

Last stand of the Moors: 1482-1492

# Granada

A game by Jose Rivero

## Rulebook

**Compass Games**  
*New Directions in Gaming*



# Granada

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## DESIGN NOTES

## CREDITS

## THE WAR FOR GRANADA 1482-1492

## CARD MANIFEST

## 1.0 Introduction

**Granada: Last Stand of the Moors – 1482-1492** is a 2-player game depicting the campaign between 1482 and 1492, during the reign of the Catholic Monarchs Isabella I of Castile and Ferdinand II of Aragón, against the Nasrid dynasty's Emirate of Granada. As Isabella had married Ferdinand in 1469, this meant that the two powerful kingdoms of Castile and Aragón would now stand united, free from inter-Christian war which had helped Granada survive. This period marked the end of independent Muslim rule in Iberia and the final capture of land lost to the first Muslim invaders in the year 711. The conquest of Granada under Ferdinand and Isabella reflected the modernization of warfare that occurred across Europe in the XVth century. In particular Ferdinand's army was larger and composed of far more infantry than previous crusading armies in Iberia, and it effectively deployed gunpowder siege artillery to assault the formerly impregnable defenses of Granada. Ferdinand emerged from the Crusade with a modern and well-trained army that was under his authority, not the dispersed authority typical of feudal levies.

This game owes a great debt to Matt Calkins' Sekigahara: The Unification of Japan (GMT). It should be considered as a tribute to that great design.

### Components:

- ▷ 22 x 34 inch mounted map
- ▷ 137 rectangular blocks (68 white, 63 black, 6 grey)
- ▷ 11 rectangular tiles
- ▷ 2 sheets of stickers
- ▷ 2 draw bags (1 white, 1 black)
- ▷ 20 square castles (10 white, 10 black)
- ▷ 20 round watchtowers (10 white, 10 black)
- ▷ 26 small cubes (13 white, 13 black)
- ▷ 7 markers (various sizes and colors)
- ▷ 3 decks of cards (74 Christians, 67 Muslims, 17 Naval)
- ▷ 1 Victory Points track
- ▷ 2 Player Aids and 2 Battle Reference Cards (identical)
- ▷ 1 Rulebook

*Note:* The main rules [sections 3.0 to 10.0] do not take the optional rules [section 11.0] into account.

## 2.0 Victory Conditions

### 2.1 Instant Victory

Christians win instantly if the Alhambra castle in Granada falls against the **Christian blocks** (not Boabdil Mixed Army). Muslims win instantly if **both** Ferdinand and Isabella blocks are eliminated in combat.



Ferdinand II  
of Aragón



Isabella I  
of Castile



# Granada

## 2.2 Victory Points

Victory points are counted if the end of the turn I of year 1491-1492 is reached with no instant winner. The Victory Points track is used for this purpose.




Victory points are calculated differently for each player:

- Christians score 2 points for each castle, 0.5 point for each watchtower and 1 point for each Resource Location they control.
- Muslims score 3 points for each castle, 1 point for each watchtower and 1.5 points for each Resource Location connected to Granada.

Muslims do not score points for Resource Locations that are not connected to Granada; the line of communication to Granada may be of any length, but it must avoid enemy-controlled locations.

The higher total wins the game. The Muslim player wins ties.

### Scoring Victory Points

	Christians	Muslims
 Castle	2 VP	3 VP
 Watchtower	0.5 VP	1 VP
 Resource Location	1 VP	1.5 VP *

\* The resource must have a line of communication to Granada (avoiding enemy-controlled locations).

## 3.0 Game Pieces

### 3.1 Colors

Muslim pieces are black, Christian pieces are white or grey [10.12]. Blocks on the board should be aligned so that only the owner can see each block's identity.

### 3.2 Blocks

Each block represents 500-1,500 warriors. Each block belongs to the faction whose shield appears on the block. The strength of the block is the number of shields (1 to 4) printed on it.



Castile



Aragón



León



Other Kingdoms



Andalusies



Banu Bannigas



Banu Sarray



Zegries



3-shield block from Castile



2-shield block from Andalusies

Some units have also attached cavalry, crossbowmen or artillery, indicated by a horse, crossbow or gun symbol on the block, which gives them special abilities [8.3.3].



Some blocks represent a leader. These are marked with a banner. Most leaders have a single-dot banner with a shield (1 impact value in battles), but the army leaders — Boabdil, El Zagal, Ferdinand and Isabella — are marked with a two-dot banner (2 impact value in battles). Leaders provide a leadership movement bonus [7.3.4]. Boabdil is the only leader who cannot be eliminated, only captured [10.12], and who cannot embark on a fleet.



Boabdil



Leader of Banu Bannigas

There are fleet blocks for Christians and Muslims:



Christian fleets



Muslim fleets

### 3.3 Cards

There are three card decks: a Muslim deck, a Christian deck and a shared Naval deck used during both players' fleet move [7.5].

Cards represent the strategic capacity, logistics and allegiance of each player's armies. The greater the number of cards in a player's hand, the



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greater the support and commitment of his troops. Cards are used to bid for turn order [6.2], move [7.3, 7.5], force march [7.3.3], and deploy units in land battle [8.2, 8.7.5] and naval battle [9.1]. There are 4 cards only used to surrender a friendly besieged castle [10.5].



Each side has its own deck that will be used for the duration of the game. When the game begins, shuffle each deck and place it face down to form that side's draw pile.

All card plays and discards are public (played face up) at the time they are played. Discard piles cannot be examined by either player.

When a card draw pile is expended and the player must draw a new card, shuffle the discard pile to make a new draw pile.

### 3.4 Other Components

**Board:** The board represents the south of the Iberian Peninsula, where the campaign's fighting took place. The board contains the map and locations in play, the Turn track, the Impact track, the recruitment boxes and other special boxes.

**Turn Marker:** A disk is used to mark the year on the Turn track.



**Initiative Markers:** A disk with the Castile-Aragón coat of arms on one side and the Granada coat of arms on the other is used to mark the turn (I or II), and the player who moves first this year.



Christian side Muslim side

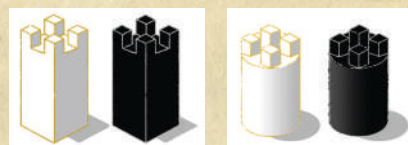
**Hits Markers:** Two markers are used to track impacts delivered during combat, on the Impact track.



**Cubes:** White and black cubes are used to represent control (garrisons) of Resource Locations on the board [4.2]. Three white cubes and three black cubes are also used to indicate the actual victory level of each side on the Victory Points track.



**Towers:** White and black square towers represent castles [4.3], which can be occupied and besieged [8.7]. White and black round towers represent control (garrisons) of watchtowers [4.4].



**Disks:** Two disks are units that can be eliminated like blocks, but cannot move or fight. Each one is attached to a castle: El Zegri is attached to Málaga castle [10.6] and Sidi Yahya to Baza castle [10.7].



Sidi Yahya



El Zegri

## 4.0 Locations and Boxes

### 4.1 Locations in General

A location is a place on the map (typically a city or town) connected by roads to other locations. It is represented by a circle or a star, and may include a castle or a watchtower, and a port.

Blocks on the map begin and end every turn in a location. Any number of blocks may occupy a location. The last player to move a block onto or through a location free of enemies controls that location. The control piece does not replace a block when it comes to applying losses in battle.

### 4.2 Resources

Resource Locations are wealth-producing zones, popular trade routes, and other important regions.

Resource Locations are indicated by stars on the map. Place a cube (garrison) of the appropriate color to show the player's control. The control cube does not replace a block when it comes to applying losses in battle.

Whoever controls the most Resource Locations at the Reinforcement Step draws an additional block [6.4].

Resource Locations provide victory points at the end of the game [2.2].

### 4.3 Castles

Castles are attached to locations on the map. Each castle has a natural alignment: Muslim castles are located inside the Kingdom of Granada (reddish area) and Christian castles are outside. Castles are controlled by a player if he has blocks at that location and his opponent does not or, in a combat situation, by the side that had one or more units in the location first. During a castle siege [8.7], the castle is controlled by one player and the location is controlled by the other. If neither player has blocks present, the castle reverts to its original alignment. Place a castle-shaped piece (square tower) of the appropriate color to show the player's control.



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One or more blocks controlling a location with a castle or being inside a besieged castle cannot be overrun [7.4].

Whoever controls the most castles at the Reinforcement Step receives one additional card [6.4]. Castles provide victory points at the end of the game [2.2].

## 4.4 Watchtowers

The main function of watchtowers was the surveillance of and alertness to the movements of enemy troops along the routes.

Watchtowers are attached to locations on the map. Place a round tower (garrison) of the appropriate color to show the player's control.

One or more blocks controlling a location with a watchtower cannot be overrun [7.4] nor besieged [8.7].

The player who controls a watchtower may play the Watchtower card during a battle [10.3], which provide an extra defensive bonus and protect the defender from morale challenge [8.4].

Watchtowers provide victory points at the end of the game [2.2].

## 4.5 Ports and Sea Zones

There are nine locations with ports on the map, marked with an anchor. Whoever controls the location controls its attached port.

Each port gives access to a sea zone, and each sea zone contains a port. Fleets may embark/disembark units in ports [7.5.2]. A unit disembarking in a port occupies the location too, initiating a battle if the location is occupied by enemy units.

## 4.6 Capitals

Two locations, Granada and Córdoba, are capitals (in capital letters on the map). They begin the game aligned with Muslims and Christians, respectively. Capitals are Resource Locations and provide a leadership movement bonus [7.3.4].

## 4.7 Roads

The map shows three types of roads:

- ▷ **Secondary roads (black roads):** allow normal movement from one location to another [7.3].
- ▷ **Main roads (red roads):** give a movement bonus of +1 location to blocks making their entire move on that type of road [7.3.3].
- ▷ **Hybrid roads (red-black roads):** give a movement bonus of +1 location only to Muslim units, including Boabdil Mixed Army [7.3.3].

## 4.8 Recruitment Locations

Recruitment Locations are labelled with the shield of a friendly faction on the map. Land blocks may muster in those locations [7.2].

## 4.9 Boxes

Each player has a recruitment box. At the end of the turn II of each year, new blocks are placed in these boxes. Each turn, players may muster [7.2] these forces onto the map.

The Muslim player also has a Nasrid Palace Guard box, from which units can enter the Granada location [10.10], and a Boabdil Mixed Army box, where are stored the grey blocks that would come into play after Boabdil's capture [10.12].

## 5.0 Initial Setup

### 5.1 Procedure

- ▷ Place the two Hit markers next to the Impact track.
- ▷ On the board, place control cubes on Resource Locations and control towers on locations with a castle or a watchtower. All control pieces should be white in Christian territory and black in Muslim territory (reddish area), except at Zahara and Lucena (black watchtower) and at Alhama (white watchtower).
- ▷ Set the Turn Marker on the "II" space of year 1482.
- ▷ Place 3 white cubes and 3 black cubes on the corresponding set up positions (indicated by small coats of arms) on the Victory Points Track.
- ▷ Each player puts his two Castle Surrender cards (face up) beside the board.
- ▷ Shuffle the three decks separately.
- ▷ Each player draws **6 cards** from his deck. (This small starting hand represents the limited organizational capacity of each army in the early stages.)
- ▷ Put aside the blocks for the setup (according to the setup map of the Player Aid), place the Nasrid Palace Guard and Boabdil Mixed Army (grey blocks) in their respective boxes, and put the remaining blocks, including surplus fleet blocks, into two draw bags (one for each side).
- ▷ Place blocks on the map as described in rule 5.2. All blocks are placed so that only the owner of the block can see its identity.

*Exception:* Fleets remain always face up.

### 5.2 Block Placement

#### 5.2.1 Blocks with Specific Locations

Place blocks in the locations indicated on the setup map of the Player Aid. One block appears for every small square (white for Christians, black for Muslims) printed on the map. Locations of the four army leaders (Boabdil, El Zagal, Ferdinand and Isabella) are indicated by a crown of the appropriate color.

El Zegri [10.6] and Sidi Yahya [10.7] disks go respectively on the black disk printed close to Málaga castle and Baza castle.

#### 5.2.2 Randomly Placed Blocks

Each player draws blocks from his bag to fill the locations that are indicated for random blocks. These locations are designated with a +1, +2, or +3 symbol. The number indicates the number of blocks that must be drawn at random. Before drawing these blocks from the bag, the player must specify for which location on the map they are being drawn.

Any drawn fleet, at this stage, should be placed aside. After all random blocks have been drawn, put the fleets back into the bag.

#### 5.2.3 Reinforcement Blocks

Add the first wave of reinforcements. Each player draws blocks at random from his bag and places them in his recruitment box: **4 blocks** in the Catholic Monarchs box and **3 blocks** in the Granada Kingdom box. Those may include fleet blocks.



