



La Reconquista

Edad Media S.VIII-XV



La Reconquista is a game system with generic units designed for two players, which simulates the great battles of the Middle Ages, with special emphasis on those which took place in the Iberian Peninsula from VIIIth to XVth centuries.

Abbreviations glossary

(Hex./es): hex. / es.
(Zdc): zone of control, the 6 hexes around a unit or a marker.
(Nd): design note.
(Nh): historical note.
(Und./Unds): unit / s.
(1d6, 2d6): 1 dice / 2 six face dices.
(PM): movement points.
(PP): step losses.
(DA): attack dices.

Terms glossary

Ada: a result of two "1" in a roll of 2d6.
Alarde: deployment.
Mintaqa: zone of control.
Fugara: minimum number of units lost to have reduction in the number of Archer markers.
Virotas: non adjacent combat, projectile weapons.
Zaga: replacements.
Real: camp.

Summary

1. Components.
2. Preparing the game.
3. Sequence of play.
4. Victory conditions.
5. Scenarios.
6. Design notes.

1. Components

Rules of play, 2 map sized Din A3 (41x29 cm.), 15 play cards "Campi Doctor" (see Nh), 160 die-cut units and markers.

Units

Christian units - Infantry:

- Ridautas, (Rida): volunteers of low class. Bad armed and poor trained.
- Almogavars, (Almo).
- Aloers, (Aloe): local troops of "concejos and burgos" (small villages, group of villages). With some training and equipped with different qualities.
- Hueste, (Hues): heavy infantry, equipped with powerful offensive / defensive weapons. Sometimes dismounted cavalry.
- Crossbowmen, (Bale).
- Mesnada Real, (Mere): body guard formed by gentry, ("hidalgos") or mercenaries with proved fighting quality.

Christian units - Cavalry:

- Riders, (Jine): poorly armed and protected. Well troops for skirmish.

- Mounted crossbowmen, (Bamo).
- Adalides, (Adal): medium cavalry, medium equipped and protected.
- Orders, (Orde): Temple, Hospital, Alcántara, Calatrava, Santiago and some Christian Crusades orders., etc.

Muslim units - Infantry :

- Suhada (Suha). Literaly martyrs. See Rida, like a cannon fodder.
- Mugawir (Muga). Almogavars Muslim version.
- Raxala (Raxa). See Aloe, "taifas" infantry who accompanies the african invasions: Almohads, Almoravids, Benemerines. (Taifas: name used to refer to the small Muslim kingdoms in La Reconquista Era)
- Crossbowmen (Bale).
- Abid (Abid). Elite infantry, including Christian mercenaries, usually from Slavic and Nordic countries.
- Zani (Zani). See Mere. The most famous black Guard of the Miramamolín (Prince of Believers) present at Las Navas battle, unreal topic, because the guards weren't black and aren't enchained on the ground.

Muslim units - Cavalry :

- Fursan (Fura). See Jine.
- Guzz (Guzz). Mounted archers originally from Egypt and Turkey. Kurds also named like this.
- Gara (Gara). See Adal.
- Ribat (Riba). Muslim version of the extra heavy cavalry Christian Crusaders Orders.

Markers

- Malik (Leader, see Nd).
- Estandarte (Banner).
- Reales (Camp, see Nd).
- Arqueros (Archers).
- Alama (Activation point).
- Naxat (Activation marker).
- Paso de Pérdidas (Loss marker)
- Yabal (Mountain).
- Gaba (Wood).
- Qala (Fortress, see Nd).

2. Preparing the game

"The result cannot be bad, if wanting to kill the infidel the dead will be you".

Once chosen the scenario and player, (Christian or Muslim) each player move round his "Campi Doctor" cards and stack those at back faced in its own border map, also move and mixed his nine archer markers (back sided) and choose three of them without revealing its value to the other player, (see archers).

The player who deploys first (Alarde) in the scenario, place his 5 Est. (banner) markers back sided, and any player would see it the numeric values until he will captures, (see Victory Conditions).

Each player stacks his Malik marker with a chosen unit

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wich will be Riba / Orde never.

Exception: if along the game one of the players only have Riba / Orde units in the map, is allowed to stack it Malik marker with one on those units.

Both players throw 2d6, the player who obtains the best result, starts the turn activation (an receives the name of Player A). In case of tie, the player which is the first in the Alarde (deployment), begins first.

The obtained score in the activation roll dice has to be a even number, in case of odd additions the result must be rounded up to the next even number. The obtained number must be divided between 2; the Naxat markers equal to the half figure obtained in the roll dice must be stacked with the choosen units to activate the first impulse turn. The remaining figure (the other half) must be signed in the Alama box track (see map) to be used in the second impulse turn, (read the next example).

The maximun number per turn of activation points (Naxat) is 12. All units stacked with an activation marker and with no movement at the end of the game turn, loss its marker and if in a subsequent turn the player wants to move it should stak an activation marker again, it is not allowed to keep Naxat markers along the game you must expend it during the current turn.

When any player has reduced his game units to 6 or less, their Alama roll 2d6 will be reduced to 1d6.

Example: *when the turn starts, the player roll 2d6 and obtains a result of 7 which round up to 8 and place 3 Naxat (activation markers) up to 3 Orde units and 1 up to a Crossbowman unit (Bamo / Bale), and place his Alama marker (activation points marker) at the box 4 on track marker. These activations may be used at the second impulse turn.*

Special additions

- Ada, (Repeat): in any result obtained a result of 2 the player is allowed to roll again the dice, optionally it can use his Zaga (replacements) using the Real marker (see Reales).

- Baraka, (luck at the combat) : in any result obtaining a result of a 3, (rounded up to 4), the player additionally takes one “Campi Doctor” card placing it on the top of his pack. Each one of them can be used once in a game, once used can't be refunded in his pack.

“Campi Doctor” cards :

Muslims :

Kar ua far, (see Nh1).
Tambor y elefante, (see Nh 2).
La Caba, (see Nh 3).
Fidais, (see Nh 4).
Yanahain, (see Nh 5).
Nis Qamar, (see Nh 6).
Matar Siham, (see Nh 7).

Christians:

Te llamarán, (see Nh 8).
Machuca, (see Nh 9).
Vergonya, (see Nh 10).
Zidi, (see Nh 11).
Deu lo vole, (see Nh 12).
Saint Denis, (see Nh 13).
Desperta ferro, (see Nh 14).
Santiago, (see Nh 15).

“Campi Doctor” cards only concern to units belonging to the side player.

Example: *the card Matar Siham only concerns to the Archer markers and the Bale and Guzz Muslim side.*

3. Sequence of play

“Not without a great reason the holy death prevails over”.

- Placement of activation markers on the first impulse player A.
- Placement of activation markers on the first impulse player B.
- Activations of the first impulse player A (movement).
- Combat of units player A.
- Activations at the first impulse player B, (movement).
- Combat of units player B.
- Placement of the remaining Naxat markers on the Alama track) and replay the previous phases.
- Retreated of all activation marker not used during the game turn and the Real markers used, (see Zaga).

Movement :

Each player in his phase can move one or more stacked units to a Naxat marker. At least one unit must be moved in each impulse.

The MP of each unit, is the number of hexes. that it can be moved in each impulse.

Exception: cavalry units pay 2 MP to enter in a Yabal, Gaba hexes. an his ZoC, (see Mintaqa).

Each unit can be activated in each impulse.

Exception: Riba and Orde units only can be activated one impulse per turn.

Units stacked with Naxat markers wich have no moved in the first impulse, could do so in the second, if at the end of the turn they persist in their immobility the Naxat marker is removed until the units will be staked with another marker in a future turn activation phase.

Any unit may override enemy units. Cavalry units can override its infantry units.

Exception: Is not allowed to override its own Raxa / Zani or Aloe / Mere units.

At the end of each impulse should be only one unit in each map hex.

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Exception: the markers don't count as combat units.

Mintaqa, (zone of control, ZoC).

All units entering to the 6 hexes. (ZoC), surrounding and enemy cavalry unit or Bale, must stop its movement in that hex.. If is activated in a subsequent impulse may freely leave the hex. but if enters again in a enemy ZoC should stop its movement.

Markers: Yabal - Gaba

It exercise a Zoc in all units without stopping the movement but having influence in:

- Arqueros (Archers), (see section).
- Combat modifiers, (see section).
- Cavalry movement; cost 2 MP to the unit / s getting into.

(See chart on this page).

Arqueros, (Archers)

At the beginning of each movement phase, each player must move according to the following priorities:

1st.- Units Riba / Orde staked with a Naxat marker.

2nd.- Cavalry units staked with a Naxat marker.

3rd.- Infantry units staked with a Naxat marker.

These movements should be numbered and postered to the opponent player: 1st,2on,3rd,. etc.

When each game turn starts, each player chooses 3 archer markers from his own pack, previously moved round, (without turning up the markers). When the opponent player ends the movement of the unit matching the numerical value of one of his archer markers shows it and throws 1d6 and so for the 3 markers in each turn. It could be that the numerical value of a marker will no match with the opponent movements and for that cannot therefore used, it must be returned to the pack and moved round again when the next turn will start.

