Lead Your Dynasty to Triumph

CRUSADER KINGS®

The Board Game

My King, the time has come. Your day is now. Are you ready to make your mark on History?

Free League Publishing and Paradox Interactive are proud to present Crusader Kings—The Board Game, based on the acclaimed grand strategy computer game. In this game, 3–5 players lead the historical dynasties of medieval Europe to triumph—or downfall.

Reshape History in your own image—if only that dimwitted son of yours set to inherit the throne doesn't spoil your grand plans...

Game Overview

The goal of this game is to spread your influence over medieval Europe and lead your Dynasty to triumph over its rivals. To do that, you will need to groom your family over the generations, build and develop your dominion, be shrewd in the realms of diplomacy and intrigue, and use your vassals wisely to grow your wealth and military power, while at the same time fulfilling your holy duty to partake in the crusades to the Holy Land. The winner of this game is the player who receives the most points at the end of the game.

Unless stated otherwise in the scenario, the game ends when a player has reached Jerusalem on the Crusade Track or after three Eras have been completed. When either of these two events occurs, the game is over.

Victory points are given for territories under your control and Pious Trait Tokens, with bonus points given for Achievements awarded for Dynasty Shields on the Crusade Track, Development Cards acquired, and Castles built. Achievements and Scoring are described in detail on page 17.

Components

1 Game Board

1 Rulebook
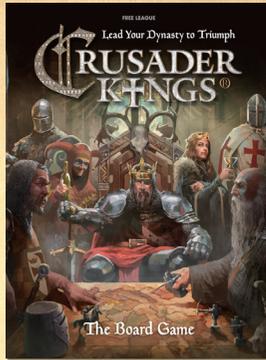
5 Player Trait Bags (colored)

5 Player Aids

1 General Trait Bag (brown)

70 Plastic Figures

40 Knights (8 for each Culture), 20 Footsoldiers (4 for each Culture), 10 Castles

5 Family Boards

13 Dynasty Cards

125 Character Cards

24 Starting Ruler Cards

100 Culture Character Cards (20 for each Culture)

1 Glitterhoof Character Card

155 Action Cards

35 Realm Cards | *35 Intrigue Cards* | *35 War Cards* | *25 Tax Cards* | *25 Crusade Cards*

24 Development Cards

12 Councilors | *12 Inventions*

144 Trait Tokens

48 Starting Trait Tokens | *34 Event Trait Tokens* | *10 Crusade Trait Tokens* | *52 Random Trait Tokens*

104 Dynasty Shields

20 Gold Tokens Value 5

30 Gold Tokens Value 1

12 Unrest Tokens

6 Plague Tokens

6 Harvest Tokens

6 Crop Failure Tokens

1 First Player Token

1 Crusader Achievement Token

1 Inventor Achievement Token

1 Builder Achievement Token

1 King of Jerusalem Achievement Token

20 Age Tokens

15 Child Duke Tokens

10 Sibling Duke Tokens

Kings and Queens

In these rules and on the cards, the male pronouns "he" and "his" are used to designate a player of the game. This is an abbreviation and really means "he/she" or "his/her," which would be too cumbersome to spell out each and every time. In the same vein, the term "King" is used to designate the leader of a Dynasty in these rules, even though it's possible for women to inherit the throne. No player should feel excluded from playing this game because of terminology—if you want to rule medieval Europe as a Crusader Queen, don't let anyone stop you!

Setup

1. Place the Game Board on the table, and pick a scenario from the end of this book. For your first game, we recommend "Kingdom of Jerusalem." The scenario determines when the game takes place, which Dynasties are played, and their starting conditions. Each Dynasty belongs to a Culture with a specified color—Red (English), Blue (Frankish), Black (Germanic), Green (Italian), and Yellow (Iberian).

2. Each player follows the scenario description. Each player should:
   a. Place a Family Board and a Dynasty Card in front of him.
   b. Place a Knight figure of his color in each territory under his control as indicated by the scenario. The Knight represents the King's vassal in the territory. Only one Knight figure can ever be placed in a single territory. Place remaining Knight figures within easy reach.
   c. Place the Foot Soldier figures outside the Game Board, within easy reach.
   d. Place any starting Castle figures in territories indicated by the scenario. Place remaining Castle figures within easy reach of everyone. Castles are all of the same color.
   e. Place his starting King's Character Card on the King space on his Family Board, along with any starting spouse, siblings, and children as indicated by the scenario.
   f. Place the four Starting Trait Tokens for the King, as indicated by the scenario, in his Player Trait Bag.
   g. Place Starting Trait Tokens on any Character Cards for starting siblings and children as indicated by the scenario.
   h. Place the rest of his Culture Character Cards shuffled face down on the indicated space on the Family Board.
   i. Place any starting Development Cards on the indicated space on the Game Board.
   j. Take his starting amount of Gold and place it on his Dynasty Card.
   k. Place all Dynasty Shields of the player's Dynasty within easy reach.
   l. The player who won the last game gets the First Player Token. If the game has not been played before by the group, the oldest player gets the First Player Token.

So, can I marry a horse in this game?

Of course you can! This is Crusader Kings, after all. Using the special Glitterhoof Character Card, you can relive the infamous equestrian event from Crusader Kings II. If you want to keep horses well away from your royal families, simply remove this card.

3. Set up the Game Board according to these steps:

a. If less than five players are in the game, place Dynasty Tokens of the Dynasties not used in all territories belonging to the same Culture as these Dynasties. These Dynasty Tokens indicate that the territories are off-limits. Off-limits territories cannot be Invaded and are not part of the game in any way.

b. Place all Random Trait Tokens in the General Trait Bag.

c. Place shuffled face down piles of the five different types of Action Cards (Realm, Intrigue, War, Tax, Crusade) on the indicated spaces on the Game Board.

d. Draw and place one random Culture Character Card on each empty territory on the Game Board (without a Knight on it), except off-limits territories. Draw these from the Character Card stack of the player whose Dynasty belongs to the same Culture as the territory. Draw one Random Trait Token from the General Trait Bag for each character on the map, and place them on the face up Character Cards.

e. **Optional**. If you want to include Glitterhoof in your game, replace one Character Card on an independent territory by this special Character Card. The player with the most hours played in Crusader Kings II gets to decide which territory to place Glitterhoof in. Draw a positive Random Trait Token for the horse—if you draw a negative trait, re-draw until you draw a positive trait.

f. Place a shuffled face down pile of Development Cards on the indicated space on the Game Board.

g. Draw three Development Cards and place them face up in the indicated spaces.

h. Place the Crusade Trait Tokens on the Crusade Track as indicated on the Game Board.

i. Place all Event Trait Tokens in a pile to the side within easy reach of everyone.

j. Place all Harvest, Plague, Crop Failure, Unrest, Achievement, and Succession Tokens in separate piles within easy reach of everyone.

k. Place all remaining Gold on the Treasury on the Game Board.

Sequence of Play

A game of The Crusader Kings boardgame is broken up into Eras, Rounds, and Turns. Each game consists of three Eras, unless the scenario states otherwise. Each Era consists of three Rounds. Each Round consists of two Turns. A game progresses like this:

ERA 1	ERA 2	ERA 3
ROUND	ROUND	ROUND
TURN	TURN	TURN
TURN	TURN	TURN
ROUND	ROUND	ROUND
TURN	TURN	TURN
TURN	TURN	TURN
ROUND	ROUND	ROUND
TURN	TURN	TURN
TURN	TURN	TURN
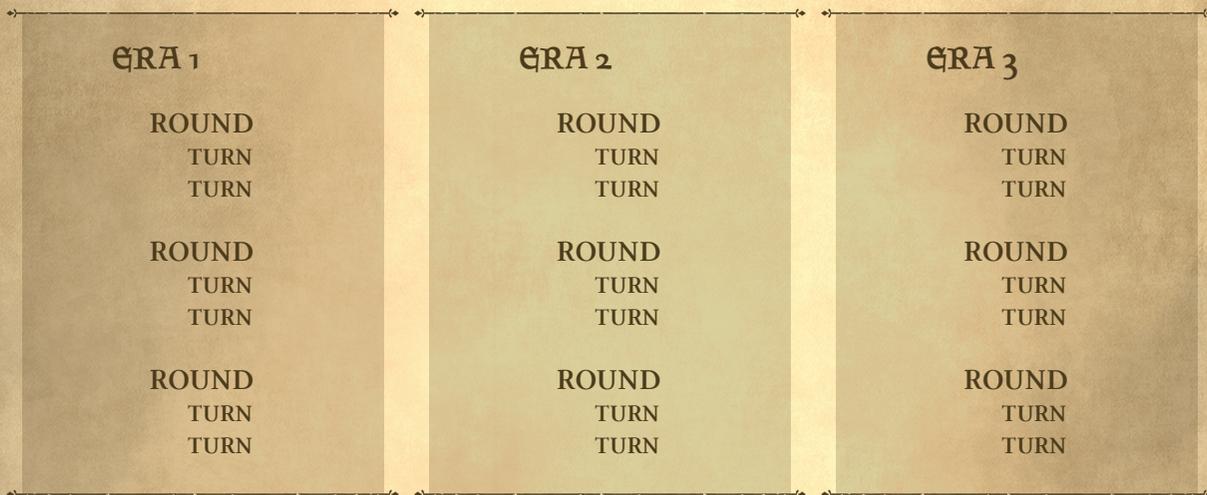
Player Order means that the player with the First Player Token goes first, followed by the rest of the players in clockwise order. Note that the First Player Token will change hands during the course of the game. When this happens, the current Turn is completed before the change in player order takes effect.

Summary

At the beginning of each Era, each player will draw eight Action Cards, of which six will be played during the Era. At the start of each Round, each player will pick two of these Action Cards to play in the two Turns of the Round, and decide which order to play them in. In each Turn, each player reveals one Action Card and performs one of the actions listed on the top of the card, and then resolves the event described at the bottom of the card.

The Era

Draw: In player order. The player first draws any bonus cards from Crusade Track modifiers or other modifiers.

The player then draws eight (8) Action Cards to form his Hand for the Era. These eight cards must consist of 1–2 Crusade cards, 0–3 of each of the Realm, Intrigue, and War cards, and 0–2 Tax cards. The player may look at his cards only after he is done drawing.

Rounds: Three Rounds (below) are played.

