



### 2.3.2 Options for Eligible Factions.

**First Eligible:** The First Eligible player may perform a Limited Operation (2.3.5), execute the Event (5.0), or perform an Operation (3.0) with Special Activity (4.0), or Pass (2.3.3).

The player selects their desired box and places their Eligibility cylinder in the appropriate box on the Initiative Track, then immediately executes the chosen action (Limited Operation, Event, Operation with Special Activity, or Pass).

**Second Eligible:** The Second Eligible player may then choose one of the boxes not containing the First Eligible player's cylinder and conduct the action in the box selected (or Pass).

**2.3.3 Passing.** After selecting a box, players may forgo the action in the box to Pass. If British pass they select a Punishment chit to hold (1.7). If Rebels pass, they may place a Rebel Base in one District or Foreign Country space with at least one Guerrilla. Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.3.6).

**NOTE:** Ignore the Pass options written on the Initiative Track and instead consult the bottom right corner of the player aid sheets for reference.

**2.3.4 Rebel Operations.** Whether First or Second Eligible, the Rebel player must draw two Operations chits (1.8) and select one to play before choosing a box of the Initiative Track (draw only one if Unity Track at Decentralized, 6.6.4). The Rebel player may always conduct an Operation in spaces up to the chit value when selecting either the Limited Operation or Operation & Special Activity boxes. If they choose the Event box or choose to Pass, the Rebel player must still select and play an Operations chit. At the end of the Rebel player's action, even if Pass or an Event, the British player always carries out any chit effect on the played Operations chit before setting it aside (unless Unity Track is at Centralized, 6.6.3).

**2.3.5 Limited Operation.** For the British, a Limited Operation is an Operation in just one space with no Special Activity. A Rebel Limited Operation may instead select spaces up to their selected Operations chit's value (1.8), but may not be combined with a Special Activity. If the Limited Operation is a Patrol (3.2.2) or Sweep (3.2.3), it can involve pieces from multiple spaces but only one destination space.

**2.3.6 Adjust Eligibility.** After both players have selected and executed their actions, replace the Eligibility cylinders on the Initiative Track, with the cylinder in the furthest left box becoming First Eligible, and the other cylinder becoming Second Eligible.

**DESIGN NOTE:** *Selecting the Limited Operation box guarantees the player first eligibility. Likewise, selecting the Operation & Special Activity box guarantees second eligibility on the next card. Eligibility after selecting the Event space will depend on what the other player has chosen. The only way to block Events in The British Way is to take the Event space and then either play the Event or Pass.*

**2.3.7 Next Card.** After eligibility has been reset, reveal the draw deck's next card and continue play.

## 2.4 Propaganda Card

When a Propaganda card is revealed, conduct a Propaganda Round (6.0).

**NOTE:** Each series of Event Cards up to a Propaganda Round is called a "Campaign". Note that one Propaganda card, A34, has an additional effect during the Reset Phase.

## 3.0 Operations

### 3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

British Operations are generally allowed in up to three spaces unless a Limited Operation, in which case they are allowed in only one space. Rebel Operations are allowed in spaces up to their selected Operations chit (1.8) even if a Limited Operation.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces do not require that Faction's permission.

**3.1.1 Pawns.** If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

### 3.2 British Operations

The British choose from Deploy, Patrol, Sweep, and Assault Operations.

**3.2.1 Deploy.** Deploy adds Police or Irregulars and then can place or remove a Curfew in one space selected for Deploy. Select up to three District and/or City spaces with more British pieces than Rebel pieces.

**PROCEDURE:** In each selected space, place up to two Police or one Irregular. Then, in one selected space, may place a Curfew *if none*, or if a Curfew already present, may remove the Curfew and any Opposition there.

**3.2.2 Patrol.** Patrol moves cubes and protects Railways. Select up to three destination Cities and/or Railways.

**PROCEDURE:** May move any cubes to any selected Cities and Railways. Then, in each selected Railway, Activate (1.4.3) one Guerrilla for each cube there and, if desired, free Assault on one selected Railway.

**3.2.3 Sweep.** Sweep moves Troops and Activates Guerrillas. Select up to three destination Cities and/or Districts.

**PROCEDURE:** First, simultaneously move any adjacent Troops desired into selected spaces. Then, in each selected space, Activate (1.4.3) one Guerrilla for every two cubes. If



British choose to Activate an Underground Irregular in the space, instead Activate one Guerrilla for every cube.

**3.2.4 Assault.** Assault uses cubes to remove Rebel pieces. Select up to three spaces with British cubes and Rebel pieces.

**PROCEDURE:** In each selected space, remove one Active Rebel piece for every Troop in Neutral Districts, one for every cube in Neutral Cities and Railways, one for every two Troops in Opposition Districts, or one for every two cubes in Opposition Cities. First remove Active Guerrillas, then remove Bases only once no Guerrillas remain (even Underground). For each Base removed, shift Unity Track (6.6) one step toward Decentralized.

### 3.3 Rebel Operations

Rebels choose from Rally, March, Sabotage, or Ambush Operations. Rebels may select Operation spaces up to the value of their selected Operations chit (1.8).

**3.3.1 Rally.** Rally places Guerrillas and Opposition markers. Select non-Railway spaces without Curfews and with Rebel pieces or Opposition markers, up to Operations chit value.

**PROCEDURE:** In each selected space, place one Guerrilla, or up to two Guerrillas if at least one Rebel Base present. Then, in one District selected for Rally, if Rebel Base and more Rebel pieces than British pieces, Rebels may add an Opposition marker to the space if none there.

**3.3.2 March.** March moves Guerrillas. Select any spaces as origins, up to Operations chit value.

**PROCEDURE:** Move any Guerrillas in each selected origin space to any adjacent spaces. Set Guerrillas moving from one origin space to one destination space Active (1.4.3) if:

- The destination is a Railway or Curfew space and
- The number of moving Guerrillas plus the number of British forces in that destination exceeds three.

**NOTE:** Like Travel in *The British Way: Palestine*, the Rebels player selects origin rather than destination spaces. However, unlike Travel, the Rebel player does not flip their moving pieces Underground and may only move to adjacent spaces.

**3.3.3 Sabotage.** Sabotage places Sabotage and Opposition markers. Sabotage may select any spaces in Palestine with at least one Underground Guerrilla, up to Operations chit value.

**PROCEDURE:** In each selected space, Activate one Underground Guerrilla and place a Sabotage marker if Railway, or an Opposition marker if District or City.

**3.3.4 Ambush.** Ambush removes Police and Irregulars. Select any spaces with Underground Guerrillas and Police or Irregulars, up to Operations chit value.

**PROCEDURE:** In each selected space, Activate an Underground Guerrilla and remove one Police or Irregular. If three or more pieces are removed across all selected spaces, reduce Political Will (1.10) by 1.

## 4.0 Special Activities

### 4.1 Special Activities in General

When a Faction per the Initiative Track (2.3) executes an Operation (3.0), it may also execute one Special Activity (**EXCEPTION:** *Limited Operation*, 2.3.5). As with Operations, the executing Faction selects spaces, pieces affected, and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 2.3.1).

**Important!** A Faction may execute its Special Activity at any one time immediately before, during, or after its Operation.

*EXAMPLE:* Rebels Sabotage, then pause to Coordinate to increase their Operations chit value, then Sabotage in another space.

**4.1.1 Accompanying Operations.** Some Special Activities specify that they may only accompany certain types of Operations (3.0). If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

### 4.2 British Special Activities

The British choose from Punish, Divide, or Air Recon Special Activities.

**4.2.1 Punish.** Punish enables the use of Punishment chits (1.7). It may accompany any British Operation (3.2) and takes place in up to two Districts and/or Cities with Troops.

**PROCEDURE:** First, draw two Punishment chits, then select one to play and return others drawn this turn to the pool. Then, resolve the chit's Punishment effect in two selected spaces, followed by the chit's Mobilization effect in the same two spaces.

**NOTE:** British may draw and select a Punishment chit before selecting the two spaces for Punish.

**4.2.2 Divide.** Divide strikes with Irregulars or lowers the Unity Track (6.6). It may only accompany Deploy (3.2.1) or Patrol (3.2.2). Divide selects spaces up to the Unity Track value with Irregulars, or the Unity Track itself.

**PROCEDURE:** In spaces up to the Unity Track value (6.6.2), Activate an Underground Irregular to replace a Guerrilla with an Irregular in or adjacent to the space OR roll a die—less than or equal to the number of Irregulars on the map shifts the Unity Track one step toward Decentralized.

**4.2.3 Air Recon.** Air Recon reveals Underground Guerrillas. It may accompany any British Operation (3.2) and takes place in up to two Districts and/or Railways.

**PROCEDURE:** In each selected space, Activate one Guerrilla (1.4.3).



## 4.3 Rebel Special Activities

Rebels choose from Mobilize, Coordinate, or Raid Special Activities.

**4.3.1 Mobilize.** Mobilize allows the Rebels to place Bases and Guerrillas. It may accompany Rally (3.3.1) or March (3.3.2) and takes place in up to two spaces that are either Districts with more Guerrillas than Irregulars and/or Foreign Countries.

**PROCEDURE:** In each selected space, place a Rebel Base. Then, the Rebel player may place a Guerrilla in each space with Opposition (even if not selected).

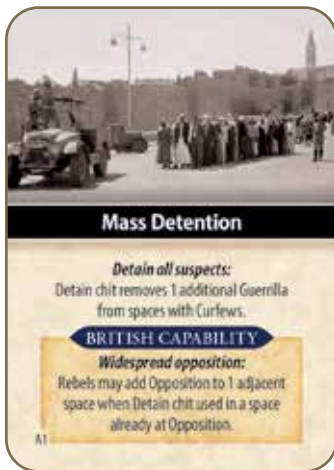
**4.3.2 Coordinate.** Coordinate allows the Rebels to select an additional space for Operations and potentially improves Rebel Unity (6.6). Coordinate may accompany any Rebel Operation (3.3).

**PROCEDURE:** Increase the value of the Operations chit selected for this turn by 1 and roll a die—less than or equal to the number of Rebel Bases on the map shifts the Unity Track one step toward Centralized.

**4.3.3 Raid.** Raid moves Guerrillas and then acts with them. It may accompany Rally (3.3.1), Sabotage (3.3.3), or Ambush (3.3.4) and takes place in up to two spaces adjacent to a Rebel Base.

**PROCEDURE:** In each selected space, move in one or two Guerrillas from an adjacent space with a Base and *if desired* perform a Limited Sabotage or Ambush there.

## 5.0 Events



Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

### 5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by the other Faction). Unless otherwise specified, the executing Faction makes all selections involved

in implementing the text, such as which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play.

**5.1.1** Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Bases where there are already two, or a Curfew where there is already one).
- Events place only Available pieces (1.4.1) and markers; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise British Political Will beyond 20 or reduce it below 0 (1.10).

**5.1.2** If two Events contradict, the currently played Event takes precedence.

**5.1.3** An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

## 5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the British, a player may select either text option regardless of Faction.

**DESIGN NOTE:** *Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

## 5.3 Capabilities

Dual-use Events marked "BRITISH CAPABILITY" or "REBEL CAPABILITY" have lasting effects mainly relating to that Faction, either positive or negative. These labels are for flavor only, and both Factions may execute Capability Events with either label. The Event's effects last for the rest of the game.