If a target unit, ends its movement in a Gaba marker or in its ZoC could not be able to apply a roll dice for Archer marker.

Results :

- For each 5 obtained, the target unit suffers a Ru, (see combat results).
- For each 6 obtained, the target unit suffers a Di, (see combat results, melee).

Roll dice modifiers :

- Target unit is Riba / Orde: -1 to roll result.
- Target unit ends its movement stacked with a Qala marker: -1 to roll result.
- Target unit : Rida, Aloe, Jine or Suha, Raxa, Fura : +1 to roll result.

The losses in combat of Rida, Aloe, Suha and units, lead to a reduction in the number of Archer marker available when the turn begins.

The minimum of lost units wich reduces the number of Archer markers from 3 to 2, was established in the scenario rules; Fugara (Poor).

In the moment that one of the players has only 4 or less units on the map board, the number of Archer markers is reduced to 1.

You have to keep the lost units, beside the map board for its proper accounting.

Reales, (Camps)

Any unit can be stacked with an own Real marker. When an unit is stacked to the Real marker of its opponent, the marker is removed and therefore no longer available to get Zaga reinforcements, (see Zaga units).

During the activation phase if a player obtains in his roll dice (2d6) a result of Ada ("double 1") this player chooses if he deploys his Zaga units. Once this option is used at the end of the turn the Real marker is removed and the Zaga units can be deployed one per scenario.

Zaga units

Each game scenario specifies the maximum and type of units to be deplyed, those units are selected among the lost units during the game. If there is not enough los units of one type, it can be possible to deploy. The units lost in combat or shooting must remain near to the map until the moment to use the Zaga.

Procedure: The player rolls dice again 2d6 like an activation roll, rounds up and divides, at the first impulse it moves from the Real marker a number of units equal to the Naxat points owning. If at the second impulse still having Zaga units to deploy, he can use the remaining Naxat points to deploy. Any other Zaga units no deploying in this turn will never enter into the game scenario. If after deploying all the Zaga units the player has Naxat points left could stack them to any playing unit and move it according to the relevent restrictions, (see Movement).

Recovering previous lost units trough the Zaga could modified the accounting of Archer markers and for that it can be considered the new minimum in losses level units, (see Archers).

Combat

Virotes combat : Bale, Guzz and Bamo units can shoot enemy units to a distance of 1 or 2 hexes. from them if there is no obstacle like Yabal, Gaba and Qala markers and own or enemy units wich prevent a straigth line.

Bale, Guzz or Bamo units stacked with a Yabal marker or in its ZoC can shot over objectives located at 3 hexes.

To shoot Virotes is not necessary to be stacked to a Naxat marker. The shot is fired after each own movement impulse and when enemy units are on range.

Is not allowed to shot Virotes over objectives stacked to Gaba markers or in its ZoC.

Procedure: the player chooses randomly one of his Archers marker and shows its numeric value to his

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opponent and then roll 2d6: if this value exceeds in 1 point, gets a result of Ru (see combat results), if it exceeds in 2 gets a result of Ra and if it exceeds in 3 or more gets a result of Di.

After applying the result returns the marker to the pack and mixed up them until the next use.

Roll dice modifiers:

Objective stacked to a Qala marker: -1.

Objective is a Riba / Orde unit that has not makes a charge in its previous impulse: +1.

Melee combat: all unit at the end of its movement staying beside to an enemy unit can start a Melee combat. The combat is always volunteer, units will combat individually or supported by others, (see melee modifiers).

Restrictions: Bale, Guzz and Bamo units shooting Virotes in its impulse aren't allowed to use a melee combat.

Muga and Almo units have variable DA :

- If they attack infantry units: 1 DA.
- If they attack cavalry units: 2 DA.

Fura and Jine units have variable DA but on the opposite way of the above.

- If they attack infantry units: 2 DA.
- If they attack cavalry units: 1 DA.

Procedure: each attack unit rolls as many times as Attack points has, using the positive modifiers that got and after subtracting those of the defender unit.

- The maximum positive modifiers for units with 1 DA is: +1.
- The maximum positive modifiers for units with 2 DA is: +2.
- The maximum positive modifiers for units with 3 DA is: +3.

Procedure: after subtracting the attacker and defender modifiers there can not exist negative modifiers, so in case that the defender's modifiers are higher the result is always 0.

Units with 1 DA:

- If they get a score of 5, the defender unit gets a Ru damage, (see results).
- If they get 6 or more, the defender unit gets a Di damage, (see results).

Units with 2 DA:

- If they get a score of 8, the defender unit gets a Ru damage.
- If they get a score of 9 or 10, the defender unit gets a Ra damage.
- If they get a score of 11 or more, the defender unit gets a Di damage.

Units with 3 DA:

- If they get a score of 12 or 13, the defender unit gets a Ru damage.
- If they get a score of 14 or 15, the defender unit gets a Ra damage.
- If they get a result of 16 or more, the defender unit gets a Di damage.

Modifiers

- If 2 or more units, attack one unit: +1 only for one of attacker units.
- If an unit is attacked by a combined enemy units (cavalry and infantry): +1 each attacker unit.
- If an attacked unit has stacked to a PP marker: +1 each attacker unit.
- If the attacker unit is stacked to a Qala marker: +1 for attacker unit.
- Riba / Orde units attacking another type of cavalry units, (this modifier is not compatible with the charge modifiers, see charge).
- If there are adjacents 2 or more friendly units to the defender : +1 for the defender unit.
- Zani / Mere units defending in a melee attack: +1.

- Stacked or stayed units within 6 hexes. around Yabal and Gara markers: must apply the hidden value of the marker when they are defending in a melee combat.

- Units stacked closed to a Qala marker: must apply the hidden value of the marker when they are defending in a melee combat.

Procedure : when one of the players can apply the hidden value of the Yabal, Gaba or Kala marker, discovers that its numerical factor will remain in effect throughout the current turn and must be applied in any defending combat that takes place during the same turn.

At the end of turn, the player who has first used the factor replace it by another marker, choosed randomly from the pack of its class and place it at the same hex. (back sided), and none of the players can check the numeric value until it is required when calculating the modifiers in a subsequent impulse. The previous marker is returned back sided to the pack of its type.

Charge

Riba / Orde units during impulse activation can move four hexes in straight line until they get adjacents to an enemy unit to be attacked, receives a +2 modifier.

Charging units, increases in 1 its PM, but they only need to move 4 hexes online to receive the modifier.

Charging Riba / Orde units ignore Mintaqa rules (ZoC).

Results

If several units attack one enemy unit, all melee combats must be solved before applying the results.

Ru: (Ruju - Retreat), the defender unit retreats 1 hex., it can accumulate several Ru results during one game impulse, so the total will be the number of hexes. to be withdrew. If as a result of a withdrew the unit must leave

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the game board it may not return to it on the next impulse and is considered to be eliminated.

Ra: (Rafad - Rally), the defender unit is moved back one hex by the attacker and a second hex. by itself (defender). If in the first rally hex. the unit leaves the game board, it can return to its second retreat hex. entering through the same abandoned hex..

One unit can suffer one Ra result per impulse, subsequent results can be considered as Ru.

On withdrawals with Ru and Ra results the Mintaqa (ZoC) rules are ignored.

Di: (Diya - Decimated), the defender unit, suffers one step loss and is stacked to a loss marker for its control. While the loss markers exceed the number of step losses, (see units diagram) the unit is removed immediately from the game.

The units only suffers one Di result per impulse, subsequent results are considered as Ra and in case of repetition of those as Ru.

4. Victory conditions

“Multitude has got a heart and a soul”.

The game ends automatically when one of the players doesn't have units in the game board. His opponent is declared “scenario winner”.

The game can also ends when one player adds 5 or more numerical value of his Est. (banner) markers.

Captured banners (Est.)

During the game, every time that the unit staked to the Malik marker suffers 1 PP (losses) or the unit is forced to retreat and leave the game board, its opponent captures randomly, (without verifying its value number) a banner marker deployed on the board game edge.

Any player must reveal the total value of his markers until they score 5 or more, then he is declared the “scenario winner”.

It is only allowed to capture one banner (Est.) marker each turn.

When a loss happens, the Malik marker leaves the game board in this turn; at the beginning of the next turn will be stacked to a different unit than it was previously.

Exception: if the player only has this unit or if the remaining are Riba / Orde units it must be stacked to the previous unit.

5. Scenarios

“His rumour is like a river that overflows and comes to aid only a few of them”.

Each scenario specifies the map, the number of units and his deployment (Alarde), terrain markers deployment (Yabal, Gaba, Qala), the maximum of Zaga

units available and the number of units to loose in order to reduced the Archer markers (Fugara) and the special scenario rules if any.

Reconquista

In the next 18 scenarios should be excluded to the Christian cards deck (“Campi Doctor”) the following cards : Saint Denis, Desperta ferro and Santiago.

1. Guadalete

Map: A

Real: 2202.

Zaga: 1 Orde, 1 Jine y 1 Adal.