Clean Up: At the end of the first and the second Eras, perform these steps:
* All players discard all Action Cards that were not used during the Era, and place them face up on a shared discard pile next to the Game Board.
* Remove all spouse Character Cards in independent territories and place them face up on a shared discard pile next to the Game Board. Return their Trait Tokens to the General Trait Bag. Draw new spouse Character Cards for each independent territory, and a random Trait Token for each of them.
* Remove the three face up Development Cards on the Game Board, and place them face up on a shared discard pile. Draw three new Development Cards and place them face up on the indicated spaces.
* Then, a new Era starts with a draw phase.

At the end of the third Era, the game ends immediately. Go to End the Game and Scoring (page 17).

The Round

1. **Dynasty Phase:** Each player, in player order, may make one attempt to Marry his King, a sibling, or a child (see page 10), and may then grant and/or revoke any number of Duke and Duchess titles (see page 11).
2. **Plotting Phase:** Each player decides secretly which two Action Cards from his Hand to play this Round. These two cards are placed in front of the player, face down, with the card to be played first on top. If this is the third Round of the Era and a player has not yet played a Crusade card, he must do so now.
3. **Turns:** Play two Turns (below).
4. **Upkeep Phase:** Follow the three steps below.
   a. **Troop Costs:** All players pay 1 Gold for each territory under their control that is Mobilized (i.e. contains a Foot Soldier). If a player can't or won't pay for a territory, it is automatically demobilized. Remove the Foot Soldier and place an Unrest Token in the territory.
   b. **Demobilization:** Each player may now demobilize any number of Mobilized territories under his control. Simply remove the Foot Soldiers.

c. **Age Tokens:** All players place one Age Token on their King's Character Card.
   • If this is the King's fourth Age Token, the player may remove one Trait Token of his choice from his Trait Bag. If it's a Random Trait Token, return it to the General Trait Bag.
   • If this would be the King's fifth Age Token, the King instead dies peacefully. Perform a Succession Ceremony according to the rules (page 21).

After the third Round, return to the Clean Up phase of the Era (above).

The Turn

Each player, in player order, reveals one of the two Action Cards chosen during Plotting (above). The top card must be played in the first Turn of the Round, and the bottom card in the second Turn.

The player first resolves one of the actions indicated at the top of the card.

Once the action is fully resolved, the player reads the event below the image on the Action Card and resolves its effects. The Action Card is then placed in the shared discard pile.

STRATEGY TIP:
War Takes Planning
When choosing your Action Cards for the Era, remember that war takes careful planning. Before you can Invade an enemy, you need both a Casus Belli and to Mobilize your armies. That means that going to war is a process that takes three Turns to complete: First, you need to Plot to Manufacture Casus Belli (unless you already have it), second you need to Mobilize Foot Soldiers in adjacent provinces, and third, you can Invade.

STRATEGY TIP:
Don't Crusade Too Early
When picking your two Action Cards to play in a Round, be careful not to Crusade before you have an heir to your throne. Without an heir, you'll need to send your King on the Crusade, and if he dies, a Succession Crisis will be triggered. That's not a good way to start your game!

General Rules

The Golden Rule

This rule means that if any information on a card says something different than what is written in the rules, the information on the card applies.

Trade

Players are allowed to trade anything at any time, barring the exceptions below:

✠ Territories that are involved in an action already revealed (see The Turn, above) cannot be traded.
✠ Character Cards can only be traded as part of a Marry action.
✠ Pacts cannot be traded. A Pact can only be created by marriage.
✠ Trait Tokens stay in the Trait Bag or on the Character Cards they are on (until the character inherits the throne), and cannot be removed or traded separately.

The Trait Bags

Players are allowed to look inside their own Trait Bags at any time. A player cannot demand to look inside another player's Trait Bag.

Supply of Tokens, Figures and Cards

The included tokens and figures are the limit the players have to navigate. If a certain kind of token or figure becomes depleted, they cannot gain that type of figure or token any more. The only exception to this are the Dynasty Shields –should these run out, use any replacement.

All included cards can be reshuffled from their respective discard piles into new draw decks in case they run out.

Actions

A player performs an action by first choosing two Action Cards from his Hand during the Plotting phase of the Round, and then playing them one after the other in the chosen order during the Action phase of the Turn. The player must first perform one of the actions listed at the top of the card, and then resolves the event written below the image on the card. The player can choose not to perform any Action at all, but he must still resolve the event on the card.

Trait Check

A player may at any time examine the Trait Tokens in his own Trait Bag. A player may not, however, examine another player's Trait Bag. Some actions—such as Develop, Mobilize, and Tax—are completed automatically. Other actions require a successful *trait check* to be completed.

A trait check means that the player draws one random Trait Token from his Trait Bag, without looking. If the Trait Token drawn is for a positive trait (green), the trait check is successful. If the token drawn is negative (red), the trait check fails. (However, see Critical Traits below.) Some difficult actions require the player to draw several positive tokens in order for the trait check to succeed.

As soon as the trait check is successful, a player may not draw any more tokens, even if he was allowed to make more draws. Drawn Trait Tokens are only placed back into the Trait Bag after the trait check has been fully resolved.

Critical Draws

For each action, one specific negative trait means success when drawn in the trait check, and one specific positive traits means failure. Such traits are called *critical traits*, and are indicated on each Action

Card, as well as in the description of each action below. Simply put, a critical trait counts as the opposite color when drawn for a particular action.

Every Trait Token with a trait that is critical for any of the eight core actions of the game has one or more symbols printed on it to indicate this:

Critical trait for Build

Critical trait for Plot and Overthrow

Critical trait for Invade

Critical trait for Crusade

Critical trait for Marry

Sacrificing Critical Traits: If a player draws a green critical trait, i.e. a failed draw, he may choose to *sacrifice* this trait. That means that the draw counts as a success instead (only this draw, not the entire trait check if several successful draws are needed), but the player must permanently remove the Trait Token from his Trait Bag. This can be a good option if a player really needs to succeed at a particular check.

Conversely, if a player draws a negative critical trait, i.e. a successful draw, he can also choose to sacrifice the trait. He then fails this draw, but in return he gets to permanently remove the Trait Token from his trait bag. This can be a wise choice if a player wants to improve his trait bag at the cost of a failed draw.

Modifiers

Several different factors may affect a trait check. These include Dynasty Shields on the Crusade Track, Development Cards, and events on Action Cards. Such factors can allow a player to draw additional or fewer Trait Tokens than normal, or require him to draw additional or fewer successes to complete the trait check.

Invest in Success

As a general rule, a player may pay Gold to draw more tokens in a trait check. For each Gold spent, a player gets one additional trait draw. This Gold must be paid before any Trait Token is drawn, and once the first Trait Token is drawn, no more Gold can be spent on the trait check.

Note that the standard "free" draw is always just one, so if the player is required to draw more than one green or critical Trait Token to succeed, he must either have modifiers that allow more free draws, or spend Gold to have a chance to succeed.

A player may never spend Gold beyond what would give him *two more draws* than the required number of successes in the trait check.

EXAMPLE

Player A wants to Incite Unrest in Player B's territory. The territory has a Castle. Player A needs two successful draws. If he pays nothing, he has no chance to succeed (since he only gets to draw one Trait Token for free). Player A may not pay more than 3 Gold, which would give him four draws (two more than the required two successes).

Sabotage

Other players may pay Gold to sabotage a player making a trait check. They can work together to do this. 2 Gold paid by other players will negate 1 of the acting player's Gold. This procedure is only done once. The acting player pays, others may pay against him, and then the trait draw is resolved.

Only draws generated by paying Gold can be negated in this way—never free draws, nor draws generated by modifiers. In addition, sabotage can never reduce the number of draws below the number of successes needed to have a chance to succeed at the trait check.

Exception: Overthrow and Plot actions cannot be sabotaged (except the Murder plot if the target player has the Royal Guard Development Card).

EXAMPLE

Player A wants to Murder the King of Player B—a difficult task that requires three successful trait draws to complete. Player A has the Spymaster Councilor. Player A gets one base trait draw, one additional trait draw from the Spymaster, and pays the maximum 3 Gold, for a total of five draws (two more than the required number of successes). Player B has the Royal Guard Development Card and thus can spend Gold to sabotage the Murder. Unfortunately he has no Gold at the moment, but he convinces Player C to help him. Player C pays 4 Gold to remove two trait draws. He cannot pay more, as Player A must retain at least three draws (the minimum needed to have a chance to succeed).

The trait check fails. Player B's King survives, and he now owes Player C a big debt of gratitude.

Discard Pile

Each played Action Card is placed face up in the players' shared discard pile. Discarded Action Cards are not used in the game again, unless a stack of Action Cards on the Game Board is depleted. In this case, take all discarded Action Cards of the corresponding type (Realm, Intrigue, War, Tax, or Crusade), shuffle them, and place them face down in a new stack on the Game Board.

Special Actions

The two special actions, Marry and Grant Title, are performed in the Dynasty Phase the beginning of each Turn, before the Action Cards for the Turn is played.

Marry (Trait Check)
Critical Traits: Chaste, Lustful

Marriage is key to making a Dynasty prosper—both as a means of forming powerful alliances, and to give a King heirs to inherit the throne.

In the Dynasty Phase at the start of a Round, each player may attempt to Marry one unmarried King, Queen, sibling, or a child on his Family Board. This is a special action that does not require any Action Card and is carried out immediately, in addition to any normal action in the Action phase.

A marriage proposal can be directed to A) a face up potential spouse Character Card in an independent territory on the game map, B) to an unmarried King, Queen, child, or sibling in another player's Dynasty, or C) to a spouse with a random trait from any player's (including the player's own) stack of Character Cards.

Marriage proposals may only be made to members of the opposite sex (this is medieval times, after all).

✵ To Marry a Character Card in an independent territory, a trait check is only needed if the target Character Card has a positive (green) Trait Token on it. A marriage proposal to a character with a negative (red) Trait Token is automatically accepted. If the marriage proposal is successful, the player forms a Pact with the territory that the spouse Character Card was placed in. Place the player's Dynasty Shield in the territory to indicate this. Read more on Pacts below.

✵ To Marry a King, sibling, or child of another player, that player only needs to give his consent. A King and a (ruling) Queen can never be Married to each other, however. A dowry may be negotiated. If the other player accepts the proposal, a Pact is formed between the two Dynasties. This immediately ends any state of War or Casus Belli that the players have against each other. Each player places the other player's Dynasty Shield on the Pact symbol on their own Family Boards.