**NOTE:** Set out executed Capability Event cards near the board as added reminders, using a Capability marker to indicate which option was selected.

## 5.4 Mandatory Events

Two Event cards are designated as "Mandatory Events" (A11 ITALIAN AID and A24 TENSIONS IN EUROPE). A Mandatory Event's effect occurs immediately when drawn, before the 1st Eligible player acts. Neither player may then select the Event box of the Initiative Track (2.3) during this round.

**DESIGN NOTE:** *The two Mandatory Events, alongside the Munich Conference Propaganda card, represent exogenous shocks to the trajectory of the Arab Revolt caused by the rising political turmoil in Europe. Axis aid threatened to bolster the rebels' chances while tensions with Germany could rapidly shift British willingness to repress the revolt or make concessions to rapidly end it.*



## 6.0 Propaganda Round

Conduct a Propaganda Round in the sequence of phases below as each Propaganda card is played. The Propaganda Round aid sheet also lists this sequence.

### 6.1 Political Will Phase

Calculate the *net* effect to Political Will of the following adjustments before shifting the marker:

**6.1.1 Sabotage?** First, place a Sabotage marker on each Railway with more Guerrillas than British pieces. Then, reduce Political Will by 1 for each Railway with a Sabotage marker, and increase Political Will by 1 for every two Railways without a Sabotage marker.

**6.1.2 Rebellion Contained?** Reduce Political Will by 2 for each City or District with more Rebel pieces than British pieces. Then, increase Political Will by 1 for every two Cities or Districts without any Rebel pieces or Opposition markers.

**6.1.3 Rebel Leaders?** Reduce Political Will by 1 for each District with a Rebel Base.

**6.1.4 Enemy of My Enemy?** Reduce Political Will by 1 for every three Irregulars on the map.

**NOTE:** It's important to calculate the net shift in Political Will during these steps before moving the marker and checking victory, rather than adjusting the marker one step at a time.

**6.1.5 Victory?** If Political Will is now at 0, the game immediately ends with a Rebel victory.

**6.1.6 Game End?** If final Propaganda card and Rebels have not won, the game immediately ends with a British victory.

### 6.2 Resources Phase

**6.2.1 British.** The British player may select any one Punishment chit (1.7) to hold, then returns all other Punishment Chits to their draw pool.

**6.2.2 Rebels.** Roll a die—if less than or equal to the number of Rebel Bases on the map, Rebels may either choose to shift the Unity Track (6.6) one step toward Centralized or may select any one Operations chit (1.8) to hold. Then, return all other Operations chits to their draw pool.

**6.2.3 Foreign Assistance.** The Rebel player draws an Operations chit and may Rally (3.3.1) in Foreign Country spaces up to the value of the drawn chit, even if no Rebel pieces there. Ignore any chit effect and return the chit to its draw pool after resolving.

### 6.3 Support Phase

**6.3.1 Divide.** British may perform a Divide Special Activity.

**6.3.2 Mobilize.** Rebels may perform a Mobilize Special Activity.

### 6.4 Redeploy Phase

**6.4.1 British Redeploy.** British must move Troops on Railways to any Cities, then may move any Police to any Railways or Cities. British may also remove up to half (round down) of the Irregulars on the map to Available.

**6.4.2 Rebels Redeploy.** Rebels must move Guerrillas on Railways and in Cities to any spaces with Rebel Bases, *or if none*, then to any Foreign Country spaces.

### 6.5 Reset Phase

Then prepare for the next card as follows:

- Remove all Curfew and Sabotage markers from the map.
- Return all Rebel pieces in Prison (1.3.6) to Available.
- Flip all Guerrillas and Irregulars Underground (1.4.3).
- If Munich Conference Propaganda Card (A34), place all Out of Play British Troops in any Cities.
- Reveal the next card from the draw deck and continue play (2.3.2).

### 6.6 Unity Track

The Unity Track reflects the level of centralized command the rebel leadership, notably the Arab Higher Committee (AHC), possesses over local rebel commanders in Palestine. Higher levels of centralization reflect a coordinated rebellion against British rule. Lower levels of centralization reflect a fragmented resistance with significant opportunity for the British to use 'divide and rule' tactics that split off local rebel commanders as 'peace bands'.

**6.6.1 Moving the Track.** The Unity Track is shifted toward Centralized by the Coordinate Special Activity (4.3.2), during the Propaganda Round (6.2.2), and some Events (5.0). The Track is shifted toward Decentralized by the British removing Rebel Bases with Assault (3.2.4), the Divide Special Activity (4.2.2), and some Events (5.0).

**6.6.2 Modifying British Divide.** The value of the Unity Track determines the number of spaces that the British can select for activating Irregulars with the Divide Special Activity (4.2.2).

**6.6.3 Centralized.** When the Unity Track is in the farthest rightmost space (Centralized), the Rebel player ignores all Operations chit effects (1.8).

**6.6.4 Decentralized.** When the Unity Track is in the farthest leftmost space (Decentralized), the Rebel player only draws one Operations chit each round (2.3.4) before selecting which chit to use (they may still use a held chit). Furthermore, if the Unity Track must shift further toward Decentralized when already at Decentralized, the British gain 1 Political Will for each shift.



## 7.0 Victory

Victory is determined by the level of British Political Will (1.10). British Political Will is measured on the track and can range from 0-20.

**7.0.1 Early Victory.** At the victory check during the Political Will Phase of a Propaganda round, Rebels win if British Political Will is at 0.

**7.0.2 Final Victory.** If the Rebels have not won at the end of the Political Will Phase of the final Propaganda Round, the game ends in a British victory.

### 7.1 Raising Political Will

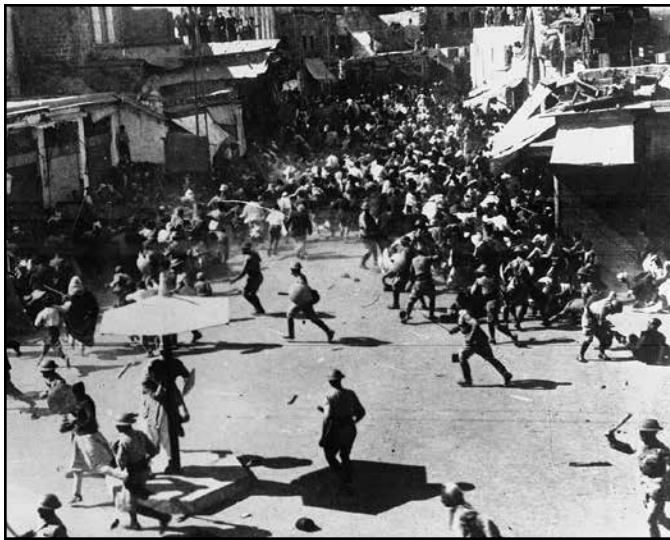
British Political Will is raised in the following ways:

- Unity Track shifts toward Decentralized while already at Decentralized (+1 PW)
- Events (+1 PW)
- At Propaganda Round, every two Railways without Sabotage (+1 PW per two Railways)
- At Propaganda Round, every two Cities and/or Districts without Rebel pieces or Opposition (+ 1 PW per two spaces)

### 7.2 Lowering Political Will

British Political Will is lowered in the following ways:

- Each Ambush that removes at least three pieces across all selected spaces (-1 PW)
- Events (-1 to -4 PW)
- At Propaganda Round, each Railway with a Sabotage marker (-1 PW per Railway)
- At Propaganda Round, each City or District with more Rebel pieces than British pieces (-2 PW per space)
- At Propaganda Round, each District with a Rebel Base (-1 PW per District)
- At Propaganda Round, every three Irregulars on the map (-1 PW per three Irregulars)



## 8.0 Example of Play

Set up the game as indicated in section 2.1 (consult the setup diagram on the back of this booklet), but construct only the first part of the deck with these cards in the following order, facedown from top to bottom: ARAB INVESTIGATION CENTRES (A13), ARAB LADIES OF JERUSALEM (A14), EX-BLACK AND TANS (A10), ITALIAN AID (A11), AL-HAJJ MUHAMMAD (A23), MONTGOMERY (A25), PROPAGANDA! (A33). We are now ready to begin.



Reveal the first card, ARAB INVESTIGATION CENTRES, from the top of the deck. Rebels are 1st Eligible and must first select an Operations chit before carrying out their turn. They draw two chits at random, one '1 Op' and one '3 Ops', and decide to use the 3 Ops chit, setting it to one side and returning the 1 Op chit to the pool. They now decide to perform a **Rally** Operation with the **Mobilize** Special Activity.

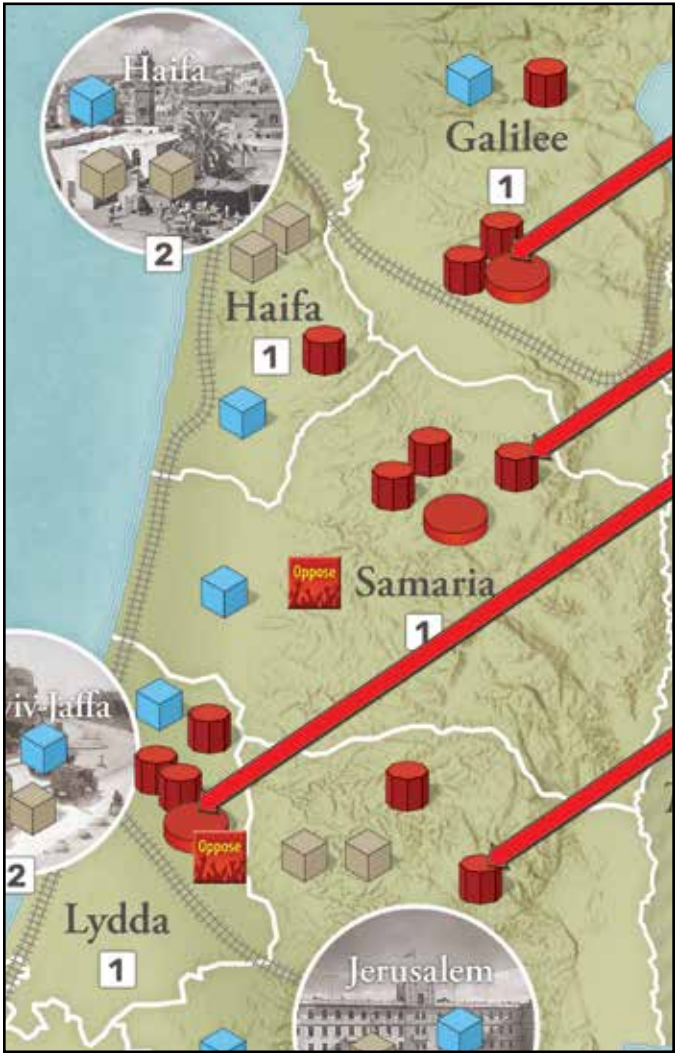
First they will Mobilize, which allows them to place a Base in up to two spaces, either Districts with more Guerrillas than Irregulars or any Foreign Country spaces. They choose to place one Base in Galilee and one in Lydda. Mobilize then also allows them to place one Guerrilla in each space with Opposition, even if not selected for the Special Activity, so they place one in Samaria.

