

CRUSADE -ROAD TO JERUSALEM-

RULEBOOK V3 DESIGNED BY MARTIN MELBARDIS

In the year 1096, thousands of knights, nobles, and barefoot pilgrims answered Pope Urban II's call and set out on a holy expedition to reclaim the Holy Land. In Crusade: Road to Jerusalem, you take command of this sacred host composed of fractious factions like the Franks, Normans, Byzantines, and common Pilgrims as they journey from the Eastern Europe to the gates of Jerusalem. Along the way, you'll navigate a branching network of routes through crumbling Byzantine cities, scorched Anatolian plains, and the embattled fortresses of the Levant, making difficult decisions that challenge both your leadership and your faith.

Crusade: Road to Jerusalem is a Print & Play game where you will have to manage resources, competing loyalties, uncover relics of divine power, endure the trials of siege warfare, starvation, and brutal combat. Roll dice not only to lead armies, but to persuade allies, interpret holy visions, and survive divine judgment. Featuring a flexible map system, a dynamic 4x4 siege puzzle, and a rich array of historical events, Crusade: Road to Jerusalem offers a deep and highly replayable solo experience that lets you relive and reshape the epic journey of the First Crusade...

WINNING THE GAME

To win, you must earn at least 13 Victory Points (VPs) before the game ends.



You win by reaching 13+ Victory Points (VPs). The VP tracker only has two slots for dice, but once it's maxed out at 12, any additional VPs immediately win you the game.

LOSING THE GAME

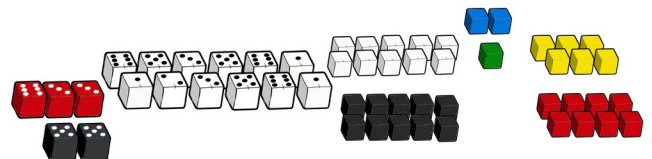
You lose if you earned less than 13 Victory Points (VPs) by the game's end or if none of your Factions have any Morale cubes left on their Morale trackers, meaning that they all have abandoned the Crusade.



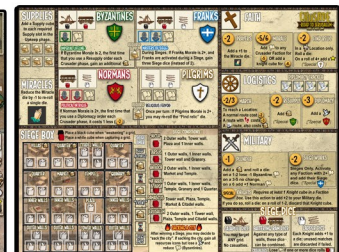
In this example, all four Factions have empty Morale trackers (no white cubes or colored Knight cubes in any slots). As a result, every Faction has abandoned the Crusade, leading to an automatic game loss.

GAME COMPONENTS

- Rulebook
- Campaign Map sheet
- Faction sheet
- 12 White six-sided dice
- 2 Black six-sided dice
- 3 Red six-sided dice
- 8 Red wooden cubes (used for Norman Knights and captured Siege grids.)
- 12 White wooden cubes (used for Morale, Timeline & Crusader army cube.)
- 6 Yellow wooden cubes (Used for Supply cubes)
- 10 Black wooden cubes (used for Diplomacy cubes and matched Siege icons)
- 2 Blue wooden cubes (used for Frankish Knights)
- 1 Green wooden cube (used for Byzantine Knights)



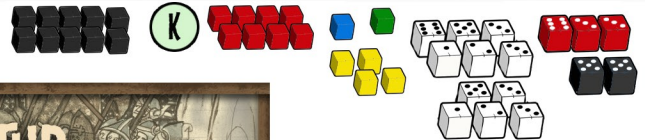
Campaign Map sheet



Faction sheet

GAME SHEET OVERVIEW

- 1 The Timeline Used to track time.
- 2 The VP tracker Used to track Victory Points (VPs).
- 3 The Events chart Determines Events each turn.
- 4 The Location Events chart Lists location-driven Events.
- 5 The Map Tracks your Crusader army on the map.
- 6 The Supply & Miracles trackers Used to track Supplies and Miracles.
- 7 The Factions boxes Used to track Morale and Siege dice for each Crusader faction.
- 8 The Command boxes Used for allocating dice and issuing commands.
- 9 The Siege Box, Siege Timer and Siege Conditions chart Used to track Sieges and Victory conditions for each Siege.
- 10 The Siege Dice Boxes Used to activate and modify your Siege dice.