✵ To Marry a spouse from any player's stack of Character Cards, a trait check is needed. If successful, the player picks any Character Card of the opposite sex from the card stack chosen. Reshuffle the stack and then return it to the Family Board. Draw a random Trait Token for the spouse. Marriage to a spouse in a card stack does not create a Pact—it represents marrying a lesser noble and is usually a last resort if there are no other spouses available.

A New Family Member: After a successful marriage proposal, the Character Card of the newlywed spouse is placed on the player's Family Board. If the King is the one getting Married, the Character Card of the spouse is placed in the Spouse field and its Trait Token is immediately placed in the player's Trait Bag.

Children and Siblings: If a child or sibling is Married, the Character Card of the spouse, along with its Trait Token, is placed underneath the child's or sibling's Character Card on the Family Board (or on the game map, if the child or sibling is a Duke or Duchess—see Grant Title below). If the child or sibling later inherits the throne, its spouse is placed in the Spouse field. Both characters' Trait Tokens are then placed in the player's Trait Bag.

Marriage Between Dynasties: When a King of one player marries the child or sibling of another player, the child is always transferred to the King's Dynasty, no matter which player made the proposal to Marry. In a marriage between children or siblings of different players, it is up to the players to negotiate which Dynasty that the newlywed couple will belong to. A Pact is automatically formed nonetheless.

Pacts: A Pact is a powerful alliance between two Dynasties or between a Dynasty and an independent territory. A Pact has three effects:

✵ If another player (outside the Pact) Invades an independent territory in a Pact, or a territory under the control of a Dynasty in a Pact, the

Trait Tokens of Children

Until married children and siblings inherit the throne, place the cards so that it is clear which Trait Token is associated with each particular Character Card.

(other) Dynasty in the Pact immediately gets Casus Belli against the Invading Dynasty. A Pact can thus be used as a "trigger" for Casus Belli.

✠ When a player in a Pact performs the Invade action, he gets an additional trait draw if the independent territory in the Pact, or a territory under the control of the other Dynasty in the Pact, is adjacent to the target territory of the Invasion. Read more under Invade (page 14).

✠ A player who has a Pact with an independent territory can annex this territory with an Invade action. This works like a normal Invade action, but requires no trait check.

A Pact can never have more than two parties. A Dynasty can, however, have Pacts with several different independent territories and/or Dynasties—even with Dynasties that have Casus Belli against each other or are At War. Read more about Pacts, and how to break them, on page 20.

Divorce: Divorce is generally prohibited by the church, but by using a Plot action (below), a player may manufacture a just cause to annul a marriage of his King, a sibling, or a child. Read more under Plot on page 13. After a divorce, the spouse Character Card is removed from the Family Board and discarded.

Lost Spouse: If a King is divorced or if his spouse dies, the Trait Token of the spouse remains in the player's Trait Bag—the spouse has made a lasting impact on the Dynasty. If a child or sibling is divorced or its spouse dies, the Trait Token of the spouse is removed.

Grant Title (Automatic)

By granting Duke or Duchess titles to siblings and children of the King, a player can strengthen his Dynasty. But it comes at both cost and risk.

In the Dynasty Phase at the start of the Round, each player may grant a title of Duke or Duchess in territories under his control to any number of siblings and children of the King, or revoke such titles. Granting or revoking a Title requires no trait check.

The Duchy: A Duke/Duchess title must be granted in a specific territory under the player's control, which is then called a Duchy. Only one title can be granted per territory. When a title is granted, the player places a Duke Token of his color on the Duchy territory on the Game Board to indicate this. Use the Duke Token with a number corresponding to the position of the child or sibling on the Family Board.

Having a Duke or Duchess in a territory has several effects:

✠ For an enemy to Incite Unrest in a Duchy, Invade it, or Overthrow it, an additional success in the trait draw is required.

✠ If a Duchy, despite this, is Overthrown or Invaded, the Duke/Duchess is killed, along with any spouse.

✠ When Invading from a Duchy, the player must place the Trait Token of the Duke/Duchess in the Trait Bag before the trait draw.

Glitterhoof

The horse Glitterhoof, of Crusader Kings II fame, is a special Character Card in this board game. During setup, a Character Card in an independent territory can be replaced by Glitterhoof. The horse is an eligible spouse for the Marry action. Both men and women can Marry Glitterhoof. Glitterhoof always has a positive trait. However, a King or Queen married to the horse cannot have children.
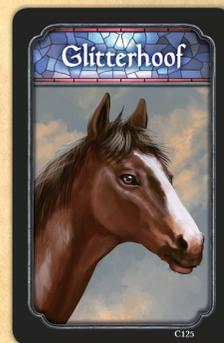
Immediately after the draw is complete, remove this Trait Token from the Trait Bag and return it to the Character Card. Take care to remember which trait the Duke/Duchess has before placing the Trait Token in the Trait Bag.

Revoking a Title: During the Grant Title action, a player may also revoke any number of Duke or Duchess titles. Simply remove the Duke Token from the Game Board. In addition, a Duke/Duchess title is immediately revoked (no action required) in the following situations:

✠ The Duke/Duchess inherits the throne and becomes a King/Queen.
✠ The Duke/Duchess is Married to a character from another Dynasty and the character is moved to the other player's Family Board.

The Realm Cards:
Build/Develop

Critical Traits: Humble, Ambitious

With a Realm Action Card, a player can perform either the Build or the Develop action.

Build (Trait Check)
To Build a Castle requires a trait check. If successful, it costs the player 3 Gold to complete the Castle, in addition to any Gold spent on getting more draws. The player places a Castle figure on the board, in any territory under his control that doesn't already have a Castle.

A player may Build several Castles as part of the same action, in separate territories. Each individual Castle requires a successful trait check and a cost of 3 Gold to complete if the trait check is successful. A Castle has two effects:

✠ It makes the Invade and Overthrow actions harder to accomplish in the territory (requiring one extra success by the aggressor).
✠ When the player Taxes a territory with a Castle, it generates 1 extra Gold.

If a player loses control of a territory, the Castle remains, and can be used by other players who seize control of the territory.

Develop (Automatic)
This action always succeeds and never requires a trait check. The player may buy one, two, or all three Development Cards that lie face up on the

track on the Game Board. The first card costs 1 Gold. The second bought in the same action costs 2 Gold, and the third card bought in the same action costs 3 Gold. When the player is done buying, he draws new Development Cards to refill the slots for the ones he bought. The player cannot buy more cards in the same action once new cards have been drawn.

There are two types of Development Cards: Councilors and Inventions. A player may only have three cards of each type on his Family Board. If a fourth card of either type is bought, one of the three cards of the same type already owned must be discarded. Furthermore, only one of each card may be owned (i.e. a player cannot take a Navy if he already has a Navy).

The Intrigue Cards:
Plot/Overthrow

Critical Traits: Honest, Deceitful

With an Intrigue Action Card, a player can perform either the Plot or Overthrow action. As a general rule, **other players cannot sabotage Intrigue actions** by paying Gold (page 9), since they occur from the shadows.

Plot (Trait Check)
Using the Plot action, the player may choose one of the five plots listed below. **A failed Plot means that a player targeted by the Plot automatically gets Casus Belli against the plotting player**. The exception is the Divorce Plot action, see below. A successful Plot never gives Casus Belli against the plotting player.

Multiple Plots: A player may attempt multiple Plots as part of the same Plot action, by paying extra Gold. The second Plot costs 1 Gold to attempt (in addition to any Gold spent on getting more draws), the third Plot costs 2 more Gold to attempt, and the fourth Plot costs 3 additional Gold to attempt. Resolve one Plot before declaring the next. No more than one Plot of the same type may be directed at the same target in a single Plot action. No more than four Plots in total can be attempted in a single Plot action.

MANUFACTURE CASUS BELLI
A Casus Belli—a cause for war—is required before a player can Invade a territory controlled by another

player. A Casus Belli against a Dynasty applies to all territories under the control of that Dynasty.

If the Plot is successful, the player receives Casus Belli against the Dynasty. To indicate this, the player places the Dynasty Shield of the target Dynasty on a Casus Belli symbol on his own Family Board.

INCITE UNREST
This Plot causes Unrest in a territory that is adjacent to a territory under the player's control, and that is not Mobilized. If a player has the Spymaster Development Card, he can Incite Unrest in any non-Mobilized territory on the board.

For each of the following factors that apply, the player needs an additional success in the trait draw for the action to succeed:
�֎ There is a Castle in the target territory.
✖ The target territory is a Duchy (it has a Duke/ Duchess character in it).

If the Plot is successful, an Unrest Token is placed on the territory. This means that the territory can be Overthrown, using the Overthrow action. A territory can have several Unrest Tokens on it. An Unrest Token can be removed in several ways:
✖ A player Mobilizes the territory. This removes all Unrest Tokens.
✖ The Marshal Development Card is used.
✖ An event that removes an Unrest Token.
✖ The territory is Overthrown.

MURDER
This Plot can be used to kill any face up Character Card in the game, including a player's own characters. To Murder a King, three (3) successes are required on the trait check (for other characters, only one success is needed). **Also, a King cannot be Murdered in the first Round of the game**. If a Murder succeeds, the victim is killed (see page 18).

Royal Guard: When a player Murders, other players can spend Gold to negate Gold spent by the player on his trait check *only if* the victim of the Murder is from another Dynasty than the player's own *and if* that Dynasty has the Royal Guard Development Card. The player spending Gold doesn't need a Royal Guard, it is sufficient that the victim's Dynasty does.

BRIBE
The Bribe action can be used to steal Councilors from rival Dynasties. In addition to a successful trait check, the player needs to spend 2 Gold

to complete the Bribe action. These 2 Gold are in addition to any Gold the player has invested in the trait check to make additional trait draws. If successful, the Bribing player can simply take a Councilor Development Card from the target player's Family Board.

A player may not Bribe a Councilor of a type that he already has himself.

DIVORCE
Divorce is generally prohibited by the church, but with this Plot, a player may manufacture a just cause for annulling a marriage. If successful, the spouse of the King, sibling, or child is removed from the game as if it had died. The Trait Token from a King's spouse remains in the player's Trait Bag even after a divorce. A Trait Token of a spouse divorced from a sibling or child is removed.

