

Syria at Risk

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This is a board game about Civil Unrest and uprisings, utilizing the Syrian Uprising as a current example. The game is a modified version of risk depicting the conflict between the Assad Regime of Syria against the Opposition that is an offshoot of the Arab Spring. In Risk the objective of the game was to control the board and eliminating opponents by doing so, however in this board game there are different conditions and variables. Alongside regular army pieces there are civilian pieces as well as alternative winning conditions reflecting uprisings.

Key Components

Military Pieces

Represented by Red beads (government) and Blue beads (Opposition).

They represent the armed forces of each player and are used to combat other pieces and takeover regions. The government armies represent not only Syrian Military but also the enforcers that crack down on the opposition. The opposition army pieces include the Free Syrian army as well as anti assad local militias and armed civilians.

With army pieces the player can:

- Move to one adjacent region
- Attack an enemy army piece, a civilian piece(if progov player), or a neutral civilian piece (if progov player)

Note: precisely ONE action can be done per turn for each piece

Civilian Pieces

Represented by Pink beads (government) and Light Blue beads (Opposition). White beads represent neutral.

Civilian pieces represent the citizens of Syria and are meant to portray the Assad Loyalists and Party Members as well as the anti-Assad opposition and Arab Spring members.

Neutral civilians (white beads) are those Syrians that have not taken sides either by fear of government crackdown or fear of the ensuing power vacuum. Neutrals can be won over to specific player sides by conversion.

Though unable to fight they are necessary in order to win. As a victory condition you can gather popular support, Convert rival pieces to your side,

Note: players can only control their own civilian pieces and not neutrals

With civilian pieces the player can:

- Move to one adjacent region
- Train into an army piece
- Convert a neutral civilian or enemy army piece(if opposition) or enemy civilian piece(if opposition) to your side

Note: precisely ONE action can be done per turn for each piece

Dice

Used for conflict resolution and contextual actions.

Event Cards

A deck of cards that is drawn every turn that affects gameplay itself.

This is meant represent events happening in Syria such as **Army Defections** which cause Progov military pieces to be automatically converted to Opposition Pieces, or **Sanctions** that can limit the amount of actions.

Most events favor the opposition as a way to balance the game out. While the Government has brute force and numbers, the opposition can rely on time and event cards to alter the playing field.

Game Board

A map of Syria used for play.

Setup

The opposition player gets 7 army pieces and 15 civilian pieces.

The government player gets 15 army pieces and 15 civilian pieces.

The player take turns placing one of their pieces in regions

- No player can place a piece inside a space with the other player's piece(s)

- The government player *MUST* have at least one military and civilian piece in Damascus
- The players must place all their pieces on the board

After placing their pieces players must place neutral civilian pieces (1 dice roll worth) in each region.

Turn Structure

1. Player A must draw a card
 - a. *Note: on the first turn the player must draw **three** cards*
2. The directions of the card must be then and it is then discarded
3. Player A can move or attack with up to ten of his/her's army pieces
4. Player A can move, convert, evacuate, or train up to ten of his/her's civilian pieces
5. Player B does step #1-4
6. END OF TURN, Repeat

Attacking and Defending

A military piece can initiate an attack on another piece if they are in adjacent regions.

The attacking and defending players' pair up their pieces, they each roll a single die. The player must remove their piece from play if they have the lower value. Should there be a tie neither player removes their respective piece.

Civilians cannot attack only defend. If the Civilian has a higher number than the attacking army pieces the attacker is not removed.

Converting

Rather than actual fighting Civilians will attempt to convert others to their side, resorting to demonstrations, protests, etc. to get their word across. The conversion process is similar to that of combat:

The 'attacking and 'defending' players' pair up their pieces, they each roll a single die. Should the attacker have a higher value then the defending piece must be replaced by an attacker's counterpart piece otherwise

Evacuation

The opposition player can evacuate their civilians pieces as long as they are in the regions of Al Ladhqiyyah, Idlid, Halab, Ar Raqqah, and Al Hasakah (all of which border Turkey). For each civilian piece roll two dice, if the collective sum is more than or equal to 9 then that piece is evacuated.

Evacuated pieces are out of play and cannot be targeted but they still count to the victory total.

Training

Civilian pieces can convert to military pieces in one turn but ONLY if they pass a dice roll test (1/2 chance).

Winning Conditions

Both players:

Destroy all enemy army pieces or civilian pieces on the board

Either the Opposition manages to overthrow the Assad Regime or the Government crushes the resistance.

Note: if opposition evacuates 10 civilian pieces and has no more civilians on the board the opposition player still wins

Have 75% of remaining civilians loyal to you for at least three turns

By garnering and maintaining the support of the majority of civilians the government can bleed the opposition dry or the opposition can destroy the government's control.

Progovernment:

Maintain an army ratio of at least 3:1 for three turns

The government establishes a strong enough military and security base that they are able to overwhelm opposition forces and safe havens.

