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These rules use the following color system: **Red** for important notes such as errata and exceptions, **Blue** for examples of play.

### 1.0 INTRODUCTION

**1.1 Reconquista! The Struggle for Iberia, 850-1250 AD** is a two-player game simulating the struggle for control of the Iberian Peninsula between collective Christian kingdoms and the Muslim Moors.

### 1.2 Time Scale

*Reconquista!* consists of 16 game turns, each game turn representing approximately 25 years of campaigning as well as periods of punctuated peace.

### 1.3 Dies (6-sided)

Die rolls require 6-sided dies in all instances.

### 1.4 Rounding Rule

Fractions, when occurring, must always be rounded up.

## 2.0 COMPONENTS

This game includes one map, one set of die-cut game pieces, and one rules booklet (this one).

### 2.1 The Map

The game utilizes one 34x22" mapsheet featuring the Iberian Peninsula during the Middle Ages, as well as all charts and tables necessary for play. Movement on the map is regulated by territorial land areas and sea spaces. Each land area and sea space is printed with a thick borderline to separate it from each adjacent area and space.

Each land area contains the following information.

**Name:** The historical name of the region.

**Cities:** Represent the major fortified cities of that land area that provides players with military, trade and political strength for that area throughout the game.

**Note:** *The three Balearic Islands (Mayurqa) are considered one land area for all movement and combat purposes.*

### 2.2 The Game Pieces

This game includes one die-cut sheet of 228 playing pieces representing military units, populations and other function chits for use during play. **Each piece features a background color to identify its kingdom. All Muslim units are simply green.**

Christian Kingdoms	Color
Asturias-León	Light Blue
Castillians	Purple
Aragonese	Red
Catalans	Gold
Portuguese	Gray
Navarrese	Yellow
French/Frankish	Dark Blue
Crusaders	White
Muslims	
Andalusíes (Spanish Muslims)	Light Green
North Africans (Almohades, Almorávides)	Dark Green

### 2.3 Sample Units

The elements of a unit are indicated as follows.

There are six types of units in the game: Mesnadas (Field Armies), Mesnadas Real (Royal Field Armies), Peones (Feudal Levies), Military Orders (Elite Armies), Raiders and Fleets. The historic size of each unit is listed as follows.

<b>Mesnadas (MN)</b>	About 1,000 fully equipped men, plus cavalry and baggage trains.
<b>Mesnadas Real (MR)</b>	An <i>elite</i> Mesnadas unit, usually representing king's men (see 7.1)
<b>Peones (P)</b>	About 1,000-2,000 poorly armed peasant militias.
<b>Military Orders (MO)</b>	Christian knights of 200-400 men. Recruited as of turn 12 (see 6.4)

<b>Raiders (R)</b>	About 500-1,000 horsemen.
<b>Fleets (F)</b>	Naval power concentrations

All units in the game are printed with a movement rating, which indicates the quantity of sequential (contiguous) areas or spaces that each unit may be moved during the movement phase of each game turn. No unit is required to move, nor move the full amount of areas or spaces as its printed movement rating, but no unit may ever move more areas or spaces than that unit's printed movement rating. Some units are printed with a higher or lower movement rating, reflecting their different capabilities. Any game piece printed with a movement rating of "0" (for example, Repopulation markers) simply may not be moved during the movement phase of any game turn.

**Exception:** It is possible for any eligible units to be moved additional spaces beyond their printed movement rating if embarked aboard a moving fleet unit.

Activities during the game (pillaging, combat, embarking and disembarking) reduce a participating unit's movement rating. See 12.0.

#### **2.4 Rebellious Units**

All units in the game are potentially capable of becoming rebellious. Every unit in the game is printed with a front (loyal) and a back (rebel) side (indicated by the absence of a crest printed on the units' back side); this represents a unit that is in revolt and/or belongs to a faction that has declared independence (see 8.0 and 9.0.) When any unit is in rebellion, it is flipped to its back (rebel) side. When any unit is loyal, it is placed on its front side.

#### **2.5 Repopulation Markers**

Representing the resettlement of populations, these markers allow an area that has been conquered to be used for supply and fortification construction (see 6.0).

#### **2.6 Crusader & North African Units**

These units can only enter play through stratagem play or events. See 10.0 and 14.0.

#### **2.7 Other Game Markers**

**Turn:** Place on the turn track to regulate the sequencing of game turns.

**Pillage:** Placed to indicate an area that has been pillaged (see 12.0) during a turn.

**MP Remaining:** Placed to keep track of any particular unit's expended movement, as a memory aid.

**Stratagem Markers:** See rule 10.0.

#### **2.8 The King's Throne**

For each Christian Kingdom there is a king's throne, which represents the core area of that kingdom, and the location of the king and his center of power. Each such king's throne is located in a specific land area, listed as follows:

##### **Christian Kingdom King's Throne Area**

Aragón	Sobrarbe
Catalonia	Cerdanya
Navarre	Pamplona
Asturias-León	Asturias
Castille	Burgos

If a kingdom's king's throne territory is captured by any enemy units, as well as all other land areas owned by that kingdom, that kingdom has been conquered, and ceases to exist. That kingdom's marker is withdrawn from the pool, and that kingdom's treasure points (TP) are reduced to zero (0).

## 2.9 Restoring the Throne

If a king's throne area is re-conquered (regardless of other re-conquests) by any other Christian kingdom during any later game turn, that conquered kingdom may be restored (during the Administrative Phase), and that kingdom's marker is returned to the pool, and its TPs are restored in that king's throne area. The other re-conquering Christian kingdom's units in that area do not control that land area in that case.

**Example.** On Turn 3 the Islamic player conquers Sobrarbe county (king's throne for Aragón), and there are no other areas under Aragonese control. Therefore the Aragón Counties marker is withdrawn from the kingdom markers pool, and the Aragonese TP total is reduced to 0. However, on Turn 5, Catalan units re-conquer Sobrarbe. Thus, at the beginning of Turn 6, the Aragonese marker is returned to the Christian kingdoms' pool, and the Aragonese units can be recruited again normally, and can then operate again during the Christian Kingdoms phase of that turn. Any Catalan units there are not considered to be in control of that area.

## 3.0 SETTING UP THE GAME

Players must decide who will play which side (Christian or Muslim), and they then organize the game pieces to be sorted and set up, per the instructions below. Place the Game Turn marker on the Turn 1 box of the Turn Track. Then place all of the Stratagem markers in a wide-mouth opaque container (see 10.0).

### 3.1 Set-up Order

The Islamic player always sets up his units first.

### 3.2 Stacking

Each area in the game may contain a maximum of three units of any type. However, if a Repopulation or Population marker is present in that area, that area may contain a maximum of four units instead.

*Note: Enemy units never count against the other player's stacking limit. Thus, during combat, each side may have up to 3 units stacked in the same space.*

**Exception:** The Al-Belalta area may contain a maximum of five units of any type instead, as signified by the [x 5] printed in that area.

Each sea space can stack any number of fleets (and embarked units) without restrictions.

### 3.3 Foreign Christian Kingdoms.

Units of the other Christian kingdoms may stack together freely (within the normal stacking limits), however, foreign Christian units may never move, combat or siege together (except in the case of a Dynastic Kingdom).

### 3.4 Islamic Set-up

At the start of each game, all Islamic forces on the map are to be set up on their "loyal" sides. Set up the following Islamic units in any Islamic (green) areas of his choice.

- 1 x MR (Mesnada Real)
- 6 x MN (Mesnada)
- 8 x P (Peón)
- 8 x R (Raiders)

Furthermore, the Islamic player must set up the following fleet units in any sea space(s) adjacent to any Islamic (green) land area(s.) They may be set up in the same sea space, or set up in separate sea spaces:

- 2 x fleets

Then, place one Islamic "TPx1" in the "5" box of the Treasury Points track.

Finally, the Islamic player must set aside the Al-Mansur unit, the North African units, and half of the Pillage markers, none of which begin play set up on the map, but will enter play later.

