

GETTING STARTED

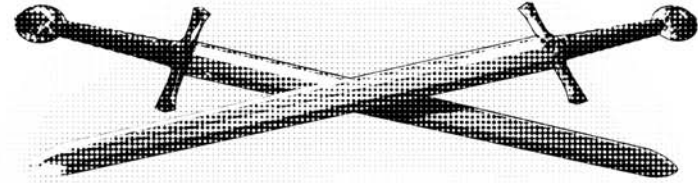
WHAT YOU NEED TO PLAY BOOK I OF KINGDOM CRUSADERS:

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.

TABLE OF CONTENTS

PAGES	CONTENTS
01-10	INTRODUCTION (NARRATIVE, MAPS, AND DESCRIPTIONS)
11-34	DEFEND RULES AND UNLOCKS
35-40	DEFEND PREPARATION (REFERENCE & TOKEN)
41-51	DEFEND BATTLES (SHEETS & MAPS)
52-70	ATTACK RULES
71-74	ATTACK PREPARATION (REFERENCE & TOKENS)
75-85	ATTACK BATTLES (SHEETS & MAPS)
86-89	CONCLUSION (NARRATIVE)
90-94	SOLUTIONS (MAPS)



ATTACK RULES



OVERVIEW

Attack gameplay builds on Defend gameplay with an important addition: Movement. You will attack an enemy's settlement, and they will defend it. When you attack, you will likely infiltrate the enemy settlement as you move parts of your army inside it. The purpose of attacking is to assume control of the settlement.

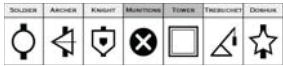
The basic gameplay is to fill empty **Boxes** on the **Battle Map** with **Units** having a total **Battle Strength** equal to or greater than your enemies' without exceeding the **Chest Value** for that Battle Map.

STEPS TO COMPLETE A BATTLE

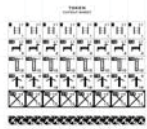
- (1) Take a look at the Battle Map you wish to play. Note its **Chest Value** in the top-left corner indicates how many coins you can spend. Look at the floorplan's empty **Boxes** you can fill with Units and the Battle Strengths of the enemy **Diamonds**.
- (2) Consider which Units you might want to 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).

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.



Each Unit has its Battle Strength, Range, and Cost displayed on its Token. You can view Tokens on the **Token Cutout Sheet** and specific rules on the **Attack Sheet**.

PURCHASING UNITS

Purchasing Attack Units uses the same process as for **Defend Units**. The only difference is that there are more choices of **Attack Units**.

You are encouraged to use the **Cost Worksheet** to enter quantities of each Unit and their cost to calculate how much you're spending in a battle. Also, you can work out math by writing costs and Battle Strength values directly on the Battle Map itself.

