

Reconquista



Christian and Moslem playing Chess

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Introduction

Reconquista is a solitaire game simulating the reconquest of Moslem Spain by the various Christian Kingdoms from the 9th to the 15th centuries.

As the player, you command the armies of Christendom (**Christian**) recapturing Spain from the Moors (**Moslem**).

The Map

The Map shows a stylized version of the Iberian peninsula (modern-day Spain and Portugal) subdivided into 5 coloured **Regions**. Each of these 5 Regions is further divided into 4 **Areas**. The Regions and Areas are named, for the important political and geographical features in them. For example, Asturias is a Region, and it contains 4 Areas: Santiago, Oviedo, Galicia, and Leon.

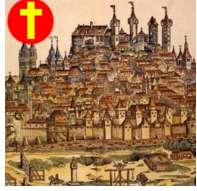

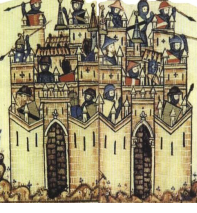
Regions and Areas are numbered – this is to help locate Regions and Areas randomly, and also to regulate movement. Different Regions are connected by **Roads** from an Area in one Region to an Area in another. This is the only way Armies can move between Regions.

The Counters

These counters are sometimes moved as part of the game. There is no limit to the number of them per Area:

	<p>Garrisons: These are locally based troops, generally used to defend areas, such as militias. They can be either Moslem or Christian. The Christian garrison is the top one, the Moslem is at the bottom.</p>
	<p>Armies: The offensive arms of nations, they usually are either Moslem or Christian. However, random events can introduce other armies, which may be aligned to either side or neither (a set of Neutral Armies are provided for this purpose).</p> <p>The top image is a Christian Army, the neutral Army is in the middle, and the Moslem army is at the bottom.</p>
	<p>Rebels: Used to represent areas that are attempting to go it alone, either breakaway Christians or Moslems, they are hostile to all sides.</p>
	<p>Military Orders: These are the groups of religiously inspired monk-knights, founded in this time, and are only Christian.</p>
	<p>El Cid: Represents the various leaders (of both sides) that inspired their armies to better than average performances. El Cid counter only ever arrives on a Random Event and could be controlled by either the Christians or Moslems.</p>

These counters cannot be moved:

	<p>Cities: These represent the population centres of Medieval Iberia. There can only be one City per Area.</p> <p>They can be either Moslem, or Christian. This is a Christian city.</p> <p>A Moslem city has  symbol</p>
	<p>Forts: These are usually, but not always, associated with cities, and give bonus to defence. There can only be one Fort per area</p>

There can only be one City per Area, and only one Fort per Area. The other counters are unlimited. There should be enough counters provided for a normal game. Feel free to make more, should they be needed.

In addition, there are several counters to help with game play:

Turn – Use this on the numbered track on the map to remember what turn it is.

Income – Can optionally be used to keep track of income on the numbered track.

Region Revolt – Can be used in the Rebellion phase to indicate a Region that is in revolt, should that happen.

Double Result – Can be used to remind you if there is a result that has double effect.

Playing the Game (Summary)

The game is 20 **turns** long. In this time you will build cities and forts, **convert** cities, raise garrisons, and send your armies to conquer new territory. Meanwhile, you will contend with **rebellions**, **random events**, and the actions of your defiant Moslem opponent.

You will need two regular six sided dice (referred to as D6) to play the game. There is also a play aid sheet included.

Important Definitions

- A city is Christian-controlled if it contains Christian forces (Army, Garrison, or Military Order). It does not matter if the city itself is Moslem or Christian.
- A city is Moslem-controlled if it contains Moslem forces (Army or Garrison). Again, it does not matter if the city itself is Moslem or Christian.

- A city is Rebel-controlled if it contains Rebel forces.
- A city with no forces of either side is considered to be controlled by the religion of the city. So, a Christian city would be Christian-controlled and a Moslem city would be Moslem-controlled.
- An unoccupied fort should be removed from play.

A Turn

Each turn (representing a period of 20-50 years), the following phases are performed:

1. Roll for rebellions.
2. Roll for a random event.
3. Raise income and spend it.
4. Move your armies, performing combat as you move, or dropping off armies to besiege cities and forts, or defend areas.
5. The Moslem forces react.
6. Sieges are resolved.
7. Advance the turn marker and start a new turn, or, if it is presently turn 20, determine victory.

Setting Up The Game

Place the map out, and place the following counters:

1. Turn marker on turn 1
2. Place one Fort in each of: Badajos, Toledo, Cordoba, Zaragossa.
3. Place one Moslem city in each of: Zaragossa, Salamanca, Toledo, Valencia, Lisbon, Cordoba, Algeciras, Granada.
4. Place one Christian city in each of: Oviedo, Leon, Barcelona.
5. Garrisons: Place one in every Area in every Region. All are Moslem, with the exception of Pamplona and Oviedo, which each have one Christian Garrison.
6. Place one Christian Army in Oviedo.
7. Place one Moslem Army in Zaragossa. Place one Moslem Army in Toledo. Place 2 Moslem Armies in Cordoba.

Phase 1: Rebellions

Roll a single D6, to select the affected Region, then roll a D6 and consult the table below to see what happens in that region. If a 6 is rolled for the Region, then roll again to determine the Region (this time re-rolling a 6) but then roll **twice** on the table below (re-rolling a 6 - Regional Revolt - if this is the first roll).

