

The image depicts a medieval battle scene. In the background, a large stone castle with multiple towers is visible under a bright, hazy sky. The foreground is filled with various military equipment: a large red banner with a white cross on a black pole on the left; a smaller red banner with a white cross on a wooden pole in the center; several spears with wooden shafts and metal heads; a shield with a blue and white geometric pattern; and various pieces of armor and equipment scattered on the ground. The overall atmosphere is one of a historical battle site.




THIRD CRUSADE


STORY



This game takes place during the Third Crusade. The fall of Jerusalem to the Ayyubid sultan Saladin in 1187 prompted the Third Crusade where Frederick Barbarossa, Richard I and Philip II tried to reconquer the Holy Land. They succeeded in reversing most of Saladin's conquests but they failed to take Jerusalem, the ultimate goal of the Crusade.

OVERVIEW

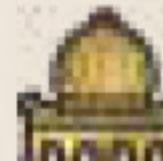
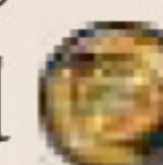
GOAL OF THE GAME

Third Crusade is a game with two opposing sides, the Muslim Alliance  and the Crusader Alliance,  and a player is always part of one of them. The Alliance wins by gaining Glory  through conquering and Controlling Regions, completing missions and defeating enemy Armies.

» In the 2-player game each player represents one Army from opposing Alliances. The first Alliance to have at least 10 Glory  during a victory check wins and the game ends. If no Alliance reaches 10 Glory during 4 rounds the Alliance with the most Glory wins.

» In the 3-player game, 2 players play together in one of the Alliances. The same conditions apply (first to 10 Glory or the most Glory after 4 rounds) but if the winning Alliance is the one with 2 players, the player that has the most Faith  (through missions and events), Mercantile Cities  (through Control) and points (from Objective Cards) is the winner.


» In a 4-player game both Alliances have 2 players, so the winner is the player in the winning Alliance that has the most Faith, Mercantile Cities and points from Objective Cards.

If there is a tie, whoever Controls Jerusalem  wins. If neither player does, then the player with the most gold  in the winning Alliance is the winner.

SEQUENCE OF PLAY

A round consists of 5 phases.


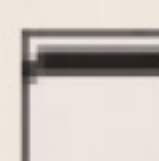

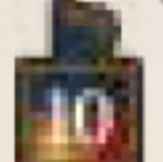
1. STRATEGY PHASE

- Each player draws 4 Event Cards  to their hand.
- Each player simultaneously places their Event Cards face down below the bidding board.
- Flip all Event Cards placed by the bidding board face up.
- Players alternate choosing cards until all players have chosen 2 cards.



2. PLANNING PHASE

- Players alternate placing Orders  until all players have passed.


3. COMMAND PHASE

- Players alternate activating an Event Card  or an Order  until all players have passed.
- Handle all Battles  immediately if and when they occur.
- Victory check. 

4. DIPLOMACY PHASE

- Players bid for choosing a reward from the Diplomacy Card  and the order in which they will advance on the diplomacy board.
- Victory check. 

5. UPKEEP PHASE

- Carry out the steps of the Upkeep Phase.
- Victory check. 

After completing all steps in the Upkeep Phase, proceed to the next round.

RULES STRUCTURE

- » Words that are Capitalised refers to terms, components or actions in the game. The terms are defined in the Glossary at the end of the rulebook.
- » The components and their anatomies, an overview of all Orders and an Iconography are shown on the foldout pages.
- » The game has different setups for 2 players (p. 6), 3 players (p. 7) and 4 players (p. 8–9), as well as a variable setup for experienced players (p. 9).
- » The Actions are described in the rules (p. 10–18).



COMPONENT ANATOMY



EVENT CARD

1. ARMY
2. TITLE
3. YEAR
4. PRESENCE & REGION
5. NUMBER OF UNITS/TOKENS
6. MAIN EFFECT
7. CROWN EFFECT
8. CROWN REQUIREMENT



MISSION CARD

1. TITLE
2. GLORY SECTION
3. GLORY REQUIREMENT
4. FAITH SECTION
5. FAITH REQUIREMENT



DIPLOMACY CARD

1. NAME
2. REWARD
3. ORDER OF DIPLOMACY BOARD MOVEMENT



ORDER

1. PRESENCE & REGION
2. COMMAND POINT COST
3. EFFECT
4. REACTION ORDER
5. ADVANCED ORDER



OBJECTIVE CARD







1. MAIN CITY
2. SECTION OF MAP
3. CITIES
4. SCORE IF COMPLETED



UPKEEP PHASE

1. MISSION CARD CHECK
2. TITHE FROM ORDERS
3. NON EXECUTED ORDERS
4. MAP BOARD
5. VICTORY CHECK
6. ADVANCE ROUND MARKER
7. GENOA SHIPS
8. CROWNS & COMMAND POINTS
9. NEW MISSION CARD
10. INITIATIVE TRACK

PLAYER SETUP


1. Give each player a random player board, a box with Orders and all other components matching its Army's color. The Ayyubid Army  and the Turkoman Army  make up the Muslim Alliance . The Angevin Army  and the Holy Roman Empire Army  are the Crusader Alliance .

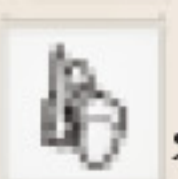


(In a 2-player game, make sure the players get opposing Alliances.)
Then each player should:

- A. Place the Event Cards in 4 shuffled face down piles, sorted by the years on the back, next to the player board. In 2- and 3-player games players go through the cards and remove any cards marked for an opponent Army not joining the game.




If the Ayyubid Army is not in the game, the Angevin player removes the Event Card "Burning of Haifa", marked in yellow at the top right corner.

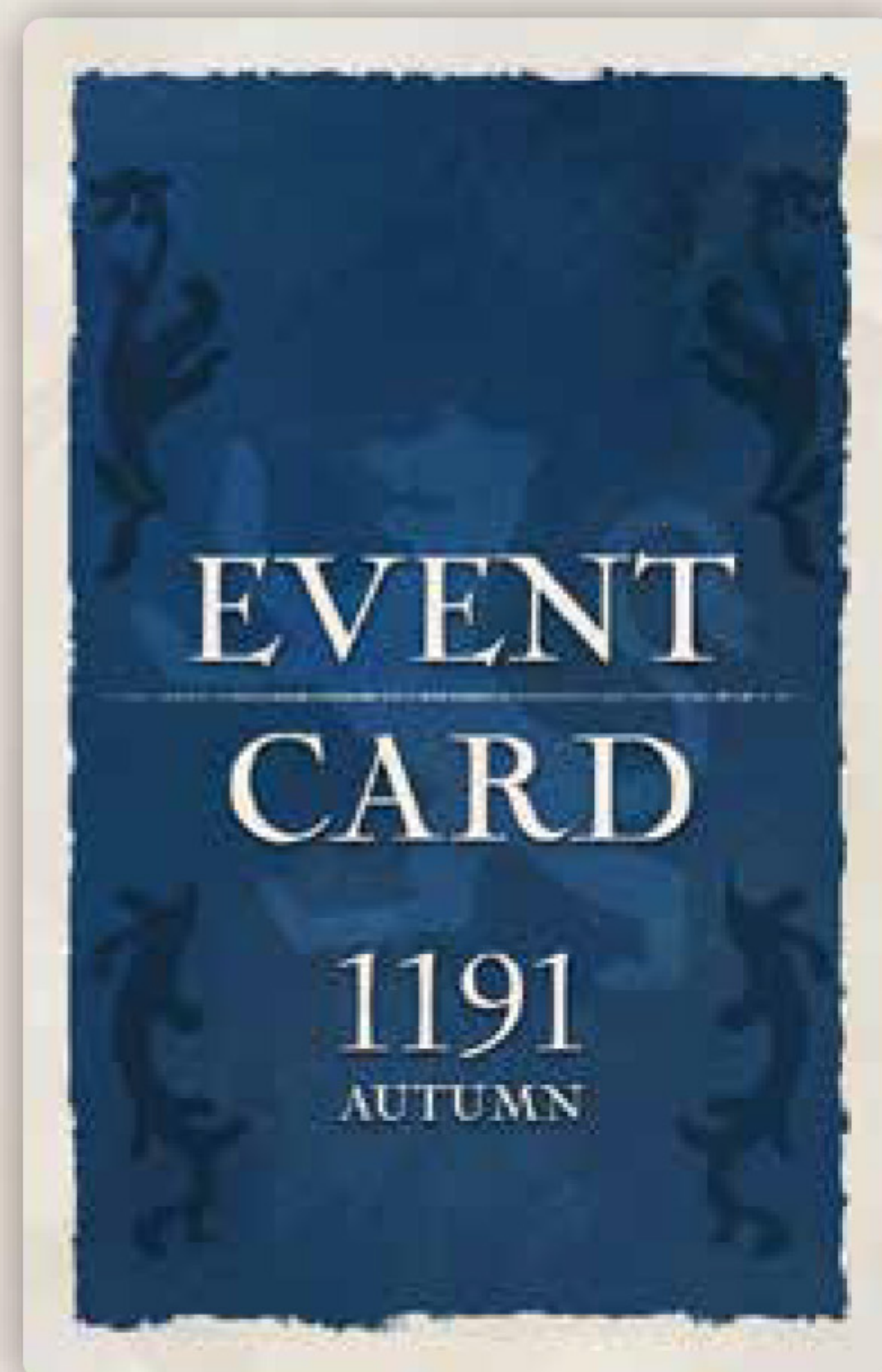
- B. Take 4 gold . (In a 3-player game the lone player gets 6 gold.)