ELEMENTS OF A UNIT

ATTACK SHEET	
SOLDIER	<ul style="list-style-type: none"> • CAN MOVE ONLY IF IT IS PLACED ON A MOUNT, RAM, OR SIEGE TOWER TOKEN. • CAN LEAPFROG AN ADJACENT LADDER. • CAN BE TRANSPORTED BY A MOUNT. • MUST INITIALLY PLACE ADJACENT TO 1 MOUNTION. ARCHER NOT MOVE MOUNTIONS WITH IT. • CAN LEAPFROG AN ADJACENT LADDER. • CAN BE TRANSPORTED BY A MOUNT. • CANNOT USE LADDERS BUT CAN THROUGH ADVANCEMENTS. • CAN BE TRANSPORTED BY A MOUNT. • CAN MOVE PAST A RAM AFTER A GATE IS DEFEATED. • ONLY USEABLE BY AND TRANSPORTED FOR AN ARCHER, TROUBADOUR, AND BALLISTA. • EACH MOUNTION ADDS A BS BONUS OF 1 TO ANY ADJACENT ARCHER, TROUBADOUR, OR BALLISTA. • MUST PLACE ADJACENT TO AN ENEMY DIAMOND IN A FRIENDLY BOX. • MOVE AN ADJACENT TROOP OVER THE LADDER INTO AN ADJACENT ENEMY DIAMOND. • SUITABLE FOR ANY 1 TROOP TO WISE PLACE A TROOP ON THE MOUNT TOKEN. • CAN MOVE WITH A TROOP 1 BOX FORWARD IN A LANE AND THEN THE TROOP CAN DISMOUNT. • MUST PLACE 2 TROOPS ON IT TO USE. • MUST PLACE ADJACENT TO A GATE. A GATE IS CONSIDERED THE SAME SPOT AS THE ENEMY DIAMOND ABOVE IT FOR RANGE PURPOSES. • MUST INITIALLY PLACE ADJACENT TO AT LEAST 1 MOUNTION. CAN BE MOVED AWAY. • MUST INITIALLY PLACE IN A LANE'S BOTTOM BOX. DOES NOT MOVE MOUNTIONS WITH IT. • MUST INITIALLY PLACE ON A LANE'S BOTTOM BOX. • TRANSPORTS UP TO 2 TROOPS OR 1 BALLISTA UP TO 2 BOXES FORWARD IN THE ATTACK LANE. • PLACE TROOPS OR BALLISTA ON THE SIEGE TOWER. • MUST BE ADJACENT TO AN ENEMY DIAMOND TO SIEGEBARK TROOPS. • INTRODUCED AND USED IN BROKER IV AND VI. DUCHUK REMAINS STATIONARY IN BATTLE.
ARCHER	<ul style="list-style-type: none"> • CAN MOVE PAST A RAM AFTER A GATE IS DEFEATED. • CAN BE TRANSPORTED BY A SIEGE TOWER. • CAN ATTACK BEFORE AND AFTER BEING MOVED. • CAN ONLY ATTACK THE SAME TARGET ONCE. • CAN MOVE PAST A RAM AFTER A GATE IS DEFEATED. • CAN BE TRANSPORTED BY A SIEGE TOWER. • CAN ATTACK BEFORE AND AFTER BEING MOVED. • CAN ONLY ATTACK THE SAME TARGET ONCE. • MOUNTIONS PROVIDE A BS BONUS TO UNITS ONLY WHILE THEY ARE ADJACENT TO IT. • MOUNTIONS DO NOT MOVE. • ANY TROOP EXCEPT A KNIGHT CAN USE (CAN CHANGE THROUGH ADVANCEMENT). • LADDERS DO NOT MOVE. • A MOUNT PERMANENTLY UPDATES A TROOP'S BS, EVEN AFTER THE TROOP DISMOUNTS. • IF THE ENEMY DIAMOND IS DEFEATED, ANY TROOPS ADJACENT TO THE GATE CAN LEAPFROG IT INTO THE ENEMY DIAMOND. THIS INCLUDES THE 2 INITIAL TROOPS AND ANY THAT CAN MOVE INTO THEIR BOX. • CAN BE TRANSPORTED BY A SIEGE TOWER. • FOR ATTACK USE, BUT AVAILABLE FOR DEFEND USE THROUGH ADVANCEMENT. • CANNOT OCCUPY THE SAME LANE AS A GATE. • TROOPERS LISTED BS BONUS AND ACTS AS 1 MOUNTION FOR TROOPS/BALLISTA WHILE THEY ARE ON BOARD. • SAFE TO PLACE UNITS ABOVE THE SIEGE TOWER IN AN ATTACK LANE.