Next they will Rally, which they can do in up to three non-Railway spaces (the value of their selected Operations chit), each of which must already have Rebel pieces or an Opposition marker, and cannot have a Curfew marker. In each selected space they can place one Guerrilla, or up to two Guerrillas if there is a Base there. They place two Guerrillas each in Galilee and Lydda

(which now have Bases), and one Guerrilla in Jerusalem District. Finally, they can place Opposition in one selected District with a Base and more Rebel pieces than British pieces, so they place an Opposition marker in Lydda.



At the end of every Rebel turn the British can apply the effect of the selected Operations chit (if any). In this case the Rebels selected a 3 Ops chit, which allows the British to replace an Active Guerrilla with an Irregular, but as there are not yet any Active Guerrillas this does not have any effect. The chit is placed to one side until the next Propaganda Round and the Rebel turn is now complete.



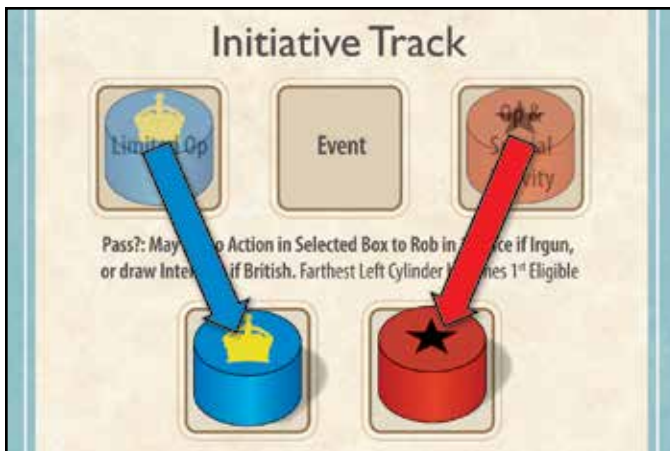
Rebel Mobilize and Rally

British can now choose from the other two boxes on the Initiative Track, Limited Operation or Event. The current Event would not have any effect as there are no Rebel pieces in Prison, so British decide to perform a Limited Sweep Operation, which allows them to move Troops into one destination from any adjacent spaces, then Activate Guerrillas in the destination. They select Jerusalem District as the destination and move in two Troops from Jerusalem City. Sweep only Activates one Guerrilla per two cubes, unless British choose to also Activate an Irregular in the space, but as there are now four Troops and one Police in Jerusalem District both Guerrillas there are Activated.



British Sweep into Jerusalem District

The British turn is now complete, and as both players have completed their turns, we reset Eligibility. The Faction whose cylinder is furthest to the left, in this case British, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.



Eligibility is reset at the end of each round

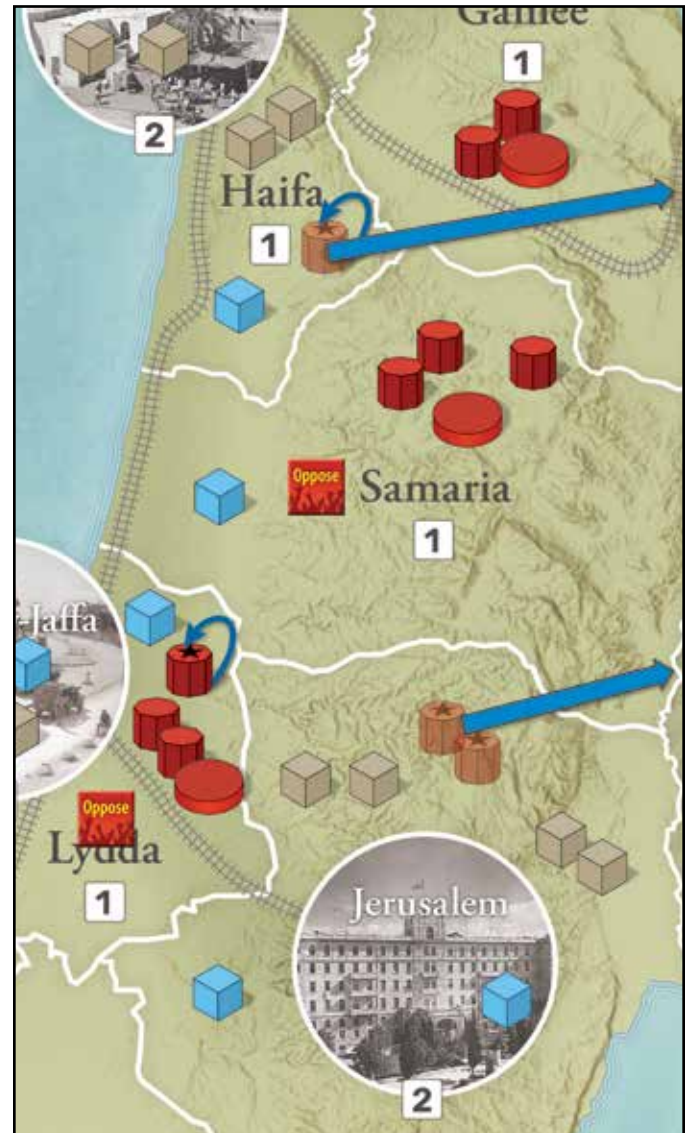


Reveal the next card: ARAB LADIES OF JERUSALEM. British is 1st Eligible and decides to perform an **Assault** Operation with the **Air Recon** Special Activity. They will use Air Recon first, which allows them to select up to two Districts and/or Railways, and Activate one Guerrilla in each. They Activate one Guerrilla in Haifa District and one in Lydda.

Next, they will Assault in Haifa District and Jerusalem

District, removing one Active Rebel piece per Troop there, in this case removing all Guerrillas in both Districts (Assault in Cities and on Railways also removes one Rebel piece per Police,

and if there is any Opposition in a space it only removes one Rebel piece per two cubes). The British turn is now complete.



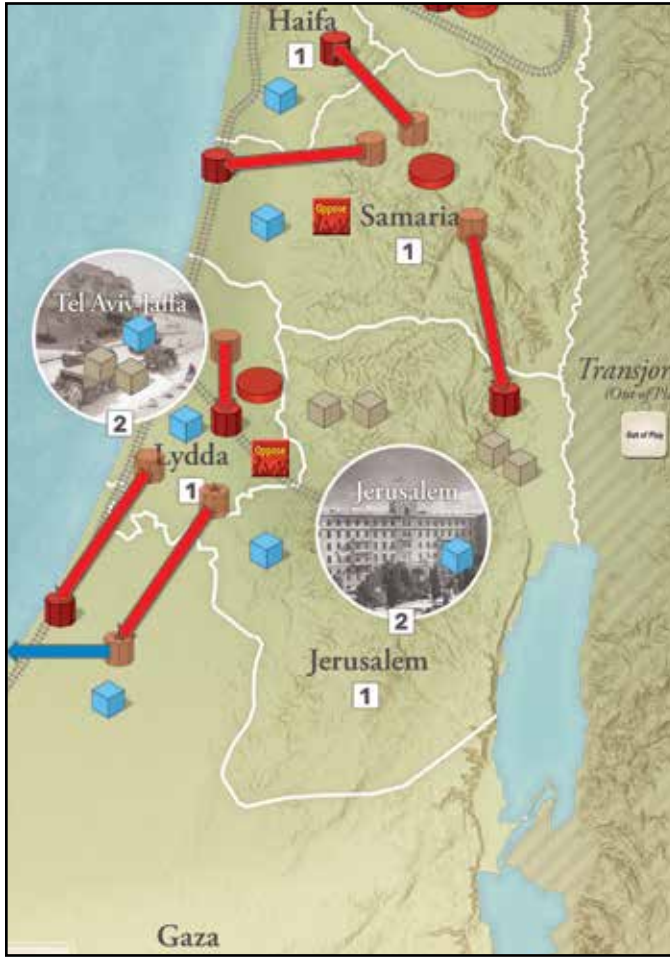
British Air Recon and Assault

The Rebels draw a 1 Op chit and a 2 Ops chit, and decide to use the 2 Ops chit to perform a Limited **March** Operation. This will allow them to select two spaces as March origins, even though the Operation is Limited. They select Samaria and Lydda as origins, meaning they can move any number of Guerrillas from these spaces to any adjacent spaces. They move as follows:

- One Guerrilla from Samaria to Haifa District.
- One Guerrilla from Samaria to the Haifa-Tel Aviv Railway.
- One Guerrilla from Samaria to Jerusalem District.
- One Guerrilla from Lydda to the Tel Aviv-Jerusalem Railway.
- One Guerrilla from Lydda to the Tel Aviv-Egypt Railway.
- One Active Guerrilla from Lydda to Gaza, which remains Active after moving.

The Rebel March is now finished, but the British are then able to use the effect of the selected 2 Ops chit to remove the Active Guerrilla in Gaza. The chit is set aside and the Rebel

turn is complete, so we reset Rebels to 1st Eligible and British to 2nd Eligible.



Rebel Limited March



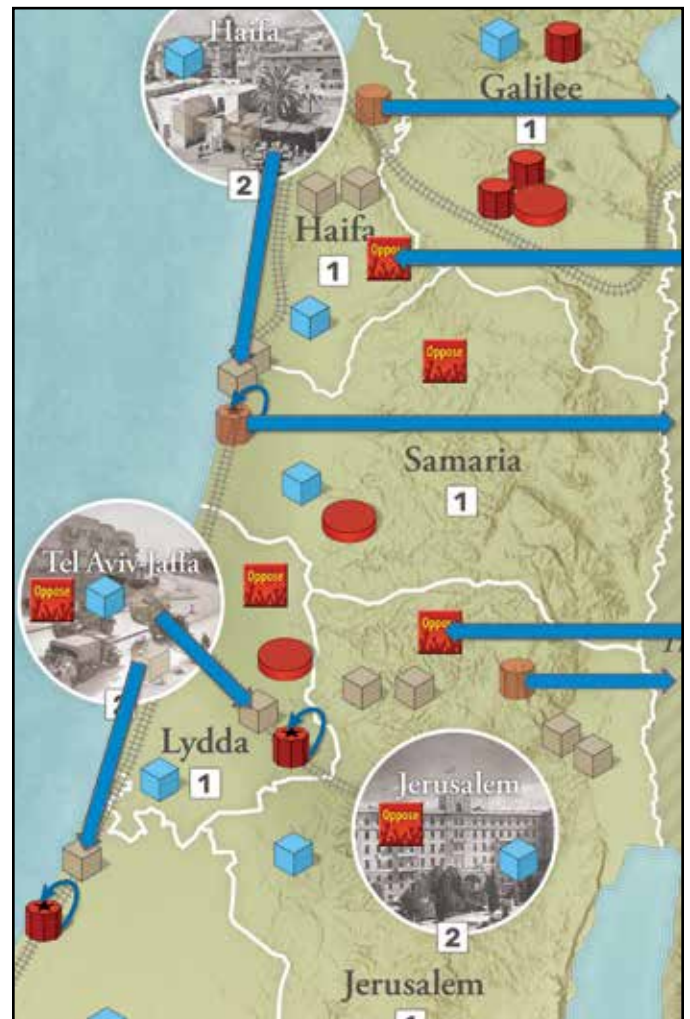
Reveal the next card: **EX-BLACK AND TANS**. Rebels are 1st Eligible and draw a 1 Op chit and a 3 Ops chit. They would like to perform the **Event** but still need to select an Operations chit, even though they won't use its value (the British will still get to use its effect). Usually this would be a good opportunity to choose a 1 Op chit, but in this case they choose the 3 Ops chit, knowing that they will be safe from its effect as there are no Active Guerrillas (and the Event will not Activate any).

