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► SUMMARY OF *ALMORAVID* CHANGES FROM *NEVSKY*

Locales: All except Regions are Strongholds (1.3.1).

Ways: The types are Roads and Passes (1.3.1).

Allegiance: Taifa Politics and Jihad markers can make Territory Friendly, Enemy, or Neutral. Change in Allegiance can flip Ravage markers. (1.3.1, 1.4, 4.5).

Seats: Some Seats are markers (1.3.1, 1.9.1, 3.5).

Gardens: Friendly Cities and Fortresses guarantee Forage (1.3.1, 4.7.1).



Taifas Box: There is no 8-marker maximum (1.3.3).

Taifa Politics: Territory in a Muslim “Taifa” emirate can be Friendly to the Christians (“Reconquista”), Neutral (“Parias”), or Friendly to the Muslims (“Independent”), with several other effects (1.4).



Jihad: Markers show local resistance to the Christians, add Muslim VP, and render Locales Friendly to the Muslims (1.4.4).

Rodrigo: This Lord can be Christian or Muslim (1.5.1)

Forces: Types add African Horse, African Foot (1.6).

Transport: Carts and Mules are usable any Way, any Season; Carts with any Provender are Laden on Passes; Mules Feed as if Forces units (1.7, 4.8.1); there are no Sleds, Boats, or Ships.

Wastage: There is no 8-Asset maximum (1.7).

Cards: There are no No Event/No Capability cards (1.9.1). Marshals have four Command cards (1.9.2).

Seasons: Spring, Summer, Autumn, Winter (2.2.1).

Calendar: There is a 0 box and a 17+ box (2.2.3, -.5).

Disband: Disbanding Taifa Lords can change Taifa status and award the Christians Coin (1.4.3, 3.3).

Muster: Certain cards Muster Lords, Vassals, and other Forces in special ways (1.9.1, 3.4). Levy of Transport replaces lost Serfs (3.4.3). Lords with no Fealty rating enter play only by Call to Arms (3.5).

Call to Arms: All options are new (3.5).

Plan: Taifa Lords deposit Coin into their box (4.1.4).

Bypass: Lords can Bypass Enemy Strongholds to use more actions during March or to Avoid Battle (4.3.4-.6).



Laden: A Lord using any Carts to carry any Provender across a Pass is Laden (4.3.2).

Avoid Battle: Allowed to an Enemy Stronghold by Bypassing it (4.3.4-.5).

Missiles: New types are Javelin and Slinger; Javelins and Crossbows have special rules (4.4.1).

Retreat: Allowed to join Friendly Lords already Bypassing an Enemy Stronghold (4.4.3).

Surrender: Larger Strongholds roll multiple dice; Ravage aids roll (4.5.1).

Stronghold Conquest: Conquest flips Ravage to Enemy color. Muslim Conquest in a Taifa adds Jihad not Conquered markers. (4.5).

Siege and Jihad: Jihad added at Muslim Siege removes the Siege markers (4.5.4).

Storm: Reposition may add Lords to the Front, up to Stronghold Capacity. Lords Melee for at most six Hits. Spoils amounts are altered (4.5.2).

Supply: Each Route to each Source requires its own Transport. Sources are Seats, not Ports (4.6).

Forage: A roll may be needed for success; Season does not matter; Forage at Gardens even if Ravaged or Besieged (4.7.1).

Ravage: In Regions, add Loot not Provender; Christian Ravage can shift Taifa Lord Service (4.7.2); Ravage markers can flip in Allegiance change (1.4.3, 4.5) and reduce each Spring (4.9.2).

Sail: There is no Sail Command but see Muslim Capability GUADALQUIVIR (1.9.1).

Feed: Expend 1 Provender for every 6 units plus Mules total (4.8.1); Lords may discard Mules when unable to Feed them (1.7.2).

End Campaign: Ravage and Siege markers may reduce (4.9.2-.3).

Victory: Reconquista, Parias, Jihad, and Cathedral markers on the map yield VP (5.1).

Bidding: Players may bid for side assignment (6.1).

Full Scenario: Scenario F adds Curias skipped turns and a Winter Sequence (6.2-6.3).

1.0 INTRODUCTION

Almoravid is a board wargame about a pair of tumultuous campaigns in the Spanish Reconquista: Leonese King Alfonso VI's advances against the 11th-Century's fractious Muslim Taifa states, and a resulting intervention by a fundamentalist African Muslim army seeking to roll the Christians back. It is the second volume in GMT Games' *Levy & Campaign Series* portraying medieval military operations. Players will raise and equip their armies and then send them out to ravage or conquer disputed territory and defeat enemy forces. Service obligations and alliances will provide a panoply of lords and vassals to serve on campaign—but only for limited periods. Players must keep an eye on the calendar and reward lords to keep them in the field.

An advanced rule adds detail on vassal forces' length of service. Players may use optional screens that hide the strength of their lords for greater fog of war. Though *Almoravid* has no solitaire system, the standard game is solitaire friendly.

A player aid foldout and a separate Taifa reference sheet summarize key game functions. The last few pages of this rule book provide scenarios and key terms. A background booklet has supporting material such as examples of play, tips on solitaire and team play, detailed histories of the era, and a separate minigame on its greatest battle.

The page opposite lists rules changes from *Levy & Campaign Series* Volume I, *Nevsky*. In addition, this icon ► precedes such new rules sections and concepts in this rules booklet.

1.1 General Course of Play

In *Almoravid*, two players (or teams) take the roles of Christians (yellow) and Muslims (green), respectively. The Christian and Muslim sides are Enemy to one another. The Christians represent the rising kingdoms of northern Spain and their allies. The Muslims comprise the dynasties ruling a patchwork of Andalusian emirates and their allies, including an Islamic Berber army from Africa.

In turns covering 40 days (a traditional period of military service), Christian and Muslim players will levy lords and vassal forces, gather transport, and recruit capabilities. Each lord's forces and assets are laid out on a mat. The players then plan and command a 40-day campaign with their mustered lords. A cylinder on the map represents each lord, while markers on a calendar show how much time remains in the lords' service, influenced by hunger, pay, and success or failure on campaign.

DESIGN NOTE: Christians and Muslims in medieval Iberia warred not only on each other but on their co-religionists. "Christian" and "Muslim" in this game refer to the player sides, even though each side features adherents of either religion.

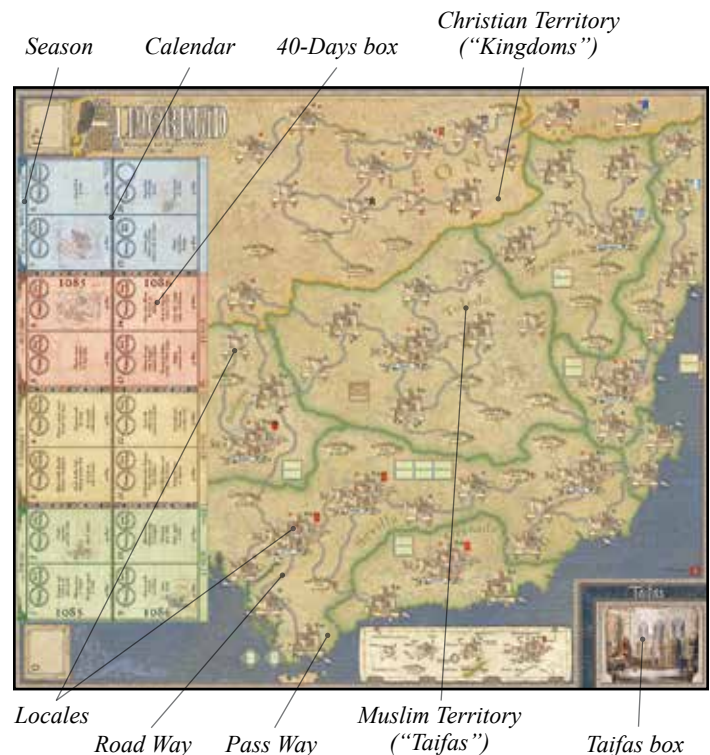
1.2 Components

A complete set of *Almoravid* includes:

- A mounted game board (1.3)
- Sixteen Lord cylinders (7 yellow, 9 green; 1.5.1)
- A Lords sticker sheet (1.5.1, apply to cylinders)
- Sixteen Lord mats (1.5.2)
- One Battle/Storm mat (4.4.1)
- 78 Horse wedges (26 silver [Knights], 23 steel [Sergeants], 10 blue [African Horse], 19 brown [Light Horse])
- 83 Foot bars (30 steel [Men-at-Arms], 14 blue [African Foot], 33 brown [Militia], 6 tan [Serfs])
- Three sheets of markers and counters.
- Four decks of playing cards (26 Christian and 26 Muslim Arts of War cards, 27 Christian and 33 Muslim Command cards, 1.9)
- Two player aid foldouts (summarizing Sequence of Play, Commands, Forces, and Battles)
- A Taifa Politics and Orientation Map reference sheet (1.3.1, 1.4)
- Two screens
- Six 6-sided dice (three yellow, three green)
- A background booklet (not needed for play)
- This rules booklet.

1.3 Game Board and Map

1.3.1 Map. The game board shows a map of much of Spain, circa 1085. It depicts Locales linked by Ways, a Calendar along the left, and a Taifas (Muslim emirates) box in one corner. See also the orientation map on back of the Taifa Politics sheet.





TERRITORY: Christian Territory comprises two Kingdoms in the north bordered in gold—León and Aragón. Muslim Territory comprises seven Taifas bordered in green—Badajoz, Toledo, Zaragoza, Lérida, Sevilla, Granada, and Valencia. ► Taifas can become a “Parias” Taifa or “Reconquista” Taifa, rendering it Neutral or Christian Territory instead (see ALLEGIANCE, below, and Taifa Politics, 1.4).

NOTE: A Taifa Politics reference sheet summarizes rules about territory and allegiance and provides an orientation map on the back.

LOCALES: Locales are the spaces on the map that hold markers and Lord cylinders. Locales include Cities, Fortresses, Towns, Castles, and Regions.

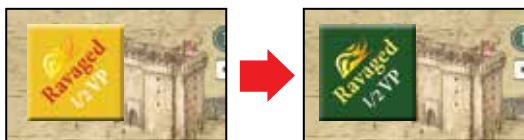
- **Strongholds:** ► All Locales except Regions are Strongholds. Strongholds are Conquerable, can host Lords Withdrawn inside them, and can be Besieged and Stormed (4.3.4-.5, 4.5). They show a Siege Capacity (❶, ❷, or ❸) that affects how many Lords they can host and other aspects of Siege (4.5); whether they have ► Gardens that aid Forage (4.7.1); ► the number of dice that they roll for Surrender (4.5.1); and whether they are a Port for Inviting the Almoravids (3.5.2) and for certain cards (1.9.1).
- **Conquering:** Gray marker symbols at Strongholds indicate that they can receive “Conquered” or “Jihad” victory point markers when taken (VP, 5.1). The number of gray symbols shows the Stronghold’s Value—how many victory markers it receives: one marker if Castle or Town; two if Fortress; three if City (see Strongholds on the foldout).

❖  When Conquering a Stronghold in Enemy or Neutral territory (4.5.1-.2), a side places its own 1VP Conquered markers and removes any enemy Conquered, Jihad, and Seat markers there.

❖  ► When Muslims Conquer Strongholds in Enemy or Neutral (Reconquista or Parias, 1.4) Taifas, they place ½VP Jihad instead of 1VP Conquered.

❖ When Conquering a Stronghold in Friendly Territory, remove all such Enemy markers there.

❖ ► Conquest of a Stronghold flips any Ravage marker there (4.7.2) to the other side’s color.



► **ALLEGIANCE:** Territory, Locales, and the Strongholds within them are either Friendly to one side and Enemy to the other, or they are Neutral (neither Friendly nor Enemy to either side):

- Kingdoms (within yellow borders) are Friendly Territory for the Christians.
- A Taifa’s Territory (in green borders) becomes Friendly to the Christians if Reconquista Taifa, Neutral when Parias Taifa, and Friendly to the Muslims when Independent (1.4).

- Locales are Friendly, Enemy, or Neutral per the Territory they occupy except as listed below.
- Strongholds with Conquered, Jihad (1.4.4), or Seat markers (see below) are Friendly to the side of the color shown by the marker and Enemy to the other side regardless of Territory.

Muster (3.4), Pay with Loot (3.2.2), Withdrawal (4.3.4), and a few other game actions require Friendly Locales; Siege (4.3.5) and Ravage (4.7.2) require an Enemy Locale as a target.

EXAMPLES: Lords do not Bypass and cannot Besiege Neutral Strongholds (4.3.5). Because Ravage requires an Enemy Locale (4.7.2), Christians within a Parias or Reconquista Taifa may Ravage only at a Jihad Stronghold (1.4).

SEATS: Some Strongholds host certain Lords’ Seats, as shown by the Lord’s Pennant (1.5.1) printed on the map there, affecting Reconquista (1.4.1), Call Upon an Emir (3.5.2), Muster (3.4.1), Supply (4.6.1), and Tax (4.7.3).



► **SEAT MARKERS:** Some Lords get Seat markers at various Strongholds (1.8, 1.9.1, 3.5.1-.2). A Stronghold with a Seat marker is Friendly to that Lord’s side. If the Enemy Conquers the Stronghold or that Lord leaves the map (4.5.1-.2, 3.3.1-.2), remove the Seat marker (including Cathedrals).



► **PORTS:** Ship icons at Locales affect the AFRICAN FLEET/GUADALQUIVIR and GENOA & PISA cards (1.9.1).



► **GARDENS:** Orange-tree icons at Cities and Fortresses show that they guarantee Forage (4.7.1).

► **WAYS:** Two types of Ways—Road and Pass—link Locales to one another for movement and Supply (4.3, 4.4.3, 4.6), and certain cards (1.9.1). Locales linked by a Way are adjacent. Passes hinder movement of Provender by Cart (4.3.2, 4.6.2).

ON MAP: The phrases “on the map” and “on map” refer to Lords or markers that are at Locales or, for markers, in the Taifas box (1.3.3). **EXAMPLE:** A Lord cylinder on the Calendar is not “on map”.

1.3.2 Calendar. A Calendar on the board tracks time and victory scores (2.2). Cylinders there track when Lords are Ready for Muster; markers show when Lords (and, if using an advanced rule, Vassals) must Disband. It shows eight Seasons in two rows, the Spring of 1085 to the Winter at the end of 1086, each Season divided into two 40-Days boxes. It lists reminders about Command cards (4.1) and various procedures that occur only at certain times of year—Ravage and Cart/Mule removal (4.9.2), Curias (6.2), and a Winter sequence (6.3).

NOTE: The italicized historical highlights on the Calendar do not affect play. The second Winter on the Calendar will not be played out in the game—it appears for use of its boxes and historical interest.



1.3.3 Taifas Box. A box at one corner holds Muslim Coin and victory markers, an amalgam of the Taifa (faction state, 1.4) dynasties’ wealth, coinage, and independence. ► Taifa Lords (1.5.1) may deposit Coin from their mats into the box (4.1.4). Any Unbe-

sieged Muslim Lords may Pay Coin (3.2.1) from the Taifas box as if their own Coin.

► 1.4 Taifa Politics

Muslim Territory is divided into seven smaller areas called “Taifas” (1.3.1). Each Taifa can change its Territorial status among Christian, Neutral, or Muslim. In addition, Strongholds within Taifas may become Friendly to the Christians via Conquest or to the Muslims via Jihad. **NOTE:** *A Taifa Politics sheet summarizes and the Background Book illustrates this section’s rules.*

1.4.1 Taifa Status. Each Taifa’s Territory has one of three statuses per the following conditions:



-  **Reconquista** when all of a Taifa’s Cities and printed Seats (1.3.1, not Seat markers) are Christian Conquered (wherever its Taifa Lord, 1.5.1). **NOTE:** *These Reconquista target Locales are distinctively marked on the map; see the map’s legend.*
-  **Parias** when it has at least one City or printed Seat free of Christian Conquered but has no Taifa Lord (1.5.1) on the map.
- **Independent** when it has at least one City or printed Seat free of Christian Conquered and its Taifa Lord is on the map. **NOTE:** *Toledo has no Taifa Lord so is never Independent.*

Show a Taifa’s status with a Reconquista marker, or a Parias marker, or nothing in the Taifa’s “Independent” square. Mark the Sevilla Taifa with three such markers instead of one.

- The instant that new conditions are met, also adjust other markers there per 1.4.3.

DESIGN NOTE: Taifas (“factions”) were petty kingdoms that inherited al-Andalus after the early 11th-Century breakup of the Caliphate ruling all Muslim Spain. For ease of play, the game merges several smaller Taifas into the seven shown.

1.4.2 Characteristics. A Taifa’s status affects its Territory and Victory as follows.

-  **Reconquista** Taifas are Christian Territory, except for Locales with Jihad or Muslim Seat markers (1.3.1, 1.4.4). As shown on the markers, each such Taifa is immediately worth three Christian victory points, nine if Sevilla (5.1, adjust Victory).
-  **Parias** Taifas are Neutral Territory, except for Locales with Conquered, Jihad, or Seat markers (1.3.1). Each such Taifa is immediately worth one Christian victory point, three if Sevilla (5.1, adjust Victory).
- **Independent** Taifas are Muslim Territory, except for Locales with Christian Conquered or Seat markers (1.3.1). They are worth no victory points.

NOTES: *Remember that Strongholds in Taifas receive Christian Conquered markers or Muslim Jihad markers, never Muslim Conquered markers (1.3.1, 1.4.4, 4.5). Reconquista of a Mustered Muslim Lord’s Taifa does not alone Disband him.*

1.4.3 Adjusting Status. As Conquest of a Stronghold or Muster, Disband, or removal of a Lord changes a Taifa’s status (1.4.1), adjust its status, victory (1.4.2, 5.1), and other markers as follows.

NOTE: *See the Taifa Politics sheet’s summary chart.*



PARIAS COIN: If changing *from Independent to Parias*, the Christians add Coin from the pool totaling the Disbanding Taifa Lord’s Service (six if al-Mutamid, four if another) among any Unbesieged Christian Lords’ mats.



RAVAGED LAND: If changing *to Reconquista*, flip all yellow Ravaged markers in the Taifa to green (whatever the Locale’s status); if *to Independent*, flip green to yellow (adjust Victory, 5.1).

HOSTAGE POPULACE: Then, if changing *to Reconquista or Independent*, any Lords at Strongholds there that would change from Neutral or Friendly (to them) into Enemy instead immediately Conquer the Stronghold (no Spoils; place Christian Conquered or Jihad markers there equal to the Stronghold’s VP value, 1.3.1; adjust Victory, 5.1). If *to Parias*, Lords Conquer Strongholds that would change from Friendly to them to Neutral. **NOTE:** *Besieged or Bypassed Lords remain so.*

RECOGNITION OF NEUTRALITY? Next, if changing *to Parias*, the Christian then the Muslim side, wherever in the Taifa it has any Lords Besieging or Bypassing an Enemy Stronghold that just became Neutral (has no Conquered or Jihad markers), chooses either to:

- Remove its Siege or Bypass markers there, OR
- Add Enemy Conquered or Jihad, the number of markers equal to the Stronghold’s victory Value—Christian Conquered if Muslim Siege or Bypass, Jihad if Christian Siege or Bypass (adjust victory).

OPEN GATES: Finally, any Lords Besieging or Bypassing Strongholds that just became Friendly remove all Siege or Bypass markers there.