- C. Place all of the Infantry , Cavalry  and Siege Engine  tokens of the Army's color onto the matching spaces of the player board.

- D. Place all Leaders  /  of the Army's color next to the player board.

- E. Take the 5 track markers of the right color and place them on 0 on their indicated tracks. The base command point  marker is used to track points from Regions on the board and bonuses from cards. The current command point marker is used to track the rounds' command points.

1A



1B



1D





1C




1C

1C

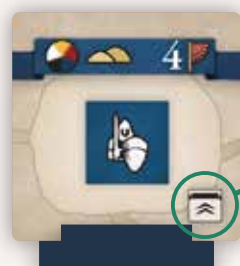
1E

F. Take each of the basic Orders  (those not marked with an Advanced symbol ) and place them inside the Order box.

G. Take each of the Advanced Orders (those that are marked with an Advanced symbol ) and place them alongside the player board.

H. Randomly take 2 Objective Cards. Players keep these secret from all other players, even their Alliance Partner. Players will score points at the end of the game according to how many of the Cities on the Objective Card they Control.

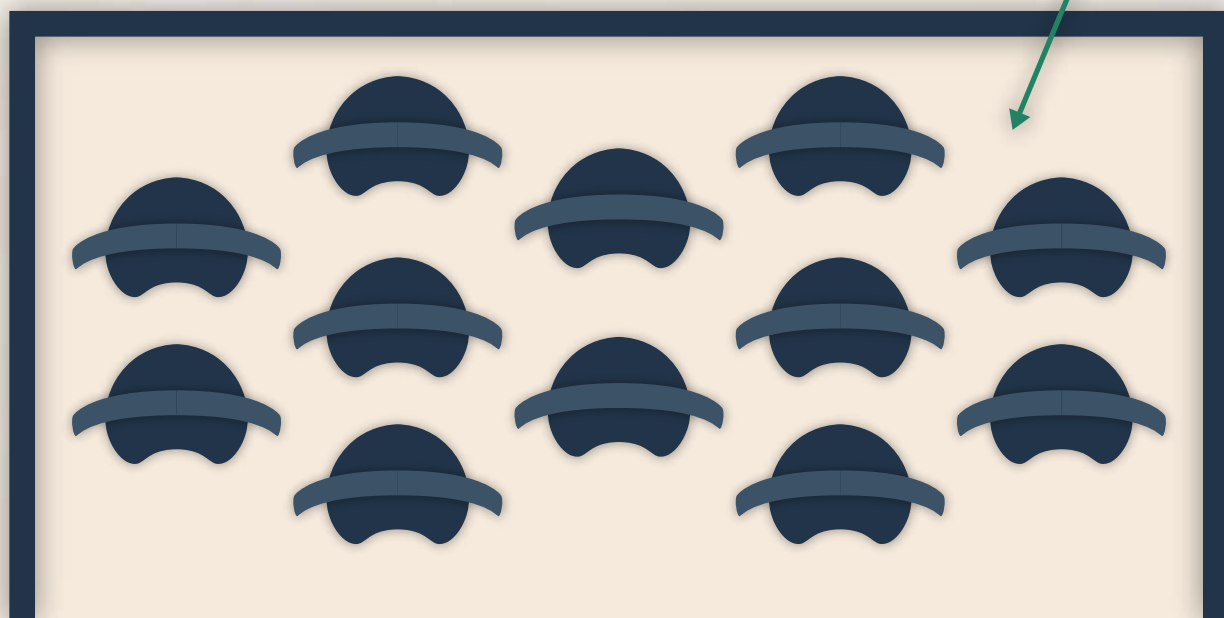
1H



1G







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BOARD SETUP

This example is a 4-player game, with a detailed view of Unit placement on p. 8–9. For 2- and 3-players, see p. 6–7.

- In a 2 and 3-player game only the south (A) map board is used, in a 4-player game both the south (A) and north (B) map boards are used. Place them between all players.
- Populate the map with Units and other components.
 - Place Units and Leaders into the Regions according to the player setups on pages 6–9. **Avoid blocking any Resources** on the map if possible. Units placed onto the board are taken from the leftmost part of the player board that still contains Units of the relevant type.
 - Shuffle the Mission Cards and place them face up on the future mission spot. Move the top card to the active mission spot.
 - Shuffle the Diplomacy Cards and place them face up on the Diplomacy Card spot.
 - Place the Glory track marker  on 0 on the Glory track.
 - Place the round marker on the year 1190.
 - Set up the initiative track. Randomly place an initiative marker on position 1 and its Alliance Partner's initiative marker on position 3. Randomly place an initiative marker from the other Alliance on position 2 and its Alliance Partner on position 4. (In a 3-player game the lone player uses both markers of their Alliance.)
 - Place the Faith  markers and Mercantile Cities  markers on the Faith track of each Alliance. In an Alliance with 2 player both markers start at 0. An Alliance with 1 player only use the Faith marker, starting at 2.
- Setup Genoa ships . The ships arriving with reinforcements are marked with the 1191 Spring and 1191 Autumn. Add the Units and Leaders from the Armies that are in the game to their allocated Slots.



3





- Calculate crowns, command points, supply and gold icons for each player by looking at the Regions and Leaders they Control. (*The setups on p. 6-9 also show how to place all markers.*) For each they Control, they move both their **base** and **current** command point marker up once (A). For each they Control, they move their crown marker up once (B). For each they Control, they move their supply marker up once (C). For each they Control they move their gold marker up once (D). The icons on the Genoa ship Leaders are **not** counted in this step.



The Ayyubid player counts all command points, crowns, supply and gold icons from Regions they Control and all their Leaders placed on the board.

- Set up the diplomacy board.
 - Place the diplomacy board next to the map board.
 - Place the 12 diplomacy markers of each player's color on the diplomacy board. Place 1 player colored pawn next to the player board, it is used for bidding. (In a 3-player game, the lone player do not get double markers for the diplomacy board.)
 - Place **all** the white tokens of **all** shapes next to the diplomacy board.
 - Place Sabotage /Bandit tokens, Destroyed Port tokens and gold in a pool close to the map board.
- Place the bidding board next to the map.
- Give each Alliance their Player Aid.

2-PLAYER SETUP Place the Units in the Regions displayed on the map below. Avoid covering any Resources. Units of all Armies are shown, but the players only place the Units of their own 2 Armies. A double colored Unit means that the player places one of their own corresponding Units, regardless of which Army in an Alliance they play as. Remember the Sabotage tokens and the Genoa ships.

5 4 3 2 1 1 2 3 4 5

Year: 1190 1191 Spring 1191 Autumn 1192

Initiative

Diplomacy Phase

TRACK MARKERS PLACEMENT

ANGEVIN: 1 [Flag] 1 [Crown] 5 [Sword] 1 [Shield]

HOLY ROMAN EMPIRE: 2 [Flag] 3 [Crown] 5 [Sword] 1 [Shield]

AYYUBID: 3 [Flag] 2 [Crown] 4 [Sword] 3 [Shield]

TURKOMAN: 2 [Flag] 2 [Crown] 7 [Sword] 3 [Shield]

Regions and Units:

- JAFFA:** IBN MAARWAN (2 Sabotage tokens)
- ASCALON:** [Ship]
- ACRE:** [Ship] (2 Sabotage tokens)
- TYRE:** GUIDO (2 Sabotage tokens), [Ship], [Star]
- FAMAGUSTA:** [Ship]
- DESSERT (Top):** SALADIN (3 Sabotage tokens), [Ship]
- DESSERT (Middle):** [Ship] (2 Sabotage tokens)
- SIDON:** JAMES (2 Sabotage tokens), [Ship], [Ship]
- TRIPOLI:** WILLIAM (2 Sabotage tokens), [Ship], [Ship]
- DESSERT (Bottom):** FREDERICK I (2 Sabotage tokens), DIEPOLD (2 Sabotage tokens), [Ship]
- JERUSALEM:** [Ship], [Ship]
- DAMASKUS:** ZANGI (2 Sabotage tokens), AL-AFDAL (2 Sabotage tokens), [Ship], [Star]
- HAMA:** AL-ADIL (2 Sabotage tokens), IBN SHAADDAD (2 Sabotage tokens), [Ship], [Star]
- HOMS:** ORUJ ARSLAN II (3 Sabotage tokens), [Ship], [Ship]

13 12 11 10 9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12 13

5 4 3 2 1 1 2 3 4 5

3-PLAYER SETUP Place the Units in the Regions displayed on the map below. Avoid covering any Resources. Units of all Armies are shown, but the players only place the Units of their own 3 Armies. Remember the Sabotage tokens and the Genoa ships. The difficulty for the lone player varies between the different Armies. From easiest to hardest: Holy Roman Empire, Angevin, Ayyubid and Turkoman.