Opposition:

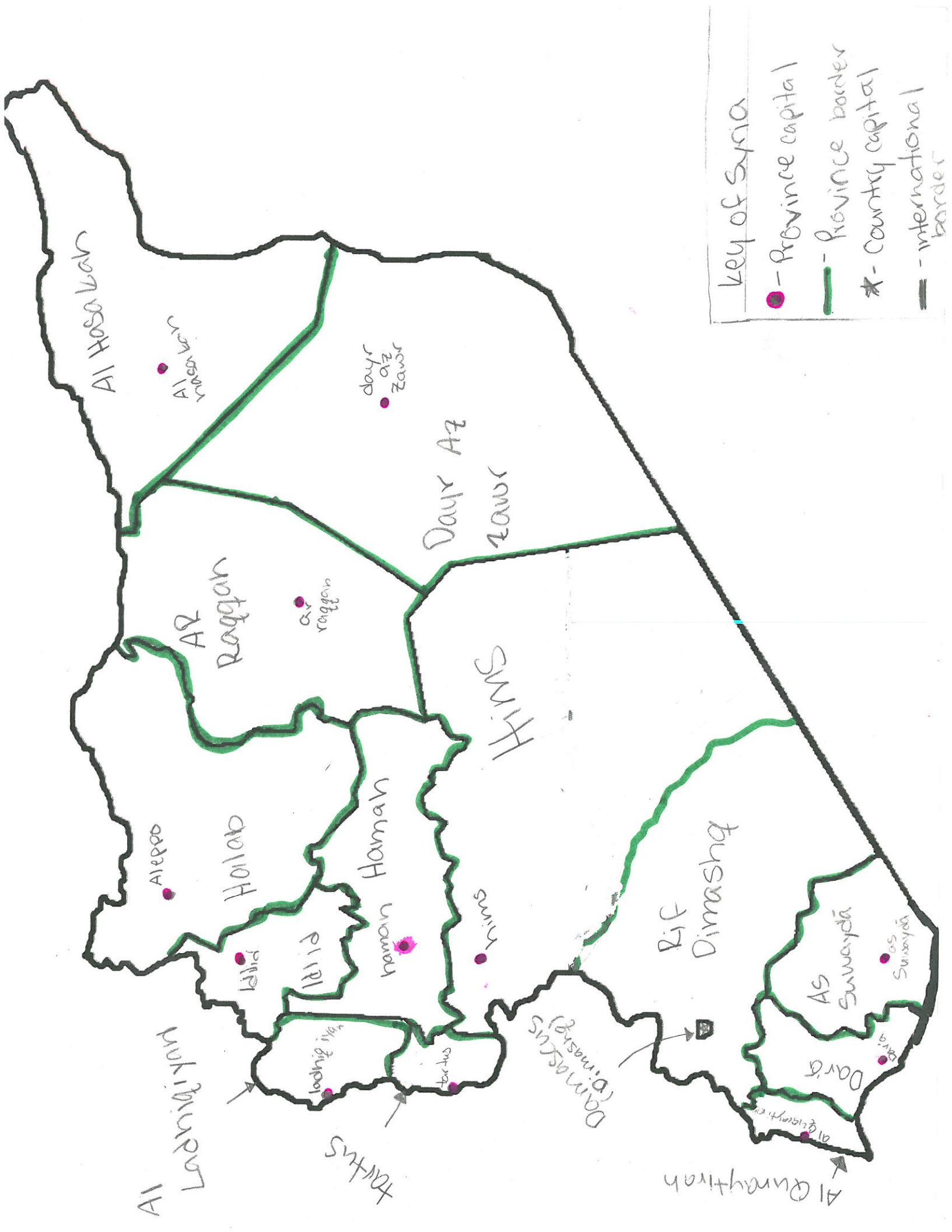
Evacuate at least 10 opposition civilian pieces

By evacuating Civilians, international condemnation grows to a fever pitch as word of refugees spread. Support for the

Note: if opposition evacuates 10 civilian pieces and has no more civilians on the board the opposition player still wins

Occupy Damascus for three turns

By occupying Damascus, the capitol of Syria and the seat of the Assad Regime's power; the Opposition throws the Government into disarray.



key of Syria

- - Province capital
- - Province border
- * - Country capital
- - international border

Al Hasakab

Al Hasakab

Dayr az Zawr

Dayr Az Zawr

AR Raqqah

ar raqqah

Hims

Aleppo

Hama

Hamah

hims

Rif Dimashq

AS Suwayda

Al Qunaytrah

al Qunaytrah

al Qunaytrah

Damascus (Dimashq)

Dar'a

AS Suwayda

Media Blackout

roll a die for each
media in play
if even
media card is
removed

Humanitarian Aid

any opp of Neutron
Civilians lost last
turn in one region are
returned to that region

Foreign Media

Police Crackdown

roll a die
remove that # of
opposition civilian
pieces

Defection

roll a die
that # of pro gov
units are replaced with
anti gov military units

Pro gov thuds

remove 1 die of
opp civilians
 $\frac{1}{2}$ will be removed from
play
 $\frac{1}{2}$ will be replaced by
neutral civilians

Social Networking

1 PROGV civilian
turns into AN
Ant: gov civilian

Humanitarian Evacuation

evacuate 1-2 BRP
civilians