NOTE: *Other than per above, Conquered, Jihad, Siege, Seat, and Ravage markers (1.3.1, 1.4.4, 4.7.2) already on the map remain regardless of Taifa status. For example, Christian Conquered markers remain in Parias and Reconquista Taifas even though the Territory is no longer Muslim.*



1.4.4 Jihad. Changes in Taifa status (1.4.3), Muslim Conquests in Taifas (4.5), Call to Arms (3.5.1), and Muslim cards (1.9.1) can place “Jihad” markers at Strongholds. A single Stronghold may end up with any number of Jihad markers—unlike Conquered markers, regardless of the Stronghold’s Victory value (1.3.1).

Important: Add Jihad markers only in Reconquista and Parias Taifas (1.4.1-2, never in Kingdoms or Independent Taifas), only at Strongholds (never Regions), not at a Christian Conquered marker, or at a Christian Seat marker, or at a Christian Lord unless he is Besieging or Bypassing the Stronghold.

- Muslim Conquest of any Stronghold in a Parias or Reconquista Taifa places one-to-three Jihad markers there instead of Conquered markers, one Jihad marker per Stronghold Value (totaling $\frac{1}{2}$ VP x Value), in addition to removing any Christian Conquered or Seat markers there (4.5).
- Christian Conquest of any Stronghold with Jihad markers removes all Jihad there, in addition to placing Christian Conquered markers (4.5).
- Strongholds with Jihad markers are Muslim Territory regardless of Taifa status (1.3.1).
- Each Jihad marker on the map adds $\frac{1}{2}$ Victory Point for the Muslim side (5.1, adjust Victory).

OPEN GATES: If addition or removal of Jihad renders a Besieged or Bypassed Stronghold Friendly or Neutral to the Lord(s) outside, remove all Siege or Bypass markers there (4.3.5, 4.5.1).

NOTE: A Locale will never have both Conquered and Jihad markers.

1.5 Lords and Vassals

Cylinders, Service markers, and 5"x5" mats track the status of Lords in *Almoravid*. Vassals tied to Lords also have Service markers and add Forces.

1.5.1 lords. Lords are the figures who carry out military preparations and operations—Levy and Campaign.

CYLINDERS: The game uses cylinders for each Lord to show his location or readiness to Muster. Any reference to location of a Lord means where his cylinder is—a map Locale, on the Calendar, or out of the game. A cylinder's sticker shows that Lord's Pennant and Command Rating (1.5.3, 4.2). All Lords with yellow cylinders are called "Christian Lords", all with green "Muslim Lords".

SETUP NOTE: Apply stickers from the small sheet provided onto the 16 cylinders, one sticker each, yellow sticker on yellow, green on green.



Christian Lord,
a Marshal



Muslim Lord

PENNANTS: Each Lord has his own Pennant symbol that identifies his cylinder, mat, Vassals, Seats, card effects, and so on.



MARSHALS: The Lords Alfonso and Yusuf are Marshals, shown by a ring on their cylinder. They have more Command cards (1.9.2) and can lead several Lords as

a March group (4.3.1).

- When Marching (4.3.1), a Marshal may at the player's discretion bring along any or all of his side's Unbesieged Lords at his Locale with him.
- A Marshal may not be a Lieutenant or Lower Lord (4.1.3).

NOTE: The *HUESTE* Capability card (1.9.1) can make a Lord into a Marshal.



► **TAIFA LORDS:** The six Muslim Lords with Seats printed on the map, each in a different Taifa, are called "Taifa Lords" (see the Orientation Map sheet). Their status as Taifa Lords affects Taifa Politics (1.4), Christian Ravage (4.7.2) can shift their Service, and certain Events and Capabilities apply to them—those with the word "Taifa" over a pennant (1.9.1).

DESIGN NOTE: The seventh Taifa on the map (1.4), Toledo, has no Taifa Lord in the game, reflecting the political weakness and subservience to Alfonso of its last emir, al-Qadir. Muslim Lords Yusuf, Sir, and Rodrigo al-Sayyid are not Taifa Lords; they are less tied to Taifa territories; markers show the locations of their Seats.



► **RODRIGO:** The Lord Rodrigo has two cylinders, Service markers, mats, and sides to his Seat marker—one for when fighting on the Muslim side ("al-Sayyid"), one for when on the Christian side ("Campeador"). Scenarios that include Rodrigo start with the green Muslim al-Sayyid cylinder on the Calendar and the yellow Christian Campeador cylinder set aside. The yellow cylinder can replace the green one during play, via Event or Call to Arms (3.1.3, 3.5.1).

DESIGN NOTE: Rodrigo Díaz de Vivar, "El Cid", in this period fought alternately for both Muslim or Christian employers.

SERVICE MARKERS: Each Lord has a Service marker that shows his Pennant, Service Rating (1.5.3), and (except for those only Mustered by Call to Arms, 3.5) Fealty roll. Each Vassal also has such a marker showing the Pennant of the Vassal's Lord, Vassal Forces (1.6), and (for most) a Service Rating (1.5.3).

- A Mustered Lord's Service marker is placed on the Calendar and shifts among boxes to show how much longer that Lord's Service will last.
- Vassal markers stay on their Lord's Mat or—if playing with the Vassal Service advanced rule—similarly are placed and shift on the Calendar (3.4.2). **NOTE:** Ignore Vassal Service ratings unless using the advanced rule.



Lord Service Marker



Vassal Service Marker

SPECIAL VASSAL MARKERS: Crusaders and Bishops have distinctive marker backgrounds to show that these Vassals enter play differently (3.4.2).



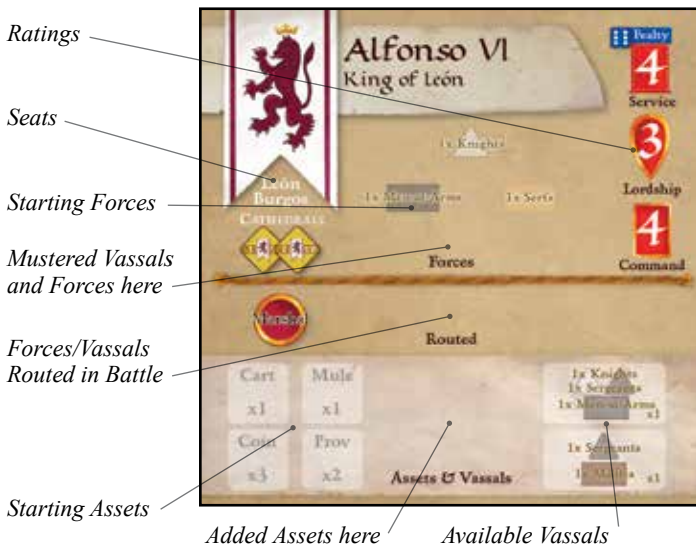
COMMAND CARDS: Each Lord has a set of Command cards (1.9.2) that enable him to take actions on Campaign (4.2). Alfonso and Yusuf have four such cards; all other Lords have three.

DISBANDED: Lords sometimes Disband (3.3). Disband, Battle (4.4), and Storm (4.5.2) can permanently remove Lords from play. Return a Disbanded or removed Lord's Forces and Assets from his Mat to their respective pools (2.1.1) and discard any "This Lord" Capabilities at his mat (1.9.1, 3.4.4). If Disbanded but not permanently removed, his cylinder returns to the Calendar (3.3.2). If permanently removed, his cylinder, mat, and Service markers are out of the game (3.3.1).

1.5.2 Lord Mats. Each Lord has a 5"x5" mat that shows his characteristics and holds his Forces, Vassals, and Assets. Set aside a Lord's mat unless Mustered. When a Lord is Mustered, set his mat in front of that player.

Hidden Mats Option: For fog of war, players may agree to hide their Mustered Lords' mats (and "This Lord" Capability cards, 1.9.1, 3.4.4) behind screens (2.1.1) except when in Battle or Storm (4.4, 4.5.2).

- Players declare hidden Assets, Capabilities, and Forces only as needed to verify actions on the board, such as enough Transport for a March (4.3).
- Capabilities affecting an entire side remain revealed per the usual rules (3.4.4).

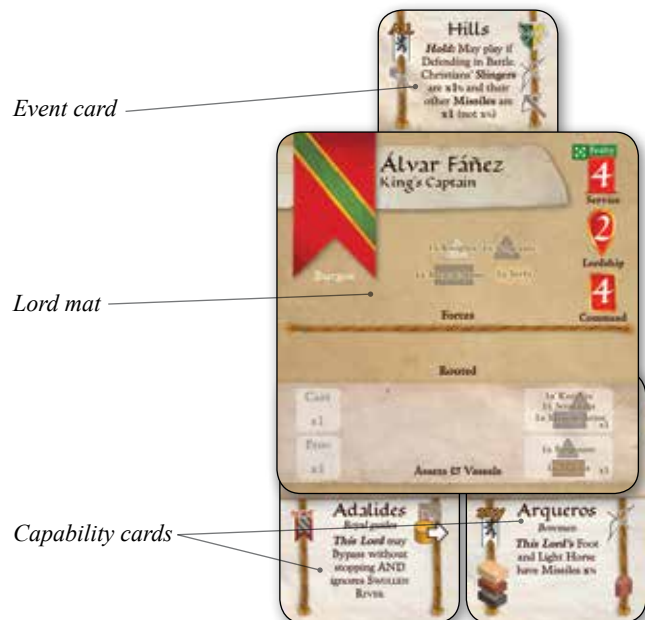


ITEMS ON MATS: When setting up a Lord at start (2.1.2, 6.0) or as Mustered (3.4.1, 3.5), place his initial Forces, Assets, and available Vassal Service markers onto his mat as noted above. As the Lord Levies his Vassals' Forces or obtains Assets, add those unit pieces and Asset markers to his mat.

MAT SECTIONS: The Lord's starting Forces upon Muster (3.4.1) are shown on the mat at the word Forces; those pieces and any Vassal's Forces and markers that the Lord Musters are placed in the Forces section. **NOTE:** Forces of Vassals do not start Mustered (1.5.4). Units Routed in Battle or Storm (4.4.2, 4.5.2) slide from the Forces section below a line into a Routed section. The Lord's starting Assets (3.4.1) and available Vassal Service markers plus Assets that he acquires, are kept in an Assets & Vassals section.

RATINGS: A Lord's ratings (1.5.3) are found listed in a column along the upper right of his mat.

CARDS AT MATS: Tuck Arts of War cards that affect specific Lords (1.9.1, 3.1.3, 3.4.4) partly under that Lord's Mat—Events at the top edge and a maximum of two Capabilities at the bottom edge.







SHARING: Lords may use and spend Assets (1.7) to help one another if at the same Locale. They never Share Vassals, Forces, or This Lord Capabilities.

EXAMPLE: A Lord Shares his Carts with another Lord whose Provender exceeds Transport, so as to speed a group's March or enable Avoid Battle (4.3).

Important: Lords on the same side may Share but not transfer or trade anything among one another – not Vassals, units, Assets, or cards. Nothing moves from one Lord mat to another on the same side.

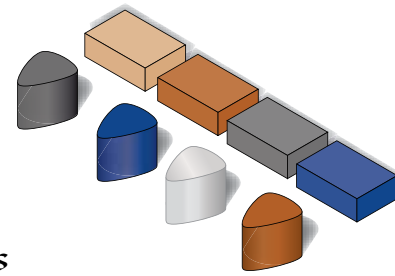
1.5.3 Ratings. Lord mats list several ratings:

-  **Fealty:** A die-roll range for that Lord's propensity to Muster (3.4.1), shown as a die with the upper number of that range (such as four pips for 1-4). Some mats have no Fealty rating because the Lord Musters without a roll (3.5).
-  **Service:** The number of 40-Days boxes ahead of the current box that the Lord's Service marker is placed upon Muster (3.4.1) or cylinder is placed upon Disband (3.3), a numeral in a box symbol.
-  **Lordship:** The number of Levy actions that the Lord takes (3.4), a numeral in a shield symbol.
-  **Command:** The number of actions that the Lord can undertake each time his Command card is revealed during a Campaign (4.2.1), a numeral in a card symbol. This numeral is also on the Lord's cylinder piece and Command cards.

DESIGN NOTE: Fealty shows a Lord's enthusiasm to fight, Service his obligation to this conflict, Lordship his wherewithal to mobilize for war, and Command his alacrity leading in the field.

1.5.4 Vassals. Most Lords in *Almoravid* have Vassals (subordinate nobles) who provide their Lords with additional Forces. Like Lords, each Vassal has a Service marker and a Service Rating (the latter used only with an advanced rule, 3.4.2). Vassals have fealty solely to a single Lord, as shown by the Pennant on the Vassal's Service marker. A Lord's Vassals, including the number of them with the same composition of Forces, are shown on his mat in the Assets & Vassals section, to simplify preparation of a mat when Mustering a Lord (1.5.2, 3.4.1). *Almoravid* also features Special Vassals that can become available to various Lords but only upon play of relevant Capabilities and ► have no Service Rating (1.5.1, 3.4.2).

Important: At start of play and when a Lord is Levied to enter play, his Vassals' units are not placed on his mat – they are added only as the Lord Musters those Vassals (3.4.2).



1.6 Forces

Almoravid represents military units with wood pieces: wedges for Horse and bars for Foot. Add Forces to Lord mats as Lords and Vassals Muster (3.4-3.5) or Forces without Vassal markers Muster per card text (1.9.1, 3.1.3, 3.4.2). See the Forces foldout page for a listing of unit types, their pieces, and characteristics (4.4.2). Keep spare Forces pieces in a pool such as a bowl (2.1.1).

- A Mustered Lord without any Forces on his mat immediately Disbands to the Calendar per 3.3.2.

DESIGN NOTE: A Horse unit represents about 60-200 mounted men, Foot about 120-400 infantry.

1.7 Assets



Various items that Lords obtain and use—Transport, Provender (food and other supplies), Coin (money), and Loot (livestock and other booty)—are shown by 5/8" counters placed on Lords' mats.

1.7.1 Accounting. Lords may add and expend each type of Asset, making change as needed. Plain markers represent one such Asset each; "x2", "x3", and "x4" markers represent those amounts. Coin in the Taifas box (1.3.3) functions similarly.

NOTE: Asset markers provided are not a limit on play. In the unlikely case that markers run out, players may represent added Assets with coins or pieces from other games or by placing other unused markers below Asset markers to represent one Asset of that type per stacked marker.

1.7.2 Greed. Lords may discard (rather than use) Assets only as needed to help them move—to March Laden, March Unladen, Avoid Battle, or Retreat (4.3.2, 4.3.4, 4.4.3)—or to ► Feed (4.8.1).

1.7.3 Transport. ► Transport types are Cart and Mule. Both serve to carry Provender on March and to Supply Provender to Lords from their Seats.

NOTES: Mules eat Provender but are faster than Carts across Passes (4.6.1, 4.8.1). Carts and Mules periodically reduce in number (4.9.2, 6.3.4).

1.8 Other Markers

Various shaped game counters include:

- Six round markers to track time and victory on the Calendar (2.2.2, 2.2.5, 5.1, 6.2.2) and mark Battle and Storm Locales (4.4-4.5).
- Rectangular “Pursuit” and “Scenario End” markers (4.4.2, 6.1).

Several 5/8th-inch square markers include:

- Conquered IVP for taken Strongholds (4.5) and Taifas Box victory points (3.5.1-.2, 5.1).
- Siege markers to put at Besieged Strongholds and to show Siegeworks in Storm or Sally (4.3.4, 4.5).
- ► “Parias/Reconquista” markers (1.4).
- Moved/Fought markers to put on Lord cylinders during Commands (4.3, 4.4.5), with Supply Source reminders on the back (4.6.1).



- ► Seat markers for Rodrigo, Yusuf, and Sir (3.5); two CATHEDRALS Capability IVP Seat markers for Alfonso (1.9.1).
- Two each CABALLERÍA VILLANA, RIBAT MONKS, and SPEAR WALL card-related markers (1.9.1).
- ► Javelins used in Battle and Storm (4.4.1-.2).



- Three sets of markers numbered 1 to 6 to help log altered ratings, actions, combat rounds, and such.

Two types of 1/2-inch square markers are:

- Ravaged/1/2VP (yellow or green, 4.7.2).
- ► Jihad/1/2VP (1.4.4) / Stronghold Bypass (4.3.5).

1.9 Cards

The game has two types of cards: Arts of War cards with Events and Capabilities (below), and Command cards that give Lords Campaign actions. Players may not inspect each other's decks of unused cards. **NOTE:** Refer to the Background Book for lists of the Arts of War cards.

1.9.1 Arts of War. Each side has its own deck of Arts of War cards. Each Arts of War card is divided into an upper Event section and lower Capability section. Only one of the two sections may be in effect at a time.

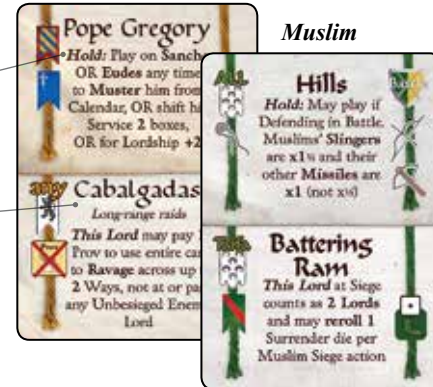
EVENTS: The upper Event section provides players immediate and/or temporary benefits or opportunities. Players draw two Arts of War cards for their Events at the outset of each Levy after the first (3.1). **NOTE:** For the use of Events, see 3.1.3.

Christian

Muslim

Event
(fleeting,
3.1.3)

Capability
(lasting,
3.4.4)



CAPABILITIES: Lower sections on the cards show Capabilities that players can get for longer-lasting benefits. These are either drawn randomly during initial Levy (3.1) or are selected by the player (3.4.4). Pennants show which Lords may Levy and use the Capability. Capabilities remain in effect unless discarded under certain conditions (Disbanding Lord 3.3, Capability Discard 4.0, Reset Wastage 4.9.4).

- **This Lord:** Some cards say “This Lord” and attach to individual Lords. A few “This Lord” cards are duplicates, and no Lord may have more than one such Capability card with the same title.



NOTE: Events or Capabilities showing the word “Taifa” over a Pennant apply to the six Taifa Lords (1.5.1).

PLAY NOTE: Since Events and Capabilities are on the same cards, the draw of an Event might delay Levy of that card's Capability; likewise, an Event on a Capability in play cannot be drawn (3.1.3, 3.4.4).

CARDS VERSUS RULES: Whenever card text contradicts the rules, the card takes precedence.



MARKERS: Some Events and Capabilities (such as AL-YAZIRAT AL-HADRA, CATHEDRALS, CABALLERÍA VILLANA, RIBAT MONKS) place or flip corresponding reminder or Seat markers on the map or in combat.



1.9.2 Command Cards. Each side has a set of three Command cards for each Lord, ► four for its Marshal (Alfonso or Yusuf). Players build a Plan each Campaign by selecting and stacking Command cards of Mustered Lords, plus Pass cards as needed (4.1).

