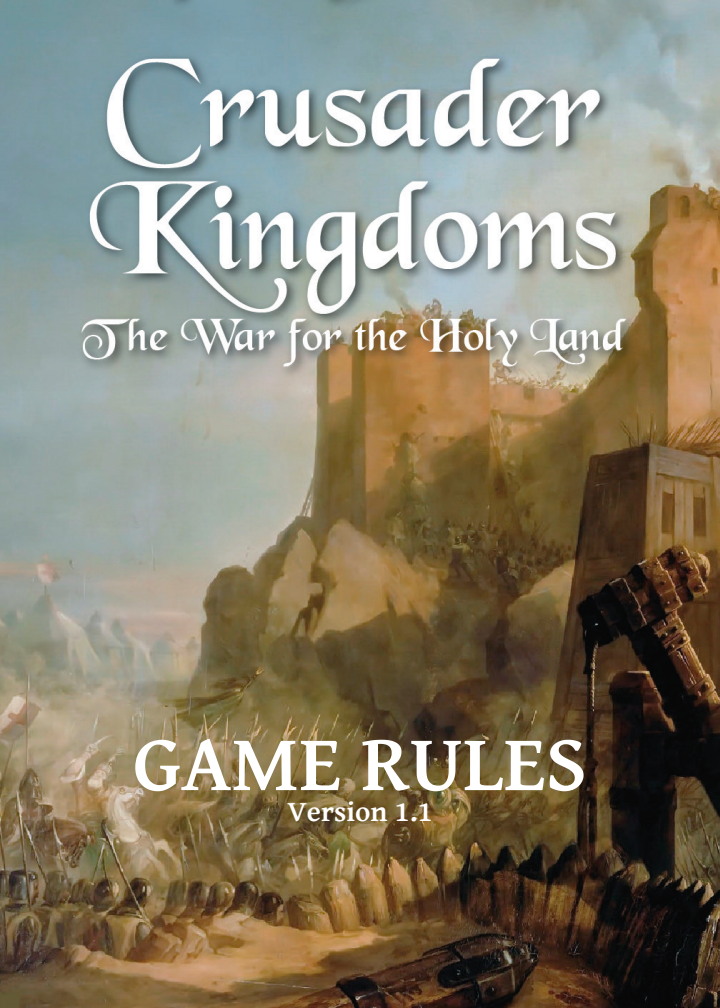




Crusader Kingdoms

The War for the Holy Land

GAME RULES

Version 1.1

1. Introduction

Crusader Kingdoms is a game for 1-4 players set in the era of the Crusades, where each player controls one of Outremer's main Christian or Muslim kingdoms, with the goal of expanding it through intrigue and conquest.

2. Game components

2.1 Cards

Divided into two decks: one Muslim (green back) and another Christian (red back). They can be of three types:

- Events. Have an explanatory text that describes its operation.
- Troops. Marked with a number that indicates their strength.
- Response. Depending on the text of the card, can be played during the player's round, or during the round of other players; and can be used alone or in combination with other cards of any kind.



2.2 Castle counters

Located in the map areas, they indicate who dominates the region. They are of four different colors - one per player - and

have two sides: the regular side, and the one marked with +1 (which represents the presence of strong garrisons).



2.3 Card Bonus

It is used to know **how many more or less cards the player will draw at the beginning of the next turn** (and to decide winners in case of draws in the last turn). Its position may be between -2 and +2.



2.4 Map

The map is divided into areas. Each of them has a number inside a shield that indicates its **defensive value**.

In the 1 and 2 players versions of the game, each area also has an identifying number from 1 to 14, and the Victory Points that the players win at the end of the game.



3. How to play the game

The game is divided into 3 turns. The turns have the following sequence:

1. Each player draws the appropriate number of cards (see deployment and How the Card Bonus works) belonging to the Muslim or Christian decks, according to the religion of his kingdom.

2. The card bonus markers are set to 0.
3. Starting with the first player that appears in the deployment table, and following that order, players can make one (and only one) of the listed actions (see Game Actions below).
4. The players perform actions following the order of the deployment table until, consecutively, **everyone has passed**.

4. Game actions

The actions that players can perform during their game round may be one of the following:

Attack: The player selects a border area (i.e. an area connected to one he controls) and announces the attack.

Incursion: The player selects an opponent with whom he has a border and makes an incursion.

Play an event: The player shows the card and proceeds according to its text.

Discard: The player voluntarily discards one of his cards (which he places in the discard pile face down).

Pass: The player announces that he will not do any of the previous actions (**if all the players consecutively pass, the turn ends**).

4.1 Attack

The attack is carried out following this sequence:

1. The player selects a border area, which must belong to another player or an independent kingdom, and announces the attack. (If the player does not control any area he can only attack one of his starting areas).
2. Then he will put face down on the table, all the **Troop** type cards from his hand that he wants, and optionally of **Response** type (as long as the text printed on the card allows it).
3. Any player (although he will usually be the owner of the area

targeted by the attack) can place (face down) the **Response** cards he wants on both the attack and the defense of the area (see the text printed on the card).

