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H SPANIA

RULEBOOK



AVALON
DIGITAL

Components

The Map



The map shows Hispania (Spain and Portugal). It is divided into 40 Hispanic regions and 3 off-map regions (Aquitania, Septimania, Africa). Each region on the map is marked with its name, a number in a coin (its income, if any, see Chapter 2) **9** and, in some cases, the figure 1 preceded by a + or - sign (modifying its stacking limit, see Chapter 4) **11** or a city site **10**. All regions have a name.

Mountainous regions (difficult terrain) **2** feature mountain relief patterns (e.g. the Granada region). Movement is limited (except for mountaineers), as is stacking.

The mountainous regions are: *Galicia, Asturia, Cantabria, Vizcaya, Leon, Duero, Numantina, Pyreneus Occidentalis, Pyreneus Orientalis, Atienza, Lusitania, Alcantara, Avila, Cuenca, Albarracin, Castellon and Granada.*

There are mountain passes **28** between certain regions (e.g. between *Septimania* and *Illerda*, or between *Cartagena* and *Baetica*), which allow you to pass between these regions as if between areas of clear terrain, but the battle engaged after passing them will have a special ambush phase before its normal resolution (see combat).

The dotted paths **7** in *Cuenca* and *Vizcaya* represent valleys conducive to movement and allow these areas to be considered as clear terrain (for movement only) if, for *Vizcaya*, you enter from *Pamplona* and/or *Burgos*; and for *Cuenca*, you enter from *Valencia*, *Saragossa* and/or *Guadalajara* (see Movement below).

There's a region of marshes (difficult terrain) **3**, with a pattern of swamps, the Algarve. Movement is limited here, as is stacking, as in mountainous regions, with the exception that 'Mountaineers' type units have no effect or benefit in it.

The other regions are known as «clear land», «clear» or «plains» **1**

(the terms are used interchangeably).

Three islands (Mallorca, Minorca and Ibiza, with clear terrain) **12** also belong to Hispania (but are not considered 'mainland' or 'continental' – both terms used interchangeably – see control of regions below).

The Tingis region (clear terrain) does not belong to Hispania. It can, however, be included in the calculation of control of the Sur (South) Zone. Some special rules apply (see Chapter 9).

The regions of Africa, Aquitania and Septimania do not belong to Hispania. They are simply represented as border regions from which nations enter Hispania (see Chapter 9).

The arrows connected by dashes and boats between Africa and Malaca; Tingis and Gades; Valencia and Ibiza; Mallorca and Ibiza; Mallorca and Minorca; Ibiza and Denia indicate sea straits paths **4** that are easy for land units to cross (and therefore allow land movement, see Movement below).

Several rivers **5** are represented on the map: the Iberus and Minius in the north, the Durius and Tagus in the center, the Baetis and Singulis in the south and the Sucro and Thader in the east. They influence combat, but not movement. A river always separates regions.

Regions in which Nations can land (if they can move by sea or are initially deployed at sea) have a visible unbarred «anchor» **16**. If the anchor is barred **15**, landing from the sea in said region is forbidden (except in special cases). Regions are separated by dotted lines **17**, whether on Land or at Sea. Theater borders (see next) **18** have a colored background under the dotted lines, and the Theater name is printed on the map.



A colored line separates the 4 «Zones» on the map: **Norte** (North), **Centro** (Center), **Este** (East) and **Sur** (South). These Zones are made up of the following regions:

Norte: Galicia, Oporto, Duero, Asturia, Cantabria, Leon, Palencia, Burgos, Vizcaya, Numantina, Pamplona, Saragossa, Pyreneus Occidentalis, Pyreneus Orientalis and Osca.

Centro: Termes, Tago, Lusitania, Alcantara, Salamanca, Segovia, Avila, Guadalajara, Atienza, Cuenca, Estremadura and Toletum.

Sur: Vettonia, Badajoz, Algarve, Onuba, Baecula, Cordoba, Sevilla, Baetica, Gades, Malaca, Granada and Tingis.

Este: Cartagena, Denia, Calatrava, Valencia, Albarracin, Castellon, Dertosa, Tarraco, Illerda, Barcino, Ibiza, Mallorca and Minorca.

There are 4 'urban' regions on the map, one per Zone, which have a square with a Roman city design. These are the only areas where cities can be built in the game (no such restrictions for Forts and Castles).

Certain Nations score victory points according to these large zones.

Counters

Each counter includes :

- the name of the Nation to which you belong (name in Spanish, yellow names are for Royal Guards units) ;
- a picture representing its type of unit;
- a symbol (a.k.a. emblem or coat of arms) specific to each nation
 - from one to three grey balls representing its life points
 - a symbol for specific units (knights, cavalry, elite, mountaineers, veterans, royal units).
- Name for leaders, and the turns they are in the game.

Please note: some nation or leader names may resemble the names of other nations or regions, leading to confusion. To avoid any risk of error, NATION names are always written in SMALL CAPITALS on the lower part of the counter, while leader names (on the counters) are always in italics.

Different types of counters are available:



Infantry: picture of foot soldier. Infantry is the predominant unit type. All nations, except those with Elite units, have them.



Elite: picture of foot soldier, plus diamond symbol in a circle. Only 3 nations have them (and no normal basic infantry): Roma, Almohades, Almoravides. Elite status is permanent, unless otherwise indicated on the nation sheet (case of Almoravides in later turns; in which case the status is then ignored). They roll black die in clear terrain and move faster (3 MP) than infantry. Roman elite also roll black die in sieges.



Roman veterans (different picture than Elite, plus laurel symbol around the Elite icon) are Elite units with the extra ability of rolling black die in difficult terrains.



Royal Guards: picture of foot or horse soldier, plus diamond symbol in a circle and the Hispania gold eagle..

Only some nations have them: Visigodos, Suevos, Francos, Vandalos, Omeyas, Castilla, Sevilla, Aragon, Leon, Navarra. They are equivalent to Elite units for movement (3 MP) and, in combat, those units roll black die in all cases, including in difficult terrain attacks.



Knight: picture of a mounted knight, plus crest in a circle.

Only 7 nations have knights: Francos, Aragon, Castilla, Leon, Navarra, El Cid, Cruzada.



The **Elephant** unit of Carthago is considered equivalent to a Knight for all game purposes.


They have a combat (black die) advantage in all terrains, but are slow (2 MP) and are hit first in difficult terrains.



Cavalry: picture of a rider, plus a horse's head at in a circle.

The following nations have cavalry: Carthago, Roma, Vandalos, Alanos, Omeyas, Sevilla, Badajoz, Zaragoza. They have a combat (black die, hit last) and movement (4 MP instead of 3) advantage in clear terrain, but are hit first in difficult terrains.



Mountaineers: those units are infantry that is familiar with mountains. They bear a mountain icon ().

The following nations have them: Gallegos, Cantabria, Vascos, Lusitania, Iberos, Numids (mercenaries – also cavalry - hired by Roma and Carthago), Berbers (mercenary infantry hired by Omeyas, Almohades and Almoravides). They have a combat and movement advantage in mountains.



Castle: picture of a castle on a hill in a circle counter.

The following nations have castles: ARAGON, ALMORAVIDES, BADAJOZ, CASTILLA, GRANADA, EL CID, FRANCOS, LEON, OMEYAS, NAVARRA, SEVILLA, VALENCIA and VISIGODOS.



If a castle is destroyed, the counter is flipped over, revealing its «burnt/ruin» side (indicating that it can be rebuilt if the owner of the region has an available castle in its pool).



City / Royal City: picture of city in a circle counter.

The following nations have cities: Carthago, ROMA and HISPANIA.



The following nations have royal cities: VISIGODOS, OMEYAS and SEVILLA

Important: a city or capital never counts in the stack, unlike a fort or castle.



If a city is destroyed, the counter is flipped over, revealing its «burnt/ruin» side (can be rebuilt if the owner of the ruin has a city or capital counter available).





Fort: picture of a Roman fort. Only ROMA and HISPANIA (which uses Roma ones) have them. If a fort is destroyed, the counter is flipped over, revealing its «burnt/ruin» side (cannot be rebuilt or counted towards control of the region).



Mountain Stronghold: picture of a fortified village on a hill. The following ANCIENT nations have them: Gallegos, Vascos, Cantabria, Celtas, Lusitania and Iberos.

They behave exactly like forts with the exception that they can be rebuilt, but only in mountain regions.



Leader: portrait of the character. The leader's name is shown in italics, along with the turn(s) he is in play.

Nations sheets and game aids

Nation Cards are supplied with the game (one per Nation). These cards contain most of the information concerning each Nation: arrival of certain reinforcements, special rules, victory points, etc...

Each player has a Game Aid containing various information to make the game easier (special rules, events, counter stacks, reduced map, etc.).



Income markers: drawing representing the silhouette of the people. It is placed on the income track (on the map) to record the treasure accumulated by each Nation. Some Nations do not need to use this marker (CarthagO, ROMA, VANDALOS, ALMORÁVIDES).

VIDES).



Some nations have the possibility to accumulate more than 5 Gold per turn, the marker is flipped back to its side showing the +5 value.



Event markers: on the front side, to keep them hidden from other players, the Hispania eagle is indifferently displayed. On the back side of these orange counters, you can see a drawing, a number and a title to help identify them (see Optional Rules for each detail).

Christian/Muslim distinction

Muslim nations are those whose emblem (shown on their counters) features a crescent: ALMORÁVIDES, ALMOHADES, BADAJOZ, GRANADA, ZARAGOZA, SEVILLA, OMEYAS, VALENCIA.

All nations without a crescent are considered Christian from turn 11 onwards (when the Arab-Muslim Invasion takes place).

Historical note: the Council of Toledo in 589 marked the recognition of Catholicism as the official form of Christianity in Visigothic Spain.

The Christian/Muslim distinction is historic. It is important for the victory points of certain Nations and for the optional «Advanced» rule (see 14.8).



The Turn marker is placed on the Turn track (to be moved one square at the end of each turn).

Dice

6-sided dice are used for everything other than combat (unless you're playing advanced combat, in which case you'll need D10s, not supplied). Special white (18) and black (12) dice are used for combat. They are as follows

There are two types of battle dice: white and black. Their sides can be empty or show 1 or 2 arrows, or show a skull. Each arrow obtained counts as a hit, a skull is an elimination result.



White die
3 no effect
2 one-arrow
1 skull



Black die
2 no effect
2 one-arrow
1 two-arrows
1 skull

Part 1 : Basic Rules

1. Order of Play

Hispania is divided into game turns. A turn represents a historical period of between 10 and 500 years, depending on the number of events during that period and its tempo. During a turn, all Nations with units on the map (including newcomers) can act according to the Nation order described below.

In its game sequence, each Nation follows the following phases (number indicates the rule section with the details):

1. Income calculation (2.)
2. Placing new units (3.)
3. Movement (5.)
4. Stacking limit control (4.)
5. Combat (6.)
6. Counting combat victory points (8.)
7. Stacking limit control (4.)
8. Population limit control (7.)

Each phase strictly concerns the Nation concerned (and not all Nations played by the same player in that same phase).

After a Nation has played its phases, the next Nation on the Order of Nations list takes over. When all Nations have played their phases, certain victory points are counted (see 8.).

Any Nation transformations, end of Nation submissions or unit withdrawals are carried out as specified in each Nation's file. Those events usually happen at the end of a turn, most often – but not always – after any Victory Point collection (if any).

The turn is then completed and the turn marker is moved forward one square.

- A. Phases for each Nation (see above)
- B. Counting victory points (8.)
- C. Transformation, end of turn, withdrawal of units (see each Nation sheet)
- D. Turn marker advance

Order of Nations

1. Carthago (Carthage)
2. Gallegos (Galicians)
3. Cantabria (Cantabrians)
4. Lusitania (Lusitania)
5. Vascos (Basques)
6. Celtos (Celts)
7. Ibèros (Iberians)
8. ROMA (ROME)
9. Hispania (Hispano-Romans)
10. Vandalos (Vandals)
11. ALANOS (ALAINS)
12. SUEVOS (SUEVES)
13. Visigodos (Visigoths)
14. Byzancio (Byzantium)
15. Omeyas (Omeyas)
16. FRANCOS (FRANCS)
17. ARAGON
18. Badajoz
19. Zaragoza (Zaragoza)
20. Navarra (Navarre)
21. LEÒN (LEON)
22. Castilla (Castile)
23. Sévilla (Seville)
24. Valencia (Valence)
25. Granada (Grenade)
26. EL CID
27. Almoravides
28. Cruzada (Crusade) - (Extended Game only: scenario E)
29. Almohad - (Extended Game only: scenario E)

A nation with no units yet, or none at all, is ignored.

Example: ROME is not in play at the start of scenarios A, D and E.

2. Income



With the income collected, the Nation can spend its Gold to buy new units. Any unspent gold is placed in reserve, as indicated by the pawn's position on the treasure track (maximum 5 gold, 10 for some nations).

2.1 Revenue collection

A Nation, at its sequence of play, must first calculate its income. It receives income from all the regions it controls, where it has at least one military unit of any type (except a Ruin or a lone Leader).

A region's revenue is the number printed on it.

Example: 2 Gold in Valencia, 1 Gold in Mallorca.

The number of units present does not affect income. Revenues from all regions are added together.

Please note: the +1 or -1 numbers in some regions refer to stacking (see Chapter 4).

Example: at the start of his sequence, GALLEGOS has units in Galicia (revenue 1), Asturias (1), Leòn (1) and Palencia (1), adding up to 4 Gold. As it had 2 Gold left in reserve from the last turn, it now has 6 Gold to spend.

A Nation can voluntarily renounce all or part of its income.

Special cases :

- Four nations never collect gold: Carthago, Roma, Vandalos, Almoravides.

- Byzancio receives only half the normal income (rounded up to full value if ½).

Historical note: the remainder is levied by the Eastern emperor as imperial taxes!

- VISIGODOS and l'OMEYAS only receive income from regions with castles and subject nations tributes. In some turns they also receive off-map income from Aquitania and Africa

- Subjugated nations (½ income, below) and suzerain nations (½ income, above) (see 2.2 and 9.6)

- Some Nations receive their income only after a certain turn (see the indication on their Nation Card).

- Off map zones (Aquitania, Africa, Septimania) may bring income to some nations during certain turns (see Nations cards). A marker to place on the board, with the nation, the turn(s) and the value is available as a reminder.



2.2 Nations income

Subjugated nations collect half their income - rounded down to the nearest whole number - on their turn, for the duration of the game.

their income phase.

The VISIGODOS or OMEYAS suzerain Nation immediately receives the other half of the income - rounded up to the nearest whole number - (i.e., every time a subjugated Nation collects its income). (see 9.6)

If the addition of the submissive's income causes the suzerain nation's treasury to exceed 6 Gold, the suzerain nation can immediately purchase a new unit. This unit is placed next to the card and will be placed during the suzerain nation's placement phase, as a reinforcement.

Example: VISIGODOS has submitted to VASCOS. The VASCOS collects 4 Gold: 2 are given to the VISIGODOS, who has already set aside 4 Gold (making 6 Gold in all). As the treasure track is capped at 5, the VISIGODOS immediately acquires a new Infantry (the only type of army he can buy). He can place it in his sequence of play.

The VISIGODOS' treasury increases to 1 Gold (6 minus the 5 cost of the acquired unit). Alternatively he could decide to leave the treasury marker at 6 (on the +1 space of the track and marker showing the +5 on its back side).

2.3 Purchase of new units

Only the following units can be purchased at a cost of :

Infantry/Stronghold 5 Gold

Knighth/Guards 7 Gold

Castle/City/Capital 9 Gold

Cavalry, Elite, Roman Forts and Leader cannot be purchased. They appear only as Reinforcements, as indicated in the rules for each Nation (see 3.2), or following the play of an «Army» event counter (see 10.3).

Each Nation can only buy available units (the unit limit is shown on its Nation Card (bottom left).

Example: GALLEGOS has a limit of 7 Infantries (maximum). He can buy Infantry, but without exceeding this maximum limit.

Example: CASTILLA has the following regions: Burgos (2), Leòn (1), Avila (1), Palencia (1), Salamanca (2), Atienza (1), Alcantara (2) and Segovia (3). That makes him 13 Gold in income. With the 2 Gold set aside in the previous turn, the total available is 15 Gold.

CASTILLA can buy a castle (worth 9 gold, 6 gold left), or a knight (8 gold left), or two infantries (5 gold left), or 3 infantries (0 gold left).

If she doesn't want to buy any units, she can only set aside 10 Gold (the 5 surplus Gold will be lost).

2.4 Treasuries and Gold Accumulation

No Nation may give or lend gold to another Nation, even those controlled by the same player (exception: Nations subject to 9.6).

Most Nations can reserve up to: **5 Gold**.

Except :

Nations with Knights or Castles can reserve up to: **10 Gold**.

Their Gold marker (the one with a purse) has a «+5» inscribed on the reverse.

These Nations are: Aragon, Badajoz, Castilla, Francos, Granada, Leòn, Omeyas, Sévilla, Valencia, Visigodos, Zaragoza.



Gold accumulated beyond the reserve limit is lost.

The Gold marker is placed in the box corresponding to this reserve on the card's income track. The marker is returned if more than 5 gold are allowed.

Example: 6 gold reserves are represented by placing the +5 marker on the «1» square of the income track.

All Nations start at 0 Gold.

Reminder: 4 nations never collect gold: Carthago, ROMA, VANDALOS, ALMORAVIDES.

3. Placing new units

There are 2 ways for a Nation to acquire new units: by purchase or by reinforcement. These new units are placed on the map.

3.1 Purchasing placement

New units purchased must be placed in a region controlled by the Nation at a rate of **1 new unit** per region (and only one). New units can only be placed in regions that respect the stacking limits (see 4. and exception below).

Cities and Castles can be placed (if purchased) in addition to the 1 unit limit.

The Nation is allowed to temporarily exceed the region's stacking limit by 1 unit (and only one) when placing new units. Units can then move and attack.

Example: CASTILLA buys 2 units. It may place its 2 units in the regions it controls, but may not place them together or exceed the maximum stacking limit by more than 1 unit. The Burgos region, currently CASTILLA's capital (4.1), already contains 4 units (maximum stacking: 3+1). One unit can be placed there as a reinforcement; the second unit must be placed elsewhere.

Let's assume that Avila already contains 3 CASTILLA units following a retreat (see 4.4). As the stack has already been exceeded (3 units instead of 2 in the mountains), no new CASTILLA units can be placed there.

Should a nation be in a situation to buy more units that it has regions to place them, the purchase of new units is strictly limited to 1 time the number of regions (so no extras, the gold is kept, if possible).

3.2 Placing reinforcements

The «Arrival / Reinforcements» sheet (and the Nation sheets) shows the arrival and number of units of each Nation each turn. Reinforcements always arrive, even if the Nation has no units left on the map.

ROMA and OMEYAS receive a variable number of units. This number is linked to the number of units already on the map. Each unit on the map is deducted from reinforcements.

Historical note: this means that some nations had their political center outside Hispania. They engage only a limited number of troops (though they concede a minimum troop strength when their invasion runs into difficulties).

Example: On turn 5, ROMA can receive up to 13 Elites. If ROME has 13 or more Elites on the map, it gets nothing. If she has only 10 Elites, she receives 3 new Reinforcements per sea. If she has only 6 Elites left, she gets 7, and so on...