A Divorce Plot does not give any other player Casus Belli if failed.

Overthrow (Trait Check)
The Overthrow action causes such upheaval in the target territory that the Dynasty controlling the territory loses its control.

The target territory needs to have an Unrest Token on it, and it must be adjacent to a territory under the control of the Overthrowing player (unless the player has the Spymaster Development Card).

For each of the following factors that apply, the player needs an additional success in the trait draw for the action to succeed:
✖ There is a Castle in the target territory.
✖ The target territory is a Duchy (it has a Duke/ Duchess character in it).
If the Overthrow is successful, the target player's Knight is removed, along with the Unrest Token. Any Duke or Duchess in the territory is killed. The target territory is now independent. Draw a random spouse Character Card according to the Culture of the territory and place the card on the territory with a random Trait Token on top of it.

If the Overthrow fails, only the Unrest Token is removed, and the target player gets Casus Belli against the player attempting the Overthrow.

Multiple Overthrows: A player may attempt several Overthrows as part of the same Overthrow action, by paying extra Gold. The second Overthrow costs 1 Gold to attempt (in addition to any Gold spent on getting more draws), the third Overthrow costs 2 more Gold to attempt, and the fourth Overthrow costs 3 additional Gold to attempt. Resolve one Overthrow before declaring

the next. No more than one Overthrow may be directed at the same territory in a single action. No more than four Overthrows in total can be attempted in a single action.

The War Cards: Mobilize/Invade

Critical Traits: Kind, Cruel

Using the War Action Cards, a player can raise troops and attack other territories. To be able to Invade another territory, the player first needs to:

�֍ Have a Casus Belli against the Dynasty controlling the territory, or be At War with the Dynasty. (Casus Belli is not needed to Invade an independent territory.)
✖ Have a Mobilized territory adjacent to the territory that he is Invading.

This means that the player will need to perform at least one other action (Mobilize), and often two other actions (Plot and Mobilize), before he can Invade. War takes careful planning!

Sea Passage & Navy: Normally, for territories to be "adjacent," they must share a land border. However, territories connected by sea passages (the dotted lines on the map) also count as adjacent. In addition, the Navy Development Card makes all of the player's coastal territories "adjacent" to all other coastal territories in the same ocean (North Sea, Atlantic Ocean, Mediterranean).

Mobilize (Automatic)

To Mobilize means that the King calls on his vassals in a territory under his control to make their forces available to Invade another territory, or to defend against an attack.

The Mobilize action always succeeds and requires no trait check. After the Mobilize action, one or more of the territories under the Player's control is Mobilized. Place a Foot Soldier of the player's color in the chosen territories (next to the Knight) to indicate this. No more than one Foot Soldier figure can ever occupy the same territory. Any Unrest Tokens are immediately removed when territory is Mobilized.

A player may Mobilize as many of his territories as he likes with a single action—but he can never have more than four (4) Mobilized territories at the same time.

Mobilizing has no immediate cost, but each Mobilized territory will cost the player 1 Gold in the Upkeep phase at the end of each Round. The player may remove the Foot Soldier (and thus demobilize the territory) in the Upkeep phase, but only after its cost has been paid.

Invade (Trait Check)

The Invade action is the most aggressive move a player can make—he sends his army into a territory controlled by another player (or an independent territory), and tries to take control of it by military force.

If the player has several Mobilized territories (see Mobilize above), he can perform one attack with each of them with a single Invade action. He can, however, only attack the same territory once per Invade action. The player must declare which Foot Soldiers do what (attack or support, see below) in the Turn before any trait draws are made.

Requirements: To be able to Invade a territory, the player must:

✖ Be At War with the Dynasty controlling the territory, or have a Casus Belli against the Dynasty. Independent territories can be Invaded without Casus Belli.
✖ Have Mobilized a territory adjacent to the territory that he is Invading (see the text on sea passage and Navy above).

If the requirements are met, both players place the other's Dynasty Shield on the "At War" space on the Family Board. Make a trait check to see if the Invade action succeeds.

Defense: For each of the following factors that apply, the Invading player needs an additional success in the trait draw for the action to succeed:

✖ There is a Castle in the target territory.
✖ The target territory is Mobilized (there is a Foot Soldier in it).
✖ The target territory is a Duchy (it has a Duke/Duchess character in it).
✖ Other modifiers (from Development Cards, Action Cards, or the Crusade Track).

Support: If the Invading player has Foot Soldiers in several territories adjacent to the target territory, he may use the additional Foot Soldiers to support the attack. Each additional Foot Soldier used in the attack gives an extra trait draw. A Foot Soldier used to support an attack cannot be used in another attack during the same Invade action.

Navy Limit: Even if a player with a Navy Development Card has Foot Soldiers in several coastal territories, only one such Foot Soldier can be used in a single Invade action against another coastal territory.

Pact Support: Additionally, when a player in a Pact (see page 20) Invades, he gets an additional trait draw if the independent territory in the Pact, or a territory under the control of the other Dynasty in the Pact, is adjacent to the target territory. If the Invading player has several Pacts, he can get several extra trait draws this way. Note that no Foot Soldier is needed for Pact support.

Giving Pact support to an Invade action against a Dynasty gives the target Dynasty Casus Belli against the supporting Dynasty. To prevent this, the supporting player in a Pact may choose to instead immediately break the Pact and withhold his support for the Invasion. The Invading player then immediately gets Casus Belli against the player who broke the Pact.

Modifiers from Development Cards, events on Action Cards, and the Crusade Track may give the Invader extra trait draws for free.

Victory: If the Invade action succeeds, any enemy Knight and Foot Soldier figures in the target territory are removed, and a new Knight from the Invading player's supply is placed in the territory instead. The Invading player may also, if he so wishes, move one Foot Soldier figure that took part in the attack into the target territory as well, thus Mobilizing this territory and demobilizing the territory from which the Foot Soldier came.

Pillaging: After a successful Invade action, a player may choose to pillage the target territory. The player then gains 2 Gold, but an Unrest Token is placed in the territory. The player may only choose to pillage if the attacking Foot Soldier is not moved into the target territory.

Characters: If a territory with one or several Character Cards on it is successfully Invaded, the characters are killed. This applies both to potential spouses in independent territories and Dukes/Duchesses and their spouses.

Counterattack: If the Invade action fails, and if the target territory has a Foot Soldier figure on it, the player controlling the territory may immediately counterattack and perform an Invade action against one territory that took part in the failed

Invade attempt. This includes other players' territories that supported the invasion as part of a Pact. The counterattack Invade action does not count as an action. It follows the normal Invade rules in all other respects, except that a player is not allowed to counterattack a counterattack.

Annexation: A player who has a Pact with an independent territory can annex this territory with an Invade action. This works like a normal Invade action, but requires no trait check—it succeeds automatically. Annexing a territory still requires using a Foot Soldier in an adjacent territory.

Control Limit: A player can never control more than eight (8) territories. If a player acquires a ninth territory, he must relinquish control of any territory under his control and remove the Knight figure from it. This territory becomes independent—draw a random spouse Character Card and place it on the territory, with a random Trait Token on top of it.

The Tax Cards

The Tax Action Cards is the main source of income in the game.

Tax (Automatic)

The Tax action does not require a trait draw. Taxing produces 1 Gold for each territory under the player's control (i.e. 1 Gold for each of his Knight figures on the board), plus 1 Gold for each Castle in a territory under his control. Certain tokens in the territory, Dukes and Duchesses, events on Action Cards, Crusade modifiers, and Development Cards can modify how much Gold a player receives when he Taxes.

Harvest: When a territory with one or more Harvest Tokens on it is Taxed, the player receives 1 additional Gold from that territory and removes one Harvest Token.

Crop Failure: When a territory with one or more Crop Failure Tokens on it is Taxed, the player receives no Gold from that territory but instead removes one Crop Failure Token.

Duchies: A Duchy (a territory with a Duke or Duchess, see page 11) produces 1 less Gold than normal when Taxed (to a minimum of zero), as the Duchy requires more resources.

Plague: When territory with a Plague Outbreak Token on it is Taxed, it produces no Gold. Instead, the Taxing player removes the token and makes a trait check (no critical traits) for each adjacent territory—even territories not under his control. Each territory that fails the trait check receives a Plague Token with the Outbreak Over side up. When a territory with the Outbreak Over side up is Taxed, it produces no Gold. Instead, the Plague Token is removed.

Multiple Tokens: If there are several different tokens in the territory, each type is dealt with separately. For example, one Tax action may remove one Harvest Token and spread one Plague Token. Harvest Tokens removed at the same time as a Plague or Crop Failure Token produce no Gold.

The Crusade Cards

Critical Traits: Kind, Cruel

To partake in the quest to redeem the Holy Land is a holy duty that a Crusader King cannot neglect. All players must take at least one Crusade Card at the beginning of each Era. One—and only one—Crusade action must be performed before the Era ends. A player may not perform more than one Crusade action in a single Era, unless he has the Archbishop Development Card (at the time of choosing cards for the Round).

Crusade Action (Trait Check)

When performing the Crusade action, the player must send his King, a male sibling, a male child, or a son-in-law to join the Crusade. If a player has no male family members at all, he can and must send his ruling Queen to the Crusade. Glitterhoof can be sent to the Crusade.

A trait check is required. If the Crusade action is successful, the player takes the First Player Token. The player then places his Dynasty Shield on the Crusade Track, on the lowest numbered position that is not already covered by a Dynasty Shield. If the position holds a Trait Token, the player must take it and place it in his Trait Bag.

No single player can ever have more than four Dynasty Shields on the Crusade Track at any one time.

Bonus Effects: After a successful Crusade action, the player also gains the bonus effect listed next to the position he just claimed on the Crusade Track. The bonus effects are cumulative. If a player loses a Dynasty Shield on the Crusade Track, the bonus effect is also lost, but the Crusade Trait Token stays in the player's Trait Bag.

Jerusalem: If a player, via a Crusade action, reached the tenth and final position on the Crusade Track (Jerusalem), the Crusade—and the game—is over (unless stated otherwise in the scenario). The Crusading player gets the King of Jerusalem achievement, and all players then immediately count their Victory Point scores and the winner is declared. See Ending the Game and Scoring, page 17).

Failure: If the Crusade action fails, the individual sent on the Crusade is killed (see Death, page 18).