The Rebels choose to execute the shaded option of the Event, which allows them to draw a Punishment chit and resolve only its Mobilization effect in two spaces with Police. They draw a Detain chit, which usually removes Guerrillas to Prison and places Opposition, but in this case will just place Opposition. The Rebels place Opposition in Tel Aviv-Jaffa and Jerusalem City, then return the Detain chit to the pool of Punishment chits.

The Rebel turn is now complete, and because there are no Active Guerrillas there is no effect from their Operations chit.

The British decide to perform a **Patrol** Operation with the **Punish** Special Activity. They will Punish first, which allows them to draw two Punishment chits and select one to use in up to two spaces with Troops. They draw Fine and Detain, and decide to use the Detain chit, returning the Fine chit to the pool. Each Punishment has a positive effect for the British, followed by a negative Mobilization effect (except for Fine). In this case they use the Detain chit in Haifa District and Jerusalem District, removing one Guerrilla from each District to Prison, but also placing an Opposition marker in each District.

The British then Patrol, which allows them to move any cubes to up to three Cities and/or Railways, regardless of adjacency. They move two Troops from Haifa City to the Haifa-Tel Aviv Railway, one Troop from Tel Aviv-Jaffa to the Tel Aviv-Egypt Railway, and one Troop from Tel Aviv-Jaffa to the Tel Aviv-Jerusalem Railway. Patrol also allows them to Activate one Guerrilla for each cube on selected Railways and then Assault on one Railway, so they Activate all three Guerrillas on the Railways and remove the Guerrilla from the Haifa-Tel Aviv Railway. The British turn is now complete, so we reset Rebels to 1st Eligible and British to 2nd Eligible.



British Punish (Detain) and Patrol



Reveal the next card: ITALIAN AID. This is a Mandatory Event, so its effect is resolved immediately before either player acts, in this case allowing the Rebels to perform two Limited Operations (equal to the number of Foreign Country spaces where they have pieces). They Rally twice, placing one Guerrilla each in Tel Aviv-Jaffa and Jerusalem City (where they are able to Rally due to the presence of Opposition,

despite having no pieces there).

The Rebels are then 1st Eligible and draw a 2 Ops chit and a 3 Ops chit. They decide to use the 3 Ops chit for an **Ambush** Operation with the **Raid** Special Activity. They Ambush first, which allows them to Activate an Underground Guerrilla in each selected space to remove one Police or Irregular there (but not Troops). Their 3 Ops chit allows them to do this in three spaces, and they select Galilee, Tel Aviv-Jaffa and Jerusalem City, removing one Police from each. Furthermore, if Ambush removes at least three pieces across all selected spaces then it also reduces Political Will by 1, so we reduce Political Will to 17.

Next the Rebels will Raid, which allows them to move one or two Guerrillas each into two spaces adjacent to Bases, then Ambush or Sabotage there if desired. They move one Guerrilla from the Base in Syria to the Haifa-Syria Railway and Sabotage there, Activating it to place a Sabotage marker. Then they move one Guerrilla from Galilee to Samaria and Ambush there, Activating it to remove the Police cube. The Rebel turn is now complete, and their Operations chit allows the British to replace one Active Guerrilla with an Irregular, which they do in Tel Aviv-Jaffa.



Rebel Ambush and Raid

British decide to perform a Limited **Deploy** Operation. Deploy can select Districts and Cities with more British pieces than Rebel pieces and allows them to place up to two Police cubes or one Irregular. In this case they decide to place one Irregular in Jerusalem District. Deploy also allows the British to place (or remove) a Curfew in one selected space, so they also place a Curfew in Jerusalem District. The British turn is now complete, so we reset British to 1st Eligible and Rebels to 2nd Eligible.



Reveal the next card: AL-HAJJ MUHAMMAD. British are 1st Eligible and decide to perform another **Deploy** Operation with the **Divide** Special Activity. They will Divide first, which gives them two options: they can either Activate Irregulars up to the Unity Track value (currently 1) to replace Guerrillas with Irregulars, or roll to try and shift the Unity Track toward Decentralized (succeeding if the roll is equal to or under the number of Irregulars on the map).

They decide to do the former, and Activate the Irregular in Jerusalem District to replace the Guerrilla in Jerusalem City with another Irregular.

Then they Deploy to place two Police each in Tel Aviv-Jaffa and Haifa District, and one Irregular in Jerusalem District. This time, instead of placing a Curfew, they decide to remove the Curfew

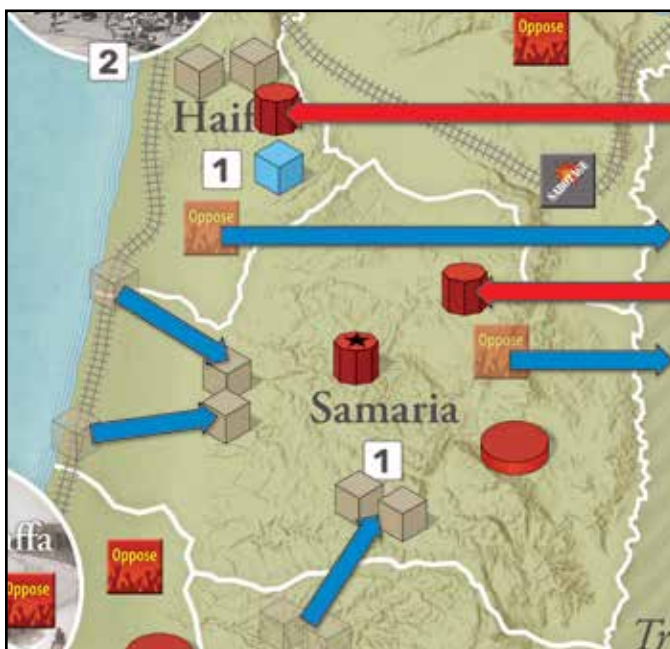
in Jerusalem District, which allows them to remove the Opposition marker there as well. The British turn is now complete.

The Rebels draw two 2 Ops chits, so they just pick one of these and decide to perform the Event. They execute the shaded effect, rolling a die and aiming for a result less than or equal to the number of Bases on the map. With four Bases on the map they have good odds, but they get unlucky and roll a 5, so the Event has no effect. The British still get to resolve the effect of the 2 Ops chit the Rebels selected, which allows them to remove an Active Guerrilla, and they remove the Guerrilla from the Haifa-Syria Railway. The Rebel turn is now complete, so we reset Rebels to 1st Eligible and British to 2nd Eligible.

Reveal the next card: MONTGOMERY. Rebels are 1st Eligible and draw two 1 Op chits. They decide to use one to perform a **Rally** Operation with the **Coordinate** Special Activity. They Coordinate first, which will allow them to select an additional space for their Operation, as well as roll a die to try to shift the Unity Track toward Centralized, again requiring a result less than or equal to the number of Bases on the map. This time they roll a 2 and succeed, so they shift the Unity Track to the rightmost '1' space.

They then Rally to place two Guerrillas each at the Bases in Lydda and Galilee, also adding Opposition to Galilee. The 1 Op chit has no additional effect, so the Rebel turn is now complete.

The British decide to execute the unshaded Event effect, allowing them to perform a Limited Operation in or adjacent to Haifa District and then Punish, also in or adjacent to Haifa District. They Sweep in Samaria, moving in two Troops from the Haifa-Tev Aviv Railway and two Troops from Jerusalem District. Then they Punish, drawing a Fine chit and a Demolish chit, and use the Demolish chit to remove the Opposition markers in Haifa District and Samaria, but the Mobilization effect allows the Rebels to place a Guerrilla in both Districts. The British turn is now complete.



*Montgomery Sweeps and Punishes*

The next card revealed is the PROPAGANDA! card, triggering a Propaganda Round. We will work through each phase in turn, starting with the Political Will phase.

- **Political Will:** Political Will is reduced by a net total of 7 (-1 for one Sabotaged Railway, +1 for three non-Sabotaged Railways, -4 for two Districts with more Rebel pieces than British pieces, +1 for three Districts and Cities without any Rebel pieces or Opposition, -3 for three Districts with Bases, -1 for four Irregulars on the map), down to 10. If Political Will was now 0 then the Rebels would immediately win the game.
- **Resources:** British choose to hold a Fine chit, and return the other Punishment chits to the pool. Rebels roll a 2 and shift the Unity Track to Centralized then return all Operations chits to the pool. Rebels then draw a 2 Ops chit but decide not to Rally in any Foreign Country spaces (as they do not have any Guerrillas Available). The chit is returned to the pool.
- **Support:** British Divide to try and shift the Unity Track (as its current value of 0 doesn't allow them to Activate any Irregulars), but roll a 6 and fail. Rebels Mobilize to place a Base in Haifa District and one Guerrilla each in Galilee and Lydda, moving them from Lebanon and Syria as none are Available.
- **Redeploy:** British move their two Troops on Railways to Tel Aviv-Jaffa, and decide not to move any Police, but do remove the Irregulars in Tel Aviv-Jaffa and Jerusalem City. Rebels move one of their Guerrillas on Railways to Samaria and the other to Syria.
- **Reset:** Remove all Sabotage and Curfew markers from the map, return all pieces in Prison to Available, flip all Guerrillas and Irregulars Underground, then reveal the next card and continue play.

This example of play is now complete. You can continue the current game by constructing the rest of the deck (two stacks of six random Event cards, each with a random Propaganda card shuffled in with the bottom two Event cards) and revealing the next Event card. One of the two Propaganda cards you use now should be A34, which has an additional effect during the Reset Phase, bringing all Out of Play British Troops back into play as the Munich Agreement in Europe frees them up for deployment to Palestine.

The Rebels have got off to a strong start and are now fully Centralized, which will allow them to avoid negative effects from their Operations chits so long as they maintain it. This is a powerful advantage, so the British should be looking to shift the Unity Track as soon as possible, possibly by removing Rebel Bases with Assault—which will also weaken the Rebel position and reduce Political Will loss from Bases on the map. If the Munich Agreement is reached in time the British will be able to flood Palestine with additional Troops, but otherwise they will be in for a tough fight.

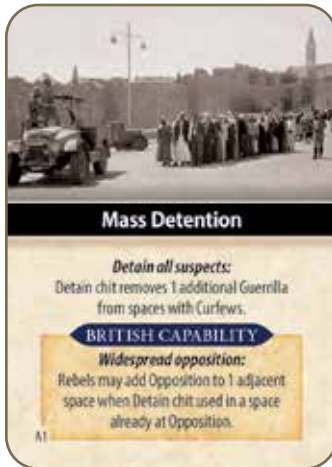


## 9.0 Event Tips and Background

The card backgrounds below provide brief summaries of the historical events and the rationale behind the effects on the cards. For those looking to read more, I'd recommend starting with a new popular history book on the revolt, Kessler's *Palestine 1936*, that provides a good basic overview of the events covered in the game. For those looking for a more detailed treatment of the revolt or Britain's response, I'd consult Matthew Hughes' *Britain's Pacification of Palestine: The British Army, the Colonial State, and the Arab Revolt, 1936-1939* or Matthew Kelly's *The Crime of Nationalism: Britain, Palestine, and Nation-Building on the Fringe of Empire*. Both utilize Arab and British primary sources to offer more complete depictions of the events.

