Setup - See 2.1 and 6.0

Sequence of Play

Levy (3.0) *Scenario F only:* If Autumn 1085 (box 5 or 6), check for Curias (6.2).

- **Arts of War (3.1):** Christians then Muslims shuffle Arts of War, draw and implement **two** cards —on first Levy, ***Capabilities*** (bottom half of card, 1.9.1); thereafter, ***Events*** (top half).
- **Pay (3.2):** Christians then Muslims may pay their Lords to stay in the field—

Loot: Each Loot spent at **Friendly Locale** (1.3.1) free of Siege (may be Bypassed) shifts Service of one Lord [and his Vassals, (3.4.2)] there by one 40-Days box right.

Coin: Each Coin spent shifts Service one box right for one Lord [and Vassals] at Paying Lord's Locale or of any Unbesieged Muslim Lord (Bypassed OK) if paid from the Taifas box (1.3.3).

- **Disband (3.3):** Christian then Muslim Lords [and Vassals (advanced rule, 3.4.2)] may end Service—
  - ***Beyond Service Limit***—Disband and permanently **remove** Lords [and Vassals] with Service left of this 40 Days. [Vassals remove Forces shown on their markers from their Lords' mats, as able.]
  - ***At Service Limit***—Disband to **Calendar** if Service at current 40 Days. Place Lord's cylinder a number of 40-Days boxes to the right equal to his Service (even if Besieged). [Take Vassal Forces off mats, return Disbanded Vassal markers to their Lord's mat—Coat of Arms down (not yet Ready).]
  - ***Parias***—If Independent Taifa Lord, adjust **Taifa** to Parias, award **Coin** to Christians (1.4.3).
- **Muster (3.4):** Christian then Muslim Lords in Unbesieged **Friendly** Locales use Lordship to—

[a] roll Ready ***Lord's*** Fealty to Muster at free Seat (adjust Taifa status per 1.4.3) OR
[b] Muster Ready ***Vassals*** OR **[c]** add ***Transport*** (and replace Serf) OR **[d]** add ***Capability***. (Discard above two "This Lord" per Lord.) [Advanced Vassal Service: flip markers up to Ready.]

- **Call to Arms (3.5):** Each side may choose one option or do nothing. (Skip if Scenario A or B, 6.1).

Christians may
[a] If green Rodrigo al-Sayyid on map or if any Christian Lord permanently removed, add to Taifas box 1VP plus 1VP per box his Service is ahead of Levy to set ***Rodrigo al-Sayyid*** and Seat aside and place yellow ***Rodrigo Campeador*** onto Calendar 2 boxes ahead, OR
[b] Pay 2 Coin to Muster ***Rodrigo Campeador*** from Ready (3.4.1; place Seat), OR
[c] Muster ***Eudes*** (if Ready and Seat free, 3.4.1); Muslims add 1 Jihad marker (if able, 1.4.4).

Muslims may
[a] Pay 3 Coin to Muster ***Rodrigo al-Sayyid*** from Ready (3.4.1; place Seat), OR
[b] Muster ***Yusuf*** or ***Sir*** from Ready (place Seat), ***Eudes*** to Calendar 2 boxes ahead, OR
[c] If ***Yusuf & Sir*** both Ready, shift them to 1 box right of Levy to add 1VP and 1 Jihad, OR
[d] If ***Yusuf*** at Taifa Seat, Muster that Lord from Calendar or shift his Service 2 boxes right.

Campaign (4.0) Flip Levy to Campaign (2.2.2). **Discard** Capabilities in excess of Lords (4.0).

