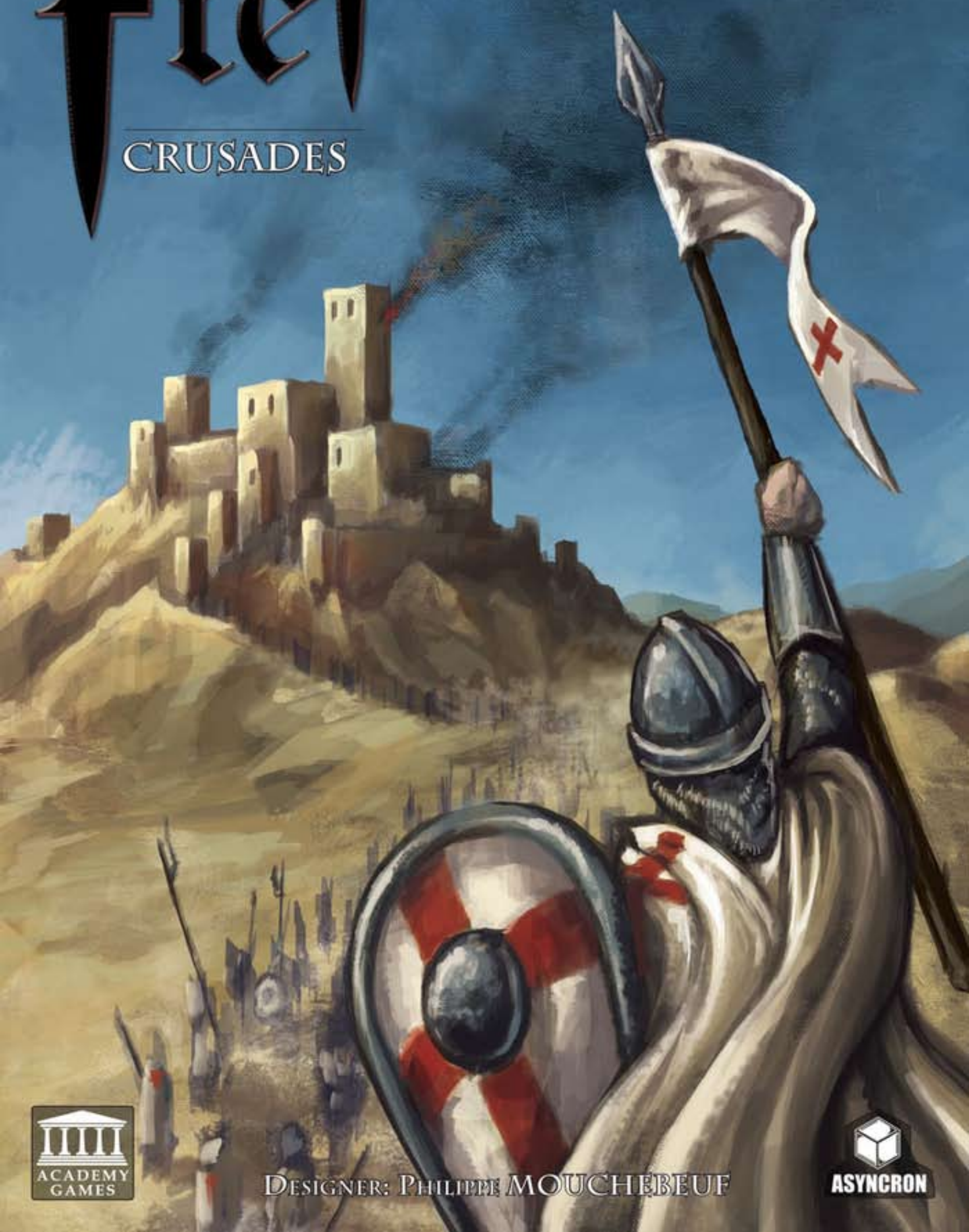


fiefTM

CRUSADES



DESIGNER: PHILIPPE MOUCHEBEUF





Near East 1135

between the First &
Second Crusades

THE CRUSADES - HISTORICAL OVERVIEW

The Pope, head of the Roman Catholic Church, called for loyal Christians to undertake military expeditions to the Holy Land in order to reclaim it from the **Saracens** (the Medieval name given to all non-Christians and Muslims).