To prevent the game ending due to a Rebellion, if the result would remove the last Christian-controlled or Moslem-controlled city, then re-roll.

Roll	Result
1 or 2	Outlaws: Place a Rebel unit in a randomly determined Area that does not contain a Garrison, Army or Military Order. If there is no such area, then randomly select a single Area and eliminate a single unit (prioritise as per combat elimination).
3	Proselytizing: Select a random City in the Region. If Moslem, change that City to Christian. If Christian, change that City to Moslem. If there are no Cities in the Region, treat as Outlaws result (a roll of 1 or 2).
4	Peasant Revolt: Randomly select an Area with Garrison(s) but no Army or Military Order. Remove all Garrison(s) and replace with a single Rebel unit. If there are no Garrisons, treat as Outlaws result (a roll of 1 or 2).
5	Rebel Governor: Select a random city in the Region. Replace all Armies, Military Orders and Garrisons in the city with an equal number of Rebel counters (place one Rebel, if there are no units present, or the city is already Rebel controlled). If there are no cities in the Region, treat as Outlaws result (a roll of 1 or 2).
6	Regional Revolt: This entire Region is excluded from the game for this entire turn. It generates no income, cannot be moved into or built in, and if affected by a random event, re-roll to have the event in another Region. If it is selected for Moslem moves, then re-roll/select another Region. If this happens on turn 20, the Region still counts for victory scoring as normal.

In all cases, if a Rebel gains control of a City, any Fort, if present, remains in place.

Phase 2: Random Event

In this phase, an event is generated randomly. The event is then applied, and play proceeds to the next phase. Note that any random event may happen more than once (or not at all) in a game

Roll two dice, add them together, and consult the following table:

Dice Total	Event																							
2	French intervention: Roll a D6 – this is the number of French armies which appear (use the Neutral Army counters). Roll another D6 to determine their initial move: 1-2 is Oviedo, 3-4 is Pamplona, 5-6 is Barcelona. Before continuing to Phase 3 (Income), move this French force as per the Moslem reaction (Phase 5), excepting that this French force is hostile to all other forces: Christian, Moslem, or Rebel. At the end of the turn (Phase 7) all surviving French Armies are removed from the map.																							
3	Bribery: In Phase 3 (Income) you may spend 2 income points to replace all Rebels in a single Area with a single Christian Garrison.																							
4	Mercenaries: Roll a D6 – this is the number of Mercenaries available (use the Neutral Army counters). In Phase 3 (Income), you may hire any number of them at a cost of 1 income point each, and place them as per an Army. They are then treated as Armies during your turn, excepting that they are the first unit eliminated in a Battle or Siege. Any mercenary units that you do not hire are added to the Moslem force that is raised in Phase 5 (Moslem reaction). This does mean that it is possible Mercenaries will end up fighting each other in a Battle or Siege! At the end of the turn (Phase 7) all surviving Mercenaries are removed from the map.																							
5	Raiders: Roll a D6 – this is the number of Raider armies which appear (use the Neutral Army counters). Roll two dice to determine their initial move: <table border="1" data-bbox="911 1577 1464 1940"> <thead> <tr> <th rowspan="2">2nd Roll:</th> <th colspan="2">First Roll:</th> </tr> <tr> <th>1, 2 or 3</th> <th>4, 5 or 6</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Pamplona</td> <td>Barcelona</td> </tr> <tr> <td>2</td> <td>Oviedo</td> <td>Tarragona</td> </tr> <tr> <td>3</td> <td>Santiago</td> <td>Valencia</td> </tr> <tr> <td>4</td> <td>Galicia</td> <td>Murcia</td> </tr> <tr> <td>5</td> <td>Porto</td> <td>Algiceras</td> </tr> <tr> <td>6</td> <td>Lisbon</td> <td>Seville</td> </tr> </tbody> </table>	2nd Roll:	First Roll:		1, 2 or 3	4, 5 or 6	1	Pamplona	Barcelona	2	Oviedo	Tarragona	3	Santiago	Valencia	4	Galicia	Murcia	5	Porto	Algiceras	6	Lisbon	Seville
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	Before continuing to Phase 3 (Income), move this Raider force as per the Moslem reaction (Phase 5), excepting that this Raider force is hostile to all other forces: Christian, Moslem, or Rebel. At the end of the turn (Phase 7) all surviving Raider Armies are removed from the map.
6	Military Order: You gain a free Military Order counter, which must be placed in any friendly city, or Santiago. This Military Order is retained from turn to turn, until it is eliminated during the normal course of the game.
7	Famine: For each Area in each Region: Count the total of units (do not count a City or Fort towards this total). Divide this total by 3, <u>rounding down</u> , and remove that number of units. Priority order for removal is: Army, then Garrison, then Military Order, then anything else.
8	El Cid: Roll a D6: On a roll of 1, 2 or 3, you may place the El Cid counter in any City, or any Area containing one or more Christian Army or Military Order. On a roll of 4, 5 or 6, then in Phase 5 (Moslem reaction) place a El Cid in the same Area where placing the Moslem forces. The effect of a El Cid is twofold: In a Battle, the force with El Cid always rolls first (even if the defender is in a Mountainous Area). In a Siege, El Cid adds 2 to the strength of the besieging army (In a Moslem force, El Cid is never left behind as the force moves, but also must not end up on his own, so would remain with a last Army). El Cid is always the last unit eliminated in a Battle/Siege, and is eliminated when all other units are eliminated. El Cid is removed in Phase 7 (end of the turn).
9	Tribute: During Phase 3 (Income) you receive an extra 2 income points for this turn only.
10	Jihad: During the Moslem reaction (Phase 5), when determining the Moslem force, roll twice on the table for the forces, which are all placed in the same Area in the Region (or North African reinforcements)
11	Crusade: Roll a D6 – this is the number of Crusaders available (use the Neutral Army counters). In Phase 3 (Income), you may place them as per an Army, but they must all be placed together. They are then treated as Armies during your turn, excepting that they are the first unit eliminated in a Battle or Siege. At the end of the turn (Phase 7) all surviving Crusaders are removed from the map.
12	Jewish/Moorish expulsions: During Phase 3 (Income) reduce your income points total by 2 (for this turn only).