## 6.0 Yearly Cycle

The game is played in seven yearly cycles called **years**, even though some of them last two calendar years. Each year, except the first and the last ones [6.3], is comprised of two **turns** (I and II) and includes the steps described below [6.1].

### 6.1 Sequence of Play Outline

- Turn Order Step [6.2].
- Turns I and II [6.3].
- Reinforcement Step [6.4].
- Turn Marker Step [6.5].

### 6.2 Turn Order Step

At the beginning of any year, each player bids for turn order by placing a card from their hand (any card with a number in its **bottom right corner**) face down on the table; then they are simultaneously revealed. The player whose card has the higher number chooses who will move first for both turns in the current year.

Place the Initiative Marker on the “I” space (“II” space if year 1482) of the current year on the Turn track, with the first player’s coat of arms face up. Both players must discard the card they played.

### 6.3 Turns I and II

There is only one turn during the first year (year 1482, which starts in turn II) and the last year (year 1491-1492, which ends after turn I). Each other yearly cycle consists of two turns: turn I and turn II. Each turn consists of the first player conducting movement and combat, followed by the second player conducting movement and combat.

When turn I ends, move the Turn Marker to II and play the turn II. The player who was first in turn I is also first in turn II.

After turn II, advance the Turn Marker to next year and begin the Sequence of Play again. After 7 years, at the end of the year 1491-1492, the game is over.

#### Turn I:

1. First player Movement Phase
2. First player Combat Phase
3. Second player Movement Phase
4. Second player Combat Phase

#### Turn II:

1. First player Movement Phase
2. First player Combat Phase
3. Second player Movement Phase
4. Second player Combat Phase

### 6.4 Reinforcement Step

Each player receives new cards and blocks, as follows:

- Each player discards half (rounded down) of their hand.  
*Example: If you have 7 cards, you discard 3 cards.*
- Each player draws **6 cards**. The player who controls the most castles draws a **7<sup>th</sup> card**.
- Each player draws at random from their bag the number of blocks indicated by the recruitment number on the Turn track, i.e. **3 blocks** at the end of 1483-1484, 1485, 1486 and 1487-1488, and place them in his recruitment box without revealing their faces to the opponent. The player who controls more Resource Locations draws an **additional block**; in the case of a tie for most Resource Locations, none of the players draw an extra block.

### 6.5 Turn Marker Step

Advance the Turn Marker to next turn’s space. If it is already on turn I of year 1491-1492, the game is over.

## 7.0 Movement Phase

### 7.1 Buying Movement

During the Movement Phase, a player may activate none, some, or all of the locations containing friendly blocks on the map (including one or more sea zones — see below), and move any number of blocks located in the activated locations, abiding by the restrictions in 7.3.1 and 7.5.1. Even blocks inside a besieged castle may move out and trigger a land battle in their location [7.3.2]. The number of locations activated is determined by the number of cards spent for movement. Mustering [7.2] and overruns [7.4] can also occur during the Movement Phase.

**BUYING MOVEMENT WITH CARDS:** At the beginning of the Movement Phase, the active player discards zero, one or two cards from his hand to allow the following degrees of movement:

- 0 cards — No movement:** No location or sea zone is activated, and as such no block may move. Any number of cards may be discarded from the hand and replenished up to the same number.
- 0 cards — Minimal movement:** One location (or sea zone) is activated, **or** the player may conduct a mustering action.
- 1 card — Limited movement:** Three locations (including one sea zone) can be activated. In lieu of one of the activations, the player may conduct a mustering action.
- 2 cards — Total movement:** Every location and sea zone containing friendly blocks may be activated and one mustering action may be conducted.

The player then proceeds to make the moves allowed by that decision on land [7.3] or sea [7.5].

### 7.2 Mustering

Mustering is the act of placing blocks currently in the recruitment box onto the map.

A player may muster at most once per turn. Under minimal or limited movement, mustering can occur instead of one permitted location activation (i.e. one location activation must be foregone in order to execute the mustering). Under total movement, mustering can occur in addition to all location activations. Mustering can be done before or after the movement of any stack.

Mustered blocks **may not move** in the same turn they are placed.

**Where blocks arrive:** Land blocks may only muster to Recruitment Locations (including besieged castles containing at least one friendly unit). The Recruitment Locations are labelled with the shield of a friendly faction on the map. Fleets muster in any sea zone with a friendly controlled port, even those with enemy fleets.

**Mustering options:** A player has two options on how to muster land blocks:

- A player may bring any (or all) blocks belonging to the same faction from the recruitment box to a Recruitment Location that has the matching faction shield. These blocks must be displayed to your opponent to prove that they match.
- Alternatively, a player may muster to any friendly Recruitment Location a single block of any faction. In this case, the block need not be displayed.

In any option, the player may also **collect 1 fleet block** from the recruitment box and place it in any sea zone with a friendly-controlled port.

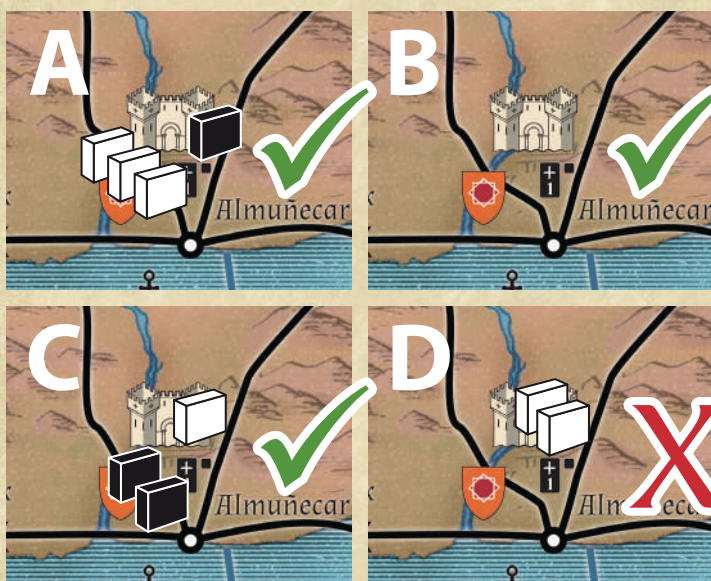


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**Mustering into combat:** Land blocks can muster into a combat situation only if the combat was initiated by blocks on the map, that is, an attack cannot come from the recruitment box but it can be supported from there. Land blocks can also muster into a besieged castle; if the muster causes the number of besieged blocks to exceed two, the castle siege ends and the confrontation becomes a field combat.

The fleet block can muster in a sea zone containing enemy fleets, which could lead to a naval battle [7.5.3].

## Examples of mustering in a location with castle



In situations A (besieged friendly unit), B (unoccupied location) and C (besieging friendly units), the Muslim player may muster new blocks in Almuñécar. In situation D (enemy-controlled location), he is not allowed to, as the location is only occupied by Christians.

## 7.3 Land Movement

### 7.3.1 General Rules

The source of a move is a single location. From that location, any or all of one player's blocks (that did not muster that turn) may be moved, up to the limits as set forth below. Blocks move along roads from one location to another. Blocks that begin the phase together need not travel on the same roads, nor finish their move together. Some blocks may be moved from a location while others are left behind.

However, movement must follow these general restrictions:

- ▷ No block may be part of more than one move per turn.
- ▷ All moves from a given activated location must be completed before starting the moves from another activated location.
- ▷ When performing the moves for a given activated location, a stack must complete its movement before another stack may move.
- ▷ Each moving stack may perform a maximum of one pick up and one drop off as it moves. The stack may pick up and drop off blocks on the same location.
- ▷ Any number of stacks may move on a road segment as long as each of those stacks originates from a **different starting location**, i.e. no blocks may move on a road segment that was traversed by other blocks of the **same initial location** earlier during the turn.

### 7.3.2 Land Movement and Enemy Units

Moving blocks must stop when they encounter enemy units, unless enemy units can be overrun [7.4].

Moving blocks must also stop when entering a location where all enemy units are inside a castle, even if friendly units are already present in the location.

Besieging units may leave a castle location during their Movement Phase [8.7.7], therefore triggering a land battle in their location.

### 7.3.3 Movement Distance

The base movement rate is one location per move. This can be increased by one location (+1) for each of the three cases below. If all three cases apply, a stack of 1-5 blocks can move up to four locations. That is the maximum a stack could ever move.

- ▷ **All main roads:** Blocks that make their entire move on a main road (red roads) may move +1 location. Connections Granada-Alhama and Almería-Guadix (red-black roads) are main roads only for Muslims (including Boabdil Mixed Army [10.12]).
- ▷ **Leadership:** Blocks that begin the move in the presence of leadership [7.3.4] may move +1 location.
- ▷ **Force Marching:** Blocks that force march may move +1 location. The active player may initiate a force march by discarding one card from his hand. A force march applies to a group of blocks that begin and end this move together.

Conversely, the distance a stack may cover is lowered by its size [7.3.5].

### Land Movement Modifiers

Type of Movement	Modifier
Base move	1 location
All main roads	+1
Leadership	+1
Force march	+1
1-5 blocks *	0
6-8 blocks *	-1
9-11 blocks *	-2
12+ blocks *	-3

\* Do not apply to retreat.

### 7.3.4 Leadership

Leadership present at the origin of a move increases the base movement rate of a stack by one location. Leadership can be a **leader**, a **castle**, or a **capital** (or any combination of the three).

If a player uses a leader to travel a longer distance, the leader block must be declared to the opponent. It is not necessary that any of the blocks in the stack match the faction of the leader block. If a castle is used, it must be aligned to and controlled by the active player. If a capital is used, it must be the player's capital under his control.

Leadership may not provide more than +1 movement bonus, even if a stack has more than one source of leadership.



## 7.3.5 Force Sizes

Large forces move slower than small ones. For additional blocks beyond the first five, a stack's movement capacity is reduced in the following way: -1 at the 6<sup>th</sup>, 9<sup>th</sup> and 12<sup>th</sup> block (see Land Movement Modifiers table). The size penalty to be applied to each moving block is given by the largest group in which it travelled during its move.

## 7.4 Overruns

Overruns occur when a large force overwhelms a small force in a location: the overrunning player must have at least **four times** as many blocks present as the enemy. An overrun can occur during land movement or be caused by retreating blocks [8.6] or mustering blocks [7.2]. The strength of each block has no effect.

Overruns are resolved immediately, regardless of whether or not combat has been declared. No card is played by any side. Overrun units are eliminated and the victorious player suffers no casualties. If an overrun occurs during a move, the moving blocks may continue their move if allowed to. Forces already committed to battle in a location contribute to any overruns against their foes.

*Example:* The defender has 1 block in a location. The active player moves one stack consisting of 2 blocks into that location. He then moves another stack with 2 blocks into that location. At that moment the overrun occurs: the defending block is eliminated and the active stack may continue to move. The first stack contributed to the overrun, but has already moved and may not move again.

**Castles:** Enemy units who control a castle cannot be overrun. Forces inside a castle contribute to any overrun occurring against a besieging force outside.

**Watchtowers:** One or more blocks controlling a watchtower cannot be overrun. However, a lone control round tower on a watchtower location can be overrun by one or more enemy blocks.

**Retreats:** An overrun can occur on a retreat path, if the number of retreating units and friendly units already on the location is equal or greater than four times the number of enemy blocks.

**Fleets:** There is no overrun at sea.

## 7.5 Naval Movement

### 7.5.1 General Rules

Each turn, the active player may activate one sea zone (minimal or limited movement) or all sea zones (total movement) containing friendly fleets [7.1]. From each activated sea zone, no more than **1 stack** composed of a **maximum of 2 fleets** may move, as a group, up to **3 sea zones**. No pick up nor drop off are allowed.

Fleets sail freely in sea zones, except the very short time they embark or disembark troops in port.

Like land units, no fleets may be part of more than one move per turn.

### 7.5.2 Carrying Troops

Each fleet may transport **up to 2** friendly land units. Only **activated** fleets may embark/disembark troops as part of their movement, including after evading combat [9.2]. The carried land units must embark in the sea zone where the fleet starts its move, and disembark in a port in the sea zone where the fleet ends its move. If multiple land units are transported, all must embark together at one port, and disembark together in another port.

The activated fleets may embark/disembark troops in a port regardless of the presence of enemy fleets in the sea zone, provided that naval movement and battle rules [7.5.3, 9.0] are applied properly.

Land units may remain at sea with their carrying fleet as long as needed.

Transported land units may **not** use land movement during the same turn they disembarked in a port. They combat normally on the location they disembarked on [7.5.4], but they cannot retreat on fleet.

Boabdil leader (black or grey) is the only block that cannot embark on a fleet.

### 7.5.3 Naval Movement and Enemy Fleets

Each time a stack of 1 or 2 fleets enter a sea zone containing one or more enemy fleets, the active player immediately draws **one card per moving fleet** from the Naval deck (do not count friendly fleets already present in the sea zone).