Eight major crusades were undertaken against the Muslim East between 1095 to 1270. The purpose of the First Crusade was to retake the Levant lands, which included the Kingdom of Jerusalem, Tripoli and Antioch, that was under the control of the Seljuq Turks. Pope Urban II launched the First Crusade in 1095, citing atrocities being committed against Christians living in the Holy Land and against pilgrims traveling to the Church of the Holy Sepulchre in Jerusalem, considered the burial site of Jesus. He promised those who undertook the crusade church protection of their property and Plenary Indulgence (the remission of the total temporal punishment that is still due to sin after absolution).

First Crusade: During the First Crusade, the mighty Seljuq Empire had divided into several smaller states due to the death of the head of the Seljuqs (Malikshah) and the deep divisions between competing Muslim factions. Taking advantage of these divisions, the Crusaders besieged and re-took Antioch in 1098 and Jerusalem in July 1099. Godefroy de Bouillon, Duke of Lower Lorraine, was elected King of Jerusalem. But he refused the royal crown, stating 'I do not wear a crown of gold where Christ wore a crown of thorns', and instead took the title of 'Solicitor of the Holy Sepulchre'. Godefroy defeated the Egyptians at Ascalon on July 12, 1099 and died in 1100. He was succeeded by his brother, the Count of Edessa, who was crowned King of Jerusalem as Baldwin I. The Christians continued their conquests and created the Latin states of the Levant: the County of Edessa, the County of Tripoli, the Principality of Antioch and the Kingdom of Jerusalem.

Second Crusade: The County of Edessa was the first Crusade state to be created during and after the First Crusade. But being land locked, it was difficult to reach and defend. On December 23, 1144, the County of Edessa fell to Imad Zengi, the 'defender of the faith'. Pope Eugene III called for a new crusade on December 1, 1145, which was led by King Louis VII of France and King Conrad III of Germany. The crusade ended in disaster and Edessa was never recovered. Conrad III traveled on to Jerusalem, where he joined King Baldwin III and the Knights Templar in the ill fated Siege of Damascus. The decisive defeat of the Christians in Damascus led to the disintegration of the Second Crusade and the demise of Edessa.

The great Muslim victories continued with Saladin, the first Sultan of Egypt and Syria and founder of the Ayyubid Dynasty, who took the Kingdom of Jerusalem from the Christians in 1187. Kurdish Salah al-Din (Saladin) (1138-1193) is known for being the main opponent of the Crusaders by the end of the 12th century and the architect of the conquest of Jerusalem by the Muslims. In 1177, a Lord Reynald of Chatillon was one of the commanders in the Battle of Montgisard (in the Kingdom of Jerusalem near Ramla), where King Baldwin IV and the Franks routed Saladin's forces, inflicting immense casualties on the Muslims in 1177. Lord Reynald later broke a truce he had with Saladin by attacking Muslim caravans and sending pirate ships into the Red Sea towards the Muslim holy cities of Mecca and Medina. After looting a caravan of pilgrims headed to Mecca, Saladin proclaimed Holy War against the Christian infidels. On July 4, 1187, Saladin engaged the Christians in battle at Hattin, defeating them and taking control of Jerusalem. Many Christian Lords were captured, to be exchanged for ransom.

Third Crusade: The Third Crusade (1189-1192), also known as the Kings' Crusade, began with the union of King Henry II of England and King Philip II of France. But the death of Henry put King Richard I of England (Richard the Lionheart) in command. Richard took back much of the Holy Land, but was unable to take Jerusalem. In 1192, Richard and Saladin signed a treaty, granting Muslim control over Jerusalem, but allowing unarmed Christian pilgrims access to the city. Not taking Jerusalem would lead to the Fourth Crusade. (During the Third Crusade, when King Richard the Lionheart was wounded, Saladin sent his personal physician, Moses Maimonides, to attend to Richard!)