### 3.5 Christian Set Up

At the start of each game, all Christian forces on the map are to be set up on their “loyal” sides. **Unlike Islamic forces, the Christian player must set up each Christian kingdom's units in each Christian kingdom's area(s)**, although the Christian player may set up the units of a kingdom in any area(s) he desires within that respective kingdom.

<b>Christian Kingdom</b>	<b>Areas</b>
Asturias-León Vizcaya. (light blue) 1 x MR 3 x MN 4 x P 3 x R	Northern and Southern Galicia, Asturias and Eastern Asturias, León, Burgos,  Set up 1 x fleet in any sea space adjacent to any of the areas that are listed here.
Navarre (yellow)  1 x MR 1 x P 1 x R	Pamplona
Aragón (red)  1 x MR 1 x P 1 x R	Sobrarbe country
Catalans (gold)  1 x MR 2 x MN 4 x P 2 x R	Urgell, Rosselló, Cerdanya, Barcelona.  Set up 1 x fleet in any sea space adjacent to any of the areas that are listed here.

Place the Catalonia, Aragón, Asturias-León, and Navarre Christian Kingdom markers in the “Christian Kingdoms Pool” (see 5.0).

**Note:** *It is recommended that the Christian player places control markers in each area to remember which Christian kingdom controls each area.*

Then place one Asturian-León “TPx1” and one Catalan “TPx1” marker in the “3” box of the Treasury Points track. Place one Aragón “TPx1” and one Navarre “TPx1” in the “2” box of the Treasury Points track.

Finally, the Christian player must set aside the El-Cid unit, the Repopulation markers and half of the Pillage markers, none of which begin play set up on the map, but will enter play later.

### 3.6 Frankish Set-up

France begins the game as neutral, and Frankish units (dark blue) are only set up per the “War with France/War among the Infidels” activation die rolls (see 5.5), or if the Christian player chooses to attack France. In the event of a war with France, The Frankish units are set up by the Islamic palyer in Gascogne, Bearn, Tolosa, Foix and/or Languedoc (and/or the French Off Map Box), listed as follows:

2 x MN (Mesnada Real)

3 x P (Peón)  
2 x R (Raiders)

Place one Frankish "TPx1" marker in the "2" box of the Treasury Points track.

### **3.7 Area Control & Attrition**

When friendly units solely occupy any area and any city in that area, those units are assumed to possess total control of that area, and thus that player may collect Treasury Points (TP) for totally controlling that area. Place a control marker of that unit's kingdom in that area to signify total control of that area.

**Note:** *Two Christian kingdoms may not share control of an area. If an area contains two different Christian units, it is considered partial control (see below).*

However, if both friendly and enemy units (or two different Christian kingdom units) occupy the same area, neither side is considered to have total control, and are only assumed to possess "Partial Control" of that area. Furthermore, if units only occupy the area but not a city (if any) in that area, or vice versa (even if no enemy unit is present there), the unit(s) there are only assumed to possess Partial Control.

**Note:** *Some field battle combat results will award control of an area and impose a surrender of the city in that area, too. In such a case, the units there are assumed to possess total control of that area.*

No TPs may be collected by any player from an area where there is only partial control. Furthermore, the enemy player units there (defined as the units that do not control the city in that area, or if an enemy) are subject to Attrition.

**Note:** *If there is no city or population marker in that area, no attrition is possible there.*

If an enemy unit is subject to attrition, the owning player must roll one 6-sided die (during the Administrative Phase of each game turn where the situation persists) per each such unit, resolved as follows.

<b>Die Roll</b>	<b>Result</b>
1-4	Enemy unit eliminated
5-6	No effect

**Example.** Two Islamic units occupy the Burgos area. There are no Christian units in the area, however Burgos city is still under Castilian control, thus the Muslim units are not assumed to possess total control and therefore must roll for attrition during the next .

### **4.0. HOW TO WIN**

At the end of the 16<sup>th</sup> game turn, victory is assessed as the total number of Victory Points (VP) accrued by the Islamic and the Christian player. **If the Christian player has a total of at least 16 VP more than the Islamic player when the last game turn ends, the game is concluded as a Christian victory.** If the Christian player has only accumulated 15 or fewer VP when the last game turn ends, the game is concluded as an Islamic victory. No draw is possible.

It is also possible for the Islamic player to achieve an automatic victory (see 4.3).

#### **4.1 Christian Victory Points**

The Christian player achieves one VP each city within the Islamic (green) region that is presently Christian owned. A VP is awarded for control of a city even if that player's units do not control the surrounding area.

**Exception:** The Christian player achieves two VP if the city Qurtuba(Córdoba) is presently Christian owned.

#### **4.2 Islamic Victory Points**

The Islamic player achieves one VP per each city within any Christian kingdom that is presently Islamic owned. A VP is awarded for control of a city even if that player's units do not control the surrounding area.

**Exception:** The Islamic player achieves no VPs for control of Tolosa or Narbona in France.

The Islamic player also achieves one VP if the “Sepulchre of Santiago” has been destroyed at least once (see 10.0).

#### **4.3 Islamic Automatic Victory**

The Islamic player wins the game (regardless of the current game turn) if the Islamic side controls two of the following Christian cities simultaneously as of the end of any game turn (even if the Islamic player's units do not control the surrounding area).

**Oviedo**            **Pamplona**  
**León**             **Burgos**  
**Barcelona**

Each such city is signified by a crossed-swords symbol printed on the map in each of the above city areas.

#### **5.0 SEQUENCE OF PLAY**

Each game turn is comprised of the following Phases, which must be played in the following order. Each game turn consists of a Christian Phase, in which the Christian player may control his units, and also an Islamic Phase, in which the Islamic player may control his units.

**Administrative Phase** (skip during the first game turn)

**Attrition Check** (see 3.7)

**Collect Treasury Points** (see 6.0)

**Recruit Units** (see 6.1)

**Place Repopulation Markers** (see 6.2)

**War with France/War among Infidels die roll** (see 5.1)

#### **Stratagem Markers Phase (10.0)**

Each player may (but is not required to) pay one Treasury Point (TP) to pick one stratagem marker (i.e., no more than one Christian and one Islamic only) during this phase.

#### **Diplomacy Phase (8.0)**

Each player may attempt each of the following actions, in the order listed below. The Christian player attempts each action (if he so chooses) first, followed by the Muslim player second before attempting the next action listed:

- 1) Attempt to force rebel areas to pay tribute in exchange for peace (see 8.3).
- 2) Attempt to win back a rebel area (see 8.1).
- 3) Attempt to provoke a rebellion within enemy areas (see 8.1).
- 4) Attempt a Dynastic Union die roll (see 8.4.) If a Dynastic Union occurs, place the unionized kingdom marker (either Aragón-Catalonia or Asturias-León-Castille) in the Christian Kingdom marker pool (removing the individual Christian Kingdom marker— now a part of that dynastic union— from the Christian Kingdom marker pool (see 8.4).

*Note: Dynastic Unions may not be attempted before Turn 9.*

- 5) Attempt the independence of Castille die roll. If the independence of Castille is achieved, place the Castille kingdom marker in the Christian Kingdoms markers pool.

*Note: The independence of Castille may not be attempted before Turn 4.*

- 6) Attempt the independence of Portugal (see 8.5). If the independence of Portugal is achieved, place the Portugal kingdom marker in the Christian Kingdoms markers pool.

*Note: The independence of Portugal may not be attempted before turn 11.*

#### **Christian Phase**

Christian game pieces may conduct movement, combat and sieges (in that order, only) during the Christian

player's phase. However, each game piece of the campaigning kingdom may complete one, some or all of those steps before the next game pieces conducts one, some or all of those steps. Or, all of the game pieces of the campaigning kingdom may complete one, some or all of those steps, provided that no single game piece conducts any of those steps out of order, and provided that no game piece conducts each such step more than once during the same game turn.