Events

Each Action Card also describes an event. When a player plays an Action Card, he automatically triggers the event on the card. The event effect always occurs after the action is completed. The events represent what happens elsewhere, while the King is focusing on his actions.

The events on Realm, Intrigue, War, and Tax cards are generally bad for the player playing the Action Card, or beneficial to another player. The events on Crusade cards are, on the other hand, generally bad for others or beneficial for the player himself.

Targeting and Requirements

Target: Some events are marked Self. This means that the effect of the event affects the player who played the Action Card. Other events are marked Other. This means that the event affects another player. This player is generally described as the "next player." Unless stated otherwise, this always

means the next player in player order, i.e. the player to the left.

Requirements: Some events have requirements in order to occur. If the player does not meet the requirement of an event marked Self, the event has no effect and is ignored.

If the next player does not meet the requirement of an event marked Other, the effect moves on to the next player after him in the player order, unless stated otherwise on the card. The player who played the Action Card can never be affected by an event marked Other. If none of the other players fulfill the requirement, the event is ignored.

EXAMPLE:

According to the event on the Action Card, the next player's King will have a new child, but the requirement is to have a spouse. The player next in the player order does not have a spouse, but the player after him in the player order does, so he gets the child instead.

Event Trait Draws

Some of the events on the Action Cards require separate trait checks to be made. Unless stated otherwise, a player is allowed to spend Gold to get additional trait draws on these. Other players may also pay Gold to negate your extra draws (see Trait Checks on page 8).

Achievements

Achievements are ways for players to earn extra Victory Points (see Scoring, below). There are four achievements in the core game. The first player to reach an achievement is given the Achievement Token for it, and places it on his Dynasty Card.

✠ **Crusader:** Given to the first player to have two Dynasty Shields on the Crusade Track.
✠ **Builder:** Given to the first player to have three Castles in territories under his control.
✠ **Inventor:** Given to the first player to have four Development Cards on his Family Board.
✠ **King of Jerusalem:** Given to the player who reaches the tenth and final position on the

Crusade Track (Jerusalem). This immediately ends the game.

If a player for any reason falls below the above requirements for the achievement, he immediately loses the Achievement Token.

If another player surpasses the player with an achievement—i.e. gains more Dynasty Shields, Castles, or Development Cards—the Achievement Token is handed over to the new leader. Only one player can have a specific Achievement Token at any given time.

Ending the Game and Scoring

Unless the scenario states otherwise, the game ends when the Crusade has reached Jerusalem, or after three full Eras have been completed. The player with the most Victory Points wins. Points are rewarded according to the below factors:

✠ 1 Victory Point for each territory under the player's control (Knights turned on their side do not count).
✠ 1 Victory Point for each Achievement Token.

In case of a tie, the player with the most Dynasty Shields on the Crusade Track wins. Still tied? Share the victory!

Game Concepts

Listed alphabetically.

Age

During the Upkeep phase of the Round, each player places an Age Token on their King's Character Card.
✴ If this is the King's fourth Age Token, the player may remove one Trait Token of his choice from his Trait Bag. If it is a Random Trait Token, return it to the General Trait Bag.
✴ If this would be the King's fifth Age Token, the King instead dies peacefully. Perform a Succession Ceremony (page 21).

Castle

A player can build Castles if he chooses the Build action (page 12) when playing a Realm Action Card. Only one Castle can ever be placed in a single territory. A Castle has two effects:
✴ It makes the Invade and Overthrow actions harder to accomplish in the territory (requiring one extra success by the aggressor).
✴ When a territory with a Castle is Taxed, it produces 1 extra Gold.

If the player loses control of a territory, the Castle remains and can be used by other players who seize control of the territory.

Character

A character is an individual depicted on a Character Card. Characters can be Kings, spouses, siblings, children, and potential spouses.

Control

Territories under a player's control are territories that his King rules over using his vassals. This is indicated by the Knight figure. There can never be two Knights in the same territory. An independent territory that a player has a Pact with is not controlled by the player.

Crop Failure

A Crop Failure Token eliminates the Tax income the next time the territory it is placed on is Taxed. Instead of getting Gold from the territory, the player removes one Crop Failure Token, regardless of how much gold the territory would yield. If a territory has several Crop Failure Tokens, only remove one after each Tax action.

Culture

There are five Cultures in the game, represented by a specific color:
✴ English (red)
✴ Frankish (blue)
✴ Germanic (black)
✴ Italian (green)
✴ Iberian (yellow)

Each Dynasty specified in the scenario belongs to a Culture indicated. When placing Knights and Foot Soldiers on the Game Board, the players should use ones with the same color as their Culture.

All Character Cards also have a Culture indicated on the back. A player should only use Character Cards for his own Culture when drawing a random Character Card for a childbirth within his Dynasty.

Each territory on the Game Board is associated with a Culture, indicated by the color of the borders between the Cultures. The Culture of a territory has no effect on gameplay, except to determine which player's stack of Character Cards should be used when drawing a potential spouse in an independent territory (see page 5).

Death

When a character dies, its Character Card is discarded and has no further effect on the game. Place the card in a discard pile for the player's

discard pile for Culture Character Cards, depending on which type it is. When a King dies, a Succession Ceremony (page 21) is performed.

When a character with a Random Trait Token on it dies, the token is returned to the General Trait Bag. Event Trait Tokens (with a silver border) are returned to their pile.

Discard Piles

The game has two discard piles shared by the players, all placed at convenient positions next to the Game Board:
�֍ Action Cards
✠ Development Cards

In addition, each player has a personal discard pile of Culture Character Cards for his Culture.

Discarded cards are not used in the game again, unless a stack of cards on the Game Board or Family Board is depleted. In this case, take all discarded cards of the corresponding type, shuffle them, and place them face down in a new stack on the Game Board or Family Board.

Elimination

If a player's last Knight is removed from the board, his Dynasty is eliminated from history. Remove the Dynasty Board, discard all Character Cards on the Family Board, all Development Cards, and all Dynasty Shields, including those on the Crusade Track.

Yet, one Dynasty's loss is another Dynasty's opportunity. This makes it possible for players still in the game to place Dynasty Shields on the Crusade Track without having to take potentially negative Trait Tokens.

The player of the eliminated Dynasty is not necessarily eliminated from the game. If he wants to, he can:
✠ Pick any unused Dynasty Card for his Culture. The core *Crusader Kings Board Game* contains several Dynasties for each Culture, and more will be added in expansions.
✠ Place the starting King Character Card of the new Dynasty on the Family Board.
✠ Keep any Gold the player had from the eliminated Dynasty.
✠ Place one Knight in any independent territory. Remove the spouse Character Card in this territory, along with its Trait Token.

- If there are no independent territories, the player may choose any territory where there is an Unrest Token, remove the Unrest Token, and replace any Knight in that territory with his own Knight.
- If there are no territories where there is an Unrest Token, the player may choose any territory on the map and replace the Knight in that territory with his own Knight.

Events

Events are described on the bottom part of the Action Cards. The event is triggered when the Action Card is played. The effect of the action is always fully resolved before the event is resolved. How events work is described in detail on page 16.

First Player

The First Player is shown by the First Player Token. The First Player draws Action Cards first at the start of a new Era, and reveals his Action Card first when a new Turn starts. Then player order goes clockwise around the table.

Every time a player performs a successful Crusade action, that player takes the First Player Token. When this happens, the current Turn is completed before the change in player order takes effect. Note that this means that it is possible for the last player in one Turn to be the first player in the next Turn, thus revealing two Action Cards in a row.

Foot Soldier

The Foot Soldier figures are placed in Mobilized territories, i.e. territories where the player has performed the Mobilize action.

A Foot Soldier figure is needed to Invade an adjacent territory. A Foot Soldier also makes it more difficult to Invade the territory that it is in.

For each of his Foot Soldiers on the Game Board, a player must pay 1 Gold during the Upkeep phase of the Round. After this has been paid, the player may Demobilize (remove) any or all of his Foot Soldiers.

There can never be two Foot Soldiers in the same territory.

Glitterhoof

The horse Glitterhoof, of Crusader Kings II fame, is a special Character Card in this board game. During setup, a Character Card in an independent territory can be replaced by Glitterhoof. The horse is in eligible spouse for the Marry action. Both men and women can Marry Glitterhoof. However, a King or Queen married to the horse cannot have children.

Harvest

A Harvest Token makes a territory yield 1 extra Gold the next time it is Taxed. Remove one Harvest Token when the territory is Taxed. If a territory has several Harvest Tokens, only one comes into effect during each Tax action. If a Crop Failure Token is removed from the territory by the same action, the Harvest Token yields no Gold, but must be removed anyway.

Independent Territory

A territory is independent if no Dynasty controls it, i.e. there is no Knight figure on it. Each independent territory in the game, when not in a Pact, should have a face up Character Card for a potential spouse on it, with a random Trait Token on top. By Marrying a character from his Dynasty to a spouse from an independent territory, a player forms a Pact with the territory.

If a territory becomes independent (due to an Overthrow action or a Succession Crisis), a random potential spouse Character Card is immediately drawn according to the Culture of the territory. Place the card on the territory with a random Trait Token on top of it.

Knight

The Knight figures are placed in territories under a player's control, to indicate his Dynasty's rule over them. The Knight represents the King's vassal in the territory. Knights require no Upkeep. There can never be two Knights in the same territory.

Mobilized

When a player has performed the Mobilize action, or in some other manner obtained a Foot Soldier in a territory, it is referred to as a Mobilized territory. There can never be two Foot Soldiers in the same territory. A Mobilized territory can never have an Unrest Token placed on it.

Off-Limits

If less than five players take part in the game, Dynasty Tokens of the Dynasties not used are placed in all territories belonging to the same Culture as these Dynasties. These Dynasty Tokens indicate that the territories are off-limits. Off-limits territories cannot be Invaded, and are not part of the game in any way.

Pacts

A Pact is a powerful alliance between two Dynasties, or between a Dynasty and an independent territory. A Pact is formed when a player successfully Marries one of his characters to the spouse Character Card in an independent territory, or to a character belonging to another player. When a Pact is formed between two Dynasties, all states of War and Casus Belli between them are removed.

A Pact has two effects:

�֎ If another player (outside the Pact) Invades an independent territory in a Pact, or a territory under the control of a Dynasty in a Pact, the (other) Dynasty in the Pact immediately gets Casus Belli against the Invading Dynasty.