- ▶ If all picked up cards are **Quiet Crossing**, the opposing fleets do not encounter each other, and moving fleets may continue their move (if allowed to), as a stack, or remain in the sea zone, staying at sea or disembarking carried troops (if any) in the port.
- ▶ At the moment a **Naval Battle** card (with a coat of arms in the bottom left corner) is drawn, the player stops drawing and one naval battle must be resolved immediately [9.0], between **all moving fleets against all enemy fleets** present in the sea zone. At the end of the battle, any moving fleets that survived may continue their move (if allowed to), as a stack, or rather remain in the sea zone, staying at sea or disembarking carried troops (if any) in the port. The fleets already present in the sea zone may not move.



A naval battle occurs, where Christians (left) or Muslims (right) will win draw [9.1]



Crossing without an enemy fleet in sight

If a Movement Phase begins with friendly and enemy fleets in the same sea zone, the **active player** may decide to move up to 2 of his fleets as a single stack. If so, he must first designate the fleets he wants to move, and draw one card per activated fleet from the Naval deck. He then follows the above steps with only the activated fleets.

The **active player** may also trigger a naval battle in a sea zone containing fleets of both sides even if he does not plan to move; this activation has the same cost as a naval movement, though. The player must first designate the fleets he wants to activate, **up to a maximum of 2 fleets**, and draw one card per such fleet from the Naval deck. He then follows the above steps with only the activated fleets.

Enemy fleets may stay in the same sea zone without engaging in combat if none of them are moving and no Naval Battle card is drawn.

There is no overrun at sea.

### 7.5.4 Disembarking into Combat

Transported land blocks can disembark into a location occupied by enemy blocks, triggering a land battle there [8.0], or join an ongoing combat situation (field combat or castle siege) in any location with port.



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If transported units disembark into a port with a friendly besieged castle and cause the number of besieged blocks to exceed two, the castle siege ends and the confrontation becomes a field combat. If the number of besieged blocks does not exceed two, the disembarking unit may join the besieged unit in the castle.

## 7.5.5 Naval Blockades

If one or more enemy fleets are present in a sea zone associated to a port, there is a naval blockade and the port does not provide any protection during an eventual castle siege [8.7.5]. The presence of friendly fleets do not negate the blockade.

## 8.0 Land Battles

### 8.1 General Rules

Land battles occur after all land movements [7.3] and naval movements [7.5]. A battle must be declared in every location on the map where opposing pieces appear together. All blocks in that location are automatically participating in the battle, regardless of the presence of a castle.

If neither force is inside a castle, a field combat occurs. The two opposing forces deploy their land blocks [8.2], which produce impacts [8.3]. When the battle ends, the side with the **higher impact value** wins the battle (defender win ties). If one of the opposing forces is inside a castle, a castle siege occurs instead [8.7], where only the attacker may deploy blocks (*exception*: defender may deliver artillery special attacks [8.7.5.B]). Forces cannot be inside a watchtower; therefore, a watchtower may not be besieged.

The battle declarations are made freely one at a time by the phasing player, with combat resolved immediately following each declaration. After combat is resolved in a location, a new location is selected, until all such locations are resolved.

All blocks involved in a battle remain concealed until deployed. After the battle is concluded, revealed blocks become concealed again.

### 8.2 Field Combat Deployment

The Active Player — the attacker — starts the battle by making the first deployment. Then the side with the lowest impact score responds.

#### 8.2.1 Cards and Deployment

Cards are used to deploy blocks into battle. Cards with one shield may deploy 1 block and Double Shield cards [8.3.4] may deploy up to 2 blocks.

The card used to deploy a block must have the same shield as the block.

#### *Exceptions:*

- ▷ Cavalry, crossbow and artillery special attacks may only be conducted after the play of a card with trumpet [8.3.3] or one of those special cards: Commander [10.1], Bombardment [10.2], Cavalry Charge [10.4] and Crossbowmen [10.4].
- ▷ Cards of any faction may match Military Orders [10.9], Nasrid Palace Guard [10.10], Mujahideens [10.11], Banu Sarray grey blocks [10.12.2] and army leaders (Boabdil, El Zagal, Ferdinand and Isabella).

No card may be played, nor block deployed, twice in the same battle. Cards played during a battle are put in a temporary “battle discard pile” (*exceptions*: cards played to avoid combat [10.1, 10.5]). At the end of the battle, they go to the discard pile and are replenished [8.8].

### 8.2.2 Deployment Procedure

The active player plays a card face up, and selects a block from among his undeplayed forces that matches the card. The block is placed face up next to the main stack of undeplayed blocks. The card is placed face up on the active player's side of the board. The player counts the impacts of the deployment and adds it to his total impacts on the Impact track.

### 8.2.3 Initial Leader Deployment

A leader block deploys without playing a card if no deployments have yet been made with a card by that side in the present combat. The player may keep deploying leaders without a card until he deploys his first block with a card.

Leaders are immune from morale challenge [8.4], regardless of the way they are deployed.

### 8.2.4 Initiative

Initiative rests with whichever side is losing the battle, i.e. has the lowest impact score. That player deploys blocks one after the other in order to take the lead, then initiative reverts to the other player. Since ties favor the defender, the defender can take the lead by matching the attacker's impact. Initiative is passed back and forth between the players until one player, who holds the initiative at the time, declares that he will deploy no more blocks. When that happens, initiative shifts permanently to the other player, who may deploy as many more blocks as he wishes and is able to. When that player also declares he is finished, the battle ends.

Once a player declares he is finished deploying, he cannot resume deployments later in the battle. He may still play Morale Challenge cards [8.4] against the other player's deployments.

### 8.3 Impacts

Effectiveness in combat is measured in impacts. Impacts are recorded on the Impact track using the Hit Markers. Each side tracks its impacts separately.

#### 8.3.1 Base Impact

The base impact of a deployment is the number of shields on the block. This can be from one to four. Any unit with one or more shields on its block (including cavalry, crossbowmen, artillery, Military Orders, Nasrid Palace Guard, Mujahideens and Boabdil Mixed Army) provides this base impact.

King Boabdil, El Zagal, King Ferdinand and Queen Isabella have a two-dot banner on their blocks, but no shield. They score 2 impacts each.

#### 8.3.2 Impact Bonus

Add 1 impact point for each block of the same faction (sharing same shields) already deployed in the current battle.

*Example:* A player would score 4 impacts if he deployed a 2-shield Castile block into a battle in which he had previously deployed 2 other Castile blocks (the number of shields on the previously deployed blocks has no effect).



## 8.3.3 Special Attacks



Cards with **trumpet** enable cavalry, crossbow and artillery special attacks.

These special attacks may also be triggered by the following special cards: Commander [10.1], Bombardment [10.2], Cavalry Charge [10.4] and Crossbowmen [10.4].

### 8.3.3.1 Cavalry and Crossbow Special Attacks



When a card with trumpet is used to deploy a block with a horse or crossbow symbol, a special attack of that type is launched. In a cavalry or crossbow special attack, in addition to all impacts normally added for the shields, add **2 impacts** for the cavalry or crossbow effectiveness, plus another **2 impact points** for each friendly block featuring the **same attack type** which already made their special attack earlier in the battle. If a cavalry or crossbow block is deployed without a Special Attack card, do not count any cavalry or crossbow impacts associated with that block throughout the battle.

Never count impacts from cavalry special attacks in castle sieges [8.7.5] nor against a defender who played a Watchtower card [10.3] (but the watchtower's defender may count them). Cavalry shield impacts are always effective.

Crossbow special attacks are allowed during a castle siege, but their special attack impacts are not cumulative [8.7.6]; only their shield impacts are.

Playing a Cavalry Charge card or a Crossbowmen card [10.4] has the same effect as playing an appropriate card with trumpet.

### 8.3.3.2 Artillery Special Attacks



When a card with trumpet is used to deploy an artillery block in a **castle siege** [8.7] or a **watchtower location** [10.3], an artillery special attack is launched. In addition to all impacts normally added for the shields, add **2 impacts** for the artillery effectiveness, but no

more than 2 impacts even if other artillery special attack has been already conducted in the battle. Only the shields of other same artillery blocks are considered, not the guns. Note that the defender is limited to one artillery special attack in a watchtower location, but has no such limitation during a castle siege.

If an artillery block is deployed without a Special Attack card, count only shield impacts (not special attack impacts) associated with that block throughout the battle. Likewise, when blocks of the same faction are used in **field combat** [8.1], i.e. where there are no walls to breach, they only count for the shield impacts.

Playing a Bombardment card [10.2] has the same effect as playing an appropriate card with trumpet.

## 8.3.4 Double Shield Cards



Double Shield cards feature two identical shields in each corner. They allow the deployment of 1 or 2 blocks matching the faction of the card. The blocks are deployed one after the other. The second block can thus gain a +1 impact bonus for matching the shield of the first. Neither of the blocks so deployed can initiate a special attack.

A Double Shield card used to deploy a block that can match any faction's card (Military Orders, Nasrid Palace Guard, Mujahideens and Banu Sarray grey blocks) loses its ability to deploy a second block.

## 8.4 Morale Challenge Cards

### 8.4.1 Procedure



Morale Challenge cards are played out of turn, immediately after a deployment by the opposing player, to challenge the morale of the block thus deployed. If the deploying player can show from his hand another card capable of deploying the block just

deployed (i.e. showing a **shield of the same faction**), the block remains in combat with high morale. The card shown to refute the Morale Challenge card returns to the hand of the refuting player. The Morale Challenge card remains played.

If the deploying player cannot produce such a card, the block deployed does not fight in the actual battle and does not produce any impact.

When the battle ends, that block may still be selected as a loss.

#### Exceptions:

- ▷ Leaders, Military Orders [10.9], Nasrid Palace Guard [10.10], Mujahideens [10.11] and Boabdil Mixed Army [10.12] are immune from morale challenge.
- ▷ Commander [10.1], Bombardment [10.2], Watchtower [10.3], Cavalry Charge [10.4] and Crossbowmen [10.4] cards are not affected by Morale Challenge cards.
- ▷ Morale Challenge cards cannot be played by either side during a castle siege [8.7.6] nor against a defender who played a Watchtower card [10.3].
- ▷ A Commander card [10.1] can deny a Morale Challenge card shown by the opposing player during combat.

After it has been played, the Morale Challenge card is put in the temporary "battle discard pile" and is replenished at the end of the battle.

### 8.4.2 Morale Challenge and Double Shield Cards

A Morale Challenge card may be used to challenge the use of a Double Shield card. Only one additional card must be displayed to refute the challenge, even if 2 blocks are deployed. If the challenge is successful, neither block fight in the battle.



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## Example of Impact Scoring

	Christians			Muslims		
<b>1<sup>st</sup> deployment</b>		No card required	<b>1 impact</b>			<b>3 impacts</b> 1 for the shield 2 for the cavalry
<b>2<sup>nd</sup> deployment</b>			<b>5 impacts</b> 2 for the first block 2 for the second block +1 for the previous block			<b>3 impacts</b> 3 for the shields
<b>3<sup>rd</sup> deployment</b>			<b>1 impact</b> Crossbows cannot be used since the card has no trumpet			<b>2 impacts</b> 1 for the shield +1 for the previous block
<b>4<sup>th</sup> deployment</b>			<b>4 impacts</b> 1 for the shield 2 for the cavalry +1 for the previous block			<b>5 impacts</b> 3 for the shields +2 for the previous blocks
<b>Total</b>	 Cards and blocks that could not be used in this battle		<b>11 impacts</b>	 Cards and blocks that could not be used in this battle		<b>13 impacts</b>

In this example, 7 Christian blocks attack 6 Muslim blocks. At this point, neither player knows the identity of the other's blocks. Blocks are only revealed when deployed.

Since the Christian player is the attacker, he must deploy the first block. His first deployment is the León leader block, which can be deployed without the need to play a card [8.2.3]. The single shield on the block gives him 1 impact.

Since The Christian now leads in impacts, the initiative changes to the Muslim, who may deploy a block. He plays his Banu Bannigas cavalry block with a Banu Bannigas Special Attack card (indicated by the trumpet on the card), giving him 3 impacts (1 for the shield plus 2 for the cavalry). Initiative now changes to the Christian. The total impact count is currently 1 to 3, which the players should record on the Impact track.

The Christian plays a double Aragón card that allows 2 of his Aragón blocks to deploy. The first block earns 2 impacts and the second block earns 3 impacts (2 for the shields and +1 for a previous Aragón block deployed). The Christian's total impact is now 6.

The Muslim counters by deploying a 3-shield Zegries block with a Zegries card. His impact is now 6 which ties the Christian's impact. Since defenders win ties, 6 is enough to put him in the lead. The initiative now changes to the Christian.

The Christian deploys a Castile block with a Castile card for 1 impact. The crossbow special ability of the block cannot be used since the card has no trumpet (which indicate a special attack).