**Developer's Note:** *This procedural latitude is meant to simulate the long periods (25 years) represented by each game turn.*

However, each Christian Kingdom's units must complete all of their intended movement, combat and/or sieges before the next kingdom begins movement, combat or sieges.

To choose the order in which the Christian Kingdoms must campaign, the Christian player must blindly and randomly draw each of the eligible Christian Kingdom's markers, one at a time, from the Christian Kingdom marker pool. The Christian player must campaign (i.e., movement, combat and/or siege) with the Christian Kingdoms in the order he draws them.

**Note:** *Some Christian Kingdom markers are only available to be drawn as of a specific game turn following a specific event (see 8.0.) If the Christian player draws a Christian Kingdom as a result of a "War among the Infidels/War with France" action, it is the Islamic player that campaigns with that Christian Kingdom (move, combat and/or siege).*

**Example:** During the Administrative Phase, the Islamic player rolls for "Wars among the Infidels/War with France", resulting in Aragón becoming Islamic controlled for that turn (in game terms this simulates war between Aragón and Castille.) Therefore, when the Christian player picks the Aragón marker, it is the Islamic player who must campaign (move, combat and/or siege) with those units during that turn.

Note that the Christian player can opt to purposefully attack France with an activated Christian Kingdom, in which case the Muslim player will control France during the remainder of the game. Place the French Kingdom marker in the Christian Kingdoms marker pool; it will be drawn and played in the order drawn.

### Islamic Phase

Islamic game pieces may conduct movement, combat and sieges (in that order, only) during the Islamic player's phase. However, each game piece of the campaigning kingdom may complete one, some or all of those steps before the next game pieces conducts one, some or all of those steps. Or, all of the game pieces of the campaigning kingdom may complete one, some or all of those steps, provided that no single game piece conducts any of those steps out of order, and provided that no game piece conducts each such step more than once during the same game turn.

### End of Turn

During the End of Turn Phase, the Christian player may flip any Repopulation markers that he purchased during the Administrative Phase to their "Population" sides, assuming that they are present in an area not presently controlled (partially or fully) by any Islamic units. **If any Islamic unit is in an area (regardless of the control status of any city in that same area) where a Repopulation marker had been placed, that Repopulation marker is removed from the map, and no population exists there.**

Starting with the Christian player first, each player may freely redistribute all of his units amongst any area(s) that he controls. Fleets may be placed in any space adjacent to any area that he controls. Redistribution requires no movement expenditure from any unit. Per the normal stacking rules, each area in the game may contain a maximum of 3 units of any type. However, if a Repopulation or Population marker is present in that area, that area may contain a maximum of 4 units instead.

**Note:** *Enemy units never count against the other player's stacking limit. Thus, during combat, each side may have up to three units stacked in the same space.*

**Exception:** The Al-Belalta area may contain a maximum of 5 units of any type instead, as signified by the [x 5] printed in that area.

Each sea space can stack any number of fleets (and embarked units) without restrictions. If no such space

is available, the fleets (and any embarked units, if any) are eliminated automatically.

It is permissible for a unit to be redistributed to an area he controls, even if the city within that area is controlled by the enemy player. No unit may be distributed through an enemy-controlled area, however, to a city—even if he controls that city therein.

If, after redistribution, any area contains more than three units (five units in Al-Belalta), each over-stacked unit (chosen by the owning player) must be immediately subject to an attrition die roll per 3.7 normally.

Advance the Game Turn marker on the turn track to the next numerical game turn box. Any War with France/War among the Infidels during the game turn is considered ended now.

### **5.1 War with France/War Among the Infidels**

During each Administrative Phase, the Muslim player may roll one 6-sided die to provoke a war among the Christian Kingdoms. In such a case, the Muslim player will control one of the Christian kingdoms, explained as follows:

To provoke a war among the Christian kingdoms, the Muslim player must simply roll one 6-sided die:

<b>Die Roll</b>	<b>Result</b>
1-4	No war among the Christians
5	France at war (France is controlled by the Muslim player)
6*	One random Christian Kingdom at war (that Christian Kingdom is controlled by the Muslim player).

\*If the Muslim player rolls a “6”, he must then roll another 6-sided die to determine which Christian Kingdom is at war (i.e., which Christian Kingdom he will control during that game turn), listed as follows.

#### **Die Roll Result**

<b>1-2</b>	Aragón controlled by Muslim side.
<b>3</b>	Catalonia controlled by Muslim side.
<b>4</b>	Castille controlled by Muslim side.
<b>5</b>	Portugal controlled by Muslim side.
<b>6</b>	Navarre controlled by Muslim side.

If there is a Dynastic Union in effect with the kingdom rolled above, the Muslim player must roll another die roll to determine if that union holds and persists to conduct its war, or fails to gain a consensus to do so.

<b>1-4</b>	Dynastic Union	controlled by Muslim side.
<b>5-6</b>	Dynastic Union cannot agree to go to war, and no war is commenced (Muslim side does not control this kingdom, no war occurs, and no re-roll per 5.1 is permitted).	

**Developer’s Note:** *Dynastic Unions are, on the one hand, more susceptible to becoming controlled by the Muslim player by virtue of the fact that there is a greater chance that one kingdom or the other will be rolled per above. But, Dynastic Unions are still advantageous to the Christian player because of the fact that the union may succumb to internal squabbling or fragmentation over the issue of war, and therefore may not go to war after all.*

A war among any Christian Kingdoms only persists for the current game turn, unless the Muslim player successfully provokes another war during a subsequent Administrative Phase.

While the Muslim player controls a Christian Kingdom, he may campaign (move, combat and/or siege) with the units of that Christian Kingdom normally. However, in no case may those Christian units ever stack with any Muslim units.

**Exception:** While the Muslim player controls a Christian Kingdom, he must maintain at least one unit from that Kingdom in each area that began that turn controlled by that kingdom. Furthermore, no more than half (50%) of that kingdom's units (round any fractions up) may campaign (move, combat and/or siege) during that game turn (of the Muslim player's choice.) The other units cannot campaign during that same game turn.

**Note:** Christian units controlled by the Muslim side may never employ the use of Christian stratagem markers (although they may use Muslim Stratagem markers normally).

During the End of Turn Phase, any war among the Christian kingdoms end, and control of all Christian units reverts back to the Christian player

## 6.0 TREASURY POINTS

During the Administrative Phase of each game turn, both players collect Treasury Points (TPs) with which to purchase units and capabilities. Treasury Points are simply collected by counting the TPs in each area (printed on a coin symbol) for *each* kingdom that controls that area.

**Note:** A player must possess total control of an area (and not be in rebellion) to collect TPs from that area. Also, if an area has been pillaged, it does not provide any TPs to the owning player.

If two kingdoms have formed a Dynastic Union, their TP are collected normally as if a single kingdom.

**Population TPs:** In addition to TP collected for cities, the Christian player will receive one additional TP for any area where a Population marker is present.

**Sepulchre of Santiago:** In addition to TP collected for cities, the Christian player will receive one additional TP for any area where the Sepulchre of Santiago is present (see 10.9).

**Pillaging:** In addition to TP collected for cities, a player will receive one TP for each area he pillages (see 12.0).

**Tribute:** In addition to TP collected for cities, a player will receive half of the TP (round any fractions down) of an area where tribute has been successfully exacted (see 8.0).

TP are recorded on the Treasury Points Track, in full view of both players. Each Christian Kingdom collects its own individual TP, which may not be shared or distributed to other kingdoms.

There is no limit the amount of TP that any kingdom may accrue during a single turn, but TP may never be saved. Any unspent TP are lost permanently.

### 6.1 Spending Treasury Points

Each player may spend Treasury Points on the following units and/or activities:

**Recruiting units:** A player may spend TP to purchase units per the following cost chart.

MN (Mesnada)	3 TPs each
MR (Mesnada Real)	No cost
P (Peon)	1 TP each
R (Raiders)	2 TPs each
Military Orders (MO)*	3 TPs each
Fleet	3 TPs each

Repopulation marker                      5 TP each

*\*Military orders may only be purchased as of game turn 12 and thereafter, and only by the Christian player.*

After a unit is purchased, it must be placed in an area that is totally controlled by that same kingdom. However, no more than two units may ever be placed into the same area. Units may never be placed aboard a Fleet.