5 4 3 2 1 1 2 3 4 5

Year: 1190 1191 Spring 1191 Autumn 1192

Initiative

Diplomacy Phase

TRACK MARKERS PLACEMENT

In full Alliance: HRE -1, Turkoman -1 and -1

ANGEVIN: 0 0 3 1

HOLY ROMAN EMPIRE: 2 2 3 1

AYYUBID: 2 1 4 2

TURKOMAN: 2 0 4 2

ASCALON

JAFFA

IBN FARWAN

ACRE

TYRE

FAMAGUSTA

DESERT

SALADIN

DESEKI

SIDON

TRIPOLI

KERAK

JERUSALEM

DAHAMANT

DAMASKUS

ZANGI

AL-AFDAL

HOMS

FREDERICK I

DIEPOLD

RICHARD I

PHILIP II

LEOPOLD V

GUIDO

13 12 11 10 9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12 13

5 4 3 2 1 1 2 3 4 5

4-PLAYER SETUP

Place the Units in the Regions displayed on the map below.
 Avoid covering any Resources. Remember the Sabotage tokens and the Genoa ships.

Year

1190

1191 Spring

1191 Autumn

1192

Diplomacy Phase

TRACK MARKERS PLACEMENT

ANGEVIN: 1 1 6 1

HOLY ROMAN EMPIRE: 2 2 4 3

AYYUBID: 3 2 4 3

TURKOMAN: 2 2 7 2

RICHARD I

PHILIP II

LEOPOLDV

2

13

12

11

10

9

8

7

6

5

4

3

2

1

0

1

2

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11

12

13

5

4

3

2

1

1

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3

4

5



VARIABLE SETUP

This setup is an optional 4-player version for experienced players. It is also possible to use for 2-player games if the cards marked with the North icon are removed.





Set aside the Famagusta Objective Card, then sort the other Objective Cards, based on the main City, into a Crusader deck and a Muslim deck as follows:

✝ CRUSADER DECK: Adana, Antioch, Ascalon, Heracium, Selucia, Sidon, Tartosa, Tripoli and Tyre.

🕌 MUSLIM DECK: Acre, Ahamant, Aleppo, Damascus, Homs, Iconium, Jaffa and Kerak.

Shuffle the 2 decks and deal each player 4 cards from the deck that matches their loyalty. Each player looks at their cards, then discards 1 card face down.

Each player receives the following based on their Army:

- : William, James and 11 deployment points
- : Frederick I, Diepold, Guido and 11 deployment points
- : Saladin, Al-Adil, Al-Afdal, Ibn Shaddad and 14 deployment points
- : Zangi, Qilij Arslan II, Ibn Marwan and 14 deployment points

Deployment points are just used for the variable setup start, and have no specific icon. To keep track of the deployment points, the command point track can be used temporarily.

The players reveal their 3 remaining Objective Cards. Randomly set up the initiative track order as with any other setup. In initiative order players place one of their Leaders/Units onto the board. Placing an Infantry Unit costs 1 deployment point, a Cavalry Unit costs 2 deployment points and a Siege Engine Unit costs 4 deployment points and can only be placed in a City. Placing a Leader is free. Players may deploy Units and Leaders into the following:

- » Any of the **3 main Cities** shown in the title of their Objective Cards.
- » A single Desert Region Adjacent by Road to at least one of the **main Cities** shown in the title of their Objective Cards.
- » Muslim players may deploy into Jerusalem, but a maximum of 3 square tokens and 1 hexagonal token.

Once all players have finished deploying, place a Neutral Infantry into each City that contains no Units or Leaders. Shuffle all of the Objective Cards (including the discarded and set aside cards) back together to form the Objective Card deck for the game.

HOW TO PLAY THE GAME

A round consists of 5 phases carried out in the following order:

1. STRATEGY PHASE
2. PLANNING PHASE
3. COMMAND PHASE
BATTLE
4. DIPLOMACY PHASE
5. UPKEEP PHASE

The actions in all phases are carried out in 'initiative order'. The player at the top of the initiative track goes first, followed by the other players in descending order along the track. After the last player the turn moves back to the first player again. In a 3-player game the lone player uses both markers of their Alliance, and takes every other turn. In a 2-player game the players only use their own Armies initiative markers.

1. STRATEGY PHASE

In this phase players choose Event Cards and receive command points.

Each player draws 4 cards from their current round's Events deck, looks at them and chooses to place them face down in each Slot showing a number and a flag icon below the Bidding board. Once each player has done so, simultaneously reveal all of the placed Event Cards.

In the initiative order, each player selects an Event Card from one of the event rows of the **opposing** Alliance. The owner of the Event Card takes the card and places it alongside their player board. The player who selected the Event Card receives command points equal to the number shown by the flag above where the Event Card was placed below the bidding board. They adjust their current command points marker up by the number of command points gained.



Initiative order: 1. Angevin, 2. Ayyubid, 3. Holy Roman Empire, 4. Turkoman.

Players continue selecting Event Cards until each player has selected 2 cards. At this point any cards remaining in the event rows are discarded and the Strategy Phase is over.

Only 2 cards may be selected from each Army. Once 2 cards have been selected from an Army's row, players must select a card from the event row of the other Army in the opposing Alliance.

In a 3-player game the lone player chooses 2 cards from each of the allied players and the allied players chooses 1 card each from the lone player, but they get double the command points for the card they choose. All players end up with 2 cards each to play during the Command Phase.




Bidding board setup where all 4 players have placed their chosen Event Cards.

The Angevin player chooses the card "Greek Fire" from the Turkoman card row. They give the card to the Turkoman player and move their own current command point tracker 2 points up. Their base command point tracker is staying put.


2. PLANNING PHASE

In this phase players plan by placing Orders.

In the initiative order the players either select 1 Order  from behind their screen and place it into an available Order Section (crescent shape) of a Region on the map board, or pass.

Players must place their Orders into an Order Section on their own side of the map board – therefore only one player from each Alliance may place an Order into each Region.

Orders are always placed facing the player who placed the Order. Their Alliance Partner may see the Order, but players in the other Alliance may not.

Once an Order  has been placed onto the map board it cannot be removed or moved until it is activated during the Command Phase.

Once a player has passed, they may not place any more Orders during the current Planning Phase. They are skipped when it is their turn to activate.

When all players have passed, proceed to the Command Phase.

NOTE! A player may place an Order in any Region, but be aware that most Orders have activation requirements (see page 13). Check if the placed Order meets the activation requirements, or plan on how to achieve that before the end of the round. Failed Orders will give the player negative Glory.

NOTE! A player may place any number of Orders, but be aware that most Orders have a cost. Check that the sum of the Orders' costs does not exceed the players command points (as seen on the command point track). The player will not be allowed to execute more Orders than they can pay for during the Command Phase. Each player will lose 1 Glory point for each of their Orders that they cannot execute.



Can be executed with any type of Presence in a Desert Region.



Costs 2 command points to execute, in any Holy Roman Empire Region.



ORDER PLACEMENT EXAMPLE


1. SIDON

The Holy Roman Empire player has Presence and Control of the Region. The Order can be executed during the Command Phase, as long as the Order meets the Presence and Region requirements and the player can pay its cost.


2. TRIPOLI

The Angevin player has Presence and Control of the Region, including the Neutral Infantry. The Order can be executed as long as the Order meets the Presence and Region requirements and the player can pay its cost.

3. DESERT

The Ayyubid player has no Units inside the Region. To execute the Order they must first gain Presence in the Region, unless the Order allows execution regardless  of Presence.

4. DESERT

The Holy Roman Empire player and the Turkoman player have 1 Order each in the Region. This is the maximum amount of Orders per Region, 1 per Alliance. The players have no Units inside the Region, so neither player is in Control of the Region and the Neutral Unit inside it. To execute an Order either player must first gain Presence in the Region, unless the Order allows execution regardless  of Presence.

5. DAMASCUS

The Ayyubid player has Presence and Control of the Region. The Order can be executed as long as the Order meets the Presence and Region requirements and the player can pay its cost.