Example: on turn 12, the FRANCOS receives Leader Roland. He must be placed in Septimania. On turn 13, at the start of his sequence of play, the FRANCOS removes Roland (if he has not already been eliminated). If Roland is alone in his region, the FRANCOS cannot place any new units there (since he has no units in that region).

Reinforcements are placed in the same way as purchased units, in phase 2, with no stacking limit.

Reinforcements usually arrive via one of the non-Hispanic zones (Africa, Aquitania, Septimania) or by sea.

Aquitania / Septimania

Reinforcements entering from *Aquitania* or *Septimania* move as normal. They are first all placed, without stacking limit, in these zones. They must then leave them during their movement phase. These zones do not count towards the movement limit.

Exceptions: Visigodos in turns 6-8, Francos in turns 9-15 can move and/or retreat in these regions without constraint. On turns 16-21, Navarra may enter and/or leave *Aquitania* without constraint, and the same applies to Aragon in *Septimania*.

Example: on turn 6, SUEVOS receives 1 Elite, 13 Infantry and Leader Hermerich in Aquitania. In its movement phase, all its units must leave Aquitania.

Africa

Units arriving from *Africa* can only pass through *Malaca* (which is counted as part of their movement) or enter from *Africa* to *Tingis*. They can continue moving after this initial move. Units may continue to move afterwards. Only the Vandals can station units in Africa on turns 6-9 (from which point it is assumed that they can attack the 3 Balearic Islands regions without constraint or movement cost).

Sea

If reinforcements arrive by sea, they must land in a coastal region adjacent to their sea of arrival (which is counted as part of their movement). These areas have an anchor symbol as a reminder.

When reinforcements are indicated as arriving «at sea», they arrive via the Mediterranean, which comprises 3 zones (Sinus Gallicus, Mare Mauretanicum and Columnae Herculis). Unless otherwise specified, the placement of reinforcements in these seas is free (the player can distribute them as he wishes). The regions where it is possible to land from the Mediterranean are :

For arrival in Sinus Gallicus: *Taracoa, Dertosa, Ibiza, Mallorca, Minorca*

For arrival in Mare Mauretanicum: *Ibiza, Mallorca, Minorca, Valencia, Denia, Cartagena, Malaca.*

For arrival in Columnae Herculis: *Malaca, Tingis, Gades, Onuba.*

Arrival at sea in the Atlantic (Mare Gallicum, Mare Cantabrum and Mare Lusitanicum seas) is not possible and it is forbidden to move in these seas. The Atlantic coastal regions are all off-limits to landings (barred anchor - see Exception for Crusade and Vikings).

Play notes: *Barcino, Castellón, Granada and Algarve are on the Mediterranean coast, but disembarkation is impossible (crossed-out anchor symbol).*

Exception: if the Nation holds Naval Supremacy during this turn, the player can leave units at sea (see 5.6).

Example: On turn 19, ALMORAVIDES receives units in Africa. The player cannot leave units in Africa, but must enter Hispania via Gades (after conquering Tingis) or Malaca.

3.3 Leaders

A Leader always appears as reinforcement. If the region of placement is not specified, the Leader is placed in any region controlled by the Nation.



A Leader remains in play for 1 or 2 turns. He disappears at the start of his Nation's next turn, or earlier if he is killed in combat (stack completely destroyed).

Exception: the Leader (King) of CASTILLA Alphonse (Alphonse VI) remains in play for 3 turns.

Example: Leader El Cid (EL CID Nation) appears on Turn 17 for 2 turns. He disappears on Turn 19, at the start of the EL CID Nation's turn.

4. Stacking limit

Each region can contain a limited number of units (2 or 3, depending on the terrain). In addition to basic stacking, certain stacking bonuses or penalties exist (+1 or -1) to represent larger/developed or smaller/desolate regions.

4.1 Basic Stacking Limits

The number of units that can stay in an area depends on the terrain:

- **Clear** : 3 units
- **Difficult** : 2 units

Exceptions:

Some regions of Hispania have the 1 number preceded by a + or - sign to indicate a special stacking limit (the number in brackets below indicates the modified value).

- **1 unit**: *Ibiza (2), Calatrava (2), Estremadura (2)*
- **+1 unit**: *Granada (3), Toletum (4), Sevilla (4), Cordoba (4)*

4.2 Stacking Count

Each unit counts as 1 (including Mountain Strongholds, Castles and Roman Forts, but excluding Cities). There can never be more than one Stronghold, Castle, City or Roman Fort per region. Cities can only exist in areas where there is a site and no Castle or Roman Fort (and none of those can be created there once there is a city).

Leaders never count towards the stacking limit.

Only the units of the activated Nation are taken into account (regardless of the number of enemy units before the battle).

4.3 Capital bonus

Each Nation can declare one of its regions as its capital. This capital can contain 1 unit more than normal - 3 units in a difficult region (4 in Granada), 4 in a plain region and up to 5 in Toletum, Sevilla or Cordoba.

This declaration can be made at any time, even during another player's sequence of play. Should the former capital still contain more units than the authorized stacking limit, the surplus units must be removed immediately.

Example: Galicia (mountain region) is declared the capital of SUEVOS. This region can now contain 3 units (mountain 2 + capital 1). If the neighboring region of Oporto is later attacked, the controlling SUEVOS can declare it its new capital. He can then place 4 units there (plain 3 + capital 1).

Clarification: the term capital here is not to be confused with the Capital City marker (which is a city with extra bonus,

identified by its name in yellow color and the Spanish eagle on it). However, when a capital city is present on the map, the owning nation can only declare as capital region the one that holds the capital city marker.

4.4 Attack bonus

When a Nation invades another Nation's region, it benefits from a stacking bonus:

- +1 attack bonus (normal case).
- bonus +2 if the Attacker has a Leader, or if he benefits from the «Invasion» event.
- stacking is unlimited when a Nation benefits from Religious Zeal (OMEYAS, ALMORAVIDES) or a special rule (Cf. 9.3).

Attack bonuses are not cumulative. The maximum total is however +2 units (except in the case of unlimited stacking).

Example: The ALANOS player attacks Segovia, which contains 2 enemy units. Segovia's stacking limit is 3 (plain), so the player can attack with 4 units (3+1). This maximum rises to 5 units in the event of an Invasion or if he has a Leader in the area (3+2). If, after combat, more than 3 units remain in Segovia, the player must remove the surplus units (unless he declares Segovia as his capital, to have 4 units there).

4.5 Stacking limit check

The stacking limit is checked twice:

- at the end of the movement, taking into account any attack bonuses in the areas attacked.
- at the end of attacks: idem, but this time without taking attack bonuses into account.

During movement, an unlimited number of units can pass through the regions of the played nation (and its subjugated nations) (Cf. 5).

Example: Valencia can usually contain 3 units (plain). During movement, the player passes through Valencia, which belongs to him, with 6 units. But he wishes to leave a total of 4 units behind (without declaring this region his capital). After movement, he must remove 1 army (surplus of one unit).

If, on the other hand, Valencia contains opposing units, the player benefits from a +1 unit attack bonus. He therefore does not have to withdraw the unit before the battle. If he wins the battle without any losses, he will have to withdraw the unit, as he will no longer benefit from his attack bonus. He can, however, declare this region as his capital (after the battle).

After combat, units from a single nation remain in the area (see 6). The stacking limit rule applies normally. An attacker who has exceeded the stacking limit during his attack must withdraw any units exceeding the maximum stacking limit.

Reminder: the Attacker can declare his capital region immediately to the conquered region if he wishes to benefit from the +1 unit stacking bonus (Cf.4.3).

4.6 Retreat Stacking Exception

If an army has to retreat to an adjacent region (Cf. 6.6), the player is temporarily allowed to exceed his stacking limit by 1 unit (in the same way as for a newly created army, Cf. 3.1). In this case, no other army may retreat to the same region.

This army must be moved in the Nation's next movement phase to respect the stacking limit. This rule also applies to the capital: retreating to a capital exceeds the normal stacking limit by 2 (1 for the capital, 1 for the retreat).

Example: CASTILLA can retreat an army to Avila, which already contains 2 units (mountainous region). No other unit can retreat to Avila (unless it is declared the capital).

5. Movement

A player may move as many units of the activated nation as he wishes in his movement phase (all, some or no army). Units move from one region to an adjacent region with a common border.

5.1 Ability to move

Units have a movement capacity expressed in movement points (MP). The number of regions a unit can cross in a row depends on its type:

- an Infantry, an Elephant or a Knight have **2 MP**
- an Elite has **3 MP**
- a Cavalry has **4 MP**

A Leader increases movement capacity by **+1 MP**. Alone, he can move 4 MP.


Cities, Roman forts, Strongholds and Castles never move.

Each region costs 1 MP, but some cases cause movement to stop, as shown below.

Roads see Optional Rules 10.4 (recommended). Clear terrain regions with a road marker cost half the normal MP, and roads cancel the need to stop in mountains.

Mountains and Marshes (Stop)

A unit must always stop (regardless of its movement capacity) when entering a mountain or marshes area. Unless accompanied by a Leader (Cf. 5.2). The valleys / mountain roads (dotted lines) in Vizcaya and Cuenca make these areas clear terrain for movement (only on certain routes along the dotted lines, see map description above).

Exception: **Mountaineers** (bearing the  icon): these units can continue without stopping in the mountains.

Rivers and passes have no influence on movement.

Other Nation (Stop)

An army must also stop when it enters a region containing another nation's units (even if played by the same player).

Exceptions:

- A **Passage in Force** allows you to cross and go beyond (Cf. 5.3 below). In these areas, combat takes place after the movement phase.
- The regions of the **subjugated Nations** are «friendly»: the army can cross these regions without stopping.

Movement points cannot be held in reserve for subsequent turns, nor can they be transferred to other units (of any type). During movement, there is no stacking limit. At the end of the move, however, stacking is limited (see 4.5), whether the region is friendly or enemy.

Example: 1 infantry unit is in Segovia. In its movement phase, it can move to Guadalajara and then to Toletum (but no further). If there is an enemy unit in Guadalajara, the infantry must stop there. If the infantry moves to Avila instead of Guadalajara, its movement ceases immediately, as Avila is a mountainous region (unless accompanied by a leader).



Standard and Special Stacking Examples:

Yellow Player

Cuenca is a mountain region, so it can contain maximum 2 units.

Castellon can also contain 2 units (mountain), but if declare capital by Zaragoza, it can hold one more (so 3 units).

Green Player

Valencia can contain 3 units (plain).

Calatrava is a plain (3 units normally) but has a -1 sta-

cking modifier (the red -1 in the square), therefore only 2 units can be there.

Blue Player

Guadalajara can contain 3 units (plain), and the castle there counts as one of them (so only 2 infantries can be there in addition)

Toletum is a plain (3 units), but has a +1 size modifier, so can hold 4 units. It is also a city side, and has a valid city counter (cities cost 0 in stacking) which provides an extra +1 stacking modifier, so the VISIGODOS there can be up to 5 units.

5.2 Leaders

A unit moving with a Leader for its entire movement can move 1 additional MP (i.e. 3 MP for Infantry, Elephant and Knight, 4 MP for Elite and 5 MP for Cavalry).

A Leader (and his units) may cross a mountainous region without stopping. He must, however, stop as normal when entering a region occupied by another nation (see 5.1).

A leader who moves alone has 4 MP and is not stopped by difficult terrain.

Example (continued): Infantry in Segovia can move with a Leader to Cordoba, provided there are no enemy units in Guadalajara and Toletum. Infantry can also move to Asturia via Palencia and Leon if they contain no enemy units.

A leader can take with him or leave behind units that have not yet moved. His ability to move will be limited, at most, by the units he has under his command at the start. A unit left behind cannot move afterwards, even if it has movement remaining.

Example: a leader begins his sequence of play in Denia with a cavalry unit. He can move 5 provinces with this unit. He crosses Calatrava and picks up 1 Infantry (which thus acquires a capacity of 3 with the Leader), then moves on to Toletum, Estremadura and finishes in Badajoz, as the Infantry can go no further. If he leaves the Infantry there, he can continue with the Cavalry to Tago (5ème movement) via Vettonia or Lusitania.

5.3 Passage in Force

This is the only exception that allows units to cross an enemy region without stopping.

If the Attacker moves (and leaves behind) twice as many units in the attacked area as the Defender, the defensive units are considered «neutralized».

The Attacker can now move freely through this area with other units. A Leader does not, of course, count in this count.

Units used for Passage in Force may not continue their movement in this phase. After movement, combat takes place in the area of the forced passage.

Castles and Cities

If the Defender has a Castle or City (round marker), the Attacker just needs an equal number of units (instead of double). This does not apply to Roman forts or Strongholds (square marker).

Historical note: defensive units are supposed to be located close to the castle or city, and have a limited effect on the Attacker's progress, whereas Roman forts are spread out over the whole territory and are a hindrance to movement (frontier Limes type).

Example: There is only 1 enemy unit in Toletum. If the Attacker moves 2 units to this area, all other attacking units can cross Toledo freely.

If there are 2 defensive units in Toletum, the Attacker will need to leave 4 units to force his way through.

If there are 3 defensive units in Toletum, the Attacker will not be able to force his way through, as he would need 6 units.

However, he can only attack with a maximum of 5 units (e.g. a leader) (the attack bonus is +2).

Example (continued): on the other hand, if the Defender has 1 Castle and 2 Infantry, the Attacker only needs 3 units to force his way into Toletum (and not twice as many).

5.4 Movement in non-Hispanic zones

All units entering non-Hispanic zones at the start of a turn must leave them at the end of their nation movement phase.

It is possible to cross *Aquitania* and *Septimania* (at a cost of 1 MP each) during movement for units initially located there and ONLY IF the nation of the units is allowed to enter the said zones. This information appears directly on the game board, below the name of the region (indicating the name of the nation and the turn(s) allowed).

It is not permitted to retreat into non-Hispanic zones or to enter them after a move into Hispania.

Exceptions:

- Vandalos to Africa ;
- Roma to Aquitania or Septimania: retreat is allowed there.

Also: Visigodos in turns 6-8, Francos in turns 9-15 can move and/or retreat in these regions without constraint. On turns 16-21, Navarra may enter and/or leave Aquitania without constraint, and the same applies to Aragon in Septimania.

5.5 Using the Straits

Arrows on the map link certain regions to the islands of Mallorca, Minorca and Ibiza. These indicate straits that can be crossed even without «Naval Supremacy» (see 5.6).

To make the crossing, the unit must initially be on the coast near the arrow to the island (and vice versa). Moving via a strait arrow costs 1 MP.

5.6 Movement at sea



There are three usable sea areas in the Mediterranean (see above). These units must land in an area containing an anchor symbol during their movement phase. You can move from one sea to another for 1 movement point (MP).

Historical note: units are considered to be transported by ships (not shown).

The coastal region where the landing takes place represents the first region for movement (see 3.2) and its entry cost in MP must be paid. Units may advance further. In the event of combat, they may not retreat to the sea (and are removed from the game if they do).

Exception: Nations benefiting from «**Naval Supremacy**» (Byzancio on turn 9 and the OMEYAS on turn 12) may leave their units at sea, move their units from land to sea or from sea to sea (which counts as a movement region), or retreat their units to sea. However, units that move from land to sea remain at sea (either the arriving sea or a neighboring sea). They cannot return to land during the same movement phase.

Example: OMEYAS has Naval Supremacy on turn 12. This allows him to move one infantry (2 MP) from Valencia to the sea, either in Sinus Gallicus or Mare Mauretanicum, then to a nearby sea (but not back to land in the same movement phase).

On turn 13, OMEYAS no longer has Naval Supremacy, so it must land the units remaining at sea(s) on its sequence of play (or remove them from play).

Complete Movement Examples

Normal Movement Example



Three ALMORAVIDES in Vetonia have several destinations to choose from in their Movement phase.

1 – One or more ALMORAVIDES army may choose to move into Lusitania

2 – The armies cannot move into Lusitania and then continue into Termes, as Lusitania is Mountain and they have to stop there

NB: note that, in both cases, the river has no effect on movement

3 – One or more ALMORAVIDES army may choose to move into Tago. If one or two armies move into Tago, they must stop there because of the opposing Visigodos army in Tago.

4 – If all three ALMORAVIDES armies move into Tago, they will outnumber their opponent by more than two to one. Two Almoravides armies must still stop (overrun ratio 2:1), but the third may overrun through Tago, continuing on to Termes

B – The ALMORAVIDES army with leader Yusuf in Estermadura wishes to move to Salamanca

5 – Normally, with a leader, ALMORAVIDES army should stop in Alcantara (mountain), but a leader presence cancels the stop effect, so the army can reach its destination (at a cost of 1 + 1 MP). As the leader provides a +1 MP bonus also, the same army could then move into any other adjacent region with the remaining movement point.

Sea, Strait, Valley and Passe Movement Example



C - The ROMA veteran at sea can land in adjacent allowed regions (or even move the adjacent sea zone and then land, as Rome has boats in the current turn).

6 - Landing in Dertosa is allowed, because of the anchor (allowing landings)

7 - Landing in Castellon is prohibited, because of the barred anchored next to that region, meaning that no landing is allowed there (NB: except if the Romans had naval superiority, in which case barred anchors are considered as normal anchors)

D - The OMEYAS cavalry in Saragossa (3 MP) can move as far as Segovia, due to valleys and pass, as

8 - the Valleys (dotted lines) are linking Saragossa and Guadalajara through Cuenca and make then Cuenca being considered as clear terrain (1 MP, no stop) for movement purposes.

The pass between Guadalajara and Segovia, although implying that the first melee battle round in Segovia will be considered as Mountain melee (see Cobmat rules), also means that the border between those 2 regions, despite showing mountain graphics, is considered as a normal clear border for movement purposes.

9 - The VISIGODOS in Atienza cannot move to Valencia via Cuenca, because even if Cuenca shows valleys graphics, the dotted lines of the valleys do not link Atienza to Valencia via Cuenca, thereby preventing the valley movement advantage. If they move to Cuenca, they must stop there because of the Mountain terrain.

C - The ALMORAVIDES army in Denia can use the straits to Ibiza, but only in one way

10 - Strait movement from Denia to Ibiza is allowed, because of the straits presence (dotted line & ship) and because the ALMORAVIDES start their movement in the Straits origin, i.e. on the coast of Denia

11 - Strait movement from Valencia to Ibiza is also in theory possible, but is currently prohibited, because the ALMORAVIDES do not start their movement in Valencia, but in Denia

NB: note that, conversely, IF the ALMORAVIDES were starting their turn in Ibiza, they could move by strait to either one of the connected regions of Denia and Valencia.

6. Combat

Below is a general and detailed description of combat. A complete set of combat examples is presented at the end of this rule section.

6.1 Battle sequence

- 1 Round(s) of Melee
2. Siege round
- 3 Determining Victory
4. Elimination of leaders
5. Recovery
6. Retreat

6.2 Overview

After movement, combat takes place in every region where there are units from two hostile nations, even if they belong to the same player.