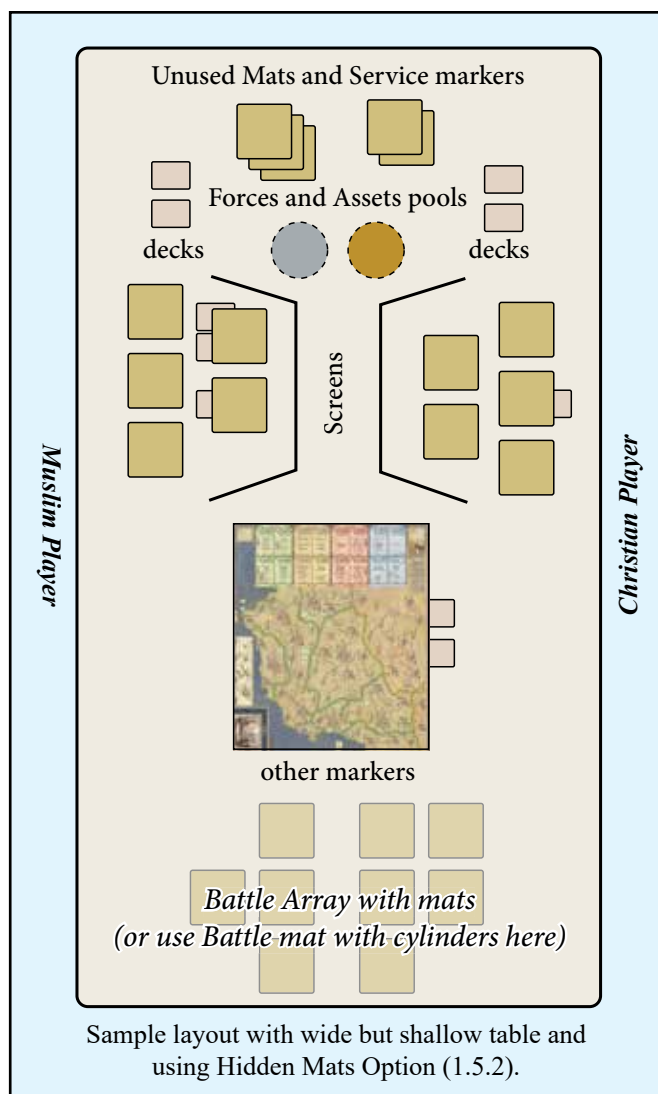
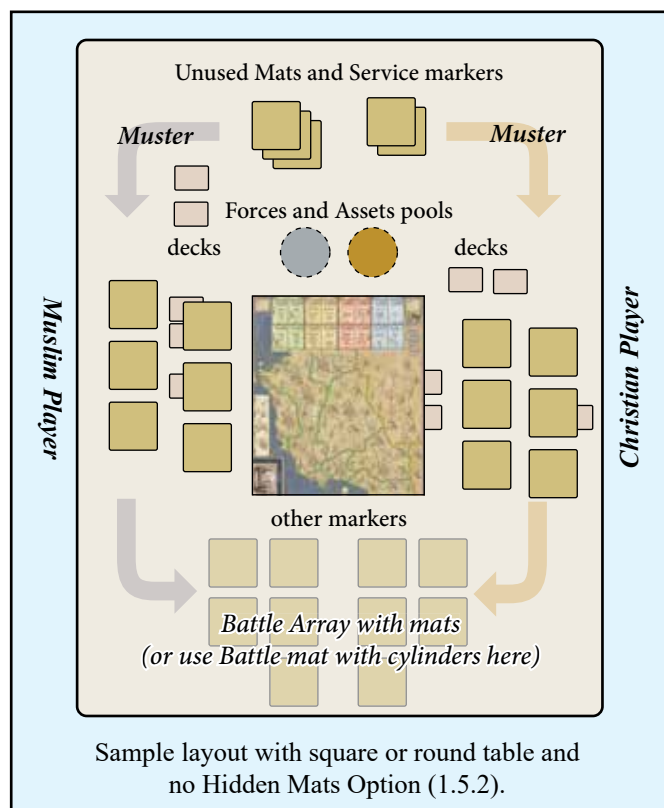
PASS CARDS: Each side has five Pass Command cards to fill out a Campaign Plan stack when too few Lords are Mustered to do so with their cards.

2.0 SETUP AND CALENDAR

This section explains the game's general sequence and use of the Calendar track.

2.1 Setup

2.1.1 Layout. Seat players and set the game board between them. You will want enough table space on all sides of the board for mats, cards, and Forces and marker pools. See the 2-player layouts shown here and for solitaire play in the Background Book.



MATS AND SERVICE MARKERS: Keep unused Lord mats, Service markers, and the Battle mat to one side (1.5.1-1.5.2, 4.4.1).

POOLS: Keep all Forces pieces (the game's wooden bits other than Lord cylinders) in a convenient place nearby. We suggest separate pools for Assets (Transport, Coin, Provender, and Loot, 1.7) and for remaining markers (1.8) to speed play.

DECKS: Separate the playing cards into four decks—Christian and Muslim Arts of War and Christian and Muslim Command (1.9).

OTHER ITEMS: Give each player a play aid foldout. Keep Lord cylinders, the Taifa reference sheet, the Background Book, and this rulebook handy. If using the Hidden Mats option (1.5.2), each player gets one screen.

2.1.2 Scenarios. Choose a scenario (6.0). Agree on whether to use Hidden Mats screens (1.5.2) and/or advanced Vassal Service (3.4.2) options. Set up the situation and begin play with the first Levy (3.0).

2.2 Calendar

The Calendar (1.3.2) tracks time and victory.

2.2.1 Seasons. Each Scenario covers one or more Seasons—Spring, Summer, Autumn, and Winter. Each Season comprises two 40-Day periods. Each 40-Days period of Spring, Summer, and Autumn has a Levy sequence, then a Campaign sequence. ► Winter 40-Days periods have unique sequences, used only in the full-length scenario (6.3).

- Conduct each Spring, Summer, and Autumn Levy and Campaign as detailed respectively in rules sections 3 and 4 below and summarized on the Sequence of Play foldout page.
- ► In the full-length scenario, conduct each Winter sequence as detailed in rules section 6.3.



2.2.2 Marking Time. The round Levy/Campaign marker tracks the progress of Seasons and the 40-Day Levy and Campaigns within each. Mark that it is Levy or Campaign by placing the marker with that side up in the Levy/Campaign circle of the current 40-Days box on the Calendar.

2.2.3 Marking Service. Place and shift Service markers and Lord cylinders in the Calendar's 40-Days boxes as described in various rules or on Event cards (1.9.1). Instructions to shift right or left mean that number of 40 Days boxes. If a direction is not specified, the executing player chooses. **EXAMPLE:** "Shift 1 right" from box 8 means to box 9, "1 left" from 9 means to 8.

- Use the "0" box for any marker or cylinder shifted left of box 1 and the "17+" box for right of box 16; do not shift beyond 0 or 17+. Being in the 0 or 17+ box still counts as being on the Calendar.

2.2.4 Player Order. Unless noted otherwise, the Christians go first and the Muslims second in each step of Levy and Campaign. **EXAMPLE:** During the Disband Beyond Service Limit step (3.3.1), the Christian player Disbands Lords, then Muslim.

EXCEPTIONS:

- Play of Command cards alternates, one Christian card, then one Muslim card, then another Christian card, and so on (4.2).
- The order of many steps in Battle, Siege, and Storm will depend on who is Active, Attacking, has Missiles or Cavalry, and so on (4.4, 4.5.2).



Front



Back



Front



Back

2.2.5 Tracking Victory Points. The Calendar's numbered 40-Days boxes also serve to track each sides' victory score (5.1) using round Victory markers. Place each side's Victory marker in the Victory circle at the 40-Days box number corresponding to that side's current victory point (VP) score (on the +1/2 side as appropriate); ► in the "0" box for 0 or 1/2 VP, or in the 17+ box for over 16 1/2 VP. **EXAMPLE:** The Muslims with 8 1/2 VP put the green marker in box 8 with "+1/2" up.

► In the rare case (such as in later turns of full-length Scenario F) that a side exceeds 17 VP, use a single Victory marker of the side ahead to show the net score. **EXAMPLE:** 18 Muslim versus 16 Christian VP puts the green marker in box 2.

3.0 LEVY

At the outset of each 40 Days, players set the scene for the campaign to follow by adding forces and assets. See the Sequence of Play on the player aid foldout.

3.1 Arts of War

Each side first draws two random Arts of War cards as Capabilities or Events as follows.

3.1.1 Shuffle. Collect and shuffle all unused Christian Arts of War cards into an Event draw deck; do the same for the Muslim player. Do not include Held Events (3.1.3), Capability cards in play (3.4.4), or removed cards (C18 MILITES) in the draw deck.

3.1.2 Draw Capabilities. If it is the Levy for the scenario's first 40 Days, the Christian player then the Muslim player (2.2.4) each randomly draws two Arts of War cards from the player's own deck and deploys them as Capabilities (lower half of the card, 1.9.1) at that side's map edge or Lord mats (1.5.2).

- Any "This Lord" card that cannot be assigned to a Mustered Lord (3.4.1) adds no Capability.

3.1.3 Draw Events. If it is the second or any later Levy, the Christian then the Muslim player each draws and implements two cards' Events in the order drawn (the upper half of each card, 1.9.1). Except as specified below, reveal Events immediately and return the revealed cards to the deck after this Events segment. Bold-italic card text specifies certain Event types:

- "***This Levy***" Events are in effect for the entire ensuing Levy and are *not* returned to their deck until the end of both sides' Levy activities. The Capability on the bottom half of such a card will not be available for selection this Levy.
- Players keep all drawn "***Hold***" Events hidden for later use. When played on a specific Lord, tuck the card under the top edge of that Lord's mat, so that the Event text shows.

NOTES: A side's Events can affect the opposing side. The side playing an Event card makes any decisions allowed unless otherwise specified. It is possible for an Event's text to have no effect on the current situation in the game.

3.1.4 Greed. Players may not discard (as opposed to use) cards unless permitted by a rule. **EXAMPLE:** Hold Events only return to their deck once used per the text on the card or if selected for discard at the end of a Campaign (4.9.5).

3.2 Pay

After drawing cards, the Christian then Muslim player may spend Coin and Loot markers to encourage their Lords to remain in the field longer. Coin and Loot may be removed in this step only so as to actually shift Service markers (1.7.2).



3.2.1 Pay with Coin. Lords with Coin on their mat may remove any of their Coin desired to affect their own or other Lords' Service. Any Muslim Lords may do so with Taifa Coin (1.3.3). Each Coin spent shifts a Service marker on the Calendar rightward by one 40-Days box, either:

- The paying Lord's own Service marker, OR
- The Service marker of another Lord at the same Locale as the paying Lord, OR
- If Coin from the Taifas box, the Service of any Unbesieged Muslim Lord (he may be Bypassed).



3.2.2 Pay with Loot. Players may have any of their Lords who are in a Friendly Locale (1.3.1) free of Siege (they may be Bypassed) remove any Loot markers on their mat desired to shift their own Service marker or those of Lords in the same Locale. Shift one marker by one 40-Days box rightward for each Loot removed.

Important: A Lord must be in a Friendly Locale free of Siege to Pay with Loot. He may do so at a Stronghold Conquered by his side, for example, but not at a Neutral or Besieged Locale.

3.3 Disband

The Christian player then the Muslim player may then have to remove certain Lords from the map because of the position of that Lord's Service marker on the Calendar (1.5.1, 2.2). **NOTE:** *Besieged Lords (4.3.5) Disband normally per below. Rarely, a Lord may Disband per 3.3.2 because his last unit is removed outside of combat.*

3.3.1 Beyond Service Limit. Lords whose Service markers are to the left of (in a lower-numbered 40-Days box than) the Levy marker Disband and are permanently removed from the game.

- Return all of a removed Lord's Forces and Assets from his mat to their pools.
- Return any "This Lord" Capability cards (3.4.4) at that Lord's mat to their deck.
- Remove from the game his cylinder(s), his mat(s), ► his Seat markers if any (1.5.1, 1.8), and his Lord and Vassal Service markers, ► including any Special Vassals on his mat (1.5.1, 3.4.2).

3.3.2 At Service Limit. Lords with Service markers in the same 40-Days box as the Levy marker must Disband but may Muster again in a later Levy.

- Place such a Lord's cylinder onto the Calendar a number of 40-Days boxes to the right of the current box equal to that Lord's Service Rating (1.5.3; even if Besieged or Bypassed, 4.3.5;).

- Return his Forces and Assets to their pools. Discard any cards at his mat. Set aside his mat and Service markers (Lord, Vassal, and Special Vassal) for possible future Muster. ► Remove his Seat marker(s), if any (1.5.1, 1.8), from the map.



► **Important:** Whenever an Independent Taifa's Lord (1.4.1) Disbands (permanently or to the Calendar), adjust his Taifa's status to Parias per 1.4.3, awarding Parias Coin and a victory point (5.1) to the Christians.

3.4 Muster

After any Disband, Christian then Muslim Lords may take Levy actions up to their Lordship Rating (1.5.3) to Muster other Lords, Vassals, Transport, or Capabilities. Lords taking Levy actions must be at Friendly Locales and Unbesieged (1.3.1, they may be Bypassed, 4.3.5). Each such action spends one point of a Lord's Lordship rating. Each Lord completes his Levy actions before the next Lord, in any order desired. (See also 6.3.3 Spring Muster.)

- Various Arts of War cards (1.9.1) can cause Lords, Vassals, or other Forces to Muster without use of Lordship actions, as specified below.

Important: A Lord must begin this Muster segment at a Friendly Locale with no Siege there to take actions now.

EXAMPLES: *A Lord Mustered onto the map by another Lord may not use his Lordship during the same segment. Lords in Parias Taifas (Neutral territory, 1.4.2) may do so only at Friendly (Conquered or Jihad) Strongholds.*

3.4.1 levy lords to Muster. A Lord may use a Levy action (one point of his Lordship) to enable another Lord to roll for Muster onto the map. The rolling Lord must have a Fealty rating (1.5.3), must be Ready (cylinder in a 40-Days box at or left of the Levy marker, 2.2), and must have a Seat free (see below). If a Muster roll fails, the Levying Lord may take added Levy actions (within the limits of his Lordship) to keep trying to Muster the same Lord.

Important: The only way to Muster Lords who have no Fealty Rating (Yusuf, Sir, Eudes, or Rodrigo) is during Call to Arms (3.5).

PROCEDURE: Designate a Ready Lord to be Mustered. Roll one die—if the roll is within that Lord's Fealty Rating (1.5.3), do the following; if not, do nothing.

- Place that Lord's cylinder at one of his Seats that is neither Enemy nor Besieged (1.3.1; it may be Bypassed, 4.3.5).
- Place that Lord's mat in front of the player.
- Place the Lord's starting Forces, Assets, and available Vassal Service markers (Pennant up, Ready to Muster, 3.4.2) onto the Lord's mat—all as shown on the mat. Remember that Forces associated with Vassals are not placed on the Lord's mat when the Lord Musters; they are available for the Lord to Levy later (3.4.2).

- Place the Lord's own Service marker (without a dark trim, unlike Vassal markers) into a 40-Days box on the Calendar, a number of boxes equal to his Service Rating to the right (ahead) of current box (rightward of the Levy marker; if beyond 16, then in the 17+ box, 2.2.3).

EXAMPLE: A Lord with Service "4" Mustering in late Autumn 1085 (Levy in box 6) would place his Service marker four ahead into 40-Days box 10.

Important: A Lord newly Mustered by another Lord cannot use his Lordship that same segment.

► **TAIFA POLITICS:** If Mustering a Taifa Lord, adjust his Taifa's status to Independent per 1.4.3 (adjust victory, 5.1).

► **ARTS OF WAR:** The cards POPE GREGORY, CLUNIACS, BERNARD DE SÉDIRAC, AL-SUMAISIR, and MASSACRE (1.9.1) can allow automatic Muster of Lords from anywhere on the Calendar at any time, without Lordship actions or Call to Arms. The Lords must otherwise still Muster by the usual rules (above or 3.5.1). **EXAMPLES:** Sancho would have to do so at Jaca. Rodrigo would still cost Coin.

3.4.2 Levy to Muster Vassal Forces. A Lord may use a Levy action to Muster one of his Vassals that has a face-up Service marker in the Assets & Vassals section of his mat (1.5.2).

PROCEDURE: When a Vassal Musters, slide its Service marker on its Lord's mat up into the Forces section. Place the Forces illustrated on the Vassal's marker from the Force pool near or on the marker.

PLAYNOTE: Keep Vassal Service markers in their mats' Forces or Routed sections if the units are removed (4.4.4), showing that these Vassals Mustered earlier and are not available.

NOTE: Ignore the Service ratings on Vassal markers unless using the advanced rule below. Combat loss of Vassal units (4.4.4) leaves the Vassal marker in place; it does not Disband the Vassal.

► **ARTS OF WAR:** Certain Vassal markers and forces come into play via Arts of War cards (1.9.1).



- The BISHOPRICS Capability (1.5.1, 3.1.2, 3.4.4) may at any time add one available Bishop Vassal marker as a Ready Vassal to each of up to three Christian Lords other than Sancho. Bishops then Muster like other Vassals.
- The INDULGENCES and SONG OF ROLAND Events (3.1.3) each forces the Christians immediately to Muster an available Crusaders Vassal marker and units with a Christian Lord for no actions. The Lord must be Unbesieged but his Locale otherwise does not matter. **NOTE:** These Events also force Eudes, if on map Unbesieged, immediately to Muster all his Ready Vassals for no actions.

- The COUNT OF BARCELONA, MILITES, AL-RÛM, and SAQALIBAH Capabilities allow Lords during their Muster segment to add forces without Vassal markers and without using any Levy actions (beyond any to obtain the card).
- Play of a RUNAWAY SLAVES or REFUGEES Held Event during Muster restores certain units of all Unbesieged on-map Lords and Vassals (only) that were Lost via Battle or Storm (4.4.4, 4.5.2), regardless of Locale and for no actions.

Vassal Service Advanced Rule

For greater detail, track Vassal Service on the Calendar as follows.

- Vassals whose Service markers are Pennant side down—Unready, because they Disbanded this Levy (see below)—may not Muster.
- Place a Mustering Vassal's Service marker right of the Levy marker by a number of 40-Days boxes equal to the Vassal's Service Rating (just as for a Lord, 3.4.1) and put its Forces onto its Lord's mat.
- Whenever a Lord's Service marker is to shift for any reason, also shift all his Vassals' Service markers on the Calendar that number of boxes in the same direction. Shift Vassal markers the specified number of boxes even when the owning Lord's marker is already in box 0 or box 17+. Shift Vassal markers left or right off the Calendar in the same manner as Lord's markers (2.2.3).
- After a side finishes all Vassal Muster for this Levy, flip up all Service markers that are Pennant side down (3.3.2), making them Ready for Muster later in the game.

NOTE: If using the Hidden Mats Option (1.5.2), the Vassal Service advanced rule will nevertheless reveal on the Calendar which Vassals Muster.

- Each Disband step (3.3, 4.8.2), permanently remove from play any Vassal markers beyond their Service limit (left of current 40 Days); put Vassal markers that are at Service limit (in the current box) onto their Lord's mat (even if under Siege, 4.3.5)—Pennant side down (Unready—they are not available until after the ensuing Muster).
- Return Forces shown on any removed or Disbanding Vassal's Service marker from that Lord's mat (to the degree able) to the pool. If that leaves the Lord without Forces, Disband him to the Calendar (1.6, 3.3.2).
- Never apply this advanced rule to Bishops or Crusaders (1.5.1, 3.4.2): their Service markers go on Lord mats, never on the Calendar; remove them as their Lord Disbands or per card text.

3.4.3 Levy Transport. A Lord may use a Levy action to add one Transport to his mat: a Cart or a Mule. ► If the Lord has lost a Serf unit, return the Serf to his mat (required).

DESIGN NOTE: Serfs in the game represent teamsters, cooks, servants, and the like that Christian armies would arm and press into battle.

► **EXCHANGE VASSAL FOR ASSETS:** The FONSADERA Capability allows Unbesieged Christian Lords during the Muster segment to set aside their own Ready Vassals (3.4.2, not Mustered, Unready, or permanently removed) to add any three Transport or one Coin per Vassal Service marker. Such exchange uses no Levy actions (beyond any to obtain the card). Vassals set aside become available again if the Lord re-Musters (3.4.1).