**Diplomacy:** A player may spend 1 TP to attempt to incite a rebellion in an area, suppress a rebellion in an area, or to exact tribute from an area (see 8.0).

**Stratagem Marker Draw:** During combat, a player may spend 1 TP to draw a single Stratagem marker, to modify the outcome of that combat result. No more than one Stratagem marker may be drawn and applied during each combat (see 10.0), although each side is eligible to buy and apply a single Stratagem marker.

**Besiege Cities:** A player may spend 1 TP to conduct a siege per each enemy city in an area he partially controls (see 14.0).

### **6.2 Repopulation (Population) Markers**

Only the Christian player may ever purchases Repopulation markers, which may be placed during the Administrative Phase of a game turn, and only ever in a totally controlled Christian area that is adjacent to an area that is already totally controlled by a Christian Kingdom.

**Designer's Note:** *Repopulation markers represent the resettlement of areas devastated by decades of pillaging and war. In addition to the actual populace, they also represent the construction of smaller fortresses and fortified towns over time throughout an area, which served to encourage local populations to return and remain in a region.*

A Repopulation marker requires the immediate expenditure of 5 TPs to be placed, but is not fully functional for its purpose until the End of Turn Phase (at which time it is flipped to its "Population" side). If an area becomes partially controlled or conquered by any Muslim unit before the End of Turn Phase, that Repopulation is not flipped, and is instead removed from the map. The Christian player does not regain the TPs he spent for that Repopulation marker (although he may repurchase any Repopulation marker normally during any subsequent Administrative Phase).

**Exception:** A Repopulation marker cannot be flipped to its "Population" side in any area that has been pillaged. A Repopulation marker is not removed from the map in a pillaged area, but simply remains in that area until the next game turn's End of Turn Phase, at which time it is then flipped to its "Populated" side (assuming the area is still totally controlled by a Christian kingdom, and assuming that area was not pillaged again during that game turn).

A Repopulation marker can also be eliminated during combat, if the combat result (on the Field Battle Table) within that area is "DV+S" (see the map).

Once flipped to the "Population" side, a marker affects sieges (see 14.0), TP collection (see 6.0), End of Turn Phase redistribution (see 5.0), and attrition (see 3.7).

**Note:** *Repopulation (Population) markers can never be voluntarily destroyed by the Christian player. However, a Repopulation chit can become removed and repurchased innumerable throughout the game, if destroyed by the Muslim side.*

### **7.0 MESNADA REAL**

The Mesnada Real (MR) represents the King's men and his personal vassal force, as well as his personal mercenary bodyguard.

The *Mesnada Real* functions like a normal Mesnada unit, but with the following additional capabilities:

If present during any combat, the Mesnada Real unit imbues a +1 die roll modifier to the initiative die roll.

If present in an area where a siege is attempted, the Mesnada Real unit applies a +1 die roll modifier to the siege die roll.

No rebellion is possible in any area where Mesnada Real unit is present. However, if the Mesnada Real unit is adjacent to any enemy area where a rebellion is attempted, a +1 die roll modifier is applied.

If the Mesnada Real unit is adjacent to any area where a diplomatic effort is attempted, a +1 die roll modifier is applied.

If the Mesnada Real unit is stacked in the same area with any other friendly land units, 1 Movement Point (MP) is added to the unit(s) in that same area, provided that the Mesnada Real unit remains stacked with that unit(s) during their entire movement that game turn.

**Example:** A Mesnada Real unit that is stacked with a Mesnada unit adds +1 MP (as signified by the “(+1)” printed on the Mesnada Real unit) to that Mesnada unit.

### **7.1 Al-Mansur**

The Muslim player receives the Al-Mansur leader unit during the Administrative Phase of game turn 5.

Al-Mansur functions like a normal Mesnada unit, but with the following additional capabilities:

If present during any combat, the Al-Mansur unit imbues a +2 die roll modifier to the initiative die roll.

No rebellion is possible in any area where Al-Mansur is present.

**Note:** The Al-Mansur unit can never be stacked in the same area as the Muslim Caliph (the Muslim MR unit).

During the End of Turn Phase of Turn 6, the Al-Mansur unit is removed from the game, never to be returned.

### **7.2 Al-Mansur's Defeat**

If every unit stacked with the Al-Mansur unit is eliminated, the Al-Mansur unit is automatically removed from the game permanently.

### **7.3 El Cid**

The Christian player receives the El Cid leader unit during the Administrative Phase of game turn 9, which he may place in the same area with any Castilian, Leonese or Rebel Muslim unit (in this latter case, the Rebel Muslim unit is then controlled by the Christian player while stacked with the El Cid unit, immune to any quelling).

El Cid functions like a normal Mesnada unit, but with the following additional capabilities:

If present during any combat, the El Cid unit imbues a +2 die roll modifier to the initiative die roll.

No rebellion is possible in any area where El Cid is present.

**Note:** The El Cid unit can never be stacked in the same area as any Christian MR unit.

During the End of Turn Phase of game turn 10, the El Cid unit is removed from the game, never to be returned.

### **7.4 El Cid's Defeat**

If every unit stacked with the El Cid unit is eliminated, the El Cid unit is automatically removed from the game permanently.

## 8.0 DIPLOMACY

During the Diplomacy Phase, each player may attempt to incite rebellions, quell rebellions and/or exact tribute. In addition, the Christian player may attempt to form Dynastic Unions among certain Christian Kingdoms.

### 8.1 Rebellions

During the Rebellion Phase, a player may attempt to incite a rebellion in an enemy area (but never a sea space; fleets never rebel.) When inciting rebellions, the Muslim player must conduct all of his incitement attempts first, if any, followed by the Christian player, if any.

**Exception:** Rebellions may never be incited in France.

**Designer's Note:** *Rebellions occurred on both sides during the entire Reconquista era. To name a few, there was the independence rebellion of the Castilla, dynastic fights and civil wars among different seekers of various Christian thrones, multiple rebellions among the Andalusians, such as the Banu Quasi in the Upper Frontier, and the Muladi warlord Umar Ben Hafsun, which lasted 50 years, etc. The rebellions were often encouraged and funded by the enemy powers' diplomacy, applying the old rule of divide and conquer.*

To attempt to incite a rebellion in an enemy area, a player must simply select an area where an enemy unit is present, pay 1 TP (for the first incitement), and then roll a 6-sided die, consulting the Diplomacy/Rebellion Table (printed on the map).

**Exception:** North African, Crusader and Military Order units never become rebellious (although a player may attempt to incite a rebellion in their area, nonetheless, assuming there are other susceptible enemy units in that area.) However, no rebellion is ever possible in an area where Al-Mansur or El Cid is currently present, or where a Mesnada Real is currently present.

**Note:** *A player may use the "Agent/Spies" Stratagem marker, if he draws it, to modify the rebellion die roll.*

Each player may attempt multiple rebellion incitements per turn (although no more than one attempt per area is ever permitted during the same game turn), however, each additional incitement attempt costs double the TPs of the previous attempt. For example, if the Christian player attempts to incite four rebellions during the same game turn, the first attempt will cost 1 TP, the second attempt will cost 2 TPs, the third attempt will cost 4 TPs, and the fourth attempt will cost 8 TPs. In the case of rebellions incited by Christian Kingdoms, any Christian Kingdom may pay part of all of the TPs to incite any specific rebellion.

**Exception:** If the Caliphate collapses, the Christian player may attempt six incitements at no TP cost (see 14.1).

If an attempt to incite a rebellion is successful, all of the enemy units in that area (including within any city therein) become rebels, and are flipped to their back sides (to their rebellious side).