- The active nation is the **attacker** and the other is the **defender**.
- Each battle is resolved in turn, in the order chosen by the attacker, until all battles have been completed.
- A battle consists of one (or two) **rounds** of simple **melee**. An optional retreat is possible between the two rounds, while a compulsory retreat takes place at the end of the second round (except for sieges).
- A **siege round** can take place if a City or Castle (round marker) is the only defending unit present after the second round of Melee. If the City or Castle is not destroyed, the besieger must retreat.
- Combat uses custom battle dice (see B). **An optional rule with D6 or D10 dice can also be used (makes the game longer)**.
- A leader allows better dice (in addition to other stacking and movement advantages)
- A leader can die if his stack is completely eliminated.
- Some losses can be **recovered** after the end of the battle for non-destroyed units, and destroyed cities and castles can possibly be rebuilt in exchange for units.
- The loser retreats if not completely eliminated, except in areas of difficult terrain where the defender does not retreat (except voluntarily).
- Event counters can also affect combat.

6.3 Combat dice

There are two types of battle dice: white and black. Their sides can be empty or show 1 or 2 arrows (a.k.a. Hit), or show a skull (a.k.a. **Elimination**). Each arrow obtained counts as a hit, a skull is an elimination result.



White die
3 no effect
2 one-arrow
1 skull



Black die
2 no effect
2 one-arrow
1 two-arrows
1 skull

- Each **Arrow** obtained inflicts damage on the opponent's units.
- **Skulls** inflict a full elimination result on the opponent's units (priorily on intact units), or can in some cases be converted into hits (see combat)

6.4 Leader Benefits

When a **leader** is present for a given side (attacker as well as defender), that side rolls **one extra black die**. This applies regardless of the terrain or battle conditions as set out below.

See also EL CID nation for the special extra ability of its leader. If more than one leader is present, you can roll one die per leader.

6.5 Dice Pool and Rounds

General case - MELEE: cavalry, knight, elephant, elite/guards and mountain icon units () roll **1 black die** each. All other infantry units, forts, stronghold, cities and castles roll **1 white die** each. In addition, leaders provide **one extra black die** as indicated in 6.4 above.

- **RIVERS AND PASSES:** when a battle takes place after all attackers have crossed a river or pass to attack, the defender receives a first-round bonus of **1 additional white die**. This bonus is transformed into **1 black die** if the defender has a castle, city or fort in the area under attack. This bonus is in addition to the pool's normal dice.
- **DIFFICULT TERRAINS:** for these terrains, we differentiate between attackers and defenders as follows:
 - **ATTACKERS:** all units, except Knights, Royal Guards, Roman Veterans and Mountain units (those with the icon) roll **1 white die**, regardless of type. Knights, Royal Guards, Roman Veterans and Mountain units (those with the icon) roll **1 black die**,
 - **DEFENDERS:** all units, whatever their type, roll a black die.

Event tokens can provide or remove dice in certain cases.

- Surviving units from the first round of battle fight again in the following round, whatever their remaining hit points.

- The battle ends prematurely if one or both sides are completely eliminated. It also ends if either the attacker (announcing first) or the defender (announcing second) decides to retreat at the end of the first round. In these cases, go directly to 6.9 Elimination of leaders.

- **General case - SIEGES** (see also 6.7 below): each besieging (i.e. attacking) unit rolls **1 white die**. Exception: Roman Elite and Veterans (but not Numids) units roll 1 black die. Defensive units (cities, castles - round markers) roll 1 black die. Leaders bonus also apply.

6.6 Application of Losses

The results (damage) of both sides are simultaneous. Both players roll their dice. By convention, the attacker rolls first.

- Each damage result (arrow) inflicts one damage (i.e. the loss of one life point) on the opponent's units.

- Eliminations (skull) result in the complete destruction of an enemy unit other than Cities or Castles, regardless of its hit points (see restriction below for Cities and Castles).

- **RELIGIOUS ZEAL**: when a nation benefits from this particular feature (usually on the first turn of the Invasion), the first two losses (not kills) of each battle are ignored (first three losses if leader present).

Damage (i.e. loss)

Each player decides and selects his own losses, i.e. which units are damaged or eliminated by damage.

Damage **eliminates** a unit with only one (1) life point left, or **damages** a unit at full strength (i.e. with 2+ life points, flip the unit over). Since Cities and Castles cannot be flipped (the reverse side indicates their destruction status), turn the front side clockwise for each loss received, until destroyed.

In Melee rounds, an **elimination** results in the complete destruction of a unit other than cities and castles (if the city or castle must take this result because there is no other possible target, then it is converted to **damage**). In the siege round, eliminations are applied normally for attackers. However, they are converted to damage if applied to cities and castles.

IMPORTANT:

An elimination **MUST** be assigned in priority to a unit still intact (but ignore Forts, Strongholds, Castles and Cities), if any is present, whatever the other constraints (such as unit hit first or last as indicated below).

No unit may receive a second damage until all units (but ignore Forts, Strongholds, Castles and Cities) in the stack

have received one each.

Elephants, Knights and Cavalry can only be **hit last by damage (but not elimination) in clear terrain**, i.e. all other units must receive at least one damage before one is awarded to them. Conversely, they **must suffer the first loss or elimination in difficult terrain**.

At the end of or during a round, if all combat units (i.e., not a Castle or City) are eliminated, the remaining unassigned damage (or eliminations transformed into 1 damage each, see above) is allocated to any Castle or City present, even if the siege round has not yet taken place (see 1.7 below for sieges).

6.7 Siege round

A siege round occurs when only a Castle or City remains in an area (so round markers only, no other units, excluding leaders).

Reminder: all besieging units must roll a white die, except for the Romans, who use a black die (they are experts in sieges).

Once the number of dice and their color have been set, the siege round can be resolved. Both sides' results are simultaneous. Both players roll their dice. By convention, the attacker rolls first.

- Each hit inflicts damage on the opponent's units. An elimination results in the destruction of the target if it is an attacker, or is transformed into damage if the target is the castle or city. For besiegers/attackers, apply the same loss-allocation priorities as in normal terrain.

- If the City or Castle is not eliminated by the end of the siege round, the attacker must retreat.

- If a City or Castle is eliminated, flip the counter over to show its destroyed side (see rebuilding and capture rules for future fate).

6.8 Determining Victory

Victory is determined as follows at the end of the Siege Round (if there is one) or the last Melee Round (if there is no siege):

- If a nation eliminates all enemy units, it is victorious.
- The defending nation is the winner if it is on difficult terrain.
- The defending nation is the winner if it has an undestroyed fort, stronghold, city or castle.
- Otherwise, the nation that has eliminated the most units (destroyed, not damaged) wins.
- In the event of a tie, a nation with a leader wins.
- Otherwise (again in the event of a tie), the defender is the winner.

The loser must retreat.

6.9 Leader elimination

When a stack is completely eliminated, its leader is also eliminated.

6.10 Recovery

Once victory has been determined (and leaders eliminated if necessary), each side immediately returns all damaged units on its side to full strength.

A destroyed **fort** unit is never recovered, i.e. turned over. It remains on the board in this status (to indicate that another fort cannot be rebuilt there). When Roma is no longer in play (turn 6+), the ruined forts are removed from the board. Conversely, **Strongholds** recuperate like any infantry unit.

A destroyed **City** or **Castle** unit can be recovered at full strength if rebuilt immediately (see 6.11 below). If not, the ruin remains in place and can be rebuilt at a later date by any occupant of the area (if he has the equivalent counter).

6.11 Capture and Reconstruction of Cities or Castles

At the end of a battle, a ruined (i.e. destroyed) city or castle can be captured (if the victor is the non-owning nation) or rebuilt (if the owner is the victor).

To do this, one unit must be removed from the (victor's) stack in the region, and the **city/castle** is returned to full strength (if rebuilt) or

exchanged for an equivalent owner's counter - if the owner has one in his reserve, otherwise it cannot be captured - with the counter used to rebuild it returned to the pool). See the exception for nations (on their nation sheet or in the rules) which cannot rebuild or capture even if they have the counters to do so.

NB: Cities can no longer be rebuilt once nation Roma is out of the game (i.e. from Turn 6 onwards) unless the nation controlling the ruined marker has a capital city marker of its own available.

6.12 Retreat

Retreats cannot be carried out at sea, unless the nation has naval superiority, or is in the process of raiding (in which case raiders return to the sea where they appeared).

The loser's units must retreat to an adjacent area of his choice which satisfies the retreat rules.

A fort, stronghold, city or castle cannot retreat.

If no retreat is possible, the units are eliminated.

6.13 Stacking check (after battle)

Reminder: see 4.5.

Complete Combat Examples

Battle in Plains

DICE

Carthago: x 2 (inf.) [White Die], x 1 (Eleph.) [Black Die], x 1 (leader) [Black Die]

Rome: x 2 (Elites) [Black Die]

ROLLS

Carthago: [Down Arrow], [White Die]

Rome: [Two White Arrows]

DAMAGE ALLOCATION

The 2 Roman hits are assigned to one Carthago infantry each

The Carthago kill eliminates one Roman

The Carthago hit damages a Roman unit

Melee Round #1

A – Dice Pools: Three Carthaginians (2 infantry and 1 Elephant) led by Hasdrubal move into Barcino where 2 Roman Elite await them. (Note that with leader and attack bonus, up to 5 Carthaginian units could have been there).

1 – Dice Pool for Carthago: 2 white for the 2 infantries, 1 black for the Elephant and 1 Black for the leader

2 – Dice Pool for Rome: 2 blacks for the Elite

B – First Rolls for the Melee Round #1 show the dice above

C – Dice Allocation is solved:

1 – Carthago: the Kill from Carthago's Elephant is assigned first and shall eliminate an intact Roman. The Hit from Carthago's infantry is assigned by Roman player to its other unit.

2 – Rome: the two hits are assigned by the Carthaginian one each to his infantry, as the Elephant in plains shall be hit last (in addition, one hit would kill it as it has only one life).

Round 2

DICE

Carthago: x 2 (inf.) [White Die], x 1 (Eleph.) [Black Die], x 1 (leader) [Black Die]

Rome: x 1 (Elite) [Black Die]

ROLLS

Carthago: [Down Arrow], [White Die]

Rome: [Skull]

DAMAGE ALLOCATION

The kill must be assigned to an intact unit, so the Elephant must receive it and is eliminated

The Carthago kill eliminates one Roman

The Carthago hits are ignored as they have no targets

Melee Round #2

D – Dice Pools: There are still 3 Carthaginians (2 infantry and 1 Elephant) led by Hamilkar, and only one damaged Roman. They provide dice as follows (Important: damaged units, like the 2 infantry, still roll a full die)

1 – Dice Pool for Carthago: 2 white for the 2 damaged infantries, 1 black for the Elephant and 1 Black for the leader

2 – Dice Pool for Rome: 1 black for the damaged Elite

E – Rolls for the Melee Round #2 show the dice above

F – Dice Allocation is solved:

1 – Carthago: the Kill from Carthago's Elephant (again) is assigned first and shall eliminate an intact Roman. As there are none, it goes to a damaged Roman, and Rome chooses its last surviving unit. The Hit from Carthago's infantry and the Hit from Hasdrubal have no target anymore to be assigned to and are thus lost.

2 – Rome: the Kill is assigned first and shall eliminate an intact Carthaginian. As the Elephant is the sole possible unit, it is eliminated (the Carthaginian could not choose his infantries, are both are damaged already from previous round)

G – End of Battle is declared, as the Romans have been wiped out. In the case where they had one unit still intact, they could have retreated if a possibility was open (see Retreat section – Example). At the end of the battler, the damaged units (in that case only Carthaginian survived, but it could also have been Roman damaged survivors if there had been any) are set back up to their full – front – side.

Battle in Mountains

DICE

- x 2 (inf.)
- x 1 (Elite)
- x 1 (leader)

ROLLS

- White die
- Black die
- White die
- Black die
- Skull icon
- White die
- Black die

DAMAGE ALLOCATION

- The 3 Gallegos hits are assigned to one Suevo unit each
- The Suevo kill eliminates one infantry.
- The 2 Suevo hits damages a Defender unit each

Melee Round #1

Asturia

A – Dice Pools: Three Suevoes (2 infantry and 1 Elite) led by Ermanericus move into Galicia where 3 Gallegos await them (1 Mountain, 1 infantry and 1 stronghold, the mountain region has been declared capital and can hold 2+1 = 3 units).

1 – Dice Pool for Suevoes: 2 white for the 2 infantries, 1 black for the Elite and 1 Black for the leader

2 – Dice Pool for Gallegos: 3 blacks for the defenders, no matter their type (all defenders in Mountains roll black)

B – First Rolls for the Melee Round #1 show the dice above

C – Dice Allocation is solved:

1 – Suevoes: the Kill from Elite is assigned first and shall eliminate an intact Gallegos. The Hit from the infantry and the one from the leaders are assigned by Gallegos player one each to its other two units.

2 – Gallegos: the three hits are assigned by the Suevo one each to his units (so they are now all damaged).

Round 2

DICE

- x 2 (inf.)
- x 1 (Elite.)
- x 1 (leader)

ROLLS

- White die
- Black die
- White die
- Black die
- Skull icon
- White die
- Black die

DAMAGE ALLOCATION

- The kill must be assigned to an intact unit, but there are none, so a damaged unit takes it.. The hit goes to another unit and eliminates it
- The Suevo kill eliminates one Gallegos, even if damage (no more intact units). Hit is assigned on the other damaged unit and eliminates it

Melee Round #2

Asturia

D – Dice Pools: There are still 3 Suevoes (2 infantry and 1 Elite) led by Ermanericus, and they provide dice as follows (Important: damaged units still roll a full die)

1 – Dice Pool for Suevoes: 2 white for the 2 damaged infantries, 1 black for the damaged Elite and 1 Black for the leader

2 – Dice Pool for Rome: 2 blacks for the damaged units (mountain defenders roll black, even if damaged)

E – Rolls for the Melee Round #2 show the dice above

F – Dice Allocation is solved:

1 – Suevoes: the Kill from Suevoes' Elite (again) is assigned first and shall eliminate an intact Gallegos. As there are none, it kills a damaged Gallegos instead (overkill, but kill). The Hit from Suevoes' infantry is assigned to the other remaining unit by the Gallegos player and it also eliminates it.

2 – Gallegos: the Kill is assigned first and shall eliminate an intact Suevoes, but there are none. So the Suevoes player assigns it to one of its basic infantry. The remaining hit is assigned to the other basic infantry,; and thus the Suevo Elite remains (and will regain full force at the end of the battle)

G – End of Battle is declared, as the Gallegos have been wiped out. If they had one survivor, they would have won the battle and forced the Suevoes to retreat (the defender always wins if he survives in difficult terrain battles).

Battle in Plains with Religious Zeal and Castle

DICE

Badajoz: x 2 (Inf.) (White), x 2 (Cav.) (Black)

Baecula: x 1 (Castle) (White), x 2 (Inf.) (White)

ROLLS

Badajoz: 1 (Down Arrow), 1 (Skull)

Baecula: 1 (Down Arrow), 1 (Skull)

DAMAGE ALLOCATION

Melee Round #1

The Kill eliminates one infantry, the 2 other hits go to the infantry as the Castle takes hits last.

The Visigoth kill eliminates one infantry (Cavalry goes last in plains).

The 2 hits are not applied because of Religious Zeal

A – Dice Pools: Four Ommeyads (2 infantry and 2 Cavalry) attack in Baecula (plains) on the first turn of their invasion (with Religious Zeal in effect). There are 2 Visigoths infantry defending a castle there (Toletum has fallen yet, so the castle will surrender if no one is here to defend it – See special rule about Toletum). Note plains is limited to 3, but Ommeyads are allowed 4 because they are attacking (and could even be 5 because in Invasion).

1 – Dice Pool for Ommeyads: 2 white for the 2 infantries, 2 blacks for the 2 cavalries

2 – Dice Pool for Visigoths: 3 whites (1 for the Castle, 2 whites for the 2 infantries).

Important Note: Ommeyads did not cross the Singulis river to attack. If they had done so, Visigoths would have received an extra die (normally a white one for river crossing, becoming black because of the Castle present). Clever movement for attacks is crucial...

B – First Rolls for the Melee Round #1 show the dice above

C – Dice Allocation is solved:

1 – Ommeyads: the Kill from one cavalry is assigned by the Visigoth to its intact infantry. The other 2 hits are both

assigned to the other infantry, as a castle cannot receive any hit unless all other combats units are destroyed.

2 – Visigoths: the kill eliminates an intact infantry (cavalry can only be selected last in plains) and the 2 hits are should be assigned, but are ignored by the green player because of Religious Zeal in effect (cancels 2 hits).

D – End of Battle is declared, as the Visigoths have been wiped out, and the Castle now surrenders (one Ommeyad infantry – even if damaged – is used to convert it into an Ommeyad castle).

Battle in Plains with Castle, Cavalry and Knights

DICE

Osca: x 2 (Inf.) (White), x 2 (Knight) (Black)

Osca: x 1 (Castle) (White), x 1 (Inf.) (White), x 1 (Cav.) (Black)

ROLLS

Osca: 1 (Down Arrow), 1 (Up Arrow)

Osca: 1 (Down Arrow), 1 (Down Arrow)

DAMAGE ALLOCATION

Melee Round #1

The 2 hits have to be assigned one each to the infantry as the Knights are hit last in plains

The Cruzada hit goes to the Inf. first, the second hit goes to Cavalry as Cavalry goes last in plains. The third hit cannot be assigned to Castle, so Inf. gets it.

A – Dice Pools: Four Crusaders (2 infantry and 2 Knights) attack in the plains of Osca a stack made of 3 units from Zaragoza, i.e. a Cavalry, an Infantry and a Castle. (Note that with attack bonus, the 4 attackers stacking is legal). The Crusaders have arrived from Pamplona and have not crossed any river or pass.

1 – Dice Pool for Crusaders: 2 white for the 2 infantries, 2 blacks for the Knights

2 – Dice Pool for Zaragoza: 2 whites for the Castle and Infantry, 1 black for the Cavalry in plains

B – First Rolls for the Melee Round #1 show the dice above

C – Dice Allocation is solved:

1 – Crusaders: the 3 hits are assigned as follows: first hit to the infantry and second to cavalry (as cavalry takes hits last in plains). Third hit cannot be assigned to the castle (because there are still some other units), so the Zaragoza player assigns it – again – to his infantry, which is eliminated.

2 – Zaragoza: the two hits are assigned by the Crusader player one each to his infantry, as the Knights in plains shall

be hit last (if the battle had been in a mountain, the Knights would have received the hits instead, as they are hit first in such terrains).

Round 2

DICE

- x 2 (Inf.)
- x 2 (Knight)
- Even if damaged, rolls a full die
- x 1 (Castle)
- x 1 (Cav)
- Even if damaged, rolls a full die

ROLLS

- White die: 1, 1
- Black die: 1, 1
- Skull icon
- White die: 1, 1
- Black die: 1, 1
- Skull icon

DAMAGE ALLOCATION

- The kill must be assigned to an intact unit, so a Knight must take it. The hit can be assigned to the other Knight as it will recover it (Inf would be killed)
- The kill goes to the Cavalry and eliminates it. The hit goes to the Castle, which is still standing, so a Siege round has to be made

Melee Round #2

D – Dice Pools: There are still 4 Crusaders (2 damaged infantry and 2 knights), and 2 Zaragoza unit, with the intact cavalry and castle. They provide dice as follows (Important: damaged units, like the 2 infantry, still roll a full die)

1 – Dice Pool for Crusaders: 2 white for the 2 damaged infantries, 2 blacks for the Knights

2 – Dice Pool for Zaragoza: 1 black for the cavalry, 1 white for the castle

E – Rolls for the Melee Round #2 show the dice above

F – Dice Allocation is solved:

1 – Crusaders: the Kill from the Knights is assigned to an intact enemy unit (not castle), so the cavalry is the sole choice. The hit goes to the castle as no land unit is left to take it. This is not enough to eliminate the castle, which has 3 hit points.