3.4.4 Levy Capabilities. A Lord may use a Levy action to obtain a Capability (an Arts of War card's bottom half), either for himself or for his entire side (per card text, 1.9.1). Select from any of the side's currently unused Arts of War cards, within these restrictions:

- The (lower) Capability section of each Arts of War card shows the Pennants of those Lords who can Levy that Capability and whom it affects, including “any”, “ALL”, “NOT”, or “Taifa”.
- Certain Capabilities refer to “This Lord” in bold italic text. Such Capabilities when Levied will affect only the Lord who Levied it. Place the card at the bottom edge of that Lord's mat, with the upper half of the card (the card's Event) tucked out of view underneath the mat as shown in 1.5.2. A Lord may have at most two “This Lord” Capabilities at a time—the owning player must immediately discard any excess. A Lord may not have two “This Lord” cards with the same title.
- Other Capabilities do not say “This Lord” and tend to affect more than a single Lord. Tuck such cards' upper half under the player's closest game board edge as shown in table layout (2.1.1). A Lord may Levy any number of such Capabilities.

Important: A Lord with more than two “This Lord” Capability cards under his mat may Levy more but must immediately discard down to two. A side with more Capabilities at its board edge than Lords on the map discards excess cards at Campaign's start (4.0).


PLAY NOTE: Remember, Levying a Capability blocks the Event on that card from occurring.

3.5 Call to Arms




PLAY NOTE: Introductory scenarios A and B ignore Call to Arms (6.1). Skip section 3.5 if you intend to start with one of those scenarios.

After Lords already in the field muster armies, each side may call yet more Lords to war. The Taifa emirs instead may decline help and enjoy their independence.






► **3.5.1 Campeador or Crusade?** The Christians first may do either nothing or one of the following:

-  **Reconcile with Rodrigo:** If Rodrigo al-Sayyid (green cylinder) is on the map, or if Disband or combat has permanently removed any Christian Lord (3.3.1, 4.4.4, 4.5.2), add one green 1VP Conquered marker to the Taifas box plus 1VP per Calendar box that Rodrigo's Service marker occupies ahead of current Levy (if any; adjust Victory, 5.1). Disband Rodrigo al-Sayyid

(if on map), set aside his green cylinder and Seat marker, and place Rodrigo Campeador's yellow cylinder onto the Calendar two boxes ahead of the current Levy. **EXAMPLE:** On Levy of turn 4, Rodrigo's green Service marker is in box 6; Reconcile costs 3VP.

-  **Employ Rodrigo:** If Rodrigo Campeador (yellow cylinder) is Ready (3.4.1), pay two Coin total from any Unbesieged Christian Lords to place the yellow Rodrigo Seat marker (from wherever the marker is) at a Christian-Friendly Stronghold that is free of Siege and automatically Muster Rodrigo Campeador there.
-   **Call for Crusade:** If Eudes is Ready and Pamplona is Christian Friendly and free of Siege, automatically Muster Eudes at Pamplona. The Muslim player then may add one Jihad marker to the map, if able (1.4.4, adjust victory). **NOTE:** Eudes Readies only by scenario setup or if the Muslims Invited the Almoravids (3.5.2).

► **3.5.2 Al-Sayyid or al-Murabitun?** The Muslim player then may do nothing or one of the following:

-  **Employ Rodrigo:** If Rodrigo al-Sayyid (green cylinder) is Ready (3.4.1), pay three Coin total from the Taifas box and/or any Unbesieged Muslim Lords' mats to place the green Rodrigo Seat marker (from wherever it is) at a Muslim-Friendly Stronghold that is free of Siege and automatically Muster Rodrigo al-Sayyid there.
-   **Invite the Almoravids:** If Yusuf or Sir is Ready (3.4.1), place the single Seat marker for one of them at Algeciras and automatically Muster that Lord there. If Algeciras is not Friendly to the Muslim side or is Besieged, use the nearest Port that is Friendly and free of Siege. Then, if Eudes is not already on the Calendar or Mustered, place his cylinder onto the Calendar, two boxes ahead. **NOTE:** Use the double-Seat marker if AL-YAZIRAT AL-HADRA is in play (1.9.1).
-   **Uphold the Dynasties:** If both Yusuf and Sir are Ready (3.4.1), their cylinders are on the Calendar at or left of current Levy), shift both cylinders into the 40-Days box that is just to the right of the current Levy box to add one green 1VP Conquered marker to the Taifas box and one Jihad marker to the map (if able, 1.4.4; adjust Victory).

- **Call upon an Emir:** If Yusuf is at a Taifa Lord's Seat (1.5.1) that is neither Enemy nor Besieged, Muster that Taifa Lord from any box on the Calendar automatically (no Fealty roll) or shift that Taifa Lord's Service rightward by two boxes.

NOTE: To select a Call to Arms option, a side must have any Coin, free Seat, or Jihad required.

DESIGN NOTE: The VP added in Call to Arms represent the cost in prestige for King Alfonso to reverse his exile of Rodrigo or the dynastic security that emirs sustain in delaying Yusuf's intervention.

3.5.3 Discard Events. With Levy over, both sides discard Events applying only to "This Levy" (3.1.3).

4.0 CAMPAIGN

After Levy, players conduct that 40 Days' Campaign. Complete the steps below, then proceed to the next Levy (3.0). The Sequence of Play page of the foldout summarizes the steps.

CAPABILITY DISCARD: The players (Christian first) must select and discard any Capability cards they have in excess of their number of Mustered Lords—not including any "This Lord" Capabilities (3.4.4). Compare the number of cards tucked under a side's map edge to its number of Lord mats in use—the player must discard any excess.

CAMPAIGN STEPS:

- **Plan:** Each side builds a Campaign Plan—an ordered stack of Command cards—and may designate Lieutenants to lead other Lords (4.1.3); Muslims may deposit Taifa Coin (4.1.4).
- **Command Activation:** Starting with the Christian player, one side flips its top Command card and executes (if desired) Command actions (4.2-4.7) by the Lord on that card or Passes back to the other side if a Pass card.
 - o **Actions:** One side is Active, using actions to execute Commands; the other side is Inactive.
 - o **Feed/Pay/Disband:** At the end of each card, both sides Feed Forces of Lords who are marked as Moved or Fought, may Pay those Lords, then check whether they Disband (4.8).
- **More Command Activations:** The Muslim player next flips the top Muslim card and executes a Muslim Command Activation as above (actions, Feed). Players continue to alternate Command Activations until the Plan stacks are exhausted.
- **End Campaign:** After both Plan stacks are exhausted and Command Activations finished, the Campaign ends. Players reset as listed at 4.9. Then, if this was not the last Campaign of the scenario, advance the Campaign marker to the next 40-Days box and flip it to Levy.

4.1 Plan

Christians then Muslims each complete the Plan step as follows. The player builds a stack of face-down Command cards (1.9.2) for that side called a Plan. Players may always inspect their own Plan and their opponent's played Command cards (but not unused ones). The number of cards in each Plan stack must equal the following, depending on the current Season (and as noted on the Calendar):

- **Spring:** 7 Command cards.
- **Summer:** 8 Command cards.
- **Autumn:** 7 Command cards.

4.1.1 Selecting Cards. A side may select from among any of their currently Mustered Lords' Command cards for the Plan. If a side does not have enough Lords Mustered to fill out the above total, it must add Pass cards (1.9.2) to build a stack of that number of Command cards. **NOTE:** Each Lord has three Command cards or four if a Marshal and so could become Active up to that many times in a single Campaign.

4.1.2 Arranging Stacks: Each side builds its Plan for the coming Campaign by arranging its seven or eight selected Command cards in any order desired, face down. The top face-down card will be that side's first Active Lord, and so on. Set remaining Command cards aside for now, also face down. Players may not rearrange Plan stacks once built.

PLAY NOTE: When arranging one's Plan stack, fan the cards to show the order of Lords by corner Pennant from left to right, then flip face down.



4.1.3 Lieutenants. During this step (only), players may put a Lord cylinder of their side on top of one other cylinder at the same Locale. The upper Lord is a Lieutenant, overseeing the Lower Lord for the entire Campaign, barring removal of either. A Lieutenant may have only one Lower Lord at a time. A side may have several Lieutenants. A Marshal (1.5.1) may not be a Lieutenant or Lower Lord. **NOTE:** The ALFÉREZ card (1.9.1) can create or unstack a Lieutenant during Campaign.

- A Lieutenant and his Lower Lord always move together in March, Retreat, and so on (4.3, 4.4.3).
- If a Lieutenant or his Lower Lord Disbands while the other does not, the remaining Lord becomes a normal Lord.
- Revealing a Lower Lord's Command card results in a Pass (4.2.3).

PLAY NOTE: A Lieutenant and Lower Lord may not Withdraw into a Castle (Capacity 1; 4.3.4).

► **4.1.4 Dinars.** Also during this step (only), Unbesieged Taifa Lords (1.5.1; not Yusuf, Sir, or Rodrigo) as desired may deposit Coin from their mats into the Taifas box (1.3.3).

PLAY NOTE: Once in the Taifas box, Coin may not Pay Besieged Lords.

4.2 Command

After building Plan stacks, Christian then Muslim sides alternate flipping (revealing) the top current Command card of their stack—one Christian card, then one Muslim card, and so on. After revealing a Command card, a side takes actions with the Lord shown on that card or, in some cases, Passes (4.2.3).

4.2.1 Activation. Each Lord may execute a series of Commands of the owning player's choice, in any order, using actions numbering up to that Lord's Command Rating (1.5.3).

EXCEPTIONS: Besieged Lords (4.3.5) may choose ► Forage if in a City or Fortress (Gardens, 4.7.1), Sally (4.5.3), or Pass (4.7.4) only. Siege and Tax take an entire card's actions (4.5.1, 4.7.3). Starting a Siege and any Battle or Storm end actions on that card (4.3.5, 4.4.5, 4.5.2).

NOTES: Lords may use multiple actions on a single type of Command, for example, three actions to Forage (4.7.1) three times. After each Command card, Lords who moved or fought will Feed their Forces and Lords may Pay or Disband (4.8).

4.2.2 Command Menu. Lords select from a list of Command actions summarized on the Commands foldout page and detailed below. With various restrictions, the menu includes March (with possible Battle), Siege, Storm, Sally, Supply, Forage, Ravage, Tax, and Pass (4.3-4.7). Certain Arts of War cards (1.9.1) affect or add to Commands.

Important: A Besieged Lord on a Command card may only Sally, ► Forage at Gardens (if any there), or Pass (4.5.3, 4.7.1, 4.7.4).

4.2.3 Pass Card. Upon revealing a Pass card, a Lower Lord's card (4.1.3), or the card of a Lord not on the map, that side does nothing; play instead passes to the other side or ends the Campaign if neither side has cards left in its Plan (4.9).

4.3 March

An Unbesieged (4.3.5) Lord may expend a Command action (two if Laden, 4.3.2) to March to another Locale.

Important: Transport is never needed to March; it hauls Provender. It determines how much Provender a Lord can take along and whether or not he will be Laden (4.3.2) when he moves it.

MOVED/FOUGHT: As a reminder upon any movement during March, put a Moved/Fought marker on or next to each moving Lord's cylinder that does not yet have one.

4.3.1 Group March. Any or all of a side's Unbesieged Lords in the same Locale with a Marshal may March with him (1.5.1). The Lord beneath a Marching Lieutenant (4.1.3) must move with the Lieutenant.

4.3.2 Laden. Provender and Loot can hinder March, Avoid Battle (4.3.4), and Retreat (4.4.3). To move along a Way, a Lord must have or Share enough Transport to carry his Provender or must discard the excess (1.7.2).

- Each Cart or Mule can carry one or two Provender.
- A Lord using a Mule or Cart to carry two Provender, ► using a Cart to carry any Provender over a Pass, or moving Loot is Laden (see below).

DESIGN NOTE: Carts hauled more with fewer animals to be fed but fared less well than pack animals over rough terrain. Medieval loot included livestock that drovers could only herd so fast.

SHARED TRANSPORT: Lords moving as a group (4.3.1, 4.3.4, 4.4.3) Share Transport (1.5.2). Count all Provender and Transport of Lords moving together to determine Laden status.

LADEN MARCH: March while any Lord involved is Laden requires and expends two Command actions per adjacent Locale instead of just one, prohibiting March by a Lord who has only one action left. **NOTE:** Remember, Lords may discard Assets to facilitate March (1.7.2).

4.3.3 March Adjacent. An Unbesieged Lord can take a March action—two actions if Laden—to move to an adjacent Locale via a single connecting Way, regardless of Transport. **NOTE:** See also the Muslims' AFRICAN FLEET/GUADALQUIVIR card.

4.3.4 Approach. If a Marching Lord enters the Locale of an Unbesieged and Unbypassed Enemy Lord, check immediately for Avoid Battle (moving to an adjacent Locale), Withdrawal (into a Stronghold there), Battle, and Siege as follows.

AVOID BATTLE: Upon Enemy Approach, some or all Inactive Lords may move to one or more adjacent Locales, within these restrictions:



- Lords may not Avoid Battle across any part of the Way that the Enemy used to Approach the Locale.
- Lords may not Avoid Battle to any Locale with an Unbesieged Enemy Lord.
- ► Mark Lords Avoiding Battle to an Unbesieged Enemy Stronghold as Bypassing it (4.3.5).
- Lords may only Avoid Battle Unladen (4.3.2). They may take no Loot, take only Provender equal to their own or shared Transport, and ► use no Carts to take Provender across a Pass.
- Lords may discard Loot and Provender as needed to become Unladen and thereby Avoid Battle (1.7.2). The Approaching Enemy Lords receive and divide among them any Assets so discarded (as if Spoils, 4.4.3).

Mark Avoiding Lords as Moved/Fought (4.3).

WITHDRAW: Upon Approach or after Battle (4.4.3), the Inactive side may Withdraw some or all Lords into a Friendly Stronghold there, a number of Lords up to Siege Capacity (1.3.1). **NOTE:** Withdrawal alone does not count as Moved/Fought.

BATTLE: Unless all enemy Lords there either Avoid Battle or Withdraw, conduct a Battle immediately with the Marching side as Attacker (4.4), as part of that March Command.

4.3.5 Besiege or Bypass. Whenever a side has Lord(s) in a Locale outside an Enemy Stronghold that is not already Besieged or Bypassed and any Enemy Lords there have Withdrawn inside, the Lords outside must immediately either:

-  **Besiege:** Place one Siege marker of that side's color on the Enemy Stronghold or Lord(s) there, skip any more actions on this card, and go to Feed/Pay/Disband (4.8), OR
-  **Bypass:** Place a Bypass marker on that side's Lord(s) there and continue any actions on that Command card without leaving that Locale (**EXAMPLES:** Supply, 4.6; Forage, 4.7.1; Ravage, 4.7.2).

Lords arriving outside a Besieged or Bypassed Enemy Stronghold join in the Siege or Bypass (all there are doing one or the other) or may March on. Whenever a Besieged or Bypassed Stronghold becomes free of Enemy Lords in the Locale, remove all Siege or Bypass markers there. ► See also Taifa status changes and Jihad (1.4.3, 4.5.4).

NOTES: When a Lord Bypasses an Enemy Lord inside a Stronghold, place the Bypass marker on the Bypassing Lord to show which Lord is outside. Lords never Besiege or Bypass Friendly or Neutral Strongholds.

PLAY NOTE: Bypassing rather than Besieging a Stronghold allows a Marching Lord to use actions remaining on his card to Ravage, Supply, or Forage. Siege or Bypass allow Retreat to or Supply past an Enemy Stronghold (4.4.3, 4.6.1).

► **4.3.6. March from Bypass.** For any of the following actions, mark Marching Lords as Moved:

DEPART: A Lord or group that begins a Command card either Bypassing or Bypassed may March to an adjacent Locale normally (4.3.3). If no Lords remain at an Enemy Stronghold, remove any Bypass markers.

ENCAMP: A Bypassing Lord may use one March action (regardless of Laden status, 4.3.2) to replace all Bypass markers at the Bypassed Stronghold with one Siege marker, skip any more actions on this card, and go to Feed/Pay/Disband (4.8).

PLAY NOTE: With enough Command actions, a Lord could Bypass, Forage or Ravage, and then Encamp all on a single card.

SORTIE: A Lord or group in a Bypassed Friendly Stronghold may use one March action (regardless of Laden status, 4.3.2) to Approach (4.3.4) the Bypassing Enemy instead of moving adjacent. If they lose a Battle there, they Withdraw or Retreat normally (4.3.4, 4.4.3). **NOTE:** Only a Marshal or Lieutenant can Sortie a group (4.3.1).

4.4 Battle

When a side Approaches any Unbesieged and Unbypassed Enemy Lord (4.3.4) who does not Avoid Battle or Withdraw, a Battle ensues. All Lords in the Locale not under Siege or Bypassed (4.3.5) must participate in the Battle. A Battle and Storm page of the foldout summarizes these rules. **NOTE:** Storm of a Stronghold (4.5.2) follows similar but distinct rules from field Battle.



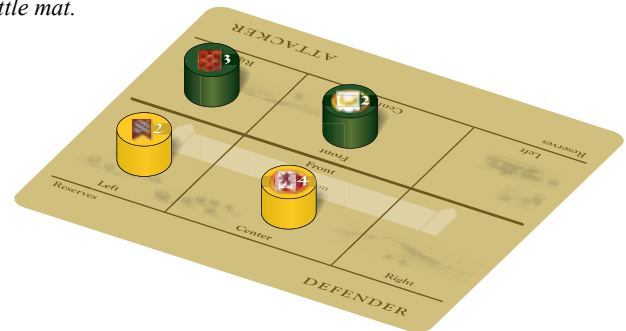
MARKER: To remember where Lords are fighting, mark the Battle or Storm Locale with the Battle/Storm marker.

4.4.1 Battle Array. Players Array their Lords involved—either cylinders on the Battle mat or mats on the table, as players prefer.

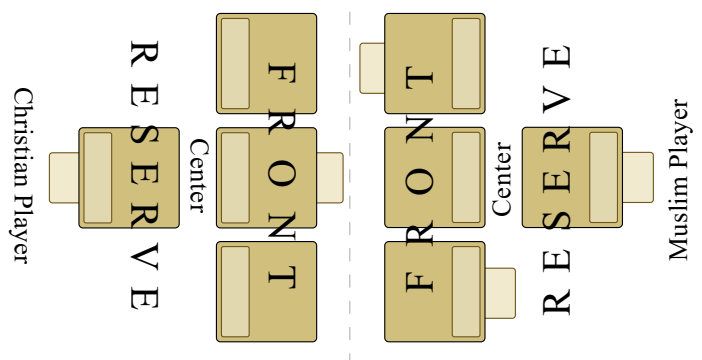
- Attackers then Defenders position their Lords.
- A side may have a Lord each in up to three possible Front positions: left, center, and right. Other Lords start in Reserve.
- The Active Lord must start at Front center. The Attackers then fill in Front left and/or right positions with one other Lord present each, if any, and put any remaining Lords in Reserve.
- The Defender must put one Lord directly opposite each Front Attacking Lord, first in the center, then left and/or right, as able.

PLAY NOTE: Players may use Lord cylinders on the Battle mat or Array Lord mats, as preferred.

Battle mat.



Lord mats in Array.





► **JAVELINS:** Put a Javelins marker on each Lord with African Horse, JABALINAS, or HARBAH.

EVENTS: Attacking then Defending sides then may play applicable Held Events (3.1.3) as desired.

PLAY NOTE: While Events may affect later Rounds, all must be played before Round 1.