**Note:** *Some types of units are immune to rebellion, and as such are not printed with a rebellious back side. If any such unit is in an area where a rebellion has been incited, those units simply remain unaffected (although other units, if any, in that same area will become rebellious normally, in which case that area immediately become partially controlled as a result of two opposing forces occupying the same area).*

Rebel units may not be stacked together with non-rebel units of the same side, and combat must occur in an area where rebel and non-rebel units of the same side are present (in which case the opponent controls the rebel units in that area.) For purposes of attrition, the rebel units are always assumed to be the enemy in that area. Rebel units cannot, however, ever exit an area where their rebellion was incited, nor even transition to or from a city within that same area.

Rebel units can be attacked by either side, but rebels are only inherently hostile towards non-rebel units of their same side when any other units enter the rebel's area (that is, until attacked—at which time rebel units

are hostile to the attacking units during that game turn.)

If any rebel units occupy a city, that city must be besieged normally, per 13.0.

**Example.** The Burgos area is in rebellion against the Asturias-León kingdom. The Christian player decides to crush the rebellion. To do so, he must destroy any rebel units in the area, as well as in the city of Burgos per the siege rules.

### 8.2 Quelling Rebellions

Once per each game turn, during the Diplomacy Phase, the Christian and then the Muslim player (in that order) may each attempt to quell one rebellion, if any. To do so, the attempting player must spend 1 TP and roll one 6-sided die, consulting the Diplomacy/Rebellion Table, and apply the result accordingly.

**Note:** A player may use the “Agent/Spies” Stratagem marker, if he draws it, to modify the rebellion die roll.

### 8.3 Tribute

During the Tribute Phase, a player may attempt to exact tribute from an area that is presently controlled by an enemy rebel unit, and also adjacent to an area where that player possesses total control. That is to say, the Christian player may attempt to exact tribute from an adjacent area with a Muslim unit in rebellion, and the Muslim player may attempt to exact tribute from an adjacent area with a Christian unit in rebellion.

Only one attempt to exact tribute per area is permitted each game turn. To do so, the attempting player simply nominates a specific area where an enemy unit is in rebellion against the enemy side, and rolls one die. Consult the Tribute Table (printed on the map), and apply the result accordingly, explained as follows:

<b>Repatriated</b>	Rebel unit refuses to pay tribute and joins the enemy side again (that unit is no longer rebellious, and is flipped back to its loyal side).
<b>No Event</b>	Nothing happens.
<b>Tribute</b>	1 TP is exacted from that rebel unit’s area and awarded to the attempting player; it is added immediately to that player’s TP total on the Treasury Point Track.

**Note:** A player may use the “Agent/Spies” Stratagem marker, if he draws it, to modify the tribute die roll.

If tribute is exacted from a rebellious area by the Christian player, the Christian player may award that tribute (1 TP) to any Christian Kingdom of his choice.

If tribute is exacted from an area, no attack into/within that area against the rebel unit(s) by the side that exacted the tribute is permitted during the entirety of that game turn, nor may that area be pillaged during that same game turn. movement into and/or through that rebellious area is permitted normally, however.

### 8.4 Dynastic Unions (Game Turn 9 to 16)

During the Diplomacy Phase of game turn 9 or thereafter, the Christian player is eligible to attempt a Dynastic Union among particular Christian Kingdoms, which will create one larger Christian Kingdom from two Christian Kingdoms. However, doing so disallows the Christian player from exacting any tribute, inciting any rebellions or quelling any rebellions during that same game turn, even if that Dynastic Union attempt is unsuccessful. The following Christian Kingdoms may be unionized:

Aragón with Catalonia\*  
Castille with León-Asturias  
Navarre with Aragón\*

*\*If Aragón unites with Catalonia, Aragón may not therefore unite with Navarre. Likewise, if Aragón unites with Navarre, Aragón may not therefore unite with Catalonia.*

No cost is required of the Christian player to attempt a Dynastic Union, although no more than one attempt per each game turn is permitted.

The Muslim player may never attempt a Dynastic Union.

For a Dynastic Union to be successful, the Christian player must roll 5-6 on one 6-sided die. Any other result has no effect.

If a Dynastic Union attempt is successful, the two Christian Kingdoms are thereafter and forever regarded as a single Kingdom, and its units may stack, move and attack together without restriction. One or the other of those two Christian Kingdoms' markers (of the Christian player's choice) are removed from the Kingdom markers pool, as well as the Mesnada Real of that same Christian Kingdom (but not the other.) All TPs of both kingdoms are collectivized as one sum, and any TPs collected thereafter are allotted to that Dynastic Union as if it was a single kingdom, which are thus spent normally as if that Dynastic Union was a single kingdom.

Once a Dynastic Union is formed, the Christian player may select one King's Throne area within that Dynastic Union; the printed TPs for that area are then doubled permanently, even if subsequently captured by the Muslim side.

**Note:** *The formation of a Dynastic Union does not alter the Muslim Automatic Victory conditions.*

A Dynastic Union, once formed, cannot be split into two kingdoms again.

### 8.5 Portuguese Independence

At the beginning of the Diplomacy Phase of game turn 11 and 12, the Muslim player must roll one 6-sided die to determine if Portugal has become independent (at no TP cost), tabulated as follows:

Game Turn	Successful Independence Die Roll
11	4-6
12	3-6
13	1-6 (automatic)

If Portugal becomes independent, add the Portugal marker to the Christian Kingdoms marker pool. Then, flip all of the Asturian-León units (except the Asturian-León MR unit) in the following areas (signified by a printed coat-of-arms) to their rebel sides:

**Burtukal**    **Belatha**  
**Lisbunah**    **Xenxir**    **Al-Fagar**

**Note:** *The Asturian-León Mesnada Real (MR) unit does not become a rebel unit. The Christian player may immediately move that unit to any other Asturian-León area, if he so chooses. If the Asturian-León MR unit remains in an area with rebel units, that area will become partially controlled, and combat there must commence between any rebel units and the Asturian-León MR unit. For purposes of attrition, the Asturian-León MR unit is considered the enemy unit.*

All normal rules per 8.1, 8.2 and 8.3 apply throughout that same game turn. As of the following game turn, however, all of those same units that had not been eliminated are replaced with equivalent Portuguese units of the exact same type.

**Note:** *If Portugal independence is successful, the Muslim player is disallowed from exacting any tribute, inciting any rebellions or quelling any rebellions during that same game turn.*

If any non-Portuguese units remain in any of the above areas while the Portuguese units are in rebellion, the Portuguese units will be hostile towards those non-Portuguese units during that same game turn. When the Portuguese units are no longer rebellious, Portugal is then considered a Christian Kingdom normally, and thereafter only hostile towards Muslim units (or possibly French units, per 5.1).

### 8.6 Castilian Independence

At the beginning of the Diplomacy Phase of game turn 4 and 5, the Muslim player *must* roll one 6-sided die to determine if Castille has become independent (at no TP cost), tabulated as follows:

Game Turn	Successful Independence Die Roll
4	4-6
5	3-6

If Castille becomes independent, add the Castille marker to the Christian Kingdoms marker pool. Then, flip all of the Asturian-León units (except the Asturian-León MR unit) in the following areas (signified by a printed coat-of-arms) to their rebel sides:

Eastern Asturias  
 Vizcaya  
 Pamplona  
 Burgos  
 Osma  
 Tuytula  
 San Esteban  
 Madinat Salim  
 Al-Xerrat

All normal rules per 8.1, 8.2 and 8.3 apply throughout that same game turn. As of the following game turn, however, all of those same units that had not been eliminated are replaced with equivalent Castillian units of the exact same type.

**Note:** *If Castillian independence is successful, the Muslim player is disallowed from exacting any tribute, inciting any rebellions or quelling any rebellions during that same game turn.*

If any non-Castillian units remain in any of the above areas while the Castillian units are in rebellion, the Castillian units will be hostile towards those non-Castillian units during that same game turn. When the Castillian units are no longer rebellious, Castille is then considered a Christian Kingdom normally, and thereafter only hostile towards Muslim units (or possible French units, per 5.1).