GAME SETUP

- A Place a white cube on the "Start here" box on the Timeline tracker.
- B Place a White cube on the "Thessaloniki" Location on the Campaign map.
- C Place two yellow cubes on the Supply tracker.
- D Place a white die with a value of '1' on the Miracles tracker.
- E Inside the Byzantines Faction box, place 1 white cube on the Morale tracker.
- F Inside the Franks Faction box, place 1 blue knight cube and 2 white cubes on the Morale tracker.
- G Inside the Normans Faction box, place 1 red knight cube and 1 white cubes on the Morale tracker.
- H Inside the Peasants Faction box, place 2 white cubes on the Morale tracker.
- I Place one black cube on the Diplomacy tracker.
- J Place a white cube on the Siege Timer, just above the "Siege activated" box.
- K Place all other dice and cubes at the bottom of the Faction sheet.

THE GAME TURN

Each game consists of a maximum of 16 turns with each turn made up of the following phases.

(1) The Crusader phase

- Roll your (white) Command dice.
- Issue orders.

(2a) The Event phase *(Ignore if a Siege is activated)*

- Advance time on the Timeline tracker.
- Roll a die/dice on the Event chart.

OR

(2b) The Siege phase *(Ignore if not in an active Siege)*

- If in an active Siege, advance the Siege timer.
- Activate Factions and roll your Siege dice.

(3) The Upkeep phase

- Pay Supply upkeep or suffer penalties.
- Remove any dice left in the Command boxes.

GAINING VPS

How to gain VPs (★ = Victory Points or VPs)

VPs can be gained in four ways:

- 1) Using a Marching order to move into (circular) Locations with a VP icon.
- 2) Winning a Siege against a Fortified city (square) with one or more VP icons.
- 3) Successfully using a Finding Relic order in Locations with a cross icon.
- 4) Through winning Battles or Location Events.

-Each time you gain a VP, either increase a die on the VP tracker by +1 or place a new die to represent your total.

-Locations and Relics may only ever grant VPs once per game.

Example: A Location may not be marched over multiple times to gain duplicate Victory Points.



Location with a single VP that is gained when moving into this Location.



Fortified city Location with two VPs that are gained when winning a Siege against it.



Random Event that triggers a Battle, that if won, grants one VP.



The VP tracker with slots for two dice to track your VP total.

1. CRUSADER PHASE

Rolling Command dice

- Roll 3 white Command dice.
- Assign one die each to the Faith, Logistics, and Military Command boxes.
- Each die value becomes that box's rating.

Issuing Orders

You may spend a Command box's rating to issue any Order listed in that box, reducing the die value each time you do so by the cost of that order. The cost of each order is listed inside the coin icon (●)

(Example: -2 for Resupply would cost you -2 to Logistics rating)

You may issue the same Order multiple times in the same Crusader phase. Continue until you either run out of rating in that command box or choose to stop.

Military Rating for Battles and Sieges

It is important to keep some Military rating for the Event phase for random Battles and to activate your Factions in the Siege phase when in an active Siege.

IMPORTANT: Military rating is the only rating that can be used to issue orders outside of the Crusader phase.



During the Crusader phase, you roll three Command dice: you roll a 2, 5, and 6.

FAITH

- PRAYERS** (-2): Add a +1 to the Miracle die.
- MORALE** (-5/6): Add a +1 to any Crusader Faction for -5 OR add a knight cube for -6.
- FIND RELIC** (-2): In a Location only. Roll a die: On a roll of 4+ add a ★ (*Special)

LOGISTICS

- MARCH** (-2/3): To reach a Location: A normal route cost -2. A route with a cross costs -3. A route with a cross also costs a knight cube.
- RESUPPLY** (-2): Add a coin icon (*Special)
- DIPLOMACY** (-3): Add a bird icon (*Special)

MILITARY

- PLUNDER** (-1): Add a coin icon and roll a die: on a 1-2 lose -1 Byzantine, on a 3-5 no change, on a 6 add +1 Norman.
- SIEGE WORKS** (-2): Sieges Only. Activate any Faction with 2+ and add their Siege dice. (*Special)
- SPECIAL KNIGHTS**: Requires at least 1 Knight cube in a Faction box. Use this action to add +2 to your Military die. If you do so, roll a die: on a roll of 1-2, discard that Knight cube.



The 2 is unhelpful, so you spend a Miracle (reduce your Miracle die by -1 from a 3 to a 2) to re-roll it. The new result is 5.

You assign the 6 to the Logistics box, giving you a Logistics rating of 6.

You place one 5 in the Military box (Military rating 5).

You place the other 5 in the Faith box (Faith rating 5).

ISSUING ORDERS

FAITH ORDERS

Faith actions inspire your troops, recover relics, or invoke miracles.

Prayers (Cost: -2 Faith)

Increase the Miracle die by +1 (up to a max of 6).

Morale (Cost: -5 or -6 Faith)

Add 1 white Morale cube to a single Faction's Morale tracker for the cost of -5, if a slot is available.