RELIEF SALLY: When a side Approaches (4.3.4) a Locale where it is also Besieged, any Besieged Lords may join any Attack for no added Command actions. Array Sallying Attackers as above but behind the Defenders; Array up to three Reserve Defenders as if Front Defenders, facing the Sallying Attackers. Sallying Lords Attack Reserve Defenders or, if none, Front Defenders as if Flanking all of them equally closely (4.4.2). Siegeworks benefits apply to Strikes by Sallying Attackers only (4.5.3). If the Attackers lose, Withdraw Sallying Lords back into the Stronghold and reduce Siege markers there to one (4.5.3).

4.4.2 Rounds. Once Arrayed, a Battle continues Round after Round, until a side Concedes or all its Lords Rout. A Round of Battle will go through the steps below in this order: Concede?, Reposition, Strike. Within each Strike step, determine Hits, then Protection, then Rout. See the Battle and Storm chart of the play aid. **NOTE:** Missiles and Event effects on Battle can vary by Round.

CONCEDE THE FIELD? At the start of each Battle Round, the Attacker then the Defender may declare that the Battle will end after this Round with that side as the loser but with diminished losses (4.4.3-4). **NOTE:** Battles last at least one Round.

- This Round, the Enemy gains a Pursuit advantage against the Conceding side's Hits (see below).



Place the Pursuit marker between the sides, pointing from Pursuing to Conceding side.

REPOSITION: Then, in each Round after the first, both sides reposition Lords as follows (in this order).

- Rout.** Remove Routed Lords from the Battle Array. They no longer occupy any Array position nor participate further in the Battle until Ending the Battle (4.4.3).
- Advance.** Slide any Unrouted Lords in Reserve into any empty Front positions (one each).
- Center.** If a Front center position remains empty, first the Attacker then the Defender must select and slide one of that side's Lords from either left or right front to fill its empty Front-center position.

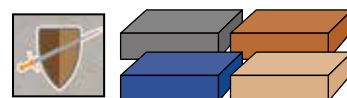
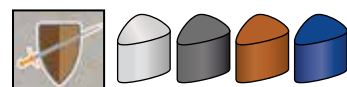
STRIKE: The Forces of Lords in Front Strike the Forces of the Lord directly opposite them or—if Flanking—those of the closest Front Enemy Lord.

- Flanking.** Whenever a Lord at Front has no Enemy Lord directly opposite, he Strikes the closest Front Enemy Lord; center may choose left or right. Total all Hits from Flanking Lords plus the directly opposed Lord, then round up. A

Flanking Lord may absorb Hits from a Flanked Lord, at the owner's option.

- Initiative.** Strike step by step in the order shown below; each letter designates a separate step. Within each step, Striking Lords choose the order of Strike, Lord by Lord (or Lord with Flanking Lord[s]). Then any Flanking Lords choose whether to absorb Strikes before opposed Lords. Resolve all Hits, Protection rolls, and Rout before Striking in the next step, not simultaneously. **EXAMPLE:** Attackers take Hits from Defending Missiles before Attacking Missiles Strike.

- Missile steps
 - Defending Missiles
 - Attacking Missiles
- Melee steps
 - Defending Horse
 - Attacking Horse
 - Defending Foot
 - Attacking Foot



- **Javelins:** A Lord with Javelins may use them in any one Round of that side's choice only, announcing so at the moment of use and flipping the Javelins marker on his mat to the red "X".

Type	Piece	Strikes	Protection
Horse	Knights	silver x2 x1	Armored 1-4
	Sergeants	steel x1	Armored 1-3
	African Horse	blue Any 1 Round x1 x1/2	Unarmored 1 Evade 1-2
	Light Horse	brown x1/2* Any 1 Round x1*	Unarmored 1 Evade 1-3

A portion of the Forces table on the foldout play aid.

TOTAL HITS: Each unit causes 1/2, 1, or 2 Hits, depending on Forces and Strike type—see the Forces table. Total all Hits for that step, including Flanking plus directly opposing Lords, rounding up. If separate Capabilities give a unit Missiles, multiple "x1/2" and/or "x1" are not cumulative; if "Missiles x1" and target Armor -1, it has both. **NOTE:** You do not roll to generate Hits—they generate automatically based on the Forces Striking.

- Mixed Missiles:** When Crossbows combine with other Missiles, round Hits in favor of Crossbows. **EXAMPLE:** Three Crossbow Men-at-Arms and three Militia Bowmen would yield a total of three Hits, of which two would count as Crossbows.



Pursuit. The Conceding side halves its total Hits against the Pursuing side. Round all fractions up by step.


APPLY HITS TO LORDS: Hits apply to the Forces of the opposed, Flanked, or Flanking Enemy Lord. A Player with a Flanking Lord selects either the Flanking or directly opposed Lord to take Hits. Whenever a Lord Routs to create a new Flanking situation, apply remaining Hits accordingly.

PROTECTION: Strongholds, Siegeworks, cards, and most Forces types give saving rolls that can nullify Hits—Walls, Armor, Evade, and Unarmored Protection. Crossbows and cards can alter the rolls needed. See the Forces and Strongholds tables.

ROLL WALLS: If this is a Storm or Sally (4.5.2-.3), a Lord benefiting from Walls or Siegeworks first rolls dice equal to the total number of Hits just received in that step before assigning Hits to units. Each roll within the Walls range specified (often, 1-4; 1-3 with SIEGE TOWERS) or less than or equal to the total Siege markers there cancels one Hit. Roll any Hits that differ from others (such as from Crossbowmen) separately.

ASSIGN HITS: After rolling for any Walls, the owner selects which unit will absorb each Hit, Hit by Hit (**EXCEPTION:** Crossbows, below). Each Hit causes a Protection die roll and Routs that unit if it fails the roll, or automatically removes a Serf unit.

Important: A unit may absorb several Hits in succession, shielding its fellow units, as long as it succeeds on each Protection roll.

-  **Crossbows:** For Hits from Crossbows (AQQARA or BALLESTEROS Capability, 1.9.1, or Garrison Men-at-Arms, 4.5.2), the Striking side selects which units of the affected Enemy Lord or Garrison take the Hits.

ROLL BY HIT: Units roll Protection as follows.

- **Armor.** A unit with any Armor Protection assigned a Hit rolls a die. A roll within the Armor range specified on the Forces table means that Hit has no effect (no Rout).
- **Evade.** Units with Evade Protection roll and absorb Hits as if Armored, except that Evade applies only against Melee in Battle, not Missile Hits or Hits in Storm (4.5.2).
- **Unarmored.** Non-Serf units without Armor or Evade (or when Evade does not apply) instead avoid Routing on a Hit only on a roll of 1.
- **Serfs.** Serfs never roll Protection by unit; remove them whenever assigned a Hit.

ROUT: A non-Serf unit is Routed as soon as it fails to negate a Hit with a successful Protection roll. Slide each Routed unit to the “Routed” section of the Lord’s mat. Routed units no longer Strike nor absorb Hits in that Battle.

- A Lord Routs at the moment that his last Unrouted unit Routs or is removed. Immediately take him off the Array. A new Flanking situation may immediately result.

NEW ROUND: If neither side Conceded and at least one Lord on each side has yet to Rout, begin a new Round with the “Concede the Field?” step (above); otherwise end per below.

4.4.3 Ending the Battle. A side that Conceded at the start of the Round or that has no Unrouted Lords when the other side did not Concede loses the Battle at the end of that Round. Proceed thus:

RETREAT, WITHDRAWAL, OR REMOVAL: All losing Lords must either:

- Retreat to a single adjacent Locale that has no Enemy Lords or Enemy Strongholds that are not already Besieged or ► By-passed (4.3.5), OR
- Withdraw into that side’s Friendly Stronghold at the Battle Locale (if it has one), OR
- Be permanently removed (per 3.3.1).

The owning player chooses each Lord’s fate among the above, within the following requirements.

- Defenders may not Retreat along any part of the Way that Attackers used to Approach the Locale.
- Marching Attackers who Retreat must return to the Locale from which they Approached (4.3.4).
- Sallying Attackers must Withdraw back into their Stronghold.

LOSSES: Both sides check for removal of Routed Forces per 4.4.4 below.

SPOILS: Lords on the losing side of a Battle may have to immediately transfer Assets to Lords on the winning side; the winning player distributes these Assets among mats of Lords at the Locale:

- Losing Lords who were **permanently removed** (by Losses or for being unable to Retreat or Withdraw) or who **Retreated without having Conceded the Field** (4.4.2-.3) transfer all their Assets.
- Lords who **Conceded and Retreated** transfer all Loot and any Provender beyond that which they could take along the Retreat Way without being Laden (4.3.2) but lose no other Assets.
- Lords who **Withdrew** keep all their Assets.

SERVICE: The losing side rolls one die for each of its Retreated Lords and shifts that Lord’s Service marker (and, if using the advanced Vassal Service rule, 3.4.2, each of his Vassals’ markers) left one box on a roll of 1 or 2, two boxes on a 3 or 4, or three boxes on a 5 or 6. Losing Lords who Withdrew into a Stronghold do not roll to shift their Service.

PLAY NOTE: *Defending outside one’s own Stronghold can avoid the worst effects of a defeat.*

4.4.4 losses. After losing Lords Retreat, Withdraw, or are permanently removed in a Sack (4.5.2), both sides determine the fate of their Routed units:

- Roll a die for each Routed unit.
- For units of Lords who Retreated without having Conceded the Field (4.4.2-.3), remove all Routed units that fail to roll a “1”.
- For all other Lords, compare each unit’s roll to its inherent Armor, Evasion, or Unarmored Protection. Use the Protection roll range shown on the Forces table for that type, unmodified by Events, Capabilities, or Battle/Storm situation. African Horse always uses its Evade range.
- Push Routed units that roll within these ranges above the line on their Lord’s mat—they are no longer Routed. Remove Routed units that fail their roll to the pool. (Service markers stay put.)

- Permanently remove from the game (per 3.3.1) any Lord who loses all his Forces in Battle or Storm.

4.4.5 Aftermath. After determining Spoils and Losses, conclude the Battle or Storm as follows.

- **Moved/Fought:** Mark all Attacking and Defending Lords Fought (if not already marked).
- **Events:** Discard all Hold Events (3.1.3) used in this Battle or Storm.
- **Siege:** If the combat created or ended a Siege, place or remove Siege, Conquered, and Jihad markers accordingly and adjust Victory (1.4, 4.3.4-5, 4.5.2, 5.1).
- **Recovery:** Skip any remaining actions on this Command card. Go to Feed/Pay/Disband (4.8).

Important: A Battle or Storm blocks any further Command actions on the current Command card.

4.5 Siege, Storm, and Sally

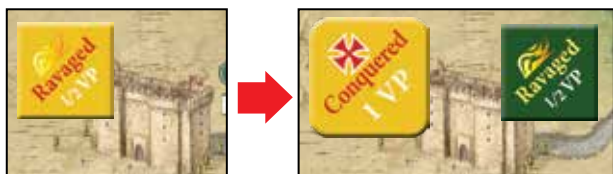
Lords at Siege Locales (4.3.5) may take actions to advance the Siege or to Storm or Sally (Attack).

4.5.1 Siege. Any Besieging Lord may use all actions of his Command card to advance a Siege in the following order.

PLAY NOTE: Stacked Siege markers may reduce at the end of each Campaign (4.9.3).

SURRENDER? If the Siege Locale has no Besieged Lords, the Besieging side may roll for Surrender. ► It rolls a number of dice equal to the Stronghold's VP value (as shown by 1, 2, or 3 die symbols at the Stronghold as a reminder). If each die rolled is less than or equal to the number of Siege ► plus Ravaged markers there (up to four Siege markers plus zero or one Ravaged marker), the Besiegers Conquer the Stronghold via Surrender, as follows—

- Remove all Siege markers at the Stronghold.
- Place or remove Conquered or Jihad victory marker(s) there per Stronghold type and Territory (1.3.1, 1.4.3). If Friendly Territory, remove marker(s) already there. If Enemy territory, ► place Jihad marker(s) if Muslims Conquering in a Taifa, otherwise place Conquered markers.
- ► **Ravaged Land:** If the Conquering side has a Ravaged marker there (4.7.2), flip it.



- ► If the Stronghold is in a Taifa and its Conquest affects the Taifa's status, adjust Taifa status only after placing or removing victory markers (1.4).
- **Terms:** A Stronghold Conquered by Siege Surrender provides no Spoils (4.5.2).



SIEGEWORKS: If the Stronghold did not Surrender (including because the Besieger declined to roll), and if the Besieging side has at least as many Lords there as the Stronghold's Siege Capacity (❶, ❷, or ❸), add one Siege marker, to a maximum of four markers at the Locale.

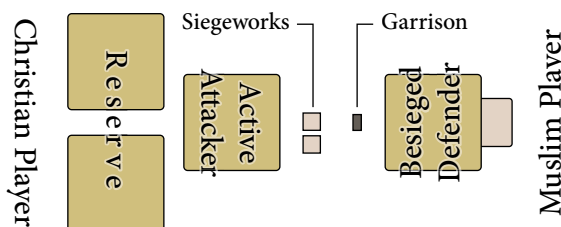
DESIGN NOTE: Larger Strongholds required more forces to blockade effectively.

MOVED/FOUGHT: Finally, mark all Lords of both sides there as Fought.



4.5.2 Storm. Any Lord outside a Besieged Stronghold may use a Command action to launch an Attack. Proceed per Battle rules (4.4) except as follows; refer to the Battles and Storm chart. **NOTES:** Some cards apply to Battle but not to Storm, or the reverse. The Background Book includes an example of Storming a Stronghold.

ARRAY: Follow Battle rules (4.4.1-4.4.2) except that each side's Front row begins with at most one Lord, for the Attacker, the Active Lord; other Lords start in Reserve. Also, a side may never have more Lords in Front than the Stronghold's Capacity (❶, ❷, or ❸).



CONCEDE? At the start of each Round after the first, the Attacker (only) may end the Storm then. The Attacker loses. Go to Ending the Storm below.

REPOSITION: ► In each Storm Round after the first, Attacker then Defender may add one Lord from Reserve to the Front, up to Stronghold Capacity. If all Front Lords Routed, a Reserve Lord (if any present) must move to Front.

STRONGHOLD EFFECTS:

- The Besieged side receives the Garrison units shown for that type of Stronghold on the Strongholds table.
- The Besieged side uses that Stronghold's Walls as shown on the Strongholds table (4.4.2).
- The Besieging side uses Siegeworks as its own Walls (see below).
- All Defending units Melee Strike before any Attacking units do, unlike Battle in which Horse Melee precedes Foot (4.4.2, see the Battle and Storm chart).
- The Attacking side must absorb Hits with any Armored units before doing so with other units.
- ► Each Lord of each side in Storm adds no more than six Hits in Melee. (Missiles are unlimited.)
- ► Javelins and Slingers are $x\frac{1}{2}$ (not $x1$) in Storm.

Type	Icon	Walls	Garrisons (4.5.2) 6 – Crossbows select target
City Gardens (4.7.1) Capacity 3		1-4	X 1/2 X 1/2 X 1/2
Fortress 2		1-4	X 1/2 X 1/2 X 1/2
Town 2		1-4	X 1/2 X 1/2 X 1/2
Castle 1		1-4	X 1/2 X 1/2 X 1/2

A portion of the Strongholds table on the foldout.

GARRISON FORCES DURING STORM:

- Garrison Men-at-Arms in addition to Melee add Missile Hits as Crossbowmen with –1 to Enemy Armor and selection of enemy targets (4.4.2 PROTECTION, ASSIGN HITS); Militia do so as regular Bowmen.
- Garrisons add their Strikes to those of the Defending Lord (rounding up), if any, but do not otherwise affect the Lord's Strikes. Garrisons are separate from any Defending Lord and ignore cards affecting that Lord individually. **EXAMPLES:** A Besieged Christian Lord's units get crossbows only via a *BALLESTEROS* card; his *CANTADOR* would not affect Garrison Strikes.
- Garrisons must take all Hits suffered by the Defender until they are Routed, after which Defending Front Lords' units absorb Hits.
- Whenever Routed and at the end of the Storm, return Garrison units to the pool.
- The full complement of Garrison units Defend in each Enemy Storm action, regardless of what may have happened in previous Storm actions.

SIEGEWORKS: The Besieging side places all Siege markers at the Locale in front of its Attacking Lord(s). Those Lords during the Storm have Walls with strength equal to the number of Siege markers against both Missile and Melee Strikes. **EXAMPLE:** Lords Storming with three Siege markers would benefit from Walls 1-3.

ENDING THE STORM: A Storm ends once the number of Rounds completed equals the number of Siege markers there, or earlier if a side loses because all its Forces there Rout or the Attacker Concedes.

Unless the Defenders all Routed, the Attackers lose. Losing Attackers neither Retreat nor give up Spoils. Presuming that Attackers survive, the Locale remains Besieged—return the Siege markers to the map and go to Aftermath (4.4.5).

- If the Defenders lose, the Stronghold is Sacked as below.
- Both sides' Forces take Losses per Battle (4.4.4), except that Routed Defending units always roll against Protection and Routed Attacking units that fail to roll a "1" are removed.

- Mark all Lords there as Moved/Fought, even Lords who remained in Reserve. **NOTE:** Lords at a Storm Locale may not simply sit it out. Used or not, they showed up for action.

SACK: When Besieged Defenders lose a Storm:

- Permanently remove all losing Lords (per 3.3.1) and award Spoils from them (all their Assets, 4.4.3).
- The Besiegers Conquer the Stronghold as per SURRENDER (4.5.1).
- In addition, award **Spoils** from the Stronghold. The Besiegers receive and distribute as desired among their Lords there ► the number of Coin, Loot, and/or Provender shown on the Strongholds table. **EXAMPLE:** Sack of a Fortress yields one Coin, one Loot, and three Provender.
- Proceed with Aftermath (4.4.5).

4.5.3 Sally. A Besieged Lord may use a Command to Attack Besiegers in a Battle (4.4). All Besieged Lords there Attack; they do not receive any Walls or Garrison (4.5.2). The Defenders receive Siegeworks as if Storming (4.5.2). Losing Defenders Retreat normally, ending the Siege. Losing Attackers must Withdraw back into their Stronghold (4.4.3, not Retreat).

RAID: If Sallying Attackers lose, remove all but one Siege marker at the Locale (reflecting damage to Siegeworks by the sortie.) The Siege goes on.



- **4.5.4 Jihad.** Any Jihad added at a Muslim Siege (1.4.4) removes all Siege markers there.

4.6 Supply

An Unbesieged Lord may use a Command action to add Provender to his mat from his Seats that are Supply Sources (even if Ravaged, 4.7.2).



4.6.1 Supply Sources and Routes. The Active Lord must have an unbroken Route of Locales and Ways, served by Transport, to each of his own Seats that he will use as a Source of Provender. As helpful, mark Seats with Supply Source markers.

- A Supply Route may not include a Locale with an Enemy Stronghold or Lord unless that Enemy is Besieged or ► Bypassed (4.3.5).

NOTE: Pennant symbols on the map and Seat markers for Rodrigo, Yusuf, and Sir and (via CATHEDRALS) Alfonso all count as Seats.



- **TRANSPORT:** To use a Supply Source, the Active Lord must have or Share (1.5.2) at least one Cart or Mule for each intervening Way crossed along the Route to that Source, if any.

NOTE: A Lord at his Seat would not need Transport to use it as a Source.

Important: To draw Supply from multiple Seats, a Lord must dedicate a given Cart or Mule for each Way along each Route to each Source.

DESIGN NOTE: Use of Transport for multiple Supply Routes is different than in *Nevsky*, which simplified this aspect more than does *Almoravid*.

4.6.2 Add Provender. The Active Lord adds one Provender to his mat for each of his Seats with Supply Routes to them (often just one).