Fugara:1.

Adal: 1806, 2106, 2306, 2506. Orde: 1804, 2104, 2404.

Jine: 3004, 3204, 2504, 1204, 1404. Aloe:1603.

Rida:1203.

Real: 2316.

Zaga: 1 Fura, 1 Gara, 2 Suha.

Fugara: 1.

Fura: 1812, 2012, 2212, 2412, 2612. Gara: 1914, 2514.

Raxa: 2113, 2313. Suha: 1212, 1412, 3013, 3413. Riba:

2215.

Special Rules

1. Oppas, (see Nh 16): from the 2on. turn, the Muslim player at the start of each turn roll 1d6, with a result 5-6 remove one Jine or Adal Christian unit at her choice until the total elimination of these units.

2. Écija, (see Nh17): at the start of 2on. turn, the Christian player roll 1d6, for each 5-6 result receives 1 Almo unit, when arrives to 3 units these can be placed in the hexes. around his Real.

2. Gormaz

Map: A

Yabal: 2107, 2406, 2509, 2808. Qala: 1305 Gara: 3203, 3207, 3210, 3506.

Real: 3214

Zaga: 1 Suha, 2 Muga, 1 Riba.

Fugara: 3.

Suha: 1510, 1812, 2410, 2412. Muga: 2110, 2112,

2114. Zani: 3112. Fura: 1113, 1312, 1511. Gara: 2011, 2211, 2311. Riba: 2812.

Real: 1503.

Zaga: 1 Orde, 1 Adal, 1 Almo.

Fugara: 3.

Orde: 1804, 2804. Adal: 2203, 2204. Aloe: 1405, 1506, 1605. Rida: 2605, 2705. Almo: 2005, 2006.

Special rules

1. Ayam, (see Nh 18): on the activation phase of any turn chosen by the Christian player, Almo and Rida units give 1 attack dice more, (+ 1DA).

3. Simancas

Map: A

Real: 1303.

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Zaga: 1 Adal, 2 Almo, 1 Aloe, 1 Jine.
Fugara: 3.
Orde: 2304, 2305, 2306. Adal: 2104, 2105, 2504, 2505.
Jine: 2004, 2604, 1304, 1404. Mere: 3105. Aloe: 2904, 3004. Rida: 1801, 2004, 2401. Almo: 2801, 3001.

Real: 1716.
Zaga: 1 Gara, 1 Fura, 1 Muga, 1 Raxa.
Fugara: 3.
Riba: 2216, 2316, 2416. Gara: 2413, 1613, 3113, 3313.
Fura: 1513, 3212. Guzz: 2111, 2311. Suha: 2010, 2210, 2410. Muga: 2013, 2213, 2413. Raxa: 2113, 2313. Abid: 2511. Zani: 1815.

Special rules

1. The Queen of shadows, (see Nh.19): in this scenario, the player wins when achieves 4 or more banner (Est.) points instead of normal 5.

4. Mata bous

Map: B.
Gaba: 3115, 3212. Qala: 2803. Yabal: 2303, 1803, 1815, 2415, 2713.

Real: 1315.
Zaga: 2 Suha, 2 Muga, 1 Guzz.
Fugara: 2.
Riba: 1714, 1704. Gara: 1713, 1705, 1409. Fura: 1810, 1809, 1808. Guzz: 1408. Abid: 1515, 1514. Suha: 1412, 1411, 1505, 1504. Muga: 1503, 1506.

Real: 3403.
Zaga: 1 Almo, 1 Balmo, 1 Jine.
Fugara: 2.
Orde: 2809, 2808, 2807. Adal: 3009, 3008, 3007. Jine: 3209, 3208, 3207. Balmo: 3105, 3104. Almo: 2915, 2913. Rida: 2914.

Special Rules

1. Pinós, (see Nh 20): at the start of each Christian activation phase this player roll 1d6, with a result of 1 it remove 1 Muslim Riba unit, (only 1 unit may be removed each game scenario).
2. Ballester, (see Nh 21): at the start of each Muslim activation phase this player roll 1d6, with a result of 1, it remove 1 Christian Orde unit, (only 1 unit may be removed each game scenario).
3. Turtüsa, (see Nh 22): from the second game turn, the Muslim player at the start of anyone of his phases can place in any hex. at hexes. column 10, two Suha units and one Bale unit, (1 in each hex. and once each game scenario).

5. Quart

Map: B.
Yabal: 1304, 1703. Gaba: 2002, 2304, 2602. Qala: 1115.

Real: 1909.
Zaga: 1 Guzz, 1 Suha, 1 Muga, 1 Raxa
Fugara: 3.

Guzz: 1808, 2008. Bale: 1908. Suha: 1910, 2210, 2205, 2214. Fura: 1011, 1008, 1005. Gara: 1316, 1315. Muga: 1507, 1508, 1509. Raxa: 1506, 1510. Abid: 1816.

Real: 3508.
Zaga: 1 Jine, 1 Adal, 2 Almo.
Fugara: 2.
Orde: 2608, 2708, 2709. Jine: 2605, 2705, 2706. Adal: 2612, 2712, 2713. Almo: 3007, 3008, 3009. Aloe: 3006, 3010.

Special rules

1. Balansiya, (see Nh 23): in the two first turns, the Muslim Alama score should be halved rounded down.

6. Bairen

Map: B.
Yabal: 3014, 2614, 2214, 1814, 1415. Gara: 3301, 3303.

Real: 3301.
Zaga: 1 Orde, 2 Jine.
Fugara: 2.
Orde: 2612, 2609, 2606. Adal: 2712, 2709, 2708. Jine: 2812, 2809, 2806. Mere: 3108. Hues: 3109, 3107. Bale: 2802. Rida: 3103, 3104, 3105.
Real: 1208.
Zaga: 1 Abid, 2 Guzz.
Fugara: 3.

Fura: 1602, 1702, 1802, 1612, 1912. Guzz: 1402, 1710. Gara: 1207, 1209. Suha: 1903, 1905, 1907, 1909. Muga: 1904, 1906, 1908. Raxa: 1708, 1706. Bale: 1709. Abid: 1707, 1302.

Special rules

1. Mar de Yazair, (see Nh 24): in a Muslim player activation phase (at his choice), the player may be place in any colum hexes. 17: 1 Bale, 1 Suha and 1 Muga units, (grouped into row hexes), only once a game scenario.
2. Babioca, (see Nh 25): in this scenario the Christian player receives one card "Campi Doctor" if the result is a 3,4 or 5 when it rolls for Alama points (activation).

7. Qutanda

Map: A.
Yabal: 2008, 2205, 2504. Gaba: 2415, 2715, 2912. Qala: 1811, 2014.

Real: 3501.
Zaga: 2 Adal, 1 Hues.
Fugara: 2.

Orde: 3006, 3105. Adal: 3005, 3106. Rida: 3001, 3102, 3505, 3605. Almo: 3201, 3604. Bale: 2802, 3508. Hues: 3402, 3503.

Real: 1813.
Zaga: 1 Guzz,, 2 Fura, 1 Riba.
Fugara: 2.

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Riba: 2317, 2411. Fura: 2112, 2212, 1808, 2916. Guzz: 3015, 1708. Suha: 2016, 2116, 2215. Almo: 1410, 1510, 1609. Raxa: 1513, 1614, 1615, 1715

Special rules

1. Ez, (see Nh 26): the elimination of all Orde units, bonused the Muslim player with one Est. (banner) marker without removing a Malik marker, (check the victory conditions in this moment).

8. Portopí

Map: A.

Yabal: 1308, 2308, 3208, 3004, 2001. Qala: 2415, Gaba: 3505, 3304, 1504, 1305.

Real : 2615

Zaga: 2 Adal, 1 Bale, 1 Jine.

Fugara: 2.

Adal: 2609, 2409, 2314, 2614. Orde: 2414. Bamo: 2509, 2514, 2714. Almo: 1213, 1514, 1714, 1914. Bale: 3314. Jine: 1614. Rida: 3213, 3513. Aloe: 3214, 3514.

Real: 2402.

Zaga: 2 Gara, 1 Bale.

Fugara: 3.

Fura: 3306, 3108, 1708, 1508. Gara: 1608, 2305, 3208. Bale 2305, 2505. Muga: 2006, 2007, 2906. Suha: 2303, 2403, 2503, 2504. Raxa: 2604, 1802, 2902.

Special rules

1. Xaloc, (see Nh 27): starting in the 2on. Turn: in each Muslim activation it will roll 1d6, for each 6 scored should remove automatically 1 Rida or Aloe Christian unit, until the complete elimination of these units.

2. Tizona, Vilardell and Sant Martí, (see Nh 28): for a complete turn, (in the two activation phases) at choice of Christian player his cavalry units have one more attack dice, (+1DA).

3. Germans Montcada, (see Nh 29): in the next activation phase after the total elimination of Adal units, the remaining units may use for one turn an additional movement point, (+1MP).

9. Zalaca

Map: A.

Yabal: 1202, 2302, 3002. Qala: 2502.