- **Plan** (4.1): Each player ***stacks*** 7 or 8 Command cards (per the Season) into facedown Campaign Plan. Christians then Muslims may designate ***Lieutenants. Dinars:*** Unbesieged Taifa Lords may deposit Coin into the Taifas box.
- **Command** (4.2): Christians then Muslims alternate, reveal top Command card, Activate that Lord—
  - ***Pass?*** If Pass card, Lower Lord, or Lord not on map, pass play back to the other side.
  - ***Actions*** (4.3-4.7): Lord on card takes Command actions using that Lord's Command Rating .
  - ***Feed/Pay/Disband*** (4.8): After all actions on a Command card, Christians then Muslims **Feed** Lords who moved or fought. Lord by Lord, remove **one** Provender or Loot per **six** units (round up). Lords Feed own Forces, then Share (1.5.2). Unfed Lords shift Service [and Vassals' Service] one 40-Days box left. Then as desired **Pay** and as required **Disband** Lords (3.2-3.3). Remove Moved/Fought markers.
- **More Activations:** Alternate Command cards per above, until Plan stacks expended.
- **End Campaign** (4.9): After all Command cards, prepare for next 40 Days.
  - ***Game End?*** If last 40 Days of scenario, end play—award win to highest VP (5.3).
  - ***Growth:*** If last 40 Days of Spring, sides reduce Enemy **Ravage** markers to ½ (round up).
  - ***Harvest:*** If last 40 Days of Summer, Lords reduce **Carts/Mules** each to ½ (round up).
  - ***Repairs:*** Each Locale with three or four **Siege markers** removes one Siege marker.
  - ***Wastage:*** Christians then Muslims **discard any one Asset or card** from each Lord with more than one of any type of Asset or more than one This Lord card.
  - Christians then Muslims as desired may ***discard*** any Arts of War cards.
  - Unstack ***Lieutenants*** (4.1.3). Advance ***Campaign*** to next 40-Days, flip to Levy (2.2.2).

40 Days (2.2) — Winter •See 6.3
- **Levy**
  - o **Arts of War**
  - o **Pay/Disband**
  - o **Muster/Call to Arms**
- **Campaign**
  - o **Plan** (stack cards)
    Lieutenants? Dinars?
  - o **Command** (flip cards)
    Each card—
    - ■ **Actions**
    - ■ **Feed/Pay/Disband**
  - o **Repairs/Wastage/Discard**

Friendly/Enemy (1.3.1)
Territory—
- Reconquista Taifa or Kingdom is **Christian**.
- Parias Taifa is **Neutral**.
- Independent Taifa is **Muslim**.

Locale & Stronghold—
- Conquered or Seat marker is **that side's.**
- Jihad is **Muslim**.
- Otherwise per Territory.

Add Jihad (1.4.4)
- Only in Parias or Reconquista Taifas
- Only at Strongholds
- Never at Christian Conquered or Christian Seat marker
- At a Christian Lord only if he is Besieging or Bypassing

Feed (4.8.1) Each Lord, **1** Prov or Loot/ **6** units + Mules, rounded up

Campaign Victory (5.2)
- Side with **no Lords** on map during Campaign loses

At End: Most VP (5.1, 5.3)
- **Ravaged, Jihad** (½VP each)
- **Conquered, Cathedral** (1VP each)
  - o *Includes Taifas box VP*
- **Reconquista** Taifas (**3VP** each)
- **Parias** Taifas (**1VP** each)

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Almoravid



PLAYER AID FOLDOUT

Commands (4.2-4.7)

Action	Requirements	Procedure
	Besieged: Sally, Forage (Gardens), or Pass	**Sharing:** Any Assets among Lords at same Locale (1.5.2)
March	Two actions if Laden. Marched, Avoided, or Battled: Moved Fought	Move Lord(s) to adjacent Locale by a Way. Marshal may take group (4.3.1). Lieutenant takes Lower Lord (4.1.3). Enemy may Avoid Unladen or Withdraw (4.3.4); if Enemy stands, Battle (4.4); stop March at Unbesieged/Unbypassed Enemy Stronghold (4.3.5). ENCAMP? If Bypassing, one action (ignore Laden) to replace with .
If began Siege or Battled: End card		
Siege	Besieging Lord. All. Uses entire card. All Lords there: Moved Fought	SURRENDER? (4.5.1) If no Lords inside, may roll dice per Stronghold: - if all rolls ≤ Siege plus Ravage markers, take Stronghold; adjust Conquered/Jihad/Ravaged/VP; no Spoils. SIEGEWORKS? If Besieging Lords ≥ Capacity 1, 2, 3 add 1 Siege (to max 4).
End card		
Storm	Besieging Lord. All: Moved Fought	Attack per Storm (4.5.2). If Attacker wins, SACK: permanently remove Besieged Lords; take Spoils; adjust Conquered/Jihad/Ravaged/VP.
End card		
Sally	Besieged Lord. All: Moved Fought	Attack per Battle (4.5.3, 4.4). - Losing Attacker Withdraws back inside: reduce to 1 Siege marker
End card		
Supply	Must have Route to own Seat(s).	Select Supply Route(s) and Transport for each Seat used (see below, 4.6.1). - Each Seat Source adds 1 Provender (4.6.2).
Forage	Unravaged, or any Friendly Fortress/City. Besieged in Fortress/City	Add 1 Provender to Foraging Lord on roll of 1-3 or, if at Friendly Stronghold, automatically (4.7.1).
Ravage	Enemy Locale, not at Ravaged.	Place that side's Ravaged marker (adjust Victory). - Add 1 Loot plus if Stronghold 1 Prov to Ravaging Lord. - Each odd yellow marker (1st, 3rd, ...), shift Taifa Lord's Service 1 left (4.7.2).
Tax	At own Seat. Uses entire card. All	Add 1 Coin to the Taxing Lord's mat (4.7.3).
Pass	Any Lord, even Besieged.	Do nothing (4.7.4).

