

Crusaders: Thy Will Be Done

(Made using the Deluxified rulebook)

Set-Up: (page 2-3)

1. Each player takes in their color (choose which components to use, plastic or wooden):
 - 1 player board
 - 6 wedge tiles single action side up (1 player randomizes order on their board, all players match wedge layout.)
 - 12 action markers (place 2 gold hexagon pieces on each of the 6 wedge pieces.)
 - 3 Knights (2 placed on designated spots on Castle row at top of player board, 1 set aside to be placed on board.)
 - 16 buildings (place 4 Castles, 4 Churches, 4 Farms, and 4 Banks on their corresponding rows on player board.)
 - 5 Troop flag tokens (place in notches at top of player board, in order, flag up - I, II, III, IV, V.)
 - 1 Knight Order Tiles (choose however you wish – random, pick from 2-3, draft. Alter set-up at necessary.)
2. Put the main board out on the 3-4 player side or the 2 player side.
3. Put 1 Prussian (grey) and Slav (gold) token at the top of their matching tracks (#3 spot). Shuffle all remaining “enemy tokens” together including the Saracen (brown) and place 1 token on each “flag” space. Place brown tokens face-up.
4. Randomly place all 30 building bonus tiles face-up on the board in their matching shaped spaces. All tokens will be used.
5. Choose a Start player randomly. Give them the Metal Sword (1st player marker). In reverse order, each player places their set-aside Knight on the board in 1 of the starting hexes (shows a Knight icon.) Can’t have multiple in same area.
6. Put the 6 majority tiles (1st and 2nd place for the 3 enemies – Slavs, Prussians, Saracens) nearby for end game points.
7. With 2/3/4 players, put 140/200/260 influence points (IP) in a supply to be given out during the game. Keep extra influence tokens nearby for when the supply runs out and more need to be given out.

Game Flow:

- Crusaders is played in clockwise order, starting with the 1st player, until the IP supply is depleted. When this occurs, finish out the current round (ending with the last player,) then go to “End Game” scoring. Most IP wins!
- Important – When the Influence token supply runs out, still collect additional IP granted to you. The designer suggests using the First player marker as “50” IP to free up extra tokens during end game scoring.
- **On a player’s turn, they have 1 of 2 choices – either A) Resolve an Action or B) Upgrade a Wedge.**
 - A. Resolve an Action (page 4)**
 - There are 6 actions wedges on a player’s board. Each wedge has 1 or 2 action icons on it based on whether or not the wedge has been upgraded. The side with only 1 action icon shows faintly what additional action can be added when flipped over (upgraded.) See below for details on the 5 actions.
 - When “Resolving an Action,” pick 1 wedge of your choice with at least 1 action marker on it, then count the action markers on this 1 wedge plus any bonuses granted from various other locations (see below under each action.) Now carry out the associated action based on this calculated number.
 - After carrying out the action, take all the action markers on this wedge and, going clockwise, starting with the next wedge, distribute 1 marker per wedge (mancala) until you have dropped off all markers. It is possible to loop back around if distributing 6+ action markers.
 - If you choose an upgraded wedge, you can split up the action markers however you wish between the 2 actions shown, and then carry out both actions in either order. You must complete 1 action before starting the 2nd. After you are finished, distribute the action markers as a collective group, like normal.
 - B. Upgrade a Wedge (page 5)**
 - Flip over 1 wedge that hasn’t been upgraded already. Keep all markers on this wedge.
 - You may, if you wish, pick any 1 wedge and distribute the action markers on this wedge, like normal.
 - In extremely rare cases, you can still pick “Upgrade a Wedge” even if you have upgraded all 6 just to distribute action markers on 1 wedge.

Actions in Detail:

- **Travel (page 6)**
 - Count up the number of action markers assigned to the travel icon (plus any bonuses granted from Castles and Churches) and split this value up between any of your Knights on the main board (extra Knights can be obtained through building – see below.)
 - Knights can occupy/move to any hex with a square in the middle. Opponents and enemy tokens can be present.
 - Leaving a hex space requires 1 travel point, but leaving a hex space with a Prussian, Slav or Saracen token requires 2 travel points! (See Crusade action for info on how to remove these tokens!)

