



## 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 <b>and</b> 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 <b>and</b> the river crossing <i>If you score this objective, you cannot score the next objective</i>	5 victory points
Control either (a) two quarries, <b>or</b> (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
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## The Nomad

### PRIMARY OBJECTIVES

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

<b>COINS SPENT</b>	3	5	7	10	13	17	22	28
<b>VICTORY POINTS</b>	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 <i>You can only score for one contiguous group of hexes</i>	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 <b>or</b> you will gain at least two coins during the next income phase	4 victory points
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## 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
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## 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
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## The Warlord

### PRIMARY OBJECTIVES

*Score immediately (not in the scoring phase)*

Win a combat	1 victory point per enemy unit removed during the casualty step (but not during the retreat step)
Sack a stronghold or settlement	<ul style="list-style-type: none"> <li>• 4 victory points for a city</li> <li>• 3 victory points for a castle</li> <li>• 2 victory points for a town</li> <li>• 1 victory point for a fort</li> <li>• 1 victory point for the Caliph's palace</li> </ul>

### 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 <i>You can only score for one contiguous group of hexes</i>	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
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