### A1. Mass Detention

#### BRITISH CAPABILITY



**Detain all suspects:** Detain chit removes 1 additional Guerrilla from spaces with Curfews.

**Widespread opposition:** Rebels may add Opposition to 1 adjacent space when Detain chit used in a space already at Opposition.

**Tips:** If the top effect is in play, Detain removes 1 additional Guerrilla from each selected space with a Curfew.

**Background:** The British relied on mass detention to repress civilians suspected of supporting the revolt, and the level of detention far exceeded the similar strategy used during the later 1945-1947 Jewish insurgency (depicted in *The British Way: Palestine*). The British held most of those detained for a brief period of time, but the number of people cycling through the detention system remained enormous, with approximately 37% of the total Palestinian Arab population detained formally or informally at some point during the conflict. The least fortunate detainees found themselves at "Arab Investigation Centres" where the British tortured prisoners to gain information on the insurgency (A13).

This Capability reflects the two sides of these controversial detention policies, either heightening the repressive impact of Detain chits (removing 1 additional Guerrilla) or risking counterproductive mobilization by indiscriminately arresting civilians (spreading Opposition to adjacent spaces).

### A2. Central War Committee

#### REBEL CAPABILITY

**Orders ignored by leaders:** Add 1 to all rolls against number of Rebel Bases on map.

**Improves coordination:** Subtract 1 from all rolls against number of Rebel Bases on map.

**Tips:** Affected rolls include those granted by Coordinate, the Resources Phase, and Events A7, A20, and A23.

**Background:** Shortly after fleeing Palestine in late 1937, Hajj Amin al-Husayni (A9) worked to form the Central Committee of Jihad to help centralize the insurgency's efforts. However, like with other attempts at achieving better coordination, the Central Committee failed to unite the dispersed rebel commanders.

The unshaded Capability effect illustrates the difficulty of unifying the rebels' activities when subordinate commanders ignored directives from the exiled political leadership. In contrast, the shaded Capability effect models a more successful Central Committee that manages to exert greater control over subordinate rebel leaders.

### A3. Peace Bands

**Palestinian collaboration:** British may Divide to Activate Irregulars then also roll to shift Unity Track toward Decentralized.

**Defect back to rebellion:** Rebels may replace 2 Irregulars with Guerrillas. Shift Unity Track 1 step toward Centralized.

**Tips:** The top effect allows British to use both Divide options in turn.

**Background:** The British encouraged the formation of Palestinian "peace bands" to counter the rebellion and protect local communities. As with other insurgencies, the predatory behavior of less disciplined rebel bands drove communities to form local self-defense militias, known as peace bands in Palestine. Many of the early peace bands formed without encouragement from the British. However, the British quickly exploited the opportunity to further splinter the insurgency. As with the rebels, a number of peace bands also devolved into bandit groups that preyed on the population.

This Event illustrates the flexibility of many local armed groups during the insurgency who could collaborate with the British (unshaded effect) or defect back to armed opposition against British rule (shaded effect).

### A4. Special Night Squads

**British-Jewish units:** Place 1 Irregular each into up to 3 Districts with Troops.

**Controversial units:** Reduce Political Will by 1 for every 3 Irregulars in play.

**Tips:** None.

**Background:** The most prominent form of collaboration between Jewish communities and British forces involved the organization of Special Night Squads. These auxiliary forces,

formed by Orde Wingate, gave the British an irregular force capable of launching special operations against the insurgency. These auxiliary units benefited from the local knowledge of Jewish citizens (unshaded effect).

The Special Night Squads quickly became controversial for their brutal treatment of Palestinian civilians and prisoners. British commanders eventually found the units to be more trouble than they were worth, restricting their activities and banning Wingate from Palestine. During WW2, Wingate went on to form guerrilla groups behind Japanese lines in Burma.

### A5. Village Occupations

**Lock down countryside:** British may place Curfews in up to 3 Districts with Troops.

**Push rebels elsewhere:** Rebels may March from all Districts with Curfews.

**Tips:** None.

**Background:** British forces considered curfews to be one of the best methods for combatting the rebellion. As historian Matthew Hughes notes, a curfew “contained and pacified, it detained and punished. Curfews had the advantage that they imprisoned the population at no official expense for half of every day, and during the dark hours that were harder to police.” Curfews occurred primarily in urban areas during the 1945-1947 Jewish insurgency, but during the Arab rebellion village occupations brought curfews and close surveillance to rural areas.

The unshaded effect allows the British to quickly extend curfews over rural districts, using the strategy of garrisoning troops into villages. The shaded effect illustrates a common rebel response to village occupations by simply moving elsewhere.

### A6. House Demolition

**Intimidates population:** British may draw 2 Punishment chits and use any Demolish chits drawn (each in 2 spaces with Troops). Return any unused chits to the pool.

**Radicalizes population:** Rebels may Mobilize, placing Guerrillas in spaces with Curfews rather than Opposition.

**Tips:** None.

**Background:** House demolitions became a common form of British collective punishment against communities suspected of helping the rebels. Generally, the British troops destroyed the household and all property inside. Yet, the demolitions could expand to destroying entire villages or town quarters. One prominent example of mass house demolition is the destruction of large sections of Jaffa city, destroying at least fifteen percent of old Jaffa and making thousands homeless.

The unshaded effect allows the British to conduct mass demolitions throughout Palestine to coerce the population into compliance, while the shaded effect highlights the potential blowback of indiscriminately destroying homes and displacing thousands of civilians. Many displaced civilians, desperate or seeking revenge, likely found their way into the rebellion.

### A7. Memory of al-Qassam

**Labeled as a bandit:** Roll a die twice—each result less than or equal to Irregulars on map shifts Unity Track 1 step toward Decentralized.

**Galvanizes resistance:** Roll a die—if result less than or equal to number of Rebel Bases on map, Rebels may conduct a Limited Operation in each space with Opposition.

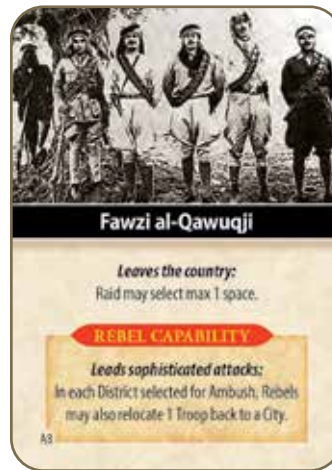
**Tips:** Limited Operations granted by the bottom effect may be of different types, are carried out one after the other, and may potentially use the same pieces multiple times (if they are moved with March).

**Background:** The preacher Izz ad-Din al-Qassam launched rebellions against French Syria in the 1920s (A31) and British Mandatory Palestine in the early 1930s. al-Qassam advocated against British rule and Zionist ambitions in Palestine, becoming a symbol of resistance after his death in 1935. After the killing of a Jewish policeman by Qassamite rebels, the police hunted al-Qassam down and killed him on November 20, 1935. Remnants of al-Qassam’s bands launched retaliatory attacks, triggering a cycle of acts that directly led to the start of the Arab revolt in 1936.

This Event illustrates the different legacies of al-Qassam. The British mandatory government tried to frame al-Qassam and his supporters as bandits to discredit his popular image among Palestinian Arabs (A21). The shaded effect reflects how his early resistance galvanized popular support for the rebels during the revolt (launching Limited Operations in all Opposition spaces).

### A8. Fawzi al-Qawuqji

#### REBEL CAPABILITY



**Leaves the country:** Raid may select max 1 space.

**Leads sophisticated attacks:** In each District selected for Ambush, Rebels may also relocate 1 Troop back to a City.

**Tips:** If the top effect is in play, the space selected for Raid would still need to be adjacent to a Rebel Base.

**Background:** In 1936, the military leader and former Ottoman Army officer Fawzi al-Qawuqji joined the Palestinian fight with a contingent of foreign volunteers. While operating in Palestine, al-Qawuqji gained the title of “Supreme Commander” and achieved several impressive military feats, particularly in the Nablus-Tulkarm-Jenin triangle (A26), such as shooting down several RAF warplanes. However, he only briefly operated during the revolt before returning to Iraq.

This Capability effect demonstrates either al-Qawuqji’s military skill, by allowing the Rebel player to affect British Troop cubes



with Ambush, or the lack of military leaders after al-Qawuqji left Palestine, by restricting the Rebel player's Raid Special Activity.

### A9. Hajj Amin al-Husayni

**External leadership ignored:** Remove all Rebel Bases in Syria or Lebanon (not both). Shift Unity Track 1 step toward Decentralized.

**Grand Mufti:** If there is a Rebel Base in a Foreign Country, shift Unity Track 1 step toward Centralized. Rebels may also conduct an Operation with their Operations chit.

**Tips:** None.

**Background:** An important nationalist leader, Hajj Amin al-Husayni became the major political leader of the Palestinian Arab movement during the 1930s. From 1921-1937, he served as Grand Mufti and remained an ally of the British mandatory government. In 1936, he helped organize the Arab Higher Committee (A20), serving as its leader. However, in 1937, with rising tensions between the British and Palestinian Arab community, al-Husayni fled Palestine to avoid arrest. Operating out of Lebanon and then Iraq, al-Husayni lobbied for external support for the revolt while also eliminating political rivals. Controversially, he sought out support from the rising enemies of Britain, Germany and Italy (A11).

The unshaded effect reflects how the political leadership abroad had limited ability to guide the activities of subordinate military leaders in Palestine (decrease Unity by 1), lowering their relevancy to the outcome of the conflict (remove Rebel Base from Syria or Lebanon). The shaded effect represents a counterfactual where al-Husayni's role as Grand Mufti and leader of the Arab Higher Committee serves as a unifying symbol, aiding efforts to centralize the rebellion (increase Unity by 1) and coordinate their activities (additional Operations).

### A10. Ex-Black and Tans

**Harsh methods from Ireland:** British may remove Opposition from one space with Police.

**Unsanctioned reprisals:** Rebels may draw a Punishment chit and resolve only its Mobilization effect in 2 spaces with Police. Return drawn chit to the pool.

**Tips:** The bottom effect would do nothing if a Fine chit were drawn.

**Background:** In the 1920s, many of the British police serving in Palestine were former Black and Tans from the Irish War of Independence (1919-1921). During that war, "Black and Tan" auxiliary units, named for their mismatched uniforms, gained an infamous reputation for their brutality against the civilian population, particularly their use of collective reprisals. Serving as police in Palestine, the ex-Black and Tans operated with "a certain ruthlessness" during the 1936-1939 Arab Revolt.

To reflect their legacy for using brutal reprisals, the unshaded effect allows the British player to reduce support for the rebellion (Opposition) from a space with former members of the Black and Tans (Police). Yet, as in Ireland, indiscriminate Black

and Tan reprisals risked alienating the population by punishing communities who lacked ties to the rebellion. The shaded effect models collective punishments against unaligned communities, mobilizing them against the British while inflicting no harm on the rebellion.