4.7 Other Commands

4.7.1 Forage. A Lord may use a Command action to seek to add one Provender to his mat.

- The Lord may not be Besieged.
- The Lord's Locale may not be Ravaged (4.7.2). ► **EXCEPTION:** Gardens (below).



PROCEDURE: Forage in a Friendly Stronghold adds one Provender automatically. For Forage anywhere else, roll a die; ► a roll of 1-3 adds one Provender; a roll of 4-6 gains nothing.



► **GARDENS:** A Lord at a Friendly City or Fortress (only, not Town or Castle) may Forage to add one Provender automatically, even if the Locale is Ravaged or he is Besieged.

PLAY NOTE: Forage requires no Sources or Transport but is less sure than Supply.

DESIGN NOTE: Arid localities across Spain could limit water, fodder, and other forage. Gardens in the game represent irrigated farming, granaries, flour mills, cisterns, fortified waterwheel systems, and the difficulty for forces of the day to blockade very large fortifications.



4.7.2 Ravage. An Unbesieged Lord may use a Command action at an Enemy Locale (1.3.1) that is not yet Ravaged to place a Ravaged ½VP marker there, yellow if Christian Lord, green if Muslim Lord (adjust Victory, 2.2.5, 5.1).

PLAY NOTE: Lords can Ravage at an Enemy Stronghold while Besieging it (4.3.5). However, Conquering a Stronghold will flip that side's Ravage marker there to Enemy's color (1.3.1).



RUSTLING: For each Ravage marker that this Command action places, add one Loot and one Provender to the Ravaging Lord's mat if the Locale is a Stronghold, ► one Loot only if a Region.

DESIGN NOTE: Raiding the countryside of medieval Spain typically focused on theft of livestock, a forerunner of modern cattle rustling.

► **ENFORCING PARIAS:** Every odd Christian (yellow) Ravage marker that this action places within a Taifa (the 1st, 3rd, and so on, counting any already there) immediately shifts the Service marker of the Lord of that Taifa (never Yusuf, Sir, or Rodrigo) left by 1 box (if the Lord is Mustered; his Vassals's markers as well if using the 3.4.2 Advanced rule).

NOTES: Change to a Taifa's status and Conquest of a Stronghold can flip Ravage markers there (1.4.3 & 4.5.1 Ravaged Land). Some Ravage markers are removed at the end of Spring (4.9.2).



4.7.3 Tax. An Unbesieged Lord at his Seat may use all actions of his Command card to add one Coin to his mat.

4.7.4 Pass. Lord may opt to Pass (do nothing) instead of using any or all of his actions.

4.8 Feed/Pay/Disband

At the end of each Command card, those Lords on BOTH sides marked Moved/Fought (because they were involved in March, Avoid Battle, Battle, Siege, or Storm) must Feed their Forces and their Mules. Then all Lords on both sides may receive Pay and might Disband.

► **4.8.1 Feed.** Each Lord marked Moved/Fought (Christians then Muslims) must remove Provender or Loot markers—one Provender or Loot for every six *units plus Mules* that a Lord has on his mat total, rounded up:

- One Provender or Loot for 1-6 units plus Mules.
- Two for 7-12 units plus Mules.
- Three for 13-18 units plus Mules.
- ...and so on.



If desired, place "Feed x2" or "x3" markers on Lord mats as reminders of how much they consume when they Feed.

EXAMPLE: Feeding a Lord with 5 units and 2 Mules (7 units plus Mules) requires a total of 2 Provender and/or Loot.

NOTE: Loot can Pay Lords only at Friendly Locales (3.2.2) but can Feed them anywhere.

GREED: Feeding Lords may discard Mules in excess of those they can Feed (only, 1.7.2). Feeding removes no Assets beyond the above requirements. **EXAMPLE:** A Lord with 5 units and 2 Mules, no Provender, and 1 Loot could discard 1 Mule and Feed with the Loot. He could keep the Mule, use up the Loot, and shift Service left. He could neither discard both Mules nor keep the Loot.

SHARING: First, all Lords must Feed their own Forces and Mules, using Provender and Loot from their own mats. Then, a Lord must expend Provender and Loot to Feed those of his side's other Lords in the same Locale who have expended all of their Provender and Loot but did not have enough to Feed their own (1.5.2). Players may not withhold Provender or Loot; they must use all Provender and Loot as able to meet Feeding needs, even if those needs end up only partially met.

UNFED: Shift the Service marker of any Lord that received less Provender or Loot than required above (and if using the advanced rule, those of his Vassals) one 40-Days box left. A Lord needing two Provender or Loot but with access to only one consumes the one Asset *and* suffers the Unfed penalty.

4.8.2 Pay and Disband. Next, any Christian then Muslim Lords may receive Pay as per Levy (3.2). Then all Lords on both sides must check for Disband per their Service limit (3.3).

4.8.3 Remove Markers. Remove Moved/Fought markers from all Lords and proceed with the next Command card of the other side, if any.

4.9 End Campaign

After revealing all Command cards in both sides' Plan stacks, end this 40 Days.

4.9.1 Game End. If the just-concluded Campaign was part of the scenario's final 40 Days, the game ends: highest VP wins (5.3). Otherwise proceed.

► **4.9.2 Grow and Harvest.** The Calendar bears reminders of the following.

GROW: At the end of the second 40 Days of Spring each year, the Christian player then the Muslim player each selects and reduces Enemy Ravage markers on the map to $\frac{1}{2}$ their number (rounded up, adjust VP). This is mandatory.

HARVEST: At the end of the second 40 Days of Summer each year, each Lord reduces his Carts and Mules each to $\frac{1}{2}$ their number (rounded up).

► **4.9.3 Repairs.** At the end of each Campaign (so not in Winter), remove one Siege marker from each Siege Locale that has three or four Siege markers.

4.9.4 Wastage. The Christians then the Muslims must select and discard any one Asset or "This Lord" Capability card from each of their Mustered Lords who has more than one of any type of Asset or more than one such card. **NOTE:** *Wastage is by Lord only; it does not affect the Taifas box or any cards other than "This Lord" Capabilities.*

EXAMPLE: *A Lord with two Mules, one Loot, and one card at his mat must discard one item because of the two Mules; the owning player could choose to discard a Mule, the Loot, or the card.*

4.9.5 Reset. Prepare for the next 40 Days:

- Unstack any Lieutenants and Lower Lords (4.1.3).
- The Christians then the Muslims may discard any Arts of War cards desired to their decks.
- Advance the Campaign marker to the next 40 Days box and flip the marker to Levy (2.2.2).

5.0 VICTORY

A side may win an immediate victory during play. Otherwise, determine victory at the scenario's end.



Front



Back











Front



Back

5.1 Earning Victory Points

Track victory point (VP) scores on the Calendar (2.2.5). Sides earn VP as follows:

- 

 1 VP for each of its Conquered markers (1.3.1, 1.8, 4.5.1-.2) on the board, including those in the Taifas box (3.5, 6.1, 6.2.2).
- 

 $\frac{1}{2}$ VP for each of its Ravaged markers (1.8, 4.7.2) on the map.
- 
 ► $\frac{1}{2}$ VP to the Muslims for each Jihad marker on the map (1.4.4).
- 

 ► To the Christians, 3 VP for each Reconquista marker and 1 VP for each Parias marker on the map (1.4.1).
- 
 ► 1 VP to the Christians for each Cathedral Seat marker on the map.



► **PLAY NOTE:** *In the full-length Scenario F, each Curias marker on the Calendar would have removed 1 VP from the Muslims' Taifas box (6.2.2).*

5.2 Campaign Victory

If at any moment during Campaign (4.0) a side has no Mustered Lords on the map, the game ends immediately—the other side wins regardless of VP.

5.3 End of Scenario Victory

If neither side has won by the end of the final Campaign of a scenario, the side with the higher VP tally wins; if tied, the sides draw.

6.0 SCENARIOS

6.1 Select Scenario and Set Up

Agree on whether to use Hidden Mats (1.5.2) and/or the advanced Vassal Service rule (3.4.2). Set up the table layout per 2.1.1. Choose a scenario from the chart below. Find and set up the scenario per setup text and corresponding illustration. **NOTE:** See the Background Book for a learning minigame recreating just a single Battle.

► **Bidding for Sides:** If preferred for balance, after choosing the scenario but before assigning sides, bid to play the Muslims. Players each put zero, one, or more dice under a cupped hand and simultaneously reveal them: total pips showing is their bid. The player with the lower bid takes the Muslim side and resets the number of IVP markers in the Taifas box to equal that bid. If the bids are tied, reset IVP markers to that number and randomly assign sides.

- If playing Scenario F, the lowest bid allowed is “2”.

MAP, CALENDAR, TAIFAS BOX: Place markers, Lord cylinders, and board-edge cards as listed.



The “Scenario End” marker will block the box after the last Campaign as a reminder.

MATS: Prepare the mats of Mustered Lords listed as if just Levied (3.4.1), with their starting Forces, Assets, and Vassal Service markers.

- Vassals other than Special Vassals (3.4.2) are available and Ready, Service markers on their Lords’ mats, Coat of Arms up.
- Adjust Coin on Muslim Lord mats and assign any Capability cards as listed.

SET ASIDE: Return the mats, Command cards, cylinders, and Service markers of Lords listed as set aside to the game box—they are out of this scenario.

SPECIAL RULES: Note any scenario rules, such as “No Call to Arms”, “First Levy”, or “Events”.

BEGIN PLAY: Commence the first Levy by shuffling each side’s Arts of War deck and drawing random Capabilities (3.1.1-3.1.2).

Scenarios Guide

A. Toledo Beset

Spring 1085 – Introductory scenario: no added Lords; no Call to Arms.

B. Quelling of the Tajo

Summer 1085 – Introductory scenario: no Call to Arms.

SPRING		SUMMER		AUTUMN		WINTER	
1 1085 Zaragosa and Valencia ally, release pawns Alfonso arrives at Toledo Al-Qadir appeals to Taifas 40 Days	2 1085 Toledo negotiates surrender terms Fall of Toledo 40 Days	3 1085 Alfonso holds Madrid, Talavera, Guadalajara Death of Abu Bakr, Valencia factions form Al-Qadir is exiled at Cordoba 40 Days	4 1085 Alfonso extends control beyond Tago basin Christians raid the south Al-Muzamil holds Calatrava 40 Days	5 1085 Alfonso returns to his kingdom to hold court 40 Days	6 1085 40 Days	7 1085 Victory Winter Sequence 40 Days	8 1085 Victory Winter Sequence 40 Days
9 1086 Fátima installs al-Qadir at Valencia Jama revolts 40 Days	10 1086 Alfonso leads Christian siege of Zaragoza Christians seize Alcala Taifas appeal to Yusuf 40 Days	11 1086 Al-Muwahhid invades Valencia, forces conversion and raids Baetica Abd Allah declares raid west of Granada Almoravids land at Algeciras 40 Days	12 1086 Yusuf calls taifas to arms, advances to Seville Granada joins Almoravids as state north 40 Days	13 1086 Alfonso decamps from Zaragoza, moves England Bernard de Bédars converts Toledo mosque Badajoz welcomes Yusuf 40 Days	14 1086 Fátima joins Alfonso for march on Badajoz Banks of Badajoz, retreat to Corda Taifas hold Trujillo, Uclès, and Coruna 40 Days	15 1086 Lancelet plans defense of Toledo, Alfonso calls for crusade Alfonso rehabilitates Badajoz 40 Days	16 1086 Victory Burgundians and Franks answer Yusuf departs for Africa 40 Days

C. Parias Wars

Spring to mid-Summer 1086 – Short scenario.

D. Arrival of the Africans

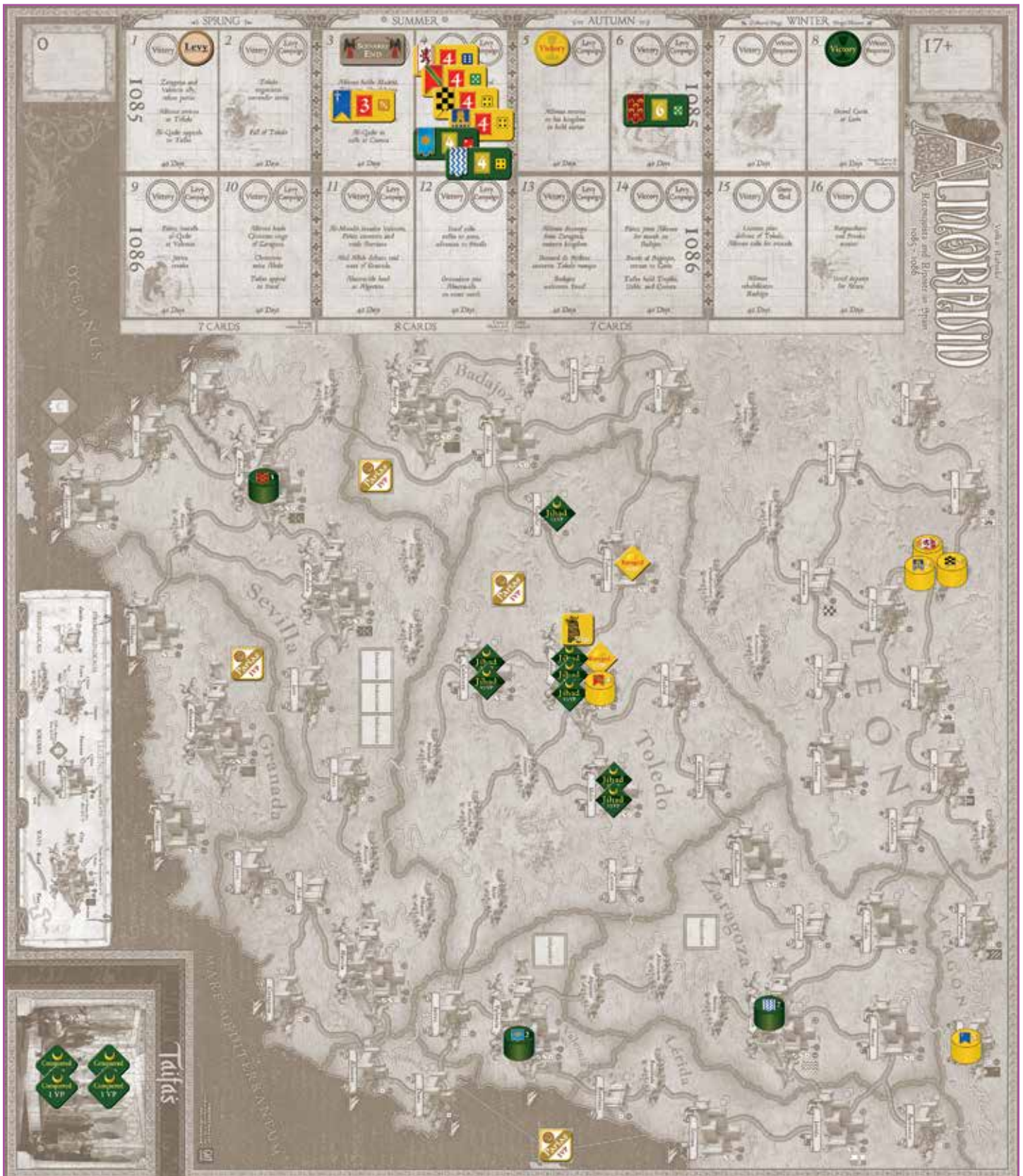
Mid-Summer to Autumn 1086 – Short scenario.

E. Alfonso and the Almoravids

1086 – Medium scenario.

F. Reconquista and Riposte

1085-1086 – Full-length scenario: Curias and Winter Sequence.



Starting setup positions for Scenario A, "Toledo Beset, Spring 1085"

A. Toledo Beset, Spring 1085

León seized Toledo from the isolated al-Qádir as his rivals sat by. But what if the Taifas had risen sooner?

Seasons: This is an introductory scenario (two 40-Day periods). Play from the first Levy of Spring 1085 (40-Days box 1) through the end of Spring.

Map:

- Parias in Toledo, Badajoz, Granada, and Lérida Taifas.
- Alfonso, Pedro Ansúrez, and García Ordóñez at Sahagún; Sancho at Jaca.
- Álvaro Fáñez, one yellow Siege, yellow Ravaged, and three Jihad at Toledo City.
- Al-Mutamid at Sevilla City; al-Mustain at Zaragoza City; Abu Bakr at Valencia City.
- Yellow Ravaged at Talavera.
- Two Jihad each at Calatrava and Uclés, one Jihad at Trujillo.

Calendar:

- Box 1 has Levy marker.
- Box 3 has Scenario End, Sancho Service markers.
- Box 4 has Alfonso, Álvaro Fáñez, Pedro Ansúrez, García Ordóñez, al-Mustain, and Abu Bakr Service markers.
- Box 5 has yellow Victory marker.
- Box 6 has al-Mutamid Service marker.
- Box 8 has green Victory marker.

Taifas Box: 4 green 1VP Conquered markers.

Mats:

Christians: Alfonso with BATTERING RAM card, Pedro Ansúrez, García Ordóñez, Álvaro Fáñez with BALLESTEROS card, Sancho.

Muslims: Al-Mutamid, al-Mustain, Abu Bakr. Muslim Lords start with zero Coin (not x2 or x3).

Special Rules:

Set Aside: All Lords not named above. (They are left out to simplify the scenario.)

First Levy: Álvaro Fáñez may take part in the first Muster (3.4) even though not at a Friendly Locale.

No Call to Arms: Skip all Call to Arms segments (3.5) in this scenario. (Those Lords are absent.)

PLAY NOTE: On strategy, see the rules for change in Taifa status to Reconquista (1.4).

B. Quelling of the Tajo, Summer 1085

The Leonese broaden their hold on Toledo as al Mutamid of Sevilla seeks to rally the Muslims.

Seasons: This is a second introductory scenario (two 40-Day periods). Play from the first Levy of Summer 1085 (box 3) through Summer's end.

Map:

- Reconquista in Toledo Taifa.
- Parias in Badajoz, Granada, and Lérida Taifas.
- At Toledo City—Alfonso, Álvaro Fáñez, three yellow Conquered, and one green Ravaged.
- Three Jihad at Calatrava, two Jihad each at Trujillo and Uclés.
- Al-Mutamid at Sevilla City; al-Mustain at Zaragoza City; Abu Bakr at Valencia City.
- FUEROS and SISNANDO DAVIDEZ Capability cards at Christian board edge.

Calendar:

- Box 3 has Levy; Pedro Ansúrez, García Ordóñez, Sancho, al-Mutawakkil, Abd Allah, and al-Mundir cylinders.
- Box 5 has Scenario End and al-Mustain and Abu Bakr Service markers.
- Box 6 has Alfonso, Álvaro Fáñez, and al-Mutamid Service markers.
- Box 8 has green Victory marker.
- Box 9 has yellow Victory marker.

Taifas Box: 4 green Conquered 1VP markers.

Mats:

Christians: Alfonso and Álvaro Fáñez.

