

GETTING STARTED

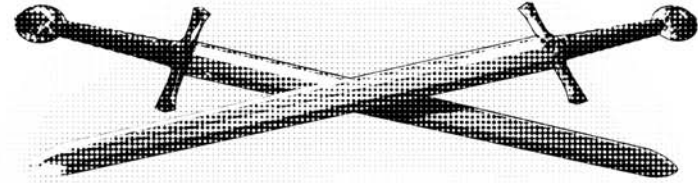
WHAT YOU NEED TO PLAY BOOK I OF KINGDOM CRUSADERS:

SETUP



PENCIL (OR A QUILL/PEN IF YOU'RE FEELING EXTRA CONFIDENT!)

SCISSORS (TO CUT OUT TOKENS BEFORE PLAY)



PRINT ALL OF THIS BOOK.

OR

PRINT THE SEPARATE PRINT PACK.

LEARN



MINIMUM TO READ ARE THE FOLLOWING PAGES:

- 11-31 (DEFEND RULES)
- 37 (DEFEND SHEET WITH DETAILED UNIT RULES)
- 52-65 (ATTACK RULES)
- 72 (ATTACK SHEET WITH DETAILED UNIT RULES)



PLEASE SUPPLEMENT THE ABOVE BY REFERRING TO THE DIGITAL VERSION OF THE BOOK.

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DEFEND RULES



OVERVIEW

Kingdom Crusaders (KC) was created to train and improve strategic combat capability. Your role as the player is to train and hone your skills as a battle commander. Your progression and advancement will be commensurate with improvement of your capabilities and hard-earned combat experience.

You play this game through battles, where you defend your settlement or attack an enemy's settlement. Settlements range in size from small outposts to fully-fortified castles. Each battle requires you to manage funds, purchase military Units, and place them in optimal positions to successfully defeat your enemy.

Each battle is woven together through narrative that forms a larger war. The war, known as the 300-Year-War, is broken into 6 books. Each book offers campaigns in which you assume the role of one of four factions. Each faction has slight differences in its military approach/strategy that evolves over time.

Each battle played gains you experience. Experience can be used to eventually become King or Queen and/or Supreme Commander, and to unlock new, powerful gameplay abilities.

PREVIEW

Let's take a quick look at the different aspects of Kingdom Crusaders. Each book contains a narrative for its battles, telling a simple story that weaves together the factions and settlements you are fighting over. Each battle provides an overhead, schematic floor plan of the battle. Purchase Units and place them in strategic positions to defeat your enemy. When you finish the battle, you'll record your advancement and track overall progress through each book and the entire war.

Gameplay focuses on math and strategy. You are presented with a series of medieval castle maps that pit ever-increasing enemy strength against you. To Defend and Attack requires different strategies and combines to create a challenging adventure. Your objective is to win each battle and progress to the next, but there is nothing stopping you from replaying previous battles. The advancement system relies on you being honest for the most rewarding experience.

SETUP

- (1) You will need a pencil or pen.
- (2) Choose one of the following options:
 - (a) print out all pages of this book, or
 - (b) print only as directed in the Getting Started page that precedes this book and view the rest as a digital copy (saves paper/toner).
- (3) Cut out the Units from the included **Token Cutout Sheet(s)**. You may wish to store them in a small bag/envelope to avoid losing them.

PLAYER SHEET



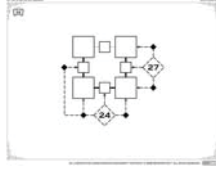
Your **Player Sheet** lets you record and follow your progress and helps personalize your experience. Enter your name or your character's name and record your experience and progression through the war. Tracking helps you see your progress towards the different rewards and gameplay you can unlock. You should maintain the same Player Sheet throughout your battles. Begin a new Player Sheet if you'd like to start a new adventure.

MAPS

There are 2 types of map-related pages:

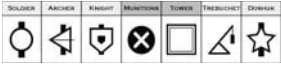


- (1) Kingdom - The **Kingdom Sheet** provides some history and additional information about its counties and shire. The accompanying **Kingdom Map** shows where all settlements are in the land and are depicted with wooden castle avatars by candlelight. Both Kingdom pages give you an idea of where each battle takes place and some general context.



(2) Battle - **Battle Sheets** are the colorful data pages with preparatory information for each battle (what type of fight it is, who's involved, settlement, etc.). **Battle Maps** are the white schematic floor plans filled with boxes upon which you will place Units. You'll notice that the settlement floor plans and imagery are consistent between each Map and Sheet.

UNITS



You are commanding an army, and its "Units" are the troops, war machines, and supplies needed to achieve victory. A Unit is represented by a Token, which can be purchased and placed on the Battle Map.