The Muslim plays the Zegries leader (1-shield block) with a Zegries card. He earns an additional point for the previous Zegries block deployed. The impact score is now 7 to 8.

The Christian now deploys his León cavalry block with a León Special Attack card. The impact of this card is 4 (1 for the shield, 2 for the cavalry, and +1 for the previous León block deployed). The score is now 11 to 8.

The Muslim deploys a 3-shield Zegries block with a Zegries card. The impact is 5 (3 for the shields and +2 for the previous Zegries blocks deployed). The current score is 11 to 13 in Muslim's favor.

The Christian has 2 blocks and 2 cards remaining, but the shields do not match so they cannot be used. The Christian declares that he is finished with deployments. The Muslim similarly declines to deploy, because he has no more legal deployments.

Since neither player can deploy any more blocks, the battle is over with a Muslim victory. Each side loses one block for impacts (1 loss for every 7 impacts) and the losing side (Christians) loses another block for the defeat. The Christian player must retreat from the location.



## 8.5 Losses

Blocks lost in combat are removed from the board and never re-enter play (*exception*: Boabdil Mixed Army [10.12.1]). Keep defeated blocks on the side of the board, visible to both players.

### 8.5.1 How to Determine Losses

After a battle, both sides take losses according to the impacts delivered against them. In a **field combat**, each side loses 1 block for every 7 impacts (rounded down) delivered by its opponent. The losing side in a field combat does not lose **1 additional block**.

During a **castle siege**, the number of impacts required to incur a loss varies from 7 to 10 [8.7.5]. The besieged side does not lose an additional block.

*Example: A player wins the field combat and had 5 impacts delivered against him — he would lose no blocks. His opponent, who lost the battle, had 9 impacts delivered against him — he would lose 2 blocks.*

### 8.5.2 Selecting Losses

In a field combat, the attacker suffers damage first, then the defender. In a castle siege [8.7.5], only the defender suffers damage.

Each player selects which of his own blocks to lose. First must be selected any blocks deployed, then any blocks that were not. The identity of the lost blocks is revealed.

## 8.6 Retreats

### 8.6.1 General Rules

The loser of a field combat must retreat by road his remaining force, as a group, to a single location adjacent to the site of the battle (*exception*: retreating into a castle [8.6.5]). There is no limit to the size of a force which can move together in retreat.

Units avoiding a land battle with a Commander card [10.1] or units leaving a castle with a Castle Surrender card [10.5] follow the same retreat path as a retreating defender after combat [8.6.3].

No unit may retreat to the recruitment boxes nor on any fleet. Up to 2 defending blocks may retreat into a castle [8.6.5].

### 8.6.2 When Attacker Retreats

The attacker, as a group, retreats to a location from which some of their forces entered the battle (potentially a castle, but not an off-map box) or, if impossible, to any other location, including a location containing enemy blocks [8.6.6].

### 8.6.3 When Defender Retreats

The defender, as a group, retreats to a location containing no enemy units, and from which the enemy did not enter the combat. If there is no such location, the defender may retreat by road to any adjacent location, including a location containing enemy blocks [8.6.6].

### 8.6.4 Defeated Artillery

The force retreating toward an adjacent location or inside a castle cannot carry artillery blocks **used in battle**. These blocks are moved to the eliminated pile.

An artillery block that failed a morale challenge [8.4] is considered as “used in battle” and, as such, cannot retreat.

### 8.6.5 Retreats into a Castle

A castle can harbor retreating units if the battle took place in its location. A castle is a valid retreat destination only for the side that controlled the castle prior to combat. If the castle is a valid retreat destination, the retreating player may leave up to 2 blocks in it. If there are more blocks remaining, they must retreat elsewhere, as a group [8.6.3].

### 8.6.6 Retreats towards the Enemy

It is possible for a retreat to cause another battle (or overrun). If so, execute that battle immediately and resolve its consequences. The retreating blocks are the attacker. If the retreating force enters an ongoing battle, it is added to the friendly force in conflict.

It is possible for retreating units to join a besieged force inside a castle. If the stacking limit (2 blocks) of the castle is exceeded, the retreating units would then trigger a field combat.

*Note*: Retreating forces are not overrun prior to making their retreat, but an overrun can occur after the retreat [7.4].

### 8.6.7 Retreats before Combat

A player may use a Commander card [10.1] or a Castle Surrender card [10.5] to avoid combat and retreat his blocks before the field combat or castle siege takes place. These blocks, as a group, may move **up to 2 locations** away if stack has 5 blocks or less, or to an **adjacent location** if bigger, along the usual defender retreat path [8.6.3].

## 8.7 Castle Sieges

### 8.7.1 General Rules

When combat occurs in a location with a castle, it is possible that one side will choose to remain inside the castle. If so, the battle becomes a castle siege, resolved during the Combat Phase. For a force to remain inside the castle, it must own the castle, and it must be 2 blocks or fewer (disks do not count toward this limit). The side that owns the castle is the side that had a unit — or more — in the location first, before combat broke out.

Besieged blocks may leave the castle at the beginning of the castle siege with the play of a Castle Surrender card [10.5].

The attacker may never start a castle siege if he will deliver less impacts necessary to eliminate at least one defender's block or disk (before considering any defender's reaction).

### 8.7.2 Declaring Blocks Inside or Outside

Blocks can be inside or outside of the castle. The number of blocks that can fit inside a castle is limited to 2. When combat is designated, and not before, the side that owns the castle may choose whether to be inside or outside the castle. If outside, a field combat occurs [8.2]; if inside, a castle siege occurs [8.7.5]. A force consisting of more than 2 blocks must always fight outside. No blocks can remain inside if some blocks are left outside (*exception*: Alhambra castle [8.7.3]). A force may elect to fight outside the castle even if in a previous phase it elected to remain inside.

If the **active** player owns a besieged castle and chooses to remain inside, then no combat or siege occurs in this location this turn.

### 8.7.3 Alhambra Castle Special Case



*The world famous Alhambra palaces formed a fortified city in Granada, the capital of the kingdom. It is located on top of a hill surrounded by defensive walls and towers, with palaces, fortress and governmental buildings inside.*



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When Christian pieces reach Granada, the Muslim player may decide, before battle starts, which of his pieces (including newly arrived Nasrid Palace Guard) defend in open field and which ones remain inside Alhambra castle (maximum 2 blocks). This is **specific to Alhambra castle** and cannot be done in any other location with a castle.

This gives an advantage to the Muslim player not to lose the capital so easily. In case of elimination of all defending forces outside Alhambra castle, Granada will survive one more turn as the castle siege — if there are blocks inside Alhambra — may only start in the following turn.

## 8.7.4 Disks

Disks are always considered inside the castle, regardless of the disposition of the blocks. Disks do not count against the two-block castle limit. Disks are units that can be eliminated like a block, but cannot move or fight.

Only the results of a castle siege can affect the disk, never a field combat. At the end of a siege, the defending player draws one card for any disk loss, as he does for any block loss.

All other rules (mustering, movement interruption, etc.) apply to disks as if they were regular infantry blocks inside castles.

## 8.7.5 Castle Siege Procedure

The attacking player holds the initiative throughout the castle siege and there is no limit on the number of blocks the attacking player may deploy. The defending player may only make artillery special attacks [8.3.3.2] or play Bombardment cards [10.2] during a castle siege.








Follow this procedure for each castle siege:

- The attacker deploys as many blocks as he wishes [8.2], abiding by the castle siege restrictions [8.7.6].
- The defender may only deliver artillery special attacks to counteract the attack if he has the appropriate cards to do so. He may do so at any moment of the siege, even after the attacker deployed his last unit. The impacts given by the shields (cumulative) and the special attacks (non-cumulative [8.3.3.2]) do not eliminate any attacker's blocks, but they subtract from the sum achieved by the attacker.  
*Example: If the attacker achieved a total number of 9 impacts and the defender delivers an artillery special attack of 3 impacts (1 for the shield and 2 for the special attack), 9 minus 3 results in 6 impacts which are thus not enough to eliminate any block inside the castle.*
- When the attacker and the defender are finished, damage is inflicted on the defending force. No damage is inflicted on the attacking force in a castle siege. If **artillery special attack** is used by the attacker, then one defending block or disk is lost for every 7 impacts. If the attacker does not deploy any artillery special attack, then one defending block or disk is lost for every 9 impacts. Furthermore, a castle in a location with port (anchor symbol on the map) requires 1 additional impact. However, if one or more enemy fleets are present in the sea zone associated with the port, there is a naval blockade and the port does not provide any protection; the presence of friendly fleets does not negate the blockade. Unlike the losing side in a field combat, besieged units lose no additional block because of having lost combat [8.5.1].
- The defender chooses which blocks to lose (a disk being always the last unit eliminated). The identity of those is revealed.

## Impacts Required During Castle Siege

Attacker 				Defender 
Artillery Deployment	Target Type			 
				
	7	8	7	
	9	10	9	
				Subtract the artillery impacts made by the defender from the sum of hits obtained by the attacker. <i>Ex.: If defender conducts an artillery special attack, attacker hits -3.</i>

## Legend

	Castle Location		Castle location with port
	Castle location with naval blockade [7.5.5]		
	Attacker conducts artillery special attack		Attacker doesn't deploy artillery
	Defender conducts artillery special attack		Attacker and defender can't conduct cavalry special attack

- If all blocks and disk inside the castle are eliminated, the castle falls and now belongs to the attacking force.
- If all defender's blocks and disk are not removed, then both sides' blocks co-exist in the location. When this happens, the side that owns the castle is considered besieged.  
*Note:* The besieger may continue the castle siege any other turn or leave the location, which would put an end to the siege.
- The defending player then draws one card for each block or disk lost.

## 8.7.6 Castle Siege Restrictions

- Cavalry special attacks [8.3.3.1] are not allowed; only the shield impacts of deployed cavalry blocks are counted.
- Crossbow special attacks [8.3.3.1] and artillery special attacks [8.3.3.2] are allowed, but their special attack impacts are not cumulative; only the shield impacts are.
- Morale Challenge cards [8.4] cannot be played by either side (though they can be played during a field combat outside a castle).

## 8.7.7 Besieged Blocks

Besieged blocks may not be moved out of the location containing the castle, unless with the help of a Castle Surrender card [10.5]. Blocks that are part of a **besieging** force may freely move away from the site of a castle siege during their Movement Phase.



If other blocks enter the location containing friendly besieged blocks, then all blocks are counted in the castle siege (if 2 blocks) or the field combat (if 3 blocks or more, or if the besieged blocks choose to fight outside the castle).

## 8.8 Card Replenishment

Card replenishment occurs immediately after a field combat, a castle siege or an overrun is resolved (after losses and retreats, but before any follow-on battles generated by those retreats).

During the battle, each player put the cards they are using for combat in a temporary “battle discard pile” (*exceptions*: cards played to avoid combat [10.1, 10.5]).

At the end of the battle, each player puts all those cards in his discard pile and draws back an equal number from his draw pile. Both sides also draw an additional card for **each 2-block loss** after a field combat or an overrun, or for **each block or disk loss** after a castle siege. All types of losses (including Military Orders [10.9], Nasrid Palace Guard [10.10] and Mujahideens [10.11]) are considered in this calculation (*exception*: grey blocks of Boabdil Mixed Army [10.12]).

## 9.0 Naval Battles

At the moment a Naval Battle card is drawn from the Naval deck [7.5.3], the following naval battle procedure is triggered.

### 9.1 Procedure

Each player deploys one card from his hand (any card that has a naval icon at the **bottom left corner**), no matter how many fleets are active; no cards are deployed for land blocks carried by fleets. There is a number (or an arrow [9.2]) above the naval icon. The number stands for the

strength of all friendly fleets participating in combat. The player who plays the higher number card wins the battle. In case of a draw, the player indicated by the coat of arms at the bottom left corner of the Naval Battle card is the winner.

If the difference between the two cards is **less than 3**, only 1 enemy fleet is sunk and goes to the eliminated pile. If the difference is **equal to or higher than 3**, 2 enemy fleets are eliminated. In both cases, if the loser has more than 1 fleet, he chooses which fleet is sunk. If any eliminated fleet transported armies, those are eliminated as well.

At the end of the battle, any moving fleets that survived (and did not evade [9.2]) may continue their move (if allowed to), as a stack, or rather remain in the sea zone, staying at sea or disembarking carried troops (if any) in the port. The friendly fleets already present in the sea zone may not move nor disembark carried troops [7.5.2].

### 9.2 Evading Naval Battle

Certain cards have an **arrow** instead of a number above the fleet symbol. If any of the player plays a card with an arrow, his fleets have managed to evade the naval confrontation. The evading fleets must leave the combat sea zone and stop in an adjacent sea zone. If both players play a card with an arrow, both must leave the combat sea zone and stop in an adjacent sea zone, the active player (the one who drew the Naval Battle card) moving first. In any case, no moving fleet may end the evading process further than its current 3-sea-zone moving allowance.