6. HOMS

The Turkoman player has the most Units and therefore Controls the Region. The Ayyubid player has Presence in the Region, and can still execute their Order as long as they meet the Presence and Region requirements and can pay its cost.

3. COMMAND PHASE

In this phase the players execute their Event Cards and Orders.



In the initiative order the players activate by either

- » Executing 1 Event Card,
- » Executing 1 Order  on the map board,
- » Or pass.



The Angevin player is first on the initiative track. They can either execute an Event Card or an Order. Then the turn moves to the next player on the initiative track.

ACTIVATING AN EVENT CARD

A player executes the main event (1) and/or the crown event (2). They may execute as much of the event as they want, in any order. The main event is always free. To execute the crown event, the player needs to meet the crown requirement by having an equal or higher number of crowns  on their crown track. Executing a crown event does not spend any crowns, it is just a requirement. If a player does not have enough crowns, they can temporarily add the number of crowns needed by paying 2 gold  per crown.



1. MAIN EVENT



The Ayyubid player can add general Tughril and a Cavalry to any Desert Region without Crusader or Muslim Presence.

2. CROWN EVENT

The player needs 4 crowns to activate, but only has 2 on their crown track. They pay 4 gold to temporary reach the crown level needed to activate. They can now add 2 Infantry in the same Region.



When a main event is executed, carry out the actions indicated in any Region that meets the requirements, unless otherwise specified. Icons will indicate the Presence needed. (See the Glossary, p. 19–21, and the Iconography on the fold-outs, for descriptions of icons and actions.)

The active player may choose to perform as much or as little of an event as they wish (e.g. if the event shows that 2 Infantry  are recruited and a March  is made from a Region, the active player may recruit 0, 1 or 2 Infantry in that Region and may choose to March from the Region or not).

If part of an event cannot be applied (for example if a Named Leader is not on the map board or a player does not Control any Regions of the required type) then ignore that part of the event.

If an Event Card shows an OR, the active player chooses to apply the first effect OR the second effect. Crown events marked with 'In same Region' has to be carried out in the same Region as the main event. Crown events marked with 'Instead' exchange the main event to a more beneficial action.







Gain 1 Faith OR 3 Glory.

IN SAME REGION

INSTEAD


If the effect of a card adds Units to a Region with enemy Units, a Battle immediately takes place (see pages 14–15).




If the effect of an Event Card causes a player to gain or lose crowns , command points , gold icons  or supply icons  in any Region, they adjust their base command point and/or other track markers immediately.




The Holy Roman Empire player chooses to execute the main event, placing an Infantry Unit and a crown token in any City Regions they Control. They gain 1 crown, and move their crown marker up 1 step on their crown track. They now have 3 crowns, enough to execute the crown event. They move their base command tracker up 1 step on their command point track. The current command point marker stays in the same place.

EXECUTING AN ORDER

A player may execute an Order  by declaring they are executing the Order and turning it to face their opponent(s).

A player may only execute an Order if they meet the Order's requirements. Generally this will require a player to have Presence in the Region where they are activating the Order. Some Orders require the Region to be of a specified type   or to contain a Port . If a player does not meet the requirements of an Order then they cannot execute that Order.


A player may only execute an Order if they can pay the command point cost of the Order, shown alongside the command point icon  in the top right corner. The player must adjust their current command point marker down by this amount when they execute the Order.





When an Order is executed, carry out the actions as indicated by the large icons in the centre of the Order (*see the Glossary, p. 19–21*).

A Blank Order is only used for bluffing and cannot be executed.

Once the Order has been executed, place the Order above the player board, do **not** return it to the players pool, this is done during the Upkeep Phase.

The active player may choose to perform as much or as little of an Order as they wish.

If Units March  to a Region with enemy Units as the result of an Order, a Battle immediately takes place.

If the effect of an Order results in a player Controlling more or fewer command points , crowns , gold icons  or supply icons , they adjust their base command point and/or other track markers immediately.

ORDER EXAMPLES

1. ANGEVIN ORDER

The Angevin players' Order requires that they have Presence and that it is executed in a Desert Region. They do not fulfill the Presence requirement and cannot execute the Order.


2. TURKOMAN ORDER

The Turkoman players' Order can be executed regardless of Presence, in a Desert Region. They meet both requirements and can execute the Order, adding 1 Infantry Unit in the Region. They pay the command point cost by moving their current command point marker down 3 steps. They gain Control of the Region and move up 2 step on their supply track for the uncovered supply icons in the Region.

3. AYYUBID ORDER

The Ayyubid players' Order requires that it is executed in a City with Muslim Alliance Presence. The Ayyubid player has no Units and therefore no Presence, but since their Alliance Partner Turkoman has Presence they meet the requirements. They pay the cost of 3 command points and add 2 Infantry Units, becoming the Controlling player. They move their base command point marker up 1 step for the token in the Region. They move their gold marker up 1 step on the corresponding track. The Glory icon in Antiochi is **not** counted until the Upkeep Phase.


ACTIVATING AN ORDER OUT OF TURN

A player may execute a Reaction  Order out of turn if there is a Battle. The Battle can be instigated by any player. A Reaction Order cannot be executed unless there is a Battle. (*See Battle on p. 14–15.*)



Reaction Order

PASSING


When a player has passed, they can no longer activate Event Cards or execute Orders (other than Reaction  Orders) during the current Command Phase and are skipped when it would be their turn to activate.

A player who has passed in the Command Phase may still execute Reaction Orders during Battles.

Once all players have passed, carry out a victory check.

VICTORY CHECK



To carry out a victory check, look at the position of the Glory track marker . If the marker is on space 10 or higher on either side of the track, the Alliance whose side of the track the marker is on is victorious. Immediately proceed to end game scoring. If neither Alliance has won the game, proceed to the Diplomacy Phase.



BATTLE

At any time there are Units and/or Leaders from opposing Alliances / in the same Region a Battle occurs.

The active player is the attacker and the player Controlling the Region is the defender . If there is a tie of Control in the defending Region the tie is broken by the initiative order.

Keep the Units and/or Leaders of the **attacking** Alliance in a separate group on the Road to the Battle Region until the Battle is fully resolved. Neutral Units/Leaders Marching with the active player are under their Control until the Battle is fully resolved. Any Neutral Units/Leaders in the Region under attack are Controlled by the defenders.



The Turkoman player Marches from the Desert and make an attack on Tripoli, leaving 2 Units behind. The Crusader Alliance is in Control of the Region, but no single Army is in Control. The Holy Roman Empire player is ahead of the Angevin player on the initiative track and will be in charge of the Defence.

BATTLE STRENGTH

The players calculate the Battle Strength of their Alliance. Leaders with Infantry or Cavalry icons have the Battle Strength of the corresponding Unit(s).

If one Alliance only has Leaders without a Unit symbols and no other Units or Leaders, then those Leaders are lost and the opposing Alliance automatically wins the combat without suffering losses.

FAITH BONUS

In 2- and 3-player games, the lone player in an Alliance gets a +1 Battle Strength bonus if they have higher Faith on their Faith track than the opponent.

BATTLE STRENGTH PER UNIT		
	1	1
	1	2
	3	0



Angevin would have +1 Strength against Ayyubid if playing solo.

REACTION ORDERS

The Alliance with the lowest Battle Strength may now execute Reaction Orders . The Controlling Army can execute first and if neither player is in Control they choose in initiative order. If either Alliance Partner executes an Order, calculate the new Battle Strength of each Alliance and repeat this step.



1. ATTACK

The Turkoman player attacks Tripoli with 4 Units and 1 Leader. Their Battle Strength is 8; 1 per Cavalry on the Leader, 1 for the Cavalry Unit, 3 for the Siege Engine and 1 each for the 2 Infantry Units. (The 2 Infantry Units left in the Desert is not counted.)



2. REACTION ORDER

The Crusaders' combined Battle Strength is 4. The Holy Roman Empire player is ahead on the initiative track and in charge of the Defence. They chose to execute the Reaction Order in Tripoli. It adds +2 to the Defence, making a total of 6 in Battle Strength.



3. REACTION ORDER

The Crusaders still has the lower Battle Strength. The Angevin player choose to execute a Reaction Order in the Adjacent Desert Region. The Reinforce effect adds +1 in Battle Strength for each Unit in the Desert Region to the Battle in Tripoli, giving a total Battle Strength of 8.



4. REACTION ORDER

The Alliances are tied which gives the attacking player the lowest Battle Strength. The Turkoman player left Units behind in the Desert Region they attacked from. They still have Presence and can execute the Reaction Order. With this Order they can cancel the previous Reaction Order used by the Angevin player in the Adjacent Region. The Crusaders' Battle Strength is now back to 6.