Real: 2102.

Zaga: 2 Rida, 1 Aloe, 1 Adal.

Fugara: 4.

Orde: 2208, 2308, 2408, 2508. Adal: 2206, 2306, 2406, 2508. Rida: 1504, 1803, 2502, 2602. Aloe: 2302, 2502. Almo: 1402, 1502, 3302. Hues: 2003.

Real: 2717.

Zaga: 2 Suha, 1 Guzz, 1 Gara.

Fugara: 2.

Suha: 2113, 3113, 2513, 2713. Guzz: 2213, 2613. Bale: 2413. Abid: 2316, 2516. Zani: 2415. Riba: 3114, 3115. Gara: 3214, 3314, 1111. Fura: 1211, 1311, 1411, 1511, 1611, 1711.

Special rules

1. Batalyaus, (see Nh 30): at the time that the Muslim player have two or less infantry units these are removed immediatly.

2. Mihna, (see Nh 31): at the moment of Orde and Adal units is two or less, the Christian Alama points will be halved rounded upwards.

10. Alarcos

Map: B.

Yabal: 1602, 2103, 2703, 3403. Qala: 1315. Gaba: 2116, 2615, 2915, 3215.

Real: 3298.

Zaga: 1 Bamo, 1 Hues 1 Almo.

Fugara: 2.

Orde: 2705, 2707, 2709. Adal: 2704, 2706, 2708, 3205. Bamo: 3214. Rida: 3202, 3203, 3204. Almo: 3013, 3012, 3011. Aloe: 3508. Mere: 3613. Bale: 3601. Hues: 3509.

Real: 1705.

Zaga: 1 Suha, 1 Bale, 1 Raxa.

Fugara: 4.

Suha: 1903, 1905, 1907, 1911. Bale: 1908. Muga: 1902, 1904, 1906, 1910. Fura: 1203, 1205, 1207. Guzz: 1204, 1206. Riba: 1915, 1814. Zani: 1813, 1713. Raxa: 1716, 1616.

Special rules

1. Min al Din, (see Nh 32): during the two activations in one turn at Muslim player's choice, all his infantry units will have one more attack dice, (+1 DA).

2. Muqadama, (see Nh 33): the first two losses suffered in the battle by the Muslim player are ignored and began the accounting at the 3rd.

11. Uclés

Map: B.

Yabal: 1110, 1415, 1711. Qala: 1312. Gaba: 2703, 2904, 3106.

Real: 1305.

Zaga: 2 Rida.

Fugara: 3.

Orde: 1708, 1709, 2305. Adal: 2006, 1907. Rida: 1206, 1207, 1208. Aloe: 1203, 1303, 1402. Almo: 1902, 2001, 2102. Hues: 1514, 1511.

Real: 3015.

Zaga: 1 Guzz, 1 Gara, 1 Abid.

Fugara: 3.

Gara: 2015, 2115, 3009, 3109. Guzz: 2116, 3110. Fura: 2216, 2317, 3210, 3311. Suha: 2413, 2513, 2612, 2712.

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Abid: 2516, 2914. Raxa: 2615, 2814. Muga: 2715.

Special rules

1. Ayo, (see Nh 34): when the Muslim player accomplish the elimination of 3 Orde Christian units, the Muslim player receives one extra Banner (Est.) point, if they have 4 points will be increased to 5 and automatically wins the scenario.

12. Alcoraz

Map: A.

Gaba: 1408, 1808, 2308, 2608, 3008. Qala: 3409, 3212.

Real: 3414.

Zaga: 1 Suha 1 Zani, 1 Bale.

Fugara: 3.

Suha: 2412, 2512, 2611. Muga: 2013, 2710, 2810, 2213. Bale: 2714. Raxa: 2614, 2514. Zani: 2616, 2915. Abid: 2716, 2815.

Real: 1193.

Zaga: 1 Almo, 1 Hues. 1 Bale, 1 Rida.

Fugara: 2.

Mere: 1606, 1706. Bale: 1507, 1705. Hues: 1405, 1505, 1604. Rida: 1306, 1704. Aloe. 1304, 1503. Almo: 2305, 2304.

13. María

Map: B.

Qala: 3109, 3511. Gaba: 2308, 2506, 2708. Yabal: 1514, 1814, 2114.

Real: 3103.

Zaga: 1 Zani, 1 Gara.

Fugara: 2.

Zani: 2906, 3006. Abid. 3004, 3104. Raxa: 2802, 3306. Muga: 2802, 3405. Bale: 2907. Suha: 2902, 3505. Guzz: 3401, 3602. Gara: 3502. Fura: 3501, 3502.

Real: 1304.

Zaga: 2 Rida, 1 Almo.

Fugara: 2.

Mere: 1711, 1811, 1912. Bamo: 1509, 1610, 2012. Almo: 1412, 1512, 1613. Bale: 2313, 1407. Rida: 1312, 1313, 1314.

14. Martorell

Map: B.

Yabal: 1603, 2204, 3003, 1915, 2814. Qala: 1214. Gaba: 2208, 2508, 2808.

Real: 1208.

Zaga: 1 Bale, 1 Guzz, 2 Fura.

Fugara: 2.

Riba: 1408. Gara: 1405, 1407. Guzz: 1402, 1413. Fura: 2008, 2009, 2010. Suha: 1707, 1708, 1709. Muga: 1706, 1710. Zani: 1914. Bale: 1703.

Real: 3403.

Zaga: 2 Almo, 1 Adal, 1 Bamo.

Fugara: 1.

Orde: 2910, 2911. Adal; 3109, 3110, 3111, 3112. Bamo: 3105, 3115. Bale: 3106, 3116. Almo: 3408, 3410, 3412. Rida: 3407, 3409.

15. Las Navas

Map: A

Yabal: 1315, 2014, 2614, 3315.

Real: 2316.

Zaga: 1 Zani, 1 Gara, 1 Fura, 1 Guzz.

Fugara: 4.

Zani: 2316, 2315. Abid: 2313. 2213, 2413. Raxa: 2111, 2211, 2411, 2511. Bale: 2311. Muga: 2011, 2611, 2008, 2608. Suha: 2109, 2208, 2309, 2408, 2509. Riba: 3410, 3510. Guzz: 3210 3310. Gara: 3312, 1211, 1311, 1411. Fura: 1511, 1513, 1613.

Real: 1302.

Zaga: 1 Orde, 1 Jine, 1 Bale.

Fugara: 2.

Adal: 2205, 2305, 2405, 3004. Orde: 2203, 2303, 2403. Bamo: 2904, 3104, 1404. Jine: 3203, 1504, 1304, 1204, 1104. Mere: 2201, 2301, 2401. Rida: 1901, 2001, 2601, 2701. Bale: 3201, 3302. Almo: 3601, 3102. Hues: 1801.

Special rules

1. El collar de perlas, (The pearl necklace, see Nh 35): the Muslim player can stack units above Real markers. The staked units have one extra step losses.

2. Martín, (see Nh 36): in a game turn choiced by the Christian player, his cavalry units will have 2 extra movement points.

3. Dalmau de Creixell, (see Nh 37): in a activation phase choiced by the Christian player his Orde units, will have 1 extra attack dice, (+1 DA).

16. Moclín

Mapa: B.

Yabal: 1506, 1708, 2308, 2611. Qala: 3207, 1714, 1503. Gaba: 2715, 3013, 3315.

Real: 1308.

Zaga: 1 Bamo, 1 Bale.

Fugara: 2.

Bamo: 2006, 2010, 2007, 2011. Bale: 2008, 2009. Rida: 1703, 1704, 1714, 1715. Almo: 1303, 1304, 1313, 1314. Jine: 1006, 1007, 1008.

Real: 3404.

Zaga: 1 Suha, 1 Fura.

Fugara: 3.

Fura: 2906, 2907, 2908, 2909. 2910, 2911. Gara: 2901, 2903. Muga: 3201, 3202, 3402. Bale: 3606. Raxa: 3607. Riba: 3408, 3409. Suha: 3212, 3313, 3413.

17. Salado

Mapa: A.

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Yabal: 1302, 3410, 3114. Gaba: 3503, 3407, 3413.

Real: 1503.

Zaga: 1 Bale, 1 Rida, 1 Adal, 1 Jine.

Fugara: 2.

Orde: 2106, 2205, 2306. Adal: 3304, 3104, 2802. Bamo: 2803. Jine: 1404, 1405. Mere: 2003, 2503. Hues: 2104, 1204. Bale: 2203, 2304. Rida: 2001, 2502, 2302.

Real: 2215.

Zaga: 1Suha,1Muga,1Raxa,1Gara,1Abid.

Fugara: 4.

Suha: 1809, 2009, 2209, 2409. Muga: 1909, 2109, 2309, 2509. Riba: 2910, 3110. Gara: 1312, 1512, 1712. Fura: 2612, 2812, 3012. Raxa: 2113, 2313. Bale: 2212. Abid: 2012. Zani: 1414.

Special rules

1. Raaya, (see Nh 38): if in the Zaga units the Muslim player only deploys Suha or Muga units, it can double the number of these units if is provided from the previously losses.