If any evading fleets enter a sea zone containing enemy fleets, the owning player draws from the Naval deck a number of cards equal to the number of his evading blocks, therefore triggering the procedure described in 7.5.3; if it leads to a naval battle, the battle is resolved immediately. If the evading fleets of both players stop in the same adjacent sea zone, the last player who moved must check for an eventual naval battle.

## Example of Naval Battle



One Christian fleet and one Muslim fleet are already in the sea zone associated to Adra port. Another Christian fleet carrying a 3-shield Aragón block arrives in that sea zone. The Christian player draws one card from the Naval deck (one per moving fleet), which is a Naval Battle card. A naval battle must therefore be resolved. Both players choose one card from their hand and reveal them simultaneously: the Muslim player wins with a difference higher than 3, so up to two Christian fleets could be eliminated. Only the moving Christian fleet is eliminated, for there is no more Christian fleet participating in the battle.



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If the evading fleets transport troops, only the fleets from the active player may disembark troops at the end of their evasion [7.5.2].

## 9.3 Card Replenishment

Card replenishment occurs immediately after a naval battle is resolved (after losses, but before evasion). Each player discards the card he played **from his hand** during the naval battle, including a Morale Challenge card, and draws back a card from his draw pile. The cards drawn from the Naval deck are not replenished.

The losing side also draws an additional card for each **2-fleet loss** he suffered and another additional card for each **2-carried-block loss**.

## 10.0 Special Rules

### 10.1 Commander Cards



Each player has 2 Commander cards in his deck. The Commander card has three possible uses:

It can deploy any block of any friendly faction (including special attacks [8.3.3]) during combat.

— The Commander card goes to the temporary “battle discard pile” after use and is replenished at the end of the battle.

It can deny one Morale Challenge card shown by the opponent during combat [8.4]. — The Commander card goes back to the player’s hand after use.

It can be used at the start of any land battle (field combat or castle siege), after all enemy movement is done, to retreat the friendly defending stack from the combat location. The friendly stack can retreat **up to 2 locations** away if stack has 5 blocks or less, or to an **adjacent location** if bigger (usual defender retreat rules apply [8.6.3]). That battle does not take place. — The Commander card goes to the discard pile after use and is **not replenished**.

Commander cards are not affected by Morale Challenge cards [8.4].

### 10.2 Bombardment Cards (Christians Only)



The Christian player has 2 Bombardment cards in his card deck. A Bombardment card allows the Christian player to conduct an artillery special attack with an artillery block of any friendly faction during a **castle siege** only. In addition, he may place up to 2 new artillery blocks on up to 2 locations with friendly blocks anywhere on the map, including a current field combat or castle siege. These new blocks are taken from the **eliminated pile** (never from the recruitment box), if there are any, and may

immediately be deployed in battle with the appropriate cards.

Regarding the impact count during a castle siege, a Bombardment card has the same effect as an artillery special attack [8.3.3.2].

Bombardment cards go to the temporary “battle discard pile” after use and are replenished at the end of the battle.

Bombardment cards are not affected by Morale Challenge cards [8.4].

### 10.3 Watchtower Cards



Muslim player has 4 and Christian player has 3 Watchtower cards. Those cards may be played by the defender in any field combat where he controls a watchtower. The defending force therefore benefits from the defensive works of the watchtower.

**Only one** Watchtower card can be played per combat, only by the **defender**. The card provides the defender with **4 extra impacts** that are added to any other impacts provided by any friendly blocks deployed. No blocks are deployed with the card.

The attacker cannot play a Watchtower card because the watchtower is not under his control. However, if the defender plays a Watchtower card, the attacker may conduct artillery special attacks to add artillery impacts to the battle [8.3.3.2]. From then on, and only if the attacker has conducted an artillery special attack, the defender may perform **no more than 1 artillery special attack**. The impacts of the attacker’s and defender’s artillery are normally added: the player counts the impacts from shields (cumulative) and from artillery special attacks (non-cumulative).

The attacker may use Morale Challenge cards [8.4] and cavalry special attacks [8.3.3.1] before, **but not after** the play of a Watchtower card, while the defender may use these cards at any moment of the battle. Still, a battle in a watchtower location is not a siege and no defending units may “retreat” into a watchtower to avoid combat.

Watchtower cards go to the temporary “battle discard pile” after use and are replenished at the end of the battle.

Watchtower cards are not affected by Morale Challenge cards [8.4].

*Note:* Watchtower cards have no number on them, neither for initiative bidding [6.2] nor naval battle [9.0].

### 10.4 Cavalry Charge and Crossbowmen Cards



Each player has one of these cards in his deck. The Cavalry Charge card allows any friendly block with horse icon (including Military Orders, Nasrid Palace Guard and Boabdil Mixed Army) to make a calvary special attack

(*exception*: castle siege [8.7.6]). The Crossbowmen card allows any friendly block with crossbow icon to make a crossbow special attack.

Playing a Cavalry Charge or a Crossbowmen card has the same effects as playing an appropriate card with trumpet [8.3.3.1].

Cavalry Charge and Crossbowmen cards are not affected by Morale Challenge cards [8.4].





Those cards go to the temporary “battle discard pile” after use and are replenished at the end of the battle.

## 10.5 Castle Surrender Cards



Muslim Castle Surrender card

Christian Castle Surrender card

Each player starts the game with 2 Castle Surrender cards. These cards do not go to the player's hand; they are placed face up in front of the players. Castle Surrender cards are used to surrender a **friendly-controlled castle**, so that all friendly troops there (**inside and outside** the castle) may retire as a group without losses, leaving the location and the castle in the hands of the attacker without a fight. They must be played after all enemy movement is done, before any battle (field combat or castle siege) starts, even if the siege started on a previous turn.

The retreating blocks, as a group, can move **up to 2 locations** away if stack has 5 blocks or less, or to an **adjacent location** if bigger, subject to the usual defender retreat rules [8.6.3]. The besieging player takes control of the castle.

If the Muslims player decides to use the Castle Surrender card in Málaga or Baza, the blocks can evade but the disk is lost (no card is drawn for that loss).

Castle Surrender cards are removed from play after use.

Castle Surrender cards are not affected by Morale Challenge cards [8.4].

*Note:* Castle Surrender cards have no number on them neither for initiative bidding [6.2] nor naval battle [9.0].

## 10.6 El Zegri



*Hamet El Zegri was a military commander in charge of defending Málaga, the second most important city in the Emirate of Granada. He was a brilliant tactician and gambled everything on defending the city against the onslaught of Christian forces. Málaga finally fell after a siege of four months.*

The disk of El Zegri is placed on the black circle next to **Málaga castle** before the game begins. It represents the cunning of this Muslim leader. It cannot move, but can take a hit as a block during a siege on Málaga castle when there are not any more blocks in it. As such, it is the last unit lost in any siege of Málaga castle. The Muslim player draws one card for the disk loss, except after the use of a Castle Surrender card [10.5].

## 10.7 Sidi Yahya

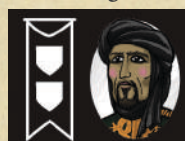


*1489 is the year of the siege and conquest of the city of Baza, whose defense was taken over by Yahya al-Nayyar, grandson of the king of Granada Yusuf IV, who is in the ranks of El Zagal. The siege of Baza took place during more than*

*6 months due to its strong walls and mighty fortress and ended up becoming a nightmare similar to the siege of Málaga. For months, the Castilians fought fiercely to enter the city while, in their rear, the exaggerated cost of the campaign aroused discomfort among the Catholic kings.*

The disk of Sidi Yahya is placed on the black circle next to **Baza castle**. It cannot move, but can take a hit as a block during the siege of Baza castle when there are not any more blocks in it. As such, it is the last unit lost in any siege of Baza castle. The Muslim player draws one card for the disk loss, except after the use of a Castle Surrender card [10.5].

## 10.8 El Zagal



*Abū Abd Allāh Muhammad az-Zagal was the brother of Sultan Muley Hassan and the uncle of Boabdil. He fought with his brother against Boabdil and later they agreed to fight together against Christians. During all the year 1488, El Zagal attempted to counter the*

*Christian advance in the area of Guadix, objective achieved for some time, until their resistance was broken with the fall of Baza, on 4 December 1489.*

*In the wake of that loss, desolate and tired of making a useless war, El Zagal agreed to negotiate with the Catholic Monarchs his withdrawal, ultimately obtaining a seigniorship of several districts of Eastern Granada Emirate including rents and vassals.*

The El Zagal block is placed at **Málaga castle**. It may move from there to any location and combat. As any other leader, El Zagal deploys without playing a card if no deployments have yet been made with a card [8.2.3], otherwise the player can use any single-faction card (with shields in its upper corners) or a Commander card [10.1] to deploy this block. Like other army leaders, El Zagal contributes 2 impacts to any battle.

## 10.9 Military Orders (Christians Only)



*The forces of the Military Orders were composed of the knight friars who were part of the heavy cavalry and were the elite corps; then there were the soldier friars who formed the light cavalry. They were accompanied by the vassals and soldiers of their*

*jurisdiction as infantry, recruited in the lands of the different orders. The main Military Orders were those of Santiago, Calatrava and Alcántara.*

The Military Orders have 2 blocks, each with 2 shields and a horse symbol. One begins the game in Ubeda and the other in Sevilla.

There are no Military Orders cards. A Military Orders block deploys in battle with any single-faction card (with shields in its upper corners), a Cavalry Charge card [10.4] or a Commander card [10.1]. However, only a single-faction card with trumpet [8.3.3.1], in addition to a Cavalry Charge card or a Commander card, may enable the cavalry special attack. Once deployed, a Military Orders block provides the normal amount of impacts based on the number of shields, the cavalry special attack and the cumulative effect of another Military Orders block already deployed. Morale Challenge cards [8.4] do not affect Military Orders.



# Granada

## 10.10 Nasrid Palace Guard (Muslims Only)



There was a permanent elite troop in the Alcazaba of Granada to defend the city. The Alcazaba was a fortress located on the hill next to Alhambra

palaces. Many of the warriors who formed the Nasrid Palace Guard were European mercenaries.

There are two Nasrid Palace Guard blocks: one with 2 shields and the other one with 2 shields and a horse symbol. They begin the game face up in the Nasrid Palace Guard box. The Muslim player can bring these blocks into the game by sacrificing cards. For each card sacrificed (discarded) during Movement Phase, 1 block is moved from the Nasrid Palace Guard box to Granada location. No blocks are ever added to the Nasrid Palace Guard box, only removed.

These blocks cannot move on the same turn they arrive in Granada, and must remain in Granada or in a location adjacent to Granada at all times. If Granada is attacked by Christian forces, at the moment combat is declared, all blocks in the Nasrid Palace Guard box appear in Granada location and join the battle (in this case the Muslim player does not need to discard any card). Blocks inside the Alhambra castle may stay inside or join the field combat as well.

There are no Nasrid Palace Guard cards. These blocks deploy in battle with any single-faction card (with shields in its upper corners), a Cavalry Charge card (only the cavalry block) [10.4] or a Commander card [10.1]. However, only a single-faction card with trumpet [8.3.3.1], in addition to a Cavalry Charge card or a Commander card, may enable the cavalry special attack. Once deployed, a Nasrid Palace Guard block provides the normal amount of impacts based on the number of shields, the cavalry special attack and the cumulative effect of another Nasrid Palace Guard block already deployed.

Morale Challenge cards [8.4] do not affect the Nasrid Palace Guard.

## 10.11 Mujahideens (Muslims Only)



After the conscripts or gundis, who can be considered as regular units, the Muslim army was always reinforced by the Fighters of the Faith (al-muhahidim or muya-hidīn), who came as volunteers of the Holy War or Jihad from Al-Andalus as well as from North of Africa. They were used as cannon fodder in front of the formation.

The Mujahideens have 2 blocks, with 4 shields (crossed scimitars). They are the only 4-shield blocks in the game. They begin the game in Málaga and Oran.

There are no Mujahideens cards. The Mujahideens blocks deploy in battle with any single-faction card (with shields in its upper corners) or a Commander card [10.1]. They provide the normal amount of impacts based on the number of shields and the cumulative effect of another Mujahideens block already deployed.

Morale Challenge cards [8.4] do not affect Mujahideens.

## 10.12 Boabdil Mixed Army (Grey Blocks)

Abu'abd-Allah Muhammad XII, known as Boabdil (a Spanish interpretation of the name Abu Abdullah), was the twenty-second and also the last Nasrid ruler of the Emirate of Granada. When Abu al-Hassan Ali (Muley Hacén), Boabdil's father, took a Christian slave girl as his new wife, Boabdil's aristocratic mother Aixa felt humiliated. Her sons eventually turned

against their father, other relatives took sides and control of the fractious kingdom passed from one group to another. Boabdil was twice captured by his Christian opponents. On both occasions, he bought his freedom paying high tributes, returning thousands of Christian prisoners, handing over as hostages his son and a group of young aristocrats, and with a pledge to make war on his relatives causing a civil war.

