The Sultan

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 3

Build up to three strongholds or settlements (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**	
	Town	Any hex without a town or city	
	City	Any hex with a town **Replace the town with a city**	

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

HIRE MERCENARIES

Five-player: Agree on one or two mercenary units and any number of coins with the Nomad. Pay them the agreed number of coins. Remove the agreed number of units from the Nomad's reserves card.

Four-player: Pay two coins to the general supply for one mercenary unit or six coins for two mercenary units.

Place the number of mercenary units you paid for from your supply in one or more hexes where (a) you have presence and (b) no other player has control.

CONSPIRE

Look at the top ten cards of the deck. Select one card to fill each empty slot in the Sultan's market.

Shuffle the remaining cards and place them at the bottom of the deck.

BRIBE MERCENARIES
(FIVE-PLAYER ONLY)

Choose a hex and agree on one or two mercenary units and any number of coins with the Nomad. Pay them the agreed number of coins.

Replace the agreed number of Nomad mercenary units in the hex with mercenary units from your supply.

If there are still Nomad pieces with combat strength there, resolve a combat.

If there was no combat, you may take a move 1 or assault action with those units.

MOVE 2

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

ASSAULT

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

BUY POWER CARDS

Choose **any number** of the following options. Resolve each chosen option once.
- Buy one card from the near market for two coins.
- Buy one card from the middle market for four coins.
- Buy one card from the far market for six coins.
- Take a card from the Sultan's market at no cost.

When you buy cards, pay the player who is aligned with the card.

Then replenish the market.

PLAY POWER CARD

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

Counsel from an Old Advisor

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

The Sultan is the local ruler, who has grown powerful and rich from administering vibrant cities and taxing busy trading routes. Your strengths are your wealth and the network of towns and cities that generate it.

You, along with the Murshid, cannot recruit your own units. Instead, you must rely on hiring mercenaries and building strongholds. If you are able to establish yourself in hexes far away from other players' units, you can earn an enormous amount of money and points from the cities and towns you build there. However, you are unlikely to be able to defend these hexes from players with more military power indefinitely.

A less risky approach is to rely on diplomacy. Every player gets an income boost from your cities, towns, and influence in hexes they control. If you place towns and cities in hexes where another player has units, they can do the work of defending your pieces for you. To that end, look to build towns and cities in hexes that one player already controls and can defend.

Your most dangerous foe is likely to be the Warlord, who has a strong military and scores points for sacking towns and cities; the Caliph might make a useful ally.

The Sultan's market can serve as a valuable source of income for you in games where other players are flush with money. In games where they lack money, offering another player a good price on a card in the market can be a strong bargaining chip.

Most of your points will come from cities in hexes. You will earn more points if you control those cities and influence those hexes.

"Choose the neighbour before the house"

UNIQUE ATTRIBUTES

PRESTIGE

You count as having presence in any hex that contains a town or a city.

You are the only player who can build towns and cities.

PROSPERITY

During the income step, you will earn bonus income for each of your towns, cities, and influence tokens on the board.

This means you will earn some income from your towns, cities, and influence tokens in hexes that other players control, **and** you will earn additional income from those pieces in hexes you do control.

CLOUT

All players earn money for controlling hexes with a Sultan influence. Your influence is valuable.

WEALTH

When you buy power cards, you can take one card from the Sultan's market for free.

When other players buy power cards, they can only buy a card from the Sultan's market if they agree a price with you. If there are multiple cards in the Sultan's market, they must also agree with you which card they are buying. You can set the price to be zero, if you like.

Any coins spent on cards in the Sultan's market go to you, regardless of the player the card is aligned with.

The Sultan's market is not replenished automatically. You must use the conspire action to refill it.

BUILDER

You can build three times in an action. Most other players can only build twice.

OBJECTIVES

PRIMARY OBJECTIVES

For every city on the map:	• 1 victory point
	• 1 additional victory point if no other player controls the hex
	• 1 additional victory point if no other player has an influence token in the hex

SECONDARY OBJECTIVES

Have at least four influence tokens on the map	1 victory point per influence token
Control the hex with the holy site	4 victory points
Control at least three hexes	1 victory point per hex you control

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

Have at least five of your settlements or strongholds on the map in any combination	4 victory points

INCOME

Source		Income HEXES YOU CONTROL	Bonus Income ALL HEXES
	Town	1 coin	1 coin
	City	2 coins	2 coins
	Fertile land	1 coin	-
	Quarry	3 coins	-
	Sultan influence	1 coin	1 coin
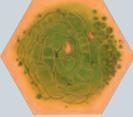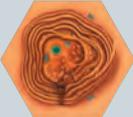
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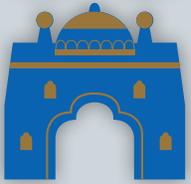
Piece		Presence	Type	Combat strength	Sacking Income
	Influence token	Owner	-	-	-
	Ordinary unit	Owner	Unit	1	-
	Mercenary unit	Owner	Unit	1	-
	Fort	Owner	Stronghold	1	1 coin
	Castle	Owner	Stronghold	2	3 coins
	Palace	Caliph	Stronghold & Settlement	2	2 coins
	Town	Sultan	Settlement	-	2 coins
	City	Sultan	Settlement	-	4 coins