2 – Zaragoza: the Kill is assigned first and shall eliminate an intact Crusader, so the sole choice also is a Knight. The hit goes to the other Knight, because this saves damaged infantry from elimination (the damaged units all regain full force at the end of the battle)

G – End of Melee is declared, as the Zaragozans have no combat unit left in the field, but they still have their castle, so the battle will now proceed to a siege round. If the besiegers (they only roll white dice) manage to inflict 2 more hits, the castle is taken. If not, they lose the battle and shall retreat.

See next example for siege round.

Battle in Mountains

DICE

- x 2 (vet.)
- x 1 (leader)
- x 1 (City)

ROLLS

- White die: 1, 1
- Black die: 1, 1
- Skull icon
- White die: 1, 1
- Black die: 1, 1
- Skull icon

DAMAGE ALLOCATION

- The 2 hits that the city has inflicted are assigned to one Roman veteran infantry each
- The Kill becomes 2 hits, and the other 2 hits add up to a total of 4... which is more than enough to destroy the city (2 points)

Siege Round

A – Dice Pools: Two Roman veterans led by Scipio have won a land battle in Cartagena, and the city there has survived intact. But a siege round is now to be made to decide the final fate of the battle.

1 – Dice Pool for Romans: 2 blacks for the veterans, 1 black for Scipio

2 – Dice Pool for Carthaginians: 1 black (defending city / castle in sieges)

Important Note: Romans have a special siege expertise and roll black dice for their combat units, while all other nations will only use white dice for their non-leader units involved in siege rounds!...

B – Rolls for the Siege Round show the dice above

C – Dice Allocation is solved:

1 – Rome: the kill cannot be used in sieges, so it is converted to 2 hits. Adding up with the 2 other hits, this makes 4, which is more than enough to capture the city (which has only 2 hit points). The Romans seize and convert Carthage automatically (special rule).

2 – Carthage: the 2 hits are assigned by the Roman

player one each to its 2 veterans. They are now damaged, but will automatically recover at the end of the battle.

D – End of Battle is declared, as the siege was a complete success for Rome... Vae Victis!

7. Population limit

After the combat phase (after all battles and retreats), the total number of units of a played Nation cannot exceed 2 times the number of its regions.

If the Nation being played has excess units, the excess units are removed immediately (player's choice).

Exceptions: **Castles, Cities, Strongholds** and **Forts** and **Leaders** **do not count** towards the population limit.

Play Note: It is therefore recommended to attack with units threatened by surplus population. This rule prevents a Nation from accumulating too many units, and encourages it to conquer new regions.

Example: at the end of its sequence of play, LEÓN has 4 regions with 9 units, excluding castles. His maximum population is 8 units (4 regions x2). He must remove 1 unit.

8. Victory Points (VP)



Throughout the game, each player collects victory points with his Nations, abbreviated «VPs».

Each Nation Card specifies the number of VPs and how they are obtained.

Each nation obtains VPs:

- During his **Game Turn**, by attacking and destroying certain well-defined enemy units, indicated on his Nation Card (top left): e.g. destroy Roman Elites, a Christian Castle, a Muslim Cavalry, kill a particular Leader...

In the event of enemy combat, it's sometimes wiser to retreat, then attack at your sequence of play and gain (attacking) VPs.

- Sometimes, at the **end of its turn**: e.g. Visigodos at the end of its turn, on turn 9 (before the Invasion of Byzantium); see the Nation File.

- **AT THE END of certain Rounds**: when all players have finished playing their Nations, certain Nations can earn VPs as indicated on their Nation Card.

These **TURNS** are: **3, 5, 7, 10, 13, 15, (17) and 19**. These VPs are counted before the transformation of certain Nations (see 9.4). To control a region, the Nation must have at least one unit of any type (except a Ruin or a single Leader). Regions of subjugated Nations count as regions of the suzerain Nation (see 9.6). VPs are always rounded to the nearest 1/2, or to the nearest whole number. It is possible to win with only 1/2 VP in advance.

Example: on turn 1, CARTHAGO attacks IBEROS in Cordoba. IBEROS had better stop fighting (if it survives) at the end of the 1st round (and retreat to Granada). Then, on its turn, IBEROS counter-attacks CARTHAGO in Cordoba, because now - on its turn / and attacking

- *the IBEROS gains 2 VPs / CARTHAGO unit destroyed.*

Example: at the end of turn 3, LUSITANIA controls Porto (3 VP), Salamanca (1 VP), Alcantara and Palencia (1/2 VP each = 1 VP) and Avila (no VP). The player has therefore obtained 5 VPs with the LUSITANIA.

In Scenario A, some players start with a positive VP total which is added to their scores. These VPs are intended to counterbalance unbalanced situations.

Part 2: Special Rules

9. Special rules

Certain Nations benefit from or are subject to special rules. All these rules are listed in the Game Aids or on the various Nations Sheets.

9.1 Invasion



On the nation sheet, an invasion is represented by a crossed swords symbol. The following nations launch invasions:

CARTHAGO (turn 1), **ROMA** (turn 4)
VANDALOS (turn 6), **ALANOS** (turn 6), **SUEVOS** (turn 6),
VISIGODOS (turn 8)
OMEYAS (turn 11), **ALMORAVIDES** (turn 18); (+
Extended Game: **ALMOHADE**) (scenario E, turn 20)

An «**Invasion**» Nation benefits from a **2° movement phase** and **2° combat phase**.

Invasion Tower:

1. Income calculation
2. Purchase / Reinforcement and placement of new units
3. 1er Movement / stacking limit (attack +2 units in Invasion)
4. 1er Combat
5. 2ème Movement/stacking limit (attack +2 units in Invasion)
6. 2ème Combat
7. Stacking limits (after battles, normal case) (end of Invasion)
8. Population control (= regions x2)

The invading nation can move all its units (and fight) 1ère times, then move all its units (and fight) 2e times. Each unit retains its full movement allowance for each move.

The invading nation can attack with a stacking bonus of +2 units per movement phase (instead of +1).

At the end of the 1ère Combat phase, stacking is not checked (the Nation can move again after: 2e movement phase).

Stacking (after battles) is checked after the 2e Combat phase (see Chapter 4).

Some Invading Nations have a special bonus: no stacking limit in the 1ère Invasion phase with their Leader or thanks to Religious Zeal (see 9.3). This is indicated in the Nations Cards (or see Chapter 11).

9.2 Fougue

Fougue is very similar to an Invasion, but involves **a single stack**, often with a Leader.

This stack can **move and attack 2 times**.

Omeyas in Turn 14 with Al Mansur,
ARAGON on turn 16 with Ramirez

(Extended Game): Cruzada on turn 20 (scenario E only) (but without Leader).

Units must move (and stay) with the Leader to benefit from 2e movement. The stack has a bonus of +2 attack units (instead of +1).

NB: There's also an event counter of this type, but it doesn't require the presence of a Leader.

9.3 Religious Zeal

2 Muslim nations show «**Religious Zeal**» during their Invasion turn (see 9.1):

- Omeyas in turn 11
- Almoravide in turn 18

During the 1ère invasion phase, the nation:

A - ignores stacking

B - benefits from a **special bonus** to all attacks: the first two losses (hits, not kills) of each battle are ignored (first three losses if leader present). This bonus is cumulative with any other bonus (e.g., the Leader's impact on dice).

Example: Omeyas can attack Toledo with 12 units! (each with combat bonuses)

Religious Zeal no longer applies to the 2e Invasion phase. The Nation must then remain within the classic Invasion stacking limits and no longer has this special bonus (the enthusiasm has faded).

9.4 Transformation of Nations

Sometimes, new Nations appear on the ruins of old ones. Sometimes, one Nation is removed from the game and replaced by another. Some (but not all) of its counters are replaced by others from the new nation. Occasionally, some of the old nation's counters remain (e.g. Roma's forts) and can be used by the new nation (but cannot be rebuilt).

This new Nation is considered a completely different Nation (although played by the same player, see Chapter 11).

Historical note: these are often assimilations, such

as Iberos by Roma, or Cantabria by Visigodos.

Play note: there are three main transformation periods.

1/ Turn 6, the Barbarian Great Invasions devastate Gaul, then invade Hispania: the Roman Empire disintegrates. In Hispania, the remaining regions are known as the nation of **HISPANIA** (although there was never a unified kingdom among the local population).

2/ Turns 13-16: after the Great Muslim Invasion (Omeyas turns 11-12), the 4 Christian Kingdoms appear in northern Hispania: **CASTILLA** (ex Visigodos) (turn 13), **LEÒN** (ex Suevos) (turn 14), **NAVARRA** (ex Vascos) (turn 14), **ARAGON** (ex Francos) (turn 16).

(Historically, it was first LEÒN, then NAVARRA, and only later Castilla and ARAGON).

3/ Turn 15: at the same time, the Omeyas Caliphate of Cordoba collapses, and 4 Muslim emirates (also called Taifas, for 'Kingdom') appear in central and southern Hispania: **ZARAGOSSA**, **GRANADA**, **VALENCIA** and **SEVILLA**. (This is not quite historical, but necessary for the flow and balance of the game. Historically, there have been more small Muslim emirates).

With each transformation, the ex-Nation's saved income is lost. The new Nation starts with 0 Gold. Each new Nation starts with a particular initial situation: everything is specified and indicated on their Nation Card (see also Chapter 11).

9.5 Ruin and Reconstruction of Castles and Cities



A Castle or City is not removed from the game when it is destroyed. Its counter is turned to its «Ruin» side and left in the area.

A Ruin has no effect on the game and must be completely ignored. A Nation gets no income or VPs for a region containing only a Ruin. It is not a combat unit, but merely an indication that a Castle or City can be rebuilt there (simply by sacrificing a unit).

A Nation (with Castle or City counters) can **rebuild** a ruined **Castle/City** in a region it controls. At any time during its Game Turn, the Nation may sacrifice (remove) 1 unit from the area (e.g., 1 Inf) to rebuild the Castle or City. The Ruin counter is replaced by the new player's 1 Castle/City. The Ruin counter is returned to the Nation. The new Castle/City is either taken from the Nation's available (off-map) counters, or the Nation's existing Castle (not City) on the map can be taken elsewhere and moved (in which case it disappears from the original location).

All standard Castle / City rules apply to the new, rebuilt Castle / City.

Note that the only nations with city counters are ROMA and CARTHAGO, and that they can only be rebuilt in regions with city sites. The Hispania nation can use Roma's city counters on the map at the time of transformation, but these counters are permanently removed as soon as they go into ruin.

9.6 Submission of Nations

A small nation can, or sometimes must, submit to a stronger one, rather than be annihilated. The subjugated (the «subject») nation then survives. The larger Nation that subdues it, known as the «suzerain», gains some advantage.

The (large) «suzerain» nations and the (small) «subject» nations:

CARTHAGO : can submit (CELTOS)

ROMA : can submit (LUSITANIA, VASCOS, GALLEGOS, CELTOS)

VISIGODOS: can submit (LUSITANIA, VASCOS, GALLEGOS, CELTOS, HISPANIA)

OMEYAS : can submit (LUSITANIA / BADAJOZ)

Submission

A large nation can submit a small nation (from its list) during its turn.

There are **3 conditions**:

- The small Nation is reduced to a small number of regions, indicated on its Nation Card;
- The large Nation attacks a region of the small Nation, and conducts at least 1 round of battle;
- if each Nation survives (with at least 1 unit), the smaller Nation can / or must submit to the larger Nation.

The word «may» indicates that the small Nation has the choice of submitting or not when the 3 conditions are met. The word «must» indicates that the small Nation has no choice, and must submit. This distinction is clearly indicated on the Nation Cards.

The number of units and the income of the small Nation have no effect. At least 1 round of combat must take place. If the small nation submits, the battle ends. The large Nation cannot refuse to submit.

The large nation becomes the «suzerain nation», and the small nation becomes the «subject nation».

All units of the suzerain nation - in all areas of the subject nation - must retreat immediately (even if further fighting has not yet taken place) (battles do not take place).

If, during the battle, the small Nation chooses not to submit, it can nevertheless choose to submit after each round of combat (e.g. if the battle goes badly).

The subject nation cannot attack its suzerain nation - and vice versa - as long as the subjugation continues. If, at a later date, the subject Nation expands and exceeds the number of subjugated regions, this no longer matters. It remains subjugated (see Duration of Subjugation).

Example: the Vascos must submit to the Visigodos if it has 3 regions (or less). The Visigodos chooses to attack the Pyreneus Orientalis, one of the 3 regions owned by the Vascos. After the 1er battle round, neither side is eliminated and the Vascos is forced to submit. The Visigodos must retreat from the Pyreneus Orientalis and all other regions containing a Vascos unit. If either side had been eliminated after the 1er battle round, the Vascos would not have been subdued...

Duration and Submission

The subject Nation cannot attack its suzerain Nation and vice versa as long as the submission subsists:

- submission to CARTHAGO ends at the end of turn 3;
- submission to ROMA ends at the end of turn 5;
- submission to VISIGODOS at the end of turn 12 (or as soon as Toletum falls);
- submission to OMEYAS at the end of turn 14.

Income (VISIGODOS, OMEYAS)

Subject Nation receives half of its income (rounded down to 1/2). The Suzerain Nation (VISIGODOS/ OMEYAS) immediately receives the other half (rounded up to 1/2.) The Suzerain Nation can build a unit immediately (it is placed next to the board until its sequence of play) or accumulate (if possible). NB: ROME and CARTHAGO never receive any income (so the half provided by their subjects is lost).

Victory Points (VP)

The subject Nation receives half its victory points (rounded up to 1/2). The other half is lost anyway. The suzerain Nation counts all subjugated Nations' regions as its own (with its own VP value). A region can thus be counted twice for VPs: once by the subject Nation (but only for half) and once by the suzerain Nation.

The 2 Nations are «allies». Each may move through areas containing the other Nation's units, but may not end its movement there. The subject Nation always plays on its own Game Turn (and not with the suzerain Nation).

Two nations subjugated by the same suzerain nation may nevertheless attack each other.

Example: The Lusitania and the Suevos can fight each other even if they are both subject to the Visigodos.

10. Optional rules

Some or all of these rules can be added if all players agree to them at the start of the game.

10.1 Sign of God

Each player may replay **1** combat **round once** per game. Both sides re-roll the dice for this round. The results of the previous draw are ignored, regardless of the number of units participating in the combat.

Note: this allows players to restart a disastrous major round.

For example, Gallegos now has just one region, Cantabria. Two Infantries are there. The Visigodos attacks with 3 Infantries to subdue it and eliminates the two defender units. Normally, the Gallegos would be eliminated from the game. The player can invoke the Sign of God and request a replay of the combat round, hoping this time to survive.

10.2 Events

Take the 24 random event chits, remove the **#11 Vikings chit** and place the remaining 23 in a bag or bowl, suitable for a random draw. Each player randomly draws **2 event chits** at the start of the game.

As of Turn 4, the **#10 Massalia** chit is worthless: if it hasn't been played, the player who owns it can do nothing with it (if he draws it, it's worthless, but he can keep it to create an illusion for the other players).

Each player draws 2 chits again at the start of turns 4 and 8.

On turn 11, **Viking chit #11** is added to the deck.

A player may keep as many event chits as he wishes. He may play them as indicated in the event description. Players may not exchange event chits.

Events effects in detail



Indiscipline: an enemy knight is destroyed as soon as 1er hits it. The player determines the enemy knight affected at the start of combat. This event must be played at the start of combat.



Invasion (minor): a stack benefits from a 2e movement phase and 2e combat and there is no stacking check at the end of the 1er combat. This event must be announced at the start of the player's sequence of play.

Note: This event is in addition to the standard invasions - known as major invasions - provided for in the game (see 9.1).



Retreat: retreat before the 1st combat round. If it is a Nation that can be subdued, this retreat does not result in submission.



Treasury: the Nation receives an additional 6 Gold.



Long life: one of the Leaders remains for 1 additional turn, but no more than 2 turns (inapplicable: Alphonse VI).



Castle: an additional Castle is received free of charge at the start of his sequence of play. If this Nation has no Castle unit, it can use one of the two «special» Castle counters (gray background color). The castle received is not counted towards the construction limit

(normally 1 per region). This event cannot be played before turn 8.



Dice: restarts a complete round of combat in which the player is involved. Both sides draw their dice again. The event must be announced and played after the combat round.



Null: another player's event is cancelled. It must be played immediately after an event to cancel it.



Shuffle: all event pieces already played are immediately shuffled with those not yet distributed to the players. The player who drew the event then randomly draws a new event from these.



Massalia: can only be played from turn 1 to turn 3 (inclusive). The player can place the Massalia unit (gray counters) in one of the following 3 regions: Denia, Valencia, Barcino. This unit does not count towards stacking and cannot be retreated (if it does, it is permanently eliminated). If the player who drew this counter is the yellow player, he may replace this unit with Carthago infantry.

At the start of turn 3, the unit is replaced by a Roma fort (if there isn't one already in its area). This may lead to a fight with the current owner of the area if it does not belong to Roma.



Vikings: can only be played from turn 11 up to and including turn 14. At the start of any nation's game phase (to be announced), the player may place the Viking unit (gray counters) as a reinforcement (Raid) in any region that is either adjacent to a sea (including the

Atlantic), regardless of the anchor, or a region whose border is a river. The Viking unit rolls 2 black dice (all swords count), then a normal battle ensues (regardless of the game phase). For each opposing unit eliminated by the Viking, the player receives 1 VP and 1 Gold per base hit point of the unit (ignore any other bonuses or VP gains of the nation in the phase in which the Vikings are played). If the Viking counter is eliminated, the defender receives 2 VP. If the Viking counter survives, it is placed in the sea zone closest to the raid area (and returned to full strength, even if damaged). Each player may then, once in the turn for one of his nations that has not yet played, wager 2 VP with it to take control of the

Viking counter. Proceed again as above. After the last nation of the turn has been played, the Viking pawn is removed from the board and the event pawn is immediately returned to the deck (between turns 11 and 14 only, at the end of turn 14 the event pawn is permanently discarded).



Ruse: in mountain attacks only, both sides fire as if they were on the plain. This event must be played at the start of combat.

If another player cancels this event, the retreat of surplus stacking units is allowed.



Bravery: during a combat round, a unit (except a Castle) can attack 2 times and before the enemy can retaliate (act as if the unit were the only attacker, then after the 2 shots, play the normal round). This cannot be used against a fortress.



Tactics: gives a roll of 2 additional black dice in battle [or, in advanced combat rules, a +2 bonus to all Nation units for 1 combat round (and one only), cumulative with other combat bonuses]. This event must be played before dice are rolled.



Traitor: an enemy castle is destroyed as soon as 1er hits it. This event must be played at the start of combat.