Unit Cost Worksheet	
A	
B	
C	
D	
E	

A **Cost Worksheet** is included before each set of 5 Battle Maps that lets you keep track of total costs in coins for the Units you'd like to buy. It's an organized way to figure out how much you're spending for each battle so as not to exceed your available Chest Value.

STEPS TO COMPLETE A BATTLE

The following lists the recommended steps to complete a battle:

- (1) Take a look at the Battle Map you wish to play. Note its **Chest Value** in the top-left corner indicates how many coins you can spend. Look at the floorplan's empty **Boxes** you can fill with Units and the Battle Strengths of the enemy **Diamonds**.
- (2) Consider which Units you might want to purchase. Place them on the map and come up with a configuration you think will defeat the enemy without exceeding the Chest Value for that battle.
- (3) Check your math to ensure that the Battle Strengths of your Units actually equal or exceed those of all Enemies.
- (4) Tally all Units you've bought while ensuring you didn't overspend. If you can, spend 5 less coins than the Chest Value to achieve Elite status.

(5) Check your Unit choices and placement in the Battle Solution section below. Did you make any mistakes? Could you be more efficient? Want to try it again? If so, begin at Step 1, otherwise, proceed to Step 6.

(6) Take a photo/screenshot of the completed Battle Map with Units. Share it for bragging rights or submit to a contest.

(7) Check off this battle in the **Experience** section of the top-right block of your **Player Sheet** (1 box if you spent the listed Chest Value, or 2 boxes if you spent 5 less).

PURCHASING UNITS

Each Battle provides a Chest Value in coins. Each Unit has a cost in coins. Before purchasing a Unit, it is customary to place it on the Battle Map and check its range to targets to determine whether you really want it.

When you're ready, purchase the **Defend Unit** by recording its cost in the Cost Worksheet. The following illustrations show you how to do this.

Each Column concerns 1 Unit type for each battle.

Rows provide Unit information (name, icon, and price)

Each Row provides room for numbers and math work for 1 battle.

Rows A-E support 5 separate battles

		COST WORKSHEET												
UNIT		SUCKER	ARROW	KNOCK	DISC	HEALTH	LADDER	ACID	TOWER	RAM	TREBUCHET	BALLISTA	EDGE TOWER	
ICON														
PRICE		1	3	4	14	2	1	4	5	10	12	18	13	
A	QTY.													
	COST													
	TOTAL:													
B	QTY.													
	COST													
	TOTAL:													
C	QTY.													
	COST													
	TOTAL:													

Each Cost Worksheet allows you to enter numbers and calculate total costs for as many Units as you can afford for up to 5 different battles.

① Multiply a Unit's Price by its Quantity (QTY.)...
 ...To calculate its Cost in the gray box below. ②

Leave enough space to allow you to change your mind or make mistakes.

④ Write this number in the Total box. This represents how many coins you spent in this battle.

③ Add the costs together that are listed in the gray row: $3+6+2 = 11$

COST WORKSHEET

UNIT	SOLDIER	ARCHER	KNIGHT	DOSHUK	MUNITIONS	LADDER	MOUNT	TOWER
ICON								
PRICE	1	3	4	14	2	1	4	5
QTY.	3	2			1			
COST	3	6			2			
TOTAL:	11							

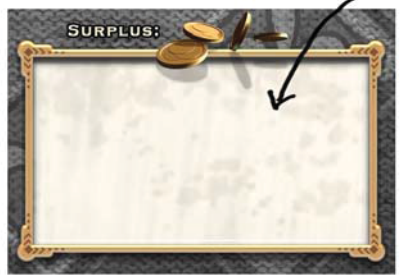
To calculate costs, enter numbers as shown in the illustration to the left.

You are encouraged to use this Cost Worksheet to enter in quantities of each Unit and their cost to keep track of how much you're spending in a battle. Alternatively, you can work out math by writing costs and battle values directly on the Battle Map itself. Any purchases can be returned at any time. However, at some point you'll need to consider your battle planning "done" so you can compare your work to a solution.

Units you purchase allow you to place their Tokens on Boxes in the Battle Map.

Note: If you spend less than the battle's Chest Value and win the battle, you can store these leftover coins in the Surplus section (bottom-right of the Player Sheet). You may spend these leftover coins by combining some or all of them with a battle's Chest Value in one or more future battles.

Unspent coins from a battle's Chest Value can be recorded here and spent on future battles.



BATTLES

Defend battles will instruct you how to protect a Settlement. An enemy will Attack and you must Defend your settlement by defeating it.



