



The Caliph



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.

BUILD 2

Build up to two strongholds (each in a different hex):

Building	Location	Cost
	Fort A hex where all of the following apply: (a) You have presence (b) Not controlled by another player (c) Does not contain a fort or castle	
	Castle Any hex with one of your forts Replace the fort with a castle	

Building in a mountain or quarry hex costs +  .

Building in a desert hex costs +  .

RECRUIT 3

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

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.

MOVE PALACE

Choose a hex where (a) you have presence and (b) no other player has control. Place your palace in the chosen hex.

COLLECT

Gain  from the supply.

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 2

Move any number of units to an adjacent hex where no other player has control. **You may do this up to two 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 Caliph cards).
- Buy one card from the middle market for for four coins (two coins for Caliph cards).
- Buy one card from the far market for six coins (three coins for Caliph cards).
- Buy an agreed card from the Sultan's market for an agreed number of coins.

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

Then replenish the market.

PLAY POWER CARD

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

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 Caliph is the supreme authority in the world of Crescent Moon. You want to establish forts, build castles, raise formidable armies, and assert military dominance.

You are one of only three players who can recruit their own units. The other two are the Nomad, who generally controls hexes on the outskirts of the map, and the Warlord, whose primary motivation is to sack towns, cities, and castles. Work with the Sultan to protect the towns and cities in fertile hexes in the centre of the board. This is a symbiotic relationship: you score points and get income for cities and Sultan influence in hexes you control, and the Sultan scores points when towns and cities stay on the board. To combat the Warlord, you must rely on a combination of forts, castles, units, power cards, and the palace.

Money will be important for buying power cards and building castles. Controlling hexes with quarries will boost your income and can earn you points during the scoring phase.

Controlling hexes is generally more important to you than influencing them. However, influencing hexes can allow you to increase your reserve value and check the power of the Murshid and the Sultan.

Choose your battles carefully, because the Warlord is a great military power.

Finally, it is worth noting that when the Warlord sacks towns and cities it can act as an important check on the power of the Sultan.

“He who defends everything defends nothing”



UNIQUE ATTRIBUTES

SEAT OF POWER

The palace is only available to you. You place it during setup after all the other players have placed their pieces. You can move it with your move palace action.

The palace has a combat strength of 2. It is considered both a settlement and a stronghold, so it contributes to military **and** civilian influence in influence contests.

PILLARS OF THE CALIPHATE

Building forts and castles is cheaper for you than for any other player. This discount is reflected in your build action.

OBJECTIVES

PRIMARY OBJECTIVES

For each hex you control:

- 1 victory point
- 1 additional victory point if same hex as city
- 1 additional victory point if same hex as your castle **and** influence token

SECONDARY OBJECTIVES

Control at least four hexes **and** more hexes than any other player

1 victory point per hex you control

Control the hex with the holy site

4 victory points

Control two quarries **and** the river crossing
If you score this objective, you cannot score the next objective

5 victory points

Control either (a) two quarries, **or** (b) one quarry and the river crossing

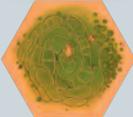
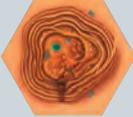
2 victory points

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

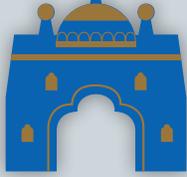
Have at least four castles or influence tokens on the map in any combination

4 victory points

INCOME

INCOME		
Source		Income
	Town	
	City	
	Fertile land	
	Quarry	
	Sultan influence	

PIECES

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	-	