- **Muster (page 6)**
 - The Muster action allows you to flip over the lowest-level face-down flag tile (top right of player board) if your action marker value (plus bonuses from Farms) is equal to or greater than the value on the next flag shown.
 - Immediately take influence tokens from the supply equal to the flag's level and flip the tile over.
 - Flipping this tile over now grants you a permanent +1 (for each flag flipped) for the Crusade action in the future.
- **Crusade (page 7)**
 - As discussed under set-up, there are 3 different types of "enemies" in the game – Slavs, Prussians, and Saracens.
 - Choose this action in order to take an enemy token in a hex with your Knight. In the case of the Prussians and Slavs, look at their matching track to determine their current strength. The Saracens always have strength of 6!
 - You must meet or exceed the enemy's current strength by adding together your action markers (plus any bonuses from your Mustered troops and Castles) in order to defeat the enemy and take their token.
 - If you fought the Prussians or Slavs, take Influence tokens from the supply equal to the enemy's strength and then move the corresponding strength token up 1 space on the matching track.
 - If a Saracen was fought, immediately build the next building (left-most) shown on the token for free or flip over the next Troop flag at the top of your player board (take Influence tokens as necessary for either). You can always opt to not do the Saracen bonus action and simply take 3 Influence tokens from the supply.
- **Influence (page 7)**
 - Simply collect a number of influence tokens from the supply equal to your action marker value (plus any bonuses granted from Churches, Farms and/or Banks.)
- **Build (page 8)**
 - In order to build a building in a hex, there can't be an enemy token present nor any building there already. One of your Knights must be present as well.
 - Choose the type of building you want to build and check the cost shown below the left-most building in that row on your player board. Your action markers (plus any bonuses from Banks and building bonuses in the hex itself) must be equal or greater to this value in order to place this new building on the board in the square.
 - Collect Influence tokens from the supply equal to the building's banner level (I, II, III, IV).
 - Unlocked Knights must go in the hex where the Castle is being built.
 - Action bonuses are cumulative! Discounts from the board are also added with any bonuses you obtain!

End Game: (page 9)

- When the Influence token supply is depleted, continue playing until the last player (in turn order) finishes their turn then proceed with end game scoring! **Most Influence Points is the Winner (no tiebreaker.)**
 - Award the 2 majority tiles for each of the Slavs, Prussians and the Saracens. The player with the most tokens in each type earns 5 IP and 2nd most earns 2 IP. In case of a tie, split the points according to the back of the tile. If 1st place is tied, no IP is awarded for 2nd place.
 - Earn IP based on the level 4 buildings.
 - **Castle** – Each set of Saracen, Prussian and Slav token earns 4 IP.
 - **Church** – Earn 6 IP just because!
 - **Farm** – Earn 1 IP for each of your Knights on the board plus each troop you flipped over.
 - **Bank** – Earn 4 IP for each level 4 building you have on the board, including this one.

Knight Order Tiles:

- **Order of Alcantara** – At set-up, add a 13th action marker to any wedge, and upgrade any wedge you wish.
- **Order of Aviz** – At set-up, add a 13th action marker to any wedge you wish. During game play, when distributing markers, you may start with the original wedge instead of the next wedge clockwise.
- **Knights of Calatrava** – At set-up, only have 1 action marker per wedge. During game play, each action is considered to have a +1 bonus. (For expert players)
- **Knights of the Holy Sepulchre** – During set-up, add 1 action marker to each of your travel actions. During game play, your Travel actions have a -1.
- **Knights Hospitaller** – During set-up, only use 11 action markers. During game play, you may skip 1 action wedge when distributing action markers each turn.
- **Order of Montesa** – During set-up, add the black knight with your starting knight to use as a 2nd knight. During game play, add +1 to all travel actions.
- **Order of Santiago** – During set-up, upgrade 1 wedge of your choice. During game play, when distributing action markers, you can start with the original wedge instead of starting with the next wedge clockwise.
- **Knights of St. Lazarus** – During set-up, only use 11 action markers, and upgrade 3 action wedges of your choice.
- **Knights Templar** – During set-up, only use 10 action markers (2 wedges will start with only 1 marker.) During game play, once per turn, as you distribute markers, you can put 2 markers into an area instead of the normal 1.