The six grey blocks of Boabdil Mixed Army represent the mixed army Boabdil was granted by Ferdinand and Isabella after his capture in 1483.



### 10.12.1 Coming into Play

Boabdil Mixed Army begins the game face up in the Boabdil Mixed Army box. Whenever the Muslim player loses a land battle where all blocks accompanying Boabdil are eliminated, then Boabdil is captured (he cannot be eliminated). The Boabdil black block is removed from the board and all six grey blocks kept in the Boabdil Mixed Army box are collected by the Christian player (one of them represents Boabdil himself), who will control them. The Christian player places the grey stack in one of these locations containing no enemy: Guadix, Fiñana, Gergal or Albox (marked with a "B" on the map), and may move them on the following turn. If all of these towns are enemy-occupied, the Boabdil Mixed Army is put aside until any of these towns is free of enemy at the beginning of the Christian player's Movement Phase, in which case he shall deploy it there.

The grey force will be allied to Christians for 4 full turns (2 full-year cycles), not counting the turn it is placed on the map (place the Boabdil round marker on the appropriate space of the Turn track as a reminder), or until Boabdil loses a combat against the Muslim player. In any of these cases, the Boabdil grey block is replaced by the black one — which is placed in any location controlled by the Muslim player — and all grey blocks (including eliminated ones) are placed back in the Boabdil Mixed Army box. The delay incurred by the presence of the enemy in all four destination towns does not delay the moment the Boabdil Mixed Army must return to its map box.

*Example:* If Christians capture Boabdil during turn II of year 1485, then the Boabdil round marker is placed on turn II of year 1487-1488. Boabdil



becomes black again at the end of that turn (not at the beginning). That means Christians still move the grey force during turn II of 1487-1488, till the end of all movement and combats. Boabdil will start to fight again for the Muslim side at the beginning of the

turn I of 1489-1490.

If Boabdil is captured a second time by the Christian player, the procedure is the same as above, except only 4 grey blocks (Boabdil and the 3 blocks with Banu Sarray green shields) enter the map and the Christian control over this force is kept only during 2 full turns (1 full-year cycle).

Regardless of the turn Boabdil is captured, at the beginning of the year 1491-1492, he automatically switches to the Muslim side. Again, the



Christian player places all grey blocks (including eliminated ones) back in the Boabdil Mixed Army box and the Muslim player places the Boabdil black block in any location he controls.

A third defeat leading to the elimination of all Muslim fighting units, including Boabdil black block, has no further effect: the Boabdil black block is just removed from play and no grey substitute is placed on the map.

## 10.12.2 Movement and Combat

When being allied with and controlled by Christians, Boabdil and all other grey blocks must move **together**. They cannot move with any white block, but they can stand alongside white blocks in any location.

In a battle location where there are grey and white blocks, the Christian player must decide before the battle begins which blocks will combat. If the Christian player loses the battle, both stacks, grey and white, must retreat. They can retreat to the same location or a different one.

Grey blocks can move between Granada and Alhama, and between Guadix and Almería as black blocks, for which these roads are considered main roads [4.7].

Grey blocks eliminate Muslim control cubes/watchtowers/castles on their path, but do not trigger the placement of any Christian control pieces along their movement. When Boabdil Mixed Army has to be retired from the board, watchtower and castle locations left without a tower, if any, adopt the alignment of the troops being currently at the location (with the appropriate tower) or recover their natural alignment if the location is free of enemy.

Grey blocks may deploy in battle (attack or defense), but never together with white blocks. They are deployed in the following way by the Christian player:

- ▶ As a leader, Boabdil deploys without playing a card if no deployments have yet been made with a card [8.2.3]; otherwise, he is deployed with any single-faction card or a Commander card [10.1].
- ▶ Banu Sarray blocks (green shields) are deployed with any single-faction card (with shields in its upper corners), a Cavalry Charge card (only the cavalry block) [10.4] or a Commander card.
- ▶ Castile blocks are normally deployed, i.e. with any Castile faction card, a Cavalry Charge card (only the cavalry block) or a Commander card.

Only a single-faction card with trumpet [8.3.3.1], in addition to a Cavalry Charge card or a Commander card, may enable the cavalry special attack.

The Christian player does not draw cards for grey blocks eliminated in a battle.

Morale Challenge cards [8.4] do not affect Boabdil Mixed Army.

## 11.0 Optional Blocks, Cards and Markers

These blocks and cards are optional and can be added to the game. They may favour the Christian player, the Muslim player or both.

### 11.1 Mercenaries



*The Nazari army counted in its ranks thousands of mercenary soldiers. Many of them were Christian warriors (called “elches”) and there was also a large contingent of paid warriors from North Africa (called “gomerers”). The Christian army also incorporated mercenary support troops from various European states.*

The 2 blocks of Christian Mercenaries (white) and the 2 blocks of Muslims Mercenaries (black) are placed face up in their respective recruitment boxes. The player may incorporate his Mercenaries at the Reinforcement Step; for each Mercenaries block, he must discard 1 Special Attack card (with trumpet) of any faction from his hand. Christian Mercenaries blocks must be placed in **Cartagena** or **Gibraltar**. Muslim Mercenaries blocks must be placed in **Málaga** or **Oran**. Mercenaries cannot enter the map in an enemy-controlled location.

These blocks are deployed in battle with any single-faction card (with shields in its upper corners) or a Commander card [10.1]. They provide the normal amount of impacts based on the number of shields and the cumulative effect of another Mercenaries block already deployed.

If they are eliminated in battle, they are removed from the game. Morale Challenge cards [8.4] do not affect Mercenaries.

### 11.1.1 Variant: Only One Coalition with Mercenaries

This variant follows the same rules as 11.1, except that only one side will use the Mercenaries blocks, thereby giving it a bit of an advantage.

### 11.2 Papal Bull Card (Christians Only)



*The Catholic kings devoted enormous efforts and their influence to obtain from the popes (Sixtus IV, Innocent VIII) aid to defray the economic expenses of the campaign against Granada. These aids were granted in consecutive years mainly in the form of Crusade Bulls, as in previous centuries were granted both for the struggle in the Holy Land and for the Peninsular Reconquista. Since these bulls granted a plenary indulgence to all who cooperated in it, they attracted thousands of crusaders from France, Germany, England, Ireland, Poland and Switzerland who came to the Peninsula to fight. As J. Goñi, the leading specialist on the subject, says: “The Spanish Church mobilized all its propaganda resources. In all the pulpits of Castile, Aragón, Sicily and Sardinia echoed the pontifical appeal that invoked to the religious sentiment of the devoted persons and excited the ideal of holy war against the ‘infidels’.”*

During the setup, place the 2 Crusaders blocks (cavalry) and the Papal Bull card (face up) beside the board. This card can only be played at the Reinforcement Step of the **year 1487-1488 or later** if the Christian player controls **6 castles or less**. By playing this card, the Christian player places the 2 Crusaders blocks in a location with a castle under his control that is not besieged. He may keep the two blocks together or place them in two different locations with a castle. They unfold in the same way as the Military Orders [10.9].

The Papal Bull card is removed from play after use.

Morale Challenge cards [8.4] do not affect Crusaders.

*Note:* The Papal Bull card has no number on it, neither for initiative bidding [6.2] nor naval battle [9.0].



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## 11.3 General Mobilization Card (Christians Only)



The Christian player may use the General Mobilization card at the beginning of his Movement Phase. It allows the Christian army a total movement, i.e. the Christian player may move all his stacks and perform one mustering action, just as if he had discarded two cards [7.1].

Played as an event, the General Mobilization card is removed from the game.

## 11.4 Boabdil Is Captured in Combat Card (Christians Only)



The Boabdil Is Captured in Combat card allows the Christian player to capture Boabdil after he won a battle where the Boabdil black block was deployed. Replace the Boabdil black block with the Boabdil Mixed Army (grey blocks) according to rule 10.12.

This card is not applicable if Boabdil has been already captured in a previous turn. In that case, discard the Boabdil Is Captured in Combat card and replace it with a new one from the deck.

This card is removed from play after use.

*Note:* The Boabdil Is Captured in Combat card has no number on it, neither for initiative bidding [6.2] nor naval battle [9.0].

## 11.5 Sortie Cards (Muslims Only)



*During some castle sieges where Christians were the besiegers, Muslims organized surprise cavalry sorties that attacked the enemy troops by the castle. They were skirmishes without many casualties, but still aimed to hinder somehow the siege assaults.*

There is one Sortie card with -2 impacts and another one with -3 impacts. Any of these cards may be used by the Muslim player when one of his castles is being besieged, i.e. only when all friendly blocks are inside the castle. It can be

revealed **any time** during the siege. It reduces the total Christian impacts by 2 or 3.

Sortie cards go to the temporary “battle discard pile” after use and are replenished at the end of the battle.

Players, upon agreement, may decide to use only one or the two cards during the game.

*Note:* Sortie cards have no number on them, neither for initiative bidding [6.2] nor naval battle [9.0].

## 11.6 Naval Bombardment Cards



*During the Granada War, there were some naval bombardment against coastal locations.*

The Naval Bombardment card may be used by any player during an ongoing combat on any coastal location (with or without port):

- ▷ In a **field combat** or in a castle siege where the owning player is the **besieger**, it adds **2 impacts** if the bombardment is conducted by 1 fleet or **3 impacts** if the bombardment is conducted by 2 fleets or more.
- ▷ In a castle siege where the owning player is **besieged**, it reduces the total impacts of the besieger by 2 if the bombardment is conducted by 1 fleet or by 3 if the bombardment is conducted by 2 fleets or more.

Naval Bombardment cards go to the temporary “battle discard pile” after use and are replenished at the end of the battle.

Players, upon agreement, may decide to use only one Naval Bombardment card to favor one side.

Naval Bombardment cards are not affected by Morale Challenge cards [8.4].

## 11.7 Pioneers for Devastation Markers in Castle Sieges (Christians Only)



*In the preliminary phase of the sieges, Christians used a large number of men of support (called “taladores” or pioneers) who were responsible for cutting fruit trees, destroying orchards, crops, irrigation systems, mills and looting the field to deny the castles their source of food and supplies.*

During the setup, the Christian player places the 3 Pioneers tiles on top of the stacks at the following locations: **Córdoba, Úbeda and Cartagena**.

They can only be used in castle sieges (as attackers). The Christian player may deploy them at the beginning of a castle siege without the need of showing a card, following the same procedure as with leader blocks. Each Pioneers tile add 1 impact. A Pioneers tile is only eliminated when it is the last piece remaining at the end of a battle. It does not replace a block when it comes to applying losses. Two Pioneers tiles can go on a stack, but only one can be used in one castle siege.

Pioneers tiles do not count toward the stacking movement limits.

*Example:* A stack of 5 blocks and 1 Pioneers tile has no movement penalty.

## 11.8 Out of Supply Markers



*The armies that remained isolated in enemy territory had difficulties of provisioning and the scarcity of food and famine diminished their combat capabilities.*

When using this optional rule, an Out of Supply (OOS) tile is placed face up on each stack that does not have a line of communication to a friendly location in their own territory. A connection to another isolated friendly stack does not provide a valid supply. However, an isolated stack located in a location with port is supplied if there is at least one friendly fleet block in the sea zone. This port also serves as a supply source to other friendly stacks connected to it.

An OOS stack participating in a field combat loses 1 block for every **5 impacts** (instead of 7 impacts). If defending in a besieged castle, it loses 1 block for every **5 impacts** (under artillery special attack) or every **7 impacts** otherwise.



## Design Notes

For one decade I have been trying to design a board game about the conflict of Al Andalus and the Reconquista, a fascinating period of European history. This game is a tribute to my beloved Sekigahara by Matt Calkins, from whom I borrowed several great concepts and mechanisms. Other new features have been added to adjust it to the nature of the Granada Campaign, where modern warfare, with the use of artillery, replaced the old medieval tactics.

In the Iberian Peninsula, there was a war of religion, but that was the excuse for the Catholic Monarchs to achieve the political and geographical unity of several kingdoms, first Castile, León and Aragón and then Navarre and the southern territories of the Muslim Kingdom of Granada. The armies of both factions were composed of a very heterogeneous mixture. I have divided Christian armies in this game into several kingdoms and the Muslim armies into factions and clans. For the Christian side, Castilla and Aragón with the bulk of the troops, then León representing levies and noblemen with their following from that region and also from northern Spain (Galicia, Vizcaya, etc.). Finally, other kingdoms, which represent troops from Italy (Naples and Sicily) and volunteers and mercenaries from France, Switzerland, Germany, Flanders, England.

In Al Andalus, besides the royal family, there were powerful families of renowned lineage that influenced the kingdom's politics and economy. Among all of them I have chosen two, the Banu Sarray (Abencerrajes) and the Banu Bannigas (Venegas). The Andaluses<sup>1</sup> were a mixture of professional soldiers and levies drawn from peasants and farmers of each *taha* (district). The Zegries were a clan of warriors coming mainly from North Africa and were very hard in combat.