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RAM	<ul style="list-style-type: none"> • SUITABLE FOR ANY 1 TROOP TO WISE PLACE A TROOP ON THE MOUNT TOKEN. • CAN MOVE WITH A TROOP 1 BOX FORWARD IN A LANE AND THEN THE TROOP CAN DISMOUNT. • MUST PLACE 2 TROOPS ON IT TO USE. • MUST PLACE ADJACENT TO A GATE. A GATE IS CONSIDERED THE SAME SPOT AS THE ENEMY DIAMOND ABOVE IT FOR RANGE PURPOSES. • MUST INITIALLY PLACE ADJACENT TO AT LEAST 1 MOUNTION. CAN BE MOVED AWAY. • MUST INITIALLY PLACE IN A LANE'S BOTTOM BOX. DOES NOT MOVE MOUNTIONS WITH IT. • MUST INITIALLY PLACE ON A LANE'S BOTTOM BOX. • TRANSPORTS UP TO 2 TROOPS OR 1 BALLISTA UP TO 2 BOXES FORWARD IN THE ATTACK LANE. • PLACE TROOPS OR BALLISTA ON THE SIEGE TOWER. • MUST BE ADJACENT TO AN ENEMY DIAMOND TO SIEGEBARK TROOPS. • INTRODUCED AND USED IN BROKER IV AND VI. DUCHUK REMAINS STATIONARY IN BATTLE.
BALLISTA	<ul style="list-style-type: none"> • SUITABLE FOR ANY 1 TROOP TO WISE PLACE A TROOP ON THE MOUNT TOKEN. • CAN MOVE WITH A TROOP 1 BOX FORWARD IN A LANE AND THEN THE TROOP CAN DISMOUNT. • MUST PLACE 2 TROOPS ON IT TO USE. • MUST PLACE ADJACENT TO A GATE. A GATE IS CONSIDERED THE SAME SPOT AS THE ENEMY DIAMOND ABOVE IT FOR RANGE PURPOSES. • MUST INITIALLY PLACE ADJACENT TO AT LEAST 1 MOUNTION. CAN BE MOVED AWAY. • MUST INITIALLY PLACE IN A LANE'S BOTTOM BOX. DOES NOT MOVE MOUNTIONS WITH IT. • MUST INITIALLY PLACE ON A LANE'S BOTTOM BOX. • TRANSPORTS UP TO 2 TROOPS OR 1 BALLISTA UP TO 2 BOXES FORWARD IN THE ATTACK LANE. • PLACE TROOPS OR BALLISTA ON THE SIEGE TOWER. • MUST BE ADJACENT TO AN ENEMY DIAMOND TO SIEGEBARK TROOPS. • INTRODUCED AND USED IN BROKER IV AND VI. DUCHUK REMAINS STATIONARY IN BATTLE.
SIEGE TOWER	<ul style="list-style-type: none"> • SUITABLE FOR ANY 1 TROOP TO WISE PLACE A TROOP ON THE MOUNT TOKEN. • CAN MOVE WITH A TROOP 1 BOX FORWARD IN A LANE AND THEN THE TROOP CAN DISMOUNT. • MUST PLACE 2 TROOPS ON IT TO USE. • MUST PLACE ADJACENT TO A GATE. A GATE IS CONSIDERED THE SAME SPOT AS THE ENEMY DIAMOND ABOVE IT FOR RANGE PURPOSES. • MUST INITIALLY PLACE ADJACENT TO AT LEAST 1 MOUNTION. CAN BE MOVED AWAY. • MUST INITIALLY PLACE IN A LANE'S BOTTOM BOX. DOES NOT MOVE MOUNTIONS WITH IT. • MUST INITIALLY PLACE ON A LANE'S BOTTOM BOX. • TRANSPORTS UP TO 2 TROOPS OR 1 BALLISTA UP TO 2 BOXES FORWARD IN THE ATTACK LANE. • PLACE TROOPS OR BALLISTA ON THE SIEGE TOWER. • MUST BE ADJACENT TO AN ENEMY DIAMOND TO SIEGEBARK TROOPS. • INTRODUCED AND USED IN BROKER IV AND VI. DUCHUK REMAINS STATIONARY IN BATTLE.
DUCHUK	<ul style="list-style-type: none"> • SUITABLE FOR ANY 1 TROOP TO WISE PLACE A TROOP ON THE MOUNT TOKEN. • CAN MOVE WITH A TROOP 1 BOX FORWARD IN A LANE AND THEN THE TROOP CAN DISMOUNT. • MUST PLACE 2 TROOPS ON IT TO USE. • MUST PLACE ADJACENT TO A GATE. A GATE IS CONSIDERED THE SAME SPOT AS THE ENEMY DIAMOND ABOVE IT FOR RANGE PURPOSES. • MUST INITIALLY PLACE ADJACENT TO AT LEAST 1 MOUNTION. CAN BE MOVED AWAY. • MUST INITIALLY PLACE IN A LANE'S BOTTOM BOX. DOES NOT MOVE MOUNTIONS WITH IT. • MUST INITIALLY PLACE ON A LANE'S BOTTOM BOX. • TRANSPORTS UP TO 2 TROOPS OR 1 BALLISTA UP TO 2 BOXES FORWARD IN THE ATTACK LANE. • PLACE TROOPS OR BALLISTA ON THE SIEGE TOWER. • MUST BE ADJACENT TO AN ENEMY DIAMOND TO SIEGEBARK TROOPS. • INTRODUCED AND USED IN BROKER IV AND VI. DUCHUK REMAINS STATIONARY IN BATTLE.

