



# The Murshid







## 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, 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) No other player has control (c) Does not contain a fort or castle	
	Castle Any hex with one of your forts <b>Replace the fort with a castle</b>	

Building in a mountain or quarry hex costs +  .  
Building in a desert hex costs +  .

### 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.

### 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

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 Murshid cards).
- Buy one card from the middle market for four coins (two coins for Murshid cards).
- Buy one card from the far market for six coins (three coins for Murshid cards).
- Buy an agreed card from the Sultan's market for an agreed number of coins.

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

Then replenish the market.

### PLOT

Look at the top seven cards of the action deck. Take one Murshid card. If you have no cards in hand, instead take two Murshid cards.

Shuffle the remaining cards and place them on top of the deck.

If there are not enough Murshid cards to take, gain one coin for each card you cannot take. After you have shuffled the cards, place them at the bottom of the deck instead.

### 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 Murshid's secretive religious sect seeks to manipulate other groups and spread its influence among the general population.

Your character relies more on having influence in hexes than having control. Avoid going out of your way trying to secure a large income and becoming a dominant military power.

Instead, prioritise influencing hexes, particularly those which contain towns and cities. To get your influence in those hexes you will need to gain power cards that help you in influence contests, which you can do with either the plot or buy power cards actions.

You will also want to influence central hexes, where you can most often employ your unique Sway, Meddle, and Deal attributes. When your Sway and Meddle attributes come into play, use your Deal attribute to extract as many points as possible from other players – you could offer to support another player in combat or influence contest in exchange for points or threaten to play cards against them unless they give you points. Remember, the only condition for gaining those points is that the player who offered them to you wins the combat or influence contest.

The holy site is of great importance to the Murshid, and influencing it early will not only earn you points, but will help you secure military control there for even more points.

*“Chaos is a ladder”*



# UNIQUE ATTRIBUTES

## SWAY



In combats and influence contests in hexes where you have an influence token, you choose whether the attacker or the defender wins in the case of a tie. *Normally, the attacker wins ties.*

## MEDDLE

You count as a participant in any influence contests that occur in hexes adjacent to hexes where you have an influence token. *Normally, only players with presence in the hex where the influence contest takes place count as participants.*

If you do not have presence, you can only affect the outcome of an influence contest by playing power cards.

## INTERFERE

If a combat occurs in or adjacent to a hex where you have influence and you are not the attacker or the defender, you may secretly select cards as if you were the attacker or the defender during the select step. At the start of the resolve step, if you selected any cards, assign them all to either the attacker **or** the defender. The cards are then considered to have been played by that player. However, character  or battalion  cards played in this way are placed in front of you during the remove cards step.

## DEAL

At the start of an influence contest or a combat that occurs in or adjacent to a hex in which you have an influence token, if you are not the attacker or the defender, any other participant may offer you up to five victory points in exchange for your support.

Your support may include using your *sway* attribute to break ties in their favour, or your *meddle* or *interfere* attributes to play cards.

If you agree to support a player, they must give you the agreed number of victory points if they win the combat or influence contest. They must do so even if you did nothing to help them win. However, if they lose, you receive no points, even if you did everything you promised to do.

No deals can be made after cards have been revealed.

## INTRIGUE

More power cards are aligned to you than to any other player.

# OBJECTIVES

## PRIMARY OBJECTIVES

For each of your influence tokens on the map:

- 2 victory points if on same hex as city
- 1 victory point if on same hex as town
- 1 victory point if on fertile hex **without** town or city
- 1 victory point if on same hex as your stronghold **and** quarry or mountain hex







## SECONDARY OBJECTIVES

Control the hex with the holy site	5 victory points
Have an influence token on the hex with the holy site	2 victory points
Have at least two of your strongholds on the map	1 victory point per stronghold






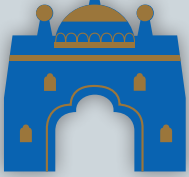

## YEAR ONE OBJECTIVE *You can only score this objective in the first year*

Have an influence token in a hex containing another player's settlement or stronghold	4 victory points
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## 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	-