Bypass Stronghold (4.3.5):
During March: Stop; add actions.
Before March: Remove marker; depart. May March to replace Bypass with Siege.
Adalides/War Drums: May March on.

Supply Routes (4.6.1):
Active Lord to his Seat(s).
- No Enemy Lord/Stronghold unless Besieged/Bypassed.
- One Cart/Mule per Way per Route.
- Lord Besieged in City/Fortress may use his Seat there (Gardens).

Laden (4.3.2): Cart or Mule with two Provender (including shared, 1.5.2), Cart with any Provender over Pass, or any Loot.

Greed (1.7.2): Discard Assets only to March Laden, March Unladen, Avoid Battle, Retreat, Feed, or per Wastage (4.9.4).

Forces (1.6, 4.4.2)

	Type	Piece	Strikes	Protection	Notes
Horse	Knights	silver	x2 (Battle) / x1	Armored 1-4	If Mesnada or Hasham: Command +1 If Cantador: Round 1▶Melee +1
Horse	Sergeants	steel	x1	Armored 1-3	If Hasham: Command +1 If Cantador: Round 1▶Melee +1
Horse	African Horse	blue	Any 1 Round x1 / x½	Unarmored 1 Evade 1-2	Missiles–Javelins: All of that Lord in any 1 Round (mark); x1 in Battle [x½ Storm] If Hasham: Command +1 Evade vs Battle Melee only
Horse	Light Horse	brown	x½* / Any 1 Round x1*	Unarmored 1 Evade 1-3	*Missiles by Capability– If Javelins: Any 1 Round (mark); x1 in Battle [x½ Storm] If Hasham: Command +1 If Andalusians: Evade 1-3 vs Battle Melee
Foot	Men-at-Arms	steel	x½*	Armored 1-3	Missiles by Garrison or Capability– If Crossbows: Armor -1; select target If Spearwall: Armor +1 vs Horse Melee 1 Round (mark)
Foot	African Foot	blue	x½	Armored 1-2	Missiles – Bowmen If Spearwall: Armor +1 vs Horse Melee 1 Round (mark)
Foot	Militia	brown	x½* / x1*	Unarmored 1	*Missiles by Garrison or Capability– If Crossbows: Armor -1; select target If Javelins: All of that Lord in any 1 Round (mark) If Javelins or Slingers: x1 in Battle [x½ in Storm]
Foot	Serfs	tan	x½* / Any 1 Round x1*	Unarmored (auto remove)	*Missiles by Capability– If Javelins: All of that Lord in any 1 Round (mark) x1 in Battle [x½ in Storm]

Strongholds (1.3.1, 4.5)

Type	Icon	Walls	Garrisons (4.5.2) Crossbows select target	Surrender Dice (4.5.1)	If Conquered	Value* Spoils**
City (Gardens (4.7.1)) Capacity 3		1-4	x½ / x½	3	Conquered 1 VP	Coin x2, Loot x2, Prov x4
Fortress Capacity 2		1-4	x½ / x½	2	Conquered 1 VP	Coin, Loot, Prov x3
Town Capacity 2		1-4	x½ / x½	1	Conquered 1 VP	Coin, Prov x2
Castle Capacity 1		1-4	x½ / x½	1	Conquered 1 VP	Coin, Prov

* Jihad ½ VP instead of Conquered 1VP if Muslim Conquest in Taifa (1.4.4) ** Coin, Loot, Prov if Sacked (4.5.2; not Surrendered, 4.5.1)