Fourth Crusade: The Fourth Crusade's (1202-1204) goal was to again retake Jerusalem by invading through Egypt. Instead, the Crusaders pillaged Constantinople, the Orthodox Christian capital of the Byzantine Empire, finalizing the schism between the Eastern Orthodox Church and the Roman Catholic Church.

Fifth Crusade: During the Fifth Crusade (1213-1221), German, Hungarian, and Austrian leaders, along with the Teutonic and Templar orders again planned to attack Jerusalem through Egypt. But lack of supplies and continued Muslim nighttime attacks forced the Europeans to retreat and sign an eight year peace treaty.

Sixth Crusade: Holy Roman Emperor Frederick II, though excommunicated by the Pope, initiated the Sixth Crusade and regained control of Jerusalem in 1229 by negotiating with the Sultan of Egypt, who was facing rebellion in Syria. Frederick set a precedence in that he had successfully led a Crusade without Papal support. All future crusades would be launched by individual kings.

Seventh Crusade: In 1245, Jerusalem again fell to the Khwarezmian Muslims. King Louis IX of France (called Saint Louis) initiated the Seventh Crusade. He was defeated at the Battle of Mansura (February 1250) and taken prisoner. He was released when his large ransom was paid by the Knights Templar.

Eighth (& Ninth) Crusade: In 1267, Saint Louis called for another crusade, but he found few backers. It was during this Eighth Crusade that King Louis IX died in 1270 near Tunis and the French withdrew. A new crusade was proclaimed in 1289 without further action. In 1291, the last Christian strongholds fell to the Muslims, marking the end of European occupation of the Holy Land.

CRUSADES EXPANSION

With the Crusades Expansion, a Player's family members will leave France on Crusades to the **Outremer** (*The 'overseas' Crusade States and Holy Land of the Near East*). Once they arrive, they will fight the Saracens for the Outremer Titles, cities and riches of the **Kingdom of Jerusalem**, **Kingdom of Cyprus** (*Chypre*), **County of Tripoli**, **Principality of Antioch** and **County of Edessa**.

CRUSADE EXPANSION SETUP

Place the Outremer's Map next to the game board. Outremer counters are placed on the Outremer's Map as



VICTORY CONDITIONS

With the Crusades Expansion, victory conditions are similar to those of the base game. The only difference is that an **Alliance** needs 5 VPs to win rather than 4 VPs.

NEW CRUSADE PHASE

When playing with the Crusades Expansion, an extra Phase is added to each round. This new **Crusade Phase** takes place after the Battle Phase. So a round consists of the following:

PHASE 1. 'HEAR YE, HEAR YE'

- A 'Call to Crusade' can be made at any time during this Phase (*Crusades C1.1.1*).
- Announce Marriage Alliances (*1.1*).
- Elect the Templar Grand Master (*if the Templar Expansion is in play*).

Included in this expansion: 1x Outremerers Map, 1x Call to Crusade marker, 12x Outremer Objective counters, 1x Saladin counter (Famous Saracen leader and the first Sultan of Egypt and Syria), 4x Saracen Knights counters, 20x Saracen Fighters counters, 5x Renegade markers, 12x On Crusade markers, 6x Hierarchy markers.

shown below.



- Elect the Teutonic Knights Grand Master (if the Teutonic Knights Expansion is in play).
- Elect Bishops (1.4).
- Elect the Pope (1.6).
- Elect the King (1.7).

PHASE 2. DRAW & PLAY CARDS

- Players may discard and/or draw new Lord and Fortune cards into their hands (2.1). **Instead of drawing a new Lord or Fortune card, a Player may draw and immediately place a Templar or Teutonic Knight Title counter (if the Templar and/or Teutonic Knight Expansions are in play).**

Example: DAVE draws a Templar Title counter and immediately places it on a Lord he has in play.

- Resolve all drawn Disaster cards (2.3).
- Players play Lord and Fortune cards from their hands (2.4).