Instead for the cost of -6, you may add a Knight cube of that Faction's color (blue, red, or green), if a colored Knight slot is available.

Find Relic (Cost: -3 Faith)

If your Crusader army is on a Location with a Cross icon, roll a die. On 4+, gain the Relic (+1 VP).

LOGISTICS ORDERS

Logistics actions move the army, establish supply lines, or conduct diplomacy.

March (Cost: -2 or -3 Logistics)

Move your Crusader army cube to an adjacent Location connected by a white line (road) on the map.

Normal road: -2 Logistics.

Long road (👢): -3 Logistics.

Hazard road (💀): in addition to cost above, lose -1 Supply.

Siege triggers:

Moving into a fortified city (square Location) activates a Siege. You cannot move further or find Relics there until the Siege is won. Place a white cube on the "Siege Activated" slot on the Siege Timer. (See Sieges on Pg. 7)

Gaining VPs: ★

When you move into a circular Location with a yellow star icon (VP), immediately gain +1 VP for each yellow star on that Location. Square Locations (fortified cities) with VP icons must first be captured through a successful Siege before you can claim the VPs.

Event Locations triggers:

Moving into or winning a Siege against certain Locations, automatically trigger a Location Event (Pg. 9).

Resupply (Cost: -2 Logistics)

Add 1 yellow Supply cube to the Supply tracker.

Diplomacy (Cost: -3 Logistics)

Add 1 black Diplomacy cube to the Diplomacy tracker.

FAITH

-2 PRAYERS
Add a +1 to the Miracle die.

-5/6 MORALE
Add 1 white Morale cube to any Crusader Faction for -5 OR add a knight cube for -6.

-2 FIND RELIC
In a Location only. Roll a die: On a roll of 4+ add a ★ (*Special)

MIRACLES
Reduce the Miracle die by -1 to re-roll a single die.

The Prayers order increases your die on the Miracle tracker by +1 (up to a maximum of 6). This changes your Miracle tracker from '2' to '3'. You may reduce your Miracle die by -1 to re-roll any single die.

LAODICEA

VPS

Next you use the Find Relic order at a Location with a cross icon (e.g., "Laodicea"), roll one die. On a 4+, you find the Relic and gain +1 VP. Adjust the die value on the VP tracker from 3 to 4.

FRANKS

On your next turn, you use a Morale order to add a white cube to any single Faction's Morale tracker. You decide to increase the Frank's morale by one white cube reaching the maximum Morale of three.

LOGISTICS

-2/3 MARCH
To reach a Location:
A normal route cost -2
A route with 👢 costs -3
A 💀 route, also costs -1

-2 RESUPPLY
Add 1 yellow Supply cube (*Special)

-3 DIPLOMACY
Add 1 black Diplomacy cube (*Special)

With a Logistics rating of 6 this turn, you decide to use two march orders to advance quickly on the map.

Map showing movement from Sebastia to Edessa via Marash. The route is marked with a red arrow and a red shoe icon (hazard road).

Marching from Caesarea to Sebastia costs -2 Logistics. You then spend a second March order to move your Crusader cube from Sebastia to Edessa. This route has a red shoe icon, so it costs -3 Logistics. Reduce your Logistics rating by 3. Upon entering Edessa you gain +1 VP and immediately trigger a Location Event "Alliance with Edessa".

SUPPLIES
Add a Supply cube to each required Supply slot in the Upkeep phase.

LOGISTICS

DIPLOMACY TRACKER

With only 1 Logistics rating left this turn, you had hoped to issue a Diplomacy order (add 1 black Diplomacy cube to the Diplomacy tracker) or a Resupply order (add 1 yellow Supply cube to the Supply tracker). However, you don't have enough Logistics rating and must wait until next turn.

MILITARY ORDERS

Military actions include plundering for resources, preparing Factions for sieges, and deploying Knights to turn the tide in Battles or Sieges.

Plunder (Cost: -1 Military)

Add 1 yellow Supply cube to the Supply tracker, then roll a die:

1-2: Remove 1 Morale cube from the Byzantines.

3-5: No effect.

6: Add 1 Morale cube to the Normans.

Siege Works (Cost: -2 Military, Siege phase only)

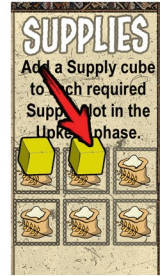
During an active Siege, choose a Faction with 2+ Morale and place 2 Siege dice of that Faction's type into the Siege Dice boxes (see Siege Phase).