Phase 3: Raise Income and Spend It

The Christian Player receives income that they may then spend on various things. The income cannot be saved from Turn to Turn. In this Phase the income points received are:

2 Points – you always receive these.

1 Point per Region, but only if you control the majority of cities in the Region (it does not matter if the city is Moslem, as long as it is Christian-controlled), and these cities are free of enemy forces .

For example, there are 3 cities in the Region. Two are Christian-controlled, while one is Moslem-controlled. In this example, you would control the majority of cities (2 versus 1) and would receive an income point. If, however, one of the Christian-controlled cities was besieged by Raiders (from a random event) then you would receive no income points, as you only have 1 city free from enemy forces.

1 Point if you control Santiago de Compostela (“Santiago” on the map). You control Santiago de Compostela if it is free of Moslem or Rebel units (excluding the situation where there is a Moslem City but it is garrisoned by Christian Armies and/or Garrisons. A Moslem City with no Armies or Garrisons in it would deny control).

Therefore, the minimum you can ever receive is 2 points, the maximum is 8 points (possibly 10, if you gain extra income from a Random Event, or zero if you lose income from a Random Event).

Income is spent on building Cities, Forts, Armies, Garrisons, or converting Cities from Moslem to Christian. Anything built by you is Christian. Note that these builds can be in any order you desire.

Build an Army: 2 Points. An Army can only be built in a City (Christian or Moslem) or Fort that you control, in an Area that is free from enemy forces. There is no limit to the number that may be built in a City or Fort. You may build different Armies in different Cities/Forts, should you wish.

Build a Garrison: 1 Point. A Garrison can only be built in a City (Christian or Moslem) or Fort that you control, in an Area that is free from enemy forces. There is no limit to the number that may be built in a City or Fort. You may build different Garrisons in different Cities/Forts, should you wish.

Build a City: 3 Points. A City may be built in any Area containing a Christian Army and/or Garrison present, and there is not already a city present. If there is a Fort already present, the Fort is retained. The Area must be free from enemy forces. The city is always Christian.

Build a Fort: 1 Point. A Fort may be built in any Area

containing a Christian City and/or Army and/or Garrison, provided the Area does not already contain a Fort and is free from enemy forces.

Convert a City from Moslem to Christian: 1 Point. Can only be done to a Moslem city containing a Christian Army and/or Garrison. Replace the City with a Christian City. Any Fort is retained.

Phase 4: Move Armies.

Select a single Region. Only Christian Armies, Garrisons and Military Orders starting in this Region may be moved. Armies, Garrisons and Military Orders in other Regions may not be moved at all this Phase, even if moved over.

Garrisons may be moved to any Area in the same Region. Garrisons **cannot** move to another Region.

Armies may move to any Area in the same Region. In addition, they may move along a Road to another Region, provided that the Area they move **from** is entirely free from Moslem forces (the exception would be a Moslem city, provided it contains at least one Christian Army and/or Garrison).

Armies and Garrisons may move together, or separately. You may await the outcome of one force's move (i.e. a Battle), before moving another force.

If the moving force enters an Area containing enemy forces it must stop: Rebel units, Neutral armies (Raiders or French), Moslem Armies, Moslem Garrisons, or a Moslem City with no other units present.

- If the enemy Area has a City and/or Fort, then there may be a battle – this only happens if there is more than one enemy unit (Garrison or Army) and at least one is an Army (Rebels are not armies). Otherwise, the moving force halts and awaits the Siege Phase.
- If the enemy Area has no City or Fort then there will be a battle.

Examples:

- *City with 1 Garrison: No Battle*
- *City with 2 Garrisons: No Battle*
- *City with 2 Rebels: No Battle*
- *City with 1 Army: No Battle*
- *City with 1 Garrison and 1 Army: Battle*
- *City with 2 Armies: Battle*

BATTLE:

Each side rolls dice to inflict hits on the opponent. Normally, this is simultaneous for both side, except in Mountainous areas, where the enemy forces will roll to hit first, or if one side has El Cid from a Random Event.

Roll a D6 for each unit. Its chance of scoring a hit is as follows:

- Garrison or Rebel: Roll a 5 or 6.
- Army: Roll a 4, 5 or 6.
- Military Order: Roll a 3, 4, 5 or 6.

