



Militia



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Champion



You can add up to 2 DICE to a dice roll of your choice.

**BOT:** Will add these dice to the first event card, incursion, attack or defense of his own that it can.



Leader



You can add up to 3 DICE to a dice roll of your choice.

**BOT:** Will add these dice to the first event card, incursion, attack or defense of his own that it can.



Surprise sortie



The attacker must remove a TROOP card of his choice from those attacking the area.

**BOT:** Chooses the lowest value Troop.



Ambush



Before your opponent reveals his cards, the attack you choose automatically fails.



Hakim



After an ATTACK you participate in, you may retrieve one of the participating TROOP cards.

**BOT:** Retrieves the highest value Troop.



Trade



The kingdom you choose and you immediately draw a card. You both increase the card BONUS by 1.

**BOT:** If possible, chooses a kingdom it doesn't border.





Paria



During your round you can give a card to the kingdoms you want so that both of you can't do the ATTACK action one against the other for the rest of the turn.



Sufi School



Increase your card BONUS by 2.



Independent campaign

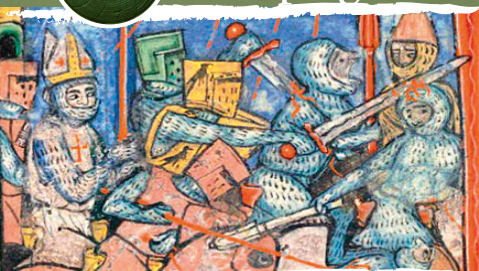


An area of your choice, bordering an independent area, will be attacked with 5 DICE. If the attack succeeds, it becomes independent as well. (It is resolved as an attack action).

**BOT:** See rules.



Independent campaign



An area of your choice, bordering an independent area, will be attacked with 5 DICE. If the attack succeeds, it becomes independent as well. (It is resolved as an attack action).

**BOT:** See rules.



Razzia



Choose a kingdom who must discard one card at random.

**BOT:** Chooses the kingdom with the most cards in its hand.



Watchtower



During the rest of the turn you can look at the cards of the attacks you receive. Also, bots can't do the Incursion action against you.



Mercenaries



Choose a RESPONSE card from those already played and add it to your hand.



Succession



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



Irrigations



Immediately increase your card BONUS by 1. Also, you can increase your card BONUS by 1 everytime you do the discard action.







Jews



Draw one card from each deck and keep one of them.

**BOT:** Rolls one die to choose the deck.



Citadels

P



All your areas with defensive value 2 are counted as defensive value 3 for the rest of the turn.



Al-Andalus

D



Draw 2 CARDS from the Muslim deck and add them to your hand, all other Muslim kingdoms draw 1 card each.



Seduction

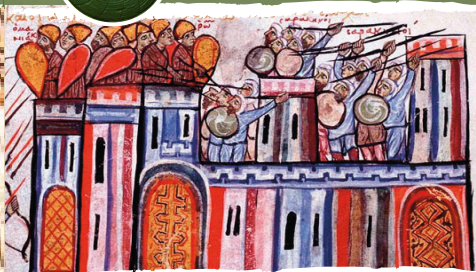


Draw a random card from any kingdoms and add it to your hand.

**BOT:** Chooses the kingdom with the most cards in its hand.



Walls

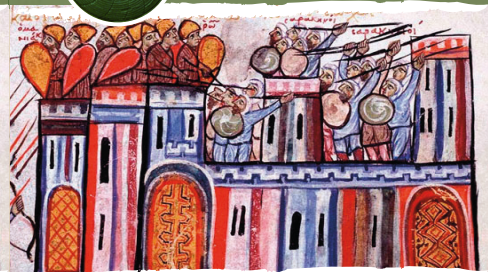


Put garrison in two areas of your choice (they can be from another kingdom).

**BOT:** Roll 2 times the die to choose castles controlled by the bot.



Walls



Put garrison in two areas of your choice (they can be from another kingdom).

**BOT:** Roll 2 times the die to choose castles controlled by the bot.



Uprising



The uprising attacks with 4 DICE an area of your choice, if successful the area becomes independent.

(It is resolved as an attack action).



Conspiracy



Attack with 5 DICE a border area belonging to another kingdom, if you win the area becomes independent.

(It is resolved as an attack action).



Almoravids



5

5





Almoravids



The Caid's  
guard



The Black  
guard



5

4

4



Berber  
mercenaries



Berber  
mercenaries



Berber  
mercenaries



3

3

3



Berber  
mercenaries



Berber  
mercenaries



Andalusians



3

3

2





Andalusians



Andalusians



Andalusians



2

2

2



Andalusians



Andalusians



Levies



2

2

1



Levies



Peasants



Skirmishers



1

1

1





# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims

# Taifa



Muslims





El Cid



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 his own that it can.