The Attack Sheet explains 9 different Unit types in more detail (note: Book 4 introduces the 10th Unit).

Attack Units share the same 4 elements as Defend Units, with a small modification to the Range rules:

(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. A Mount, for example, indicates a "+2" which means it will add 2 to the BS of a Troop Unit (Soldier, Archer, or Knight) that rides it.

(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. For Attack, the plus indicates how far this Unit can transport its valid user. Some examples:

(a) **Mounts** have a range of "+1" which means they move their Mounted Troops 1 Box forward.

(b) **Siege Towers** have a range of “+2” which means they move their cargo up to 2 Boxes forward. As explained later, Troops can disembark to infiltrate.

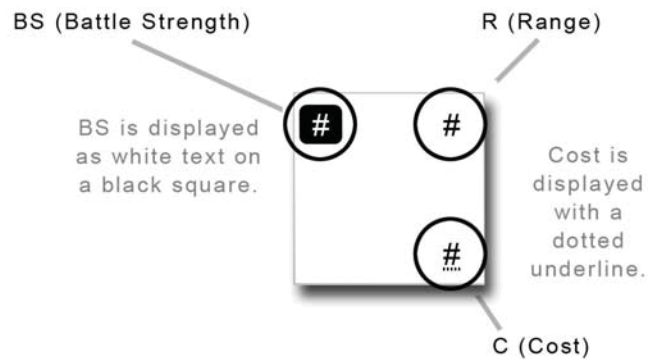
(c) **Ladders** indicate a “+1” which means valid Units next to a Ladder that are adjacent to an enemy Diamond can leapfrog the Ladder to occupy the adjacent enemy Diamond.

(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 Attack Sheet.

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

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



Here are the symbols for all Units you can use to Attack an Enemy:

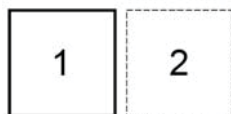
SOLDIER	ARCHER	KNIGHT	MUNITIONS	LADDER	MOUNT	RAM	BALLISTA	SIEGE TOWER	DOSHUK
									

Note: The 10th Unit entitled “Doshuk” is unavailable until it is introduced (and explained) in Book IV.

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 Attack Unit here. Ballistas and Siege Towers must initially be placed in Boxes.

(2) **Dotted Box** - Any Attack Units can be placed here except Ballistas and Siege Towers (though they can move into Dotted Boxes as explained later).

Note that **Attack Boxes** are always adjacent to one another but are counted separately to determine **Range**. Also note that, as always, **Munitions** can occupy any Box.

There are different types of Diamonds indicating Enemies:



(A) **Dotted Diamond** - Enemy Unit. Number inside the Dotted Diamond represents the enemy Unit's Battle Strength ("BS" for short). Important: An Attack Troop that attacks a Defend enemy Diamond without using a Ladder or Siege Tower suffers a -1 BS penalty.

(B) **Small White Diamond** - An Enemy Diamond without any enemy units occupying it.

Lines (solid or dotted) connect Shapes. Count Shapes (whether filled or not) to determine Range. For example, 3 Shapes connected to each other in a line means that the first and last Shapes are 2 away from one another.



Note: You will sometimes encounter a **Gate** connected to a Dotted Diamond. You may attack a Gate with any normal Unit, but a **Ram** is best suited to attack it and allow infiltration.