PHASE 3. COLLECT INCOME

PHASE 4. PURCHASE

PHASE 5. MOVEMENT

Lords and their Troops depart France for the Outremer and are placed on the Crusade Map Overlay.

PHASE 6. BATTLES IN FRANCE

PHASE 7. CRUSADE (NEW!)

The Crusade phase occurs only if a 'Call to Crusade' has been made (C 1.2.1) and at least one Lord has joined the Crusade. **A Crusade lasts for two rounds.** The round in which a 'Call to Crusade' has been made is called **The Invasion of the Outremer**.

The round following the **Invasion of the Outremer** round is called **Saladin's Revenge**.

The Invasion of the Outremer Round (C 1.0) and Saladin's Revenge Round (C 2.0) are played differently!

In the **Invasion of the Outremer** round, the Crusaders invade the Holy Land and attempt to take control of Outremer Objectives. In **Saladin's Revenge** round, Saladin and his Saracen Fighters attempt to drive out the Crusaders and take back the Outremer Objectives. **There can only be one Crusade active at any one time.**

PHASE 8 - END ROUND

C 1.0 INVASION OF THE OUTREMER - FIRST ROUND OF A CRUSADE

(Only played in rounds in which a Crusade has been called.)

A few extra actions are taken when a Crusade has been called. These new actions are described below.

C 1.1 PHASE 1. HEAR YE, HEAR YE

C 1.1.1 CALL TO CRUSADE



No Crusade side



On Crusade side

If a Crusade is not already in progress, the Pope (or a Cardinal, if there is no elected Pope) can initiate a 'Call to Crusade' at any time in Phase 1. The Call to Crusade marker is flipped from its 'No Crusade' to its 'On Crusade' side.

Note: If a Call to Crusade was not joined by any Lord during the Movement Phase, then the Call to Crusade marker is flipped back to its 'No Crusade' side. A new Crusade can again be called for during next round's Phase 1.

C 1.2 PHASE 5. MOVEMENT

C 1.2.1 JOINING THE CRUSADE

Lords that wish to join the Crusade **may only do so during this round's Movement Phase** (*Exception: Templar Lords and Teutonic Lords - C 2.2*).

- Untitled Ladies and the Pope may not join the Crusade.
- Lords located in a Heavy Rain Bishopric (2.3.1) may not join the Crusade, except by playing a Secret Passage card (10.2).
- Besieged and Captive Lords need their besieger's or captor's permission to join the Crusade, or may play a Secret Passage card to join the Crusade.

Lords may join a Crusade even **after** they have moved. A Lord may take any of his Troops located with him when he leaves on the Crusade. To join the Crusade, the Lord's token and Troop counters are removed from the map and are placed on the Player's Family Board.



An **On Crusade** marker  is placed on the Lord's card to designate that he is on a Crusade. On Crusade markers are also placed on the Strongholds and Fortified Cities belonging to this Lord. **Example: ALIENOR, the Titled Lady of MAZILLE, joins the Crusade. Place an On Crusade marker on her Lord card and another on the Stronghold on the Village of MAZILLE.**

A maximum of 6 Lords (from ALL Players) and an unlimited number of Troops may join a Crusade.

C 1.2.2 CONSEQUENCES OF A CRUSADING LORD'S ABSENCE

A Crusading Lord may not participate in elections (1.3), either as a Candidate or as a Voter. He does collect all of his Fief incomes (3.0), may get married (1.1), and can levy taxes (2.4.4).

C 1.2.3 RENEGADES

All Strongholds and Fortified Cities marked with an 'On Crusade' marker (C 1.2.1) are under the protection of the Church. Any Lord that besieges or attacks any of these Church protected Strongholds or Fortified Cities is declared a **Renegade**.



A Renegade Lord's card is marked with a **Renegade marker**.

Renegade Lords suffer the same consequences as being excommunicated (1.7.1). Renegade Lords cannot vote or be candidates for elections, and lose all Ecclesiastical Titles. A Renegade marker remains with a Lord until his death, unless withdrawn by the Pope.