**El Cid scenario:** The Bot gives this card to the player.



Leader



You can add up to 3 DICE to a dice roll of your choice.

**BOT:** Will add these dice to the first event card, incursion, attack or defense of his own that it can.



Champion



You can add up to 2 DICE to a dice roll of your choice.

**BOT:** Will add these dice to the first event card, incursion, attack or defense of his own that it can.



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Surprise  
sortie



The attacker must remove a TROOP card of his choice from those attacking the area.

**BOT:** Chooses the lowest value Troop.



Surprise  
sortie



The attacker must remove a TROOP card of his choice from those attacking the area.

**BOT:** Chooses the lowest value Troop.



Relic



After seeing the rolls of an ATTACK, you can roll all your dice once again.

**BOT:** Only if it loses the fight.



Monasteries



Draw 4 CARDS from the Christian deck and keep one; discard the rest.



Surrender of  
independence



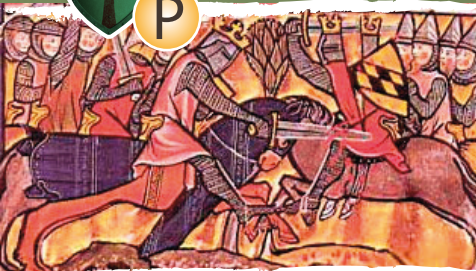
The independent area you choose with a defensive value of less than 4 and bordering your kingdom becomes your own.







## Military Orders



Reduce the card BONUS of a border Muslim kingdom by 1. You may reduce by 1 the card BONUS of a Muslim border kingdom each time you do the discard action.



## Truce



Choose a kingdom; during the rest of the turn you will not be allowed to do the ATTACK action one against the other.



## The Way of Saint James



Draw 2 CARDS from the Christian deck and add them to your hand.



## Judgment of God

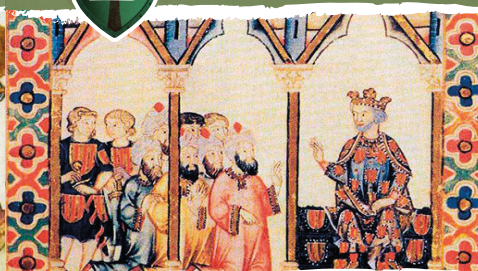


Choose a border area of another kingdom. Each of you throw 4 dice. If you roll more hits, the area becomes yours.

**BOT:** Chooses the area with the highest defensive value.



## Succession



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



## Royal marriage



Choose a Christian kingdom: You both increase the card BONUS by 1 but you cannot do the ATTACK action one against the other for the rest of the turn.



## Crusaders



Each Christian TROOP card attacking Muslim kingdoms has 1 additional DIE until the end of the turn.



## Repopulation



Add a garrison to one of your castles. Every time you make the DISCARD action, you can add a garrison to one of your castles.



## El Cid campaign



Convert to independent an area that borders your kingdom. Cannot be used against CASTILE.

**El Cid scenario:** The Almoravid "bot" kingdom must discard the first card of its deck.





Razzia



Choose a kingdom who must discard one card at random.

**BOT:** Chooses the kingdom with the most cards in its hand.



Troubadours



During the rest of the turn your card BONUS does not decrease.



Mozarabs



You can view ALL the cards of a Muslim kingdom of your choice. If the kingdom is a bot, after looking at its cards reshuffle them.



Walls

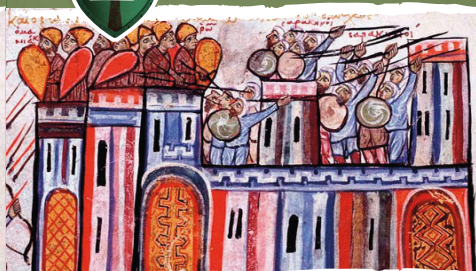


Put garrison in two areas of your choice (they can be from another kingdom).

**BOT:** Roll 2 times the die to choose castles controlled by the bot.



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Independent campaign



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**BOT:** See rules.



The King



5



The Earl



5





Hidalgos



Infanzones



Knights



4

4

4



Mesnada



Mesnada



Mesnada



3

3

3



Mesnada



Mesnada



Mesnada



3

3

3





Hueste



Hueste



Hueste



2

2

2



Hueste



Hueste



Hueste



2

2

2



Hueste



Villanos



Peasants



2

1

1





