Guide to Crusader Rex

Game Turns

1.) Card Phase – Both players start every *Year* with 6 cards. Each *Turn*, they play 1 card face down. Cards are then revealed to determine play order.

2.) Move Phase – Player 1 completes *all* movement and then Player 2 moves.

3.) Battle Phase – Battles/Sieges are resolved one by one in the order chosen by Player 1.

4.) Draw Phase – Both players draw 1 block from the draw pool (except during 1187).

1. THE MAPBOARD

Town Rating: This is the number of shields near a town's name. This dictates how many blocks can defend inside the castle. It also dictates how many blocks can storm during a siege.

Town Control: Saracen towns are in Syria and Egypt. They are friendly to Saracens unless Frank-controlled. Frank towns are in Antioch, Tripoli, and Jerusalem and are friendly to Franks unless Saracen-controlled. Masyaf is the Assassin Kingdom and cannot be entered by any other blocks.
Town control changes INSTANTLY. Occupying a vacant enemy town makes it immediately friendly. Leaving it reverts it to an enemy town.

Home Seats: The name on the block is the home seat. Matching shields on the map are alternate seats.

Ports: A town with an anchor is a port. The towns of *Tripoli and Tyre* are *fortified* ports.

Victory Cities: There are 7 victory cities. Whoever controls the majority after 1192 is played is the winner. A Sudden Death victory is earned by controlling all 7 at the end of any game Turn.

2. ARMIES

Strength: A block's Strength is the number of pips on the top edge. This is also how many d6s it rolls. For each hit, rotate a block 90 degrees counter-clockwise.

Combat Ratings: A block's Combat Rating consists of a letter and a number. The letter is the block's initiative and the number indicates the maximum number that can be rolled to score a hit.

Move Rating: A block's Move Rating is in the upper left. It indicates how many towns a block can move along roads.

3. DEPLOYMENT

Frank Deployment: Outremers, Turcopoles, and Military Orders (Hospitallers and Templars) start at their named seat or any alternate seat. Castle limits CANNOT be exceeded during deployment. The Frank player must make seat adjustments before the Saracen player draws his Nomads. The 12 remaining blocks go into the Draw Pool.

Saracen Deployment: Emir blocks start at their noted seats, except that Saladin can be exchanged with any other block of his family. E.G. - Saladin has Damascus as his seat, but can switch with al-Aziz from Egypt or al-Zahir from Aleppo. The 12 remaining blocks are Nomads (Arabs, Kurds, and Turks) and go into the Draw Pool. Immediately draw 4 of them and place at their seats.

4. CARDS

- Each player plays 1 card face down at the beginning of each Game Turn. Player with the higher card or an event is Player 1. Ties are resolved with 2d6 rolls until broken.

Move Cards: These enable Group Moves, Musters, or Sea Moves. The number indicates how many Move Points you have.

Event Cards: These grant a special action and are executed before Moves.

If BOTH players play Event Cards, the Game Turn is CANCELLED, including siege attrition and draw phase.

5. MOVEMENT

- A Move Card allows any combination of Group, Musters, or Sea Moves.
- Blocks can move up to their Move Rating and each block may only move ONCE per Move Phase.
- Players are not required to use all of their Moves, but they cannot be saved.

Road Limits: Major roads are thick lines and have a 4 block max per Move Phase. Minor roads are dashed lines and have a 2 block max per Move Phase. Road limits apply SEPARATELY to each player. Player 1 can use a road and then Player 2 can use the same road.

Group Moves: All of a player's blocks in one location are a Group. For 1 Move point, any/all blocks can move to 1 or more towns within their move rating.

Musters: A Muster allows several groups to move to the same *friendly* town for 1 Move point. Designate the friendly town and *then* move any/all blocks with enough movement to reach it. Musters CANNOT start a new battle or respond to a battle started by Player 1, but you CAN Muster or pass through a town you are besieging.

Sea Moves: Either player can make Sea Moves between *friendly* ports. *Tripoli/Tyre* are still *friendly* to a besieged defender. Each Sea Move costs 1 Move **PER BLOCK**.

Pinning: Attacking blocks (excluding Reserves) prevent an *equal number* of defending blocks (Player 2) from moving. Player 2 chooses which blocks are Pinned. Unpinned blocks can move/attack, muster, or sea move normally, except they CANNOT depart via any road that the Attacker used.

6. COMBAT

- After ALL movement is complete, Battles/Sieges occur where enemy blocks are in the same town. They are resolved in order as chosen by Player 1.

Combat Deployment: BEFORE any blocks are revealed, the Defender decides where to deploy blocks. Blocks can be deployed in the Field to fight a battle or in the Castle subject to Castle Limit.
- Blocks deployed in the Castle CANNOT Retreat or fight in a Field Battle except by Sally and are subject to Siege Attrition.

Combat Turns: Each Battle/Siege is fought over 3 combat rounds. This can be a combination of Battle and/or Siege. In Battles, the Attacker MUST Retreat at the *end of the 3rd round* if there are any Defenders in the field. In Sieges, the Attacker *may* Retreat or stay on Siege.
- Each block can Fire or Retreat once per combat Round. Sequence depends on Combat Rating – As before Bs, Bs before Cs. Defender As fire BEFORE Attacker As, then Defender Bs before Attacker Bs, etc.
- Siege declaration occurs at the beginning of each new round.