### A11. Italian Aid

#### MANDATORY EVENT



**Axis provide arms and funds:** Rebels may conduct Limited Operations up to the number of Foreign Country spaces with Rebel pieces. If TEGART FORTS (A28) Capability in play, ignore this Mandatory Event effect.

**Tips:** Resolve this Mandatory Event immediately when drawn. The Limited Operations may be of different types, are carried out one after the other, and may potentially use the same pieces multiple times.

**Background:** Fascist Germany and Italy, enemies of Britain in the late 1930s, served as potential sources of foreign aid for the Palestinian Arab rebels. Historically, Germany and Italy only provided a small amount of funds to the insurgency. However, this Mandatory Event offers the possibility of greater foreign attempts to arm the rebels. The construction of the Tegart forts (A28) along the borders of Palestine to hinder infiltration would also have interrupted efforts to smuggle supplies into Palestine.

### A12. General Dill

**Advocate for martial law:** British may Punish, then may Punish again using a held chit.

**Suspicious of "gangster methods":** Remove half Irregulars from the map (round down).

**Tips:** The top effect would only allow British to Punish twice if they were already holding a Punishment chit.

**Background:** General John Dill served as the overall commander of British forces during the first years of the Arab Revolt. Dill frequently pushed civilian leaders to implement martial law, giving the military a freer hand to repress communities suspected of helping the rebels (unshaded effect). However, Dill also remained skeptical of "gangster methods" that involved organizing British-Jewish irregular units (A4) for special operations against the insurgency and its supporters (shaded effect). Operating with little oversight, deploying such units risked abuses against the civilian population.



### A13. Arab Investigation Centres

**Intel guides operations:** British may conduct Limited Operations up to the number of Rebel pieces in Prison (max 3).

**Torture techniques exposed:** Reduce Political Will by 1 for each Rebel piece in Prison (max 3).

**Tips:** The Limited Operations granted by the top effect may be of different types, are carried out one after the other, and may potentially use the same pieces multiple times.

**Background:** Arab Investigation Centres became infamous for the widespread use of torture by British interrogators to force the prisoners to “spill the beans”. The use of torture centres would be replicated across many subsequent post-war British counterinsurgency campaigns, including Kenya, Cyprus, Aden, and Northern Ireland. As with those later campaigns, revelations about the extent of torture quickly became a major political embarrassment for the British (shaded effect).

### A14. Arab Ladies of Jerusalem

**Popular movements crushed:** Remove Opposition from each space with a Curfew.

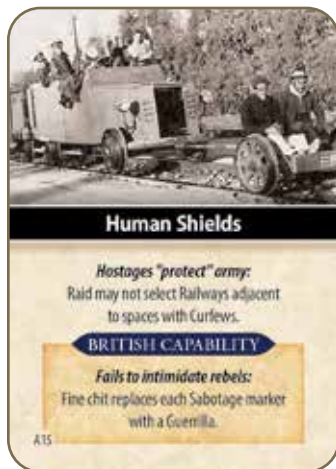
**Resist restrictions:** Remove all Curfews from the map. British must discard 1 held Punishment chit.

**Tips:** None.

**Background:** In the late 1920s, Palestinian Arab women formed nationalist associations to promote political issues. The associations later played a major role in protesting British methods used to suppress the revolt, including investigations into the British use of torture (A13) and the destruction of homes (A6).

### A15. Human Shields

#### BRITISH CAPABILITY



**Hostages “protect” army:** Raid may not select Railways adjacent to spaces with Curfews.

**Fails to intimidate rebels:** Fine chit replaces each Sabotage marker with a Guerrilla.

**Tips:** Guerrillas placed by the bottom effect must come from Available as usual, so would not place any Guerrillas if none were Available.

**Background:** One of the most common forms of rebel activ-

ity was ambushing, mining, and sabotaging lines of communication. To deter rebel attacks and compel local civilians to report the location of mines, the British took prominent individuals from nearby communities hostage while passing through an area. The abducted civilians rode in the lead vehicles of convoys as a shield against any mines along the way. Either the unfortunate civilians would directly warn the British of mines by triggering

them, or their presence would sufficiently coerce nearby civilians to report the mines’ location.

The unshaded capability effect replicates the British strategy by deterring rebels from sabotaging lines of communication where the British have imposed population controls on the local population (Curfews). However, rebels would not be particularly deterred by minor punishments (such as fines) against communities unaligned with their specific group.

### A16. Censorship

**Repression hidden:** Cancel all shaded British Capabilities.

**Foreign newspapers:** Reduce Political Will by 1 for each British Capability in play.

**Tips:** The top effect permanently cancels all shaded British Capabilities currently in play, i.e., only those that are negative for British.

**Background:** The British mandatory government maintained control over information and the press, censoring negative coverage of their activities in Palestine. For instance, British general Bernard Montgomery banned journalists from his area of operations in Haifa (A25). Some journalists complained that British press censorship in Palestine made reporting harder than covering the concurrent conflicts in Spain, China, or Czechoslovakia.

Journalists, particularly from British international rivals such as Germany and Italy, faced harassment after writing critical articles focusing on British forces’ harsh repressive measures. The shaded effect reflects international criticism following articles by foreign journalists for each form of British repression in play (A1, A15, A18, and A28).

### A17. Revisionist Terror

**Targets Palestinian Arabs:** British may remove a Guerrilla from each space with an Underground Irregular.

**Targets British rule:** Rebels may Sabotage with up to 3 Underground Irregulars as if Guerrillas.

**Tips:** The bottom effect Activates each Irregular used to Sabotage.

**Background:** Although Jewish groups began the conflict observing havlagah (non-retaliation), some started cooperating with the British against the Arab rebels (A4) or directly attacking them. Led by Ze’ev Jabotinsky (pictured on this card), the Revisionist Zionists advocated against restraint. The Revisionist Zionists’ main paramilitary group, Irgun, launched attacks against Arabs, including the killing of 32 on a single day. The Revisionists also deeply distrusted the British. After WW2 Irgun launched a terror campaign against British rule, as depicted in *The British Way: Palestine*.

This Event reflects how Irgun could target either side during the Arab Revolt. The unshaded effect represents Irgun rejecting restraint and targeting Arab rebels, furthering the British goal of suppressing the revolt. In contrast, the shaded effect models Irgun attacks against British targets, furthering the chaos created by the rebellion. Although not seeking to help the rebels, such



Irgun attacks would put additional pressure on Britain to seek a political solution and diverted British forces from operations against the rebels.

### A18. Punitive Searches

#### BRITISH CAPABILITY

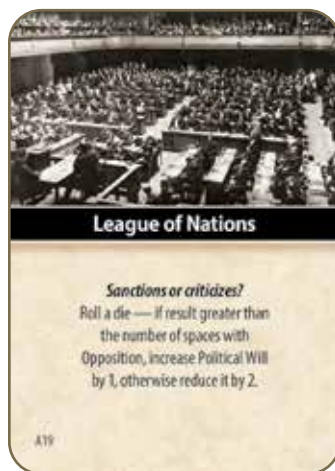
**Troops punish population:** British may choose rather than draw Punishment chits when performing Punish.

**Searches fuel recruitment:** After resolving each space selected for Sweep, Rebels draw a Punishment chit and resolve only its Mobilization effect in that space, then return it to the pool.

**Tips:** The bottom effect would do nothing if a Fine chit were drawn.

**Background:** In areas near rebel activity, British forces roughly searched local civilians, their homes, and belongings. Harsh searches could result in property damage and “shake the villagers”. Such searches served as a form of collective punishment for communities failing to stop the rebels or report their location to the British. Punitive searches also allowed British forces to circumvent civilian restrictions on collective punishments by transforming standard counterinsurgency practices into a strategy of civilian harm (unshaded effect). However, early in the conflict, harsh indiscriminate searches appear to have pushed many civilians to join the insurgency (shaded effect).

### A19. League of Nations



**Sanctions or criticizes?** Roll a die—if result greater than the number of spaces with Opposition, increase Political Will by 1, otherwise reduce it by 2.

**Tips:** None.

**Background:** In the 1920s, the League of Nations granted the British a mandate over Palestine. By the 1930s, the League of Nations struggled to stop international aggression, becoming a mostly ineffectual international organiza-

tion that failed to prevent the Japanese invasion of China and the Italian invasion of Ethiopia. During the Arab Revolt, Palestinian Arabs petitioned the League of Nations to criticize and sanction British conduct during the revolt.

The outcome of this Event depends on the existence of widespread opposition to British policies in Palestine. The greater the opposition, the more likely an embarrassing political result from massive backlash against British governance of Palestine drawing increased international attention.

### A20. Arab Higher Committee

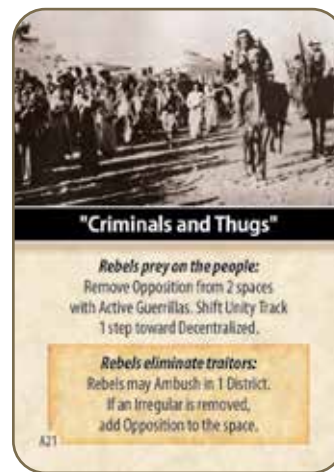
**Framed as corrupt by British:** Roll a die—if result greater than the number of Rebel Bases on the map, shift Unity Track 1 step toward Decentralized.

**Leadership in exile:** Shift Unity Track 2 steps toward Centralized and Rebels may draw 1 Operations chit to hold.

**Tips:** None.

**Background:** The Arab Higher Committee (AHC) nominally represented the leadership of the revolt. In September 1937, the British outlawed the AHC, forcing its flight to neighboring countries. With a decentralized insurgency in Palestine and the AHC mostly operating out of Damascus, the elite leadership struggled to exert control over subordinate commanders. From the security of foreign countries, the AHC made connections with sympathetic governments, particularly Germany and Italy (A11), and raised funds for the revolt (shaded effect). The British devoted considerable propaganda efforts to discrediting the AHC as disconnected from the conflict and riddled with corruption (unshaded effect).

### A21. “Criminals and Thugs”



**Rebels prey on the people:** Remove Opposition from 2 spaces with Active Guerrillas. Shift Unity Track 1 step toward Decentralized.

**Rebels eliminate traitors:** Rebels may Ambush in 1 District. If an Irregular is removed, add Opposition to the space.

**Tips:** None.

**Background:** Across their 20th century counterinsurgency campaigns the British

frequently framed rebellions as dominated by “criminals and thugs” who lacked genuine political grievances and preyed on civilians. Such a framing posed a major threat to the decentralized insurgency in Palestine, where rebel groups struggled to stand out from criminals. To distinguish themselves as politically motivated, some rebel groups cracked down on criminal activity in their area (shaded effect), using rebel courts to administer justice and gain legitimacy (A27)

As military pressure mounted, many rebel groups found themselves making greater demands on the civilian population. Furthermore, command and control over rebel bands lessened, weakening rebel commanders’ ability to restrain their subordinates. These two factors led many rebel groups to become functionally equivalent to criminal bands preying on communities (unshaded effect).



## A22. Demonstrations

**Crackdown on protests:** Place a Curfew in all Cities with both British and Rebel pieces. Then, British must Punish in two Cities with Curfews if possible (even if no Troops).