Though connected to its Dotted Diamond above it, a Gate does not count as a separate Shape for Range purposes. Therefore, if a Unit is within range of a Gate, then it is within range of its connected Dotted Diamond above it.

ATTACK IN BATTLE

Attack gameplay introduces movement and allows you to Move and Attack Enemy Units in different ways. Troops and Ballistas can be transported by "Mover" Units:

(1) Troops can be moved by Mounts, Rams, Ladders, and Siege Towers;

(2) Ballista can be moved only by Siege Towers;

(3) Troops and Ballista:

(a) May be moved once by a particular Mover Unit, but can be moved in succession by different Mover Units (e.g. Soldier gets moved by a Mount then leapfrogs a Ladder);

(b) May attack before and after being transported by a Mover Unit (for every different Mover Unit in a succession).

Notes:

(1) A Unit can attack a particular Enemy Diamond once. It may not attack again after being transported.

(2) As with Defend, Attack has no time limit when played. 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!

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

Sample Attack 1

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

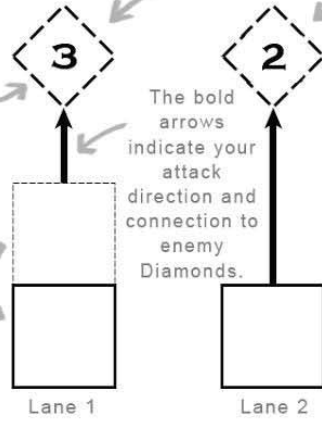
CHEST VALUE



The Dotted Diamonds represent Enemy Battle Strength (BS).

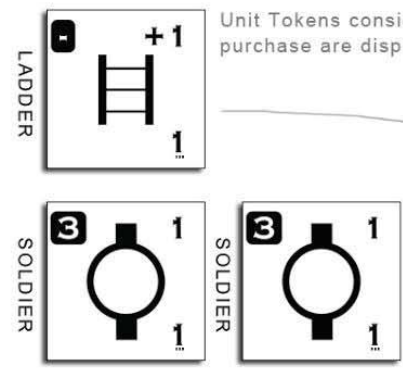
The Box and Dotted Boxes are adjacent to each other. You may place valid Tokens in either.

BATTLE MAP



The bold arrows indicate your attack direction and connection to enemy Diamonds.

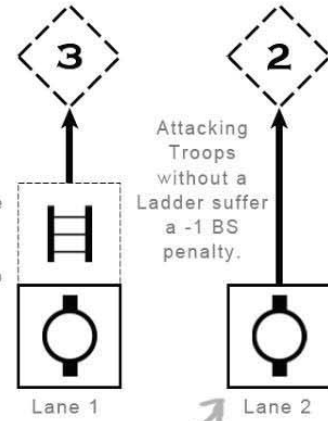
Enemy Diamonds are disconnected to teach Ladder vs. non-Ladder gameplay. In a real Battle Map the Diamonds would be connected.



Unit Tokens considered for purchase are displayed here.

The Soldier uses the Ladder in order to attack with full BS, but does not need to enter the enemy Diamond to win.

SOLUTION



Attacking Troops without a Ladder suffer a -1 BS penalty.

Walkthrough Attack 1

(1) **Chest Value** - 3 coins are available for this sample.

(2) **Battle Map** - shows 2 separate attack Lanes.

(3) **Solution** - this map requires purchasing 2 Soldiers and a Ladder. In Lane 1, the first Soldier defeats and then uses the Ladder to infiltrate the Enemy 3 Diamond. In Lane 2, the second Soldier attacks the second Enemy 2 Diamond, but suffers a -1 BS penalty (as does any Troop attacking without a Ladder or Siege Tower). Each Soldier needs to defeat its respective Lane only. Note: Normally all enemy Diamonds will be connected in some way, but here they are separated to illustrate basic concepts.

(4) **Purchase** - the 2 Soldiers and Ladder each cost 1, for a total of 3 coins - matching the Chest Value of 3 coins.

Result: You met or exceeded all enemy Battle Strengths and did not overspend. The battle is won!

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

Sample Attack 2

This Battle Map introduces more complexity...