Tip: Each Battle Sheet indicates whether you will fight a Defend or Attack battle in the "Ambition" section. This is located in the upper-left of the page to the left of the Kingdom Crusaders logo.

The basic gameplay is to fill some or all of the empty boxes on the Battle Map with Units having Battle Strength equal to or greater than the enemy's without exceeding your funds.

While placing Units on the map, you can jot down numbers on the map itself if that helps you see more clearly the Battle Strengths of all your Units.

Note: There is no time limit when you play. However, if you choose to play the same Battle Map with a friend, you could agree on a time limit within which to finish working on them. Otherwise, take your time!

MAP ELEMENTS

All Battle Maps contain **Shapes**, which include Boxes and Diamonds, and **Lines** to create their schematic floor plans.

There are different types of Boxes where you can put Units:

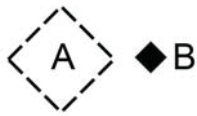


(1) **Box** - Place any Defend Unit here.



(2) **Small Box** - Place only 1 Muniton here if desired.

There are different types of Diamonds indicating Enemies:



(A) **Dotted Diamond** - Enemy Unit. Number represents the enemy Unit's Battle Strength ("BS" for short).

(B) **Small Black Diamond** - Indicates access to invading enemy Units. If a Unit is within range of a Small Black Diamond, it is within range of the connected enemy Diamond (regardless of how many Small Black Diamonds may exist between them).

Boxes and Diamonds are connected to one another by solid or dotted **Lines** to allow Units to engage one another. There is no gameplay difference between the line types. Connected Shapes create the concept of range, where 1 Shape away is a range of 1, etc. Whether or not a Shape is filled is irrelevant; the Shape still counts towards range (e.g. 3 Shapes connected to each other in a line means that the first and last Shapes are 2 away from each other).

Some map Shapes are not connected (where they may seem like they should be) to simulate barriers between Shapes (like walls, stairwells, or smaller details not seen on the map).

ELEMENTS OF A UNIT

DEFEND SHEET	
SOLDIER	<ul style="list-style-type: none"> • NO SPECIAL DEFEND RULES FOR A SOLDIER.
ARCHER	<ul style="list-style-type: none"> • MUST INITIALLY BE ADJACENT TO AT LEAST 1 MUNITON.
KNIGHT	<ul style="list-style-type: none"> • CANNOT USE LADDERS BUT CAN THROUGH ADVANCEMENT.
MUNITON	<ul style="list-style-type: none"> • ONLY USABLE BY AND REQUIRED FOR ARCHERS, TREBUCHET, AND BALLISTA. • EACH MUNITON ASKS A BS BONUS OF 1 TO ANY ADJACENT ARCHER, TREBUCHET, OR BALLISTA.
TOWER	<ul style="list-style-type: none"> • MUST BE PLACED IN A SETTLEMENT BOX (DEFEND ONLY). • PLACE ARCHER, TREBUCHET, OR BALLISTA ON TOP OF TOWER TO EXTEND THEIR RANGE BY 1.
TREBUCHET	<ul style="list-style-type: none"> • MUST INITIALLY BE ADJACENT TO AT LEAST 1 MUNITON IN ANY FRIENDLY BOX. • AVAILABLE FOR ATTACK AFTER ADVANCEMENT.
DOBNIK	<ul style="list-style-type: none"> • INTRODUCED AND USED IN BOOKS IV AND VI. • DOBNIKS REMAIN STATIONARY IN BATTLE.

The **Defend Sheet** explains the 7 different Unit types in more detail (note: Book 4 introduces the 7th Unit).

Defend Units have 4 important elements:

(1) **Battle Strength ("BS")** - this number represents the Unit's combat power and is displayed in a small black square in the upper-left corner of each Token.

For some Units this BS number is represented with a plus before it. Munitions, for example, indicates a "+1" which means it will add 1 to the BS of all valid, adjacent Units.

(2) **Range** - this number represents how far away this Unit can attack. By default, this is displayed in the upper-right corner of each Token.

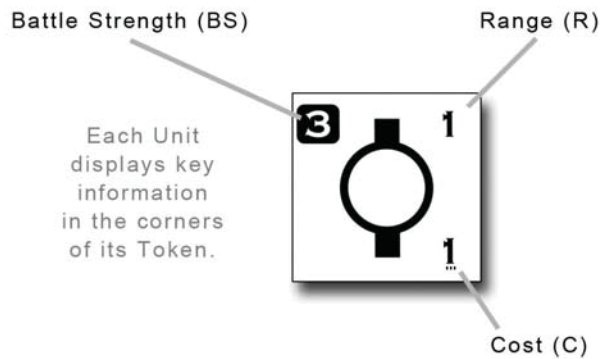
For some Units this Range number is represented with a plus before it. Towers, for example, indicate a "+1" which means they add 1 to the range of valid Units placed on top of it.