Hits are removed as casualties. First, Garrisons/Rebels are removed, then Military Orders, finally Armies.

If the enemy force scores more hits than your moving force, your moving force must retreat back to a single Area (your choice) where at least one of the units came from (this may mean Garrisons end up in a different Region), or, if the battle involved a besieged city (only possible if Raiders or French are involved) the retreat may be to that city. This Battle is over, but the moving force may continue to move (including back to the same Area for another battle).

If your moving force scores more hits than the enemy then they must retreat. If there was a city in the Area, then the entire force retreats to it, and the moving force remains in place to await the Siege Phase. If there was no city, then the enemy force moves to the first Area, moving to a higher numbered Area,* from the Battle Area, that is free of hostile forces (Rebels or Christian for Moslems, Moslem or Christian for Rebels). If there is no such Area, then the force may retreat along the Road, if present and it leads to an Area free of hostile forces. If this is also not possible, the entire enemy force is eliminated. In any case, the moving force may continue to move.

If one side entirely eliminates the other, it need not retreat, even if it did not win the Battle.

If your moving force eliminates the entire enemy force, and there was a City present, this City is assumed captured (and the Fort, if any, is retained) and the moving force may continue to move.

If both sides inflict equal losses, then if there was a city in the Area, then the entire force retreats to it, and the moving force remains in place to await the Siege Phase. Otherwise, the battle continues, and roll for hits as before excepting this time the defenders do not hit first in a mountainous Area.

* Move from a lower numbered Area to a higher numbered Area – returning to the lowest numbered Area if there is no higher numbered Area. For example, in Al Andalus Region the retreat order from is: Cordoba, Murcia, Granada, and then, as there is no Area numbered higher than Granada, to Algeciras.

Simple example of a Battle:

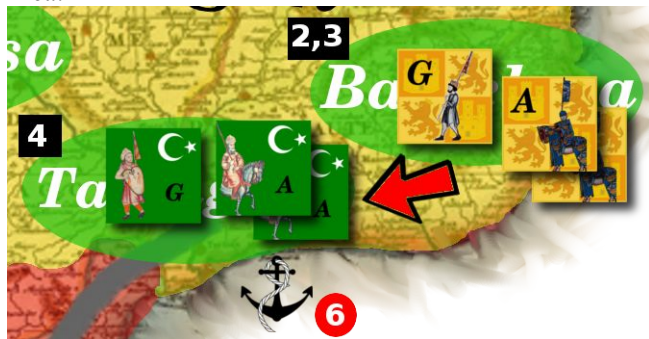
A force of two Christian armies and a Christian Garrison move from Barcelona to Tarragona, which contains a force of two Moslem armies and one Moslem Garrison.

As Tarragona is not mountainous, and El Cid is not present, both sides roll for hits simultaneously. The Christian Garrison rolls a 5 and so hits, the two Christian Armies roll a 3 (miss) and a 4 (hit), giving a total of 2 hits. The Moslem Garrison rolls a 4 (miss) while the two Moslem Armies roll a 6 (hit) and a 3 (miss) for a total of 1 hit.

The Christian's two hits are applied – the first unit lost, by priority, must be the Moslem Garrison, while the second is one of the two Moslem Armies.

The one Moslem hit is applied – the unit lost is, by priority, the Christian Garrison.

As the Moslem force suffered more casualties, it must retreat. Tarragona is numbered 4, and the next highest numbered Area is Zaragosa (numbered 5, 6). Zaragosa only contains a Moslem city with no other forces present, so this retreat is possible, and the single remaining Moslem Army moves there. The two remaining Christian Armies may either stay put, or move together or separately to another Area.



Complex example of a Battle 1:

A force of two Christian armies and a Christian Garrison move from Barcelona to Tarragona, Tarragona contains a Moslem city, with a Moslem Garrison, which is besieged by 2 Raiders (Neutral Armies).

First, the Christian armies fight the Raider Armies. If the force in the City was Christian, it would join in, but because it is Moslem, it does not.

The Christians roll 1 hit, and the Raiders also roll 1 hit. One Raider is eliminated, and the Christians lose one unit, which by priority is the Christian Garrison. As this is a draw, both sides will continue the battle...

Next time the Christian's two remaining armies roll 2 hits, while the one remaining Raider rolls a miss. The remaining

Raider is eliminated. However, the Christian force must remain in place to besiege the City.

Complex example of a Battle 2:

A force of two Christian armies and a Christian Garrison move from Barcelona to Tarragona, Tarragona contains a Moslem city, with a Moslem Garrison and a Moslem Army.

Because the City contains more than one unit, and they are not all Garrisons, the Moslem forces all fight a battle.

The Christians roll 1 hit, and the Moslems also roll 1 hit. Both sides lose one unit, which by priority is the Garrison for both sides. As this is a draw, the remaining Moslem Army retreats to the city. The Christians now have 2 Armies and the Moslems only have one Army.

The Christian force must remain in place to besiege the Moslem City (NB - If the Christians had rolled 2 hits, then they would have eliminated the entire Moslem force and captured the city).

Phase 5: Moslem Reaction.

In this Phase, a random Moslem Region is selected and a number of Armies/Garrisons are raised. These then move and may Battle Christians/Rebels/Raiders/French.