C 1.3 PHASE 7. CRUSADES: INVASION OF THE OUTREMERs

This phase consists of several steps:

C 1.3.1 DETERMINE HIERARCHY

Each crusading Lord has a Hierarchy marker (numbered 1 to 6) placed on his Lord card. The order of Hierarchy is determined as follows:

King (or Queen Regent) > Queen > Templar Grand Master > Teutonic Knights Grand Master > Crusade State Titles (Jerusalem > other Crusade State Titles) > Titled Fief Lord (Duchy: 4 Villages > County: 3 Villages > Barony: 2 Villages) > Lord with no Fief Title, including Bishops, Cardinals and d'Arc.

In case of a tie, the Lord with the highest SP Army (6.2) takes Hierarchy. If there is still no Hierarchy, it is the Lord with a family member that has the highest Title.

Example: 4 Lords have joined the Crusade: ELEANOR - the Duchess of Blaye (4 Villages), ARTHUR - Teutonic Knights Grand Master, FRANÇOIS - Bishop of Sigy and JEANNE d'ARC - the sister of King PHILIPPE.

Hierarchy is as follows: Marker 1 is placed on Teutonic Knights Grand Master ARTHUR's card and marker 2 on Duchess ELEANOR's card. FRANÇOIS and JEANNE d'ARC have no Fief Titles, so the one with the strongest SP Army has hierarchy. FRANÇOIS brought three Knights with him, giving him 10 SP. JEANNE d'ARC brought two Knights, two Archers, and a Man at Arms, giving her 10 SP. Since Strength Points do not determine the hierarchy, JEANNE's brother King PHILIPPE gives her the hierarchy. Marker 3 is placed on JEANNE d'ARC, and finally marker 4 is placed on Bishop FRANÇOIS.

C 1.3.2 PLACE OUTREMER OBJECTIVES

A number of Outremer Objective counters are drawn, equal to the number of Crusading Lords that joined the Crusade. (Since only up to 6 Lords may join a Crusade, there will only be up to 6 Objectives drawn C 1.2.1).

Outremer Objective's Defense (either no defense, a Stronghold  defense or a Fortified City  defense).
Example: Antioch is a Fortified City.

Saracen Defenders: Number of Saracen Fighters that will defend this Objective.
Example: 6 Saracen Fighters.



The Antioche counter shows a crown, a fleur-de-lis, the name 'ANTIOCHE', a red castle icon, a purple shield with the number 5, and two Saracen fighter icons with 'x6' and 'x4' next to them.

Riches Gained if Conquered: Caravan Plunder Deniers, City Pillage Deniers, Crusader State Fief Titles worth 1 VP, or the Arab Physician. **Ex: The Principality of Antioch Title is worth 1 VP.**

Outremer Objective Order Number (1 to 12) **Example: 5.**

Saracen Reinforcements: Saladin receives this number of added Saracen Fighters when he attacks this Objective during Saladin's Revenge round (C2.4).
Example: 4 Saracen Fighters.

Outremer Objectives represent Caravans worth Plunder Deniers, Cities worth Pillage Deniers, Crusade States worth a Title and 1 VP, or the Arab Physician (C 1.4.2). Each Outremer Objective displays the following information:



Plunder up to 2 times for 6 Deniers, once during each Crusade Battle Phase.



Pillage JAFFA for 16 Deniers if conquered.



CHYPRE Title is worth 1 VP.

The drawn Outremer Objectives are placed on the Outremers Map's track. The Objective with the lowest Order Number is placed on the first track space (numbered 1). The Objective with the second lowest Order Number is placed on the second track space (numbered 2), and so on, until all Objectives have been placed.

C 1.3.3 CHOOSING OBJECTIVES

The Lord with the #1 Hierarchy marker chooses which Outremer Objective he and his Troops are placed on. Then the Lord with the #2 Hierarchy marker chooses his Outremer Objective, and so on, until all Lords and their Troops have been placed on Outremer Objectives.