2. Pere Montcada, (see Nh 39): in any of his activations, (only once for scenario game) the Christian player can deploy 1 Bale and 1 Aloe units in any hex. of column 10, (1 unit per hex.).

3. Juan Antonio Benavides, (see Nh 40): in the moment when the Christian player occupy the Real of Muslim player, it can place one unit of : Adal and Bamo in any of the hexes. between 1117 and 1717, (1 unit per hex.).

18. Higuera

Map: B.

Yabal: 3208, 2608, 2208, 1808, 1308. Gaba: 2308, 2313, 3014, 1604.

Real: 3412.

Zaga: 2 Jine, 2 Rida.

Fugara: 2.

Adal: 2910. 2911, 2912. Jine: 2903, 2904, 2905, 3408. Bamo: 2915, 2916. Rida: 3202, 3204, 3315, 3316. Mere: 3508. Almo: 3503, 3515.

Real: 1714.

Zaga: 1 Fura, 1 Guzz, 1 Abid.

Fugara: 3.

Fura: 1608, 1810, 1910, 1906, 1805. Guzz: 2103, 2114. Riba: 2008, 1508. Muga: 1410, 1411, 1412. Suha: 1402, 1403, 1404. Abid: 1607, 1606.

Special rules

1. Jassa tugur, (see Nh 41): Fura units have permanently one more attack dice, (+ 1DA).

Ultramontanos

In the next 4 scenarios the game card Saint Denis should be included in the Christian deck "Campi Doctor".

19. Poitiers, (France 732)

Map: A.

Qala: 1104, 1402. Gaba: 2304, 2605, 2908, 3111.

Real: 1304.

Zaga: 2 Almo, 2 Aloe, 1 Adal.

Fugara: 3.

Mere: 1408, 1607, 1806. Hues: 1508, 1707, 1405. Aloe: 1306, 1505, 1604. Almo: 1307, 1706. Rida: 1005, 1008. Orde: 1801, 2101. Adal: 1902, 2001.

Real: 2915.

Zaga: 2 Suha, 1 Muga.

Fugara: 3.

Fura: 1914, 2014, 2113, 2212, 2312. Gara: 1715, 1814, 2411, 2511. Guzz: 2415, 2515. Raxa: 2117, 2216, 2316, 2614. Suha: 3012, 2913, 2813, 2714. Muga: 2616, 2716. Abid: 3009.

Special rules

1. Martillo, (Hammer, see Nh 42): the Orde units have one extra movement point permanently when charging.

20. Roncesvalles

Map: B.

Yabal: 2303, 2308, 2314. Gaba: 2905, 3109, 1404, 1509, 1715.

Real: 1308.

Zaga: 1 Bale, 2 Orde, 1 Hues.

Fugara: 3.

Orde: 1306, 2005, 2012. Rida: 2004, 2006, 2011, 2013. Aloe: 1707, 1708, 1709. Jine: 1309, 1310. Bale: 113. Hues: 1114. Mere: 1103.

French

Real: 3104.

Zaga: 2 Fura, 3 Suha.

Fugara: 4.

Riba: 2908, 2909. Gara: 2907, 2910. Guzz: 2808, 2809. Fura: 3012, 3013, 3014. Muga: 2803, 2903, 2816, 2916. Bale: 3308, 3311. Suha: 3306, 3307, 3308, 3310.

21. Muret, (France 1213)

Map: B

Qala 1116, Yabal, 1703, 2305. Gaba. 3003, 3106. 2715, 2314.

Catalans

Real: 1204.

Zaga: 2 Adal, 1 Bamo, 1 Rida, 1 Bale.

Fugara: 2.

Orde: 1708, 1709, 1710. Adal: 1508, 1509, 1510. Bamo: 1706, 1712. Jine: 1505, 1513. Bale: 1211. 1312. Rida:

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1412, 1512. Hues: 1405, 1406. Mere: 1308, 1309.

Crusaders

Real: 3305.

Zaga: 1 Riba, 1 Guzz, 2 Gara.

Fugara: 2.

Riba: 2807, 2808, 2809. Guzz: 2908, 2910. Gara: 2907, 2909, 2911. Bale: 3307, 3316. Muga: 3308, 3309, 3314, 3315. Abid: 3311, 3312. Raxa: 3310, 3313.

Special rules

1. Velando armas, (Ensuring weapons, see Nh 43): when the Crusader player deploys his Zaga, the Catalan player will have a -2 modifier in his Alama roll dice.

2. Jo soc Pere, (I am Pere, see Nh 44): the elimination of Orde units reduces the add of Banner (Est.) points for a Crusader player, that changes from 5 to 4.

22. Nicópolis, (Bulgary 1396)

Map: A.

Qala: 1103, 1203, 1302.

Crusaders

Real: 2402.

Zaga: 1 Orde, 1 Hues.

Fugara: 2.

Orde: 2207, 2307, 2407. Adal: 2005, 2104, 2604, 2705. Bamo: 2305. Rida: 1602, 1702, 3002, 3102. Aloe: 1802, 1902, 2802, 2902. Hues: 2002, 2702. Mere: 1305.

Turks

Real: 3413.

Zaga: 1 Riba, 1 Muga.

Fugara: 2.

Abid: 2113, 2313, 2513. Zani: 2114, 2514. Raxa: 2314, 2315, 2115. 2515. Bale: 2317. Muga: 1913, 1914, 2713, 2714. Guzz: 3609, 3311. Gara: 3111, 1612, 1318. Riba: 1111, 1112.

Catalan Company

In the next 4 scenarios the game card Desperta Ferro should be included in the deck "Campi Doctor".

23. Aulax, (Turkey 1303)

Map: A.

Gaba: 3408, 1308, 1315, 1306, 3214.

Real: 2315.

Zaga: 1 Bamo, 2 Almo, 1 Bale.

Fugara: 2.

Orde: 1411. Bamo: 1711. Adal: 2711, 3012. Almo: 2212, 2412. Bale: 2112, 2512. Aloe: 2311. Rida: 2213, 2413.

Real: 2803.

Zaga: 1 Guzz, 1 Fura, 1 Muga.

Fura: 2206, 2306, 2406. Guzz: 2204, 2404. Gara: 2304, 3005, 1305. Muga: 2202, 2303, 2402. Bale: 1605. Suha: 1504, 3204, 3503.

Special Rules

1. Ali Xir, (see Nh 45): the Turk player don't have archer markers. Remove the Muslim card Matar Siham of the deck "Campi Doctor".

24. Mount Taurus, (Turkey 1304)

Map: B.

Yabal: 2415, 2714, 3115. Gaba: 2902, 2905, 2908, 2608.

Real: 3312.

Zaga: 2 Almo, 1 Bale, 1 Bamo.

Fugara: 1.

Orde: 2601, 2603, 2605. Bamo: 2602, 2604. Adal: 2606. Almo: 2510, 2512, 2514. Bale: 2511, 2513. Mere: 2610. Hues: 2612. Aloe: 2614.

Real: 1308.

Zaga: 1 Fura, 1 Guzz.

Fugara: 2.

Fura: 1801, 1803, 1805, 1807, 1809. Guzz: 1802, 1804. Gara: 1806, 1808. Bale: 1612. Abid: 1615, 1614, 1613. Muga: 1215, 1214, 1213. Suha: 1209, 1109.

Special rules

1. Azcona, (see Nh 46): all the Almo units have permanently one extra attack dice (+1 DA) and one extra step of losses, (+ 1PP).

25. Apros, (Greece 1305)

Map: A.

Qala: 1805, 3005.

Catalans

Real: 2115.

Zaga: 2 Almo, 1 Bale, 2 Jine.

Almo: 2110, 2210, 2410, 2510. Mere: 2310, 2413. Jine: 1710, 1810, 2810, 2910. Orde: 3010. Bamo: 1610. Bale: 2112. Hues: 2712.

Byzantines

Real: 2103

Zaga: 1 Bale, 1 Guzz, 2 Gara.

Fura: 1405, 1505, 1604, 1704. 3204. Guzz: 3503, 3304. Gara: 2303. Suha: 2206, 2306, 2406, 2506. Muga: 2304, 2204, 2404, 2509. Bale: 2805.

Special rules

1. Miguel IX, (see Nh 47): in this scenario either side archer markers. Remove the Byzantine card Matar Siham from the deck "Campi Doctor".

26. Cefis, (Greece 1311)

Map: A.

Yabal: 2803, 2807, 2812.

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Catalans
Real: 1814
Zaga: 3 Almo, 1 Bale, 1 Rida.
Fugara: 3.

Almo: 1511, 1711, 1911, 2111. Bale: 1410, 2210. Aloe: 1611, 1811, 2011. Rida: 1514, 1515, 2114, 2115. Orde: 1211. Bamo: 2511.

Crussaders
Real: 1302.
Zaga: 1 Muga, 1 Gara, 1 Suha.
Fugara: 3.