(3) **Cost** - this number represents the value of the Unit in coins and is displayed in the bottom-right corner of each Token. You have available coins equal to the Chest Value to spend on all your Units for that battle. The Chest Value is located in the upper-left corner of a Battle Map.

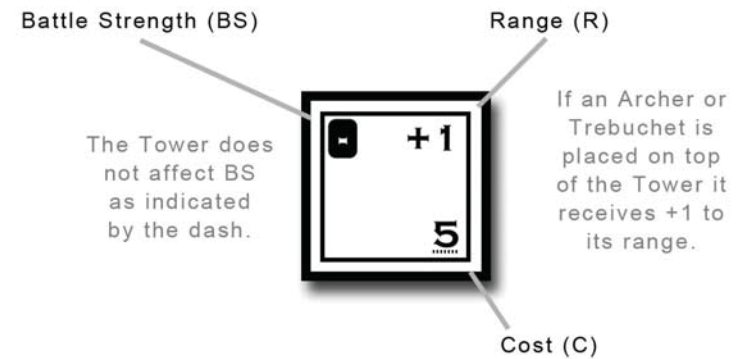
(4) **Rules** - most Units have some kind of special rules. These are listed per Unit in the Defend Sheet.

Units display some or all of the above elements as follows:

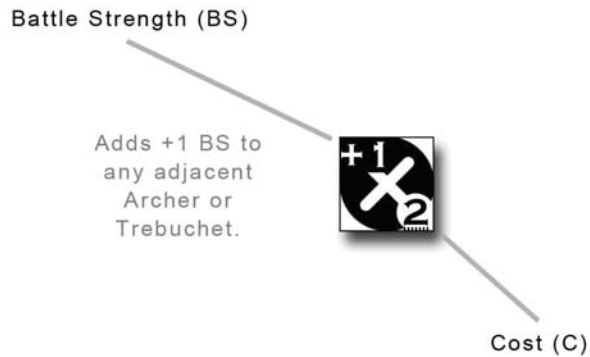
Soldier - A standard Unit:



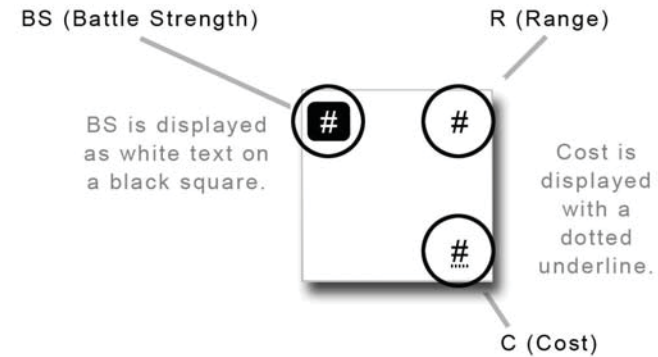
Tower - A Unit that helps improve another Unit in some way:










Munitions - A supply Unit that is required by certain Units:



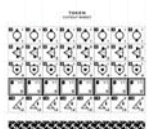
Note that these values are always located in the same positions:



And here are the symbols for all Units you can use to Defend:

SOLDIER	ARCHER	KNIGHT	MUNITIONS	TOWER	TREBUCHET	DOSHUK
						

Note: The 7th Unit entitled “Doshuk” is unavailable until it is introduced (and explained) later in Book IV.



Each Unit has additional information displayed on its Token. You can view Units on the **Token Cutout Sheet** and specific rules on the **Defend Sheet**.