Loyalty Challenge cards are a clever mechanism applied in Sekigahara which adds fun and unexpected results in battles. I wanted to keep this original feature but with a twist, they are renamed "Morale Challenge". In The Granada War, factions of an army do not betray and switch sides. They just do not participate in a given combat. This can represent several situations: low morale, lack of coordination, cowardice or secret pact of the leaders with the enemy, not arriving in time to the battlefield, and similar excuses.

Although there were not many fights at sea, naval warfare played a vital role, especially on the part of Christians, to suffocate the Kingdom of Granada economically, to prevent the arrival of supplies and food through the ports as well as to avoid troops of voluntary reinforcements coming from other Islamic kingdoms. Therefore having blocks for fleets to be able to transport troops, fight naval battles or to make port blockades was something that I wanted to include in the game.

The special rule for the Boabdil Mixed Army depicts the period of civil war. It can be a real pain for the Muslim player and a good advantage if the Christian player uses Boabdil and his troops wisely while he is an ally. The Granada Campaign stood out more by the siege of castles than by open field battles. That is why this game had to include the additional complexity of the mighty presence of artillery. This makes the sieges more interesting and not so easy to defeat the castle defenders without adding too much difficulty compared to that of besieging in Sekigahara. Christians usually sent messengers to try to agree with the mayors of the fortress an honorable surrender without victims. If they surrendered the castle, there would be no reprisals and the garrison and villagers could escape alive with their belongings. If they resisted, however, they would

<sup>1</sup> The current inhabitants of Andalusia are called Andalusians in contrast to the ancient inhabitants of Al Andalus, called Andaluses.

be executed or sold as slaves. Due to this, when it came to the ears of neighboring towns killings were made, some fortresses and walled cities asked for terms and surrendered without offering resistance. I have incorporated the Castle Surrender cards to emulate handing over the keys if the player wants to save his besieged troops.

The Kingdom of Granada had at its time of splendor about 100 fortified places between towers, castles and walled cities with fortresses (alcabas), but to simplify the game only a selection of the most important appears on the board.

Crossbows were very used in the Granada campaign and were the precursors in many ways to firearms. They are not effective weapons, relatively speaking, but any untrained peasant can use them. They do not require the body strength or the years of training needed to use a longbow and are easier to use than a halberd or a pike. More significantly, bolts could penetrate chain and plate armour at distances of up to 300 yards; they could kill a chivalric knight, a nobleman, or even a king by the hands of a rank amateur. Therefore crossbowmen are present in this game.

Although Christians and Muslims had constant war for almost 7 centuries, during the Nasrid dynasty there was a period of more than a century of relative peace where the borders were observed without major changes since the Nazari kings paid large amounts of taxes in exchange for peace. This game represents the last 10 years of the Nasrid Kingdom, the War for Granada from 1482 to 1492. Each turn represents approximately one year to two years, and every turn is divided into two seasons since battles and sieges took place mainly in spring and summer. Some turns gather two years, as in some period there was not much war activities, for example in the years 1488 and 1490 there was hardly any military activity since the Catholic Monarchs had other matters of importance to attend to in their kingdoms and abroad, and also had to collect money for this expensive war.

Boabdil's father Abu Al Hasan was king of Granada among 1483-1485 but since he died of illness in 1485 and had no participation in combats I opted not to add any specific block for him. Instead, I did include a block for his brother Al Zagal who became Sultan of Granada and also participated actively and had a leading role in the war.

King Ferdinand was also an excellent leader who was present in most of the battles and sieges, accompanied by his commanders and advisors. Queen Isabella did not participate in the strategic planning of her armies in the battles but she played an important role in the economic and logistical aspect of the war and also her mere presence on the battlefield always raised the morale of Christian troops.

If the Catholic Monarchs had not used such a clever strategy boosting the siege guns and fomenting intrigues that inflicted a civil war, the Kingdom of Granada could well have lasted for many more years, but the power of Christians was so strong that sooner or later Granada would collapse and fall. That is why I thought that to be fair victory points should be different for both players at the end of the game.

Experts say that the protagonist of famous Machiavelli's book *The Prince* was inspired by the talented King Ferdinand II of Aragón. Will you as a player be able to act as cunningly as him or will you manage to do better than Boabdil and save the Kingdom of Granada?

**The challenge is now at your hands!**

**Jose Antonio Rivero**



## Credits

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Box Cover Image: Iván Cáceres



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Special playtesting thanks to Michel Ouimet and Asier Rojo Fernández, who have always been enthusiastic and helpful for the development of this game.

Produced by: Ken Dingley and Bill Thomas for Compass Games, LLC

## The War for Granada 1482 - 1492

The Granada War is the name given to the battles occurring between 1482 and 1492 in the Nasrid Kingdom of Granada. With the surrender of Boabdil and the delivery of the keys of the capital city to the Catholic Monarchs, Granada was integrated into Castile, ending the Reconquest (Reconquista) and expulsion of the Muslims from Spain.

### The Reasons for the Granada War

With their marriage in 1469, the Catholic Monarchs Isabella I of Castile and Ferdinand II of Aragón achieved the political union of their kingdoms, receiving for the first time the title of King and Queen of Spain. Before beginning Spain's expansion and the consolidation of Spanish territory, they had to prioritize the capture of Granada.

The Turks had advanced dangerously through the Balkans and Ferdinand chose to expand the kingdoms of Aragón, Naples and Sicily to blunt the Turkish advance. This move collided with French interests whose coasts were also threatened by the Turks.

It was imperative for Spain to definitely finish the Reconquest before starting the conquest of South Italy. The permanence of the Muslims in the Spanish territory was very dangerous, since they could become allies of the Turkish Empire and a bridgehead for a new invasion of Spain. It was therefore urgent to end once and for all the Muslim Kingdom of Granada ruled at the beginning of the war by the emir Abu al-Hasan, also called Muley Hacen.

### The Armies of the Granada War

#### The Muslims

The base of Abu al-Hasan's army was the urban levy and foreign mercenaries, especially the Berbers and Zenata tribes from Morocco. The Zenata were paid in gold and a percentage bonus of the loot captured. They also participated on the Christian side and were appreciated for their courage and determination in combat. In addition to these troops, the emir had his personal guard, about 600 Elches, renegade Christians of unwavering fidelity to Islam.

The emir of Granada had about 60,000 infantrymen, mostly African mercenaries and some 6,000 highly mobile light horsemen, very adapted to harassment and raids in the Granada's mountain regions.

He had a special body, the Berber riders, who participated in combat without any armour defence and trusted everything to mobility and scimitars, light spears and javelins. They were the elite body of the Muslim cavalry.

A large number of very well-trained archers and crossbowmen were also available. The archers used horses, while the crossbowmen were from the infantry corps.

Circular shields of wood and antelope skin imported from Africa were the primary defensive weapon. The primary offensive weapon were swords forged in Toledo and Almería and adapted to the infantry or the knight by adjusting the size and weight of the sword.

Fortifications were numerous assuring a solid defence hitherto impregnable to the Christian troops. The numerous sets of watchtowers and



walls formed the basis of the defence of the Kingdom of Granada against the Christian forces. The border was protected by more than 100 castles. The Alhambra with the Alcazaba and the Albaicín neighbourhood were closed-in with walls. In the Vega of Granada, hundreds of watchtowers were erected to provide defensive positions for the Muslim population.

Although the Muslims had introduced the artillery weapon to the battlefields and to the siege of Christian fortresses, it was abandoned and did not evolve technically. At the end of the 1400s, the Muslim artillery was clearly inferior to the Christian artillery which was modernized at the initiative of Isabella I of Castile.

## The Christians

During the Reign of the Catholic Monarchs, the army was made up of three blocks:

1. The Royal Troops or “Guardias Viejas” (Old Guards). They were salaried professional troops numbering about 20,000 men between infantry and cavalry. Organized in companies of about 100 spears each, their origin must be found in the Santa Hermandad (Holy Brotherhood), a sort of police established by the Catholic Monarchs to protect and secure the roads. Along with the infantry and cavalry, the gunners were also part of the army corps of the Royal Troop.
2. Military Orders: 20,000 men formed by nobles and ecclesiastics and organized as foot soldiers, knights and crossbowmen.
3. The forces of the Villas and Cities. Municipalities throughout the territory contributed a total of 25,000 men, ready to fight against the Moor. By the capture of Granada, the approximate numbers of the Christian army were 65,000 soldiers, 40,000 infantry forces, 10,000 cavalry and the remaining 15,000 auxiliary force of sappers, craftsmen and logistics.

This war was the first time an army was organized with logistical and medical forces, including the first modern field hospital in European military history. The logistic forces had a 1,000 mules that allowed the movement of artillery pieces from one city to another according to needs and also ensure the supply of ammunition on the battle fronts.

Important to highlight is the presence of about 1,000 Swiss mercenary soldiers, the best European infantry of the time. This small group inspired Don Gonzalo Fernández de Córdoba, El Gran Capitán, in his subsequent campaigns.

Another 1,000 German, English and French volunteers also participated.

## The Decisive Artillery Corps of the Christian Army

Artillery appears for the first time as an army corps. The Christians had about 200 pieces that fired balls of marble, iron or flammable products. The general captain of the artillery corps was Francisco Ramirez who was instructed by German, Flemish and Burgundian experts.

One of the main difficulties was to breach the many walled enclosures that constituted the Muslim defensive positions in the Nasrid Kingdom. These military positions had proved impregnable, easily resisting the thrust of previous Christian attacks. The Catholic Monarchs, now with the help of artillery, would force the surrender of Muslim positions one by one in all the towns and strongholds of Granada.

The logistical problem for the Christians was terrible. The need to move heavy artillery pieces throughout the territory without any infrastructure was a challenge for that time. To overcome this obstacle, 6,000 sappers were used to build roads and paths to move the necessary artillery pieces and ammunition.

The available artillery pieces were of numerous sizes which increased the difficult logistics of supplying the ammunition. The primary pieces were these three:

- Iron Bombard (also called Lombard): The basic, fundamental cannon was a 36 cm (14 in) calibre piece, 3.5 m (11 ft) in length weighing about 3,000 kg (3.3 tons) and launched a 150 kg (331 pounds) projectile at 1,300 m (0.8 mi).
- Bronze Bombard: Weighed about 6,000 kg (6.6 tons) and launched a projectile of 250 kg (551 lb), also at 1,300 m.
- Curved shot mortars: Appeared in the middle of the 1400s to hurl a projectile inside the besieged fortress. The mortar was a very short piece with a large calibre, 30 cm (12 in) to 50 cm (20 in). Its effective range was 2,000 m (1.2 mi). These pieces could use hollow projectiles with incendiary material inside.

## The New War Techniques Used in the Granada War

1. Artillery: New firepower to weaken the enemy highlighting the weakness of masonry fortifications.  
Breaching walls: Cities surrendered by total blockade or by assault after opening a gap in the wall.
2. Burned land: the Vega of Granada was burned several times and the forests of the territory were cut down reducing the economic and maintenance possibilities of the army and the Muslim population causing its economy to collapse.
3. Machiavellianism: The Machiavellian performances of King Ferdinand, the Catholic, were amazing. His manipulation favoured the civil confrontation and infighting amongst the members of the Muslim power of the Kingdom of Granada.
4. Psychological warfare: The kings remained at the forefront of their army. Their presence meant commitment and decision to achieve victory. This attitude motivated the troops, preventing defections and possible excesses of the nobles themselves.
5. Treatment of the surrendered Muslims: The kings were very understanding with the Muslims of the surrendered cities and towns converting them into vassals. However, in cases of resistance or betrayal, the cruelty to the enemy was terrible. Cities were razed and fighters hung or sold as slaves.
6. Total isolation: Achieved by taking the strategic ports of the coast of the Kingdom of Málaga, Almería and Marbella. As a result, the arrival of reinforcements from Africa was difficult.

## The Campaign

The conquest of Granada lasted for 10 years, from February 28, 1482, when Christian troops attacked and conquered Alhama until January 2, 1492, when Boabdil signed the capitulations.

**1481** - Muslim troops of the governor of Ronda, Ahmad al-Zagrí, took by assault the fortress of Zahara, killing the entire Christian population. The consequence of this was breaking the peace treaty between the Christians and the Nasrid Kingdom.

**1482** - By the end of February, Christians took Alhama by surprise, a strategic point because of its short distance, only 55 km (34 mi), to Granada. The Moors tried to reconquer Alhama several times, even offering an exchange of 30,000 gold doubles for the city of Zahara and the freedom of all captives.



# Granada

Muley Hacen's son known as Boabdil raised taxes to provoke popular hatred against his father because Muley had repudiated Boabdil's mother to marry a Christian slave. Boabdil, supported by the Abencerrajes, revolted against his father and proclaimed himself king by the name of Muhammad XI.