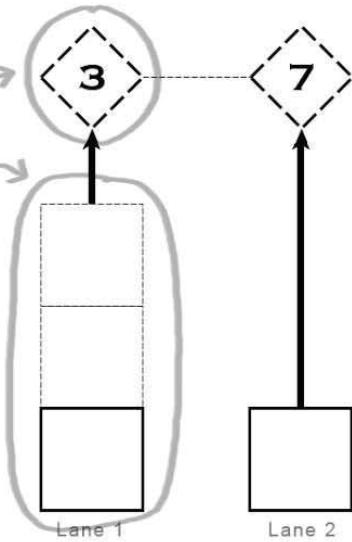
CHEST VALUE



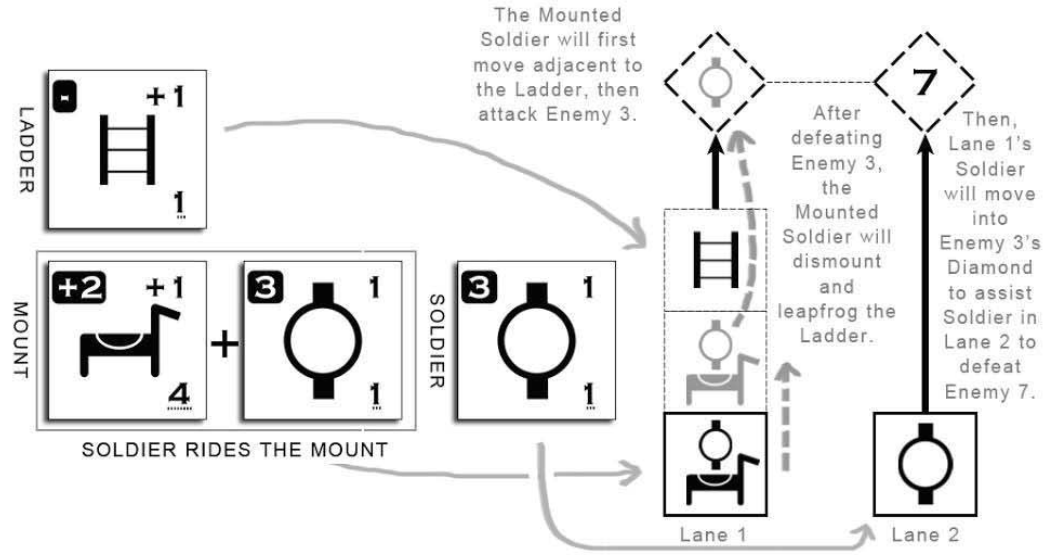
Notice the left lane below Enemy 3 provides 3 Boxes to place Units, whereas the right lane below Enemy 7 has only 1.

This is an indicator that Infiltration might be necessary. Your left Lane attack will need to help the right Lane attack.

BATTLE MAP



SOLUTION



Walkthrough Attack 2

(1) **Chest Value** - 7 coins.

(2) **Battle Map** - looking at the Battle Map, we can see 2 connected Attack Lanes. The first has 3 Boxes while the second has 1. This map will teach you how to properly infiltrate. In this way, the left attack Troop will assist the right one by attacking the right lane Enemy once it occupies the left Enemy Diamond. This map also teaches how to use a Mount with a Troop (in this case, a Soldier).

(3) **Solution** - in this example, the Soldier (or any Troop) gets a permanent +2 BS bonus for riding the Mount. The Mount has a +1 Range so it moves forward with the Soldier 1 Box. Now both are adjacent to the Ladder. The Soldier gets off the Mount and leapfrogs the Ladder to occupy the Enemy 3 Diamond.

From here, this Soldier (who has a 5 BS from the permanent Mount bonus) is within range to perform another attack on the Enemy 7 Diamond. But, 2 more BS are needed to defeat it. That's where the 2nd Soldier helps in attacking Lane 2. Although it attacks with a -1 BS penalty, it is left with 2 BS, which, when combined with the other Troop's 5 BS, is what we need.

(4) **Purchase** - in total, we buy Soldier (1) + Soldier (1) + Mount (4) + Ladder (1) for a total of 7. This matches the Chest Value perfectly!