A Lord may choose an Objective already chosen by another Lord. The new Lord and his Troops are placed below the first Lord. Some Outremer Objectives may therefore remain unoccupied by Crusaders.

If several Lords occupy the same Objective, then the **Lord with hierarchy is the Crusade Leader**. He will make all decisions on this Outremer Objective (deciding whether to Battle or Siege, how to distribute Deniers and Titles, who takes hits in Battle, etc).

C 1.4 CRUSADE BATTLES

Crusade Battles are resolved one Outremer Objective at a time, starting with the Objective on the first track space, then on to the Objective on the second track space, and so on. (Battles on the main map board were resolved in Phase 6 Battles in France.)

The Leader on an Objective decides if the Crusaders will attack the Objective or besiege it. An Objective can only be besieged if it has either a Stronghold  or Fortified City  icon on the Objective. If the Crusaders decide to besiege the Objective, each Player places a Siege Engine counter with his Troops (6.4.2).



A Battle is resolved between the Crusader Troops and Saracen Defenders listed on the Objective Counter. Standard Battle rules apply (6.0). The Crusader Leader may end a Battle at the end of

any Battle Roll (6.1) to initiate a Siege. In case of a Crusader victory, the Crusaders now receive any Stronghold or Fortified City defense this Objective may offer. The Crusaders take advantage of its defenses if Saladin arrives there the next round. If the Objective remains under siege, Saladin's Reinforcements will strengthen its defenses if he reaches this Objective.

C 1.4.1 OBJECTIVE GAINS

If the Crusaders win the Battle and conquer the Outremer Objective, the Leader distributes the Objective Gains among the surviving Lords in any manner he sees fit. There are 3 types of Outremer Objective Gains:

- Caravan Plunder Deniers 
- City Pillage Deniers 
- Crusade State Titles worth 1 VP 

Caravan Plunder Deniers are immediately distributed to all the Lords that participated in the conquest of an Outremer Caravan Objective. Caravan Objectives may be attacked a second time, for a second gain, during the Saladin's Revenge round. The Caravan again defends itself with the Saracen Defenders listed on the Objective.

City Pillage Deniers are immediately distributed to all the Lords that participated in the conquest of a City Objective.



A Crusade State Title is worth 1 VP and can be given to any Lord at the end of the Crusade (Saladin's Revenge round), even Lords in France that did not participate in the crusade. If a Crusade State is not retaken by Saladin's Troops, the Objective's corresponding Title Counter is placed next to the Lord of the Crusader Leader's choice. This Lord's family gains 1 VP.

Example: QUENTIN, Count of Tripoli.



Note: The Jerusalem Title adds 1 extra Denier income for each Village ALL Players control.

C 1.4.2 ARAB PHYSICIAN OBJECTIVE



There is no Battle for the Arab Physician Objective. The Physician is attached to the Lord who is the Leader and the Physician Objective counter is immediately placed next to the Leader's Lord card. The Physician can never change his attachment to another Lord.

The Player whose Lord that the Physician is attached to can choose to prevent the death of any crusading Lord that is a victim of the Plague (2.3.3), an Assassination (10.3), or death in a Crusade Battle (instead of dying, the Lord becomes Saladin's prisoner).

The Physician returns with the Lord to France once the Crusade ends. The Player whose Lord that the Physician is attached to can choose to prevent the deaths of some or all Lords and Troops due to the Plague or Assassination that are present in the same Village as his Lord is.

If the Lord that the Physician is attached to dies, the Physician Objective counter is immediately discarded from the game.

C 2.0 SALADIN'S REVENGE - SECOND ROUND OF A CRUSADE

(Always played the round following an Invasion of the Outremer round.)

C 2.1 PHASE 2. DRAW & PLAY CARDS

PLAGUE DISASTER (CHANGED!)

If a 6 is rolled when resolving a Plague Disaster Card (2.3.3) during Saladin's Revenge Round, it affects the Outremer. All Crusading Lords roll 1D6 and are killed by the plague on a result of 1, 2, or 3. Each Outremer Objective is resolved like a Village in the Bishoprics, half of all Crusading Troops (rounded down) in each Objective are killed by the plague and removed from the board. Saracen Fighters are not affected by the plague.