✖ When a player in a Pact Invades, he gets one additional trait draw if the target territory is adjacent to one or more territories with which the player has a Pact (or adjacent to a territory under the control of a Dynasty in a Pact with the player). Giving Pact support to an Invade action gives the target Dynasty of the Invasion Casus Belli against the supporting Dynasty.

A Pact can never involve more than two parties. A Dynasty can have Pacts with several different independent territories and/or Dynasties—even Dynasties that have Casus Belli against each other or are At War.

Pact with Territory: An independent territory in a Pact is not under the control of the Dynasty in the Pact, and thus produces no Gold when Taxing and gives no Victory Points at scoring.

A Pact with an independent territory can be broken at any time, in the player's own Turn. The independent territory can break the Pact only as the result of an event on an Action Card. When a Pact is broken, remove the player's Dynasty Shield from the territory and draw a new random spouse Character Card according to the Culture of the territory. Place the card on the territory and draw a Random Trait Token for the character.

A player who has a Pact with an independent territory can annex this territory with an Invade action. This works like a normal Invade action, but requires no trait check—it succeeds automatically. Annexing a territory still requires using a Foot Soldier in an adjacent territory.

Pact Between Dynasties: A Pact between two Dynasties can be broken at any time, by either player, in either player's Turn. When a player breaks a Pact with another Dynasty, that Dynasty immediately gets Casus Belli against the player's Dynasty. If a player Manufactures Casus Belli against a Pact partner, or performs any action that gives the Pact partner Casus Belli against him, the Pact is immediately broken.

Plague Tokens

Plague Tokens have two sides: "Plague Outbreak" and "Outbreak Over." When territory with a Plague Outbreak Token on it is Taxed, it produces no Gold. Instead, the Taxing player removes the token and makes a trait check (no critical traits and Gold cannot be spent) for each adjacent territory—even territories not under his control. Each territory that fails the trait check receives a Plague Token with the Outbreak Over side up, as well as an Unrest Token. Any Foot Soldier in the territory is removed. When a territory with the Outbreak Over side up is Taxed, it produces no Gold. Instead, the Plague Token is removed.

Sea Passage

A sea passage is a dotted line between two territories separated by water. Such territories are considered "adjacent" for all purposes in the rules.

Succession Ceremony

When a player's King dies, a Succession Ceremony takes place in the Dynasty. Discard the dead King's Character Card, along with any spouse.

The throne is then inherited, according to the principle of Agnatic-Cognatic Primogeniture, in the following order. If there are no representatives of one row on the player's Family Board, move to the next row:
1. The eldest male child
2. The eldest female child
3. The eldest male sibling
4. The eldest female sibling

The player places the heir's Character Card on the King space on his Family Board. The heir's Trait Token (or tokens) is placed in the player's Trait Bag. If the heir is a child, move any other children to the Sibling spaces. If any of them are Dukes or Duchesses, replace their Child Duke Tokens with Sibling Duke Tokens. Remove any siblings to the previous King from the game. If no eligible heir is available, a Succession Crisis is triggered.

Queens: Note that it is entirely possible for female characters to inherit the throne. Such Queens are treated just like Kings in every respect by the rules, with two exceptions:
�֎ A Queen can only marry a male spouse.
✖ A Queen can only be sent on a Crusade if there are no male characters in the Dynasty.

Succession Crisis

If no King can be appointed in the Succession Ceremony, a Succession Crisis is triggered, and there is a time of strife in the realm. The player can only keep control of half (round up) of his territories and half (round up) of his Gold. The player may choose which territories are lost, and must remove all Knights and Foot Soldiers from them. Castles figures and tokens remain.

Lost territories are now independent. For each lost territory, draw a random spouse Character

Card according to the Culture of the territory, and place the card on the territory with a random Trait Token on top of it.

The player then draws a random Character Card for his Culture to appoint a new King or Queen. Draw a Random Trait Token for the new monarch, and immediately place it in the Trait Bag.

Territory

There are a total of 32 territories on the game map, delineated by borders. Controlling territories—indicated by the Knight figure—is the main measure of success in the game.

Two territories are considered "adjacent" if they share a common land border. Some territories count as bordering even if they are separated by water. Such sea passages are indicated by dotted lines on the map.

Each territory is associated with one of the five Cultures of the game. Read more under Culture, above.

Trait

A trait is a positive or negative characteristic of a character. Traits are indicated by Trait Tokens, which are used to make trait checks. All characters in the game have one (and sometimes several) Trait Tokens on them, except the King and his spouse.

Unrest Token

An Unrest Token in a territory means that the territory can be Overthrown, using the Overthrow action on the Intrigue card.

An Unrest Token can never be placed on a Mobilized territory. A territory can have several Unrest Tokens on it. An Unrest Token can be removed in several ways:

�֎ A player Mobilizes the territory. This removes all Unrest Tokens.
✖ Using the Marshal Development Card.
✖ Events on certain Action Cards can remove Unrest Tokens.
✖ If the territory is Overthrown.

Solo and Two-Player Mode

Crusader Kings the Board Game can be played with analogue Artificial Intelligence rules to accommodate several variants of gameplay:

✖ Two-player games, where one to three AI players control the "empty" Dynasties.
✖ Solo games where one player plays against one to four AI players. To make it more difficult, the AI players may start in Pacts.
✖ Cooperative games, where two to four players play against one to three AI players. In this case, sum up all human players' scores and compare to the total of the AI players' total score.
✖ Additional players, for example if three players want to play a standard game but want it to be a four- or five-player experience.

The AI follows a framework of short rules and targets. You must follow these, and when they do not tell you what to do clearly, try to do as well as you can for the AI—what you think would have been the best decision if you were playing that Dynasty. The decisions should be briefly discussed among all players and considered with the AI's best interest in mind. If you disagree on which choice would be the best for the AI, don't continue the discussion, instead randomize between the options when the human players disagree on what is best for the AI, using a method of your choice.

Setup

First, decide which Dynasties should be played by AI players. Then select or randomize the Strategy of each AI player. The Strategies are summarized below. The AI players are given the same components and the same setup as a normal player, as stated in the scenario, and also items according to their AI Strategy. Development cards they receive

from special rules may not be depleted. If this occurs, chose or randomize another AI.

Era

During the game, the AI players draw cards according to their Strategy, in addition to any other cards.

Shuffle all cards drawn, and place them face down in a stack for unused Action Cards next to each AI player's Dynasty Card.

Round and Turn

AI players do not plot. Instead, each time it is an AI player's turn to play an Action Card, reveal the top card in its pile of unused Action Cards, take the action, and resolve the event. Follow the AI's Strategy to perform the action. Whenever the Strategy leaves you with different options, try to do as well as you can for the AI, according to the real players' best knowledge. All AIs follow the general rules below. If an AI's Strategy contradicts these, the Strategy takes precedence.

�֍ AI players have no Gold. They always have enough Gold to perform their actions or pay upkeep. They never draw Tax cards. If they need Gold to pay to players, it is taken from the general supply. If they ever receive Gold, this is put into the general supply.

✲ An AI player always makes use of Development Cards as soon as they can. Always start its Turn by checking if any Development Card can be used.

✲ An AI player does not take part in a sabotage of other players' trait draws (i.e. paying Gold to negate Gold spent by the active player).

✲ AI players never need to Mobilize or pay upkeep for Foot Soldiers. All of their territories are always considered to be Mobilized.

✲ In a trait check, an AI player always draws at least one more Trait Token than the number of successes needed.

✲ When Invading, an AI player always uses any available support from its own troops, or support from others in a Pact if available.

✲ An AI player in a Pact always supports other Dynasties in the Pact.

✲ If no other spouse is available, an AI always tries to Marry its King to a random spouse from its own deck of Culture Character Cards.

An AI will only try to marry its King, not other characters in the Dynasty.

In case no action can be performed with the Action Card, just resolve the event.

Crusading

If an AI has Crusaded once in the Era already (twice if it has the Archbishop), and you draw another Crusade card, ignore it and draw the next card in the pile.

If the last card in an Era is not a Crusade card, and the AI has not yet Crusaded during that Era, continue drawing until you draw a Crusade Card.

EXAMPLE

This is an example of a five-player game with three AI players—Ferox, Postis and Munitio—and two human players, A and B. In Turn 6 of the first Era, Ferox flips the top Action Card in its stack. It is an Intrigue Card with the Plot/Overthrow actions and the event "Duel."

First, the action is resolved. Following Ferox's tactics, it first tries to Overthrow, but there are no territories with Unrest. Ferox has Casus Belli against all other players, and there are no children with a positive trait, so Ferox will try to Murder a King. It chooses the one with the fewest heirs. In this example, Postis and Munitio are tied regarding the number of heirs. Player A and B discuss which one Ferox would chose. They are quite similar in threat to Ferox, but since Postis Bribed one of Ferox's Councilors last Round, they decide that Postis will be the target, because this is what they would have chosen themselves. If it would have been a choice between Postis and Player B instead, it would have required a bit more sportsmanship from both player A and B. It would be preferable if they can still see the situation objectively from Ferox's perspective, but if they disagree (this is still a game), they would have been able to just randomize the target between Postis and B.

For the event, Player A and B agree that since Ferox's heir has a green trait and is married to a spouse with a green trait, it would not hurt Ferox if its King died. So, Ferox sends its King into the duel.

AI Strategies

1

NAME	TACTICS	SPECIAL RULES
Ferox (Aggressive)	**MARRY** Marry the King, and then the children, as soon as possible, focusing on Strong, Cruel, and Swordmaster. If none are available, Marry into the closest territory regardless of trait. Never marry other players' children. 　Never accept marriage proposals from other players, unless they pay 5 Gold or more for a child with a red trait, and 7 Gold or more for a child with a green trait. **ERA** Draw the following Action Cards: 1 Realm, 3 Intrigue, 3 War, 0 Tax, 1 Crusade **REALM** 1. Buy Development Cards that improve chances to Invade and create Unrest situations. 2. Build 1 Castle. **INTRIGUE** 1. Overthrow a territory that is in Unrest. 2. Manufacture Casus Belli. 3. Murder a child on the board with a green trait, of the player who has the fewest heirs (except Ferox's own). 4. Murder the King on the board who has the fewest heirs. **WAR** 1. Invade a territory under the control of an opposing player, where two or more successes are needed. 2. Invade a territory under the control of an opposing player, where only one successes is needed.	Gets the Longbow from start.