Combat Fires: Each block rolls d6s equal to its current Strength.

Combat Hits: Blocks cannot be targeted. *Each hit* is applied to the strongest block at that instant. If two or more are tied, owner chooses which to reduce.

Knight Charges: In Field Battles, Crusader knights (All Frank B blocks) have the option to Charge. Each block MUST declare this tactic before firing. The effect increase firepower by 1 (e.g. B2 to B3), but to take 1 hit for each 6 rolled.
Knights may Charge when they Sally, but NOT when the Storm.

Harrying: In *Field* Battles, Saracen Nomads and Frank Turcopoles have the tactical option to **Fire and Retreat** (but NOT Withdraw). Each block MUST declare this before firing. Harrying blocks fire and then IMMEDIATELY Retreat subject to normal Retreat limits.
Blocks CANNOT Harry when Storming.

Eliminated Blocks: Place eliminated blocks in the Draw Pool face-up. They CANNOT be drawn during the *current Year*. Some blocks are PERMANENTLY eliminated. They are:
- **Franks – Crusaders and Military Orders**
- **Saracens – Saladin and the 4 members of his family**
Permanent Elimination applies in ALL cases including Winter Attrition, Assassination, Siege Attrition, etc.

REINFORCEMENTS
Main Attack Road: When Attacking by 2 or more roads, one must be chosen at the Main Attack. Blocks moving along other roads are Reserves. Reinforcements do not Fire, Retreat, or take hits in Round 1. They arrive and take normal combat turns at the *beginning* of Round 2.
- Battlefield control changes if the Attacker wins in Round 1 before Defending Reserves arrive. The Attacker would become the Defender for Rounds 2 and 3.

Defender Response: Blocks moved by Player 2 to *reinforce* a battle started by Player 1 are Reserves, arriving at the beginning of Round 2. This applies to blocks using **ONE** road to reinforce. Those using **OTHER** roads arrive at the beginning of Round 3.

SIEGE COMBAT

- The besieger can remain on Siege after the 3 Combat Rounds are complete. Sieges CANNOT occur at towns rated 0 (no shield). There are three ways that a Siege can occur – Existing Sieges, New Siege if Defender does not deploy in the Field, and a Field Battle ends and victorious blocks may begin Siege next Combat Round.

Siege Control: The besieged blocks defend the Castle. The besieger defends the Field. The besieger controls Ports except for *Tripoli/Tyre*, which are Fortified Ports controlled by the besieged. Blocks in a Siege are NOT revealed until they Storm or Sally. Once revealed, they remain face-up until no longer Storming or Sallying.
The besieger must ALWAYS keep 1 block face-up (besieger).

Castle Limit: The Town Rating limits blocks that can defend inside the Castle. Additional blocks must defend the Field. Town Rating also limits the number of blocks that can Storm the Castle.

Siege Declarations: The besieging player makes declaration at the BEGINNING of each Siege round. They either Storm or Siege. If Siege, then the Defender may declare Sally with any/all blocks, causing a Field battle this round. The besieger can decline to Storm in one round and do so in a future round when possible. If both players pass, go to Siege Attrition.

Storming: After Storming blocks are revealed, combat occurs as normal. A Storming block can Fire or Withdraw to the Field.
Double Defense: Blocks defending the Castle, require 2 hits to lose 1 step. Each half-hit has no effect, but the NEXT hit must be taken by that block.
Half-hits CARRY OVER from one Combat Round to the next but are recovered if Storming ends, even if Storming resumes in a later Combat Round.
- At the beginning of each subsequent Siege round, the besieger can add blocks from the Field to the Storming blocks, subject to Castle Limit. If ALL Storming blocks are eliminated or Withdraw, the current Siege round ENDS IMMEDIATELY.

Sallying: If the besieger declines to Storm, the Castle Defender may declare a Sally with any/all blocks causing a Field Battle this round. After Sally blocks are revealed, combat is fought with ALL blocks currently defending the Field. They no longer have Double Defense as they are no longer defending the Castle. Any blocks that remain in the Castle, may Sally at the beginning of a later Combat Round.

Relief Forces: A force that arrives to relieve a Siege becomes the Attacker. Main Attack relief forces sent by Player 1 arrive for Round 1, those of Player 2 arrive for Round 2. Relief Forces using other roads arrive one Round later for both sides.
Relief Forces can Fire or Retreat but CANNOT Withdraw into the Castle. They are Attackers and besiegers are Defenders.

Siege Attrition: Besieged blocks are subject to Attrition EACH Game Turn. The besieged player rolls 1d6 for EACH block. On a roll of 1-3, it loses 1 step and on a 4-6, there is no effect.
Tyre/Tripoli are Fortified Ports, so blocks under Siege there only suffer Siege Attrition on a roll of 1.