## 9.0 FRANCE

The French/Frankish units (French or Frankish, depending on the century) begin the game automatically neutral, and are only activated when at war (either via the “War with France” event, or if attacked.) Once at war with one side or the other, the Frankish units are controlled by the enemy player while France is at war. In such a case, add the France kingdom marker to the Kingdom’s pool, and add a French TPx1 marker to the Treasury Point Track.

If France is at war, France will remain at war until one of two events occur: If either French city becomes captured (Tolosa or Narbona), or if any French units capture any enemy city (essentially, the first side to capture an enemy city wins the war, and France then become neutral once more.) It is possible for France to go to war again if the “War with France” event occurs again, or if attacked, and France will again remain at war until a city is captured by one side or the other).

When at war, France collects TPs normally, although only recruitments and sieges may be purchased by France (the French may not conduct any diplomacy, repopulations, rebellions, nor pick Stratagem markers, etc.) However, likewise, France is not susceptible to rebellions, tribute, repopulation, et cetera.

**Note:** *There is no French Mesnada Real unit, nor any King’s Throne.*

France is considered conquered (within the scope of the game) if both French cities are captured (by either side), although no French area is worth any Victory Points.

### 9.1 The Central France Off-Map Box

The Central France Off-Map Box may be utilized by the French player to recruit and place newly purchased units (if France is at war), and to move those units into Gascogne, Tolosa and/or Languedoc. No other foreign kingdom or side is ever permitted to move units into the box, and thus the box has no VP value (and it not even printed with any VP numeral).

The Central France Off-Map Box generates 2 TPs per game turn, however, for France, but has no other function during the game.

French units may exit or enter the Central France Off-Map Box at the normal MP cost (i.e., entering the box costs 1 MP).

#### 10.0 STRATAGEM MARKERS

Before starting the game, all of the Stratagem Markers are placed into an opaque container from which players may pay TPs to draw *randomly* during the appropriate time (i.e., during the Stratagem Markers Phase or after certain combat results.)

To eligibly draw a single Stratagem Marker during the Stratagem Markers Phase, the drawing player must pay 1 TP. A player may pay to draw as many Stratagem markers as he desires, but each side (Christian and Muslim) must be given the opportunity to draw Stratagem Markers in turn (always starting with the Christian player.) *If a player declines the opportunity to pay to draw a Stratagem Marker, the other player may pay to draw again*, but that other player must, again, be given the opportunity to pay to draw a Stratagem Marker, and so forth in this manner until both players decline to pay to draw any further Stratagem Markers for that game turn. After both players have drawn all of the Stratagem Markers that they purchased, each player keeps his own Stratagem Markers off to the side, out of sight of the other player (who is not entitled to see them until they are played).

*Note: The Christian player is not required to differentiate Stratagem Markers purchased by any particular Christian Kingdom; once paid and drawn— regardless of which of the Christian Kingdom's expended the TPs to draw a Stratagem Marker— each Stratagem Marker may be employed by any Christian Kingdom.*

Stratagem Markers are used to modify certain die rolls during the game (combat initiative, siege, field battle, tornafuye, naval combat, rebellion, tribute, diplomacy.) Before rolling the die, the actuating player can announce the application of a Stratagem Marker that he had purchased. Then, the enemy player is given an opportunity to apply his own Stratagem Marker. For example, both players could apply an "Agent/Spies" Stratagem Marker to modify a rebellion incitement, in which case both markers' die roll modifiers would cancel out. A player may apply multiple, applicable Stratagem markers to a pending die roll, but each player must alternate applying his Stratagem Marker(s), one at a time, exactly like when paying to draw Stratagem Markers.

In all cases, each Stratagem Marker may only ever modify one die roll. For example, if a CA result on the Field Battle Table occurs repeatedly from the same initial die roll, the Stratagem Marker only applies to a player's initial die roll.

When any Stratagem Marker is played, it is placed into a discard pile for the remainder of that game turn (at which time all expended Stratagem Markers are placed back into the opaque container).

#### **Crusade/Jihad**

The player drawing this chit receives one reinforcement (a Crusader if the Christian player, a North African or Raider or Mesnada— the Muslim player's choice— if the Muslim player) which is placed immediately; the unit is considered a normal unit in every respect, although the Crusader unit can never attack any other Christian kingdom's unit (as signified by the flag/cross symbol printed on its counter).

#### **Viking Raiders (Turns 1 through 9 only)**

The player drawing this chit may immediately place a pillage marker in any enemy area adjacent to a sea space, if not presently occupied by any enemy land units (area or city.) If no such area is available, or if after game turn 9, this chit is regarded as a "no event" chit instead.

#### **Agent/Spies**

The player drawing this chit may apply a +1 modifier to a combat initiative, siege, rebellion, quelling rebellion or exacting tribute die roll (or a—1 modifier if played by the enemy attempting to prevent those events)

#### **Ambush**

The player drawing this chit may apply a +1 modifier to a Tornafuye die roll (or a—1 modifier if played by the enemy during a Tornafuye), a +1 modifier to an interception die roll (or a—1 modifier if attempting to prevent an interception attempt) or a +1 to modify an combat initiative die roll.

### **Military Advantage**

The player drawing this chit may apply a +1 modifier to a combat initiative, field battle, Tornafuye or naval combat die roll (or a—1 modifier if played by the enemy to prevent those events).

### **Forced March**

The player drawing this chit may apply it to the movement of his own units during the Movement Phase of any game turn. This chit allows the drawing player to roll one 6-sided die and apply half of the rolled number (round any fractions up) to the movement rating of any unit (or units that are stacked together in the same area) before moving commences.

*Note: If applying this chit to a stack of units, the entire stack must move together and end their movement as a stack to qualify for usage of this Stratagem Marker.*

### **Siege Train**

The player drawing this chit may apply a +2 die roll modifier to any siege combat die roll, although this modifier may never be combined with the Coup de Main Stratagem Marker to modify the same die roll; see below (but may be combined with the +1 modifier granted by a Mesnada Real unit participating in a siege). The enemy player may not use this chit to cancel out the player's siege train modifier.

### **St. James Sepulchre (Sepulchre of Santiago)**

The player drawing this chit has discovered the tomb of the apostle St. James in Santiago. Santiago thus becomes the second pilgrimage center for all Christendom after Rome, and the popularity of a crusade against the Spanish Moors spreads throughout Spain and Europe. Place the Sepulchre of Santiago Stratagem Marker in the Northern Galacia area; the Christian player receives +1 TP in that area until the end of the game. If the Muslim side captures the Northern Galacia area, +1 VP is added to the Muslim player's VP total, and the Sepulchre of Santiago chit is removed (permanently); the Christian player can never regain it, even if he re-conquers that area (the Muslims have destroyed the Sepulchre).

### **Mutiny**

The player drawing this chit may nominate any single enemy unit or stack immediately after drawing the chit to mutiny (this is different from a rebellion.) In such a case, the enemy player must also pay 1 TP to move or combat with that stack or unit during that same game turn (although this TP cost is not required if that stack or unit is defending itself against an attack initiated by the other player).

**Exception:** A Mesnada Real or Crusader unit, or any other units stacked with a Mesnada Real or Crusader unit, may not be selected for mutiny.

### **Coup de Main.**

The player drawing this chit may apply a +2 modifier to any siege combat die roll, although this modifier may never be combined with the Siege Train Stratagem Marker to modify the same die roll; see above (but may be combined with the +1 modifier granted by a Mesnada Real unit participating in a siege). The enemy player may not use this chit to cancel out the player's siege train modifier.