5. DEFEAT

The Crusaders have no more Reaction Orders to execute. The Order in Sidon can not be executed because the Region is not Adjacent to the Battle. The Turkoman player wins the Battle with a Battle Strength of 8 against the Crusaders' 6. The executed Reaction Orders are removed to the side of the game board.

SUFFERING LOSSES

The Alliance with the highest Battle Strength wins the Battle. In the case of a tie the defending Alliance wins the Battle.

Each Alliance now suffers losses. The winning Alliance always loses 1 Unit or 1 Leader. For every Battle Strength in difference, the defeated Alliance loses 1 Unit/Leader, but always to a minimum 1 Unit/Leader. Lost Units are returned to their owner's player board. Lost Leaders are removed from the game and placed in the game box.

Where Units of both Armies in an Alliance and/or Neutral Units are involved in a Battle, the players can always assign the first casualty to a Neutral Unit. After that the players cannot assign more losses to their Alliance Partners' Units or Neutral Units/Leaders than to their own. Any Neutral Units not killed in the Battle will join the winning Army.



The Crusaders lose 2 Units and the Holy Roman Empire player, in charge of the Defence, first removes the Neutral Infantry. They now have to remove their own Infantry Unit before the Angevin Cavalry or the Neutral Leader. The remaining Neutral Leader joins the Turkoman Army that enters the City. The Glory token is also left behind.

RETREAT RULES

If the attacker wins they take Control of the Region. If there are not enough Slots available in the Region the excess Units/Leaders retreat to Adjacent Regions that are either empty or Controlled by their Alliance (retreat rules). If the attacker loses they must retreat into the Region they attacked from.



1. The Turkoman player lose 1 Unit and chooses to remove 1 Infantry of theirs. The rest of the Units and Leaders move into the conquered Region Tripoli.

2. The 2 Infantry Units not part of the attacking force remains in the Desert Region.

3. Tripoli contains the Neutral Leader Conrad, and there is not enough Slots for the 3 hexagonal Units/Leaders. Turkoman uses the retreat rules and move their Leader Badr al-Din back to the Desert.

If the defenders win they remain in the Region, taking over any Neutral Units from the attacking Army not killed in the Battle. If there are not enough Slots available they use the retreat rules. If the defenders lose they cannot retreat to the Region the attacker Marched from, even if it is empty now. If it is not possible for the loser to retreat, all Units and Leaders Controlled by the losing Alliance in the Battle Region are killed.



1. The Crusaders cannot retreat to the Desert Region the Turkoman player attacked from, even if it had been empty.

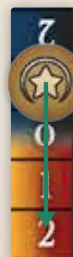
2. The Crusaders can retreat to the other Adjacent Desert Region that is Controlled by their Alliance. They still could have retreated there if the Region had been empty.

If the Muslim Alliance had Controlled the Region the Angevin Cavalry from Tripoli would have died, since there are no other Adjacent Regions available.

GAINING GLORY

A Battle can gain an Alliance up to 4 Glory. The Alliance that wins the Battle gains 1 Glory (★) for each of the following:

- » The Alliance is the attacker (⚔) and the Battle Region is a City (🏰)
- » At least 1 Leader (any color) (👑) / (👑) was part of the attacking (⚔) force
- » At least 1 Leader (any color) (👑) / (👑) was part of the defending (🛡) force
- » At least 1 Leader (any color) in the losing Army was killed (👑) / (👑) as a result of the Battle



The Battle was in a city therefore the Muslim Alliance gains 1 Glory. There was at least one Leader in both sides of the battle so they gain 2 more Glory. This adds up to a total of 3 Glory for the Muslim Alliance.

*They adjust the Glory track marker by 3 steps, from the Crusader Alliance side towards the Muslim Alliance side. The Glory token in Tripoli is **not** counted until the Upkeep phase.*

Any Resources on tokens remains in their Regions. All players immediately adjust their markers for base command points (👑), crowns (👑), gold (👑) or supply (👑) if relevant. Any Glory (★) tokens or icons in the Region are **only** counted in the Upkeep Phase. If the Region is a Mercantile City (🏰), both Alliances adjust the Mercantile City maker (🏰) on their Faith track.



The conquered Region Tripoli is a Mercantile City. The Turkoman player moves the Mercantile track marker 1 step towards their side on the Faith track.

4. DIPLOMACY PHASE

In this phase players bid for the Diplomacy Card bonus and the order they move on the diplomacy board.

Players secretly select gold and simultaneously reveal their bid. Starting with the highest bidder (ties are broken by initiative), the players pay their bid to the pool and place their marker on the number (B) on the Diplomacy Card that corresponds with the reward (A) they want. When all players have placed their markers and taken their rewards, the numbers on the Diplomacy Card shows the order the players will move on the diplomacy board.

The player who makes the lowest bid will not get to choose their bonus from the Diplomacy Card. Instead, the opposing Alliance decides which bonus they will get.



The players simultaneously reveal their secret bids. The Holy Roman Empire player wins the bid, pays the 3 gold to the pool and get to choose first. They choose bonus nr 4 and immediately moves the Glory marker 1 step in their Alliance's direction.

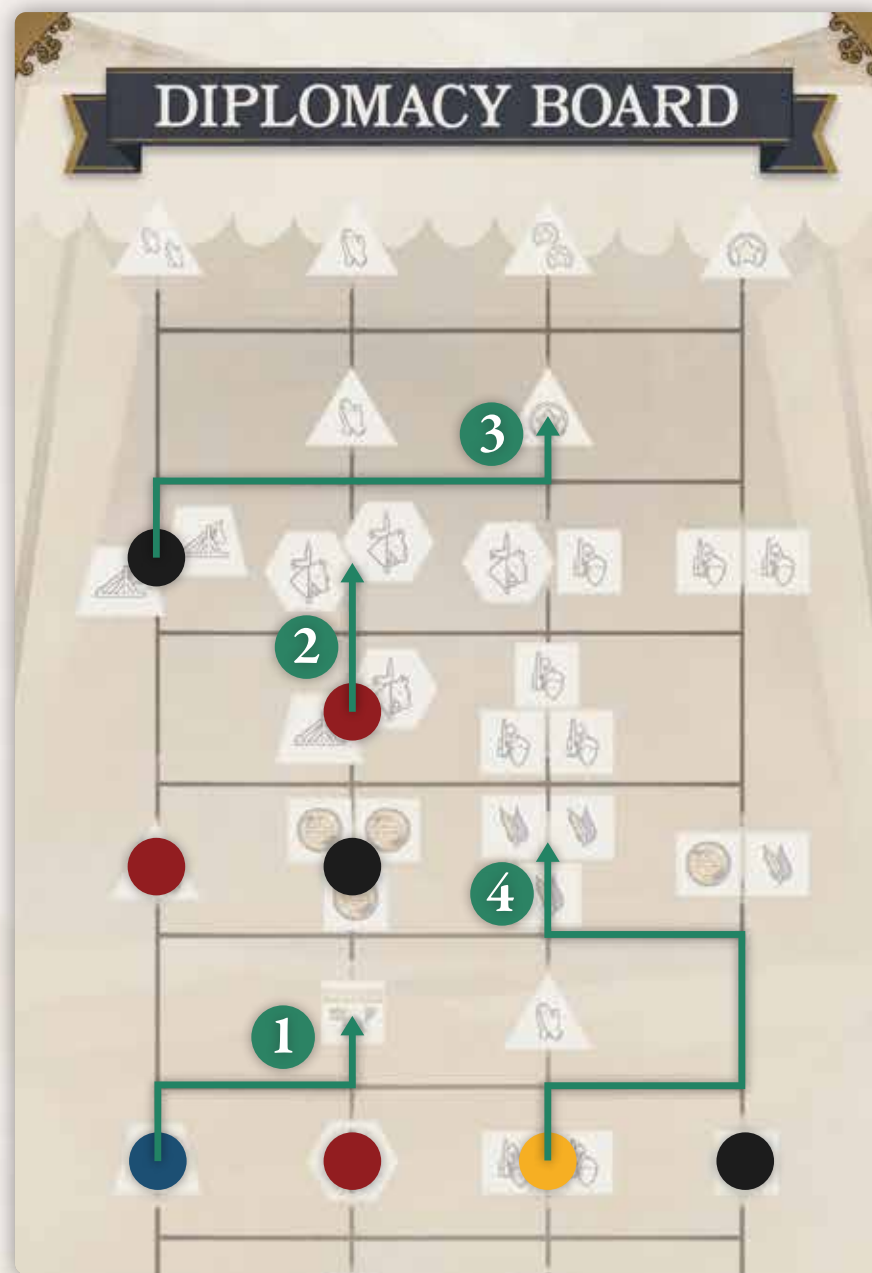
The Turkoman and Ayyubid players both bid 2 gold, but the Turkoman player is ahead of Ayyubid on the initiative track and get to choose first. They pick bonus nr 2, pays and can remove 1 Sabotage token. The Ayyubid player then choose bonus nr 5, pays and moves the Faith track marker 1 step in their direction.