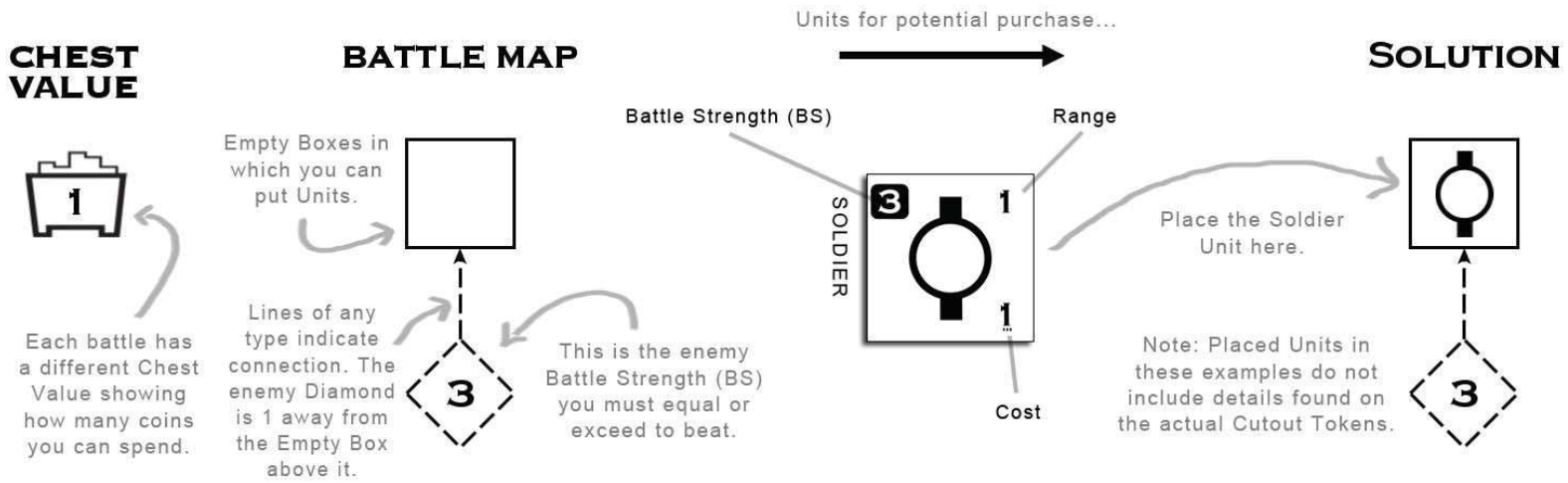
DEFEND IN BATTLE

You will place different Units in different Boxes to attack enemy Diamonds. Any of your Units that are within range of an enemy Diamond should have their Battle Strengths (BS) combined against it. The idea is to meet or exceed an enemy’s BS number by connecting 1 or more of your Units to it. You’ll need to consider the cost of all your Units for each battle, too. Make sure you don’t spend more than a battle’s Chest Value!

Note: As you follow along with the sample battles below, you might consider following along as if you were playing.

Sample Defend 1

The following shows, from left to right, a sample Chest Value, Battle Map, and its Solution:



Walkthrough Defend 1

(1) **Chest Value** - normally, your available coins for a battle will be higher, giving you choices for what to buy. In this case, to illustrate the simplest example, there is only 1 viable Unit to buy: the Soldier.

(2) **Battle Map** - equally as simple, it shows the enemy Diamond containing a Battle Strength (BS) of 3, and a dotted line connecting it to 1 empty Box.

(3) **Solution** - purchasing 1 Soldier Unit for 1 coin affords you 3 BS. Then, take a Soldier Unit and place it in the empty Box as shown. The Soldier has a range of 1, and the enemy BS of 3 is conveniently 1 away from it.

(4) **Purchase** - we have only bought 1 Soldier and, referencing the Chest Value, we did not exceed it. Check!

Result: You met or exceeded all enemy Battle Strengths without overspending. The battle is won!

Let's look at 2 more sample battles and then you'll be ready to play a real battle.

Sample Defend 2

This one actually requires some thinking...

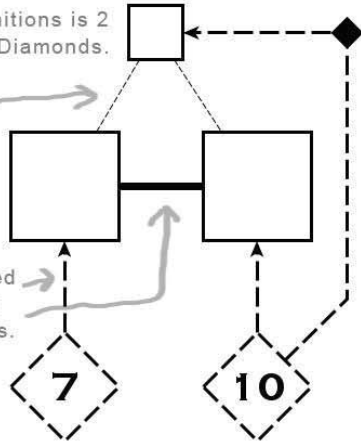
CHEST VALUE



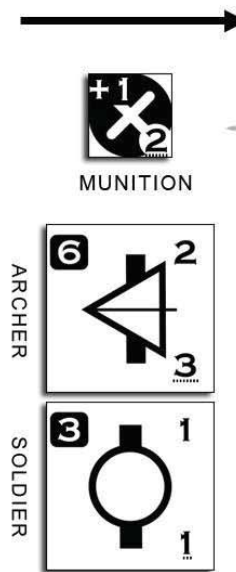
BATTLE MAP

The Small Box for Munitions is 2 away from the Enemy Diamonds.

Solid and dotted lines serve to connect shapes.

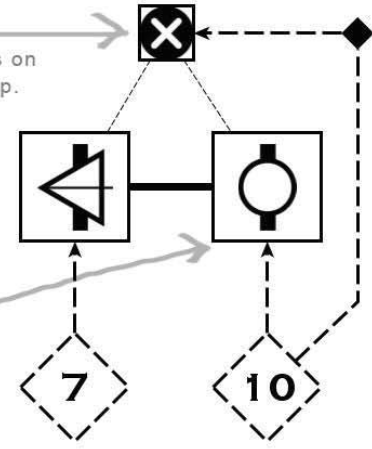


Reach either the Enemy Diamond or its connected Small Black Diamond to attack the enemy BS (in this case, BS of 10).