Knights (Special, any phase)

May be used in any phase to increase your Military rating and swing Battles in your favor. Nominate 1 Knight cube from any Faction to add +2 to your Military rating, then roll a die:

1-2: The Knight cube is lost (discard from Morale tracker).

3+: The Knight survives and remains on the Morale tracker.



However this order also forces you to roll a die to see how certain Factions react to this order. You roll a die and get a '2' which means the Byzantines are not happy with the Plundering and you must reduce their Morale by -1.



This was the final straw for the Byzantines because they only have 1 Morale left (a green Knight cube). Because there are no white Morale cubes, you must discard the Knight cube which leaves the Byzantines with zero Morale and they immediately leave the Crusade for the remainder of the game.



Finally you decide to leave your Military rating at 4 just in case an Event next phase triggers a Battle.

FACTION MORALE & ABILITIES

Morale of Factions (=Morale)

Each Faction box has a Morale tracker with 2-3 slots. Filling these slots with either white Morale cubes or colored Knight cubes increases that Faction's Morale.

Morale Limit: Morale cannot exceed the number of slots available for that Faction.



Knight Limit: Knight cubes may never exceed the number of colored Knight slots for that Faction.

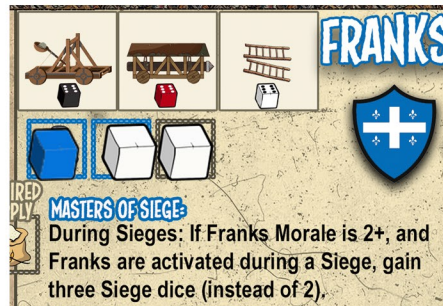


Zero Morale (losing Faction):

If a Faction's Morale tracker has no cubes (white or Knight), that Faction disbands and leaves the Crusade. Remove it from the game, it can no longer be activated and it's special ability cannot be used in any way.

Faction Abilities:

Each Faction has a unique ability that becomes active once it meets its required Morale level. The ability and its Morale requirement are printed in the Faction's box.



In this example, the Franks have 2 white cubes and 1 blue Knight cube, for a total of 3 Morale. Their maximum Morale is 3 as there are only 3 slots. Two slots are blue, allowing up to 2 Knights. However, one blue slot currently holds a white cube.



The Pilgrims have 3 slots (maximum 3 Morale) and in contrast, cannot have Knight cubes. Here, they have 2 white cubes (Morale 2), which is just enough to activate their ability.

- The Franks add a third Siege die when activated in a Siege, if they have 2 or more Morale.
- The Normans allow to decrease the cost of your first Diplomacy order each turn by -1, if they have 2 or more Morale.
- The Byzantines gain an extra Supply, the first time they use a Re-Supply Order each turn, if they have 2 or more Morale.
- The Pilgrims may re-roll any "Find relic" order once per turn, if they have 2 or more Morale.

2A. THE EVENT PHASE

IMPORTANT:

Skip this phase if already in an active Siege.

Advance the Timeline tracker

Move the white cube on the Timeline tracker one space (left-to-right, top-to-bottom).

When the white cube reaches the final box on the Timeline tracker "End of Crusade", the game ends immediately.

Roll on the Event chart (D6 or 2D6)

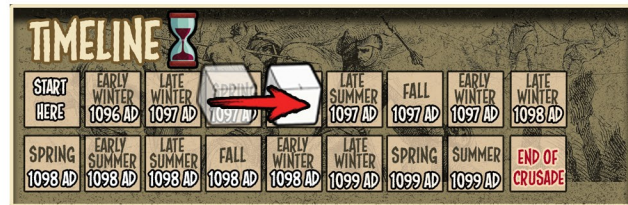
roll on the Event chart:

Roll **1 die** if on a friendly (green) Location.

Roll **2 dice** if on an enemy (beige) Location.

Apply the Event result, which may grant resources, cause Morale loss, or trigger Battles (see below).

If given a choice (e.g., "OR," "Choose one"), you must select and resolve one option.



In this example, you move the white cube every Event phase (right to left, top to bottom) to track time on the Timeline tracker.

NOTE: In addition, during active Sieges, the Siege timer may also advance the Timeline tracker when it lands on a Time icon.



In this example, you're at the friendly (green) location of Edessa on the map, so you roll a single die during the Event phase. You roll a '2'. After matching the die roll to the Event chart, you trigger the Event "Skirmish with Locals" which gives you the option to pay a Diplomacy cube from the Diplomacy tracker to avoid a Battle against a Military rating of 3.

BATTLES

Triggering Battles

Some Events will trigger a Battle, resolved immediately.

Resolving Battles v.s

Compare your Military rating (die in the Military Command box) against the enemy's Military rating (shown on the Event). Subtract the enemy rating from yours.

