



The Nomad







ACTIONS



INFLUENCE

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

BUILD 2

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

Building	Location	Cost
 Fort	A hex where all of the following apply: (a) You have presence (b) No other player has control (c) Does not contain a fort or castle	
 Castle	Any hex with one of your forts Replace the fort with a castle	

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

RECRUIT 2

Place up to two mercenary units from your reserves card in one or two hexes where no other player has control.

MOVE 2

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

BUY POWER CARDS

Choose **any number** of the following options. Resolve each chosen option once.

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

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

Then replenish the market.

PLAY POWER CARD

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

DESERT

Remove any number of mercenary units controlled by any player from a single hex. Add one mercenary unit from your supply to your reserves card for each unit removed.

COLLECT

Gain one coin from the supply.

ASSAULT

Choose one:

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

Counsel from an Old Advisor

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

The Nomad leads a number of fiercely independent local tribes, who live in sparsely populated areas and lease their soldiers to others for gold.

You are the only player who can sell your units to others. So, it can be a good idea to try to push the game in a direction that forces other players to hire your units more often and makes them desperate enough to pay a high price.

The Sultan and the Murshid have no units of their own, and the Sultan in particular is likely to have a lot of money. These two players can be important customers.

Placing influence in hexes is of great importance for you, because it earns you points and affects the number of units in your reserves. It is often a good idea to influence hexes that have no towns or cities in them and hexes that are far away from other players, because they are less likely to be fiercely contested.

You can recruit units into hexes where you do not have presence. Use this freedom to find and exploit opportunities to score points. If one of the other players is in a dominating position, look for opportunities that are at their expense.

In the scoring phase, you can spend money to gain points. Seek to establish a good income by controlling valuable hexes or by hiring out units, and try to save most of that money to spend in this way.

“The enemy of my enemy is my friend”



UNIQUE ATTRIBUTES

WHERE THE WIND BLOWS

You can recruit units into hexes where you do not have presence and no one has control. No other player can do this.

FOR A PRICE

Your units are mercenaries. Whenever you recruit units, place them with the mercenary side up.

Other players may recruit mercenary units from your reserves card or even directly from the board by using the hire mercenaries and bribe mercenaries actions. When they do, you must remove your units from that area and they must replace them with mercenary units that match their player colour but show your icon. If you have no units on your reserves card, other players cannot take the hire mercenaries action.

Other players can only gain mercenary units from these actions at a price you agree. You can choose to set a price of zero, or a price they cannot pay. If they refuse your price, they will have to take another action instead.

Mercenary units count as belonging to the player whose colour matches the token, but all mercenary units count towards your own current strength.

When you lose a combat, during the retreat step, return your remaining mercenary units from the hex to your reserves card instead of your supply.

Many cards refer to mercenary units, and your desert action can remove any player's mercenary units from the board.

OBJECTIVES

PRIMARY OBJECTIVES

During the scoring phase, you may spend any number of coins to earn victory points

COINS SPENT	3	5	7	10	13	17	22	28
VICTORY POINTS	3	4	5	6	7	8	9	10

SECONDARY OBJECTIVES

Have influence tokens in at least four hexes not controlled by another player

1 victory point per hex

Control the hex with the holy site

2 victory points

Have presence in a contiguous group of hexes that contains two or more cities

You can only score for one contiguous group of hexes





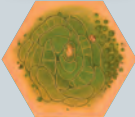

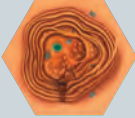



1 victory point per city in that contiguous group

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








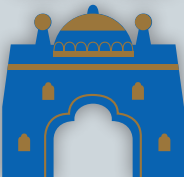




Have two coins **or** you will gain at least two coins during the next income phase

4 victory points

INCOME

	Source	Income
	Town	
	City	
	Fertile land	
	Quarry	
	Sultan influence	

PIECES

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