Ambush: in defense and on plains only, both sides fire as if they were in a mountainous region. This event must be played at the start of combat.



Army: an additional combat unit is received free of charge at the start of its sequence of play. The player can choose only from units owned by the Nation, except for Leaders, Castles or Roman Forts. The unit received does not count towards the construction limit (normally 1 per region).



Boldness (a.k.a. Fougue): a stack obtains additional movement without the need for a Leader (Cf. 9.2). The stacking bonus in combat is normal (+1 if there is no Leader present).

10.3 Mountain Ambush

If the battle is taking place in mountainous terrain, the defender can set up an ambush, which is played like the melee round but before the attacker rolls his dice.

Exception: No ambush can take place if the attacker has a leader.

Ambush is automatic if the attacker enters the mountainous area from another mountainous area, or if he has crossed a ridge (unless there is a pass) or a river to enter the mountainous area. Otherwise, it takes place only if a D2 test is passed. If unsuccessful, the melee round is normal.

During an Ambush:

- Defending Mountain units (those bearing a mountain icon) count double. Other units count normally. Their dice results are applied immediately.
- The attacker retaliates with his surviving units only.

10.4 Roads

Roads markers are used to indicate which region has road infrastructure.

Only Roma may build roads in the game, but all nations may use them (hence the brown-color markers), provided they are maintained.



Roads are built automatically by Roma in all the regions which they control at the end of their nation phase (overpopulation phase, even if not applicable to Roma). Once the road is built, it cannot be destroyed or removed for any reason before Turn 7 (see below), even if Roman presence has disappeared.

The number of roads marker is the absolute limit, the Roman nation player decides where to place the markers in case of running short of them.

Roads bring the following profits advantages:

- Movement cost of a clear terrain region is $\frac{1}{2}$ instead of 1 MP (unit with only $\frac{1}{2}$ MP left can still enter another clear terrain with road, but no other).
- Movement cost of difficult terrain regions is still 1 MP, but the movement can continue beyond the first difficult terrain (as if there was a leader for instance) region into any other region. If the next entered region is also with roads (whatever the terrain), continue movement and so forth until the MP allowance of the unit/stack is exhausted.

Roads Disappearance (the Dark Ages)

Each turn from Turn 7 onwards, a random number of roads will be removed from the board (representing poor maintenance and lack of expertise in infrastructure) at the beginning of the turn. Roll a D6, this is the number of road markers removed. One marker is removed by each player, in turn order sequence, until all required markers removals for the turn are taken.

Markers to be removed are freely selected by players, respecting the following priorities and constraints

- Remove from difficult terrain region without cities, forts, castles or strongholds
- Remove from clear terrain region without cities, forts, castles or strongholds
- Remove from difficult terrain region with cities, forts, castles or strongholds
- Remove from clear terrain region with cities, forts, castles or strongholds
- In case regions have a castle, fort, city or stronghold, priority of removal is region with: 1-stronghold, 2-fort, 3-castle, 4-cities.

Al-Andalus engineering: the player controlling OMEYAS or SEVILLA can cancel any 1 road removal targeting a region it controls each turn. In addition, no region under its control with a Castle or City may be selected by anyone (himself included), even if this is the sole choice (ignore removal in such a case).



11. Rules specific to Nations

Nations listed by (Spanish) alphabetical order, not by order of Play.



ALANOS (Alains)

Yellow player - order of play #11

Counters: 15 Infantry, 5 Cavalries, 1 Leader

The ALANOS enter the game on turn 6, during the Great Barbarian Invasions. They are the 2nd Barbarian people to invade Roman Hispania (VANDALOS, ALANOS, SUEVOS, VISIGODOS). They are Eurasian by origin.

They launch an **Invasion** (see 9.1), with Leader **Ataces**, 5 Cavalry, 15 Infantry in Aquitania.

(**Ataces** to be removed Turn 7, at the start of the VANDALOS game turn). During the 1st Invasion phase, stacking is unlimited with **Ataces**.

Pillage: the ALANOS gains 2 VP for each fort or city in Hispania eliminated during its turn.

He also gains 1/2 VP for each VANDALOS or VISIGODOS unit eliminated.

The ALANOS receives income from turn 8.

On turn 9, ALANOS gains 5 VP for each VISIGODOS leader killed (**Euricus** and **Alaricus II**).

At the end of turn 10, the ALANOS disappears: all ALANOS units are removed from the map, except for 1 unit in each of the *Vizcaya*, *Pamplona* and *Numantina* regions, which go to the VASCOS (green player, convert to VASCOS infantry of the green player choice).



ALMOHADE

Blue player - order of play #29

Scenario E only - Extended Game: + turns 20-21

Counters: 14 Infantry, 3 Berbers, 3 Light infantry, 1 Leader

The ALMOHADE enter the game on turn 20, as a Muslim conqueror who comes from Morocco to restore Islam to Hispania.

They appear in Africa with 13 Elites and 3 Berbers (free - see Omeyas for their special rules), the leader **Abu Yusuf** (who remains in play until the end of turn 21 and will receive 3 Light Infantry units - equivalent to Berbers).

They launch an **Invasion** (9.1). They receive no income. They obtain 3 VPs per Muslim* castle destroyed, 5 VPs per Christian* castle destroyed, 3 VPs per Christian* knight, 1 VP per Christian* infantry.

On Turn 21, region Tingis is automatically captured (eliminate all other nations' units there and place 1 Almohade infantry there if any spare)

They can't rebuild ruined castles (just scoring VPs for ruins) (NB: doesn't have the counters anyway).

All other Nations get 2 VP for each Almohade unit eliminated on their Game Turn (in attack). A reminder to all players is displayed on other nations sheets.



ALMORAVIDES

Yellow player - order of play #27

Counters: 21 Infantry, 3 Berbers, 7 Castles, 1 Leader

The ALMORAVIDES appear on turn 18, a Muslim conqueror from Morocco whose aim is to restore Islam to Hispania. They arrive in *Africa* with 18 Elites and leader **Yusuf** (who remains for 2 turns, 18 and 19).

They launch an **Invasion** (9.1) from Africa and benefit from **Religious Zeal** (9.3). On Turn 18, the region of Tingis is automatically conquered (all units there are eliminated) and 1 infantry (which cannot move this turn) is placed there.

On turn 19, each castle (Christian or Muslim) conquered and rebuilt is worth in VP the value of the region it is present on (e.g. 3 VPs for Sevilla).

They also gain 2 VP for each (Christian) Knight eliminated. The Almoravides do not receive any income on Turn 19, but receive 8 Reinforcing Elites in Africa on Turn 19. The same turn, they can also recruit up to 3 Berbers (2 VP each - see Omeyas for special rules on these mountaineers units), and Leader **Yusuf** remains in play on Turn 19 (unless he has been killed).

Turns 20/21 (Extended Game: scenario E): Almoravides Elites become normal Infantry on turn 20 (ignore the elite symbol). Almoravides now receive income from castles for each region containing one.

Leader **Yusuf** disappears on turn 20 (at the start of his nation sequence of play).



ARAGON

Red player - order of play #17

Counters: 11 Infantry, 3 Knights, 3 Castles, 1 Royal Guard, 1 Leader

ARAGON is a powerful Christian kingdom from northeastern Hispania.

It appears at the end of turn 15, replacing the FRANCOS. It receives the equivalent of all FRANCOS units still in play, but with a minimum of 4 Infantry and 1 Knight.

ARAGON obtains 5 VP for each Muslim leader killed, and 3 VP for each Moslem castle* destroyed. Also, from turns T20+, 1 VP for each ALMOHADE unit destroyed.

If the FRANCOS has been eliminated, the ARAGON appears in *Septimania* on turn 16.

On turn 16, ARAGON receives Leader **Ramirez**, 3 Infantry and 2 Knights in *Septimania*.

Historical note: Barbastro's crusade begins.

This leader benefits from **Fougue** (plays 2 times with his stack) (Cf. 9.2) and obtains 1 VP per Moslem unit eliminated. The Knights and **Ramirez** disappear at the end of turn 16. Infantry remain.

Aragon has 2 Knights from Turn 15 to Turn 19, then can recruit a third Knight on Turn 20. From Turn 16 onwards, it can purchase the Royal Guard unit (cost is the same as a Knight)..



BADAJEZ

Yellow player - order of play #18

Counters: 13 Infantries, 1 Cavalry, 3 Castles, 2 Leaders

BADAJEZ is a Muslim Taifa (Emirate) in western Hispania. It appears on turn 11 (or 12) and replaces the LUSITANIA. If LUSITANIA submits to the OMEYAS on turn 11 (or 12), LUSITANIA is transformed into a BADAJEZ at the end of turn 11 (or 12), and remains subject to the OMEYAS until the end of turn 14.

Otherwise (if not subjugated by the OMEYAS), LUSITANIA is transformed into a BADAJEZ at the end of turn 12.

The OMEYAS can always submit it afterwards.

BADAJEZ takes possession of all the regions belonging to ex-LUSITANIA and receives the *Badajoz, Alcantara, Tago, Vetonia* and *Estremadura* regions - the units of the other Nations there are obliged to retreat immediately.

If LUSITANIA has been previously eliminated, BADAJEZ still appears in the regions of *Badajoz, Estremadura* and *Alcantara*.

BADAJEZ receives one Infantry for each LUSITANIA Infantry, with a minimum of 6 Infantries.

If LUSITANIA has less than 6 Infantry, the extra units are placed at its discretion (as Reinforcements).

BADAJEZ also receives 3 castles free of charge, one in BADAJEZ and the other 2 placed wherever it wishes.

On turn 11 or 12, during the reinforcements phase, BADAJEZ can exchange 2 infantries for 1 cavalry. The cavalry cannot be rebuilt and the exchange can only take place once. BADAJEZ gets 3 VP for each Christian knight eliminated.

On Turn 14, BADAJEZ receives Leader **Al-Muzaffar** (to be removed Turn 15, at the start of the BADAJEZ Game Turn). At the end of Turn 14, the OMEYAS Caliphate collapses, and BADAJEZ's submission ceases.

On Turn 15, Badajoz receives Leader **Al-Mutawakkil** (to be removed Turn 16, at the start of the BADAJEZ game turn).

[Turns 16-17, SEVILLA receives 5 VP to (re)conquer the 'capital' regions of the other southern Taifas: *Badajoz, Granada, Valencia*]



BIZANCIO (Byzantium)

Yellow player - order of play #14

Counters: 17 Infantries

BIZANCIO is the Eastern Roman Empire (Christian); a nation that came to reconquer southern and eastern Hispania. It appears on turn 9 with 16 Infantries at sea. It may also have 1 extra infantry in Tingis if that region was held previously by the VANDALOS. (see that nations for details)

It has Naval Supremacy in the Mediterranean (and may land at Granada) on turns 9 and 10 (see 5.6). BIZANCIO receives only half its normal income (rounded up to 1/2) starting on Turn 10. It cannot rebuild castles or cities (no counters). From turn 12, BIZANCIO obtains 1 VP for each Moslem unit eliminated, after the OMEYAS invasion (turn 11).

On turn 17, BIZANCIO cannot recruit EL CID.

Fall of Africa: After collecting VPs on turn 10, BIZANCIO may transfer the *Tingis* region to OMEYAS in exchange for gaining 3 VPs (no VP is taken from OMEYAS). In this case the *Tingis* units present retreat to sea and 1 OMEYAS infantry is placed in the region. If *Tingis* does not belong to BIZANCIO or if the player refuses the exchange, then nothing is modified at *Tingis*.



CANTABRIA (Cantabria or Cantabrians)

Blue player - order of play #3

Counters: 8 Infantries, 2 Mountaineers, 1 Mountain Stronghold

CANTABRIA is a nation of ancestral peoples from northern Hispania.

She starts the game on turn 1 and cannot submit to ROMA.

CANTABRIA obtains 3 VP for each ROMA Elite and 2 PV per CARTHAGO Infantry eliminated.

Looting: CANTABRIA gains 1 VP for each ROMA / HISPANIA fort eliminated on its turn.

At the end of turn 8, CANTABRIA becomes part of VISIGODOS: all CANTABRIA units are transformed into VISIGODOS infantry. If there are less than 4 units to convert by turn 8, lose 1 VP for each missing (to 4) unit,

CANTABRIA has 2 mountaineer units: these units can only be (re)built in mountain regions. They must be in play at the start of each scenario, in mountain regions.

CANTABRIA has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like normal infantry). However, unlike forts, it can be (re)built in mountain regions. It must be in play at the start of each scenario, in mountainous regions.



CARTHAGO (Carthage or Carthaginian)

Yellow player - order of play #1

Counters: 24 Infantries, 1 Elephant, 2 Numid Cavalries, 1 City, 2 Leaders

CARTHAGO was a powerful city-state of Phoenician origin in Africa (Tunisia); a rival of Rome, it came to conquer southern Hispania.

CARTHAGO obtains 1 VP for each ROMA elite eliminated.

On Turn 1, CARTHAGO launches an Invasion with 14 Infantry, 2 Numid Cavalry and 1 Elephant at Sea and the Leader **Hamilcar** (to be removed Turn 2, at the start of the CARTHAGO Game Turn). It already has units on the map. CARTHAGO never receives income.

Numids cavalries are cavalry units that are also mountain units (see special rules above). Elephants behave like (antique version of) knights. All of these have only 1 life points, cannot be rebuilt or received in reinforcements (including via play of event chit, once gone, they are gone for good).

At the end of Turn 1, if CARTHAGO controls the *Cartagena* region, the City counter is placed there automatically and yields 3 VP.

On turn 2, CARTHAGO receives 7 infantry at sea and the **Hasdrubal** Leader (to be removed on turn 3, at the start of CARTHAGO's turn).

CARTHAGO gains 3 VPs per unit (any) going to *Septimania* on turn 2, and 5 VP for **Hasdrubal** if he goes there too. These units disappeared (they left to join **Hannibal** in Italy against

Rome).

Turns 1-3: CARTHAGO can subdue the CELTOS, which remains subdued until the end of turn 3.

At the end of turn 5 (after VPs have been counted), CARTHAGO disappears: all CARTHAGO units are removed from the map, with two exceptions: the city in *Cartagena* (if still in play) is replaced by a city counter of ROMA, and CARTHAGO units in *Tingis* are replaced by a ROMA fort or infantry (at that player's choice).



CASTILLA (Castile)

Blue player - order of play #22

Counters: 14 Infantries, 5 Knights, 1 Royal Guard, 1 Capital City, 5 Castles, 2 Leaders

CASTILLA was a powerful Christian kingdom in north-central Hispania.

It appears at the end of turn 12 and replaces the VISIGODOS. All VISIGODOS units in the **Norte** zone of Hispania (see reminder of regions below) and in *Segovia* are transformed up to a maximum of 8 Infantry, 2 Knights and 1 Castle (place as desired inside the regions, respecting stacking limits), regardless of VISIGODOS unit type. If there are more, excess units are lost. If there are fewer, CASTILLA chooses the unit type and location.

VISIGODOS units elsewhere (outside of Norte zone) remain on the map and become «neutral».

Norte: *Galicia, Oporto, Duero, Asturia, Cantabria, Leon, Palencia, Burgos, Vizcaya, Numantina, Pamplona, Saragossa, Pyreneus Occidentalis, Pyreneus Orientalis and Osca.*

The VISIGODOS **Pelayo** leader becomes a CASTILLA (remove Turn 14, at the start of the CASTILLA game turn).

CASTILLA obtains 5 VP for each Moslem leader killed, 3 VP for each Moslem stronghold destroyed, 1 VP for each Moslem infantry or cavalry destroyed. Also, from turns T20+, 1 VP for each ALMOHADE unit destroyed.

Turn 17: CASTILLA receives leader **Alfons VI** for 3 turns (17, 18, 19) (the only Leader to last 3 turns).

[SEVILLA receives 5 VP for killing **Alfons VI** on Turn 17]

CASTILLA has 4 knights during the game. It's a very powerful military force.

She can recruit her 5th knight from turn 20 (Extended Game: scenario E only).

Capital city and Royal Guard: from Turn 16, a capital city can be placed in Toledo (*Toletum* region), as soon as the region is controlled, either automatically as a replacement for an existing castle (free conversion, including a captured opposing castle), or as a placement during the reinforcement phase (the cost is then the same as that of a new castle). The capital city yields 3 VP when it appears, and 1 VP each turn of its existence. In addition, as long as it is in play, the Royal Guard unit, if destroyed or non-existent, is automatically rebuilt there (if destroyed before or the first time) free of charge during the reinforcement phase (and this rebuilding does not count as a new unit for placement limits).

Playing note: to play CASTILLA correctly, you need to read the rules for VISIGODOS carefully. The most important zone is the

North, and we recommend keeping 11 Infantry intact.



CELTAS (Celts)

Blue player - order of play #6

Counters: 10 Infantries, 1 Mountain Stronghold

The CELTOS are one of the ancestral peoples of south-west Hispania.

They start the game on turn 1 (and remains in play throughout, without transforming).

The CELTOS gets 3 VPs for each ROMA elite or CARTHAGO infantry eliminated.

They can submit to CARTHAGO if they control 3 regions or less, and to ROMA and OMEYAS if they control 2 regions or less.

Submission to CARTHAGO ceases at the end of turn 3, to ROMA at the end of turn 5 and to OMEYAS at the end of turn 13.

Turn 11+: CELTOS are Christian (appearance of Islam: OMEYAS invasion).

CELTAS has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like normal infantry). However, unlike forts, it can be (re)built in mountain regions or, exceptionally, in *Algarve* region (where it starts all scenarios where that region is controlled by this nation).



CRUZADA (Crusade)

Blue player - order of play #28

Scenario E only (Extended Game: + turns 20-21)

Counters: 6 Infantries, 3 Knights

The Christian (European) CRUZADA is launched in response to the ALMORAVIDES invasion of Hispania. It appears on turn 20 with 3 Knights and 5 Infantry in one stack at sea (including those in the Atlantic). Its units can land in any coastal region (including those usually forbidden with barred anchors).

The CRUZADA benefits from Fougue (see 9.2 - additional movement).

It obtains 5 VPs per Moslem castle destroyed, 2 VPs per Moslem cavalry destroyed and 1 VP per Moslem infantry destroyed. Castles cannot be rebuilt (Ruins are left, which can be rebuilt by other nations with available castle counters).

The CRUZADA remains in play for a single turn and disappears at the end of turn 20. They may use the 6th infantry counter if they use an event chit for it (to place with the starting stack at sea).



EL CID (The Cid)

Blue player - order of play #26

Counters: 6 Infantries, 3 Knights, 1 Castle, 1 Leader

EL CID was a great hero / Christian mercenary in the pay of Christian kingdoms / and Muslim Taifas during the Reconquista. This nation appears on turn 17 with 3 knights, 5 infantry and the **El Cid** leader (to be removed on turn 18, at the start of EL CID's turn).

EL CID can first be recruited by each of the other players' Nations (regardless of their religion, as long as they are not of the Blue colour) on their Game Turn. However, BYZANCIO cannot recruit EL CID.

Recruiter: each Nation (other player, non blue, non BYZANCIO) - after receiving its income - can recruit EL CID with **Gold** and offer him 1 mission: (the Nation's sequence of play is interrupted).