The Angevin player comes last in the bid and the Muslim Alliance decides their bonus. They do not want to give the Angevin player a free Advanced Order, so instead choose bonus nr 1, giving them 1 gold.

DIPLOMACY BOARD

Players advance up the diplomacy board following the lines to a free space. They can only move forwards or sideways along the lines. In any row with 4 spaces each player must pick one of those spots before advancing to the next row. Place a player marker in the space on the board, take the Units/tokens from the pool and place them in any Regions on the map. Triangular tokens with instant effects are discarded and the Glory or Faith markers are moved immediately on the corresponding tracks.

If the Region is full the player may replace a Unit or Resource. Units are returned to the player board and tokens are discarded. If players Control more command points, crowns, gold icons or supply icons they adjust their tracks accordingly. Glory tokens placed on the map are **not counted** until the Upkeep Phase.



The players move on the board in the order on the Diplomacy Card. They place a new marker of their color in the space they pick, take the Units/tokens from the pool and place them in any of their Regions. Triangular tokens have instant effects and are then discarded.

1. The Angevin player can either choose the 2 space row, or pass by it and reach the 4 space row. They pick the Leader in the 2 space row.

2. The Turkoman player cannot choose the 3 Infantry in the space next to them, since that would mean moving backwards. They need to pick one of the spaces in the 4 space row in front of them before they can advance further up the board. They choose 2 Cavalry.

3. The Holy Roman Empire player can either choose the 2 space row, or pass by it and reach the 4 space row. Since that would make them reach the end of the board, they pick a triangular Glory token from the 2 space row. They immediately move the Glory marker.

4. The Ayyubid player has the option to move ahead to the Faith token in front of them, but instead choose to reach a space with 3 supply tokens further up the board. Since the Faith token is not a 4 space row they are allowed to pass by it.

5. UPKEEP PHASE

The Upkeep Phase consists of 10 steps carried out in the following order.



1. ACTIVE MISSION CARD CHECK. Count the number of Regions each Alliance Controls that match the Glory requirement.

If one Alliance Controls more, adjust the Glory marker towards that Alliance the number of steps equal to the difference between the Alliances. Each player also counts the number of Regions they Control that match the Faith requirement. The player within each Alliance that Controls more moves their Alliances' Faith marker to their side the number of steps equal to the difference.



1. The Alliance that Controls most Regions with crown icons move the Glory marker equal to the difference.

2. Within each Alliance, the player that Controls the most Ports move the Faith marker equal to the difference on their Alliance's Faith track.



2. TITHE. Each player reveals all of their Orders still on the main board that have a Tithe icon . They may execute these Orders now, as long as they have Presence in the Regions, by paying the cost, removing the Orders from the board and taking 1 gold each.



3. ORDERS. Reveal and remove all non-executed Orders from the map. For each Order that a player did not execute they move the Glory marker one space away from their Alliance. After this, all Orders from the round are returned to the players' individual Order boxes.

4. MAP BOARD.



A. SUPPLY CHECK. Each player counts the supply icons in any non fully stacked Unit Sections of their player board, and compares that number against their supply track. If they Control fewer supply icons than those required by their player board, they move the Glory marker away from their Alliance once for each icon they are short. They must also remove Units from the map board and return them to their player board until the supply need is balanced.

1. The Angevin player has 5 Unit Sections that are not fully stacked, with a total of 8 supply icons. When they count the supply icons in Regions they Control on the map board they only have 7. The player move the Glory marker 1 step away from their Alliance on the Glory track.

2. To correct the supply, they remove 2 Infantry Units from the map board, and fill the Section on their player board. Now they only need 7 supply to support their Units on the map board.



B. ADVANCED ORDERS. Can be bought with leftover supply not spent on Units with the cost of 2 supply per Order.



C. JERUSALEM. If the Crusader Alliance Controls Jerusalem they move the Glory marker 2 steps towards the Crusader Alliance. They **only** gain these 2 Glory in this step, **not** when they invade Jerusalem.



D. GOLD. Each player checks their gold track marker, and takes the same amount of gold from the pool.



E. GLORY. Each player moves the Glory marker once towards their Alliance for each uncovered Glory icon in Regions they Control. This is the **only time** that Glory tokens and Glory icons in Regions are counted. They are **not** counted when a player gains Control of a Region with a token/icon.



5. VICTORY CHECK. If the Glory marker is at space 10 or higher on any side of the Glory track, that Alliance wins. If neither Alliance is victorious, continue with the remaining steps of the Upkeep Phase.



6. ADVANCE THE ROUND MARKER ONE STEP. If the track marker is on 1192, the game is over. See game end below.



7. GENOA SHIPS. If the round track marker moves to a period matching that on one of the 2 Genoa ships, the Crusader players receive the Units and Leaders on those ships. In initiative order, each player places the Units and Leaders they received into one Port Region where their own Army has Presence. If there is not enough space in a single Port, the player may split the pieces between two Ports, as long as they have Presence in both Regions. If there are no free spaces in any of their Ports, or no Ports where they have Presence, the pieces are lost.



8. DIPLOMACY CARD. Remove the top Diplomacy Card and discard it. This round's Diplomacy Card becomes visible.



9. MISSION CARDS. Move the top card in the future Mission Cards deck to the active mission spot. This is the active mission for the round. Next rounds Mission Card becomes visible in the future Mission Cards deck.





10. INITIATIVE TRACK. Move all initiative markers 1 step down on the initiative track and the last marker to the top.

After completing all steps in the Upkeep Phase, remove all Event Cards from this round. All players place their current command point marker on top of their base command point marker. Proceed to the next round. If this was the fourth and last round, proceed to the End Game Scoring.

END GAME SCORING

The game ends immediately if any of the following conditions occur:





» The Glory marker  is at space 10 or higher on any side of the Glory  track during a Victory check. The Alliance that reaches this point wins the game.

» The fourth round is over. In initiative order, the players choose and reveal 1 of their Objective Cards. If they Control any of the Cities shown on the card, they move the Glory marker according to the table. If they Control several of the named Cities they receive a higher score. The Alliance with the most Glory wins the game, if tied the Alliance that Controls Jerusalem wins.



The Ayyubid player Controls 2 Cities, Kerak and Damascus. If they reveals this card to settle the Alliance Victory, they receive 3 Glory.

If an Alliance that has 2 players wins, the Final Winner among those 2 is decided by winning a majority of the following tiebreakers.

- »  Faith: Be highest on the Faith track.
- »  Mercantile Cities: Control the most Mercantile Cities, as seen by the marker on the Faith track.
- » Objectives: Each player reveals their remaining Objective Card. The players compare how many of the Cities on their Card they Control. The player Controlling the most wins this tiebreaker.





The Crusader Alliance won the Alliance victory. The Holy Roman Empire player win the Faith tiebreaker and the Angevin player win the Mercantile tiebreaker. This gives them 1 tiebreaker point each.



The players reveal their remaining Objective Cards, not used in the Alliance victory count.

1. The Holy Roman Empire player is in Control of 3 Cities; Sidon, Ascalon and Heraclium.
2. The Angevin player only has Control of 2 Cities; Homs and Tyre.

The Holy Roman Empire player wins this tiebreaker and gets 1 tiebreaker point. They now have 2 points against the Angevin players' 1 point, and is the Final Winner of the game.

If there is a tie (the players win 1 or 0 tiebreakers each), the player in the winning Alliance who Controls Jerusalem  wins. If neither player Controls Jerusalem, whichever player has the most gold  is the winner.

Still tied? Either share the victory, or determine the victory by positioning the best in a follow up game of Crusader Kings.





GLOSSARY







ADJACENT

Regions are Adjacent if they are connected by a Road.





ADVANCED ORDER

 Any order with the Advanced Order symbol on it. Advanced Orders are purchased with 2  per Order during the Upkeep Phase. If the Advanced Order symbol is the main effect on an Event Card, the player gets to add the number of Advanced Orders behind their Order screen for free.

ALLIANCE

There are 2 Alliances in the game, and each Alliance consists of 2 Armies. The Ayyubid Army  and the Turkoman Army  creates the Muslim Alliance . The Angevin Army  and the Holy Roman Empire Army  creates the Crusader Alliance . When an Army gains Glory, the Glory is gained by the Alliance of that Army. Each Alliance shares a Faith track.

ALLIANCE PARTNER

The 2 Armies within an Alliance are Alliance Partners. The Angevin  and the Holy Roman Empire  are Alliance Partners. The Ayyubid  and the Turkoman  are Alliance Partners.



ARMY

There are 4 Armies in the game – the Angevin , the Ayyubid , the Holy Roman Empire  and the Turkoman .

ASSASSINATION

The player may remove a Leader token of the color specified by the event from the main board and return it to the box.