SOLUTION

Place the Units on the Battle Map.



Walkthrough Defend 2

(1) **Chest Value** - 6 coins can purchase any one of the 6 Defend Units offered (the 7th is not available until a later book). What to buy...

(2) **Battle Map** - looking at the Battle Map, we can see there are 2 empty Boxes and 1 Small Box. As you may recall, Small Boxes are reserved for Munitions only (although Munitions can occupy any size Box). Hmm. Looking at the BS values, we see the first enemy Diamond has 7 and the second has 10.

Notes:

(a) Notice that enemy Diamond 10 is connected to both a Box and a Small Box. You only need to meet or exceed the enemy Diamond's BS value once to defeat it, and this can happen by combining Units from any locations that are within range.

(b) Notice also the Small Black Diamond between enemy Diamond 10 and the Small Box. These are a representation of the enemy it is connected to. You only need to attack the Small Black Diamond to hit the enemy Diamond 10 to which it is connected.

(3) **Solution** - the solution mixes a close-range Unit, the Soldier, with a longer-ranged Unit, the Archer. The Archer requires a Munition to be adjacent to it, and itself has a range of 2. Furthermore, the Munition adds a BS bonus of 1 to Archers (and Trebuchets).

Breaking the BS down, we have the Archer (6) + Munition (1) to strike both the enemy BS values of 7 and 10. That defeats the first enemy, but the second still needs a BS of 3 to equal or exceed to defeat. That's where the Soldier comes in.

(4) **Purchase** - in total, we buy Soldier (1) + Archer (3) + Munitions (2) for a total of 6. This matches the Funds perfectly!

Result: The battle is won!

Let's look at 1 final sample battle before you march off to play.

Sample Defend 3

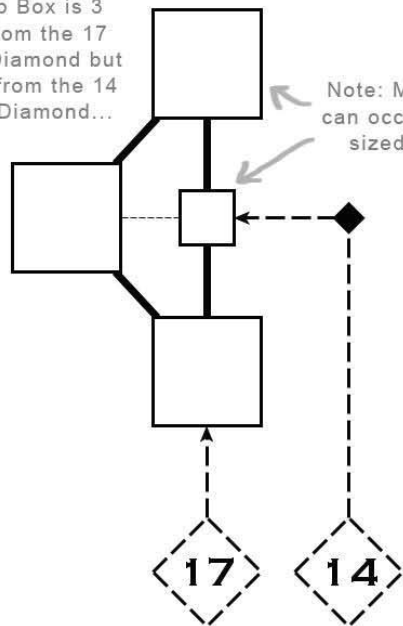
Some more elements to learn in this one...

CHEST VALUE



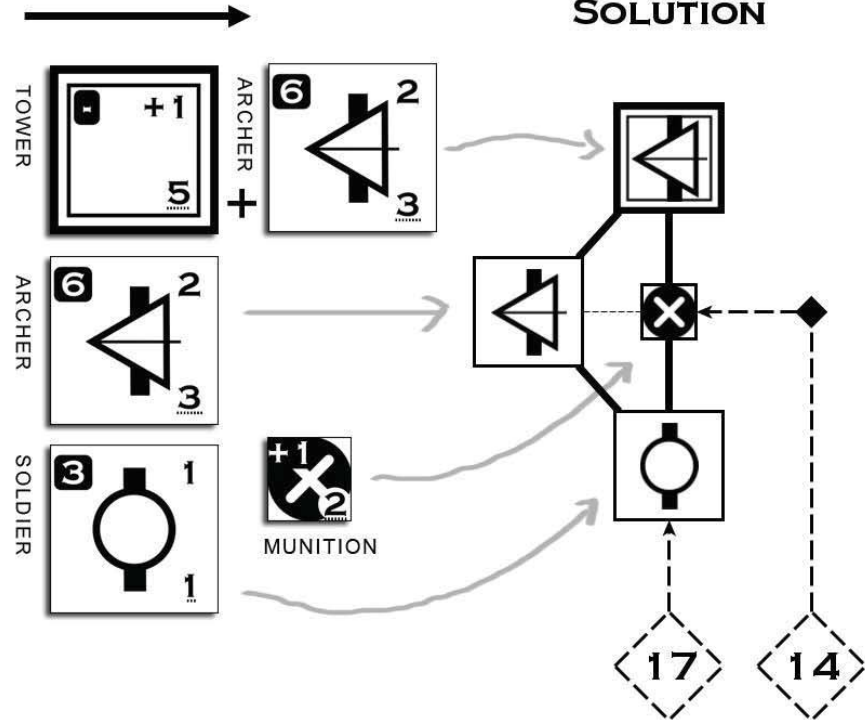
BATTLE MAP

The top Box is 3 away from the 17 Enemy Diamond but 2 away from the 14 Enemy Diamond...