Riba: 1405, 1705, 2005. Gara: 1505, 1605, 1805, 1905.
Fura: 1105, 1205, 2205, 2305. Suha: 1502, 1702, 1902.
Muga: 1602, 1802, 2001.

Special rules

1. Turcopoles, (see Nh 48): when the Catalan player captures the 2on. Banner (Est.) receives a Jine and a Adal unit in any of the hexes. column 28, (1 unit per hex.).
2. River Kefisos, (see Nh 49): all Crusader cavalry unit before to move have to roll 1d6. With a result of 5 and 6 the unit don't moves to the hex. who occuppies and loses the Naxat marker.

Legends of tradition

In the next 4 scenarios the game card Santiago should be included in the Christian deck "Campi Doctor".

27. Covadonga

Map: B
Yabal: 1411, 1909, 2306, 2512, 2214. Gaba: 1608, 1715, 2508, 2416, 2714. Qala: 3104.

Real: 1313.
Zaga: 1 Hues, 1 Almo, 1Aloe, 1 Adal.
Fugara: 2.

Adal: 1711. Rida: 1509, 1809, 2108, 1915. Almo: 2208, 2110, 2314. Aloe: 2308, 1614. Hues: 1409.

Real: 3508.
Zaga: 2 Muga, 1 Abid, 1 Guzz.

Gara: 2808, 2909, Muga: 3008, 3108, 3207. Suha: 3307, 3406, 3506. Abid: 3605. Guzz: 3012, 3214. Fura: 3211, 3512.

Special rules

1. Espatario, (see Nh 50): the Muslim player only hve 1 archer marker at the begining of the game scenario. Removes the card Matar Siham from the Muslim deck "Campi Doctor".

28. Clavijo

Map: B.
Qala: 2408, 2409, 1314, Yabal: 1408, 1604, 1814.
Gaba: 2308, 2713, 2803.

Real: 3308

Zaga: 1 Guzz, 1 Almo, 1 Suha.
Fugara: 2.
Gara: 2908, 2909, 2910. Guzz: 2905, 2916. Fura: 2915, 3004, 3005. Suha: 3111, 3112, 3311, 3313. Raxa: 3312, 3303. Abid: 3202, 3203. Almo: 3015.

Real: 1014.
Zaga: 1 Adal, 1 Jine, 1 Almo.
Fugara: 2.

Orde: 1515, 1513. Adal: 1514, 1512. Jine: 1208, 2108.
Aloe: 2107, 2109. Rida: 1606, 1607, 1608. Hues: 1313, 1315. Almo: 1902, 1903.

Special rules

1. Las cien doncellas, (The hundred virgins, see Nh 51): during a complete turn choiced by each player the Rida, Hues and Almo units, have 2 extra movement points, (+2 MP).

29. Calatañazor

Map: A.
Qala: 3003, 1314. Yabal: 2110, 2308, 3510. Gaba: 1505, 2303, 3003.

Real: 2317.
Zaga: 1 Gara, 1 Bale, 1 Raxa, 1 Fura.
Fugara: 2.

Zani: 2313, 2412. Abid: 2212, 2513. Raxa: 2013, 2113, 2612, 2713. Muga: 2215, 2315, 2415. Bale: 2316. Fura: 1614, 3313. Gara: 3212, 1514. Riba: 1815, 3313.

Real: 1802.
Zaga: 1 Adal, 1 Jine, 1 Mere.
Fugara: 2.

Orde: 1905, 2305, 2804. Adal: 1904, 2803, 2304. Jine: 1903, 2303, 2803. Mere: 2104, 2604. Hues: 2103, 2603. Rida: 1902, 2001.

Special rules

1. Bine, (ee Nh 52): during one complete turn at choice of Christian player he can choose 4 Muslim Naxat markers stacked and before to be activated it will roll 1d6 for each one, all results of 5 or 6 involves to remove the Naxat marker without his activation.

30. Fraga

Map: B.
Qala: 1504, 1906. Yabal: 1408, 1902, 2305, 3308.

Real: 1209.
Zaga: 1 Riba, 1 Gara, 1 Guzz, 1 Fura.
Fugara: 2.

Riba: 1908, 1912, 1915. Gara: 1608, 1611, 1614. Fura: 1406, 1410, 1412, 1414, 1416. Guzz: 2109, 2113. Suha: 1609, 1612, 1615.

Real: 3508.
Zaga: 1 Adal, 1 Jine, 1 Aloe, 1 Bamo.
Fugara: 1.

Orde: 2808, 2908, 2909. Adal: 3106, 3111 3205, 3211. Bamo: 3108, 3208. Jine: 3305, 3404, 3312, 3412. Aloe: 2809.

Special rules

1. Ynqra, (see Nh 53): the Muslim player obtains in this scenario 1 “Campi Doctor” card in each Alama result of 3 and 4.

6. Design and historical notes

“And charge over their opponents, as if he could enter in a flock.”

The sentences that open each of the six rules sections are a Latin translation of praise to the new militia, (Temple) and they contain a small cabalistic hobby, in each one and in order of lowest to highest numerical value you should applied his numerical value, we get the proper name of a sinister character of sad remembrance worldwide.

The number of scenarios published in this issue have similar matches, so that if we apply the duration of the Reconquista in years (711 to 1492) and subtract that figure the number of scenarios previously multiplied by the number of blocks of scenarios (Reconquista, Ultramontane, Catalan Company, Legends of the tradition) and the amount obtained by subtraction, we add the necessary value of Estandartes (Est. banners) to win in a game scenario, we get finally a qualifier that defines as a perfectly Biblical the character mentioned above.

The number of Banner markers (Est.) and the figure to win in anyone of a scenario game is not a random product and for that the number five ever has a magical connotations in the Islam and the Yund organization (Califate armies) was not exempt for it. The Yund was ususally divided in a army corps with five thousand soldiers commanded by a Amir (Princep), and these in turn were divided into five divisions commanded by a Kaid (Chief).

Historical notes, (Nh)

1. *Kar ua far* : the famous word “Fuye” is found in the early Christian text sources and refers to the African warriors tactics from the days of Hannibal and the Carthaginians, and consisting of a mock escape retreat to force the enemy no start a pursuit, and when they are disorganized and confident, start a counterattack.

2. *Tambor y elefante (Drum and elephant)*: on the eve of Sagradas / Zalaca battle, Alfonso VI the castilian king had a dream in which these elements appear, after consulted various Jewry magicians of Toledo such a resounding victory assured, nothing is further from wat happened!.

3. *La Caba, La puta (The prostitute)* : Christian sources, needed a scapegoat to justify the incredible fall of the Visigothic kingdom and for that misogyny would flow in torrents on Ms. Florinda, daughter of the governor of Ceuta. Julian made a pact with the Muslim that

supposed is to aid Witiza to support in their struggle for power with Rodrigo. The girl accepted willingly and with delight the passions of the king, although it seems certain that the rewards for their favors were not as generous as expected.

4. *Fidais, compañeros, camaradas (colleagues, comrades)* : synonymous refered to the Islamic radicals and their jihad through the ages. It originates from the sect of the Hassasin (murderers or hashish smokers) and its leader Hassan the mountain old man, whose modern descendants and not linked to their origin, are the Druze from the mountains of Lebanon today.

5. *Yanahain, flanco, costado (flank, side)* : the main Muslim weakness was his infantry badly armed and poorly trained, this fact forced to swing their aspirations for victory in a swift and terrible cavalry located on the flanks, in order to overwhelm and overwhelmed by the number to your adversary and after that the Christian infantry in the back (plagiarism evident in the tactics of Hannibal at Cannae), while the ultra heavy Christian cavalry wore out against the mass of “volunteers from the faith”.

6. *Nis Qamar, Media luna (Crescent)*: in the muslim symbolism the moon occupies a range of priority (also for the Carthaginians) perhaps more than be in opposition to the Christian cross is a symbol of the sun cult practiced by the Egyptians, Celts, Aryans, etc..

7. *Matar Siham, lluvia de flechas (arrows raining)* : a cheap, effective and dissuasive try to avoid a collision with a mass of superior force, was saturated with a hail of bullets, but in the present case the latter will never has a force and weight of the “long Bow”(English longbow), although the preparation of a man in the use of composed bow required an intensive training and it will be for example one of causes of the decline of Ottoman Empire after the Lepanto battle (1571), when in was unable to replace the casualties of this select body.

8. *Te llamarán (They will call you)* : an arrogant son rebuke his father located at the rearguard (Zaga) of Las Navas: “I hope not call me son of a coward?, in reference to this was one of the few who escaped of the Alarcos slaughter, the phlegm of a man who will soon come face to face with death, he answers as spurs his mount: quiet, before this they will call the son of a bitch! dramatic irony as the mother and wife had both recently escaped with a jeweler in Burgos.

9. *Machuca, machaca (Crush it)* : the toledan Sir Diego Pérez de Vargas, broked his spear and the sword, takes an olive branch and handled with mastery that shot down many soldiers of Aben Hud. Watching him the bishop Alvar, cries: machuca Diego, machuca (crush)! giving rise to one most prominent names of the New World (America).