RETREATS

- Each block may Retreat or Withdraw instead of Firing on its normal Combat Turn. Harrying blocks can Fire AND Retreat.
- NEITHER player can Retreat to an *enemy-occupied* town nor to an unresolved (new) battle. Blocks that cannot retreat are eliminated.

Retreat Roads: Per Combat Round, a max of 4 blocks may Retreat along a Major Road and 2 blocks may Retreat along a Minor Road.
- Attacking blocks must Retreat to *friendly* or *vacant* adjacent towns via roads used to enter battle.
- Defending blocks may Retreat via ANY OTHER roads.
- When BOTH players enter a battle along the SAME road, only Player 2 may Retreat along that road.
When Attacking as Player 1, t is recommended that you leave a strong force to protect your avenue of Retreat.
There are NO off-map Retreats.

Siege Retreats: Besieged blocks can NEVER Retreat. Blocks fighting in the Field can Withdraw to the Castle, within Castle Limit. Blocks Attacking or Defending the Field can Retreat normally.
- Blocks may Retreat to an adjacent **Siege** provided that the Field is *friendly*. Such blocks can participate normally in ANY combat occurring later in the Game Turn.

Withdrawing: Withdrawals are Retreats *between* the Field and the Castle. Instead of Firing, a block in the Field can Withdraw to the Castle or a Storming block can Withdraw to the Field.

REGROUPS

- When a Field or Siege battle ends, whether by Retreat, elimination, or attrition, the victor may Regroup any/all victorious blocks to any adjacent *friendly or vacant* town(s). Normal road limits apply.

- Blocks may Regroup to an adjacent Siege provided that the Field is *friendly*. Such blocks can participate normally in any combat occurring later in the Game Turn.
Regrouping is *optional*. When a Field Battle ends, the victor may Regroup some blocks and lay siege with others, if applicable.

DRAWS

- There are NO block draws in 1187. Starting in 1188, each player draws ONE block per Draw Phase, except the Winter Turn. Player 1 draws and deploys first.

Draw Pools: Draw pools are kept face-down. Eliminated blocks are generally placed in the Draw Pool at the end of the current Year. Until then, they are kept face-up. Some blocks are permanently eliminated – Crusaders, Orders, Saladin & family.

FRANK DRAWS

Crusaders: When drawn, German, French, and English blocks are placed face-up in their staging spaces. **AFTER ALL THREE** blocks of any nation have been drawn, those blocks are eligible to move in a future Game Turn. Not all need move at the same time.

English & French: English OR French blocks need 1 Sea Move to move each block from their staging area to a *friendly* Port.
The 3 English blocks can Sea Move to Attack (Richard's Sea-Legs) an Enemy Port. If combined with any other Attack, the English

MUST be the Main Attack. Retreat by sea is prohibited – the Attackers can retreat normally by road.

Germans: German blocks require 1 Move **per block** to enter at any/all of Aleppo, Antioch, or St. Simeon, subject to road limits. The can Attack these towns if enemy-occupied, but **CANNOT** Retreat off-map.

Pilgrims: These are deployed to a *friendly* Port. If none, return to Draw Pool and forfeit the draw.
Tripoli/Tyre are *friendly* to the besieged player, but Castle Limits apply.
Outremers & Turcopoles: These are deployed to their home or alternate seats, unless *enemy-occupied*, or at Strength 1 in any *friendly* town.

SARACEN DRAWS

- Saracen draws are deployed at full strength in their home or alternate seats, unless *enemy-occupied*, or at Strength 1 in any *friendly* town.

WINTER

Winter Turn: The 6th and final card played in each Year is a Winter Turn, used to move blocks to Winter quarters. Blocks move normally but CANNOT start or reinforce battles/sieges. They may occupy vacant towns. There is NO Battle Phase, Siege Attrition, or Draw Phase.

Winter Campaigns: If the Winter Campaign card is played in the Winter Turn, determine turn order normally. The Winter Campaign player can maintain 1 Siege over the Winter. No movement or combat is allowed but Winter Siege Attrition is harsher: 1-4 is a hit (1-2 in Tripoli/Tyre). The victor of a Winter Siege can Regroup normally.
The Winter Campaign card is a special MOVE card and is NOT canceled by an Event card. It can be played at any time as a normal Move 1 card. If used as a Move 1 card in the Winter, CANNOT start or reinforce battles/sieges as normal.

Winter Supply Limits: A town can supply blocks equal to its Town Rating (shields). Minor towns (no shield) can still supply 1 block during Winter. Excess blocks are eliminated – owner's choice.
Blocks eliminated in Winter CAN be drawn next year.

Winter Replacements: Each town provides replacement points (RPs) equal to its Town Rating. These points can be used to replace steps of wintering blocks in each given town on a 1-to-1 ratio. Multiple steps can be added to the same block. E.G. Ascalon provides 2 RPs to the Frank player to add 2 TOTAL steps among his blocks there.
Blocks wintering in an *ENEMY* kingdom require 2 RPs to gain 1 step.

Year End: Advance the year. Turn over *face-up* blocks in the Draw Pool. Reshuffle *all* cards back into the deck and start the next year by dealing out 6 cards to each player.