## **11.0 FLEETS**

**Fleets may be used to engage in naval combat and transport friendly land units.**

### **11.1 Naval Movement**

Fleets may be moved exactly like land units, but only via sea spaces (never land areas, even those printed with rivers.) Each sea space entered requires a Fleet to expend 1 Movement Point each time that space is entered by that fleet. **A Fleet is permitted to move into a sea space that is occupied by any enemy fleet(s), but any enemy fleet(s) in that sea space is permitted an opportunity to "intercept" that moving fleet for the purpose of conducting naval combat (see 12.2 below.)** Unlike land movement (see 11.3 below), a fleet is not required to end its movement if it enters a space where an enemy fleet is also present, but the enemy player must announce his intention to (or to not) intercept that fleet when it enters that sea space during the Movement Phase. If the enemy player chooses not to (or fails to) intercept, that moving fleet may continue to move through that sea space (or may remain in that sea space.) In any case, naval combat can only be initiated by the moving fleet if it ends its movement in that sea space. However, if a fleet is intercepted, it

may continue its movement after combat is resolved, assuming that fleet has available MPs remaining to continue its movement.

### **11.2 Fleet Transportation of Land Units**

Any fleet may expend 1 MP to load (embark) any friendly land unit, provided that both that fleet and that land unit are in a sea space/land area, respectively, adjacent to a coastal city (which must not be enemy occupied). A fleet need not begin its movement adjacent to a coastal city to embark a friendly land unit, but rather can embark that friendly land unit at any time during its movement (at a cost of 1 additional MP to do so.) **Each fleet may embark two land units, and never more.** Multiple fleets may therefore transport multiple land units together as a stack (which can be unloaded together as a stack). Repopulation markers cannot be transported by fleets.

**Note:** *A land unit may be embarked at no cost to the land unit itself.*

Once embarked, a land unit must be stacked below the transporting fleet. Once aboard a fleet, that fleet and land unit **must** move to another sea space with a coastal city. No fleet may ever remain at sea with a land unit embarked; it must be moved to another space where a coastal city is present (where that land unit must be unloaded), which requires the expenditure of 3 additional MPs. If any enemy units are present in that city, the embarked land units must be placed into that area instead. If there are enemy land units present in that area, combat must then commence normally. If the unloaded land units survive the combat in that area, they may continue to move (minus the 1 MP expended to unload into that area) normally, or besiege the coastal city in that area normally.

**Note:** *Land units may not be disembarked onto any land area where there is no coastal city present; There are no amphibious assaults during this epoch.*

If besieging a coastal city, the land units in that land area may benefit by the presence of any friendly fleet in the adjoining sea space (if no enemy fleet is present there). In such a case, the fleet(s) imbue an automatic +1 modifier to the siege die roll.

It is permissible for unloaded land units to be re-embarked during that same game turn, per the same requirements as specified above, but only if that fleet retains enough movement to embark the land unit(s), move to a sea space adjacent to a coastal city, and unload the land unit(s) there.

### **11.3 Naval Combat**

Naval combat will occur if a fleet ends its movement in a sea space that is occupied by any enemy fleet(s) if the moving player declares that he will be initiating naval combat in that space (which is then resolved during the Combat Phase.) Or, naval combat will occur if a fleet is successfully intercepted (see 12.2 below) in a sea space during the Movement Phase. In either case, naval combat occurs amongst all of the opposing fleets in that sea space (which always occurs before any transported land units, if any, are unloaded).

To resolve naval combat, both players simply count the quantity of fleets present in that same sea space, each rolling one 6-sided die, then consulting the Naval Combat Table. Cross-reference each player's die roll with the quantity of fleet units he has present in that sea space, and apply the result indicated (immediately). Both results are assumed to occur simultaneously, regardless of which player rolls first.

**Note:** *A land unit transported aboard any fleet has no effect upon naval combat.*

When a combat result requires a player to eliminate any fleet(s), he may choose which fleet(s) are eliminated. If a fleet that is transporting any land unit(s) are eliminated, the transported land unit(s) aboard that fleet are eliminated as well.

A fleet that participates in (and survives) naval combat during the Movement Phase (as a result of an enemy interception) may continue to move immediately thereafter during that same Movement Phase (assuming that moving fleet retains any MPs to continue movement).

## **12.0 MOVEMENT**

During a player's Movement Phase, he may move some, none or all of his extant land units from their

present land area to an adjacent land area or sequence of adjacent and connected land areas, up to the limit of each land unit's printed movement allowance. No land unit is required to move, nor move its full movement allowance, however, any land unit that enters an area that is occupied by any enemy land unit(s) must stop its movement in that land area for that game turn, where combat must be resolved during the ensuing Combat Phase. Any unit may exit an area that is occupied by enemy units, but only if it *begins* its Movement Phase in that area.

**Note:** *Prior to beginning the Movement Phase, a player is free to organize his units in an area in any manner that he desires. That is to say, he may form up stacks, or unstack units, etc., for the purposes of commencing movement in some desired manner or sequence.*

Moving into an adjacent area requires each moving unit to expend 1 MP. However, if a mountain range symbol is printed along the border of that entered area, each moving unit must expend 2 MPs to move into that adjacent area. In addition, if any unit exits an area occupied by any enemy units, or an area where only a city is currently occupied by any enemy unit(s), each exiting unit must expend +1 MP (in addition to the normal cost to enter the next adjacent area). If both the area and the city are occupied by enemy units, exiting that area requires +2 MPs. Furthermore, if there is a Population marker in that area as well, and additional +1 MP must be expended to exit that area (for a total possible +3 maximum).

**Exception:** Mesnada Real, Military Orders and Crusader units only ever expend 1 MP to enter any area, even if across a mountain range symbol.

**Note:** *"MP Remaining" markers are provided to aid players remember each unit's or stack's expended movement.*

A player may move his units as stacks; he is not required to only ever move one unit at a time. A stack of units can be moved together (as a stack), although that stack may not move farther than the 'slowest' unit's movement allowance in that stack, however a player is free to "drop off" specific units as a stack moves through an area, leaving it behind as the stack moves on. It is even allowable for a unit that has been dropped off to continue its own movement (if it has any movement remaining to expend) in another direction. For this purpose, the game is provided with movement markers to place on a unit to note how much movement it has expended, as a reminder for the purpose of continuing its movement later during that Movement Phase, whilst the original stack completes its movement.

What is more, a stack of units may "pick up" a unit on the way, as it is moving through an area, though again, the movement of each unit in that stack dictates the extent of its movement during that Movement Phase.

### **12.1 Pillaging**

As any unit moves into or through an area, the owning player may declare a pillage of that area. A unit that is conducting a pillaging must expend two additional (+2) Movement Points to do so in that area.

A unit may perform as much pillaging as it is capable of (as it has the MPs to do so) in one or multiple areas. A single area **cannot** be pillaged more than once, however, during the same game turn.

To pillage an area, the enemy player is first given the opportunity to conduct combat (during the Movement Phase of the pillaging player.) Pillaging is the only instance when combat can occur during the Movement Phase (and it is only at the option of the enemy units in the pillaged area.) In this case, combat is resolved immediately (normally) before the pillaging occurs, but after the declaring player has expended two additional movement points.) Enemy units may never conduct combat during the opposing player's movement if a pillage attempt hasn't been declared in that area.

**Note:** *If combat occurs in an area being pillaged, the enemy units (the non-pillaging units) are assumed to automatically have the initiative.*

If combat occurs in an area where a pillage attempt has been declared (and the two additional MPs have been expended), the enemy player rolls one 6-sided die on the Field Battle Table per the normal combat procedure.

If the pillaging unit(s) survive combat (i.e., if there is at least one unit remaining there to pillage,) he therefore automatically pillages that area if the combat result was anything other than “NE”.

When an area has been pillaged, place a “Pillaged” marker in that area to signify that it is pillaged for that game turn. Then, add one Treasury Point to the pillaging player’s TP total.

### **12.2 Interception**

Insofar as units are not required to conduct combat in an area or space they enter (even if there are enemy units there), interception is a method that allows a player to possibly enforce combat in an area or space where any enemy unit(s) or fleet(s) are currently present.