2

NAME	TACTICS	SPECIAL RULES
Postis (Developer)	**MARRY** Marry the King, and then the children, as soon as possible, focusing on Honest and Ambitious. Never Marry a spouse with other red traits. 　Always accept marriage proposals from other players, if they pay 3 Gold or more, except if the proposal is to Postis's own heir. **ERA** Draw the following Action Cards: 2 Realm, 2 Intrigue, 3 War, 0 Tax, 1 Crusade **REALM** 1. Buy Development Cards unless Postis has six already. 2. Build one Castle.	Gets the Longbow from start.

NAME	TACTICS	SPECIAL RULES
	INTRIGUE 1. Bribe a random Councilor unless Postis has three already. 2. Overthrow a territory that is in Unrest. 3. Manufacture Casus Belli. 4. Murder a child with a green trait on the board of the player who has the fewest heirs (except Postis's own). 5. Incite Unrest. **WAR** 1. Invade an independent territory with which another player has a Pact. 2. Annex an independent territory with which the AI itself has a Pact. 3. Invade a territory under the control of an opposing player, where only one successes is needed.	

3

NAME	TACTICS	SPECIAL RULES
Munitio (Defensive)	**MARRY** Marry the King, and then the children, as soon as possible. Focus on children of players that have Casus Belli against you or are At War with you. Offer 1 Gold for a child with a red trait, and 4 Gold for a child with a green trait. Otherwise, only Marry spouses with green traits in independent territories. Always accept marriage proposals from other players, if they pay 2 Gold or more, except if the proposal is to Munitio's own heir. **ERA** Draw the following Action Cards: 2 Realm, 2 Intrigue, 3 War, 0 Tax, 1 Crusade **REALM** 1. Build one Castle. 2. Buy available defensive Development Cards. **INTRIGUE** 1. Overthrow a territory that is in Unrest. 2. Murder a child with a green trait on the board of the player who has the fewest heirs (except Munitio's own). 3. Murder the King on the board who has the fewest heirs. 4. Incite Unrest. **WAR** 1. Invade an independent territory with which another player has a Pact. 2. Invade a territory under the control of the opposing player that controls the fewest territories.	Gets the Plate Armor from the start.

NAME	TACTICS	SPECIAL RULES
4 Amandum (Lustful)	**MARRY** Marry the King, and then the children, as soon as possible. Marry only green traits and then Lustful, Deceitful (in that order). Marry into independent territories first, then propose to the children of other players, giving 3 Gold in dowry. Always accept marriage proposals from other players, except if the proposal is to Amandum's own heir. **ERA** Draw the following Action Cards: 2 Realm, 2 Intrigue, 3 War, 0 Tax, 1 Crusade. **REALM** 1. Buy up to two defensive Development Cards. 2. Build one Castle. **INTRIGUE** 1. Divorce your King, if married. 2. Overthrow a territory that is in Unrest. 3. Incite Unrest. **WAR** 1. Annex an independent territory with which the AI itself has a Pact. 2. Invade an independent territory with which another player has a Pact. 3. Invade a territory under the control of the opposing Dynasty with the fewest children.	Gets one extra Lustful and one extra Attractive token in its Trait Bag from start.

NAME	TACTICS	SPECIAL RULES
5 Aperio (Crusader)	**MARRY** Marry the King, and then the children, as soon as possible, focusing on the Cruel trait. If none are available, Marry into the closest independent territory regardless of trait. Always accept marriage proposals from other players, if they pay 2 Gold or more, except if the proposal is to Aperio's own heir. **ERA** Draw the following Action Cards: 1 Realm, 2 Intrigue, 3 War, 0 Tax, 2 Crusade. **REALM** 1. Buy the Archbishop, the Marshal, the Bank and defensive Development Cards. 2. Build one Castle.	Gets the Archbishop from the start.

NAME	TACTICS	SPECIAL RULES
	INTRIGUE 1. Overthrow a territory that is in Unrest. 2. Incite Unrest. **WAR** 1. Invade a territory under the control of the opposing player that has the most Dynasty Shields on the Crusade Track. 2. Invade anywhere. 3. Mobilize one territory.	

SCENARIOS

This section of the rulebook contains six complete scenarios for the game. The scenario determines the starting conditions for each player. When you play, you always choose one of the scenarios. Unless stated otherwise in the scenario, each King starts the game with no spouse, siblings, children, or Age Tokens.

Number of Players

Crusader Kings the Board Game can be played by 3–5 players (and even with just one or two human players, by replacing human players with AIs using the rules on page 22).

For games with fewer than five players (human or AI), simply remove one or two of the Dynasties in the scenario. All territories belonging to the same Culture as the removed Dynasties are off-limits and not accessible. Off-limits territories cannot be Invaded and are not part of the game in any way.

When playing with fewer than five players, we recommend not removing the Frankish Dynasty of the scenario, as this will create a "hole" in the middle of the Game Board.

Scenario 1:
The Kingdom of Jerusalem

The First Crusade was the first of a number of crusades that attempted to recapture the Holy Land, called for by Pope Urban II. The resulting military expedition, known as the Princes' Crusade, went on to conquer the Holy Land, which had fallen to Islamic expansion as early as the seventh century. This crusade culminated in the reconquest of Jerusalem and the establishment of the Kingdom of Jerusalem.

The Princes' Crusade was a well-organized military campaign. It marched into Anatolia, capturing Nicaea and Antioch, and took Jerusalem in an assault on 7 July 1099, massacring the defenders. A brief attempt to recapture Jerusalem was repulsed by the Crusaders at the Battle of Ascalon.

During their conquests, the Crusaders established the Latin Rite crusader states of the Kingdom of Jerusalem, the County of Tripoli, the Principality of Antioch, and the County of Edessa. This was contrary to the wishes of the Eastern Rite Byzantines, who wanted the land that the Muslims took from them returned, rather than occupied by Latin Catholics. After the retaking of Jerusalem, most of the crusaders returned home. This left the crusader kingdoms vulnerable to Muslim reconquests during the Second and Third Crusades.

House of Normandy

English (Red)
- ✠ **King:** William the Conqueror (Pious, Brave, Cruel, Dimwitted)
- ✠ **Territories:** Wessex, Northumbria, Mercia, Normandy
- ✠ **Gold:** 5
- ✠ **Development Card:** Navy
- ✠ **Castle:** None

House of Capet

Frankish (Blue)
- ✠ **King:** Philippe I the Amorous (Attractive, Humble, Gluttonous, Lustful)
- ✠ **Territories:** The Low Countries, Lorraine, Paris, Aquitaine, Toulouse
- ✠ **Gold:** 7
- ✠ **Development Card:** Chancellor
- ✠ **Castle:** Paris

Salian Dynasty

Germanic (Black)
- ✠ **King:** Heinrich IV (Cultivated, Clever, Ambitious, Cruel)
- ✠ **Territories:** Saxony, Pomerania, Poland, Bohemia
- ✠ **Gold:** 5
- ✠ **Development Card:** Court Physician
- ✠ **Castle:** None

Casa D'Altavilla

Italian (Green)
- ✠ **King:** Roberto il Guiscardo (Clever, Brave, Ambitious, Deceitful)
- ✠ **Territories:** Lombardy, Venice, Papal States, Apulia
- ✠ **Gold:** 6
- ✠ **Development Card:** Steward
- ✠ **Castle:** None

Jiménez Dynasty

Iberian (Yellow)
- ✠ **King:** Sancho IV of Pamplona (Swordmaster, Generous, Ambitious, Lustful)
- ✠ **Territories:** Leon, Navarra, Castile, Portugal
- ✠ **Gold:** 5
- ✠ **Development Card:** Spymaster
- ✠ **Castle:** None

Scenario 2:
Crusade of the Faint-Hearted

The Crusade of the Faint-Hearted was a minor crusade composed of three separate movements, organized in the successful aftermath of the First Crusade. It is called the Crusade of the Faint-Hearted due to the number of participants who joined this crusade after having turned back from the First Crusade.

Calls for reinforcements from the newly established Kingdom of Jerusalem, and Pope Paschal II, inspired a new expedition. The pope especially urged those who had taken the crusade vow but had never departed, and those who had turned back while on the march, to go on this new expedition. Some of these people were already scorned at home, and faced enormous pressure to return to the east; Adela of Blois, wife of Stephen, Count of Blois, who had fled from the Siege of Antioch, was so ashamed of her husband that she would not permit him to stay at home.

Special Rules: The Crusade ends on step 7 of the Crusade Track. Place the Pious token there. Player elimination is permanent in this scenario.

House of Normandy

English (Red)
- ✠ **King:** Henry I (Honest, Strong, Lustful, Cruel)
- ✠ **Territories:** Wessex, Northumbria, Mercia, Normandy
- ✠ **Gold:** 5
- ✠ **Development Card:** Plate Armor
- ✠ **Castle:** Normandy

House of Capet

Frankish (Blue)
- ✠ **King:** Philippe I the Amorous (Attractive, Humble, Gluttonous, Lustful)
- ✠ **Territories:** The Low Countries, Lorraine, Paris, Aquitaine, Toulouse
- ✠ **Gold:** 7
- ✠ **Development Card:** Chancellor
- ✠ **Castle:** Paris, Lorraine

Salian Dynasty

Germanic (Black)
- **King:** Heinrich V (Honest, Clever, Ambitious, Godless)
- **Territories:** Saxony, Pomerania, Hungary, Bohemia, Dalmatia, Poland
- **Gold:** 5
- **Development Card:** Marshal
- **Castle:** None

Casa Canossa

Italian (Green)
- **King:** Matilde di Canossa (Pious, Swordmaster, Ambitious, Deceitful)
- **Territories:** Lombardy, Venice, Papal States
- **Gold:** 7
- **Development Cards:** Archbishop
- **Castle:** Lombardy

Jiménez Dynasty

Iberian (Yellow)
- **King:** Alfonso VI (Strong, Chaste, Cruel, Ugly)
- **Territories:** Leon, Navarra, Castile, Al-Andalus, Portugal
- **Gold:** 5
- **Development Card:** Longbow
- **Castle:** Navarra

Scenario 3:
The Second Crusade

The Second Crusade was the second major crusade launched from Europe. The Second Crusade was started in response to the fall of the County of Edessa to the forces of Zengi. The county had been founded during the First Crusade by King Baldwin of Boulogne. While it was the first Crusader state to be founded, it was also the first to fall.

