**The Caliph**

**PRIMARY OBJECTIVES**
For each hex you control:
- 1 victory point
- 1 additional victory point if same hex as city
- 1 additional victory point if same hex as your castle and influence token

**SECONDARY OBJECTIVES**
- Control at least four hexes and more hexes than any other player: 1 victory point per hex you control
- Control the hex with the holy site: 4 victory points
- Control two quarries and the river crossing: 5 victory points
- Control either (a) two quarries, or (b) one quarry and the river crossing: 2 victory points

**YEAR ONE OBJECTIVE**
**You can only score this objective in the first year**
- Have at least four castles or influence tokens on the map in any combination: 4 victory points

**The Nomad**

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

<table>
<thead>
<tr>
<th>COINS SPENT</th>
<th>VICTORY POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
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<td>5</td>
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<td>22</td>
<td>9</td>
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<tr>
<td>28</td>
<td>10</td>
</tr>
</tbody>
</table>

**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: 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

**The Murshid**

**PRIMARY OBJECTIVES**
For each of your influence tokens on the map:
- 2 victory points if on same hex as city
- 1 victory point if on same hex as town
- 1 victory point if on fertile hex without town or city
- 1 victory point if on same hex as your stronghold and quarry or mountain hex

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

**YEAR ONE OBJECTIVE**
**You can only score this objective in the first year**
- Have an influence token in a hex containing another player’s settlement or stronghold: 4 victory points

**The Sultan**

**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

**The Warlord**

**PRIMARY OBJECTIVES**
Score immediately (not in the scoring phase)

<table>
<thead>
<tr>
<th>Win a combat: 1 victory point per enemy unit removed during the casualty step (but not during the retreat step)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sack a stronghold or settlement: 4 victory points for a city</td>
</tr>
<tr>
<td>3 victory points for a castle</td>
</tr>
<tr>
<td>2 victory points for a town</td>
</tr>
<tr>
<td>1 victory point for a fort</td>
</tr>
<tr>
<td>1 victory point for the Caliph’s palace</td>
</tr>
</tbody>
</table>

**SECONDARY OBJECTIVES**
- Have a castle and an influence token on the same hex: 3 victory points
- Control the hex with the holy site: 4 victory points
- Control a contiguous group of at least four hexes: 1 victory point per contiguous hex

**YEAR ONE OBJECTIVE**
**You can only score this objective in the first year**
- Have at least four units on the map: 4 victory points