



Intrigue and War in Medieval Spain







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Immerse yourshelf in the Spain of the 11th century and the era of the Reconquest and El Cid in...

Taifa, a game where up to 6 players take control of the main Christian or Muslim kingdoms of the time, to try to expand them through war, intrigue and diplomacy.

GAME CONTENT:

- 18 x 18 inch map.
- 45 christian cards and 45 muslim cards.
- 5 dice.







Designers: Víctor Catalá, Álex Folch, Ignacio Torres, Jesús Peralta Graphic Design: Jesús Peralta







Turn 1 2 3



You can add up to 4 DICE to a dice roll of your choice. Cannot be used against **Castile. BOT:** Will add these dice to the first event card, incursion, attack or defense of its own that it can. **El Cid scenaria:** The Bot gives this card to the player.



Bonus

You can replace up to 3 CARDS from your hand (including this one) with new cards drawn from the Christian deck. $(\times$





- Game rules (4 pages).