- attack **1 adjacent region** (to one of the Recruiting nation) (not belonging to a nation played by the EL CID player).
- EL CID can accept or refuse the mission. If he accepts and succeeds, he will receive VPs after the battle in exchange for Gold (paid by the Recruiter) (this Gold will be lost).

Refusal: EL CID can never attack the Nations he plays (i.e. blue).

Mission objective: (the target region) the Recruiter can decide that EL CID should attack all, or only certain enemy units.

Battle: EL CID (and his units) attack the target area (he is teleported there). Ignore rivers and passes. Stacking must be respected (+2 with the Leader). El Cid leads the battle: he rolls the dice and makes all decisions (including retreat).

After the battle, the **Recruiter** pays **Gold** according to success:

- **1 Gold** per enemy **Inf** or **Cav** destroyed (or defeated/retreating)
- **2 Gold** per enemy **knight** destroyed (or defeated/retreating)
- **3 Gold** per enemy **castle** destroyed

Note that El Cid does not attack a unit if the Recruiter cannot pay for its destruction (for lack of Gold).

EL CID receives VP (= Gold paid in exchange for VP) after the battle.

He never receives the gold (which is spent = converted into VPs, so the gold is lost).

The recruiter can also earn **VPs**: he acts as if he had destroyed the enemy units himself (see the recruiter's nation sheet for values).

Then El Cid (and his units) disappear. His wounded Knights recover after each battle. The Recruiter resumes and ends his game turn (he can enter the area just attacked or cleared by EL CID).

The next Nation plays and can recruit EL CID (if he accepts) (in theory, the previously attacked region can be re-chosen if it is adjacent to one of the new Recruiter's regions).

EL CID plays its real game turn (last): El Cid (and his units) are placed directly in **Valencia** and attack the owner of the region (whoever he is, including the blue player's nation this time). If El Cid is defeated, he can retreat off-map. (He will attack Valencia again on turn 18).

Note that Leader **El Cid** disappears on Turn 18, at the start of his turn. The El Cid Nation continues to play. The nation can only receive income when the region of Valencia is controlled.

Example: turn 17 (the GALLEGOS, CELTOS and BYZANCIO nations have been eliminated from the game).

EL CID plays last, but can be recruited by other players' Nations.

Red player: 17. ARAGON - 21. LEON - 24. VALENCIA

Yellow player: 18. BADAJOZ - 19. ZARAGOZA

Green player: 20. NAVARRA - 23. SEVILLA

Blue player: 22. CASTILLA - 25. GRANADA - 26. EL CID

- *The Red player plays first: ARAGON receives its income and buys units. He offers to recruit EL CID to the Blue player:*

Mission: attack Saragossa, a region adjacent to Dertosa (belonging to ARAGON), defended by 1 castle and 1 infantry (from the Zaragoza nation).

*The blue player accepts the deal. He takes the **El Cid** Leader, and chooses 3 Knights and 2 Infantry for the Saragossa attack (stacking limited to 5 units: 3 on the Plain + 2 **El Cid** Leaders).*

The battle is resolved and EL CID is victorious. He loses 1 Infantry in battle, and the enemy castle is turned over to its Ruin side.

After the battle, ARAGON pays 4 Gold for destroyed enemy units (3 Gold Castle, 1 Gold Infantry).

EL CID receives 4 VP in exchange (and the gold is lost).

He takes his surviving units and sets them aside.

ARAGON gains 3 VPs (as if it had destroyed 1 Moslem Castle itself) (3 VPs). ARAGON continues its turn, takes the empty Saragossa region (Ruin) and rebuilds a Castle there (sacrificing 1 Infantry).

- *The Yellow player plays the BADAJOZ. He proposes that EL CID attack the Lusitania region (controlled by Leon). EL CID refuses, so as not to weaken this friendly Christian kingdom. BADAJOZ plays its turn without recruiting EL CID.*

- *The Yellow player plays (again) this time with ZARAGOZA. He proposes to attack Dertosa, defended by 2 Infantries (ARAGON). EL CID accepts and crushes the 2 Infantries without loss. ZARAGOZA pays 2 Gold for the 2 Infantries destroyed. EL CID gains 2 VP (then ZARAGOZA plays its turn).*

- *The Green player plays Navarra. He suggests that EL CID attack Cuenca, defended by 1 castle (ZARAGOZA). EL CID accepts. He takes the castle at the cost of 2 infantry casualties. NAVARRA pays 3 gold for 1 castle destroyed. EL CID gains 3 VP.*

NAVARRA also gains 3 VP (for every 1 Moslem castle destroyed) (then NAVARRA takes its turn).

- *The Red player plays the LEON. He proposes that EL CID attack BADAJOZ, defended by 1 Castle and 3 Infantries (BADAJOZ). The battle is hard won, and EL CID loses his last 2 Infantries.*

LEON pays 6 Gold (= 3 Gold Castle, 3 Gold Infantry). EL CID gains 6 VP.

LEON also gains 3 VP (for every 1 Moslem castle destroyed) (then LEON takes his turn).

- *The Blue player plays CASTILLA, but cannot recruit EL CID (who is the same Blue player).*

- *The Green player plays SEVILLA (CASTILLA's rival). He nevertheless asks EL CID to re-attack BADAJOZ, which*

is defended with 1 castle (LEON). El Cid accepts. He takes the castle with 1 wounded knight (will recover in full after the battle).

SEVILLA pays 3 Gold for 1 castle destroyed. EL CID gains 3 VP.

SEVILLA gains 3 VP (for 1 Christian castle destroyed). SEVILLA plays its turn and takes BADAJOZ empty (and rebuilds a Castle there, sacrifice 1 Infantry) for a gain of 5 VP (capture of BADAJOZ, turn 17).

In total, SEVILLA gained 8 VP thanks to EL CID!

- The Red player plays VALENCIA. EL CID refuses to negotiate (because he has to attack VALENCIA next).

- The Blue player plays GRANADA, but he can't recruit EL CID (who belongs to the same Blue player).

- The Blue player finally plays EL CID He must attack the VALENCIA region, well defended with 1 Castle and 3 Infantries (capital) (VALENCIA). EL CID attacks with his Leader and 3 Knights.

He wins the battle and loses 1 Knight. He sacrifices a 2nd Knight and rebuilds the castle.

At the end of turn 17, EL CID is in VALENCIA with 1 castle and 1 surviving knight. He has gained a total of 18 VP as a heroic mercenary.



FRANCOS (Fracs)

Red player - order of play #16

Counters: 10 Infantries, 1 Elite, 2 Knights, 3 Castles, 1 Leader

FRANCOS represents the kingdom of the Christian Franks (Merovingians / then Carolingians).

They appear on turn 9 with 4 infantries in *Aquitania* (a zone outside Hispania).

As an exception, they score VPs at the end of their turn of appearance, on Turn 9 (see his Nation Card).

FRANCOS gets 5 VPs for each Moslem leader killed, and 3 VPs for each Moslem castle destroyed.

They receive income from turn 10. The Offmap income of 2 is received (from *Septimania*) each turn between turn 9 and 15 included.

On turn 12, FRANCOS receive **Roland**, 2 Knights and 3 Infantry in *Septimania* (area outside *Hispania*) (**Roland** will be removed on turn 13, at the start of the FRANCOS game turn).

Roland and the Knights can't retreat in battle, but the Infantry can. The infantry and elite units may always retreat into *Septimania* or *Aquitania* at any time during turns 9 to 15 included.

[Warning: the Omeyas gains 5 VP to kill Roland on turn 13]

At the start of turn 13, FRANCOS get 1 free castle in *Barcino* if they control this region.

They also receives up to 5 infantry reinforcements (see 3.2). Infantry already on the map are deducted from this reinforcement, and they receives the difference. (e.g. if they have 2 Infantries in play, 3 Infantries are then received as Reinforcements). Knights and castles already on the map do not

count. These reinforcements arrive in *Septimania*.

FRANCOS become ARAGON at the end of turn 15. For each infantry unit missing out of the minimum 4 required on the map at that time, the player loses 1 VP.

The Elite unit can be (re)built anywhere (including *Septimania*) from turn 10. It costs the same as a Knight. Knights can only be (re)built from turn 13.



GALLEGOS (Galicians)

Green player - order of play #2

Counters: 7 Infantries, 2 Mountaineers, 1 Mountain Stronghold

The GALLEGOS are an ancestral Hispanic people, located in northeastern Hispania.

They start the game on turn 1 (and remains in play throughout, without transforming).

They can submit to ROMA if they own 2 regions or less.

They must submit to the VISIGODOS if they own 2 regions or less.

They cease to be subject to ROMA at the end of turn 5, and to VISIGODOS at the end of turn 11.

Turn 11+: GALLEGOS are Christian (appearance of Islam: OMEYAS invasion).

GALLEGOS have 2 mountaineer units: these units can only be (re)built in mountain regions. They must be in play at the start of each scenario, in mountain regions.

GALLEGOS has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like normal infantry). However, unlike forts, it can be (re)built in mountain regions. It must be in play at the start of each scenario, in mountainous regions.



GRANADA (Grenade)

Blue player - order of play #25

Counters: 10 Infantries, 2 Castles

GRANADA appears in southern Hispania - at the end of turn 14 - when the OMEYAS Caliphate collapses.

It is the 3rd Muslim Taifa (Emirate) thus created (ZARAGOZA, VALENCIA, GRANADA, SEVILLA).

GRANADA automatically receives the *Granada* region (regardless of who owns it). Non-OMEYAS units there must retreat (or are destroyed) (this applies to this region only). GRANADA also receives 2 OMEYAS-owned or empty regions from the following 3: *Carthagena*, *Calatrava* or *Malaca*. Any OMEYAS infantry or cavalry in these areas are withdrawn from the game.

GRANADA receives 1 Castle in GRANADA and 7 infantry - free placement - regardless of stacking or population limits (at the end of Turn 14) (on Turn 15, stacking rules must however be respected).

GRANADA can replace 1 OMEYAS Castle (in its territory other than GRANADA) by sacrificing 1 Infantry. The remaining castles in GRANADA's territory are then removed.

[Turn s 16-17, SEVILLA receives 5 PV to (re)conquer the regions :Badajoz, Granada, Valencia]



HISPANIA (Hispano-Romans)

Red player - order of play #9

Counters: 11 Infantries, 33 Forts (from Rome), 4 Cities (from Rome)

HISPANIA represents all the different Romanized peoples of the peninsula at the end of the Roman Empire.

It appears at the end of turn 5 and replaces Roma.

Up to 8 ROMA Elites of the player's choice are replaced by Hispania Infantry. All other units (except forts and cities) are removed from the game. All forts and cities become HISPANIA (even if the original counters are used).

HISPANIA receives income from its regions from turn 7.

It must submit to the VISIGODOS if it owns 3 regions or less.

It ceases to be subject to VISIGODOS at the end of turn 11.

On turn 7, the HISPANIA gains 5 VP to kill the **Gensericus VANDALOS** leader.

Turn 11+: HISPANIA is Christian (appearance of Islam: OMEYAS invasion).

It obtains 1 VP for each Moslem unit destroyed.



IBEROS (Iberians)

Red player - order of play #7

Counters: 25 Infantries, 3 Mountaineers, 1 Mountain Stronghold

The IBEROS are an ancestral Hispanic people, mainly from central Hispania.

He starts the game on turn 1.

The IBEROS obtains 2 VP for each CARTHAGO infantry eliminated.

IBEROS have 3 mountaineer units: these units can only be (re)built in mountain regions. They must be in play at the start of each scenario, in mountain regions.

IBEROS has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like normal infantry). However, unlike forts, it can be (re)built in mountain regions. It must be in play at the start of each scenario, in mountainous regions.

On turn 4, instead of playing, IBEROS becomes ROMA: all but 5 of the IBEROS units (player's choice) are transformed into Roman forts. The remaining 5 are converted into Roman elites (not forts, and only if there are enough Roman counters left for this). It is then ROMA's turn to play.

Historical note: it has been Romanised.



LEÓN (Léon)

Red player - order of play #21

Counters: 11 Infantries, 2 Knights, 1 Royal Guard, 3 Castles

LEÓN is a Christian kingdom in northwestern Hispania (historically, the oldest).

It appears at the end of turn 13 and replaces the SUEVOS. It receives the equivalent of all SUEVOS units in play, up to a maximum of 6 units. It replaces them and can choose up to 4 Infantry, 1 Knight and 1 Castle. All other SUEVOS units are lost.

The Royal Guard unit can only be built after the region of *Salamanca* has been captured (even if lost afterwards). Cost is the same as a knight.

(Optional Recommended rules) *If the SUEVOS have been eliminated, the LEÓN automatically appears in the LEÓN region (regardless of who owns it). Non-SUEVOS units in the LEÓN must retreat (or are destroyed). In this case, LEÓN enters play with 1 Castle and 1 Knight in the León region.*

LEÓN obtains 5 VP for each Moslem leader killed, 3 VP for each Moslem stronghold destroyed, 1 VP for each Moslem infantry or cavalry destroyed. Also, from turns T20+, 1 VP for each ALMOHADE unit destroyed.



LUSITANIA (Lusitania or Lusitanians)

Yellow player - order of play #4

Counters: 9 Infantries, 2 Mountaineers, 1 Mountain Stronghold, 1 Leader

LUSITANIA represents an ancestral Hispanic people, located in western Hispania.

It starts the game on turn 1.

It must submit to ROMA or VISIGODOS if it controls 4 regions or less.

On turn 5, it rebels if it has been subjected to ROMA.

It then receives the **Viriathus** leader and 2 Infantry on turn 5 (unless the LUSITANIA has been previously eliminated) (**Viriathus** is removed at end of turn 5 in all cases).

If LUSITANIA is not subdued on turn 5 by ROMA and **Viriathus** survives, it receives 5 VP. If **Viriathus** retreats during a battle with ROMA, LUSITANIA must submit immediately (even if it plays the Retreat event chit).

NB: it ceases to be subject to ROMA at the end of turn 5 (when the latter disappears, and it will not be subject of HISPANIA).

Turn 11 (or 12): LUSITANIA may submit to OMEYAS if it controls 4 regions or less. It then becomes BADAJOZ at the end of turn 11 (or 12) and remains subject.

It ceases to be a subjected nation of OMEYAS at the end of turn 14. If LUSITANIA has not been subjugated, it becomes BADAJOZ at the end of turn 12 (see BADAJOZ).

LUSITANIA has 2 mountaineer units: these units can only be (re)built in mountain regions. They must be in play at the start of each scenario, in mountain regions.

LUSITANIA has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like normal infantry). However, unlike forts, it can be (re)built in mountain regions. It must be in play at the start of each scenario, in mountainous regions.



Navarra (Navarre)

Green player - order of play #20

Counters: 11 Infantries, 2 Knights, 1 Royal Guard, 2 Castles, 1 Leader

NAVARRA is a Christian kingdom in northwestern Hispania (historically, NAVARRA gave birth to both CASTILE and ARAGON).

NAVARRA appears at the end of turn 13. Each VASCOS infantry unit on the map is transformed into a NAVARRA infantry unit. NAVARRA obtains 5 VP for each Moslem leader killed, 3 VP for each Moslem stronghold destroyed, 1 VP for each Moslem infantry or cavalry destroyed. Also, from turns T20+, 1 VP for each ALMOHADE unit destroyed.

If VASCOS have been eliminated, NAVARRA nevertheless appears in *Aquitania* (on turn 15).

It can place a free castle in *Pamplona* if it controls this region at the start of its nation turn on turn 14.

It receives income from turn 14. The Offmap income of 2 is received (from *Aquitania*) each turn between turn 14 and 21 included..

On turn 15, NAVARRA receives leader **Sancho**, 1 Infantry, 1 Knight (even if VASCOS and/or NAVARRA have been destroyed before) (**Sancho** is to be removed Turn 5, at the start of the NAVARRA game turn).



OMEYAS (Omeyas)

Green player - order of play #15

Counters: 24 Infantries, 3 Berbers, 8 Cavalries, 1 Royal Cavalry, 1 Capital City, 8 Castles, 4 Leaders

Playing note: to play Omeyas correctly, you need to read the rules for its successor, Sevilla, carefully. The most important zone is the Sur (South), and it's advisable to keep a few Cavalries intact.

OMEYAS is the great Arab Muslim Conqueror (from *Africa*); and the equally powerful Muslim Caliphate of Hispania. Historically, OMMYAD is the name of Muhammad's family, named after his great-uncle.

The OMEYAS appears in *Africa* / or at sea on turn 11: with 2 leaders **Tarik** and **Musa** (for 2 turns), 8 Cavalry, 20 Infantry (Leaders to be removed Turn 13, at the start of the OMEYAS Game Turn). They divide their forces as the player wishes (between land and sea).

The OMEYAS launches an **Invasion** (9.1) and benefits from **Religious Zeal** (9.3).

When the *Toletum* region is taken, all VISIGODOS castles without infantry (in support) surrender to the OMEYAS as soon as they are attacked (status to be checked at the start of each melee round, and automatic in a siege round).

The OMEYAS must then immediately sacrifice 1 unit to convert the surrendered castle (see 9.5). This rule also applies to subsequent turns (for example vis-a-vis of still neutral VISIGODOS still in play. See VISOGODOS / CASTILLA).

On turn 11 (and 12), the OMEYAS gains 4 VPs per unit going to *Septimania* (maximum 5 units = 20 VPs).

These units disappear (they leave to conquer the Kingdom of the Franks).

The OMEYAS can subdue the LUSITANIA, which at the end of turn 11 (or 12) becomes the subdued BADAJOZ. Alternatively, they can subdue the BADAJOZ (later). Submission lasts until the end of turn 14.

On turn 12, the OMEYAS has **Naval Supremacy** (see 5.6). They receive reinforcements of up to 13 infantry and 3 cavalry (see 3.2). Units already on the map are deducted, only the difference is received. (e.g. if there a 7 Infantry and 2 Cavalry on the map, they will receive 6 Infantry and 1 Cavalry as Reinforcements). Castles do not count.

Some reinforcements can arrive by sea if the OMEYAS so decides (free choice).

OMEYAS collect income only in areas with Château-fort (and half of the income of BADAJOZ, if submitted).

OMEYAS obtain 3 VP for each Christian knight eliminated. On Turn 13, OMEYAS receive leader **Abd Ar Rhaman** (to be removed Turn 14, at the start of the OMEYAS Game Turn).

[Warning : Castilla / Francos : 5 PV Muslim leader killed]

OMEYAS gain 5 VP for killing leader **Roland** (FRANCOS).

On turn 14, OMEYAS receive Leader **Al Mansur** with a **Fougue** (Cf. 9.2): **Al Mansur** (and his stack) can play 2 times.

BERBERS: they can recruit up to **3 Berbers** (special units). Each costs 2 VP. They move with **Al Mansur** and do not count towards stacking or population limits. See other rules for mountaineers (movement and combat).

Capital city and Royal Cavalry: from Turn 12, a capital city can be placed in Sevilla (*Sevilla* region), as soon as the region is controlled, either automatically as a replacement for an existing castle (free conversion, including a captured opposing castle), or as a placement during the reinforcement phase (the cost is then the same as that of a new castle). The capital city yields 3 VP when it appears, and 1 VP each turn of its existence. In addition, as long as it is in play, the Royal Cavalry unit, if destroyed or non-existent, is automatically rebuilt there (if destroyed before or the first time) free of charge during the reinforcement phase (and this rebuilding does not count as a new unit for placement limits). This stops after the nation is transformed at end of turn 14.