Note: Munition can occupy any sized Box.

SOLUTION



Walkthrough Defend 3

(1) **Chest Value** - 14. We'll have to look at the Battle Map before thinking of what to buy...

(2) **Battle Map** - there are 3 empty Boxes and 1 small Box (the latter is reserved for a Munition if desired). Hmm. Looking at the BS values, we see the first enemy Diamond has 17 and the second has 14. That's a lot! Remember that the Small Black Diamond above the enemy BS of 14 means you only need to attack the Small Black Diamond to hit the enemy Diamond's BS.

(3) **Solution** - using the same technique as the last sample battle, we employ a Soldier and an Archer to hit the first enemy target for a total BS of 10 ($3 + 6 + 1$, that still leaves 7 more BS we need to defeat just the first target).

The Soldier can't reach the 2nd enemy BS of 14 since it's 2 away. In addition, the 2nd enemy is only hit with 7 BS ($6 + 1$), so it also requires 7 more BS. Conveniently, both enemies can be defeated by adding 1 Archer! Done? Only for the second enemy.

The first enemy (17) is 3 away, but the Archer can only strike 2 away. This is where the Tower comes in. Placing the Archer on the Tower adds 1 to the Archer's range of 2, equaling the desired 3.

(4) **Purchase** - in total, we buy Soldier (1) + 2 Archers ($3 + 3$) + Munitions (2) + Tower (5) for a total of 14. Again, this matches the Funds perfectly!

Result: The battle is won!

For a real Battle Map, you'll likely be working with more Units. For this reason, it is advisable to use the included Cost Worksheet to help do your math.

So, what happens once you are done with a battle? You are done with a battle when you have met all of its Win Conditions...

WIN CONDITIONS

Once you consider a battle complete, you'll want to check your work. First, double-check your math in the Cost Worksheet. Then review the Battle Map placement of Units (and any BS numbers you listed).

In order to win a battle, *all* of the following conditions must be met:

- (1) No math mistakes have been made (either with Cost, Range, or with BS values).
- (2) The cost of your Units was at or below the Chest Value.
- (3) All enemy Diamonds were defeated.

If all 3 of the above conditions are met, you win the battle!

BATTLE SOLUTION

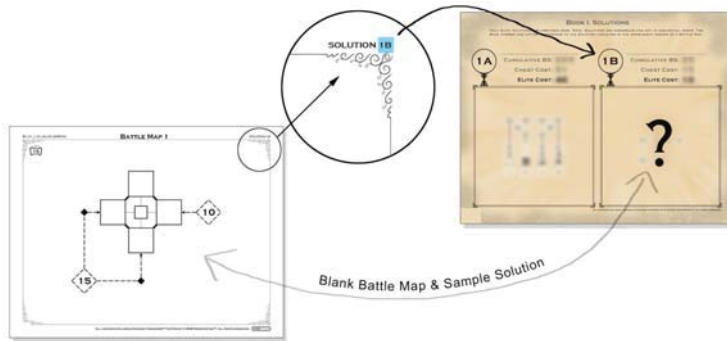
If you've checked your work and all seems correct, there are 2 ways to proceed:

- (1) Use the Battle Review app to check your work. This application allows you to drag and drop Units into settlement positions and submit the results. You will be told whether you succeeded or failed. If the latter, it will indicate whether you overspent, did not defeat all the enemies, or both.

Visit the Battle Review app on the web with your desktop here: kingdom-crusaders.com

- (2) A single solution is included for every Battle Map indicating one way to successfully win the battle. To see this battle Solution, look in the upper-right corner of the Battle Map for the 2-character Solution. The first character is a number and the 2nd character is a letter. Cross-reference this with the corresponding Solution in the last few pages of this book.

Example: The Solution for the 1st Defend Battle Map is "1B." The 1B Solution can be found in the last few pages of this book.

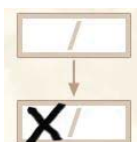


Notes:

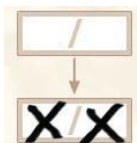
- (1) The listed Solution may not always be the only solution for a Battle Map. If you don't understand the Solution at first, study it and cross-reference the Attack Sheet until you understand the solution.
- (2) Only Elite Costs are illustrated in each Battle Map. However, the Solution for each Battle Map indicates its Chest and Elite costs.
- (3) If you fail a Battle Map, you should study the included Solution until you understand it, then try the Battle Map again until you win. The more you learn, the better you will do in future battles, so practice will be worth the time.

