



# Crusader KINGDOMS

The War for the Holy Land

## 1.0 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.

## 2.0 GAME COMPONENTS

### 2.1 CARDS

Comprised of 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.



Events Card



Troops Card

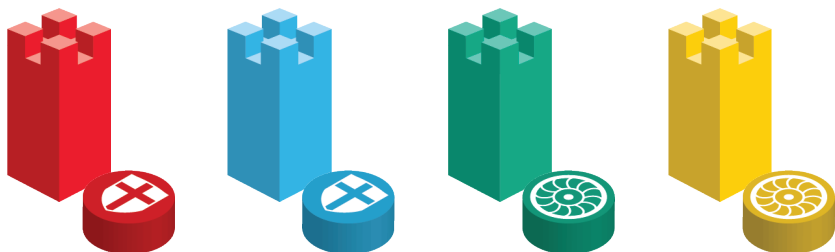


Response Card

## 2.2 CASTLES AND TROOPS

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When placed in the map regions, they indicate who dominates the region. There are four different colors, one per player. Only one castle of any one color is allowed in a region at a time. One garrison marker (*disc*) of the same color is allowed per castle, per region, in some cases.



Red and blue markers are for the Christian players while the green and yellow represent the Muslim players.

## 2.3 CARD BONUS

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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. Use a garrison marker to track each player's card bonus.

## 2.4 MAP

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There are two maps included in the game. Both maps are divided into regions that have a number inside a shield to indicate its Region Defensive Value.

The *Saladin and the 2nd Crusade* board is used for the 3-4 player games.



The *1st and 3rd Crusades* board is used for both the Solitaire and 2-Player cooperative versions of the game against a Muslim **BOT** player. Unique to this map, each region also has a region number from 1 to 14 used by the Muslim Bot player to determine its order of attack. Plus there are Victory Points in each region that determines the winner of the game in solitaire and 2-player cooperative versions.



\* These are unique to the Solitaire and 2-Player version of the game.

## 3.0 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 Table 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.

## 4.0 GAME ACTIONS

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

- » **ATTACK:** The player selects a border region (*i.e. a region 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

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The attack is carried out following this sequence:

1. The player selects a border region, which must belong to another player or an independent kingdom, and announces the attack. (*If the player does not control any region he can only attack one of his starting regions*).

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 region targeted by the attack*) can place (*face down*) the Response cards he wants on both the attack and the defense of the region (*see the text printed on the card*).
4. The defender can use one or more of his garrison markers adjacent to the attacked region, in order to obtain extra dice in defense (*1 extra die for each garrison marker used*). once garrison markers are used, they are removed from play.
5. The cards of the attacker and the defender are revealed and the combat during this attack is carried out.

#### **COMBAT DURING ATTACK**

The attacker adds the value of his troop cards and rolls that number of dice. Each result of 4, 5 or 6 is a hit.

Then the defender adds the defensive value of the attacked region, +1 if he has a garrison marker in the region, and +1 for every adjacent garrison marker he chooses to use in the defense of that region, rolling 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 regions*), any player can throw the dice for the defender.

6. If the attacker wins, any castle and garrison marker in the region are removed and the attacker places one of his castles and chooses between advancing one position on his Card Bonus marker, or add one garrison marker to one region that is controlled by one of his castles.
7. The defender reduces his Card Bonus marker by one position.
8. The cards used are lost, and they go to the discarded deck.



## 4.2 INCURSION

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The player selects an opponent with whom he has a border (*at least one region 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 one random card.

## 4.3 EVENTS

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The player shows an Event card and proceeds with what is described in the printed text.

If the event is marked with the phrase *Stays in play for the entire turn*, 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**.

## 4.4 DISCARD

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The player discards one of his cards face down.

## 4.5 PASS

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

## 5.0 END OF TURN

Cards will be played in the order described until all players consecutively pass. Next, the turn marker is advanced one position. Then the discard piles, Stay in Play Cards, and unplayed card piles are re-shuffled together (*Christian and Muslim decks separately*).

**NOTE:** When the turn ends, some players can still have cards in hand, which will be saved for the next turn.

## 6.0 HOW THE CARD BONUS WORKS

Each time a player wins an region, he advances the Card Bonus by 1 (*or adds a garrison marker to a controlled region*), and each time he loses an region 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 garrison markers*).

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.