Roll a D6 to select a Region, and then consult the table below to get the Moslem forces. Note that a roll of 6 when rolling for the Region means that a force arrives from North Africa. If the Region selected contains no Areas free from Christian or Rebel or Neutral Army forces then roll again.

Roll	Number of Moslem controlled Cities in Region (including any under siege)				North Africa force
	0	1	2	3 or 4	
1	Raise City	Build Fort	Build Fort	Build Fort	1 Army
2	Build Fort	Garrison	Garrison	Garrison	2 Armies
3	Garrison	Garrison	1 Army	1 Army	3 Armies
4	Garrison	1 Army	1 Army	2 Armies	4 Armies
5	1 Army	2 Armies	2 Armies	2 Armies	5 Armies
6	2 Armies	2 Armies	3 Armies	3 Armies	6 Armies

Raise City – In this case, randomly select an Area with a Moslem Army/Garrison, or else free of any units. Place a Moslem City in that Area.

Build Fort – Randomly select a Moslem controlled city without a Fort and place a Fort there. If there is no such area, randomly select an Area with no Fort that contains a Moslem Army and/or Garrison and place a Fort in that Area. If no such area exists, nothing happens.

Garrison – Place a Moslem Garrison in a randomly selected Moslem controlled City with no Garrison. If there is no such City, place a Moslem Garrison in a randomly selected Area containing Moslem forces, or free of all Christian/Rebel forces. If this is still not possible, then nothing happens.

1 to 6 Army/ies – Place the appropriate number of Armies in a randomly selected Area free of all Christian/Rebel forces. If this is not possible, nothing happens. For a force from North African, roll a D6 to see which Area they appear – as indicated by the port symbol and corresponding number on the map (Seville, Algeciras, Granada, Murcia, Valencia, or Tarragona). They appear here, even if it is enemy-controlled.

Once the Moslem force has been raised, it will move, provided Armies were raised. If the result was a City, Fort, or Garrison, then nothing further happens and proceed to the next Phase.

Move Moslem Force: Within the Region, move the Force to higher numbered* Areas until a non-Moslem controlled Area is entered. This is any Area with:

- A Christian Army and/or Garrison.
- A Rebel.
- A Christian city with no other units (excepting a Fort).
- A Non-Moslem-controlled Neutral Army (Raiders, French, Crusaders, or Christian Mercenaries)

In the case of a force from North Africa, the enemy-controlled Area may be where they are placed, in which case do not move them again.

If there is no enemy-controlled Area in the Region, then move the Force to the next highest numbered* Area until it reaches an area where there is a Road encountered that would lead to a Region with an enemy-controlled Area (If still none, then the first Road encountered that would get to a Region that could then get to another Region with an enemy-controlled Area).

Each time the Force is moved, an Army must be left behind in a City or Fort if there is not already a Moslem Garrison present. If the Force enters (or starts in) an Area with other Moslem Armies, these are added to the Force and move with it (Moslem Garrisons never move).

Once the Force enters an enemy-controlled Area then it halts and Battle may proceed as per the player turn, with the following clarifications:

If the Area contains a Christian force and a Moslem controlled city, then the forces in the Muslim city join the Battle. If forced to Retreat, or the Battle is a draw, the entire surviving force retreats to the City.

If the Area contains a Christian force and a Rebel city, the Rebels play no part in the Battle. If the Christians lose, they will retreat elsewhere and the Moslem force will then besiege the City.

If the Battle results in a Siege situation (i.e. there are forces in the City, or else a Christian city with no forces), then the Moslem force leaves behind a number of Armies equal to the number of units in the Area and the rest move on, as before (e.g. for a City with a Fort and one Garrison, 3 Armies must remain).

If the Battle results in a Moslem victory and there is no Siege, then continue to move the Moslem Force as before.

If the Moslem force has to retreat, retreat the force back to

where it came from. The Army then continues to the next higher numbered* Area (this might ultimately end up in the force returning back to the same Area it retreated from).

* If there is no higher numbered Area, move to the lowest numbered Area. For example, a force in Granada would move to Algeciras.

Brief summary of Moslem Reaction:

1. Roll to generate Moslem force and its location.
2. If 1 or more Armies are generated, these move in the Region from lower to higher numbered Areas and battle/besiege enemies.
3. To besiege, drop off number of armies equal to number of enemy units (including city and fort). The rest keep moving to encounter a new enemy.
4. If there are no enemies in a Region, move from lower to higher numbered Areas until reaching a Road to move to another Region with enemy.

Phase 6: Resolve Sieges.

For each Siege, the process is the same. Resolve sieges one at a time, starting with the lowest numbered Area in the lowest numbered Region, then proceeding through all the Areas in that Region in numerical order before moving to the 2nd lowest numbered Region, and so on, until all sieges are resolved.

Roll a D6 for the besieging force. Add 1 to the roll for each Garrison 2 to the roll for each Army and 3 for each Military Order in the besieging force.

Roll a D6 for the defending force. Add the following modifier:

- 1 (for the city itself)
- +1 per Garrison/Rebel.
- +2 per Army/Military Order.

Double the modifier if there is a Fort present.

If the besieger rolls higher than the defending force, all defenders are removed, as is any Fort, if present. On an even roll, the City is also removed (sacked and destroyed!).