**Protests spread:** Rebels may add Opposition to 1 District adjacent to each City with Opposition.

**Tips:** The top effect requires British to select two Cities with Curfews for the selected Punishment chit if possible, even if this would only have a negative impact for them.

**Background:** Although most of the insurgent activity during the Arab Revolt occurred in the countryside, the revolt began with major urban protests and strikes in 1936. After the Arab Higher Committee (A20) fled the country, the revolt shifted to the countryside, yet some demonstrations continued in urban areas.

The shaded effect reflects opposition spreading from an urban protest to surrounding rural areas. The unshaded effect models British crackdowns against cities, using curfews reminiscent of the operations against the later Jewish insurgency shown in *The British Way: Palestine*.

## A23. al-Hajj Muhammad

**Hunted down by peace bands:** British may Sweep then Assault in 1 space with a Rebel Base and any Irregulars.

**Commander-in-chief:** Roll a die—if result less than or equal to the number of Rebel Bases on the map, Rebels may Mobilize then Raid.

**Tips:** None.

**Background:** With much of the Palestinian Arab political leadership in exile abroad (A9 and A20), the most skillful and committed military leader within Palestine was ‘Abd al-Rahim al-Hajj Muhammad (shaded effect). al-Hajj Muhammad aided the establishment of rebel courts, which offered an alternative form of governance to British rule (A27).

On March 23, 1939, British troops hunted down and killed al-Hajj Muhammad (unshaded effect), with the help of intelligence collected from local “peace bands” (A3). al-Hajj Muhammad’s death accelerated the collapse of discipline among insurgents, furthering the devolution of many rebel bands into criminal groups (A21).

## A24. Tensions in Europe

### MANDATORY EVENT

**Hitler annexes neighbor:** British may Punish (twice if after Munich Conference) then must move 3 Troops (or 5 if after Munich Conference) from the map to Out of Play.

**Tips:** Resolve this Mandatory Event immediately when drawn. It has a variable effect depending on whether Propaganda Event A34 has been played or not.

**Background:** Rising tensions in Europe due to Hitler’s expansion motivated the British government to increase troops and repression in Palestine to quickly bring an end to the revolt. The Munich Conference bought the British time to redeploy

their forces to Palestine (A34), where extensive repression suppressed much of the remaining revolt in a matter of months (double Punish Special Activity if after Munich). With the revolt severely repressed, British forces quickly deployed back to Europe to face the rising threat posed by Hitler (remove more Troops after Munich).

Although historically this event happened after the post-Munich troop surge, its role as a Mandatory Event also opens the possibility of an early troop withdrawal from Palestine to respond to another severe political crisis in Europe. Such a crisis would have left British forces stretched thin in Palestine (remove 3 Troops to Out of Play) until a political settlement freed up more forces for suppressing the revolt (Propaganda Event A34 restores all Troops from Out of Play).

## A25. Montgomery

**Commander in the north:** British may conduct a Limited Operation in or adjacent to Haifa District, then Punish in or adjacent to Haifa District.

**Harsh tactics fail:** Rebels may conduct up to 2 Limited Operations in or adjacent to Haifa District.

**Tips:** The two Limited Operations granted by the bottom effect may be of different types, are carried out one after the other, and may potentially use the same pieces multiple times, but may only take place in or adjacent to Haifa District.

**Background:** Before becoming famous during World War II, Bernard Montgomery commanded the 8th Division in the northern part of Palestine as a major-general. His adoption of tough measures against the rebels informed his views of the British military’s counterinsurgency campaign against the post-WW2 Jewish insurgency (see Event P6 in *The British Way: Palestine*).

The unshaded effect reflects Montgomery’s northern command in the area around Haifa, while the shaded effect represents how the harsh tactics he advocated initially did not suppress the rebellion. Only after the Munich Conference (A34) did the British accumulate enough overwhelming force to crush the rebellion.

## A26. “Triangle of Terror”

**Jenin-Nablus-Tulkarm hot spot:** Conduct up to 3 Limited Operations in or adjacent to Samaria. Then the other player may conduct 1 Limited Operation in Samaria.

**Tips:** The three Limited Operations granted to the player executing this Event may be of different types, are carried out one after the other, and may potentially use the same pieces multiple times, but may only take place in or adjacent to Samaria.

**Background:** The British named the territory between the sub-districts of Jenin, Nablus, and Tulkarm the “triangle of terror” because of its heavy amount of rebel activity (Samaria District on the board). As one of the most densely populated Palestinian Arab areas in the mid-1930s and a resistance stronghold, the insurgency could launch major operations from the area (Rebels execute the Event). Likewise, the area became the target of many large counterinsurgency campaigns to contain the rebellion (British execute the Event). The Event grants a Limited

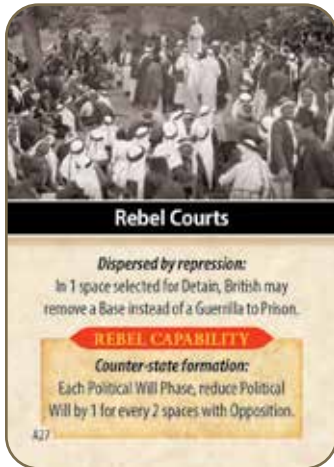


Operation to the other player to reflect the protracted fighting in the area, making it difficult for either side to decisively gain the upper hand.

**Image attribution:** Daniel Ventura CC BY-SA

## A27. Rebel Courts

### REBEL CAPABILITY



**Dispersed by repression:** In 1 space selected for Detain, British may remove a Base instead of a Guerrilla to Prison.

**Counter-state formation:** Each Political Will Phase, reduce Political Will by 1 for every 2 spaces with Opposition.

**Tips:** Bases removed to Prison are returned to Available during the next Reset Phase.

**Background:** Despite its decentralized structure and British attempts to frame the rebellion as criminal (A21), many rebel leaders provided governance in areas dominated by their forces. One of the most prominent governance services was the organization of rebel courts, replacing the need for the British state to adjudicate local disputes. The formation of rebel courts offered a powerful way to undermine the legitimacy of British rule.

To reflect the courts' political effect, the shaded Capability effect gives the Rebels player another way of reducing Political Will during each Propaganda Round. The British countered the rebel courts through brutal repression, engaging in mass detention of all those associated with the rebellion (A1). The unshaded Capability effect allows the British to remove Rebel Bases (leadership involved in institution-building) to Prison, hindering the Rebel player's ability to create an effective counter-state and centralize the rebellion.

## A28. Tegart Forts

### BRITISH CAPABILITY

**Borders and lines fortified:** British must permanently place 3 Police on this card, taken from map first then Available. All Guerrillas moving from Foreign Country spaces flip Active.

**Tips:** This Capability has a mixed effect that either player may wish to execute, but still counts as a British Capability for the purposes of the shaded effect of Event A16.

**Background:** Based on his experiences fighting insurgencies in India, Sir Charles Tegart implemented a strategy of constructing police forts throughout Palestine, particularly along its northern border with French Syria (A31). The forts near the border with Syria and Lebanon aimed to hinder the infiltration of rebels into the northern districts of Palestine. Several of the forts can still be seen in modern day Israel (as pictured on the card).

This Capability Event removes British Police from play, to perform the static duty of guarding the forts, but also makes marching from Foreign Country spaces harder for the Rebel player. If the Rebel player takes the bottom effect of Event A30, expanding the Foreign Country spaces to include Egypt and Transjordan, this Event assumes the British extended the forts to those borders as well, assisted by the fact they possessed military forces in those two countries.

## A29. Haganah

**Promotes disunity among rebels:** Shift Unity Track 2 steps toward Decentralized, then Divide to Activate Irregulars.

**Focuses on community protection:** Remove 1 Irregular each from up to 2 spaces with or adjacent to Sabotage markers.

**Tips:** None.

**Background:** Alongside the formation of joint British-Jewish paramilitary groups (A4), British forces also cooperated with Haganah, a Jewish armed group who plays a major role in *The British Way: Palestine*. British forces looked the other way at, or even assisted, Haganah operations against the Palestinian Arab rebels in exchange for information. Haganah also strove to infiltrate the insurgency to exacerbate disunity among rebel commanders (unshaded effect). Another major focus of Haganah was the protection of Jewish communities, which could divert irregulars from more offensive operations against the insurgency (shaded effect).

**Image attribution:** Yossef Tamir CC BY 2.5

## A30. Arab Kings

**Restrict aid to rebels:** Remove 1 Guerrilla from each District adjacent to Transjordan.

**Funding from Arab world:** Transjordan and Egypt are now in play as Foreign Country spaces.

**Tips:** If the bottom effect is selected, remove the Out of Play markers from Transjordan and Egypt.

**Background:** The Arab kings (or emirs) ruling over the surrounding countries under British rule, such as Abdullah I of Jordan (pictured on the card), could help the British by encouraging the Palestinian Arab rebels to restrain their activities, such as when they advised the Arab Higher Committee to call off the general strike. Alternatively, Arab kings could escalate the conflict by providing military assistance to the rebels.

The unshaded effect represents the Arab kings aiding the British in containing the rebellion and denying their territory as a sanctuary (remove 1 Guerrilla from Districts adjacent to Transjordan). The shaded effect models the possibility of greater foreign assistance from Transjordan and Egypt, letting the rebels operate in border areas. By looking the other way to rebel activities, those countries enter the game as Foreign Country spaces equivalent to those in French Syria (A31).



### A31. French Syria

**French police crack down:** Remove all Rebel pieces from either Syria or Lebanon (not both) to Prison.

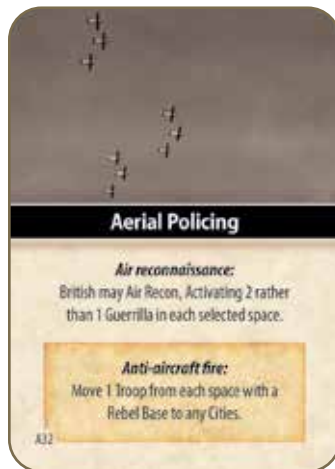
**Foreign fighters:** Place 1 Guerrilla from Prison then Available in each Foreign Country space.

**Tips:** Bases removed to Prison are returned to Available during the next Reset Phase.

**Background:** After WW1 the French government possessed a mandate over Syria and Lebanon. During the 1936-1939 Arab Revolt, French officials were divided on whether to assist the British with stopping infiltration from their mandate. On the one hand, they reveled in the unrest in British Mandatory Palestine. Yet, France also experienced rebellions in their own areas, including a major revolt in Syria in the 1920s. Rebel activities in their area could encourage a resumption of insurgent activity against their mandate. The unshaded effect represents a major French crackdown on Palestinian Arabs operating out of French Syria.

A small number of foreign fighters from Syria, Lebanon, Iraq, and Transjordan joined the revolt. To reflect these foreign fighters, the shaded effect allows the Rebels player to circumvent attrition (Guerrillas in Prison) by drawing from external sources of manpower. Many of the foreign fighters proved to be fickle, leaving the conflict after only a brief period of service in Palestine.