10. *Vergonya, vergüenza (shame)* : related to the unexplained inaction of the catalan King James I, to release the reserve rushed to the aid of avant-garde in

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Portopí, the Catalan infantry hit with their weapons on their shields in unison while singing: vergonya! (shame), bound by honor the static cavalry to join the fight.

11. *Zidi (Cid)* : Spanish phonetic derivation from the Arabic “my Lord”, a nickname given honorary a Spanish hero of all time: El Cid, Rodrigo Diaz de Vivar.

12. *Deu lo vole* : the motto of the Crusaders called for the conquest of Saraqusta (present Zaragoza) was: God wants!. Today we still have a trace of it on the site of the Christian camp (Real), the current Juslibol quarter in Zaragoza.

13. *Saint Denis* : St. Daniel’s for the French is the same icon warrior as St. George for England or San Iago (Santiago) to the Spanish.

14. *Desperta ferro* : the famous Almogavars (marauders in Arabic) war cry: Wake iron!, as they beat their swords blades against stones. Another scream phonetically transformed Castilian sources and still in use in rural Catalonia was: Guaita! that translate as detailed observation or previous state of alert.

15. *Santiago, San Yago* : if a battle cry has been heard in the five continents this is: “Santiago and close Spain”, such was its alleged esoteric value that the aborigines of America and Asia were thrown into the battle after calling for mimicry this formula of invocation and preparation “close”.

16. *Oppas* : the Bishop of Seville “Oppas” was one of the plotters against Rodrigo at the battle of Guadalete, in fact his defection was not to be passed to Tariq’s forces it was to wait and that Rodrigo looking weak to kill it after the battle. After the surprising result, flee to Toledo and it will continue to be achieved by the Muslim outposts in Loarre (Huesca) where it was beaten until to death.

17. *Écija* : Rodrigo thought he would be able to wipe out the Muslims with the physical factor of force, (his heavy cavalry) and then to resume their struggle against dissidents in the North, so mosto of his infantry remained in an Andalusian city, Ecija.

18. *Ayam* : the Arab sources called “faransi” to Catalans and all the inhabitants from beyond the Pyrenees and “Ayam” (Barbarians) to Basques, Asturians and Galicians.

19. *La reina de las sombras (The queen of shadows)* : Christian sources, use this euphemism refered to the night and to explain the salvation “in extremis” of the Christian army in the battle of Simancas.

20. *Pinós* : the current village of Sant Cugat del Valles is located on the outskirts of Barcelona. A host of Almanzor army (who is going through “Meridiana quarter” area) departed from its right wing to plunder this rich village.

21. *Ballester, balletero (crossbowman)*: in the current La Ribera quarter (a district of Barcelona city) there is a street of that name, referring to a Muslim crossbowman ambushed in that place and managed to wound the catalan king Borrell (the funny thing is that the injury never happend). While at the nearby Plaça (square) de Sant Jaume, the Greek gentleman Giorgios (Sant Jordi) announced to the public the dire defeat (this holy man did not miss one!).

22. *Turtüsa, (Tortosa)* : the Almanzor’s navy was based in the harbour of Tortosa (near Tarragona). He landed the siege engines in the current Sant Adrià (near Barcelona), a favorite site where the Muslim and Berber pirates fleets anchored due to its proximity to Barcelona and the mouth of the River Besos, which facilitates the provision of fresh water.

23. *Balansiya* : before the start of the siege of Valencia, El Cid drove the large Muslim community who lives in the city and goes to take refuge to the camp of the Almoravids, who sold men, elderly and children as slaves and were devoted to rape women for days, while these pious and compassionate beasts delighted in these military preparations, El Cid was about to give a clearest example in the Middle Ages who it will be defined as blitzkrieg in the Twenty Century.

24. *Mar de Yazair* : the Balearic sea, at the time is total and completly controlled by the Islam, it will take many years for the Italian republics and the Aragonese crown prevail over these waters although intermittently, when Khair al-Din (Barbarossa), Torgaud, (Dragut) or Sinan Hissar (Cachidiablo) and friends allow.

25. *Babieca* : the name of El Cid horse, goes hand of this mythical swords: Colada and Tizona, the last one Catalan war booty in the battle of Morella.

26. *Ez* : the Arabic pronoun abd has the meanings of “server”: Abdullah (God servant) or “son” Abderahman, (son of Rahman). In Castilian language the replica is in “ez” and Gonzalez is the son of Gonzalo, Perez son of Pero, Rodrigo Rodriguez’s son, and so on. In this anonymous battle perished the only son of El Cid.

27. *Xaloc* : comes from the the Arabic word “shaluq” wind from the southeast, (western Mediterranean).

28. *Tizona, Vilardell y Sant Martí* : the three famous swords of King James I the Conqueror, the first undoubtedly donated as a present to the royal house by one of the descendants of El Cid daughters, (married with two Catalan nobles), the second came from Vadealgorfa (Teruel) courtesy of a saint and to use to kill a dragon and the third delivered by this saint in Besalú (Girona) to defeat the Arabs at the shores of Banyoles lake.

29. *Germans Montcada, hermanos (Brothers Montcada)* : the command of the Christian vanguard in Portopí (see 10. Vergonya) was held by the brothers Guillermo and Ramon of Montcada with Mataplana Hug who died with honor in front of the indifference of the king.

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30. *Batalyauz, (city of Badajoz)* : the Andalusian contingent despite his value and the losses sustained bore the brunt of the battle and was literally run over, but when the Christian army believed that they were looting the Yusuf camp, this one with the cream of African forces counter-attack supported side by side by the Andalusian forces regrouped in front of the gates of Badajoz.

31. *Mihna, fatiga (fatigue)* : the main equation of La Reconquista battles were: could the heavy cavalry crush the Muslim resistance before fatigue set aside her crash superiority? and could support the Muslim masses the carnage caused by the Christian charge until it can be exhausted in the effort?.

32. *Min al Din* : by the effect of religion, these words of common use are often disfigured by the West cultures, so our Aladdin is al-Din Allah (the religion of God), Salah al Din's Saladin (the joy of religion) and is Nur Nualdin al Din (the light of religion).

33. *Muqadama, (Vanguard)* : on both sides, the composition of these bodies was diametrically different, so the Christian was composed by the cream of the army for the Arabic was a cannon fodder in order to cause losses and fatigue to the enemy elite.

34. *Ayo, abuelo (grandfather)* : the Infante Sancho of Castilia at the beginning of his teens, died in the battle of Uclés with his tutor the Count Garcia de Cabra who protected the boy until his death.

35. *Collar de perlas (pearl necklace)* : the Arabic sources call pearl necklace the Arab camp of Al Nasir in Las Navas. Christian sources in an usual phonetical mistake used the nickname: Miramamolín. About the battle and the intervention of the black guard the myths and legends are staggering: from the legend that it was chained to their positions (in fantasy bizarre no one we won we!) to the king of Aragon who is angry at not being appointed to the vanguard, ambushed 500 Catalan nobles who attacked the Arab camp, (the partisanship has deep roots!) and its not credible that the arrogant and proud cavalry assumes this marginal role abide highwaymen in such a glorious day, only cite as a colophon about the so-called cunning of the King Peter II do not appear in the battle of Muret

36. *Martín* : the King Alfonso VII had difficulty to move through Muradal pass until a humble shepherd named Martín (San Isidro) led him to the plain of Las Navas. Another uplifting story, as none of the armies had no intention of rejecting the battle, the Christians for their cross-call throughout Europe, and the Arabs to revenge the atrocities committed by the ultramontane detachments, eventually expelled out (by far that are slow to acknowledge the French, as usual, are given a key role), Bailen is casually at walking distance!.

37. *Dalmau de Creixell* : this was the architect of the final Christian battle deployment, his operations plan consisted of a synchronous attack of the three main army bodies with a powerful reserve that would go to

plug and exploit the holes or gaps in the enemy deployment.

38. *Raaya* : lower class of Arabic soldiers or what we understand now as a cannon fodder perpetuated in the eastern armies of the Turkish under Osman, were it has different soldier units of this kind, the most famous being the akinkis, that were just riding bandits not a military force but fierce with the civilian population.

39. *Pere Montcada* : Aragonese admiral, replacing Gilabert de Cruilles killed in combat, will cover the Strait of Gibraltar of a possible landings of Benemerine tribes. His role in the battle will be reduced to support the Tarifa garrison and the landing of a small marines contingent in the Muslim left flank.

40. *Juan Alfonso de Benavides* : governor of the besieged Tarifa by the combined armies of Granada and Benimerines. Not only reject numerous assaults, also on the day of the battle of El Salado, disrupted the Arab defense force with its output, which prevented the pooling and reorganization of Muslim forces.

41. *Jassa tugur, élite de fronteras ("frontier army elite")* : Arab armies were less professionalized than the Christians and mostly seasonal soldiers were supported by mercenary troops who used to compose the Caliphate guard. The exception to this, are the "local border forces" that we used to into the cruel border daily life with raids and riots.