C 2.2 PHASE 5. MOVEMENT

If playing with the Templar and/or Teutonic Knight Expansions, the following rules apply:

In the movement phase on the second turn of a Crusade, Templar and Teutonic Knight Lords may travel to the Outremer to bolster the Crusading troops.

Note: Templar and Teutonic Lords are the only Lords who may join the Crusades during Saladin's Revenge round.

Lords and their Troops that join a Crusade during Saladin's Revenge rounds are placed directly on the Outremer Objective of the Player's choice. These Lords and Troops may even be placed on an unoccupied Outremer Objective, becoming the Leader in this Objective!

These Lords **DO NOT** count towards the 6 Crusading Lord limit (C 1.2.1).

If the Plague broke out in the Outremer, Lords and their Troops now placed suffer the effects of the Plague. These Lords and Troops are safe if they were placed with, or granted access to the Arab Physician (C 1.4.2).

C 2.2.1 TEMPLAR GRAND MASTER

If the Templar Grand Master is in play, **ALL Templar Lords must join the Crusade**. If not, the Templar Lords may elect to join the Crusade.

No captured or besieged Templar Lord may join the Crusade.

C 2.2.2 TEUTONIC KNIGHTS GRAND MASTER

If the Teutonic Knight Grand Master is in play, **ALL Teutonic Knight Lords must join the Crusade**. If not, the Teutonic Knight Lords may elect to join the Crusade.

No captured or besieged Teutonic Knight Lord may join the Crusade.

C 2.3 PHASE 7. CRUSADES: SALADIN'S REVENGE



During this phase, Saladin appears, ready to retake any Objectives conquered or besieged by the Crusaders!

Saladin is regarded as a Titled Lord and begins this phase accompanied by 4 Saracen Knights. (Saracen Knights have the same characteristics as the Crusader Knights.)

Saladin is placed on the rightmost (lowest number) Outremer Objective, where he will attack any occupying or besieging Crusaders (C 2.3.1). In addition to his 4 Saracen Knights, Saladin also receives any Saracen Reinforcements listed on the Objective's counter.

Saladin ignores the Arab Physician Objective (1.4.2), skipping over it and moving on to the next Objective.

C 2.3.1 CRUSADE BATTLES

If an Objective was conquered by the Crusaders in the previous Invasion of the Outremers round, the Crusaders receive any Stronghold or Fortified City defenses during this round's Battles. These defenses may be negated if another Player plays a Secret Passage card (10.2.2) for Saladin!

If an Objective is being besieged by the Crusaders, then Saladin, his Knights, and his Saracen Reinforcements join the Saracen defenders remaining from the Invasion of the Outremers round. The Besieging Crusaders may now launch a Battle against the Objective or return empty-handed to France. If the Besieging Crusaders decide not to attack, Saladin and his forces continue on to the next Objective.

If Saladin is successful in occupying the first Objective:

- by it being unoccupied by Crusaders,
- by defeating Crusaders occupying the Objective, or
- by Besieging Crusaders deciding not to attack the Objective,

he moves on to the next higher number Objective. He takes all surviving Saracen Troops from the last Objective (including its defenders and reinforcements) and adds these to any defenders remaining from the Invasion of the Outremers round in the new Objective.

In addition, he adds any Saracen Reinforcements listed on the new Objective counter. If Saladin moves into an unoccupied Objective, he only picks up the Objective's listed Saracen Reinforcements (not any listed Saracen Defenders) and moves on to the next higher Objective.

Saladin continues to attack his way up the Objectives, until he has reoccupied all Objectives or is killed or captured. If Saladin is killed or captured, all Saracen attacks end immediately and the Saladin counter is placed back on his start spot beside the map. Crusaders besieging Objectives or occupying Caravans that were not reached by Saladin execute their Battles now. If they defeat the Saracen defenders, they collect the Deniers or Titles associated with the Objective.