4. The defender can flip one or more of his +1 castles adjacent to the attacked area, in order to obtain extra dice in defense (1 die for each castle flipped).
5. The cards of the attacker and the defender are revealed and the combat is carried out.
6. If the attacker wins, any castle in the area is removed and the attacker places one of his castles on the regular side (even if the defender's was on side +1); and chooses between advancing one position his Card Bonus marker, or flipping a castle to its +1 side. The defender reduces his Card Bonus marker by one position.
7. The cards used are lost, and they go to the discarded deck.

4.2 Combat

The attacker adds the value of his troop cards and throws that number of dice. Each result of 4, 5 or 6 is a hit. Then the defender adds the defensive value of the attacked area, +1 if he has a +1 castle, and +1 for every adjacent +1 castle flipped to its regular side; throwing that number of dice. Each result of 4, 5 or 6 is a hit. **If the attacker makes more hits than the defender, the attacker wins.** If he makes the same number of hits or less, the defender wins.

In the case of an attack to an independent kingdom (empty areas), any player can throw the dice for the defender.

4.3 Incursion

The player selects an opponent with whom he has a border (at least one area connected), and discards one of his Troop cards of his choice.

Roll one die: with a result of 4, 5 or 6 the opponent discards a

Combat example

Starting from the situation below, the player controlling the Principality of Antioch decides to attack from Latakia to Homs (controlled by the Emirate of Damascus).

The player declares the attack and places, face down on the table, 2 Troop cards of values 2 and 3 respectively. Then any player can add Response cards both to the attack or to Homs' defense. In this case, Damascus places the card "Leader" face down. There are no defender +1 castles adjacent to the attacked area, so there is no possibility of flipping them in exchange for extra dice.

Both players reveal their cards and roll dice:

Antioch will throw 5 dice in total, obtaining the results 1, 3, 4, 4 and 6, which are a total of 3 hits. Damascus throws 4 dice (3 for the area's defensive value,

and +1 for the castle counter), obtaining the results 1, 1, 2 and 3, then thanks to the card "Leader", adds 2 points to the 2 roll, and 1 point to the 3 roll, ending up with a result of 1, 1, 4 and 4, which in total are 2 hits.

Damascus has lost the fight; the +1 castle is replaced by a castle (on its regular side) belonging to Antioch, Damascus reduces its Card Bonus from 0 to -1, and Antioch advances it from 1 to 2.



random card.

4.4 Events

The player shows an Event card and proceeds with what is described in the printed text. If the event is marked with **P**, it is kept face up to remember that its effect lasts the entire turn. If not, it is discarded after its effect.

Some events result in an attack, in those cases they proceed as described in 4.1 Attack.

4.5 Discard

The player discards one of his cards face down.

4.6 Pass

The turn is given to the next player. Players without cards can only do this action.

5. End of turn

Cards will be played in the order described until all players, consecutively, pass. Then, the turn marker is advanced one position, and the discarded, unplayed and **P** cards are shuffled together (Christian and Muslim decks separately).

Note that when the turn ends, some players can still have cards in hand, which will be saved for the next turn.

6. How the Card Bonus works

Each time a player wins an area, he advances the Card Bonus by 1 (or flips one castle to its +1 side), and each time he loses an area he will roll it back by 1.

The bonus score can't exceed +2 or be less than -2 (negative variations outside this range are ignored, and positive are exchanged for +1 castles).

At the beginning of each turn, each player will draw the cards indicated in the deployment table, adding or subtracting cards

to that number as indicated by the Card Bonus marker. **The resulting number will be reduced by the number of cards saved by the player from the previous turn.** Then the Card Bonus markers are all reset to the 0 position.

Example: A player with the Card Bonus at +1, who has saved two cards from the previous turn, will draw 7 cards in total (8 +1 Card Bonus, -2 he saved). He will start with 9 cards (7 that have been drawn +2 he had previously saved) and with the bonus again at 0.

7. Three and four players game

The 4 players game is set in the 2nd Crusade, and the 3 players game in the era of Saladin.

7.1 Deployment

Use the side of the map titled “Saladin and the 2nd Crusade”. Players place one of his available castles (on its regular side) in each of his starting areas. **Empty areas are independent kingdoms.**

4 players		Color	Deployment	Cards
Emirate of Damascus 🕌	7	Yellow	Damascus, Homs	8
Kingdom of Jerusalem 🕌	7	Blue	Jerusalem, Acre	8
Principality of Antioch 🕌	7	Red	Antioch, Latakia	8
Emirate of Aleppo 🕌	7	Green	Aleppo, Edessa	8
3 players		Color	Deployment	Cards
Saladin 🕌	9	Green	Damascus, Homs, Aleppo, Edessa	12
Kingdom of Jerusalem 🕌	7	Blue	Jerusalem, Acre	8
Principality of Antioch 🕌	7	Red	Antioch, Latakia	8

7.2 Three players special rules

Christians may not do the Attack action one against the other.