If the defender rolls higher, then the besieging force loses 1 unit (prioritise as per combat) and retreat (select a friendly/empty Area randomly (not an Area with another siege present) – if none present, then retreat may be along a Road, if present, provided it leads to a friendly/empty Area. If still not possible, the entire besieging force is eliminated).

If both sides roll the same, then both sides lose 1 unit (prioritise as per combat) and roll again. If the City/Fort did not have any forces in it, or else is the same Religion as the attacker and now has no units in it, then it surrenders and is captured (any Fort, if present, is retained).

Phase 7: Turn end.

Remove any Neutral Armies or El Cid (from Random Events).

Remove any Forts where there are no other counters of any kind in the Area.

If the turn number is 19 or less, advance the turn marker 1 space and start a new turn with the Rebellions Phase.

If there are no possible places left for Moslem armies to be raised then the game is over, and count up the Victory Score.

If there are no Christian-controlled cities and no Christian forces left, then the game is over, and count up the Victory Score.

If the turn number is 20, the game is over - count up the Victory Score.

GAME OVER: Victory Score:

- Each Christian-controlled City scores 1.
- Each Region where the majority of cities are Christian-controlled scores 2 (a Region with no cities would not score).
- Each Region entirely free of Moslem forces and Moslem Cities (even if Christian-controlled) scores another 2.

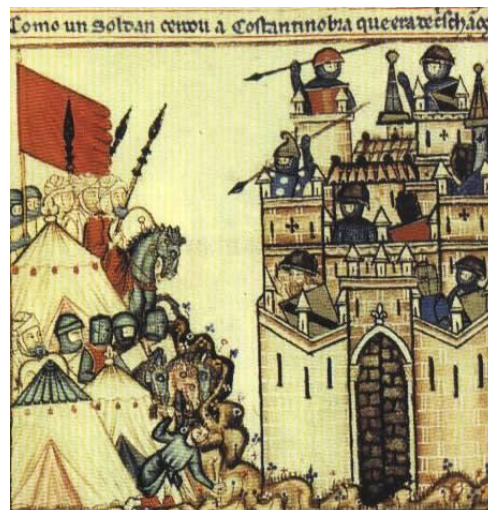
10 or less – Decisive Moslem Victory “Almanzor”

11 to 15 – Moslem Victory “Yusuf ibn Tashfin”

16 to 20 – Draw “El Cid”

21 to 25 – Christian Victory “Alfonso VIII”

26 to 40 – Decisive Christian Victory “Ferdinand & Isabella”



Design Notes

Background – a brief history of the Reconquest

The Reconquista (Spanish for “Reconquest”) was a profound moment in the history of Europe, and a defining one for the future history of Spain and Portugal. The Reconquista covers almost 800 years, and the transition from the Dark Ages, through the Middle Ages, to the start of the Renaissance.

Following the decline of the Western Roman Empire, the Iberian peninsula came to be dominated by Germanic tribes, of which the Visigoths were predominant.

The Visigoths did not put down especially deep roots, and settled down to simply ruling the place, and engaging in interminable internecine wars. It was during one of these civil wars, in 711, that the Moslem armies arrived in Africa off the coast of Spain. One Visigothic faction saw them as a handy resource to fight off the other faction and invited them over... within 5 years they had defeated the bulk of the Visigoths and taken most of Spain for the Moslem Umayyad Caliphate.

The Umayyads then had a crack at France, but it proved too tough a nut and, while they were involved there, in around 722 a Visigothic Nobleman, Pelagius, revolted in the far North, defeated the local Moslem garrison, further defeated the subsequent Umayyad punitive expedition against him, and started the reconquest (Reconquista) – founding the Kingdom of Asturias.

It would be expected that with their vast resources, Asturias would be short lived, but it had some notable advantages (although you may find you lose the game in the first turn or two):

1. The terrain: Hilly and inaccessible. Defence was easier as a result.
2. Unity: The Christian's were still predominant in the North-East, and this social cohesion prevented the Umayyads getting established.
3. The French: Not content with beating the Umayyads in France, the French launched attacks into Spain – and they were far more dangerous than the Asturians.
4. Priorities: The Umayyad empire stretched from India to Spain. Most of the population were non-Moslem, and the needs of the centre meant that the Spanish periphery was somewhat neglected.
5. A revolt in the Central Asia by the Abbasid family was growing - this led to the collapse of the Umayyad empire in 750,

The Umayyad empire collapsed except for the Spanish rump. In 756 the local Umayyad governor, Abd-ar-Rahman I, took the cause into his own hands and declared the

Emirate of Cordoba.

The Emirate of Cordoba persisted from 756 to 929. Initially it was more concerned with suppressing local rebellions against the Emirate than crushing the Christians (which by now were several small Kingdoms). The power of the Emirate also depended on the ability of the Emir, and this varied over the period.

Meanwhile, in the early 800s, the bones of St. James were discovered and moved to Compostela in the North-West corner of Galicia. This became a major shrine and pilgrimage destination: Santiago de Compostela. Pilgrims brought money, which helped the local Christian Kingdoms to thrive.

The Emirate ended on a high note in 929, with Abd-al-Rahman III declaring the (Umayyad) Caliphate of Cordoba. The Asturian Kingdom had become the Kingdom of Leon, but it suffered a period of internal rebellions (civil war), although the Caliphate was unable to exploit, being defeated in battle when it tried.

