The Warlord

ACTIONS

INFLUENCE

Chose a hex where you have presence **or** that is adjacent to one where you have presence. You cannot chose a hex where you have an influence token. If no other player has presence in the chosen hex and there is no Murshid influence adjacent, place an influence token. Otherwise, place the challenge token and resolve an influence contest.

RECRUIT 2

Place up to two ordinary units from your reserves card in one or two hexes where (a) you have presence and (b) no other player has control.

MASS

In **each** hex where (a) you have an influence token and (b) no other player has control, **choose one**:
- Place one ordinary unit from your supply there.
- Place two ordinary units from your supply there, and remove your influence token from the hex.

UPRISING

Choose a hex where (a) you have an influence token and (b) another player has control. Remove your influence token and place two ordinary units from your supply there. Then resolve a combat.

HIRE MERCENARIES

Five-player: Agree on one or two mercenary units and any number of coins with the Nomad. Pay them the agreed number of coins. Remove the agreed number of units from the Nomad's reserves card.

Four-player: Pay two coins to the general supply for one mercenary unit or six coins for two mercenary units.

Place the number of mercenary units you paid for from your supply in one or more hexes where (a) you have presence and (b) no other player has control.

PLAY POWER CARD

Play a power card with the **action** keyword.

BRIBE MERCENARIES
(FIVE-PLAYER ONLY)

Choose a hex and agree on one or two mercenary units and any number of coins with the Nomad. Pay them the agreed number of coins.

Replace the agreed number of Nomad mercenary units in the hex with mercenary units from your supply.

If there are still Nomad pieces with combat strength there, resolve a combat.

If there was no combat, you may take a move 1 or assault action with those units.

MOVE 3

Move any number of units to an adjacent hex where no other player has control. **You may do this up to three times.**

ASSAULT

Choose one:
- Move any number of units to an adjacent hex where another player has control. This starts a combat.
- Move any number of units to an adjacent hex where (a) no other player has control and (b) there is a town or city, and sack that settlement.

BUY POWER CARDS

Choose **any number** of the following options. Resolve each chosen option once.
- Buy one card from the near market for two coins (one coin for Warlord cards).
- Buy one card from the middle market for four coins (two coins for Warlord cards).
- Buy one card from the far market for six coins (three coins for Warlord cards).
- Buy an agreed card from the Sultan's market for an agreed number of coins.

When you buy non-Warlord cards from the near, middle, or far markets, pay the player who is aligned with the card.

Then replenish the market.

Counsel from an Old Advisor

This section gives suggestions on how to approach the game for newer players. However, every game of Crescent Moon is different. We encourage you to be creative about how you play, and we remind you that age is no guarantee of wisdom.

The Warlord has more military power than any other player. Build you army quickly by taking the influence action and then the mass action. Remember that you have access to the powerful Warfare card, and can have more of your units in a single hex than any other player. However, these advantages come at a cost. To score points, you will need to seek out and win combats and sack other players' strongholds and settlements.

Friendly diplomatic relationships with others are useful when they enable you to attack on one front without worrying about another, but if you see a weakness you can exploit, it is generally better to do so — even at the cost of damaging a relationship. Even when you do not have a friendly relationship with a player, you can use your military power to coerce them into behaving in ways that benefit you.

As the most aggressive player, it will often fall to you to prevent any of the other players from building up too much of a lead. Mobilise your units to attack others who are doing well, and avoid investing too many actions and resources in fighting someone who is not a genuine rival.

The Caliph is likely to be your most formidable military rival. Look to attack the Caliph's defensive positions before they acquire too many of their aligned power cards, or avoid those positions entirely. The Sultan's interests are mostly opposed to yours, but you may be able to use your military strength to 'persuade' them to act in a way that favours you. The Murshid is a potentially useful ally because, unlike you, they are not too concerned about controlling hexes. They can also help sway combats in your favour.

"A tiger wearing a bell will starve"

UNIQUE ATTRIBUTES

MARAUDER

You score for your primary objective after any combat you are involved in, and not during the scoring phase.

Immediately take the appropriate victory points and declare them to the other players. They are then kept face down as normal.

CHAMPION

You can recruit a large number of units directly from your supply by using the mass action. No other player can do this.

DESTROYER

You do not have access to the build action. You are the only player who cannot build strongholds or settlements.

You can still capture enemy strongholds through combat.

CONQUEROR

During setup, you are given the Warfare card. You may play this card in any combat you are involved in. It returns to your hand immediately after the combat.

RAVAGER

The maximum number of units you can have in a single hex is seven. For all other players, the maximum is five.

RAIDER

You can make three moves in a single move action. For all other players, this value is two.

OBJECTIVES

PRIMARY OBJECTIVES *Score immediately (not in the scoring phase)*

Win a combat	1 victory point per enemy unit removed during the casualty step (but not during the retreat step)
Sack a stronghold or settlement	• 4 victory points for a city • 3 victory points for a castle • 2 victory points for a town • 1 victory point for a fort • 1 victory point for the Caliph's palace
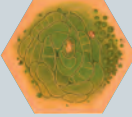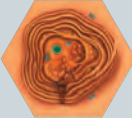
SECONDARY OBJECTIVES

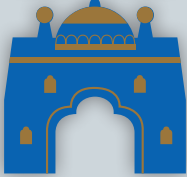|	
Have a castle and an influence token on the same hex	3 victory points
Control the hex with the holy site	4 victory points
Control a contiguous group of at least four hexes *You can only score for one contiguous group of hexes*	1 victory point per contiguous hex

YEAR ONE OBJECTIVE *You can only score this objective in the first year*

Have at least four units on the map	4 victory points

INCOME

Source		Income
	Town	◎
	City	◎ ◎
	Fertile land	◎
	Quarry	◎ ◎ ◎
	Sultan influence	◎

PIECES

Piece		Presence	Type	Combat strength	Sacking Income
	Influence token	Owner	-	-	-
	Ordinary unit	Owner	Unit	1	-
	Mercenary unit	Owner	Unit	1	-
	Fort	Owner	Stronghold	1	◎
	Castle	Owner	Stronghold	2	◎ ◎ ◎
	Palace	Caliph	Stronghold & Settlement	2	◎ ◎
	Town	Sultan	Settlement	-	◎ ◎
	City	Sultan	Settlement	-	◎ ◎ ◎ ◎