Battle Outcomes

Win: If your adjusted Military rating is zero or higher, you win the Battle. Larger Battle may also grant VPs (see Events)

Loss: If your adjusted Military rating is negative, you lose -1 Morale cube (white or Knight) from any Faction.

Overwhelming Loss: If your adjusted Military rating is negative -3 or more, you lose 2 Morale cubes from any Faction(s).

Using the Knights special order

If you're about to lose the Battle, you can nominate one or more Knight cubes from any Faction to order your Knights. Each cube gives +2 to your Military rating, but you risk losing the Knight cube(s) (see Issuing Orders).



During the Siege phase, the Siege timer triggers an Event. You roll an "8" on the Event chart, resulting in the Saracen Army Event. This begins a Battle against an enemy with a Military rating of 5 attempting to relieve the Siege. Your current Military rating is 4, which after reduction leaves you at -1. To avoid defeat, you use a Knight cube from the Norman tracker, raising your rating to 1. This allows you to win the Battle and gain the VP from the Event.

After the Battle, you must roll to see if the Knight survives. You roll a "2," meaning the Knight is lost. Remove the red cube from the Norman Morale tracker to represent this loss.



With the Battle resolved, your Military rating is reduced to 1 for the rest of the turn. This is not enough to activate any Factions using the Siege Works order, so the Siege is delayed for the turn.

2B. THE SIEGE PHASE

IMPORTANT: Skip this phase if NOT in an active Siege.

Advance Siege Timer

Move the white cube down one box on the Siege timer. Depending on the icon within each box, resolve:

Supply (🍲): Lose -1 Supply (yellow cube).
 Time (⌚): Advance the (main) Timeline tracker by 1.
 Event (🎲): Roll 2 dice on the Event chart and apply the result.

Running out of Time during Sieges

If the white cube reaches the "Siege Ends" icon, the Siege fails (see *Losing a Siege* on page 8).

Activate Factions & Determine Siege Dice

Spend Military rating on the Siege Works order to activate one or more Factions with at least two or more Morale. For each activated Faction, the color of die in each Faction's Siege slots shows what type and how many of each colored Siege dice to use:

Catapult (black dice), **Battering Ram** (red dice), or **Ladders** (white dice)

**If no Factions are activated, skip the rest of this phase.*

Prepare the Siege dice and Roll

Place all activated Siege dice under their respective Siege Dice boxes and roll all the dice at once.

Casualties (loss of Morale)

If any of these red or white rolled dice shows one or more 1's before any modifiers, one activated Faction of your choice loses -1 Morale. (Black dice do not ever cause casualties)

Attacking Siege grids

At the start of a Siege, you may only attack one or more bottom-row grids (eg. any of the the Outer walls or Guard tower)

After capturing a grid, you may attack any adjacent grid directly above, or to the sides of it (diagonals are not allowed).

Apply Siege Type Modifiers:

Catapult (black dice) –

Rolled dice here may target ANY grid in the Siege box.

Battering Ram (red dice) –

When targeting Walls (Outer, Inner or the Citadel), you may combine red dice values (e.g., 3 + 2 = 5 or 4 + 3 = 6 max.)

Ladders (white dice) –

For each Knight cube on any Faction's Morale tracker, you may add +1 to a single white die. These modified dice may only be used to capture a grid this phase. If the capture attempt fails, the ladder dice matches are lost.

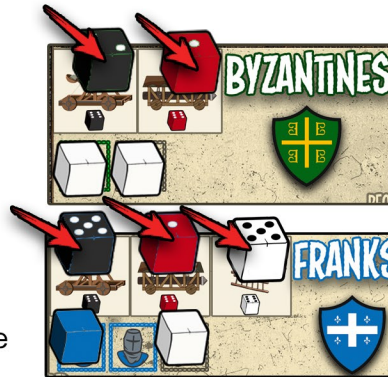


In this example, your crusader army (white cube) uses a March order to land on the Antioch Location which activates a Siege.



After moving on to the Siege phase, you move the white cube down on the 1st box of the Siege timer, which has a Supply icon and thus costs you -1 Supply.

After removing one yellow cube from the Supply tracker, you currently have a Military rating of '5', as shown by the die value inside the Military box. You activate two Factions for this Siege phase, the Byzantines and the Franks using the Siege Works order, which costs you -4 to your Military rating.

