

Seth Jaffee

Crusaders

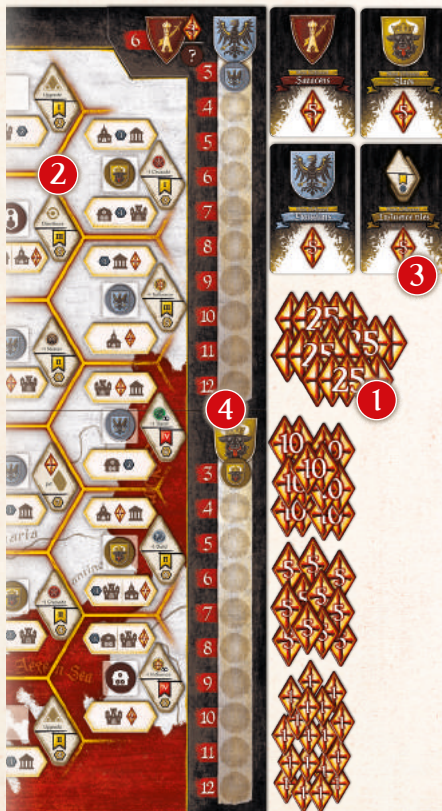
Divine Influence

An Expansion for
Crusaders
Thy Will Be Done



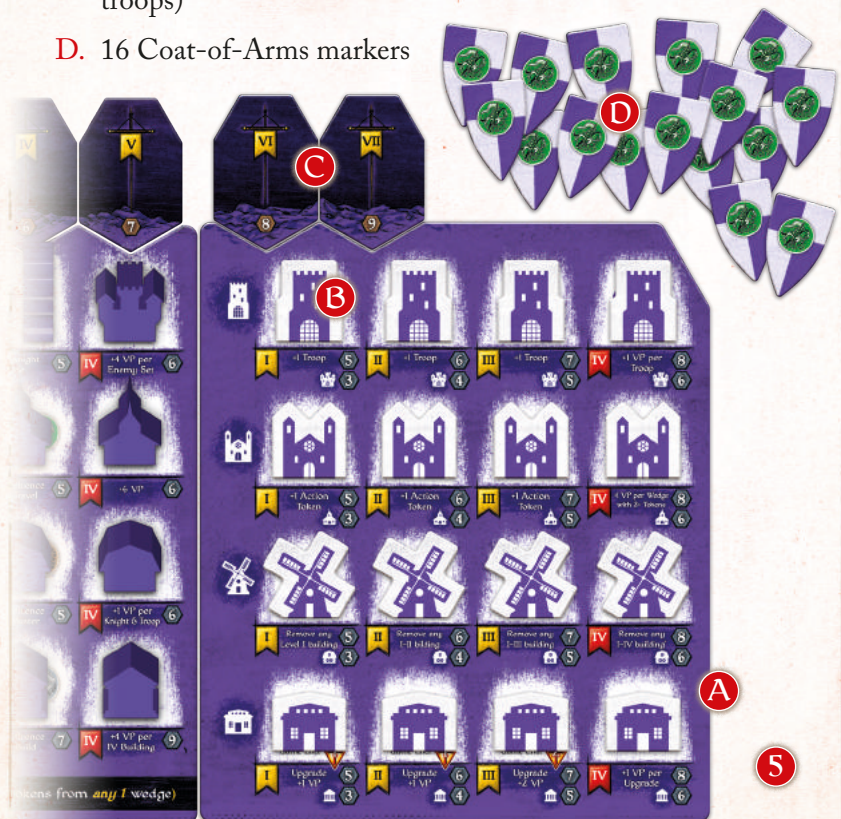
Components

- 64 new Building tiles
(16 in each of 4 player colors)
- 16 Chapels
- 16 Keeps
- 16 Mills
- 16 Vaults
- 4 Player board extensions
- 4 new Knight Order tiles
- 12 Action tokens
(for when Chapels are built)
- 1 giant Action token
(for one of the new factions)
- 8 Troop tiles (2 for each player)
- 2 Influence majority award tiles
- 43 Influence tiles
- 64 Coat-of-Arms markers
(16 per player)
- 2 new Enemy Strength Track tiles
- 4 25-Influence tokens