BANDIT

 Placed on a Road as the result of an Event Card effect. If an Army Marches along a Road with Bandits they lose 2 Units for each Bandit token on the Road. This always happens if a player moves on a Road with a Bandit, even as part of a retreat from a Battle or a Reinforce Reaction Order, unless specifically instructed to ignore . Any Bandit tokens are then removed from the Road.


BATTLE

A comparison of Strength between the Units and Leaders of opposing Alliances that share a Region. (See pages 14–15.)


BATTLE STRENGTH

See Strength.

BLANK ORDERS

 These Orders have no effect and cannot be executed. They are included to allow players to bluff as to their actual intentions for the round.

CAVALRY

 Cavalry is a Unit type, and must be placed onto a hexagonal Slot in a Region. Their Battle Strength varies depending on the Region type.


CITY

 One of the 2 types of Regions on the map board. (See Regions.)


CONTROL

The Army with the most Units in a Region Controls it and all Resources, Neutral Units and Leaders in that Region. If tied, no player Controls the Region.

COORDINATED MARCH

 The active player can bring Units/Leaders from their Alliance Partner with them when they March.


DEFENCE

 A Reaction Order that adds to defenders Battle Strength. Only in the Region where the Order is placed.


DESERT

 One of the 2 types of Regions on the map board. (See Regions.)


DESTROYED PORT

 A token placed over the Port icon to indicate that the Port is unusable. If all Ports in a Region are covered, the Region no longer counts as containing a Port. A Destroyed Port token can not be removed.

DIPLOMACY CARDS

 During the Diplomacy Phase players secretly bid for the turn order to choose a bonus from the current round's Diplomacy Card.


DISPERSE

 A player March with any number of Units and/or Leaders they Control in a Region into any 2 Adjacent Regions.


DIVERSION

 Cancel a Reaction Order used by another player in an Adjacent Region.

EVENT CARDS

 Event Cards are placed next to the bidding board during the Strategy Phase. Each Army receives 2 Event Cards chosen by the opposing Alliance. They are activated during the Command Phase.


FAITH

 Faith is registered on the Faith track. In 2- and 3-player games, the lone player gets +1 Battle Strength if they have higher Faith than their opponent. Faith is also checked at the end of the game to determine the Final Winner.


FINAL WINNER

If a player is part of an Alliance that includes another player, there will be a Final Winner decided based on how the players do in Faith, Control of Mercantile Cities and Glory from a hidden Objective Card.


FORCED MARCH

 A player March with any number of Units/Leaders they Control in a Region to an Adjacent Region. They cannot move their Alliance Partner's Units unless it is a Coordinated March. They cannot bring any more Units than those that fit into the available Slots in the targeted Region. Then they March with any number of Units/Leaders from the new Region to an Adjacent Region. If a Battle occurs in the first Region the March is over.


GLORY

 Glory is gained for an Alliance and will determine the winner. Any Glory tokens placed or Glory icons printed in Regions are counted in the Upkeep phase. All other Glory from Battles and Cards are counted instantly.

INFANTRY


 Infantry is a Unit type, placed into square Slots in a Region. A Region can hold a maximum of 6 Infantry. Their Battle Strength is always 1.

LEADER


 Leaders are special pieces with names, placed into Regions in Slots matching their shape. They March in the same manner as Units.

A Leader with any Infantry or Cavalry icons acts as a Unit in Battle, adding the Units' Strength. Otherwise their Strength is always 0. If a Leader without Battle Strength is alone in a Region and is attacked it cannot fight or retreat, instead it is discarded from the game. Leaders are not otherwise Units and cannot be affected by events that only affect Units.


MERCANTILE CITIES

 Some Cities are Mercantile Cities. Control of them are registered on the Faith track, and checked at the end of the game to help determine the Final Winner in the winning Alliance.


MARCH

 A player moves any number of Units and/or Leaders they Control from a Region to an Adjacent Region. They cannot move their Alliance Partner's Units unless it is a Coordinated March.


MISSION CARDS

 The Mission Card shows 2 bonuses that are counted at the end of the round. The Alliances compete for the Glory mission and the Armies within each Alliance compete for the Faith mission. The next round's Mission Card is always visible.

MUSTER

 Place the type and number of Units of the shown Army in a Region.


NAMED LEADER

 If an event calls for a Named Leader to be added to the board, place the Named Leader's piece in a Region where the Army of that Leader has Presence – unless the event specifies otherwise. If an event calls for a Named Leader to be removed from the main board, that Leader must be removed from the main board and returned to the box. If the event calls for a Leader to be flipped, flip that Leader to their opposite side.

NAMED REGION

All effects directly above a Region name must be applied to that Region. The Region can be defined by the Presence of a Leader. If all valid Leaders are dead then any effects that would affect that Leader do not apply (though Crown events of the card may still apply).


NEUTRAL UNITS AND LEADERS

 Neutral pieces are white tokens. Some begin on the board and others may be added to the board as a result of events or from diplomacy board rewards. The player that Controls the Region Controls the Units and Leaders in it. If players are tied for Control, Neutral Units and Leaders are Controlled by the Alliance, but not by either player in that Alliance.


In Battle, any Neutral Units/Leaders Marching with the attacking Army is counted towards their Battle Strength. Any Neutral Units/Leaders in the defenders Region are counted towards the defence, even if the Control is tied between the Alliance Partners.

If a Region ever contains only Neutral Leaders and Units, those Leaders and Units are no longer under the Control of any player. They remain on the board and will come join the next Army to take Control of that Region.


OBJECTIVE CARDS

 Each player draws 2 Objective Cards as part of the setup. Each Objective Card shows the name of a City and the Glory a player receives if they Control the City Region when the game ends after the fourth round. One Objective Card is chosen by each player to gain Glory for their Alliance, and the second card is used to determine the Final Winner in the winning Alliance.








ORDERS

 Orders are placed in the Order Sections during the Planning Phase, and executed during the Command Phase. Each Region can only hold 1 Order per Alliance.

PORT

 Sea Move is only possible between Cities with a Port.


PRESENCE

An Army has Presence in any Region where it has at least 1 Unit or Leader. The Army icons are used to show Presence requirements; Angevin , Ayyubid , Holy Roman Empire  and Turkoman . Alliance Presence is shown by the Alliance icons  / . If no specific Presence is needed: .



REACTION ORDER

 A specific type of Order that any player may execute out of turn if there is a Battle.

REINFORCE ORDER

 Add +1 in Battle Strength for each Unit in the Region to a Battle in an Adjacent Region, regardless of the Unit's own Battle Strength. When a player distribute losses, the Reinforcing Units are also considered part of the Battle.

REGION

City  Region or Desert  Region. An area of the main board that contains Slots. In the Slots there may be icons that give the Controlling player a Resource during the Upkeep Phase. Regions are connected by Roads.

If a Unit is placed covering a Slot with an icon, that icon is hidden and does not contribute to the Controlling player until the Unit is removed.


Players cannot add further Units of a type to a Region if all of the Slots for that Unit type already contain Units or Leaders. A Region may only contain 2 Cavalry (including Leaders who count as Cavalry), 1 Siege Engine and 6 Infantry. If an effect other than a March would add Units or Leaders to a Region that cannot be placed, those Units or Leaders are not placed.

Units may be placed on top of a Slot that contains an Upgrade token. The Upgrade token is then hidden and does not contribute its Resource icons until the Unit is removed from the Slot.

REPAIR

 Remove a Sabotage token from the map.


RESOURCES

 Tokens that can be placed on spots in Regions. They are shaped as Region-spots (hexagon, square and trapezoid) and show 1 or more icons.


ROAD

Roads connect Regions on the map. Units/Leaders March via Roads between Regions, by effects on Orders and Cards. Roads may be blocked by Bandits.

SABOTAGE

Placed with the Sabotage  side up on an empty Slot in a Region, the Resource on the Slot is not available for the Controlling player and the Slot can no longer hold a Unit. Sabotaged tokens cannot be placed in Jerusalem.


SEA MOVE

 A player moves any number of the Units and/or Leaders they Control from one Region with a Port to another Region with a Port. If a player uses a Sea Move to attack a Region and lose, they must retreat to the Port Region they attacked from.

SECTION

Part of the player board. Can hold a number of Units. For each Section that is not fully stacked with Units, the player must have the shown supply in the Upkeep Phase.

SIEGE ENGINE

 Siege Engines are a Unit type. These Units must also be placed onto a trapezoid Slot of a specific type when they are placed into a Region. Their Battle Strength varies depending on the Region type.


SLOTS

Each Region contains a number of Slots. In each Region there are 6 Slots that can hold Infantry, 2 that can hold Cavalry and 1 that can hold a Siege Engine. This is the limit of each type of Unit or Leader that may be placed into that Region.