**Note:** *Interception does not require the expenditure of any MPs.*

To conduct an interception, the non-moving player must simply announce his intention to attempt an interception if and after the moving player has declined to initiate combat during the Combat Phase. A successful interception will force combat to be resolved in that area or space normally.

**Note:** *One interception attempt may occur per each instance that a different enemy unit or stack enters an area or a space during a game turn. The intercepting player may intercept with as many or as few units as he has available in that area or space, although each unit or stack may only ever intercept once during a game turn.*

To conduct an interception, the intercepting player must simply roll one 6-sided die: If that die roll is 4-6, that interception attempt is successful, but if that die roll is 1-3, that interception is unsuccessful, and no further effects occur.

Each interception attempt is subject to the following die roll modifiers:

+1: If the moving unit(s) pillage in that area.

+1: If the city in that area is not controlled by the same side as the moving unit(s).

+1: If the moving unit(s) crossed over a mountain range when entering that area.

+1: If the moving unit(s) are stacked with El Cid or Al Mansur.

+1: If the intercepting unit(s) are stacked with El Cid or Al Mansur.

+1: If the intercepting unit(s) are (all) Mesnada Real and/or Crusader, or North African units.

+1: If a moving fleet is transporting any unit(s).

+1: If the intercepting player plays an Ambush Stratagem marker.

-2: If the moving unit(s) are (all) Raider unit(s).

-1: If the intercepting fleet is transporting any unit(s).

-1: If the moving player plays an Ambush Stratagem marker.

### **12.3 Movement and Combat.**

During the movement phase, a force or units may try to attack other enemy units in the same area. **It is not mandatory to attack enemy units in the same area.** A given force can try to engage in as much combats as they want provided that they have enough movement points to do so.

A combat operation costs two (2) extra movement points.

### 13.0 COMBAT

During the Combat Phase, any area where there are any opposing units present requires combat to be resolved during that Combat Phase. To do so, both players must roll one 6-sided die to determine which side won the initiative. The side that wins the initiative will roll one die to resolve combat (see below).

Whichever side rolled highest is considered to have won the initiative. *If Al-Mansur is present, the Muslim player may add a +1 to his initiative die roll. If El Cid is present, the Christian player may add a +1 to his initiative die roll.* Additionally, if a player possesses (and plays) a Military Advantage Stratagem marker, he may add an additional +1 (cumulative) to his initiative die roll.

**Note:** *If a player plays a Military Advantage Stratagem marker to modify his initiative roll, he cannot then use that marker during the ensuing combat die roll.*

The player that wins the initiative may roll one die on either the Field Battle Table or the Tornafuye Battle Table, and then cross-reference the die roll with the quantity of units present of the side that won the initiative. Or, the player that wins the initiative may choose to retreat instead, in which case all of his units in that same area must move to one (and the same) adjacent, accessible area (if that area is not already occupied by any enemy units. No units may ever retreat to an area that is already occupied by any enemy units, even if that area is also occupied by other friendly units, and regardless of the type or quantity of enemy units there).

**Historical Note:** Despite some qualitative or numerical advantage a retreating army may have over a diminutive enemy in an adjacent area, this is a *retreat*, not an attack.

If no retreat occurs, and the attacking player has chosen which battle table to resolve combat (which he must do before rolling the die), he may then roll one 6-sided die.

**Note:** *The Field Battle Table is better for heavier forces, and is effective in forcing the surrender of cities if hugely successful. The Tornafuye Battle Table, however, is more suited for attacks by raiding forces and such.*

**Historical Note:** The Tornafuye or “feigned retreat” (literally turn around and flee) was— along with the “hit and run”— the preferred tactic of the Muslim and north African light cavalry during the Reconquista. It was also common for the cavalry of the different Christian Kingdoms to practice it as well.

After rolling the die, consult the chosen battle table and determine the result.

### 13.1 Raiders

An army that consists entirely of Raiders is eligible to apply an additional +1 die roll modifier to the owning player’s initiative roll. However, Raiders that win the initiative as a result of this additional +1 die roll modifier must retreat, if possible, and may not conduct an attack on the Field Battle or Tornafuye Battle Tables.

### 14.0 SIEGES

Cities are considered to be distinctly separate locations within areas, and as such they do not affect any movement or combat occurring within the area where cities are printed. Also, opposing units can never be stacked together in the same city. Units in a city are immune and safe against all combat results occurring on the Field Battle or Tornafuye Battle Table, and units in a city cannot ever participate in combat occurring in the surrounding area in any way.

Enemy units in an area where a city is present can move into that city (this costs no additional MPs) if that city is unoccupied, or if already occupied by units of the same side. However, if a city is occupied by any units from the other side, the enemy units may besiege that city using the Siege Table to defeat (eliminate) the other side’s units there. This is the only way that the other player’s units can be removed from a city. Sieges are optional, but if the enemy does not win a siege against a city, the other side’s units in that city exert partial control of the surrounding area.

**Historical Note:** Sieges were the key operations of medieval war, the final act of the conquest of a territory. They were much more decisive than field battles, although sieges were extremely costly and expensive. Extensive pillaging of the area surrounding the besieged city was of great help to “soften up” the resistance of the city.

A siege requires the besieging player to spend 1 Treasury Point. Then, to conduct the siege of that city, the besieging player must simply roll one 6-sided die, and consult the Siege Table. **If that area has been pillaged, a +1 die roll modifier applies to that siege die roll.** Furthermore, the besieging player may play a Coup de Main or Siege Train Stratagem marker (but not both during the same siege attempt) to add a +2 die roll modifier to that siege die roll. In addition, the besieging player may play a Agent/Spies Stratagem marker to add a +1 die roll modifier to that siege die roll (this also may not be played cumulatively with the Coup de Main or Siege Train Stratagem marker).

If the siege successfully eliminates all of the opposing units in that city, any of the besieging units may then enter that city, and are therefore considered the occupants of that city until they move out of that city, if ever.

**Note:** *It is permissible for units to participate in normal movement and combat in an area, and then—assuming there are no other opposing units of the other side in that area— may besiege a city, all during the same turn.*

Inasmuch as each game turn represents 25 years, a player may conduct as many sieges during a game turn as he announces (and pays for), although each unit may only ever participate in one siege per game turn.

#### 15.0 COLLAPSE OF THE CALIPHATE

As of game turn 7, there is a possibility that the Caliphate will collapse, represented in the game by permitting the Christian player to conduct six rebellion attempts at no TP cost. Furthermore, a +2 die roll bonus applies to each of these six rebellion attempts.

**Historical Note:** The political union of Muslims in Spain, known as the Caliphate, centered on the city of Cordoba, and was first ruled by Emir Abd-ar-Rahman III whom had proclaimed himself as the Caliph in the year 929. However, by 1031, the Caliphate fragmented into individual emirates (Taifa kingdoms) because of internal conflicts and corrupt leaders incapable of governing, thus resulting in civil war that eventually brought about the empire’s collapse.

If any of the rebellions are successful, however, the Muslim player receives additional reinforcements from North Africa during the Administrative Phase of the following game turn (game turn 8.)

**Historical Note:** This was the North African invasion of the al-Muwahhidun, or “Unitarians” (called Almohades in Spain). As such, the Muslim player receives the following North African units:

- 4 x Mesnadas
- 3 x Peones
- 2 x Raiders
- 1 x Fleet
- 4 x TPs

Additionally, four turns thereafter (game turn 12,) the Muslim player receives the following North African units:

- 5 x Mesnadas
- 3 x Raiders
- 2 x Peones
- 1 x Fleet
- 4 x TPs

**Note:** *These units should be placed on the turn track at the beginning of the game, in the corresponding turn box (turn 8 and 12 respectively) as a reminder.*

Once arrived, the Muslim player may place them in any Islamic fully-controlled areas.

#### 16.0 OPTIONAL RULE

If both players agree, Mesnada Real, Crusader and North African units may, if present in an area, add an additional +1 to that player's initiative die roll (maximum, regardless of how many such units are present), cumulative with any other initiative die roll modifiers that are applicable there.