7.3 End of game and winning the game

The game can end in two ways:

- By sudden victory, whenever a player has all his starting available castles placed on the map, he wins immediately.
- At the end of the third turn, the player with the most castles on the map wins. In case of a tie, the one (or ones) with the highest Card Bonus marker.

8. One and two players game

In the solitary version the player controls the forces of the 1st Crusade who try to make their way to Jerusalem. The 2 players cooperative version is set in the 3rd Crusade.

8.1 Deployment

Use the side of the map titled “1st and 3rd Crusades”. Players place one of his available castles (on its regular side) in each of his starting areas.

Empty areas are considered to be Muslim areas, castle counters are only used when it is necessary to place them on their +1 side.

2 players		Color	Deployment	Cards
Richard the Lion-heart 	All	Red	Tripoli	8
Leopold V 	All	Blue	Antioch	8
Muslims (not a player) 	All	Green	Rest of the areas	12
1 player		Color	Deployment	Cards
The 1st Crusade 	All	Red	Marath	12
Muslims (not a player) 	All	Green	Rest of the areas	8

The following cards do not play and must be removed from the decks before starting:

- Muslim deck: Remove one 4-value troop card, and the events; Mercenaries, Independent attack, Jews, Succession, Watch-towers and Truce.
- Christian deck: Remove the cards; Concerted Attack, Assassins, Troubadours and Spies.

8.2 Special rules

- Card Bonus: May only be increased or reduced by Event cards, and not by conquering or losing areas (cannot also be applied by flipping castles to its side +1).
- Pass: If a player passes, can no longer play, and drags the cards in his hand to the next turn according to the standard rules, the Muslims however, continue to play all their cards.
- In the 2 player version, each player plays a Muslim round after making his round (so the Muslims alternate rounds with each Christian player). If the Muslims attack or play any event, it will affect the player making his round.

8.3 Muslim game rounds

Muslims alternate rounds of play with the crusaders as if they were a player. Each round, they reveal the first card from the ones they drew that turn, and play it following these rules:

- Events. They are applied instantly.
- Response. They are left face up on the table, if they accumulate they are placed in the order in which they've been drawn. If The Crusaders make an attack where they roll 3 or more dice, the Muslims immediately respond by playing the first available Response card, and once used discard it.
- Troop. They are left face up on the table, joining other Muslim Troop cards on the table (if any) and forming a single "army".

- After playing the card, if they have an “army” on the table, they roll a die; if the result is **less than the sum of the army’s troop points**, they attack the adjacent crusader controlled area with the lowest id. number (from those belonging to the crusader player playing the Muslim round).
- After resolving the attack they discard the attacking cards following the standard rules. Muslims do not roll to activate their army if the Christian player/s do not control any areas.
- If the turn is over and the Muslims have Response or Troop cards face up on the table that they have not been able to use, they are dragged to the next turn. Unlike the players, Muslims do not reduce the cards they draw by the number of cards saved from previous turns.

In a 2 player game, Leopold V, after making his round, draws a Muslim card that turns out to be a 2-Troop card, and adds it to the Muslim army (already containing another one). Now the player rolls a die and gets a 3, as the result is lower than the combat value of the army (which now is 4) it attacks Turbessel from Edessa or Aleppo (the player controlling Richard the Lion Heart controls Jerusalem, with a id. number of 1, but it's not his round, so he is not attacked).



8.4 Clarifications about the Muslim cards

- **Leader.** If there is a Muslim army on the table, it is added to it, otherwise it is played like the other response cards.
- **Regrouping.** If there is a Muslim army on the table, it is added to it, otherwise it is discarded. After an attack, the Troop card with the highest value will remain on the table.
- **Walls.** They are placed in the Muslim area with the lowest possible identifying number.
- **Commerce.** Increase by 1 the Muslim Card bonus and discard.
- **Seduction.** If the drawn Christian card is a Troop or Response card, it is immediately deployed on the table as if it were a Muslim card. If it is an Event card and the Muslims can play it in their favor, they do so immediately, if they can't discard it.

8.5 End of game and victory points

At the end of the last turn, the crusaders win victory points for each area they control. Also they add or subtract as many victory points as the difference between their card bonus and that of the Muslims (if any). The victory level reached will be:

- 15 or more VPs. **Victory!** The Crusade has been a success whose achievements will try to emulate others in the years to come.
- 11 to 14 VPs. **Marginal victory.** The position of the kingdoms of Outremer is not very strong and their future is uncertain.
- 10 or less VPs. **Defeat.** You will be soon swept away from the Holy Land, and your Crusade will probably be the last.

Credits

Designer: Jesús Peralta

Inspired by "Taifa: Intrigue and War in Medieval Spain"

<http://printandplay.games/>