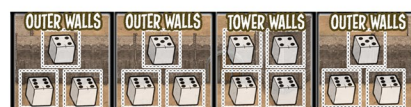


The Franks have 2 or more Morale, so their special ability gives them 3 Siege dice instead of 2. The Franks grant 1 Catapult (black die), 1 Battering Ram (red die), 1 Ladder die (white die) and the Byzantines grant 1 Catapult (black) and 1 Battering ram (red die).

You then place each Siege dice in their corresponding Siege dice box, giving you 2 black catapult dice, 2 black Battering ram dice and a single white ladders die.



Now roll all dice together. This gives black dice rolls of 3 and 5, Red dice rolls of 1 and 5, and a white die roll of 4. The red die roll of 1 means that you suffer a casualty and you decide to discard a white Morale cube from the Franks' Faction.



Next after looking at each grid and the values needed, you manipulate your Siege dice: you decide to add the Battering Ram results together (1 + 5 = 6) because they will be targeting walls and increase the Ladder die by +2 due to having a two Knights, making it a 6.



Siege Conditions for each Fortified city

To win the Siege, capture all grids required by the Siege Conditions for that Location.

Example: To win the Siege of Nicaea, capture at least 2 Outer Walls, 1 Inner Wall, the Tower walls and the Plaza.

Matching icons

During a Siege, manipulate and use your Siege dice to match their values with the die icons shown in an unlocked grid space of the Siege box. For each successful match, place a black cube over the icon to mark it as completed.

If you do not capture the grid this phase, any black cubes remain in place, carrying progress over to the next phase.

Special Rule: Ladders (White Dice)

Ladder dice are all-or-nothing. They can only be used to fully capture a grid during the current phase. If the grid is not captured this turn, ladder matches do not carry over and are discarded.

Bribing guards (using Diplomacy cubes)

You may spend Diplomacy cubes in place of Siege dice to match any icon (of any value).

Use them the same way: place a black cube from the Diplomacy tracker to match any icon.

Capturing a Grid

Once all icons are matched inside a grid, remove all black cubes and place a red cube on the grid to mark it as captured. *Example: If the Plaza grid requires a 3, 4, and 5, you must assign Siege dice showing 3, 4 and 5 to capture it.*

Bonus: If the captured grid contains a Supply icon (🍞), gain +1 Supply.

Unlocking Grids

Once a grid is captured, you may now attack any adjacent grid (above or to the side) as they are now unlocked.

Winning the Siege

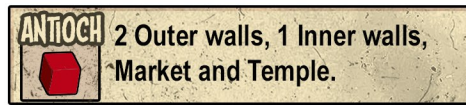
Gain any VPs and move the white cube on the Siege Timer back to it's starting position.

Decision: You may also Sack the City: 🔥

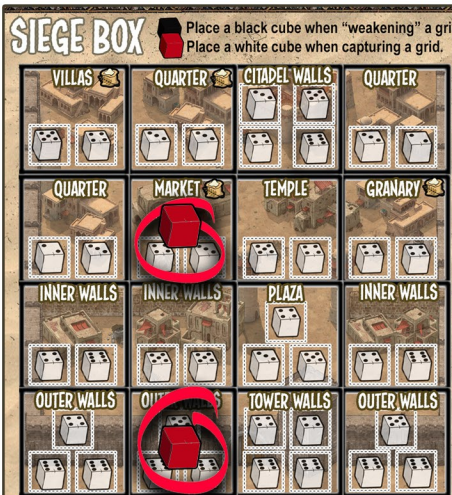
Gain all Supply icons from un-captured grids. Lose -1 Diplomacy cube and -1 Byzantine Morale.

Losing a Siege

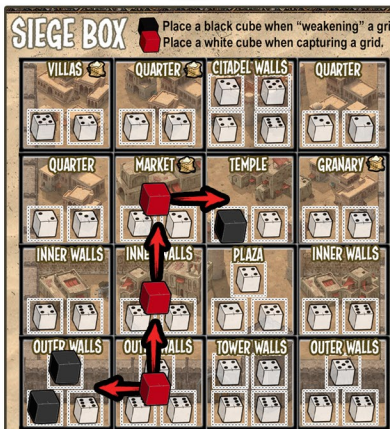
You lose if the Siege Timer lands on the "Siege Ends" slot before capturing all required grids under the Siege conditions. Move your Crusader army back one Location (at no cost). *You may attempt the Siege again later (starting over from the beginning).*



You target an Outer Walls grid. Place your red 6 die on the "6" icon and your black 5 die on the "5" icon, adding black cubes to both spaces. One more "6" is needed. You use your white ladder die showing 6, which can only complete a grid this phase, to finish the match. The grid is captured, remove the black cubes and dice, then place a red cube on the Outer Walls grid to mark it as taken.