[Warning : Castilla / Aragon : 5 PV Muslim leader killed]

At the end of turn 14, the Caliphate collapses: OMEYAS are transformed into 4 independent Taifas (Emirates) in the exact following order ZARAGOZA, VALENCIA, GRANADA, and SEVILLA (its true successor) (and BADAJOZ ceases to be subject). Each cavalry unit still alive at the time of transformations brings a 1/2 VP bonus.



ROMA (Rome or Romans)

Red player - order of play #8

Counters: 20 Elite, 4 Veterans, 1 Numid Cavalry, 33 Forts, 4 Cities, 1 Leader

ROMA is the city-state / world empire that conquered Hispania and the whole Mediterranean world.

ROMA receives no income (and therefore cannot build new units).

ROMA can subdue VASCOS, GALLEGOS, CELTOS and LUSITANIA (but not CANTABRIA).

Romanization: from Turn 4 onwards, a **Roman fort** must be placed in every region owned, crossed or conquered by ROMA. Each Roman fort is free and placed once. Forts count in the stacking. The counterlimit is the limit, and it is forbidden to place a fort in a region with an existing city (see next).

Urbanization: at the end of each Roman turn, a **city** can be placed in regions with a possible site (*Sevilla* [Sur], *Cartagena* [Este], *Toletum* [Centro] and *Burgos* [Norte]) if ROMA owns (directly, or also via vassals) all the regions in the corresponding zone (indicated in square brackets after the region name above). Each city created is worth 3 VPs. Note that on turn 5, any CARTHAGO city in the *Cartagena* region automatically becomes Roman. If a fort is present in a region with a newly-constructed city, the counter is removed (and will remain available for later placement elsewhere, i.e. it is not destroyed).

On turn 2, ROMA receives 4 Elites in *Septimania* (the zone outside Hispania).

On turn 3, ROMA receives 5 Elites in *Septimania* and, the **Scipio** leader, 4 Veterans Elites and 1 Numidian cavalry at sea. Veterans (see combat) are stronger elites that ignore the first loss they suffer. Numids work the same as the ones from Carthago.

At the beginning of IBEROS Turn 4, all but 5 of the IBEROS Infantry are converted into Roman Forts, the rest becomes ROMA Elite.

On turn 4, ROMA is in **Invasion** and receives 14 Elites to place in *Septimania* and/or at Sea (free choice).

On turn 5, ROMA receives up to 13 Sea Elites as reinforcements (see 3.2). Elites already on the map are deducted. ROMA receives the difference. (e.g. if there are 7 Elites on the map, ROMA receives 6 Sea Elites as Reinforcements). Roman forts do not count.

The LUSITANIA revolts on Turn 5. ROMA gains 5 VP to kill Leader **Viriathus** (LUSITANIA). If ROMA makes him retreat (or kills him), then LUSITANIA must automatically and immediately submit (regardless of the number of regions controlled).

At the end of Turn 5, ROMA is awarded VPs for three large, **fully conquered zones** of Hispania (in addition to VPs for regions within these zones):

- **Sur:** 2 VPs per region + 5 VPs if ROMA controls the entire South Zone.
- **Este:** 1 VP per region + 4 VPs if ROMA controls the entire East Zone.
- **Centro:** ½ VP per region + 3 VP if ROMA controls the entire Centro Zone.
- **Norte:** ½ VP per region + 0 VP even if ROMA controls it entirely.

Reminder: the regions of the subjugated nations also belong to ROMA.

Then, at the end of turn 5, ROMA becomes HISPANIA (just before the Great Barbarian Invasions).



SEVILLA (Seville)

Green player - order of play #23

Counters: 15 Infantries, 6 Cavalries, 1 Royal Guard, 1 Capital City, 7 Castles, 1 Leader

SEVILLA appears in southern and central Hispania - at the end of turn 14 - when the OMEYAS Caliphate collapses. The 4th Muslim Taifa (Emirate) is now created (ZARAGOZA, VALENCIA, GRANADA, SEVILLA).

SEVILLA is OMEYAS's successor, and reclaims what remains of the Caliphate.

The remaining OMEYAS units are exchanged for equivalent SEVILLA units (Infantry and Cavalry) up to a maximum of 12 units. SEVILLA recovers also all remaining castles.

If there are less than 12 OMEYAS infantry remaining, each missing infantry costs -1 VP.

Each remaining OMEYAS cavalry converted is worth ½ VP.

On turn 16, SEVILLA receives the **Al Mutamid** leader (for 2 turns) (to be removed on turn 18, at the start of the SEVILLA game turn).

[Warning : Castilla / Aragon : 5 PV Muslim leader killed]

URNS 16-17 Grand Emirate: SEVILLA obtains 5 VP if it conquers the regions of BADAJOZ, VALENCIA and GRANADA and rebuilds a castle there (sacrificing 1 unit for it if there is a ruin to rebuilt, or by purchase on turn 16 or 17). It obtains these VPs only once for each of these regions (= max 15 VPs).

On turn 17, SEVILLA gains 5 VP to kill the **Alfons VI** (CASTILLA) leader.

Capital city and Royal Guard: from Turn 16, a capital city can be placed in Sevilla (Sevilla region), as soon as the region is controlled (including at game start), either automatically as a replacement for an existing castle (free conversion, including a captured opposing castle), or as a placement during the reinforcement phase (the cost is then the same as that of a new castle). The capital city yields 3 VP when it appears, and 1 VP each turn of its existence. In addition, as long as it is in play, the Royal Guard unit, if destroyed or non-existent, is automatically rebuilt there (if destroyed before or the first time) free of charge during the reinforcement phase (and this rebuilding does not count as a new unit for placement limits).



Suevos (Suevi)

Red player - order of play #12

Counters: 13 Infantries, 1 Elite, 1 Leader

SUEVOS appear on turn 6, during the Great Barbarian Invasions. It is the 3rd Barbarian to invade Roman Hispania (VANDALOS, ALANOS, SUEVOS, VISIGODOS), and is of Germanic origin.

They launch an **Invasion** (see 9.1) with 1 Elite, 13 Infantry and Leader **Ermanericus** (for 2 turns) (to be removed Turn 8, at the start of the Suevos game turn).

SUEVOS must submit to VISIGODOS if they control 4 re-

gions or less (end of turn 11: end of submission).

Turn 11+: SUEVOS are Christian (appearance of Islam: OMEYAS invasion).

At the end of turn 13, SUEVOS transforms into LEON. For each infantry unit missing out of the minimum 6 required on the map at that time, the player loses 1 VP.



VALENCIA (Valence)

Red player - order of play #24

Counters: 9 Infantries, 2 Castles

VALENCIA appears in eastern Hispania - at the end of turn 14 - when the OMEYAS Caliphate collapses.

The 2nd Muslim Taifa (Emirate) is now created (ZARAGOZA, VALENCIA, GRANADA, SEVILLA).

VALENCIA automatically receives the *Valencia* region (regardless of who owns it). Non-Omeyas units there must retreat (or are destroyed) (this only applies to this region).

VALENCIA also receives 2 OMEYAS or empty regions from the following 6: *Mallorca, Minorca, Ibiza, Denia, Cartagena* or *Calatrava*. OMEYAS non-castle units there are removed from the game.

VALENCIA receives 1 VALENCIA castle and 5 infantries - free placement - regardless of stacking or population limits (at the end of Turn 14) (in Turn 15, stacking rules must be respected).

VALENCIA can replace 1 OMEYAS Castle (in its territory) by sacrificing 1 Infantry, then all remaining OMEYAS castles in VALENCIA territory are removed.

[Turns 16-17, SEVILLA receives 5 PV to (re)conquer the regions : *Badajoz, Granada, Valencia*]

[Turns 17-19, EL CID must conquer the *Valencia* region + gain 5 VP]



VANDALOS (Vandals)

Green player - order of play #10

Counters: 14 Infantries, 1 Cavalry, 1 Elite, 1 Leader

The VANDALOS appear in turn 6, during the Great Barbarian Invasions. They are the first Barbarian to invade Roman Hispania (VANDALOS, ALANOS, SUEVOS, VISIGODOS), and are of Germanic origin.

The VANDALOS enter play on turn 6 in *Septimania* with 1 Elite, 1 Cavalry, 14 infantry and their leader **Gensericus** (for 2 turns) (to be removed on turn 8, at the start of the VANDALOS game turn).

On this same turn 6, they benefit from a **special movement**, followed by an **Invasion** (9.1).

During the special move, the Vandalos move all their units in **ONE stack** and this stack must cross **3 regions**, ignoring terrain and stacking limits. No combat can be made inside any of the crossed regions, and units may be left there (this is an exception to the Passage in Force rule).

In response, in each region crossed, enemy units present will attack the VANDALOS stack (1 White die per enemy unit,

no matter what the type or life points count is). Vandalos do not retaliate. After that special move, the VANDALOS launch their Invasion from the region they have reached.

Looting: VANDALOS gain 1 VP for each Hispania fort or city eliminated on their turn.

Cartagena: If the player captures the city, he may burn it for a gain of 1 VP (marker is removed – see above). In addition, if the VANDALOS control this region the same or the following turn they burnt it, they can teleport any unit present in the region (or entering it during movement) to *Africa* free of charge. **Historical note: this represents the capture of the town, shipyards and ships of Cartago Nova.**

He also gains 1/2 VP for each ALANOS or HISPANIA infantry unit eliminated.

[Turn 7: Hispaia receives 5 VP to kill Gensericus]

VANDALOS never receive any income.

Turns 7-9 Africa: VANDALOS can migrate to *Africa*, gaining 1 VP per unit crossed and sent there. The Leader, the Elite and the Cavalry units count double.

In those turns, VANDALOS units not in *Cartagena* (see above) must be in *Gades* or *Malacca* at the start of their movement to move to *Africa* (see 5.4). They can also retreat into *Africa* (in the event of a battle). VPs are score and they are then removed from the game.

At the end of turn 9, the VANDALOS disappear: all VANDALOS units, except the *Tingis* unit(s) – if any - which is (are) replaced by one BYZANCIO infantry, are removed from the map.



VASCOS (Basques)

Green player - order of play #5

Counters: 9 Infantries, 3 Mountaineers, 1 Mountain Stronghold

The VASCOS are an ancestral Hispanic people from northeastern Hispania (around the Pyrenees).

He starts the game on turn 1, and may submit to ROMA if he has 3 regions or less.

He must submit to the VISIGODOS if he owns 3 regions or less.

It ceases to be subject to ROMA at the end of turn 5, and to VISIGODOS at the end of turn 11.

The VASCOS obtains 3 VPs for each ROMA Elite or CARTHAGO Infantry eliminated; and, from Turn 7, 3 VPs for each Visigodos Infantry eliminated.

Turn 11+: VASCOS is Christian (appearance of Islam: OMEYAS invasion).

VASCOS becomes NAVARRA at the end of turn 15.

At the end of turn 10, he can replace ALANOS units (1 maximum in each of the three regions *Vizcaya, Numantina* and *Pamplona*) if he has lost these regions to ALANOS.

VASCOS have 3 mountaineer units: these units can only be (re)built in mountain regions. They must be in play at the start of each scenario, in mountain regions.

VASCOS has 1 mountain stronghold: this unit functions exactly like Roman forts (i.e. it cannot move, and fights like

normal infantry). However, unlike forts, it can be (re)built in mountain regions. It must be in play at the start of each scenario, in mountainous regions.



VISIGODOS (Visigoths)

Blue player - order of play #13

Counters: 35 Infantries, 1 Royal Guard, 1 Capital City, 7 Castles, 5 Leaders

Play note: to play VISIGODOS properly, you need to read the rules for the CASTILLA that follows it carefully. The important zone is the Norte (+ Segovia), and we recommend keeping 11 Infantries intact.

VISIGODOS appear on turn 6, during the Great Barbarian Invasions. They are the 4th Barbarian to invade Roman Hispania (VANDALOS, ALANOS, SUEVOS, VISIGODOS). He is of Scandinavian origin. They receive no income till Turn 8 except the off-map income of 2 from *Aquitania* (which will cease on Turn 9 – **Historical Note: Kingdom of Tolosa, which will be conquered by the Franks.**)

VISIGODOS can force VASCOS, SUEVOS, GALLEGOS, LUSITANIA and HISPANIA to submit. Submission ends with the fall of *Toletum* or at the end of turn 12.

On turn 6, the VISIGODOS receive 6 Infantries in *Septimania* (area outside Hispania).

On turn 7, the VISIGODOS receive 10 Infantry and the Wallia Leader in *Aquitania* (Wallia to be removed on turn 8, at the beginning of the VISIGODOS game turn). At the end of his turn, they receive 1 free castle in *Saragossa*, if they control this region.

From Turn 8 onwards: Income now allowed, but only in areas with Castles or City (and 1/2 income from subjugated Nations).

On Turn 8 (continued): the VISIGODOS launches an Invasion (9.1), with 18 Infantry and leader **Alaricus II** in *Septimania*; and another leader, **Euricus**, anywhere (in VISIGODOS territory). (the 2 leaders are to be removed Turn 9, at the beginning of the Visigodos game turn).

In the first phase of the Invasion, there is no stacking limit with the 2 Leaders.

On Turn 8, at the end of his Game Turn, the VISIGODOS receives 3 Castles free of charge. One must be placed in *Toletum*, the others in Clear Terrain and anywhere (in VISIGODOS territory) in Hispania south of the Durius river. If *Toletum* is occupied by a subjugated nation, the VISIGODOS takes control and places its castle there (subjugated nation units must retreat or are eliminated if they cannot).

On Turn 9, at the end of his Game Turn, the VISIGODOS again receives 3 Castles free of charge. One must be placed in *Dertosa*, the others in Clear Terrain and anywhere (in VISIGODOS territory) in Hispania south of the Durius river (*Dertosa*: idem *Toletum*, turn 8).

Then, also on Turn 9, VISIGODOS get either 10 VP if they control **all of** mainland **Hispania** (i.e. excluding islands) within 1 region (of its choice) and ignoring *Tingis* or VISIGODOS obtains 2 VPs for each large Hispania **zone** totally conquered as follows:

- **Norte:** 2 VP if VISIGODOS controls the entire North Zone
- **Sur:** 2 VPs if the VISIGODOS controls the entire South Zone.
- **Este:** 2 VP if the VISIGODOS controls the entire Eastern Zone [Exception: the 3 islands do not count: *Mallorca, Minorca, Ibiza*].
- **Centro:** 2 VPs if the VISIGODOS controls the entire Central Zone.

The regions of the subjugated Nations belong to the VISIGODOS.

VISIGODOS gain 1/2 VP for each BIZANCIO and FRANCO unit eliminated when attacking; and from Turn 11+ onwards, 1 VP per Muslim unit they eliminate when attacking.

Capital city and Royal Guard: from Turn 9, a capital city can be placed in Toledo (*Toletum* region), as soon as the region is controlled (including at game start), either automatically as a replacement for an existing castle (free conversion), or as a placement during the reinforcement phase (the cost is then the same as that of a new castle). The capital city yields 3 VP when it appears, and 1 VP each turn of its existence. In addition, as long as it is in play, the Royal Guard unit, if destroyed or non-existent, is automatically rebuilt there (if destroyed before or the first time) free of charge during the reinforcement phase (and this rebuilding does not count as a new unit for placement limits). This stops permanently after the turn where *Toletum* is captured by another nation.

On turn 10, VISIGODOS obtain VPs from regions with CASTLES (income value). For each of the other regions, including those of subjugated nations, he gets 1/2 VP.

Turn 11+: VISIGODOS is Christian (appearance of Islam: OMEYAS invasion).

On turn 11, the VISIGODOS receive Leader **Rodericus** (to be removed on turn 12, at the beginning of the VISIGODOS turn).

Now it's the turn of the Great Arab Invasion (OMEYAS). As soon as *Toletum* is taken, all VISIGODOS castles without infantry (in support) surrender to the OMEYAS as soon as they are attacked (check each round). This continues to apply to subsequent turns.

On turn 12, the VISIGODOS receive Leader **Pelayo**. (to be removed Turn 12, at the start of the VISIGODOS game turn)

At the end of turn 12, VISIGODOS - in the Zone **Norte** and **Segovia** - become **Castilla**.

Elsewhere, the remaining VISIGODOS units (including Castles) become «neutral» and defend normally (their Castles still surrender to the Omeyas), but their units do not retreat. The Neutrals gain no VP.

Leader **Pelayo** becomes a CASTILLA leader if still alive (see CASTILLA).



ZARAGOZA (Zaragoza)

Yellow player - order of play #19

Counters: 15 Infantry, 1 Cavalry, 4 Castles, 1 Leader

ZARAGOZA appears in northeastern Hispania - at the end of turn 14 - when the OMEYAS Caliphate collapses.

The first Muslim Taifa (Emirate) is created (ZARAGOZA, VALENCIA, GRANADA, SEVILLA).

ZARAGOZA receives up to 6 OMEYAS or empty regions from among: *Osca, Numantina, Castellón, Dertosa, Segovia, Burgos, Atienza, Avila, Saragossa* and *Cuenca*; with a minimum of 3 regions. If less than 2 regions:

- 1 region, ZARAGOZA receives this region + your choice of *Castellón* or *Cuenca*.

- 0 region, ZARAGOZA receives *Castellón* and *Cuenca*. Non-OMEYAS units must retreat. OMEYAS units are withdrawn.

ZARAGOZA receives 12 Infantry and 3 Castles - free placement - regardless of stacking or population limits (at the end of Turn 14) (on Turn 15, stacking rules must be respected). If OMEYAS cavalry is present in the transformation zone, one can be retained and transformed into the ZARAGOZA cavalry unit (alternatively the player may convert 2 infantry units to obtain that cavalry). The ZARAGOZA cavalry unit cannot be rebuilt.

ZARAGOZA obtains 3 VP for each Christian knight destroyed. On Turn 15, ZARAGOZA receives the **Al Muktadir** leader (for 2 turns) (to be removed Turn 17, at the start of ZARAGOZA's turn).

[Warning : Castilla / Aragon : 5 PV Muslim leader killed]

On turn 16, ZARAGOZA gains 5 VPs for killing leader **Sancho** (NAVARRA).

Part 3 : Assignments and scenarios

12. Game preparation

Players must decide which scenario to play. The «Starting position» table shows how many units of each type are to be placed on the map at the start of the game.

Example: scenario B or C is played, 3 Roman Elites are placed on Cartagena. If scenario A or D is played, there is only 1 Carthaginian infantry at Cartagena.

When all units have been placed, play can begin according to the Nations Order of Play (shown on the map).

13. Standard version (Recommended)

In this version, the allocation of Nations is fixed in advance, 4 players only.

Each player controls a predetermined group of Nations (with their Order of Play):

Player 1 - Yellow: 1. CARTHAGO - 4. LUSITANIA - 11. ALANOS - 14. BYZANCIO - 18. BADAJOZ - 19. ZARAGOZA - 27. ALMORAVIDES

Player 2 - Green: 2. GALLEGOS - 5. VASCOS - 10. VANDALOS - 15. OMEYAS - 20. NAVARRA - 23. SEVILLA

Player 3 - Blue: 3. CANTABRIA - 6. CELTOS - 13. VISIGODOS - 22. CASTILLA - 25. GRANADA - 26. EL CID

Player 4 - Red: 7. IBEROS - 8. ROMA - 9. HISPANIA - 12. SUEVOS - 16. FRANCOS - 17. ARAGON - 21. LEON - 24. VALENCIA

NB: 28. CRUZADA and 29. ALMOHADE (blue player) are not played unless the players wish to extend the game.