Setup

- 1 Mix the new knight order tiles in with the old ones, and then set up the game according to the base rules. You can replace some of the smaller denominations with the 25-Influence tokens included in the expansion.
- 2 Randomly distribute 1 Influence tile to each region —face up.
NOTE: Not all of the Influence tiles will be used. Return unused tiles to the box.
- 3 Stack the influence majority award tiles alongside the enemy majority award tiles.
- 4 When using the expansion, replace the Enemy Strength Tracks on the game board with the new ones.
- 5 Give each player the following in their player color:
 - A. 1 Player board extension
 - B. 16 new Building tiles
(place them in the indicated spaces on the player board)
 - C. 2 Troop tiles (labeled VI and VII, add to the rest of your troops)
 - D. 16 Coat-of-Arms markers




Game Play

Game play is the same as the base game of *Crusaders: Thy Will Be Done*, with the following exceptions:



Influence

The Influence action allows you to gain Influence tiles by spreading the word of your order. In the expansion, this action is entirely different than the base game:

- 1 Collect the Influence tile costing  or less (including any Influence bonuses from your churches, farms, banks, or influence tiles) from a region on the board occupied by one of your knights.
 - You **may** Influence in a region with an Enemy token in it.



12 of the Influence tiles (3-5 cost) have an immediate effect, upgrade (flip over any action wedge), or distribute (see page 5). After resolving it, turn the token face down and keep it for end game scoring.



24 of the Influence tiles (3-5 cost) have a one-time effect (x1), you may turn them face down during a later action of the indicated type to add 1 bonus to that action for that turn. Keep the face-down tile for end game scoring.



5 of the Influence tiles (6-cost) have a permanent effect (∞). Turn them face down immediately, they add 1 bonus to the action of the indicated type for the rest of the game.



2 of the Influence tiles (7-cost) have a game end bonus equal to 1 point per Influence tile you have collected (whether it is face-up or face-down).

- 2 Collect Influence points equal to the level of the Influence tile collected (I, II, III, or IV).
- 3 Place one of your Coat-of-Arms markers in the region to represent your influence there. This will help you travel through that region (see *Travel, below*).



Travel

The Travel action works as normal, but leaving a region with your Coat-of-Arms marker costs 1 less movement point than normal (1 movement point if an Enemy is present, 0 movement points if not).



Example A-1: Paula has 4 action tokens available for Influence.



Example A-2: She uses the Influence action to collect the Influence tile from her knight's region. It is a level II tile, so she also collects 2 Influence points.



Example A-3: She then replaces the Influence tile with one of her Coats-of-Arms tokens. From now on, moving away from that region will cost her one less movement point than usual.



Example B-1: Greg has five action tokens on his Travel/Build wedge.



Example B-2: He could spend them all to build a level I Keep in this empty region.



Example B-3: But instead he decides to spend one action token to resolve a Travel action, move to this region with a purple church, and then spend the remaining 4 tokens to build a level II Chapel.



Example B-4: The level II Chapel gives Greg an extra action token and 2 Influence points.



Build

The Build action now allows you to erect a wider variety of buildings that confer various new benefits in the game.





- The cost of the new buildings are **5/6/7/8** to build normally.
- The new buildings **may** be built in the same region as a specific other building (belonging to any player), shown below the regular cost on your player board. In this case, the cost is reduced to **3/4/5/6**:



- There are no build bonus tiles that apply to the new buildings.
- Buildings still cannot be erected in a region with an enemy token.
- Each region may only contain 1 building, except as noted above.
- As in the base game, collect Influence points equal to the level of the building erected (1 for level I, 2 for level II, 3 for level III, or 4 for level IV).

Expansion Building Types




	Level I	Level II	Level III	Level IV
Keeps	5 3 +1 Troop	6 4 +1 Troop	7 5 +1 Troop	8 6 1 Influence per mustered Troop
Chapels	5 3 +1 Action token	6 4 +1 Action token	7 5 +1 Action token	8 6 2 Influence per action wedge with 2+ action tokens at game end
Mills	5 3 Remove any level I building from your player board	6 4 Remove any level I-II building from your player board	7 5 Remove any level I-III building from your player board	8 6 Remove any level I-IV building from your player board. (May not choose level IV Bank)
Vaults	5 3 Immediate Upgrade, 1VP at game end	6 4 Immediate Upgrade, 1VP at game end	7 5 Immediate Upgrade, 2VP at game end	8 6 1 Influence per Upgraded Action Wedge

- When building the first 3 Keeps , take your next Troop for free. Do not collect Influence points for it (you score for the building, not the Troop). The level IV Keep scores 1 point for each Troop you have face-up.
- At the end of a turn in which you built any of the first 3 Chapels , after distributing action tokens, add an action token to the action wedge used this turn. The level IV Chapel scores 2 points for each action wedge on your board with 2 or more action tokens in it.
- When building a Mill , you may choose any eligible building to remove from your board, even if the previous buildings of that type are still there (level III Mill may remove a level III Castle, even if you haven't built any Castles yet). Note that the level IV Mill may not remove the level IV Bank.
- When building the first 3 Vaults , you may immediately flip an action wedge to the upgraded side. Do not distribute any tokens when you do this. In addition, you will score extra points at the end of the game as indicated. The level IV Vault scores 1 point for each upgraded action wedge on your board.