**1483** - In March the Castilians failed in their assault on Loja and Axarquía. The troops led by the Marquis of Cádiz suffered a fierce attack by the men of Zagal, brother of Sultan Muley Hacen.

A Castilian army with 4,000 soldiers were defeated by the Grenadians. The Castilian casualties were about 800 dead and 1,500 captive soldiers. In April, Boabdil tried to conquer Lucena with 700 riders and 9,000 soldiers. The Muslims were defeated and Boabdil was taken prisoner by the Earl of Cabra.

In August, Boabdil was taken hostage before Isabella and Ferdinand. They agreed to free him in exchange for becoming their vassal, paying taxes in the amount of 12,000 gold doubles a year, fighting his father, Muley Hacen, and leaving his son, his brother and ten sons of Nasrid nobles as a guarantee of the agreement.

Once released, Boabdil resumed the war against his father. Muley Hacen's brother, El Zagal (the Brave) took command of his brother's forces and faced Boabdil, now the ally of the Catholic Monarchs. Boabdil could not defeat his uncle and lost Guadix.

**1484** - The Court of the Kings of Castile and Aragón was installed in Córdoba.

Several sieges were held in the Western Region of the Kingdom of Granada. The Christians were defeated during the siege of Casarabonela, but the strategically valuable castles of Setenil and Marbella fell to Christian forces.

**1485** - The second phase of the war began.

Zagal managed to expel Boabdil from Granada. The Christians managed to take Ronda and its mountains, in these skirmishes the action of the

artillery was decisive. Ronda, one of the most important cities, fell into the hands of Granada, and, in a domino effect, at least 15 more cities in the vicinity subsequently fell.

The Castilians achieved the conquest of Marbella and its port, which became the base of the fleet of the Catholic Monarchs. This was the beginning of the end of the Nasrid Kingdom.

The advance of the Christian border was not achieved until the fall of Málaga, the second most important city in the kingdom. The Muslim resistance here cost more than 1,000 Christian casualties.

In February of 1485, the city of Almería fell into the hands of the Zagal who killed his nephew Yusuf (brother of Boabdil) by slaughter. Boabdil had to flee taking refuge in Córdoba under the protection of the Catholic Monarchs in order to save his life.

The Zagal was proclaimed emir or king of Granada, as Muhammad XII. Thus, the Nasrid Kingdom officially had three Emirs until Muley Hacen increasingly sick and disappointed, abdicated to his brother El Zagal. This caused civil war between the kings of Granada.

In the spring of 1485 Muley Hacen was dethroned and deported to Salobreña and from there to Mondújar where he died.

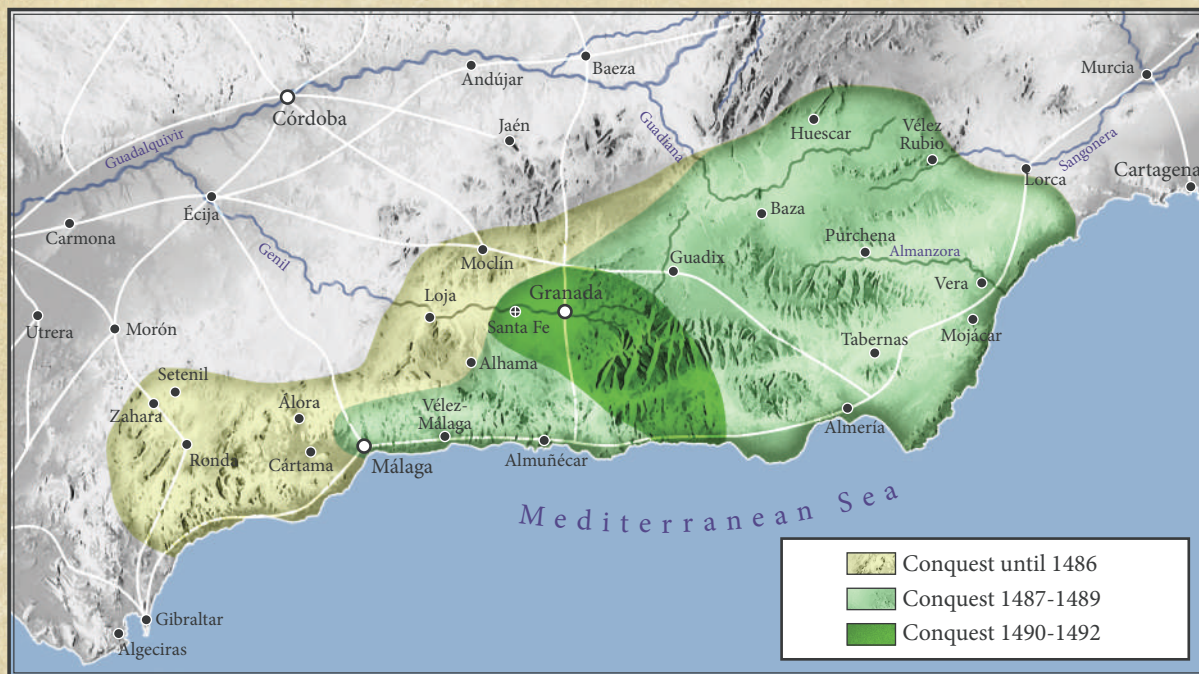
**1486** - In this year Boabdil repudiated the Castilian alliance and managed to take the Albaicín of Granada for his uncle the Zagal. Later he settled in Loja. Ferdinand marched from Antequera against him attacking Loja and Moclin and Boabdil was captured for the second time. The Castilians defeated the Granadians in Loja and conquered this city, as well as the castles of Elvira, Colomera, Íllora, Montefrío and Moclin.

In September, Boabdil returned to Granada and revolted again with the support of the Catholic Monarchs, who supplied him with weapons and food. His uncle, El Zagal could not expel him from Granada. The Catholic Monarchs took advantage of the uprising of Boabdil, taking several cities loyal to El Zagal.

Ferdinand's skilful division policy brought Boabdil back to Granada. The Catholic Monarchs supported the Peace party, whose leader and primary

representative was Boabdil. An uprising in the Albaicín neighbourhood of Granada made him change his mind and rejoin his uncle, El Zagal, to fight against Christians. Boabdil recognized his uncle's title of emir of the Kingdom of Granada while he remained within the domain of the rest of the territory.

The Catholic Monarchs sent the count of Tendilla as ambassador to Pope Innocent VIII to urge him to renew the crusade bull of 1482.





**1487** - The Zagal fled and took refuge in Almería. Boabdil signed an agreement with the Catholic Monarchs whereby the sovereignty of the kingdom was ceded to them, while Boabdil was assigned the lordship of much of the kingdom. In addition, both parties undertook the fight against El Zagal.

Boabdil unsuccessfully asked for help from the Mamluk Sultan of Egypt, Qait Bey. There are indications that the Catholic Monarchs had a temporary alliance with the Mamluks of Egypt against the Ottomans from 1488 to 1491, sending wheat and offering a fleet of 50 caravels against the Ottomans. Boabdil also asked for help from the Ottoman Sultan Bayaceto II, who sent him a fleet under the command of Admiral Kemal Reis, who landed in Málaga after the Christian conquest and captured many prisoners. He then attacked the coast of the Balearic Islands and Corsica and will continue to harass the Spanish coast until 1495.

King Ferdinand arched against Málaga with 12,000 knights and 50,000 pawns, while the port was blocked by his squads. The city was besieged in May and after several months conquered and sacked in August, all its inhabitants being knife-driven (20,000) or enslaved (15,000). The Aljama Mosque of the city became a Christian church. The Zagal tried to help the besieged Málaga by sending reinforcements from Guadix, but the troops of his nephew Boabdil defeated them.

**1488** - The conquest of Málaga was a great military and economic effort for the Catholic Monarchs, so few war actions took place this year.

The Granadians asked for help from the Muslim kingdoms of Fez (Morocco) and Tlemecén (Algeria), but they preferred to keep the peace with the Catholic Monarchs.

Unsuccessful attacks were made by Christians on Guadix, Baza and Almería. With the conquest of Almería, the Nasrid Kingdom was left without ports.

**1489** - The siege of the greatly strategic city of Baza began this year and the Muslims put up a tenacious six month defence before the city was occupied in December. The Zagal, recognizing the evidence of not being able to win the war, surrenders in Almería. The fall of Baza precipitates the fall of many cities among them Guadix which is very close to the capital of the kingdom and Almuñécar. The Kingdom of Granada is left without ports and incommunicado from the outside world.

In exchange for his surrender, the Zagal receives the lordship of the valleys of Lecrin and Andarax, 20,000 Moorish vassals and an income of 4 million maravedis a year. The Catholic Monarchs asked their vassal Boabdil to hand over the kingdom as agreed but it was denied and the war continued.

**1490** - Boabdil reconquered the castle of Alhendín to open access to the coast and receive reinforcements from Morocco. He then attacked the fortress of Guadix, which was saved by the timely arrival of King Ferdinand with reinforcements. He reconquered the tower of Padul, part of the Salobreña city. He also managed to reconquer Laujar de Andarax, Purchena, Fiñana and Adra. Although lost for a short time, these cities fell back into Christian hands. The Zagal, in a difficult situation before his poorly submitted vassals, sold his manors to King Ferdinand II of Aragon and was exiled to Tlemecén.

Turkish admiral Kemal Reis made several trips to the Peninsula (1490-92) to bomb Elche, Almería and Málaga and to transport Muslims and Jews to the Ottoman provinces, where they were welcomed and greatly contributed to the success of the Ottoman Empire (one of these is the

Granada Jew Yosef Hamon, who was a doctor in the Granada court and later will serve two Ottoman sultans).

**1491** - King Ferdinand, at the head of an army of 10,000 knights and 40,000 pawns, left Alcalá la Real and besieged Granada, the last Muslim stronghold of the Peninsula, establishing his camp with the name of Santa Fe. Following a dreadful fire, the camp was rebuilt in stone and became the city of Santa Fe, protected by a wall. The Christians did not initiate any bombardment or assault, but wanted the city to surrender through its isolation. If this strategy worked, the fruit would fall alone when it was ripe.

In autumn, Abul-Qasim representing Boabdil and Hernando de Zafra, secretary of the Catholic Monarchs, secretly initiated negotiations for the Capitulation of Granada. On November 25, King Ferdinand II of Aragon sent a letter to Boabdil with the text of the Capitulation. This document respected Muslims giving them the right to maintain their worship and their mosques.

On December 22, the fortress of Alfacar was surrendered, being the only one left in the Nasrid Kingdom outside the city of Granada..

**1492** - On January 2, the Count of Tendilla entered with his troops in the Alhambra, hoisting the Castilian banner in the Vela tower and was appointed warden of the Alhambra and captain general of Granada. The Catholic Monarchs received at the gates of Granada the tribute of Boabdil who delivered the city.

That same day, Boabdil left Granada with his family and court and was granted exile to Laujar de Andarax capital of the manor in the Alpujarras by the Catholic Monarchs.

Granada was definitely in Castilian hands. The siege of Granada lasted eight months and nine days counting from Saturday, April 23, 1491, when the Catholic Monarchs were present in the siege until January 2, 1492.

On January 6, the Catholic Monarchs made a triumphal entry into Granada. Thousands of inhabitants of the Kingdom of Granada left their properties and marched with their families to Muslim countries.

**1493** - After his wife Moraima died, Boabdil sold his property and went into exile in North Africa with more than a thousand followers. There is no certainty of his destiny, but it is believed that he settled in Fez (Morocco).

The Muslim population living in Christian Granada was treated with an initial policy of appeasement, as required by the conditions of the capitulation. However, the visit of the new religious leader, the Cardinal Cisneros (1499) resulted in an increasingly rigid interpretation of the capitulation agreement. As a result, conversions to Christianity increased, but a riot in the Albaicín (the Islamic ghetto of the city) and an uprising in the Alpujarras broke out. Such disorders were considered a breakdown of the conditions of capitulation by the Islamic population, so that, freed from any shortfall, the kings issued the Pragmatics of February 11, 1502, forcing the baptism or exile of all Muslims.



# Granada



x 6



x 1



x 3



x 6



x 1



x 4



x 8



x 2



x 2



x 1



x 4



x 8



x 1



x 1



x 4



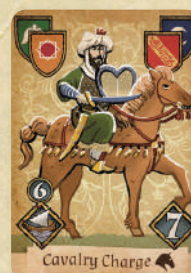
x 4



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



# Granada

27



x 6



x 3



x 1



x 5



x 4



x 1



x 10



x 5



x 2



x 1



x 2



x 1



x 7



x 4



x 2



x 1



x 1



x 1



x 3



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



x 1



# Granada



x 1



x 12



x 2



x 3



x 2



x 2



Muslim Deck



Christian Deck



Naval Deck



Castle Surrender Cards