Crusade State Titles that were won by the Crusaders are now given to individual Lords by placing the Crusade State Objective counters next to each Lord's card on his Family Board. Each Crusade State Title is worth 1VP.

If Crusaders again defeat the defenders of a Caravan Objective, **they again gain its Plunder Deniers.**

Example: Crusaders occupy Caravan Objective 4 whose one defender they defeated during the Invasion of the Outremer phase last round, collecting 6 Deniers. During this Saladin's Revenge round, SALADIN has already been defeated. Another Saracen Fighter is placed on the Caravan. If the Crusaders win the Battle, they again collect 6 Deniers.

C 2.4 END OF A CRUSADE

Once all Battles have been executed, surviving Crusader Lords and their Troops are placed back on one of their Strongholds or Fortified Cities in France. All 'On Crusade' markers are removed from Lord cards, Strongholds and Fortified Cities.

Lords in Saladin's Prison remain captives of Saladin (C 3.1) if their Ransoms have not been paid. A Lord in Saladin's prison loses the Churches protection and all of his 'On Crusade' markers are removed.

The 'Call to Crusade' marker is flipped to its 'No Crusade' side.

All Objective that were conquered by the Crusaders are discarded from the game. Crusade State Titles remain with the Lord. If he dies, his Crusade State Title is immediately transferred to another Lord or Lady in his family like a Fief Title (4.3.1). All other Objectives that were not invaded by the Crusaders, that repulsed the Crusaders or that were retaken by Saladin are reshuffled into the Objective Counter stack.



C 3.0 ASSASSINATING A CRUSADING LORD

It is possible to assassinate (10.3) a Crusading Lord. **Historical Note: During the first Crusade there rose the Persian and Syrian Order of Nizari Ismailis, better known as the Assassins!**

If a Lord is successfully assassinated before he is placed on an Objective, his Troops are placed near the edge of the Crusade Map Overlay until the end of the Crusade. These Troops are returned to France at the end of Crusade (C 2.4).

If the assassinated Lord was assigned to an Objective, his Troops remain there. They can then fight for another Lord from their family located on the same Objective. If no Lord of their family is present on the Objective, the Troops remain on the Objective and defend against any future Saladin attacks. If they survive the Crusade, they return without rewards to France and are placed on any of the Player's Strongholds or Fortified Cities.

C 3.1 CAPTIVES OF SALADIN

Saladin can capture Lords in Battle (6.2.2). Captive Lords are placed in the Saladin's Prison area. Normal captive rules apply. Captives may escape with a Secret Passage card or may pay a Ransom (6.2.4) to the bank. These Lords are returned (in shame) to one of their Strongholds or Fortified Cities in France without rewards.

A Lord remains the captive of Saladin when a Crusade ends and his Ransom has not been paid. His Ransom may be paid in future Rounds and he is then returned to one of his family's Strongholds or Fortified Cities in France.

Q&A

Q: Can the Pope 'Call a Crusade' on the same round as he is elected?

A: Yes, he can. Same as a Cardinal can 'Call a Crusade' the round he has been promoted to Cardinal.

Q: Can you call for a new Crusade on the round immediately following the round the previous Crusade ended?

A: Yes. The only restriction is that two Crusades may not overlap on the same round.

Q: May Saladin be assassinated?

A: Yes!

Q: May Saladin be captured?

A: No. If Saladin is captured, he immediately escapes. All Saracen attacks end immediately, as if Saladin had been killed (C 2.3.1).

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LORD'S HIERARCHY QUICK REFERENCE (C 1.3.1)

King (or Queen Regent) > Queen > Templar Grand Master > Teutonic Knights Grand Master > Crusade State Titles (Jerusalem > other Crusade State Titles) > Titled Fief Lord (Duchy: 4 Villages > County: 3 Villages > Barony: 2 Villages) > Lord with no Fief Title, including Bishops, Cardinals and d'Arc.

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Fief - Crusades Expansion AYG 5410C

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