Distribute

Some influence tiles or abilities allow you to distribute tokens on your action wheel an additional time. When you gain this ability, finish your current turn, then optionally choose any wedge, and distribute the tokens in the usual way. You may use knight order abilities on this distribution, but do not resolve the action of that wedge.

Scoring

In addition to majority bonuses for each enemy type (Prussian , Slav , and Saracen )¹, award the 5-point influence majority tile to the player with the most total Influence tiles in their play area (both face-up and face-down). Also award the 2-point influence majority tile to the player with the 2nd most Influence tiles. You must have at least 1 Influence tile to be eligible for the bonus.

In case of a tie, just as with the enemy majority tiles, split the points between tied players according to the back side of the majority tile. In case of a tie for 1st place, 2nd place is not awarded.

Finally, count the end game points conferred by 7-cost Influence tiles and level I-III Vaults in addition to level IV buildings.

The player with the most influence points is the winner. In case of a tie, the tied player earlier in turn order is the winner.



Example B-5: Paula just built her level IV Mill. This allows her to remove any building from her board except the level IV Bank. She decides to remove the level IV Keep, even though she still has not built her level II and III Keeps.



Example C-1: Some tiles allow you to distribute the tokens on your action wheel one additional time at the end of your turn.



1st place:
Paula



2nd place:
Omar & Beth



1st place:
Paula, Omar,
& Beth



2nd place
not awarded

Example D-1: Majority bonuses for Influence are awarded following the same rules that apply to the ones for enemies.

Knight Orders

Below are full descriptions of the four knight order tiles included in this expansion for your reference during setup and gameplay. We've also included a brief summary of each of their histories.



Female Order of the Band

During setup, choose one wedge. Place the giant token in that wedge instead of 2 action tokens. The giant token counts as 2 tokens when resolving actions.

The Female Order of the Band was founded in 1387 by John I of Castile to honor the memory of the knight women who defended Palencia from siege, their courage inflicting significant losses to the English besiegers.



Livonian Brothers of the Sword

After a turn in which you built an expansion building (keep, chapel, mill, vault), you may distribute any bin on your action wheel. This is in addition to the normal turns distribution ([see page 5](#)).

The Livonian Brothers of the Sword, a Catholic military order established by Albert, the third bishop of Riga in 1202, comprised German "warrior monks" who fought pagans in the area of modern-day Estonia, Latvia and Lithuania. Following their defeat in 1236 at the Battle of Schaulen, the surviving Brothers merged into the Teutonic Order as an autonomous branch and became known as the Livonian Order.



Order of the Dragon

When building an expansion building (keep, chapel, mill, vault) in an empty region, do so at -1 cost.

You may build expansion buildings (keep, chapel, mill, vault) in regions with any one building as if they were empty regions (with a -1 cost).

The monarchical chivalric Order of the Dragon, founded in 1408 by then King of Hungary Sigismund von Luxembourg, was fashioned after the military orders of the Crusades, requiring its initiates to defend the cross and fight the enemies of Christianity, in particular the Ottoman Empire.

Bailiwick of Brandenburg

You may use the Influence action in a region up to 1 region away from your Knight figure.

The Bailiwick of Brandenburg of the Chivalric Order of Saint John of the Hospital at Jerusalem was the German Protestant branch of the Knights Hospitaller, the oldest surviving chivalric order, founded in Jerusalem in the year 1099 AD. Though separated from the Roman Catholic main stem of the Order of Saint John, the Bailiwick of Brandenburg continued to flourish. Admitting only noblemen from the Germanies, the Bailiwick maintained hospitals and other institutions to care for the poor, the sick, and the injured.



Credits

Game Design & Development

Seth Jaffee

Art & Graphic Design

Ariel Seoane

Playtesters

Many people playtested *Crusaders: Divine Influence* here and there, and all of their feedback was welcome and helpful. A few stalwart players suffered through several iterations of the game, some versions better than others, and for that I would like to thank:

David Irving, Russell Knox and Jesse Pelletier.



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