Using your remaining '3' catapult die (which can target any grid), you place a black cube on the Market grid's "3" icon. Since you need the Supply this turn and the market grid provides one, you complete matching the grid by spending a Diplomacy cube to match the "4" icon. The Market grid is now captured, replace all black cubes with a single red cube to mark it as captured, and gain the Supply cube.



A few Siege phases later, you manage to capture the Inner walls grid and weaken both the other Outer walls and Temple with black cubes. You now only require one icon each on both the grids to capture and to finally meet the Siege conditions for capturing the fortified city of Antioch.

This Siege phase, you advance the Siege Timer by one space. This triggers an Event. You roll two dice on the Event chart and get a total of 8: "Saracen Raiders." To resolve the Event and win the Battle, you must reduce your Military rating by -3. You pay the cost.



LOCATION EVENTS

Location Events

Several Locations (Constantinople, Edessa and Antioch) trigger specific Location Events when either moved into or when taken by Siege. When this happens consult the Location Event chart and choose an option.

Triggering a Location Event

Moving your white Crusader army cube onto Constantinople or Edessa immediately triggers that Location's Event (see the Location Event chart).

Triggering a Location Event after a Siege

Only after winning the Siege at Antioch, does the Location Event "Set Up the Kingdom of Antioch" trigger.

DIPLOMACY

Diplomacy Cubes (🕊️=Diplomacy)

Black Diplomacy cubes from the Diplomacy tracker can be spent to lessen the effects of certain Events or to "weaken" Siege grids. You may never have more Diplomacy cubes than slots available (four) on the Diplomacy tracker.

Events

Some Events or Location Events may require you to spend Diplomacy cubes to avoid a Battle or even settle a feud between Factions.

Sieges (bribing guards)

During the Siege phase, you may spend one or more Diplomacy cubes to "weaken" and match a single die icon of any value in any Siege grid with a black cube.

MIRACLES

The Miracle die represents divine favor and can be increased through Prayer orders.

Spending Miracle Value

You may subtract 1 from the Miracle die to re-roll any single die during any phase.

Once the Miracle die is reduced to zero, remove it. It can be regained with a Prayer order. You may never have more than six Miracles on the Miracle tracker.

LOCATION EVENTS

CONSTANTINOPLE

SWEAR ALLEGIANCE TO EMPEROR

Allegiance: Gain 🕊️ (Byzantine), 🕊️ & 🏰
 Refuse: Reduce 🕊️ (Byzantine) & gain ⭐⭐

EDESSA

ALLIANCE WITH EDESSA

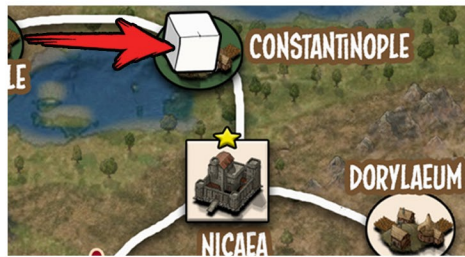
Choose to pay: 🕊️ 🕊️
 To gain a (Norman) Knight & a ⭐

ANTIOCH

SETUP THE KINGDOM OF ANTIOCH

If you choose to setup the Kingdom:

- Gain 🕊️ and a Knight (Normans) + a ⭐
- Lose 🕊️ (Byzantines) and 🕊️ (Franks)



In the Siege of Antioch, you capture all required grids (red cubes on each) within four turns. Because Antioch has a Location Event, the event "Setup the Kingdom of Antioch" is triggered. You choose to establish the kingdom: gain 1 Morale and 1 red Knight cube for the Norman Faction, plus 1 VP on the tracker. However, you must also lose 1 Morale from both the Byzantines and the Franks. If you had not established the kingdom, no changes would occur.

Using a March order, you move your white Crusader army cube into Constantinople, triggering the event "Swear Allegiance to the Emperor." You choose to swear allegiance and gain 1 white Morale cube for the Byzantines, 1 Diplomacy cube, and 1 Supply cube.

LOGISTICS

TEMPLE

GRANARY

PLAZA

INNER WALLS

In this example you have 2 Diplomacy cubes on the Diplomacy tracker.

You are currently in a tough Siege and so decide to use one of your Diplomacy cubes to match an icon and "weaken" a grid to make it easier to capture.

You place a diplomacy cube on a '6' die icon on the Inner Wall grid. This inner wall grid has now been weakened and your only required to match the other '6' die icon with Siege dice to fully capture it.

SIEGE DICE

CATAPULT DICE

BATTING RAM DICE

LADDER DICE

During the Siege phase, you rolled your Siege dice and rolled a black 2 and 3, a red 1 and 5 and a white 6. You are low on Morale and can't really afford to take casualties and losing Morale.