Battle & Storm

Steps	Battle Procedure (4.4.1-4.4.5)	Storm Procedure (4.5.2)
Array Lords Play Events	Active **Attacking** Lord Front center, then any one each left/right, others Reserves. **Defenders** center then left/right, opposing each Attacker as able. (See also Sally, Relief Sally.) Attackers then Defenders play **Events**.	Array as for Battle but only Active Attacking Lord and any one Defender in Front; rest in Reserve. Defender: place Garrison (see Strongholds). Attacker: place Siegeworks as Walls.
Round: Concede? Reposition	**Concede Field?** Attacker then Defender may declare this Round as last, enemy **Pursuit**. **Reserve** Lords advance into any empty Front. Attacker then Defender: Left or right to **empty center.** Front Lords with no enemy opposite: **Flank** closest.	**Concede?** If **after Round 1**, Attacker may end Storm now as the loser. **Reposition?** If **after Round 1**, Attacker then Defender may advance one Reserve Lord to add to Front Lords, up to Capacity of Stronghold (1, 2, or 3).
Round: Strike (Each Strike step:)	1. Missiles: *a.* Defenders *b.* Attackers 2. Melee: *a.* Defending Horse *b.* Attacking Horse *c.* Defending Foot *d.* Attacking Foot *Javelins thrown?* 1. *a.b.* 2. *a.b.* 2. *c.d.*	1. Missiles: *a.* Defenders *b.* Attackers 2. Melee: *a.* All Stronghold Defenders *b.* All Attackers *Javelins thrown?* 1. *a.b.* 2. *a.b.* *Melee: max 6 Hits/Lord*
Round: Hits	x½ vs Pursuit round up Each unit causes ½, **1**, or **2 Hits**—see Forces table. Total all (opposite, Flanks, Garrison) and **round up.** Roll any **Walls.** ***Battle:*** Lord opposite/Flanking/Flanked takes Hits (owner selects which first). Owner **assigns Hits** to units. Roll 1 **Protection** per Hit (failure **Routs** unit). ***Storm:*** Attacking **Armored** take Hits first. **Garrison** takes Hits before Defending Lords.	
Round: Protection	**Walls:** Targeted side rolls 1 die per Hit; each roll within range cancels 1 Hit. **Armor:** Unit absorbing Hit rolls; within range absorbs 1 Hit without Rout. **Evade:** Roll as for Armor (above) but not if Missile Hit or during Storm. **Unarmored:** If no Armor or Evade (and not Serf), roll of "1" absorbs Hit without Rout.	
Round: Rout	Routed units immediately **slide back** on mat; Routed Garrison and Serf units are removed. Routed units may not Strike or absorb Hits. When all of a Lord's units Rout, the **Lord Routs**—immediately take him off the Array.	
New Round?	If all Lords of a side Routed or it Conceded the Field, that side **loses** the Battle. **If not**, begin new Round at **Concede?/Reposition** above.	If all Attackers or Defenders Routed, that side **loses**. If not and **Rounds** so far = **Siege** markers, Attacker loses. Otherwise, new Round with **Concede?/Reposition**.
Ending Battle/Storm: Retreat Withdraw Conquered	Losers **Retreat** where no Unbesieged/Unbypassed enemy (Defenders not Way enemy came, Attackers to origin), OR **Withdraw** into Friendly Stronghold (Sally must), OR are permanently removed.	If Besieged Defenders lose, the Stronghold is **Sacked**—all Lords inside are permanently removed and award Spoils; Attackers Conquer the Stronghold. Otherwise, Siege continues (no Retreat or Spoils).
Ending Battle/Storm: Losses	All Lords' **Routed units** each roll—failed roll removes unit: —***Retreated without Conceding*** or ***Attacker in Storm*** roll as if Protection "1". —***Others*** roll against unmodified Protection (Armor, Evade, or Unarmored). Any **Lord** with all units Removed is permanently removed.	
Ending Battle/Storm: Spoils	Loot Winners take from Losers who —Retreated without Conceding or were permanently removed: all **Assets**. —Conceded and Retreated: **Loot** plus excess **Provender** so Retreat not Laden.	As in Battle (at left), plus Conquered Stronghold yields Assets per Strongholds table Loot, Prov, Coin
Ending Battle/Storm: Service	Roll a die for each **Retreating** (not Withdrawing) Lord: Shift that Lord's **Service** [and his Vassals'] **left** by number of boxes equal to ½ die roll, rounded up. = 1 = 2 = 3	
Aftermath	Moved Fought Mark all Lords Moved/Fought. Discard any "Hold" Events used at this Battle or Storm. If Battle starts Siege, add 1 marker; if lifts Siege, remove markers. If Sally Raid (4.5.3), reduce Siege to 1 marker. If Stronghold changed hands; adjust Conquered/Jihad/Ravaged/VP (1.3.1, 1.4.4, 4.5.1). **Recovery:** No more Actions on this Command card—*go to Feed/Pay/Disband (4.8).*	Conquered 1 VP Siege