From 929 to 1031 the Caliphate held off the Christians, in part thanks to Berber tribes from North Africa. But, by 1031 the Caliphate collapsed through internal rebellion into several small Moslem states, called “Taifas”.

These Taifa states were unable to coordinate and Christian advances were steady. In 1085, with the fall of Toledo, the remaining Taifas called on the rising Moslem Almoravid dynasty of North Africa to aid them, which they did, halting the Christian advance, and incorporating the Taifas into their empire.

But this was a small respite. In the early 1100s, the Almoravids were under pressure from the rival Almohads in North Africa, and could not prevent steady Christian advances: The Aragon Kingdom took Zaragoza in 1118, and the nascent Kingdom of Portugal took Lisbon in 1147 at which point the Almoravid rule in Iberia collapsed into Taifas again.

Among the Christians though, things were starting to consolidate. The Kingdom of Aragon controlled the area roughly corresponding to modern-day Catalonia. The Kingdom of Navarre held out a precarious independence in the Basque country. The new Kingdom of Portugal was extending in the West. The Kingdom of Leon, in the centre, was merging with the neighbouring Kingdom of Castille to become the Kingdom of Leon and Castille, foremost power among the Iberian Christian Kingdoms.

The second Taifa period, after the fall of the Almoravids, lasted until 1172 by which time the Almohads had crossed from North Africa and taken the Taifas over.

The most famous battle of the Reconquista happened

shortly afterwards – attempting to invade Leon and Castille, the Almohad army was decisively shattered in 1212 at the Battle of Las Navas de Tolosa. The Almohads were somewhat unlucky – as well as facing an unlikely coalition of all the Christian Kingdoms of Iberia, Pope Innocent III had declared a Crusade against them, so the Christian ranks were further strengthened with warriors from beyond Iberia, as well as the native military orders, which were also growing in strength.

Almohad fortunes were poor after the battle. Seville fell in 1228, prompting the remaining Almohads to leave Iberia as a bad idea and return to Africa. The local Moslem garrisons were unable to hold out, and by 1248 all of Spain and Portugal had been reconquered apart from a Moslem stronghold around Granada.

The writing was on the wall for Granada, but it held on until 1492 for several reasons:

1. Like Asturias, all those years ago, it was protected by mountains.
2. The Christians became distracted with fighting each other, as well as rebellions in their captured lands, which they needed to consolidate.
3. Granada had help from North Africa, such as from the Marinids, who had replaced the Almohads.

However, Granada did fall in 1492, and the Reconquista came to an end.

Sources and Acknowledgements:

Pictures and images used in this game are all sourced from medieval documents, especially the Cantigas de Santa Maria, which has a fascinating series of illustrations showing the combatants of the reconquest. Images were prepared using Gimp (GNU Image Manipulation Program), and these rules prepared on Libre Office.

Many thanks to the Playtesters (Boardgamegeek IDs): Arctic Dragon, pnpfanatic, Prowler, slashing.

Reconquista – play aid sheet

Set up:

Fort: Badajos, Toledo, Cordoba, Zaragoza.

Moslem City: Zaragoza, Salamanca, Toledo, Valencia, Lisbon, Cordoba, Algeciras, Granada.

Christian City: Oviedo, Leon, Barcelona.

Christian Garrison: Pamplona and Oviedo.

Moslem Garrison: All other Areas.

Christian Army: Oviedo.

Moslem Army: Zaragoza, Toledo, Cordoba (2 Armies).

Turn Sequence:

1. Roll for **rebellions**.
2. Roll for a **random event**.
3. Raise **income** and spend it.
4. **Move** your armies, performing battles as you move, or dropping off armies to besiege cities and forts, or defend areas.
5. The **Moslem** forces react.
6. **Sieges** are resolved.
7. Advance the turn marker and start a new turn, or, if it is presently turn 20, determine victory.

Rebellion Table: (roll for Region. 6 = roll again, but two rebellion rolls happen in that Region)

Roll	Result
1 or 2	Outlaws: Place a Rebel unit in a random Area with no Garrison, Army or Military Order. If cannot: randomly select a single Area and eliminate a single unit (prioritise as per combat elimination).
3	Proselytizing: Select a random City in the Region and change it's religion.
4	Peasant Revolt: Randomly select an Area with Garrison(s) but no Army or Military Order. Remove all Garrison(s) and replace with a single Rebel unit.
5	Rebel Governor: Select a random city: Replace units in the city with an equal number of Rebels (place one Rebel, if there are no units present, or the city is already Rebel controlled).
6	Regional Revolt: This entire Region is excluded from the game for this entire turn.

Income:

Gain 2 income.

+1 per Region where you control majority of Cities.

+1 for control of Santiago.