MIRACLES

Reduce the Miracle die by -1 to re-roll a single die.

You currently have 2 on the Miracle tracker, decide to use a re-roll. You reduce the Miracle die on the Miracle tracker by one to re-roll the red die of '1' and roll a '5', which is much better and prevents a casualty and thus a loss of Morale.

3. THE UPKEEP PHASE

Paying Supply Upkeep (Supply = Supply)

During the Upkeep phase, assign yellow Supply cubes from the Supply tracker to all Required Supply slots between the Faction boxes.

Failure to Pay Upkeep (paying penalties)

For each (unpaid) empty required Supply slot, reduce the Morale of one of the two connected Factions by -1.

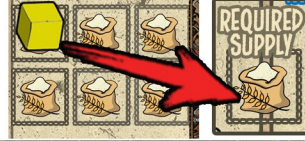
Discard Supplies

After assigning cubes, discard all Upkeep-paid Supply cubes.

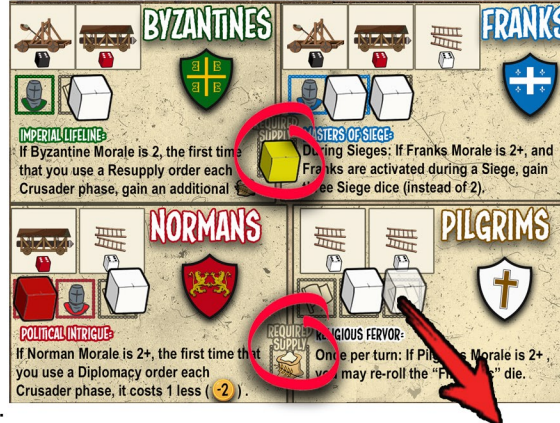
Remove Command dice

Remove any unspent Command dice left in the Command boxes or dice in the Siege dice boxes.

SUPPLIES
Add a Supply cube to each required Supply slot in the Upkeep phase.



During the Upkeep phase, you must allocate a Supply cube to each Required Supply slot between the Faction boxes. However, you currently only have 1 Supply on your Supply tracker.



You decide to allocate your only Supply cube to the required supply slot in between the Byzantines and Franks. Because the Normans and Pilgrims have not been allocated a Supply cube, one of these Factions will lose a Morale. You choose for the Pilgrims to lose a Morale and discard a white cube from their Morale tracker. Finally discard the Supply cube from the slot.

NOT ABLE TO PAY

Not being able to pay a resource....

If an Event or action requires you to pay a resource (Supply, Morale or Diplomacy) and you cannot or simply choose not to, you lose -1 Morale from any Faction of your choice instead.

Example: During the "Alliance with Edessa" Location event you agree to the alliance. However, you can only pay 1 Diplomacy cube instead of two and so you will lose a Morale cube from any Faction of your choice.



During the Siege of Arqa, you capture all required grids (Outer Wall, Inner Wall, Granary, Temple, and Quarter) and win the Siege. You choose to Sack the city, gaining 3 Supply cubes from the uncaptured grids. However, you must pay 1 Diplomacy cube and lose 1 Byzantine Morale.

Since you have no Diplomacy cubes left, you must also reduce a second Faction's Morale instead. You remove 1 white cube from the Pilgrims' Morale tracker.

ENDING THE GAME

End of the Timeline

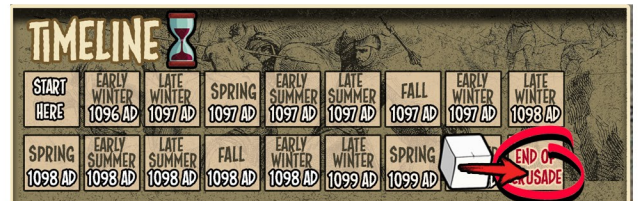
When the white cube reaches the final box on the tracker (late summer 1099 A.D.), the game ends at the conclusion of that turn.

Winning the Game (Earning 13+ VPs)

If ever you reach 13+ VPs on the VP tracker, the game ends immediately in victory for the Crusaders.

Losing the Game

You lose if you finish the game with fewer than 13 Victory Points (VP), or immediately if all Factions have no Morale or Knight cubes left on their trackers (all have abandoned the Crusade).



Once the white cube on the Timeline tracker reaches the last box labeled "End of Crusade" the game ends immediately.



You win by reaching 13+ Victory Points (VPs). The VP tracker only has two slots for dice, but once it's maxed out at 12, any additional VPs immediately win you the game.