42. *Martillo (Hammer)*: surname of the French hero (Charles Martel) who saved Western Europe from Islamic rule (although they remained long time in the French Midi) the name which has suffered over time, the removal of your final letter L had its origin in Provençal and Catalan where "Martell" is a hammer, a weapon with which Carlos had a sinister skill.

43. *Velando armas (Passionate night)*: the excuse of misogyny to justify the defeat of Pedro II, it seems that the sexual excesses of the young monarch the night before with a French women were the reason of the pathetic role of this veteran soldier in Las Navas battle.

44. *Jo soc Pere, yo soy Pedro (I am Peter)* : knowing the King Peter I that several French gentlemen have conspired to assassinate him in the battle melee, delivering his armour and weapons to another man who look-alike, but immersed in the fight raises his helmet visor and announces his presence, (well, this is a very gallant legend, but the real think is that the conspirators are veterans of the Crusades and were one of the best cavalry in Europe until the ending of his corps!).

45. *Ali Xir* : Emir of the tribe of Kara-mania (black earth) whose confrontation with the Almogavar contingent was doomed in advance: a light cavalry in any case resist the collision with the Catalan heavy cavalry and a infantry with many archers who would face with the fast and fierce infantry in the West.

46. *Azcona* : Almogavars favorite weapon the size was

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half way of “mercy knife”, (knife to slay the Knights knocked down) and the sword itself.

47. *Miguel IX* : co-emperor of the Byzantine Empire whose profile is typical of the decline of the once mighty capital of the East, where the courtiers were characterized by corruption and without military skills, but graduates “cum laude” in all the variants of treason and felony.

48. *Turcoples* : the most famous mercenary body of Asia Minor since the time of the Crusades was the turcoples, no doubt the former enemies of the Catalan Company before his Cap (Commander in Chief) was murdered, Roger de Llúria and the beginning of the Catalan vengeance. Until recently in rural Greece, “Catalan” was synonymous with our “coconut espantaniños.”

49. *Río Kefisos (Kefisos river)*: the watercourse which gave name to the battle, was diverted to convert the plain into a marsh where the Crusader heavy cavalry sank and that was put to the sword with an unprecedented speed.

50. *Espartario, Jefe de la guardia (Guard Commander)* : the sources differ on whether if Don Pelayo at the beginning of La Reconquista was serving as standar bearer or as a Guard Commander in the Visigothic monarchy, the only thing about they are agree on is in his platonic love for the Egilona the Visigothic Queen, the death of the King in Guadalete battle, saw a golden opportunity for him, unfortunately the widow did not resist to the orientalism style of the invaders ... but this returned to Cordoba stubbornly with any excuse: better rights, privileges, etc.. In one of these trips, his sister is beset by a Caid that didn't see a practical solution to our lust and chose to violate it. On his return Pelayo began an open revolt, as we see that La Reconquista can be summed up in a matter of skirts or horns, depending how is your looking!

51. *Las cien doncellas (The hundred maidens)*: short and concise explanation of the Christian sources to explain the increase of population and weaponry on their side, is the refusal to pay tribute to the Caliphate as summarized in the delivery of a hundred young people each year, we see that white is not invented by the Russian mafia, much less!

52. *Bine* : in the noble demonic scale in position 69, we find this spirit that helps to discover adepts to black magic and cause destruction of all kinds. If we read his name in Arabic (not be confused with Berber, Turkoman, Sudanese and other dialects) and taking into account that in the same or p, (replaced by b) or e, (replaced by g, h the guttural s) are pronounced get the following “laqab” (surname) of hidden character.

53. *Ynqra* : one of the oldest methods to encrypt messages coming from the Jewish Kabbalah, consisting in dividing the letters of the alphabet into two equal and parallel lines, writing in the message the letter corresponding to the opposite line. If we do this in

Castilian (Spanish) Ynqra decoding and discarding the ch, ll and the ñ, (24 letters) we obtains the name of the searched villain.

At the end, with the total number of scenarios and adding as a base the fire element or Mars planet, (depending of the Kabbalistic school) I created a Ulfq (magic square) where you will find that if you add a vertical, horizontal or diagonal gives the same result: 105 (100 is the number of God as all and 5 the pillars of Islam and its five daily prayers in Christianity: the five wounds of Christ). I hope it serves as a talisman for the baraka (luck in the combat) necessary to win the scenarios.

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33	35	37
38	31	36

And if so powerful amulet don't work, we can always console ourselves with the verses of Caliph Suleiman to his Castilian valide (favorite):

“You're beautiful Who denies it?
More ah! the blemish that you have:
Being your human beauty
which passes as a light shade
and just as a flower field ends.”

La Reconquista

Accomodation to play with figures

Players with scale figures can be found in the market, many regulations that develop in detail this historical period, the recommendations listed below are only guidelines that will serve to facilitate their adaptation.

Board

We recommend using a board table of 80-100 cms. x 45-60 cm.

- Configuration: topographic detailed in the scenarios can be represented as follows:

Jabal diameter of 8-10 cm.
Gaba, diameter of 8-10 cm.
Diameter of 4-5 cm Qala.

Figures

Square based is about:
2 cms. for the infantry.
2.5 cm the cavalry.
3 cm. for each Real.

Malik markers

A crown / circle made in soft cardboard.

Scenarios deployment

In the deployment (Alardes) it can be used the specified map deployment, calculating for every map hex.: 3 cms. at the board table.

Units movement

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The movement factor for each type of units must be multiplied by 3.

Range shoots - range

The range of the units with firing capability is fixed in 9 cm.

The units placed in Yabal (Camp) increases his range to 12 cms.

One of the player aid sheets, placed in the center of this magazine includes: movement centimeter, unit bases, Camp, Qala, Yabal and Caba bases.

CARDS SHEET

Muslim cards:

Kar ua far (see Nh)

A ny unit can move 2 extra hexes after shooting virotes, charging or doing melee combat. With this movement can not enter in contact with enemy units. It is played at the beginning of agame turn and lasts as the turn does.

Drum and elephant (see Nh)

During a game turn infantry units increase 1 its DA and obtain a modifier of +1 in attack/defend melee combats. It is played at the beginning of a game turn.

La Caba (see Nh)

During a game turn each Christian unit which moves can roll 1d6 at the end of its movement, with a result of 5 or 6 the Muslim player can move that unit 1 hex., (without respecting the ZoC rules, "Mintaqa"). This movement cannot oblied it to leave the game board. It is played at the beginning of a game turn.

Fidais (see Nd)

During agame turn it increases +1 DA Suba, Muga and Fura units, its MF also increase in 1 MP. It is played at the beginning of a game turn.

Yanahain (Flank, side flank)

All units located within a distance of 6 hexes. or less on the left or right board edge, (the player can choose one flank) can be activated without stacking a Naxat marker, also all units added +1 MP. It is played at the beginning of a game turn and lasts 1 impulse replacing the Naxat markers planned for this turn.

Nis Qamar (Crescent)

Identical of Yanahain but the effect is over the two flanks (right and left). The distance from the units to the board edges can be reduced up to 4 hexes.

Matar Siham, (Rain of arrows)

During 1 turn the Archer markers to take from the deck increase 2 more plus the planned at this time, (see Archers). Bale and Guzz units can shoot 2 Virotes per impulse over the same target or on 2 different in range. It is played at the beginning of a game turn.

Christian cards:

Will be call (see Nh)

During 1 turn all cavalry units have charge capacity. Orde units do not need to charge in straight line to receive the modifiers, (see charge). It is played at the beginning of a game turn.

Machuca (see Nh)

During 1 turn all infantry units' increase in 1 his DA, receiving a +1 modifier in the melees combat in which hey are defended. It is played at the beginning of a game turn.

Vergonya (see Nh)

During 1 impulse all units can move 1 hex without to stack Naxat markers. It replaces the Naxat planned markers for this impulse and it is played at the beginning of the planned impulse.

Zidi (see Nd)

For 1 turn the Orde, Huest and Mere units increase 1 their DA. Any result Ra supported for these units along the game turn is replaced by Ru, (see combat results and crossbowmen). It is played at the beginning of one turn.

Deu lo vole (see Nh)

Played at the beginning of 1 turn, the player roll 1D6 and with a score of 1 or 2 replaces the 1st Di result which suffers during the turn for 1 Da. A score of 3 or 4 replaces the 2on and 3rd Di results for a Da results, with 5 or 6 replaces the 2 first Di results for a 2 Ru results, (see combat results). The duration is its game turn.

Saint Denis

For 1 impulse Orde and Hues units doubled his MP. It is played at the beginning of the impulse on which it will be used. Orde units only need to move 4 or 5 hexes in straight line to receive the charge modifiers, (see charge).

Desperta ferro (see Nh)

For 1 turn all Almo units can shoot virotes in each impulse and start a melee combat without restrictions, its MP increase in 1 point in one of its turn impulses, (the player must choose which one). It is played at the beginning of the turn.

Santiago (see Nh)

For 1 turn the Orde, Hues and Jine units have a modifier of +2 in melee combat, (defend and attack. See modifiers). It is played at the beginning of the turn.

Credits

Game design: Enric Martí

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