- Garrison = 1 (In any friendly City)
- Army = 2 (In any friendly City)
- City = 3 (In any friendly Area with no City)
- Fort = 1 (In any friendly Area with no City)
- Converting City = 1 (Must occupy City)

Random Event:

2D6	Event		
2	French intervention: D6 French armies appear at (D6): 1-2 = Oviedo, 3-4 = Pamplona, 5-6 = Barcelona.		
3	Bribery: Spend 2 income to replace all Rebels in a single Area with a single Christian Garrison.		
4	Mercenaries: D6 mercenaries available. Cost 1 each. Moslems get any left unbought.		
5	Raiders: D6 raiders appear at:		
	2nd Roll:	First Roll:	
		1, 2 or 3	4, 5 or 6
	1	Pamplona	Barcelona
	2	Oviedo	Tarragona
	3	Santiago	Valencia
	4	Galicia	Murcia
5	Porto	Algeciras	
6	Lisbon	Seville	
6	Military Order: Free Military Order in any City.		
7	Famine: Remove 1 unit per 3 in each Area		
8	El Cid: D6: 1-3 = Christian, 4-6 = Moslem. Roll first in Battle. +2 to Siege strength.		
9	Tribute: +2 income points for this turn only.		
10	Jihad: During the Moslem reaction roll twice on the table for the forces in Region.		
11	Crusade: D6 Crusaders available.		
12	Jewish/Moorish expulsions: Lose 2 income.		

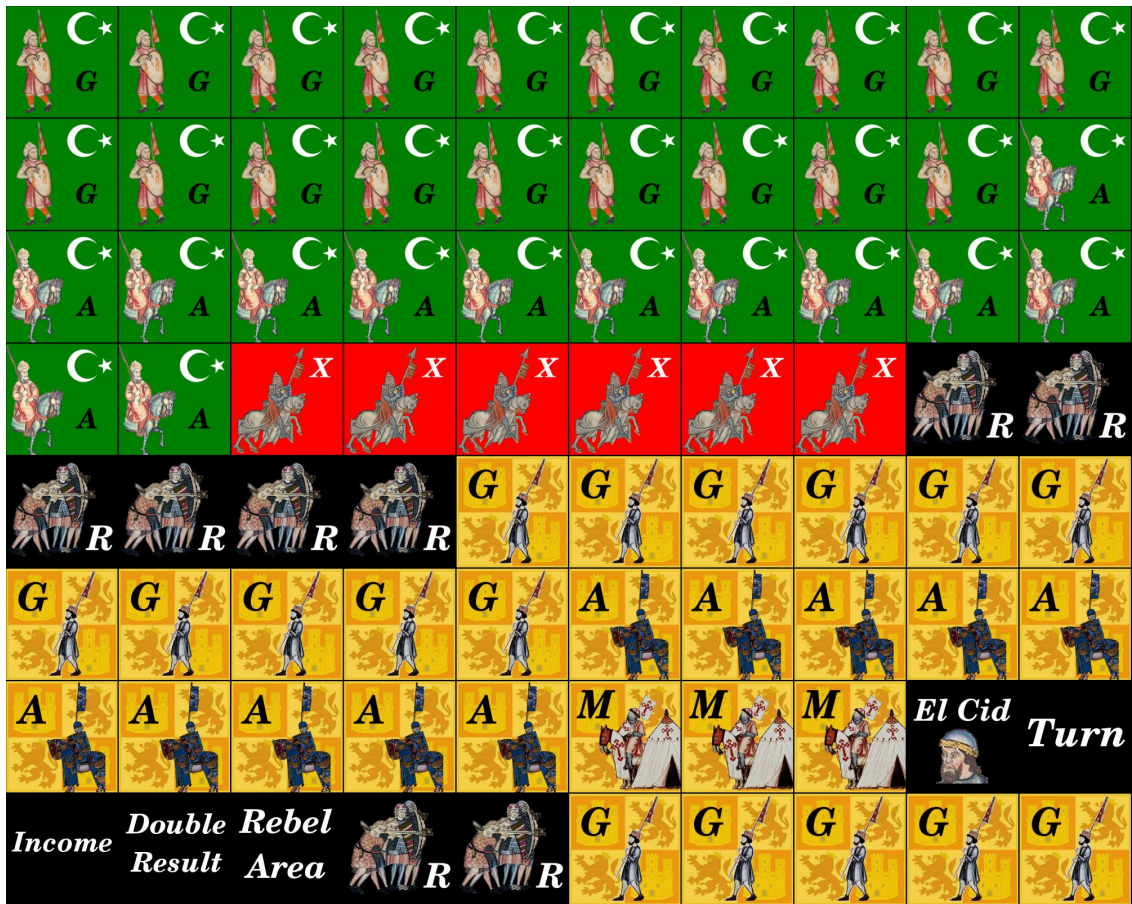
Moslem Reaction:

Roll	Number of Moslem controlled Cities in Region (including any under siege)				North Africa force
	0	1	2	3 or 4	
1	Raise City	Build Fort	Build Fort	Build Fort	1 Army
2	Build Fort	Garrison	Garrison	Garrison	2 Armies
3	Garrison	Garrison	1 Army	1 Army	3 Armies
4	Garrison	1 Army	1 Army	2 Armies	4 Armies
5	1 Army	2 Armies	2 Armies	2 Armies	5 Armies
6	2 Armies	2 Armies	3 Armies	3 Armies	6 Armies

Battle/Siege:

	Battle – to Hit	Siege Bonus* – add to D6
Garrison/Rebel	5 or 6	1
Army	4, 5 or 6	2
Military Order	3, 4, 5 or 6	3 in attack, 2 in defence
City	N/a	1

*Double these for defence, if a Fort is present.



1. Asturias

Reconquista