STRENGTH

The combat ability of Units and Leaders which determines the result of any Battle in which they participate. *See Battle Section, p. 14–15.*


TACTICAL RETREAT

 If a player is attacked they lose 1 Unit and retreat from the Region as though losing a Battle in that Region. The opponent does not win a Battle and does not gain any Glory.

TITHE

Instead of executing an Order with a Tithe icon , a player can save this Order until the Upkeep Phase. The player pays for the cost and will receive 1 gold. The actual effect of the Order is ignored.

UNIT

 Cavalry, Siege Engine or Infantry. Leaders are not Units, but they may have icons that cause them to count as Units for certain game purposes.

UPGRADE

A token showing one or more icons that is placed into a Region, taking up one or more available Slots. Upgrades cannot be moved from the Region they are in.

COMPONENT LIST

GENERAL ASSETS

- » South and north map boards
- » Diplomacy board
- » Bidding board
- » 2 player aids, 1 for each Alliance
- » 18 Objective Cards
- » 7 Mission Cards
- » 7 Diplomacy Cards

GENERAL TOKENS

- » 2 Faith track markers
- » 2 Mercantile Cities markers
- » 1 Glory track marker
- » 1 round track marker
- » Gold
- » Neutral Units, Leaders and Resource tokens
- » Destroyed Port tokens
- » Sabotage/Bandit tokens

ONE SET PER PLAYER (4 SETS)

- » Player board
- » Order box
- » 32 Event Cards, 8 per year
- » 30 Infantry, 12 Cavalry and 6 Siege Engines
- » 24 Orders with Standees
- » Individual set of Leaders
- » 5 markers
- » 1 base command point tracker

CREDITS

GAME DESIGNER: KIERAN SYMINGTON

GAME DEVELOPER: BJÖRN EKENBERG

ARTIST: MADELEINE FJÄLL

PRODUCT DEVELOPER: PÅL KELLER

PROJECT MANAGER: BESIME UYANIK

PLAYTESTERS:

COMPONENT ANATOMY



CITY REGION



DESERT REGION



JERUSALEM



PORT IN CITY REGION



MERCANTILE CITY

BATTLE STRENGTH PER UNIT		
	1	1
	1	2
	3	0

BATTLE SCORING

The Alliance that wins the Battle gains 1 Glory for each of the following:

- » The Alliance is the attacker and the Battle Region is a City
- » At least 1 Leader (any color) / was part of the attacking force
- » At least 1 Leader (any color) / was part of the defending force
- » At least 1 Leader (any color) in the losing force was killed / as a result of the Battle



BIDDING BOARD

1. COMMAND POINT VALUE
2. CARD PLACEMENT



PLAYER BOARD

1. ARMY
2. INFANTRY SECTION
3. CAVALRY SECTION
4. SIEGE ENGINE SECTION
5. RESOURCE REQUIREMENT
6. GOLD TRACK
7. SUPPLY TRACK
8. CROWN TRACK
9. COMMAND POINT TRACK

ORDERS

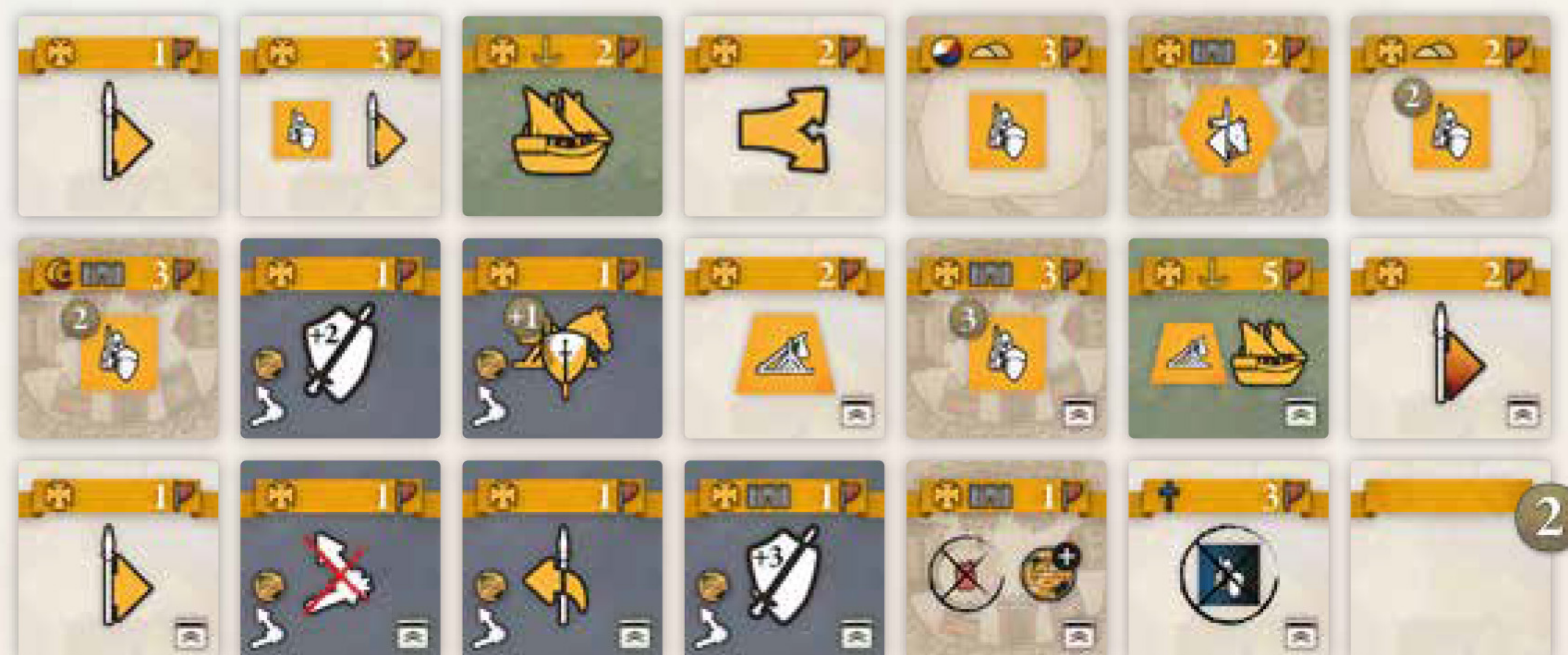
ORDERS



ORDERS



ORDERS




ORDERS




ORDER ICONS


ADVANCED ORDERS

 The Order is only available if bought by the player during the Upkeep Phase.


CITY

 The Order/Event can only be executed in a City Region.

COMMAND POINT COST

 The player needs to pay the command point cost to execute the Order.


DESERT

 The Order/Event can only be executed in a Desert Region.

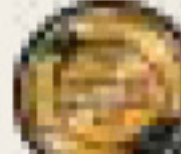
PRESENCE

Orders have Presence icons to indicate the Presence needed to execute an Order. The different icons are explained in the Iconography.

REACTION

 May be executed outside the players turn if a Battle takes place in the Region where the Order is or in a Region Adjacent to the Order.

TITHE

 Take gold from the pool during the Upkeep Phase if the Order has not been executed and the player can pay the command point cost.

ICONOGRAPHY

GENERAL

	Glory
	Gain/Lose instant Glory
	Place/Remove Glory token
	Base command point
	Gain/Lose base command point
	Place/Remove base command point token
	Current command point
	Crown
	Place/Remove crown token
	Faith
	Gain/Lose Faith
	Defence
	Gold
	Gain/Lose gold
	Place/Remove gold token
	Supply
	Place/Remove supply token
	Place/Remove Bandit
	Ignore Bandit
	Place/Remove Sabotage
	Place/Remove Destroyed Port
	Move on diplomacy board
	Triangular token with instant effects

LOCATIONS

	North/South
	City Region
	Desert Region
	Jerusalem
	Port
	Mercantile City
	Genoa Ships

PLAYERS

	The Crusader Alliance Presence
	No Crusader Presence
	Coordinated Crusader March
	Angevin Presence
	No Angevin Presence
	Holy Roman Empire Presence
	No Holy Roman Empire Presence
	The Muslim Alliance Presence
	No Muslim Presence
	Coordinated Muslim March
	Ayyubid Presence
	No Ayyubid Presence
	Turkoman Presence
	No Turkoman Presence
	Disregarding Presence

UNITS

	Infantry
	Cavalry
	Siege Engine
	Place/Remove Neutral Unit
	Place/Remove Neutral Leader
	Place/Remove Crusader Unit
	Place/Remove Muslim Unit
	Place/Remove Crusader/Neutral Leader
	Place/Remove Muslim/Neutral Leader
	Place/Remove Any Leader

ACTIONS

	Move
	Attack
	March/Forced March
	+/- March Strength
	Disperse
	Sea Move

ORDERS

	Advanced Order
	Reaction Order
	Diversion
	Retreat
	Reinforce +1 per Unit