## 7.0 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 their available castles in each of their starting regions.

**NOTE:** Empty regions are independent kingdoms.

4 PLAYERS	CASTLES	COLOR	REGIONS	CARDS
Emirate of Damascus	7	Yellow	Damascus, Homs	8
Emirate of Aleppo	7	Green	Aleppo, Edessa	8
Kingdom of Jerusalem	7	Blue	Jerusalem, Acre	8
Principality of Antioch	7	Red	Antioch, Latakia	8

3 PLAYERS	CASTLES	COLOR	REGIONS	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

**THREE PLAYERS SPECIAL RULES:** Christians may not do the Attack action against one another.

## 7.2 END OF GAME AND WINNING THE GAME

The game can end in two ways:

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

## 8.0 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 in each of his starting regions.

All empty regions are considered to be Muslim and should have green castles placed within.

2 PLAYERS	CASTLES	COLOR	REGIONS	CARDS
Richard the Lion-heart	All	Red	Tripoli	8
Leopold V	All	Blue	Antioch	8
Muslims (not a player)	All	Green	Rest of the regions	12

1 PLAYER	CASTLES	COLOR	REGIONS	CARDS
The 1st Crusade	All	Red	Marath	12
Muslims (not a player)	All	Green	Rest of the regions	8

The following cards are not used for 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, Watchtowers and Truce.

**CHRISTIAN DECK:** Remove the cards; Concerted Attack, Assassins, Troubadours and Spies.



## 8.2 SPECIAL RULES

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**CARD BONUS:** May only be increased or reduced by Event cards, and not by conquering or losing regions (*can not also be applied by adding garrison markers*).

**PASS:** If a player passes, can no longer play, and carries 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 who is playing his round.

## 8.3 MUSLIM GAME ROUNDS

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

**EVENT CARDS:** They are applied instantly.

**RESPONSE CARDS:** They are left face upon 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 CARDS:** They are left face upon 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 on the troop cards, they attack the adjacent crusader controlled region with the lowest Region 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 regions.

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 carried to the next turn.

**KEY RULE:** Unlike the players, the Muslim BOT player does not reduce the cards they draw by the number of cards saved from previous turns.

## 8.4 CLARIFICATIONS ABOUT THE MUSLIM CARDS

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**LEADER CARD:** If there is a Muslim army on the table, it is added to it, otherwise it is played like the other response cards.

**REGROUPING CARD:** 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.

**ADD TROOPS CARD:** They are placed in the Muslim region with the lowest possible region number.

**COMMERCE CARD:** Increase by 1 the Muslim Card bonus and discard.

**SEDUCTION CARD:** 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

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At the end of the last turn, the Crusaders win victory points for each region 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 VICTORY POINTS – VICTORY:** The Crusade has been a success whose achievements will try to emulate others in the years to come.

**11 TO 14 VICTORY POINTS – MARGINAL VICTORY:** The position of the kingdoms of Outremer is not very strong and their future is uncertain.

**10 OR LESS VICTORY POINTS – DEFEAT:** You will be soon swept away from the Holy Land, and your Crusade will probably be the last.

## 9.0 GAME DESIGN:

**DESIGNER:** Jesús Peralta

**INSPIRED BY:** *Taifa: Intrigue and War in Medieval Spain*

**PRODUCED BY:** Worthington Publishing

**2 PLAYER PLAY EXAMPLE WITH MUSLIM BOT PLAYER:** 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 in play, which is also a 2*). Now the player rolls a die and gets a 3. The result is lower than the combat value of the Muslim army in play, which now is 4. This causes an attack by the Muslim player on the lowest ID number controlled by Leopold V, which is Turbessel (*Richard the Lion Heart controls Jerusalem, with an ID number of 1, but it's not his round, so he is not attacked*). The Muslim player attacks Turbessel from Edessa or Aleppo since he controls them and they are adjacent.



**COMBAT EXAMPLE IN A FOUR PLAYER GAME:** The player controlling the Christian Principality of Antioch (*Red*) decides to attack from Latakia to Homs (*controlled by the Muslim Emirate of Damascus - Yellow*). The Red Christian 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 Christian attack or to Muslim Homs' defense. In this case, Damascus places the card "Leader" face down. There are no defender garrison markers adjacent to the attacked region, so there is no possibility of adding them in exchange for extra dice.

Both players reveal their cards and roll dice:

The Christian Antioch player (*Red*) will throw 5 dice (*his two Troop cards total 5*), obtaining the results 1, 3, 4, 4 and 6, which result in 3 hits. The Muslim Damascus player (*Yellow*) throws 4 dice (*3 for the region's defensive value, and +1 for the garrison marker*), obtaining the results 1, 1, 2 and 3, then using 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 totals 2 hits.

The Muslim Damascus player has lost the fight. Its garrison marker is removed and its castle is replaced by a castle by a red castle belonging to the Christian Antioch player. The Damascus player reduces its Card Bonus from 0 to -1, and the Antioch player advances it from 1 to 2.