ADVANCEMENT

Once your Battle Map Solution is correct, you should assess your advancement and then proceed to the next page in the Book. To assess advancement, you will consider experience and then title or rank. There are 2 possibilities to increase your experience level:



(1) If you spent the listed Chest Value for the battle, check off 1 **Experience Box** for this battle number (the number above the Experience Box) in the Experience section (upper-right) of your Player Sheet.



(2) If you spent 5 less than the listed Chest Value, then you finished the battle with **Elite status**. To reflect Elite completion, check off *both* Experience Boxes for this battle number in the Experience section of your Player Sheet. Elite status provides benefits for advanced play.

Note: You will reach your maximum Experience after fighting 60 battles.

In addition to the above, winning a battle allows you to advance either your Title or your Rank. Each one of these will eventually unlock significant, unique advantages:

(1) Title: If you wish to advance your title, check 1 Ward box in your current Title (Knight is your current, starting title).

If you win a battle and wish to advance your Title, check 1 Ward next to your current Title.



If there aren't any Ward boxes in your current Title, you have advanced to the next title! Beginning with Baron/Baroness, and for every one after that, you can choose either the male or the female Title. The goal of Title advancement is to become King or Queen. To do this, you must win 18 battles.



Once you check all Ward boxes for your current Title, check the next Title Box (male or female). This means you've advanced in Title!

If you win a battle and wish to advance your Rank, check 1 Signet Box next to your current Rank.

(2) Rank: If you wish to advance your Rank, check 1 Signet box in your current Rank (2nd Lieutenant is the starting rank).



If there aren't any more Signet boxes in your current rank, you have advanced to a new rank! The next title after 2nd Lieutenant is Lieutenant. The highest rank is Supreme Commander and it requires you to win 54 battles.



Once you check all Signet Boxes for your current rank, check the next Rank Box. This means you've advanced in rank!

Note: You can advance your Title and your Rank, just not at the same time. After winning some battles you could advance your Title, and winning others you could advance your Rank, etc. It's entirely up to you. But, you only get the gameplay benefits once you reach the highest Title or Rank.

UNLOCKS

Reaching the maximum Experience, Title, or Rank allows you to unlock gameplay benefits in 3 distinct ways.: Title is the fastest to advance, whereas Rank takes the longest. Each offers powerful, unique advantages. All 3 can be advanced in slightly different ways; for each battle won you may choose to advance Title *or* Rank. For any battle, whether you win or lose, you should advance your Experience. As explained above, check the first Experience Box if you paid the listed Chest Value, or both Boxes if you paid 5 less than the listed Chest Value.

PLAYER SHEET															
EXPERIENCE BOXES															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	
WARD										RANK		RANK BOX		REQUIRED	WARD
SECOND LIEUTENANT										X		[Gem]		[Ward]	

TITLE	TITLE BOX	REQUIRED	WARDS
KNIGHT	X	[Gem]	XXXX
BARON	<input type="checkbox"/>	BARONNESS X	[Gem] 4 XXX
MARQUESS	<input type="checkbox"/>	MARCHIONESS X	[Gem] 7 XXX
COUNT	<input type="checkbox"/>	COUNTESS X	[Gem] 10 XXX
DUKE	<input type="checkbox"/>	DUCHESS X	[Gem] 13 XXXXX
KING	<input checked="" type="checkbox"/>	QUEEN X	[Gem] 18 → [Crown]

RANK	RANK BOX	REQUIRED	WARDS
SECOND LIEUTENANT	X	[Gem]	XXXX
LIEUTENANT	X	[Gem] 2	XXXX
CAPTAIN	X	[Gem] 5	XXXX
MAJOR	X	[Gem] 9	XXXXX
LIEUTENANT COLONEL	X	[Gem] 14	XXXXXX
COLONEL	X	[Gem] 20	XXXXXX
BRIGADIER GENERAL	X	[Gem] 27	XXXXXX
LIEUTENANT GENERAL	X	[Gem] 35	XXXXXX
GENERAL	X	[Gem] 44	XXXXXX
SUPREME COMMANDER	X	[Gem] 54 →	XXXXXX [Gauntlet]

Reaching these maximum levels enables you to unlock a Ram Belt, Gem Crown, and Golden Gauntlet. Each unlock provides cool, new gameplay enhancements. These are explained in subsequent Books, but suffice to say, it's definitely worth it to maximize them all!