### A32. Aerial Policing



**Air reconnaissance:** British may Air Recon, Activating 2 rather than 1 Guerrilla in each selected space.

**Anti-aircraft fire:** Move 1 Troop from each space with a Rebel Base to any Cities.

**Tips:** None.

**Background:** During the interwar period, the Royal Air Force (RAF) justified its role in the British army as a cheap way of colonial policing. The RAF maintained order

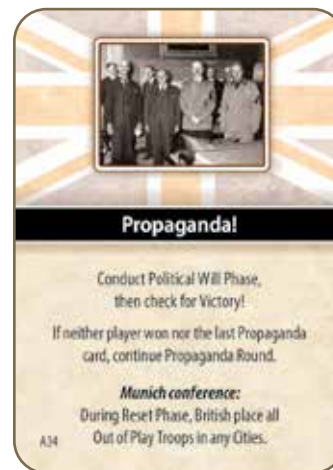
through the use of "air control", where their planes bombarded uncooperative villages until they submitted. Furthermore, RAF planes lowered the costs of monitoring peripheral areas through aerial reconnaissance. Once rebel bands were located, police operating from armored cars could rush to the location (unshaded effect).

During the 1936-1939 Arab Revolt, the rebels managed to shoot down RAF planes with anti-aircraft fire (shaded effect) but generally could not prevent RAF activities (only relocate rather than remove 1 Troop cube).

### A33, A35. Propaganda!

**Background:** In 1939, with a surge of troops from Britain following the 1938 Munich Conference (A34), British forces rapidly overwhelmed the increasingly fragmented Arab resistance. To resolve the lingering conflict, the Chamberlain government organized an Arab-Zionist conference in London. When this conference produced no resolution, the British Government issued the 1939 White Paper. Despite not meeting all the Arab political leaders' demands, the 1939 White Paper satisfied moderates by restricting Jewish immigration and Jewish purchase of Arab land. These restrictions greatly angered Zionist groups, leading directly to the post-WW2 1940s conflict depicted in *The British Way: Palestine*.

### A34. Propaganda!



**Munich conference:** During Reset Phase, British place all Out of Play Troops in any Cities.

**Tips:** This Propaganda card has an additional effect during the Reset Phase, and its having been played adjusts the effect of Mandatory Event A24.

**Background:** After the Munich Agreement brought an illusion of stability to the growing tensions in Europe (see GMT's *The Bell of Treason*, also developed by Joe

Dewhurst), British forces released additional units for use in crushing the revolt in Palestine. In late 1938, a massive surge of troops swept into the colony (placing all Out of Play British Troops). This surge allowed the British to increase their military operations and repression against the population, quickly bringing an end to the already struggling insurgency. The unpredictable timing of this Propaganda Event reflects the impact that international affairs had on the 1936-1939 Arab Revolt, outwith the control of either player.

**Image attribution:** Bundesarchiv, Bild 183-R69173 / CC-BY-SA 3.0



## Key Terms Index

**Accompanying:** Operation required for a Special Activity. (4.1.1)

**Activate:** Flip Guerrillas or Irregulars Active. (1.4.3)

**Active Pieces:** Troops, Police, Active Guerrillas and Irregulars (symbol end up), and Bases. (1.4.3)

**Adjacent:** Spaces next to each other for actions or Events. (1.3.5)

**Air Recon:** British Special Activity to Activate Guerrillas. (4.2.3)

**Ambush:** Rebel Operation to remove Police and Irregulars. (3.3.4)

**Assault:** British Operation to remove Active Rebel pieces. (3.2.4)

**Available:** Pieces in Available Forces boxes, waiting to be placed. (1.4.1)

**Base:** Static Rebels forces that improve Rally and whose presence in Palestine affects Political Will during the Propaganda Round. (1.4, 3.3.1, 7.0)

**British:** A Faction committed to suppressing the Arab rebellion in Mandatory Palestine. (1.5)

**British Political Will:** Marker on edge track indicating British stability and willingness to make concessions, position determines victory. (1.10, 7.0)

**Campaign:** Event card series leading up to a Propaganda Round. (2.4)

**Capability Events:** Events with a lasting effect on the game. (5.3)

**City:** Urban spaces. (1.3.3)

**Coordinate:** Rebel Special Activity to select an additional Operation space and shift Unity Track. (4.3.2)

**Cube:** British Troops or Police piece. (1.4)

**Curfew:** Marker placed by British Deploy or Events that inhibits Rebel Rally and March. (1.12)

**Cylinder:** Token to mark a Faction's Eligibility on the Initiative Track. (2.3)

**Deploy:** British Operation to place Police and Irregulars and use Curfews. (3.2.1)

**District:** Rural space. (1.3.2)

**Divide:** British Special Activity to use Irregulars or shift Unity Track. (4.2.2)

**Dual Use:** Event with two alternative effects. (5.2)

**Event:** Card with text a Faction may execute. (5.0)

**Execute:** Implement Event or conduct Operation or Special Activity. (2.3)

**Faction:** Player role: British or Rebels. (1.5)

**Flip:** Switch Guerrillas or Irregulars between Underground and Active. (1.4.3)

**Forces:** Troops, Police, Irregulars, Guerrillas and Bases. (1.4)

**Foreign Country:** Spaces outside of Palestine that are used as a safe staging ground for Rebels and may not be entered by British forces. (1.3.7)

**Friendly:** Forces belonging to the executing Faction. (1.4)

**Guerrilla:** Mobile Rebels forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

**Initiative Track:** Track indicating which Faction is 1st and 2nd Eligible, and to mark actions performed on an Event card. (2.3)

**Irregular:** Static British paramilitary forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

**Limited Operation:** Operation with no Special Activity, only in one space for British. (2.3.5)

**Mandatory Event:** Event with an immediate effect before either player acts. (5.4)

**March:** Rebel Operation to move Guerrillas to adjacent spaces. (3.3.2)

**Mobilize:** Rebel Special Activity to place Bases and Guerrillas on the map. (4.3.1)

**Operation (Op):** Core action a Faction takes with its pieces. (3.0)

**Operations Chit:** Drawn by Rebels to determine number of spaces selected for Operations and with possible negative effect each turn. (1.8)

**Opposition:** A space's Population favoring the Rebels. (1.6)

**Pass:** Forgo the action in the selected Initiative Track box to either gain a Punishment chit as British or place a Base as Rebels. (2.3.3)

**Patrol:** British Operation to reposition cubes and possibly Activate and Assault Guerrillas on Railways. (3.2.2)

**Pawn:** A token to designate spaces selected for Operation or Special Activity. (3.1.1)

**Phase:** Part of a Propaganda Round. (6.0)

**Place:** Move a piece from Available to the map. (1.4.1)

**Police:** British forces that may be moved with Patrol. (1.4)

**Political Will Phase:** Propaganda Round phase in which British Political Will is adjusted and victory is checked. (6.1)

**Prison:** Box where Rebel pieces are placed and kept unavailable until Reset. (1.3.6)



**Propaganda Round:** Interruption to usual play, during which Political Will is adjusted, victory is checked, and other status phases are carried out. (6.0)

**Punish:** British Special Activity with variable effects depending on Punishment chit drawn. (4.2.1)

**Punishment Chits:** Drawn to determine effect of Punish. (1.7)

**Raid:** Rebel Special Activity to strike spaces adjacent to Bases. (4.3.3)

**Railway:** Map space connecting Cities and Districts. (1.3.4)

**Rally:** Rebel Operation to place new Guerrillas and Opposition. (3.3.1)

**Rebels:** A Faction committed to liberating Palestine from the British. (1.5)

**Redeploy Phase:** Propaganda Round phase in which British and Rebels move and possibly remove pieces. (6.4)

**Remove:** Take from the map and return to Available. (1.4.1)

**Replace:** Remove pieces to place others in their stead. (1.4.1)

**Reset Phase:** Propaganda Round phase to ready for the next card. (6.5)

**Resources Phase:** Propaganda Round phase in which British and Rebels may gain assets. (6.2)

**Sabotage:** Rebel Operation to place Sabotage and Opposition markers. (3.3.3)

**Sabotage marker:** Marker placed by Rebel Operations and Events. (1.9)

**Shaded:** 2nd choice of Dual-Use Event, typically favors Rebels. (5.2)

**Space:** A map area holding pieces in play: Districts, Cities, Railways, and Foreign Country spaces. (1.3.1)

**Special Activities:** Actions accompanying Operations; unique to each Faction. (4.0)

**Stacking:** A limit of two total Bases and one Curfew that can occupy a space. (1.4.2)

**Support Phase:** Propaganda Round phase in which British may Divide and Rebels may Mobilize. (6.3)

**Sweep:** British Operation to move Troops to adjacent spaces and Activate Guerrillas. (3.2.3)

**Target:** Faction or piece that is the object of an action. (3.1, 4.1)

**Troops:** British forces that may Sweep, Patrol, Assault, and Punish. (1.4)

**Underground:** Guerrillas and Irregulars, symbol end down: Underground Guerrillas are not usually subject to removal from Assault and are capable of Sabotage and Ambush, Underground Irregulars are capable of Divide. (1.4.3)

**Unity Track:** Track that determines the number of spaces selected for Divide and affects Rebel Operations chits at both extremes. (6.6)

**Unshaded:** 1st choice of Dual-Use Event, typically favors British. (5.2)



## Setup Instructions (2.1)



### Arab Revolt: 1937-1939

**Deck Preparation.** Gather the *Arab Revolt* Event cards, remove and shuffle the three Propaganda cards, and then shuffle the remaining cards. Form three piles of 6 regular Event cards and set aside the remaining 14 regular Event cards (they will not be used). In each pile, shuffle a random Propaganda card with 2 of the Event cards and place these 3 cards under the remaining 4 Event Cards. Stack the three 7-card piles to form the complete Event Deck of 21 cards.

Place the Unity Track and Rebel Available Forces overlay tiles on the map, and place the 9 Operations chits and 6 Punishment chits in separate cups or containers for random drawing.

**NOTE:** The British only use nine blue Police cubes and three of the four Curfew markers. All other wooden forces pieces are used in *Arab Revolt*.

Set up the map as follows (see back page of this booklet for a full setup diagram):

- **Unity Track:** 1 (centermost space)
- **British Political Will:** 18
- **Initiative:** Rebels 1st Eligible, British 2nd Eligible
- **Out of Play:** 5 British Troops (set aside near the board)

#### Available:

Rebels—3 Bases, 6 Guerrillas

British—3 Curfew Markers, 6 Irregulars

#### Prison:

Empty

#### Lebanon:

Rebels—1 Guerrilla

#### Syria:

Rebels—1 Base, 2 Guerrillas

#### Galilee:

Rebels—1 Guerrilla

British—1 Police

#### Haifa City:

British—2 Troops, 1 Police

#### Haifa District:

Rebels—1 Guerrilla

British—2 Troops, 1 Police

#### Samaria:

Opposition marker

Rebels—1 Base, 2 Guerrillas

British—1 Police

#### Tel Aviv-Jaffa:

British—2 Troops, 1 Police

#### Lydda:

Rebels—1 Guerrilla

British—1 Police

#### Jerusalem City:

British—2 Troops, 1 Police

#### Jerusalem District:

Rebels—1 Guerrilla

British—2 Troops, 1 Police

#### Gaza:

British—1 Police

#### Transjordan:

Out of Play marker

#### Egypt:

Out of Play marker

#### All Railways:

Empty