The Second Crusade was announced by Pope Eugene III, and was the first of the crusades to be led by European kings, namely Louis VII of France and Conrad III of Germany, with help from a number of other European nobles. The armies of the two kings marched separately across Europe. After crossing Byzantine territory into Anatolia, both armies were separately defeated by the Seljuk Turks. Louis and Conrad and the remnants of their armies reached Jerusalem and participated in an ill-advised attack on Damascus in 1148. The crusade in the east was a failure for the crusaders, and a great victory for the Muslims. It would ultimately have a key impact on the fall of Jerusalem, and give rise to the Third Crusade.

House of Blois

English (Red)
- **King:** Stephen (Swordmaster, Strong, Godless, Deceitful, two Age Tokens), male sibling (Scholar), son (Godless), daughter (Pious)
- **Territories:** Wessex, Northumbria (Unrest and Mobilized), Mercia, Ireland (unrest), Normandy (Unrest and Mobilized)
- **Gold:** 7
- **Development Card:** Longbow
- **Castle:** Mercia

House of Capet

Frankish (Blue)
- **King:** Louis VII the Young (Literate, Kind, Ambitious, Lustful)
- **Territories:** Lorraine, Paris, Aquitaine, Toulouse
- **Gold:** 8
- **Development Card:** Chancellor
- **Castle:** Paris

House of Hohenstaufen

Germanic (Black)
- ✤ **King:** Conrad III (Pious, Brave, Deceitful, Dim-witted, three Age Tokens), spouse, son (Sword-master), Son (Weak)
- ✤ **Territories:** Saxony, Pomerania, Poland, Bohemia
- ✤ **Gold:** 7
- ✤ **Development Card:** Royal Guard
- ✤ **Castle:** None

Casa D'Altavilla

Italian (Green)
- ✤ **King:** Roger II (Clever, Swordmaster, Ambitious, Deceitful, two Age Tokens), spouse, son (Deceitful), daughter (Attractive, Pious)
- ✤ **Territories:** Papal States, Apulia, Sicily, Sardinia
- ✤ **Gold:** 7
- ✤ **Development Card:** Archbishop
- ✤ **Castle:** None

House of Ivréa

Iberian (Yellow)
- ✤ **King:** Alfonso VII (Honest, Brave, Cruel, Lustful)
- ✤ **Territories:** Leon, Navarra, Castile, Portugal
- ✤ **Gold:** 7
- ✤ **Development Card:** Spymaster
- ✤ **Castle:** None

Scenario 4: Barons' Crusade

The Barons' Crusade was, in territorial terms, the most successful crusade since the First. Called by Pope Gregory IX, the Barons' Crusade marked the high point of the papal endeavor "to make crusading a universal Christian undertaking." Gregory called for a crusade in France, England, and Hungary, with different degrees of success.

Although the crusaders did not achieve any glorious military victories, they used diplomacy to successfully play the two warring factions of the Muslim Ayyubid dynasty (As-Salih Ismail in Damascus and As-Salih Ayyub in Egypt) against one another, gaining even more concessions than Frederick II had gained during the more well-known Sixth Crusade. The Barons' Crusade resulted in the Kingdom of Jerusalem attaining its largest size yet, at least for a few years.

Special Rules: Place an extra Pious token (taken from the Event Trait Tokens) on step 7 of the Crusade Track, in addition to the token there. Player elimination is permanent in this scenario. The Italian territories (green) are part of the game (not off-limits) even in a three-player game in this scenario.

House of Plantagenet

English (Red)
- ✤ **King:** Henry III (Pious, Clever, Cruel, Deceitful)
- ✤ **Territories:** Wessex, Northumbria, Mercia, Wales, Normandy
- ✤ **Gold:** 6
- ✤ **Development Cards:** Navy, Longbow
- ✤ **Castle:** Mercia

House of Capet

Frankish (Blue)
- ✤ **King:** Louis IX the Saint (Honest, Pious, Ambitious, Lustful)
- ✤ **Territories:** The Low Countries, Lorraine, Paris, Aquitaine, Toulouse
- ✤ **Gold:** 7
- ✤ **Development Card:** Plate Armor
- ✤ **Castle:** Paris, Toulouse

House of Hohenstaufen

Germanic (Black)
- ✠ **King:** Frederick II (Scholar, Attractive, Ambitious, Deceitful, 3 Age Tokens), son (Weak), son (Degenerate), daughter (Strong)
- ✠ **Territories:** Saxony, Pomerania, Bohemia, Lombardy, Papal States, Naples, Sicily
- ✠ **Gold:** 5
- ✠ **Development Card:** Steward
- ✠ **Castle:** None

Árpád Dynasty

Hungarian (Green)
- ✠ **King:** Béla IV (Pious, Attractive, Ambitious, Coward, 2 Age Tokens), daughter (Kind)
- ✠ **Territories:** Hungary, Dalmatia
- ✠ **Gold:** 12
- ✠ **Development Cards:** Spymaster, Marshal
- ✠ **Castle:** Hungary

Note: The Árpáds were Hungarian, but are treated as an Italian dynasty for game mechanic purposes.

House of Ivréa

Iberian (Yellow)
- ✠ **King:** Ferdinand III the Saint (Chaste, Pious, Cruel, Ambitious)
- ✠ **Territories:** Leon, Navarra, Castile, Portugal, Al-Andalus
- ✠ **Gold:** 4
- ✠ **Development Card:** Archbishop
- ✠ **Castle:** Al-Andalus

Scenario 5:
The Ninth Crusade

The Ninth Crusade is commonly considered to be the last major medieval Crusade to the Holy Land. Louis IX of France's failure to capture Tunis in the Eighth Crusade led Henry III of England's son Edward to sail to Acre.

Mamluk victory over the Mongols in 1260 at the Battle of Ain Jalut left their leader Baibars to claim the sultanate for himself. As Sultan, Baibars proceeded to attack the Christian crusaders at Arsuf, Athlith, Haifa, Safad, Jaffa, Ascalon, and Caesarea. As the Crusader fortress cities fell one by one, the Christians sought help from Europe. On May 9, 1271, Edward finally arrived at Acre.

The forces under Edward's command were much too small to take on the Mamluks in a straight battle. They settled for launching a series of raids, including capturing Nazareth by storm, and liberating the town of Qaqun. Following this victory, an attempt to assassinate Edward was made. Edward killed the assassin, but received a festering wound from a poisoned dagger in the process. Edward then received news of the death of his son John, and then a few months later, news of the death of his father. He chose to return to England.

Increasing Muslim victories and Christian defeats during the following years led to the end of the Crusades. The period of the Crusades to the Holy Land was over, 208 years after the beginning of the First Crusade.

House of Plantagenet

English (Red)
- ✠ **King:** Edward I of England (Chaste, Clever, Cruel, Ambitious)
- ✠ **Territories:** Wessex, Northumbria, Mercia, Wales, Normandy, Brittany.
- ✠ **Gold:** 2
- ✠ **Development Card:** Navy
- ✠ **Castles:** Wales plus one Castle in a territory of the player's choice

House of Capet

Frankish (Blue)
- ✠ **King:** Philip III the Bold (Humble, Pious, Weak, Dimwitted)

- ✠ **Territories:** The Low Countries, Lorraine, Paris, Toulouse, Aquitaine
- ✠ **Gold:** 7
- ✠ **Development Cards:** Chancellor, Plate Armor

house of habsburg

Germanic (Black)
- ✠ **King:** Rudolf I of Germany (Clever, Honest, Cruel, Deceitful)
- ✠ **Territories:** Saxony, Pomerania, Poland, Bohemia, Dalmatia
- ✠ **Gold:** 8
- ✠ **Development Cards:** Bank

house of Anjou-Sicily

Italian (Green)
- ✠ **King:** Charles of Anjou (Kind, Attractive, Cruel, Lustful)
- ✠ **Territories:** Lombardy, Venice, Papal States
- ✠ **Gold:** 8
- ✠ **Development Cards:** Archbishop, Library

house of Ivréa

Iberian (Yellow)
- ✠ **King:** Alfonso X (Clever, Cultivated, Ambitious, Lustful)
- ✠ **Territories:** Leon, Navarra, Castile, Portugal, Al-Andalus
- ✠ **Gold:** 6
- ✠ **Development Card:** Royal Guard

Scenario 6:
The Kingdom of Jerusalem – Tournament Version

This four-player version of the Kingdom of Jerusalem scenario is designed to be played in just two Eras instead of three, in order to decrease playtime. All dynasties start the game with Casus Belli against one other dynasty, letting players go to war faster.

House of Normandy

English (Red)
�distinct **King:** William the Conqueror (Pious, Chaste, Cruel, Dimwitted)
✶ **Territories:** Wessex, Northumbria, Mercia, Wales, Scotland, Ireland
✶ **Gold:** 4
✶ **Development Card:** Navy
✶ **Castle:** None
✶ **Casus Belli:** Salian Dynasty

House of Capet

Frankish (Blue)
✶ **King:** Philippe I The Amorous (Attractive, Humble, Gluttonous, Lustful)
✶ **Territories:** The Low Countries, Lorraine, Paris, Toulouse, Normandy, Brittany, Burgundy
✶ **Gold:** 6
✶ **Development Card:** Chancellor
✶ **Castle:** Paris
✶ **Casus Belli:** House of Normandy

Salian Dynasty

Germanic (Black)
✶ **King:** Heinrich IV (Kind, Brave, Ambitious, Cruel)
✶ **Territories:** Saxony, Denmark, Pommerania, Swabia, Bohemia, Poland, Hungary, Dalmatia
✶ Gold: 5
✶ **Development Card:** Court Physician
✶ **Castle:** None
✶ **Casus Belli:** Casa D'Altavilla (House of Capet in a three-player game)

Casa D'Altavilla

Italian (Green)
✶ **King:** Roberto il Guiscardo (Clever, Honest, Ambitious, Deceitful)
✶ **Territories:** Lombardy, Venice, Rome, Apulia, Sicily, Sardinia
✶ **Gold:** 6
✶ **Development Card:** Steward
✶ **Castle:** None
✶ **Casus Belli:** House of Capet

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FREE LEAGUE **paradox** INTERACTIVE® **ION** GAME DESIGN