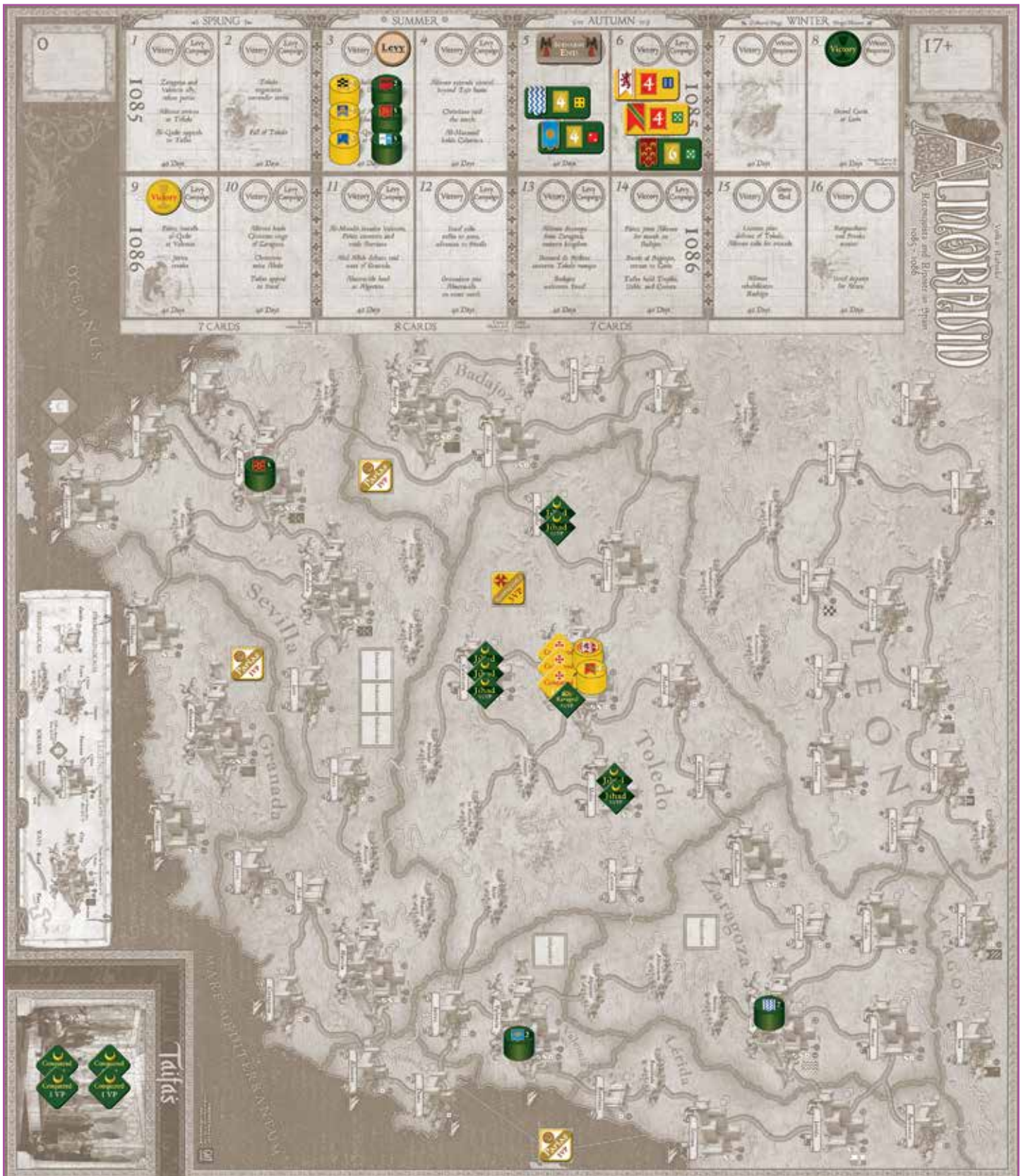
Muslims: Al-Mutamid, Abu Bakr, and al-Mustain. Muslim Lords start with zero Coin (not x2 or x3).

Special Rules:

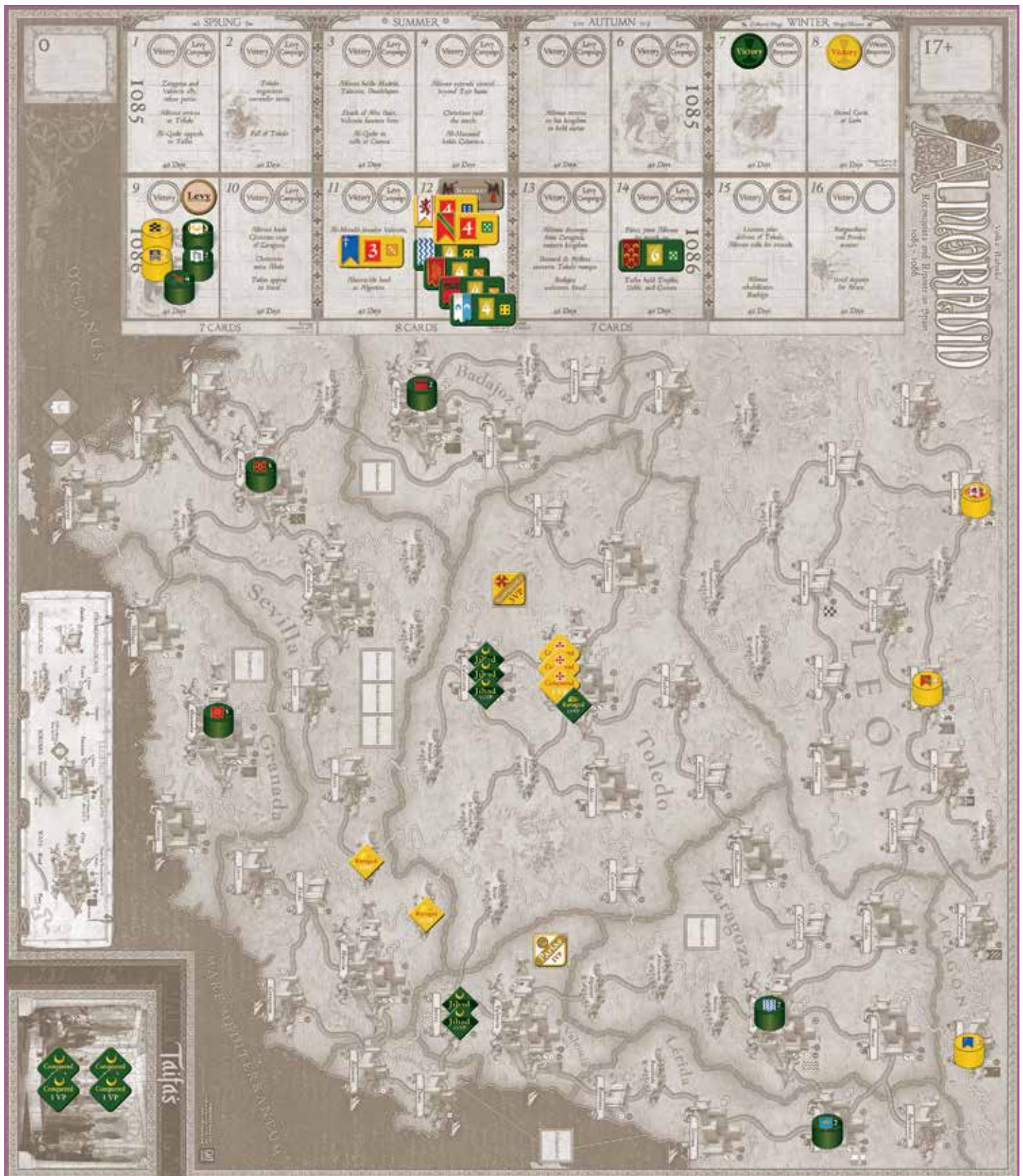
Set Aside: Eudes, Yusuf, Sir, and each Rodrigo. (They did not take part in this campaign.)

No Call to Arms: Skip all Call to Arms segments (3.5) in this scenario. (Those Lords are absent.)

PLAY NOTE: This scenario adds Lords Ready for Muster (3.4.1), in the case of Taifa Lords yielding Coin and removing Parias victory points (1.4.2, 5.1). With Toledo a Reconquista Taifa, most Locales there are Christian Friendly (1.3.1, 1.4.1).



Starting setup positions for Scenario B, "Quelling of the Tajo, Summer 1085"



Starting setup positions for Scenario C, "Parias Wars, early 1086"

C. Parias Wars, early 1086

Christian lords assault the Taifas to aid their puppets as Muslim resistance to Parias payments stiffens.

Seasons: This is a short scenario (three 40-Day periods). Play from the first Levy of Spring 1086 (40-Days box 9) through the first Campaign only of that Summer (completing 40-Days box 11).

Map:

- Reconquista in Toledo Taifa.
- Parias in Valencia Taifa.
- Alfonso at León Town.
- Álvar Fáñez at Burgos.
- Sancho at Jaca.
- Three yellow Conquered and one green Ravaged at Toledo City.
- Yellow Ravaged at Alcaraz and Albacete.
- Three Jihad at Calatrava, two Jihad at Játiva.
- Al-Mutamid at Sevilla City.
- Al-Mustain, Abd Allah, al-Mutawakkil, and al-Mundir cylinders each at that Lord's own Seat.

Calendar:

- Box 7 has green Victory marker.
- Box 8 has yellow Victory marker.
- Box 9 has Levy marker and Pedro Ansúrez, García Ordóñez, Yusuf, Sir, and Rodrigo al-Sayyid (green) cylinders.
- Box 11 has Sancho Service marker.
- Box 12 has Scenario End and Alfonso, Álvar Fáñez, al-Mustain, Abd Allah, al-Mutawakkil, and al-Mundir Service markers.
- Box 14 has al-Mutamid Service marker.

Taifas Box: 4 green Conquered 1VP markers.

Mats:

Christians: Alfonso, Sancho, and Álvar Fáñez with GARCÍA JIMÉNEZ card.

Muslims: Al-Mutamid, Abd Allah, al-Mustain, al-Mutawakkil, and al-Mundir. Each Muslim Lord starts with just one Coin (not x2 or x3).

Special Rules:

Set Aside: Abu Bakr. (His death and overthrow of his son Uthman all but ended his dynasty.)

PLAY NOTE: This scenario adds Lords who may be Called to Arms or declined for VP (3.5).

D. Arrival of the Africans, mid 1086

With Yusuf debarked at Algeciras, Alfonso must decide whether to press Zaragoza or defend Toledo.

Seasons: This short scenario spans second Levy of Summer 1086 (box 12) through late Autumn (box 14).

Map:

- Reconquista in Toledo Taifa.
- Parias in Valencia and Lérida Taifas.
- Three yellow Conquered, green Ravaged at Toledo City; one yellow Conquered each at Aledo and Játiva; yellow Ravaged at Alcaraz and Burriana.
- Three Jihad at Calatrava, two Jihad at Uclés, and one each at Trujillo and Cuenca.
- Pedro Ansúrez at Simancas.
- García Ordóñez with Bypass at Tudela.
- Alfonso, Sancho, and one yellow Siege on al-Mustain at Zaragoza City.
- Álvar Fáñez at Valencia City.
- Al-Mutamid at Sevilla City, al-Mutawakkil at Badajoz City, and Abd Allah at Granada City.
- Yusuf cylinder and double Seat marker at Algeciras.
- AL-YAZIRAT AL HADRA card at Muslim board edge.

Calendar:

- Box 10 has green Victory marker.
- Box 11 has yellow Victory marker.
- Box 12 has Levy marker; Sir and Rodrigo al Sayyid (green) cylinders.
- Box 13 has Eudes cylinder.
- Box 14 has Sancho Service marker.
- Box 15 has Scenario End; Alfonso, Álvar Fáñez, Pedro Ansúrez, García Ordóñez, Abd Allah, al-Mutawakkil, al-Mustain, and Yusuf Service.
- Box 16 has al-Mutamid Service marker and al-Mundir cylinder.

Taifas Box: 6 green Conquered 1VP markers.

Mats:

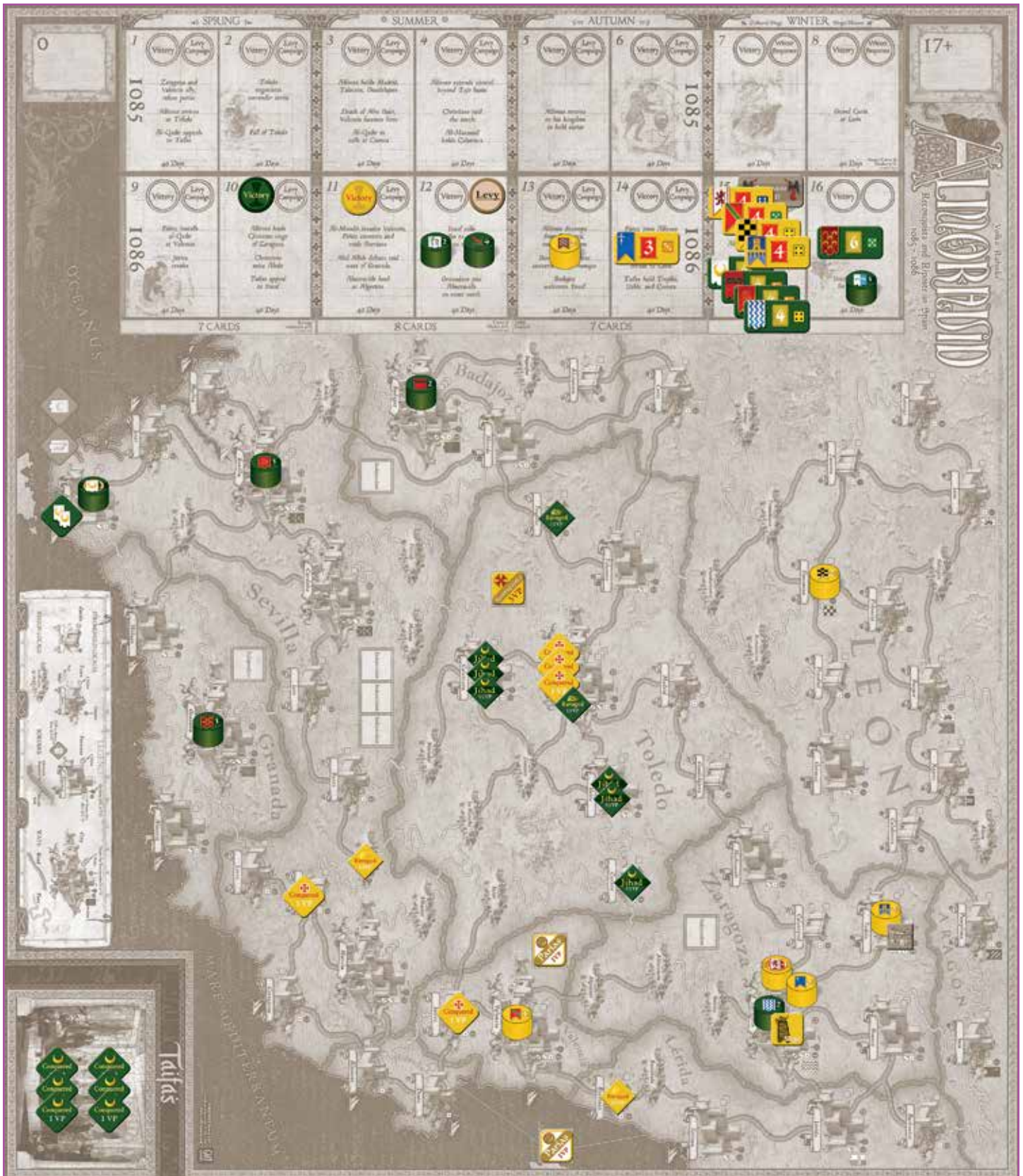
Christians: Alfonso with SIEGE TOWERS and BATTERING RAM cards, Pedro Ansúrez, García Ordóñez, Sancho, and Álvar Fáñez.

Muslims: Yusuf, Al-Mutamid, al-Mutawakkil, Abd Allah, and al-Mustain with ARRADA card. Each Taifa Lord starts with just one Coin.

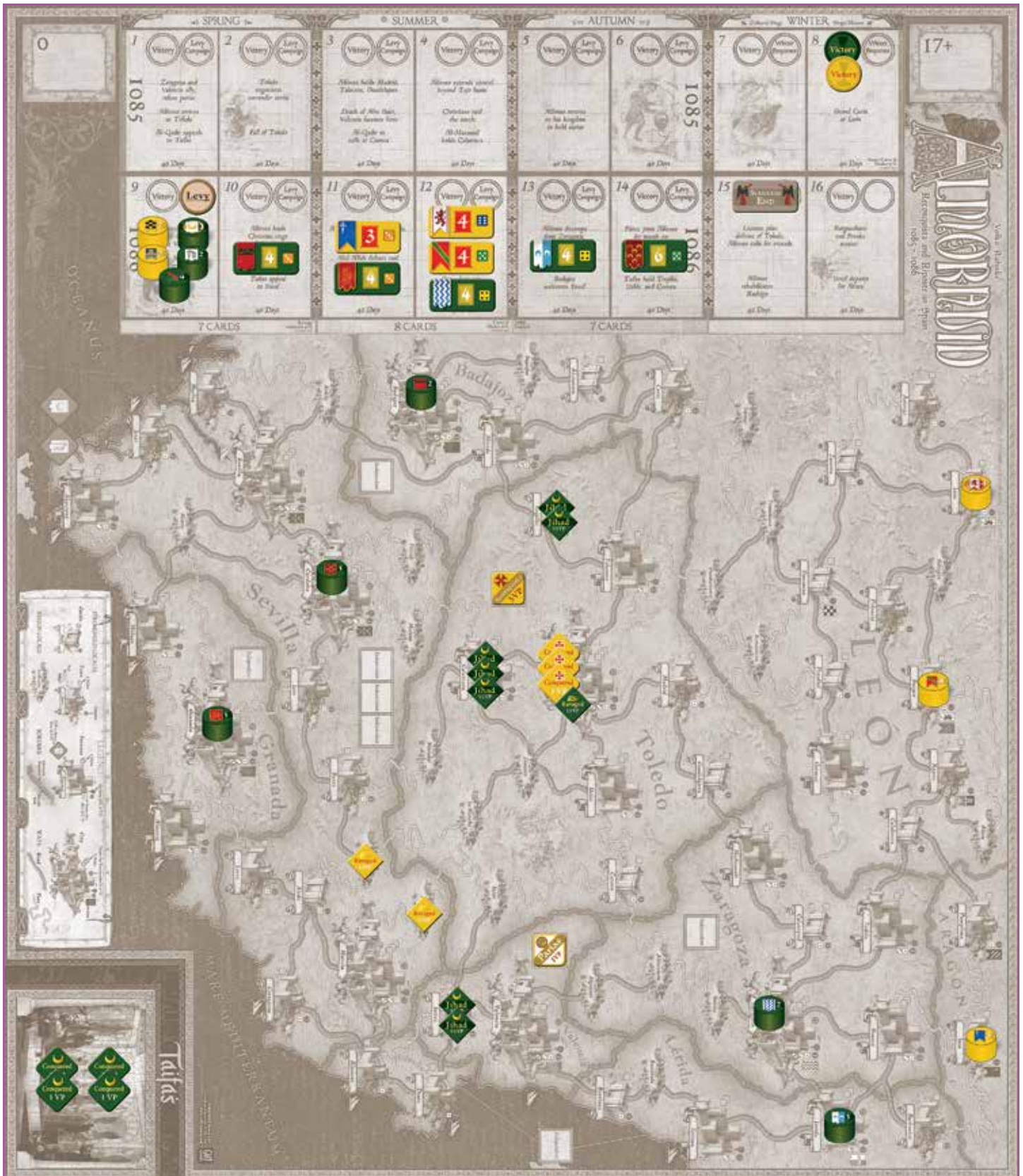
Special Rules:

Set Aside: Abu Bakr.

First Levy: Alfonso and al-Mustain take part in the first Muster (3.4) despite being at a Siege.



Starting setup positions for Scenario D, "Arrival of the Africans, mid-1086"



Starting setup positions for Scenario E, "Alfonso and the Almoravids, 1086"

E. Alfonso and the Almoravids, 1086

Toledo secure, Alfonso seeks more conquests and parias from the Taifas while an African intervention looms.

Seasons: This is the medium-length scenario (six 40-Day periods). Play from the first Levy of Spring 1086 (box 9) through the end of Autumn.