In this version, each player controls at least one Nation at any time during the game, and in principle has an equal chance of winning.

Example: the first nation to be played is CARTHAGO. The player can now place his new units, move them and attack. He may not move or attack with the other Nation he controls (i.e., the LUSITANIA in the standard game). When CARTHAGO has finished, the second player plays with the GALLEGOS, and so on.

14. Final score

At the end of the game, each player totals the VPs of all the Nations he has played.

The player who has accumulated the most victory points with his Nations at the end of the game is declared the winner.

15. Scenarios

There are 6 different scenarios. Beginners are advised to start with a short Scenario (A, B or C), while Scenarios D, E and F are recommended for experienced players only. The «Starting positions» table (see Appendix) shows the units to be placed at the start in each region.

15.1 Scenario A: The Ancient Era - Short game n°1

This scenario lasts 5 turns, beginning on turn 1 and finishing at the end of turn 5. Its duration is approximately 2-3 hours. Players (indicating their first nation to play) have the following VP bonuses:

Player 1 - Red (ROMA):	0 PV
Player 2 - Yellow (CARTHAGO):	0 PV
Player 3 - Green (GALLEGOS):	8 PV
Player 4 - Blue (CANTABRIA):	16 PV

15.2 Scenario B: The Invasions Era - Short game n°2

This scenario lasts 6 turns, beginning on turn 6 and finishing at the end of turn 12. Its duration is approximately 3-4 hours. Players (indicating their first nation to play) have the following VP bonuses:

Player 1 - Red (SUEVOS):	30 PV
Player 2 - Yellow (LUSITANIA):	16 PV
Player 3 - Green (GALLEGOS):	12 PV
Player 4 - Blue (CANTABRIA):	8 PV

15.3 Scenario C: The Reconquista Era - Short game n°3

This scenario lasts 5 turns, beginning on turn 15 and finishing at the end of turn 19 (you may extend it to Turn 21 – see below). Its duration is approximately 5-6 hours. Players (indicating their first nation to play) have the following VP bonuses:

Player 1 - Red (FRANCOS):	16 PV
Player 2 - Yellow (BADAJOZ):	16 PV
Player 3 - Green (NAVARRA):	24 PV
Player 4 - Blue (CASTILLA):	8 PV

15.4 Scenario D: The Fall of Spain - Medium game

This scenario lasts 9 turns, beginning on turn 6 and finishing at the end of turn 19. Its duration is approximately 6-8 hours.

15.5 Scenario E: History of Hispania - Long game (Recommended)

This scenario lasts 19 turns, beginning on turn 1 and finishing at the end of turn 19. Its duration is approximately 10-12 hours.

15.6 Scenario D: The Complete Campaign - Extended play

This scenario lasts 21 turns, beginning on turn 1 and finishing at the end of turn 21. Its duration is approximately 12-13 hours (2 more turns as compared to previous scenario). The 2 extra turns include:

Turn 20; 1101-1159

All ALMORAVIDES Elites become normal Infantry. ALMORAVIDES now receive income for regions with Castles. ALMORAVIDES Leader **Yusuf** disappears at the start of his sequence of play.

CASTILLA can now build a 5ème Knight and ARAGON a 3ème. CASTILLA Leader Alfons VI disappears at the start of his sequence of play.

New Nations: ALMOHADE, Cruzada (see Nations description and sheets).

Turn 21; 1160-1220

Leader **Abu Yusuf** remains (if not eliminated). *Tingis* is automatically captured (eliminate all other nations' units there and place 1 ALMOHADE infantry there if any spare). All Nations score VPs according to the following details (also indicated on the nation sheets):

CASTILLA

5 PV *Cordoba, Toledo*
2 PV *Calatayud, Duero, Pamplune (Pamplona), Porto, Salamanca, Saragossa, Segovia*
1 PV *Asturias (Asturias), Avila, Cantabria (Cantabria), Galicia (Galicia), Leon, Pays Basque (Pais Vasco), Tierra de Campos, Vieja CASTILLA (Vieja Castilla)*

ARAGON

2 PV *Avila, Calatayud, Castellon, Saragossa, Segovia, Tortosa*
1 PV *Barcino, Cuenca, Hueca, Pamplune (Pamplona)*

ALMOHADE

? PV for each castle destroyed (in Ruin), points are equal to the region's income
1 PV each for other regions

OTHER NATIONS

Turn 19 VPs apply.

Design

Author: Andreas Steding - Philippe Thibaut for version 3 (this manual).

Original English rules: Michael Duismann

French version

V1 : Bruno de Scorraille

V2: Edmond de Seroux (rewriting and reorganization)
Bruno de Scorraille (proofreading and corrections)

V3: Philippe Thibaut

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Timeline

Turn 1: Start for scenarios A, D and E. (320-237 BC)

CARTHAGO: **Hamilkar** with 14 Infantry, 2 Numid Cavalry, 1 Elephant at sea. **Invasion**. Receive a City in *Cartagena* if controlled.

CELTOS may submit to CARTHAGO if 3 regions or less.

Turn 2 (237-221 BC)

CARTHAGO: **Hasdrubal** with 7 Infantry at sea. 3 victory points for each unit that moves to *Septimania*.

ROMA: 4 Elite in *Septimania*. No forts.

Turn 3 (221-206 BC)

CARTHAGO: 5 Infantry at sea.

ROMA: 5 Elite in *Septimania*, 4 Veterans with **Scipio** and 1 Numid Cavalry, at sea. No Forts.

All count points.

Turn 4 (206-154 BC)

IBEROS: at the start of their turn, they become Roman forts (1 per region max) except 5 units which become Elite Romans.

ROMA: 14 Elite in *Septimania* or at sea (or any combination). **Invasion**. One fort in each occupied region. May also build cities if control of complete areas (North, East, Centre and South).

LUSITANIA must submit if 4 regions or less and attacked by ROMA, VASCOS may submit with 3 regions or less, CELTOS and GALLEGOS may submit with 2 regions or less.

Turn 5 (154 BC -400 AD)

LUSITANIA: **Viriathus** with 2 Infantry, even if submitted. Submit again if **Viriathus** retreats, or with 4 regions or less.

ROMA: Increase to 13 Elite at sea.

All but ROMA and CARTHAGO count points. CARTHAGO count points and disappears.

Then ROMA count points and transforms to a maximum of 8 HISPANIA Infantry. Forts and cities stay.

Turn 6: Start for scenarios B and C. (400-414)

VANDALOS: **Gensericus** with 1 Elite, 1 Cavalry, 14 Infantry in *Septimania*. One move without stacking limit for one stack, then **Invasion**.

ALANOS: **Ataces**, 5 Cavalry and 12 Infantry in *Septimania*. **Invasion**. No stacking limit in the first invasion phase in the region with **Ataces**.

SUEVOS: **Ermanericus** with 1 Elite, 13 Infantry in *Aquitania*. **Invasion**.

VISIGODOS: 6 Infantry in *Septimania*.

Turn 7 (415-470)

HISPANIA: Income from now on.

VANDALOS: **Gensericus**.

SUEVOS: **Ermanericus**.

VISIGODOS: **Wallin** with 10 Infantry in *Aquitania*. Castle in *Saragossa* (if conquered). LUSITANIA must submit if 4 regions or less, VASCOS and HISPANIA must submit with 3 regions or less, GALLEGOS may submit with 2 regions or less.

All count victory points.

Turn 8 (471-507)

ALANOS: Income from now on.

VISIGODOS: **Alaricus II**. with 18 Infantry in *Septimania*. **Euricus** in any owned region. Invasion. No stacking limit in the first phase in the region with the Leaders. Three Castles, one of them in *Toletum*.

CANTABRIA: transformed to VISIGODOS at turn end.

Turn 9 (508-585)

VISIGODOS: Three castles, one of them in *Dertosa*. Count victory points.

BYZANCIO: 16 Infantry at sea. Naval Supremacy.

FRANCOS: 1 Elite, 5 Infantry in *Aquitania*. Count victory points.

VANDALOS: Count victory points and disappear. Those in *Tingis* replaced by 1 BYZANCIO unit.

Turn 10 (585-709)

BYZANCIO: Half income.

All except FRANCOS count points.

BYZANCIO may relinquish *Tingis* (if owned) in exchange of 1 VP. Place 1 OMEYAS infantry there.

ALANOS vanish (except those in *Numantina*, *Vizcaya* and *Pamplona* replaced by 1 VASCOS each).

Turn 11 (710-720)

VISIGODOS: **Rodericus**, disappears when *Toletum* falls. Castles surrender after this if there is no Infantry left.

OMEYAS: **Tarik, Musa**, 8 Cavalry, 20 Infantry from sea, *Tingis* or *Africa* or combination. **Invasion**. Religious Zeal.

Turn 12 (720-791)

VISIGODOS: **Pelayo**.

FRANCOS: **Roland**, 2 Knights, 3 Infantry in *Septimania*. **Roland** and Knights may not retreat.

OMEYAS: **Tarik, Musa** and increase to 3 Cavalry and 13 Infantry at sea. Naval Supremacy. Count victory points. LUSITANIA may submit to OMEYAS if 4 regions or less. If so, it is transformed to BADAJOZ (with 3 Castles and minimum 6 Infantry, gets *Badajoz*, *Alcantara*, *Tago*, *Vetonia* and *Estremadura*).

At end of turn the VISIGODOS in The North + *Segovia* are transformed to CASTILLA (with up to 8 Infantry, 2 Knights, one Castle). Remaining VISIGODOS become neutral.

Turn 13: (791-961)

FRANCOS: Increase to 5 Infantry in *Septimania*, Castle in *Barcino* at start of their turn if controlled.

OMEYAS: **Abd Ar Rahmann** in own region.

CASTILLA: **Pelayo**.

All count victory points.

SUEVOS transformed to LEON (4 Infantry, one Castle, one Knight), VASCOS to NAVARRA, LUSITANIA (if not submitted) to BADAJOZ.

Turn 14 (961-1002)

OMEYAS: AL MANSUR. Extra move. Can recruit Berbers (cost 2 victory points each, do not count towards stacking limit). Berbers and leader disappear at turn end.

BADAJOZ: **Abd Allah Al Muzaffar**.

At turn end OMEYAS transformed: first ZARAGOZA, then VALENCIA, then GRANADA. Rest for SEVILLA.

Turn 15: Start of Scenario C. (1002-1031)

BADAJOS: **Umar Al Mutawakkil**.

ZARAGOZA: **Al Muktadir**.

NAVARRA: **Sancho**, one Knight and one Infantry in own region or *Aquitania* (if Navarra was eliminated before).

FRANCOS transformation into ARAGON (minimum 1 knight, 4 infantry on their territory or, failing that, appears in *Septimania*.)

All count victory points.

Turn 16 (1031-1065)

ARAGON: **Ramirez**, 2 Knights and 3 Infantry (appear in *Septimania* if no region in Hispania). Extra move for **Ramirez**. Knights and **Ramirez** disappear at end of game turn.

ZARAGOZA: **Al Muktadir**.

SEVILLA: **Al Mutamid**.

Turn 17 (1065-1086)

CASTILLA: **Alfons VI**. (until end of T19 or start of its nation turn in Scenario E).

SEVILLA: **Al Mutamid**.

EL CID: **El Cid**, 3 Knights and 5 Infantry. May be recruited by all except Blue player.

Turn 18 (1086-1090)

ALMORAVIDES: **Yussuf** with 18 Elite from *Africa*. **Invasion**. Religious Zeal.

Turn 19: (1002-1100)

ALMORAVIDES: **Yussuf** (if still alive), 8 Elite from *Africa*.

All count victory points.

Turn 20: Scenario E only (1101-1159)

ALMORAVIDES: **Yussuf** disappears at start of their turn. All Elites are now normal Infantry. Receive income from regions with Castles.

CASTILLA: may build its 5th Knight

ARAGON: may build its 3rd Knight

ALMOHADE: **Abu Yusuf**, 13 infantry and 3 Berbers (free) in *Africa* (and/or *Tingis* if empty). **Invasion**. May not rebuild destroyed Castles.

CRUZADA: 3 Knights, 5 Infantry at sea (including forbidden ones). Extra move for all units in one stack. May not rebuild destroyed Castles. All units removed at the end of the turn.

Turn 21: Scenario E only (1160-1220)

ALMOHADE: **Abu Yusuf**. *Tingis* is automatically captured (eliminate all other nations' units there and place 1 **Almo-**
hade infantry there if any spare).

All count victory points.



Starting Positions: regions are ordered West to East, North to South, within the same Area (Norte Centro, Este et Sur)

Region	Turn 1 (scenarios A, E, F)	Turn 6 (scenarios B, D)	Turn 15 (scenario C)
Galicia	Gallegos (1 Inf + 1 Inf[Mtn])	Gallegos (1 Inf + 1 Inf[Mtn])	Gallegos (1 Inf + 1 Inf[Mtn])
Asturia	Gallegos (1 Inf)	Gallegos (1 Inf + 1 Inf[Mtn])	Gallegos (1 Inf)
Cantabria	Cantabria (1 Inf[Mtn])	Cantabria (1 Inf + 1 Inf[Mtn])	Leon (1 Inf)
Vizcaya	Cantabria Inf[Mtn]	Cantabria (1 Inf + 1 Inf[Mtn])	Navarra (1 Inf)
Pamplona	Vascos (1 Inf)	Vascos (2 Inf)	Navarra (1 Knight, 1 Castle)
Pyreneus Occid.	Vascos (1 Inf[Mtn])	Vascos (1 Inf[Mtn])	Navarra (1 Inf)
Pyreneus Orient.	Vascos (1 Inf[Mtn])	Vascos (1 Inf[Mtn])	Francos (1 Inf)
Oporto	Gallegos (2 Inf)	Hispania (1 Fort)	Leon (1 Inf)
Duero	Gallegos (1 Inf)	Gallegos (1 Inf)	Leon (1 Inf)
Leon	Cantabria (1 Inf)	Hispania (1 Inf)	Leon (1 Knight, 1 Castle)
Palencia	Cantabria (1 Inf)	Hispania (1 Fort)	Leon (1 Inf)
Burgos	Cantabria (1 Inf)	Hispania (1 Inf, 1 City)	Castilla (1 Knight, 2 Inf, 1 Castle)
Numantina	Vascos (1 Inf)	Hispania (1 Fort)	Navarra (1 Inf)
Osca	Vascos (1 Inf)	Hispania (1 Fort)	Zaragoza (1 Inf, 1 Castle)
Saragossa	Vascos (1 Inf)	Hispania (1 Inf, 1 Fort)	Zaragoza (3 Inf, 1 Castle)
Termes	Lusitania (1 Inf)	Lusitania (1 Inf)	Badajoz (1 Inf, 1 Castle)
Salamanca	Lusitania (1 Inf)	Lusitania (2 Inf)	Leon (1 Knight, 1 Inf, 1 Castle)
Segovia	Iberos (1 Inf)	Hispania (1 Fort)	Castilla (1 Knight, 2 Inf, 1 Castle)
Atienza	Iberos (1 Inf[Mtn])	-	Castilla (1 Inf)
Tago	Lusitania (1 Inf)	Lusitania (1 Inf)	Badajoz (1 Inf)
Lusitania	Lusitania (1 Inf[Mtn])	Lusitania (1 Inf[Mtn])	Badajoz (1 Inf)
Alcantara	Lusitania (1 Inf[Mtn])	Lusitania (1 Inf[Mtn])	Badajoz (1 Inf, 1 Castle)
Avila	Iberos (1 Inf)	Hispania (1 Inf)	Castilla (1 Knight, 2 Inf, 1 Castle)
Guadalajara	Iberos (1 Inf)	Hispania (1 Fort)	Zaragoza (1 Inf, 1 Castle)
Cuenca	Iberos (1 Inf[Mtn])	-	Zaragoza (1 Inf, 1 Castle)
Extremadura	Celtos (1 Inf)	Celtos (1 Inf)	Celtos (2 Inf)
Toletum	Iberos (1 Inf)	Hispania (1 Inf, 1 City)	Sevilla (2 Inf, 2 Cav, 1 Castle)
Illerda	Iberos (1 Inf)	Vascos (1 Inf)	Francos (2 Inf)
Barcino	Iberos (1 Inf)	Hispania (1 Fort)	Francos (2 Inf, 1 Knight, 1 Castle)
Tarraco	Iberos (1 Inf)	Hispania (1 Fort)	Francos (2 Inf, 1 Knight, 1 Castle)
Albarracin	Iberos (1 Inf[Mtn])	-	Zaragoza (1 Inf)
Dertosa	Iberos (1 Inf)	Hispania (1 Inf)	Zaragoza (1 Inf, 1 Castle)
Castellon	Iberos (1 Inf)	-	Valencia (1 Inf)
Valencia	Iberos (1 Inf)	Hispania (1 Fort)	Valencia (2 Inf, 1 Castle)
Calatrava	Iberos (1 Inf)	Hispania (1 Fort)	Sevilla (1 Inf)
Denia	Iberos (1 Inf)	Hispania (1 Fort)	Sevilla (1 Inf)
Ibiza	Carthago (1 Inf)	-	Valencia (1 Inf)
Mallorca	Carthago (1 Inf)	Hispania (1 Fort)	Valencia (1 Inf, 1 Castle)
Minorca	Carthago (1 Inf)	Hispania (1 Fort)	Valencia (1 Inf)
Cartagena	Iberos (1 Inf)	Hispania (1 Inf, 1 City)	Granada (2 Inf)
Vetonia	Celtos (1 Inf)	Celtos (1 Inf)	Badajoz (1 Inf)
Badajoz	Celtos (2 Inf)	Hispania (1 Fort)	Badajoz (1 Inf, 1 Castle)
Baecula	Celtos (1 Inf)	Celtos (1 Inf)	Sevilla (1 Inf, 1 Castle)
Cordoba	Iberos (1 Inf)	Hispania (1 Inf, 1 Fort)	Sevilla (2 Inf, 1 Cav, 1 Castle)
Algarve	Celtos (1 Inf)	Celtos (2 Inf)	Badajoz (1 Inf)
Onuba	Celtos (1 Inf)	Celtos (1 Inf)	Sevilla (1 Inf, 1 Castle)
Sevilla	Iberos (2 Inf)	Hispania (1 Inf, 1 City)	Sevilla (1 Cav, 1 Castle)
Baetica	Iberos (1 Inf)	Hispania (1 Fort)	Sevilla (1 Inf, 1 Castle)
Gades	Carthago (1 Inf)	Hispania (1 Fort)	Sevilla (1 Inf, 1 Castle)
Malaca	Carthago (1 Inf)	Hispania (1 Fort)	Granada (1 Inf, 1 Castle)
Granada	Iberos (1 Inf)	Hispania (1 Fort)	Granada (3 Inf, 1 Castle)
Tingis	Carthago (1 Numid)	Hispania (1 Fort)	Sevilla (1 Inf)