Map:

- Reconquista in Toledo Taifa.
- Parias in Valencia Taifa.
- Alfonso at León Town.
- Álvar Fáñez at Burgos.
- Sancho at Jaca.
- Three yellow Conquered and one green Ravaged at Toledo City.
- Yellow Ravaged at Alcaraz and Albacete.
- Three Jihad at Calatrava.
- Two Jihad each at Trujillo and Játiva.
- Al-Mutamid at Córdoba.
- Al-Mustain, Abd Allah, al-Mutawakkil, and al-Mundir each at that Lord's own Seat.

Calendar:

- Box 8 has yellow and green Victory markers.
- Box 9 has Levy marker and Pedro Ansúrez, García Ordóñez, Yusuf, Sir, and Rodrigo al-Sayyid (green) cylinders.
- Box 10 has al-Mutawakkil Service marker.
- Box 11 has Sancho and Abd Allah Service markers.
- Box 12 has Alfonso, Álvar Fáñez, and al-Mustain Service markers.
- Box 13 has al-Mundir Service marker.
- Box 14 has al-Mutamid Service marker.
- Box 15 has Scenario End marker.

Taifas Box: 4 green Conquered 1VP markers.

Mats:

Christians: Alfonso, Sancho, and Álvar Fáñez with GARCÍA JIMÉNEZ card.

Muslims: Al-Mutamid, al-Mutawakkil, Abd Allah, al-Mustain, and al-Mundir.

Special Rules:

Set Aside: Abu Bakr.

F. Reconquista and Riposte, 1085–1086

Alfonso VI—the strongest Christian king al-Andalus has yet faced—sets in motion military actions and reactions that will re-order Spain.

Seasons: This is the full-length scenario (four-to-six 40-Day periods, an intermission, then another six 40 Days). Play from the first Levy of Spring 1085 (box 1) through the end of Autumn 1086.

Map:

- Parias in Toledo, Badajoz, Granada, Valencia, Zaragoza, and Lérida Taifas.
- Alfonso, Pedro Ansúrez, and García Ordóñez at Sahagún.
- Álvar Fáñez, one yellow Siege, yellow Ravaged, and three Jihad markers at Toledo City.
- Al-Mutamid at Sevilla City.
- Yellow Ravaged at Talavera.
- Two Jihad markers each at Calatrava and Uclés.
- One Jihad marker at Trujillo.

Calendar:

- Box 1 has Levy marker and Sancho, Abu Bakr, al-Mustain, al-Mundir, al-Mutawakkil, Abd Allah, and Rodrigo al-Sayyid (green) cylinders.
- Box 4 has Alfonso, Álvar Fáñez, Pedro Ansúrez, and García Ordóñez Service markers.
- Box 6 has al-Mutamid Service marker.
- Box 7 has yellow Victory marker.
- Box 9 has Yusuf and Sir cylinders.
- Box 10 has green Victory marker.
- Box 15 has Scenario End marker.

Taifas Box: 6 green Conquered 1VP markers.

Mats:

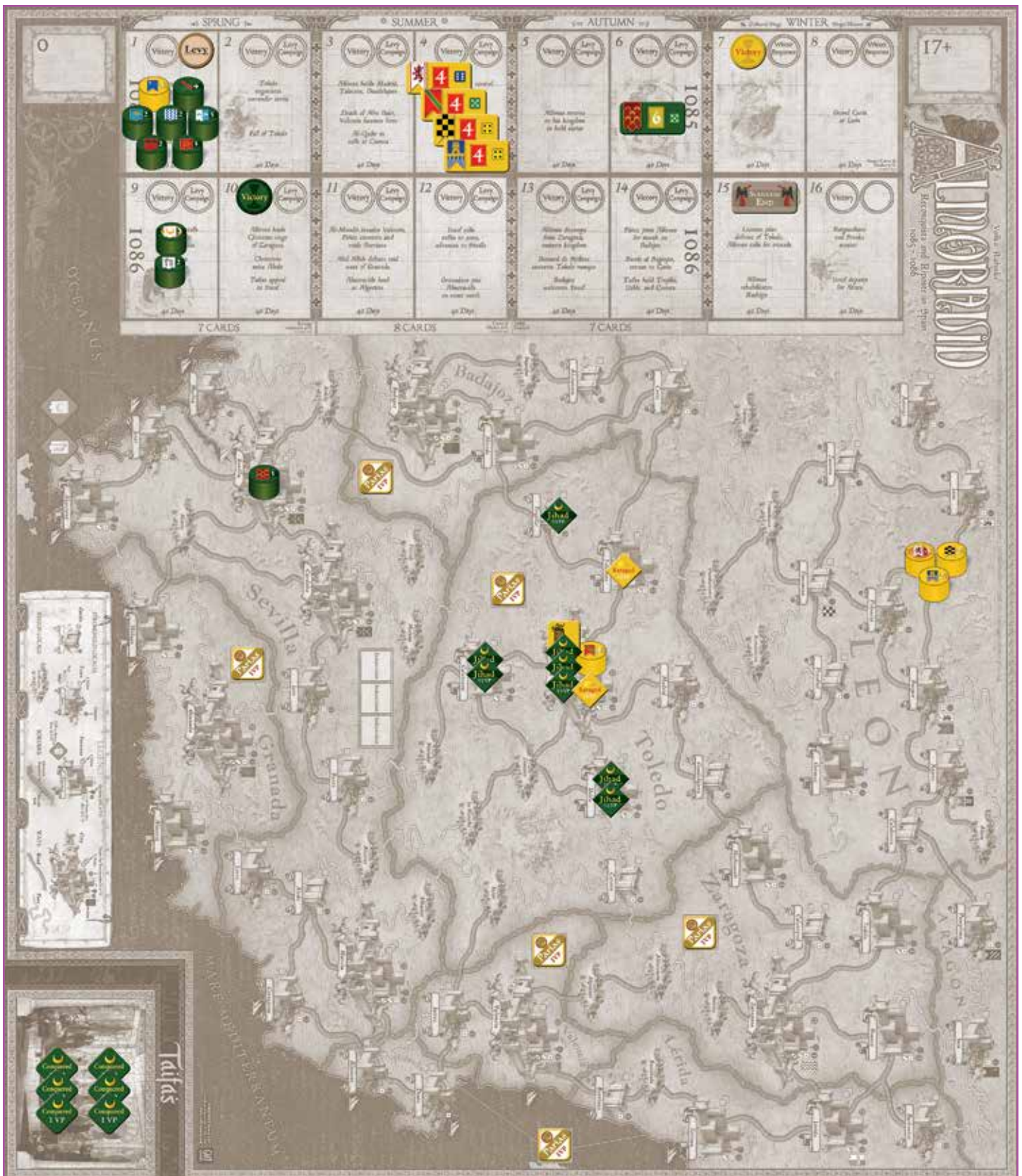
Christians: Alfonso with BATTERING RAM card, Pedro Ansúrez, García Ordóñez, Álvar Fáñez with BALLESTEROS card.

Muslims: Al-Mutamid with zero Coin.

Special Rules:

Events: Muslims start holding TAIFA MARRIAGE Event card.

1085-1086 Sequence: Apply 6.2 Curias and 6.3 Winter rules, on the next page, to the scenario's first Autumn and Winter, respectively.



Starting setup positions for the "Reconquista and Riposte, 1085-1086" scenario

► 6.2 Curias

The Christian side in Scenario F may skip one or two 40 Days in exchange for victory points.

DESIGN NOTE: Alfonso after his gains of spring and summer headed home for 1085 to hold court. The emirs, not yet stirred to the offensive, obliged.

6.2.1 Curias Condition. At the start of the first Autumn Levy (box 5), check the condition below. If Curias do not result, check again at the start of the second Autumn Levy (box 6).

- Curias may occur if Locales (not the Taifas Box) have more total yellow (Christian) Conquered plus Ravaged markers than green (Muslim) Conquered plus Ravaged plus Jihad markers (not VP).

6.2.2 Curias Sequence. If the above condition applies, the Christians may opt immediately to proceed as follows:

- Place a Curias marker in the current Levy's box and, if box 5, a second Curias marker in box 6. Remove one 1VP Conquered marker from the Taifas box for each Curias marker placed (one or two markers total; adjust Victory, 5.1).
- Advance the Levy marker to the first 40 Days of Winter (box 7, skipping one or two boxes).
- Shift the Service markers of any Lords of either side who currently are Beyond Service (in box 6 or lower, 3.3.1) to the current 40 Days (box 7).
- Proceed with the Winter sequence (below).

6.2.3 No Curias. If the condition does not apply or the Christian side opts not to carry out the Curias sequence this turn, conduct a normal Levy and Campaign.

► 6.3 Winter

Scenario F includes a Winter Season, 40-Days boxes 7 and 8 (regardless of Curias, 6.2), with a unique sequence of play that entirely replaces the usual Levy and Campaign steps with Winter Disband, Winter Siege, Spring Muster, and Plowing.

6.3.1 Winter Disband. Upon the first 40 Days of Winter (box 7) only, Lords Disband in a special way. First, players may Pay Lords (3.2). Then they must remove any Beyond Service (3.3.1; **EXCEPTION:** Rodrigo, see below). Next, all remaining Mustered Lords except those at Sieges (4.3.5) Disband as if at Service limit (3.3.2) but modified as follows:

- Clear each such Lord's mat and place each Lord's cylinder on his mat instead of onto the Calendar.
- For Disbanding Taifa Lords, do not adjust Taifa status or award Parias Coin (1.4.1-.3).
- If Disbanding either Rodrigo, place his cylinder at Calendar box 9 (not on mat), even if Beyond Service.

Then discard all board-edge Capabilities (3.4.4).

6.3.2 Winter Siege. Then, in each 40 Days of Winter (boxes 7 and 8):

- Each Besieging Lord (only) may undertake one Supply or Ravage action (as able per 4.6 or 4.7.2).
- Then each Lord at a Siege Locale Feeds (4.8.1).
- Finally, Christian then Muslim players may Pay Lords at Siege per 3.2, then must Disband Lords at Siege Locales at or beyond Service limit per 3.3.

6.3.3 Spring Muster. Upon the second 40 Days of Winter (box 8), Christian Lords who Disbanded to their mats automatically Muster: place cylinders at free Seats; put Service markers ahead the normal number of boxes on the Calendar; and prepare these Lords' mats anew (3.4.1). Within that:

- If Alfonso Musters, he does so at León if possible.
- Lords with no free Seat do not Muster; instead, place their cylinder ahead on the Calendar as if they Disbanded this turn (3.3.2).

Then Muslim Lords who Disbanded to mats and have a free Seat automatically Muster as above, but:

- Shuffle together one Command card of each such Lord except al-Mutamid. Reveal one card at a time. Put the Service marker of the first card's Lord in box 10, the next Lord's marker in box 11, and so on. Put al-Mutamid's marker (if Mustering) in box 14.
- For any Taifa Lord who would Muster now but has no free Seat, put his cylinder on the Calendar per 3.3.2 and adjust Taifa status accordingly (1.4.1, 1.4.3, including any award of Parias Coin).

6.3.4 Plowing. At the end of the second 40 Days of Winter (box 8), each Lord at a Siege (only) reduces his Carts and Mules each to ½ their number (rounded up).

Key Terms

- 40 Days—Calendar box, a turn (1.3.2).
- Active—Acting on Campaign (4.0).
- Adjacent—Linked by a Way (1.3.1).
- African Foot and Horse—Forces types (1.6).
- Allegiance—Friendly, Neutral, Enemy (1.3.1).
- Approach—March to enemy (4.3.4).
- Armor—Unit Protection roll (4.4.2).
- Array—Lords in Battle or Storm (4.4.1).
- Arts of War—card, deck (1.9.1, 3.1).
- Asset—Coin, Loot, Provender, Transport (1.7).
- Attack—Engage in Battle or Storm as the Active side (4.4, 4.5.2).
- Autumn—a Season (2.2.1).
- Avoid Battle—Back off from Approach (4.3.4).
- Battle—Fight due to March (4.4).
- Battle mat—Array option (4.4.1).
- Besieged—Under Siege (4.3.5).
- Bishop—Special Vassal type (3.4.2).
- Bowmen—Missile type (4.4.2, 4.5.2).
- Bypass—Marker at Stronghold (4.3.5).
- Calendar—Board section tracking turns, Service, and victory (1.3.2, 2.2).
- Call to Arms—Part of Levy (3.5).
- Campaign—Phase of each 40 Days (4.0).
- Capability—Card aspect (1.9.1, 3.4.4).
- Capacity—Stronghold aspect (1.3.1).
- Cart—Transport type (1.7.4).
- Castle—Stronghold type (1.3.1).
- City—Stronghold type (1.3.1).
- Coin—Asset type (1.7).
- Command—Rating (1.5.3); card (1.9.2); Activation (4.2); actions (4.3-.7).
- Concede the Field—Declare end to Battle as loser (4.4.2).
- Conquered—VP marker (1.3.1, 5.1).
- Crossbowmen—Missile type (4.4.2, 4.5.2).
- Crusader—Special Vassal type (3.4.2).
- Curias—Scenario F procedure, marker (6.2).
- Cylinder—A Lord's piece (1.5.1).
- Defend—Face an Attack (4.4, 4.5.2).
- Depart—Leave from Bypass (4.3.6).
- Dinars—Deposit Coin to Taifas box (4.1.4).
- Disband—Remove Lord from map (3.3).
- Encamp—Convert Bypass to Siege (4.3.6).
- Enforcing Parias—Ravage shift (4.7.2).
- Enemy—Of the other side (1.1, 1.3.1).
- Evade—Unit Protection roll (4.4.2).
- Event—Arts of War card aspect (1.9.1).
- Fealty—Lord rating (1.5.3).
- Feed—Eat after Marched/Fought (4.8.1).
- Flank—Fight non-opposite (4.4.2).
- Foot—Forces category (1.6).
- Forage—Command action (4.7.1).
- Forces—Foot and Horse units (1.6).
- Fortress—Stronghold type (1.3.1).
- Friendly—Of the same side (1.3.1).
- Front—Forward Array row (4.4.1).
- Gardens—Stronghold aspect (1.3.1, 4.7.1).
- Garrison—Storm Defense units (4.5.2).
- Greed—Discard restriction (1.7.2, 3.1.4, 4.8.1).
- Grow—End-Season Ravage recovery (4.9.2).
- Harvest—End-Season Cart/Mule loss (4.9.2).
- Hit—Combat effect endangering a unit (4.4.2).
- Hold/Held—Event type (1.9.1).
- Horse—Forces category (1.6).
- Hostage Populace—Political conquest (1.4.3).
- Independent—Taifa Status (1.4).
- Initiative—Strike order (4.4.2).
- Javelin—Missile type (4.4.2).
- Jihad—Victory marker (1.4.4, 5.1).
- Knights—Horse Forces type (1.6).
- Laden—Slowed by Assets (4.3.2).
- Levy—Phase of each 40 Days (3.0); call into play (3.4-3.5).
- Lieutenant—Lord temporarily leading another Lord (4.1.3).
- Light Horse—Forces type (1.6).
- Locale—Map space (1.3.1).
- Loot—Asset type (1.7).
- Lord—Military Leader (1.5.1).
- Lordship—Lord rating (1.5.3).
- Loss—Unit removal in combat (4.4.4).
- Lower Lord—Led by Lieutenant (4.1.3).
- Map—Section of game board (1.3.1).
- March—Command type (4.3).
- Marshal—Lord leading Lords (1.5.1).
- Mat—Display for Lord, Array (1.5, 4.4.1).
- Men-at-Arms—Foot Forces type (1.6).
- Militia—Foot Forces type (1.6).

- Missile—Strike type (4.4.2).
- Moved/Fought—marker (4.3, 4.4, 4.8).
- Mule—Transport type (1.7.3).
- Muster—Levy Segment, enter play (3.4-3.5).
- Neutral—Friendly to neither side (1.3.1).
- On Map—In Locale, Taifas box (1.3.1, 1.3.3).
- Open Gates—End Siege/Bypass (1.4.3, -.4).
- Parias—Taifa Status, Disband Coin (1.4).
- Pass—Way type (1.3.1); Command card or action (1.9.2, 4.2.3, 4.7.4).
- Pay—Expend Coin or Loot (3.2.1-.2).
- Pennant—Lord's symbol (1.5.1).
- Plan—Stack of Command cards (4.1).
- Port—Locale aspect (1.3.1).
- Protection—Saving roll (4.4.2).
- Provender—Asset type (1.7).
- Pursuit—Battle advantage (4.4.2).
- Raid—Siege reduction by Sally (4.5.3).
- Ravage—Command action (4.7.2).
- Ravaged Land—Flip Ravaged (1.4.3, 4.5).
- Ready—Able to Muster (3.4.1-.2).
- Reconquista—Taifa Status (1.4).
- Recovery—End to Command actions in aftermath of Battle or Storm (4.4.5).
- Region—Non-Stronghold Locale (1.3.1).
- Relief Sally—Besieged Lords joining an Attack from outside Approach (4.4.1).
- Repairs—End-turn Siege erosion (4.9.3).
- Reposition—Move in Array (4.4.2, 4.5.2).
- Reserve—Array back row (4.4.1, 4.5.2).
- Retreat—Forced out by Battle (4.4.3).
- Road—Way type (1.3.1).
- Rout—Battle harm to unit/Lord (4.4.2).
- Rustling—Loot from Ravage (4.7.2).
- Sack—Obtain Spoils from Storm (4.5.2).
- Sally—Besieged Attack (4.4.1, 4.5.3).
- Season—Pair of 40 Days (2.2.1).
- Seat—Stronghold aspect, marker (1.3.1).
- Serfs—Forces type (1.6).
- Sergeants—Horse Forces type (1.6).
- Service—Lord/Vassal rating (1.5.3-.4); marker (1.5.1); advanced rule (3.4.2).
- Share—Use Asset for other Lord (1.5.2).
- Siege—Marker (4.3.5); action (4.5.1).
- Siege Capacity—see Capacity (1.3.1).
- Siegeworks—Besiegers' Walls (4.5.2).
- Slinger—Missile type (4.4.2).
- Sortie—Approach Bypass (4.3.6).
- Source—Supply origin (4.6).
- Special Vassal—Vassal type (1.5, 3.4.2).
- Spoils—Battle/Storm gain (4.4.3, 4.5.2).
- Spring—a Season (2.2.1).
- Storm—Command action (4.5.2).
- Strike—Inflict Hits (4.4.2).
- Stronghold—Locale type (1.3.1).
- Summer—a Season (2.2.1).
- Supply—Command action (4.6).
- Supply Route—A chain of Locales and Ways with Transport (4.6.1).
- Supply Source—A Locale providing Provender via Supply (4.6.1).
- Surrender—Taken via Siege (4.5.1).
- Taifa(s)—A Muslim Territory, box for VP and Coin, Politics rules, or Lord (1.3.1, 1.3.3, 1.4, 1.5.1).
- Target—Locale key to Reconquista (1.4).
- Tax—Command action (4.7.4).
- Terms—No Spoils in Surrender (4.5.1).
- This Lord—Capability type (3.4.4).
- Town—Stronghold type (1.3.1).
- Trade Route—Locale type (1.3.1).
- Transport—Asset type (1.7.3).
- Unit—Forces piece (1.6).
- Unarmored—Unit Protection roll (4.4.2).
- Unready—Unable to Muster (3.4.1-.2).
- Vassal—Forces a Lord can Levy (1.5.4).
- Walls—Overall saving roll (4.5.2).
- Wastage—Asset or Capability erosion (4.9.4).
- Way—Link between Locales (1.3.1).
- Winter—a Season, sequence (2.2.1, 6.3).
- Withdraw—Enter Stronghold (4.3.4).