Result: The battle is won!

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

Sample Attack 3

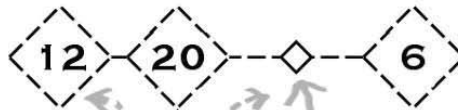
This one combines some important tactics...

CHEST VALUE



This Battle Map requires infiltration. Units will need to attack the Enemy 20 Diamond then infiltrate to defeat the remaining Enemy Diamonds.

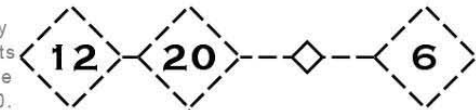
BATTLE MAP



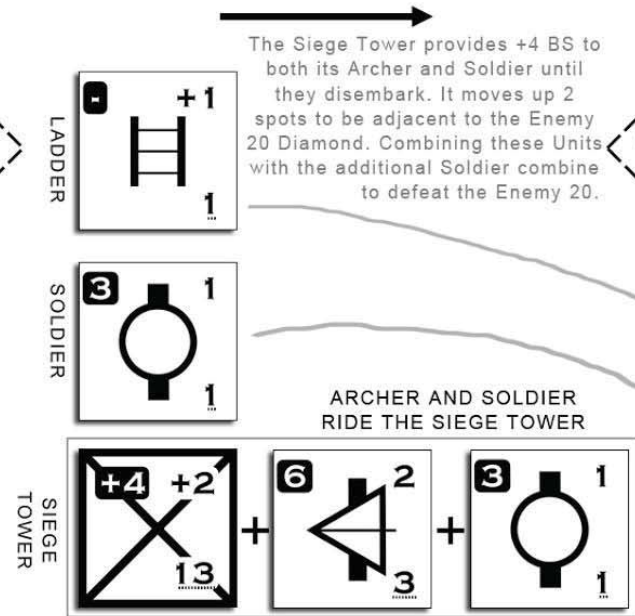
The Small White Diamond has no BS but counts as a shape for range calculation.



SOLUTION



After defeating the Enemy 20, the lone Soldier leapfrogs the Ladder into Enemy 20's Diamond. Also, the Archer and Soldier disembark the Siege Tower and move into Enemy 20's Diamond. Next, the 2 Soldiers and Archer defeat the remaining Enemy 12 & 6 Diamonds.



Walkthrough Attack 3

(1) **Chest Value** - 19. We'll have to look at the Battle Map before thinking of what to buy...

(2) **Battle Map** - there is 1 Attack Lane but 3 Enemy Diamonds that must be defeated. Notice the Small White Diamond which represents an enemy Diamond, but nothing can be put inside (it's used for range determination). We're working with higher enemy BS values now with 12, 20, and 6 from left to right. The best thing to do is look at the targets in the order you might attack them. The first target would be the closest: 20 BS.

(3) **Solution** - we can try using a Siege Tower here. This is a special transport machine that can move either 1 Ballista (we can't afford one in this battle) or up to 2 Troops. In addition, it gives a +4 BS bonus to each Unit that remains on board the Siege Tower and also provides Munitions (no BS bonus for this)! We need to determine which 2 Troops - Soldier, Archer, and/or Knight - are most effective. To figure this out, we need to consider both the BS to attack all targets within range and also the cost.

The correct choice of Troops is 1 Soldier and 1 Archer. The latter is required because there is another target (Enemy 6) deep inside the enemy settlement. The Enemy will still be within the Archer's range of 2 if the Archer infiltrates. Breaking down the BS values, we have the Soldier (BS 3 + Siege Tower BS +4) and Archer (BS 6 + Siege Tower BS +4) for a total of 17. That's still 3 shy of the enemy BS of 20. That's where the additional Soldier (BS 3) with the Ladder comes in. Now we attack with 20 BS and defeat the Enemy 20 Diamond.

It's time to infiltrate! The Troops disembark the Siege Tower (and lose the +4 Bonus), leave it behind, and move forward. Along with the Soldier leapfrogging the Ladder, they all move into the Enemy 20 Diamond. Now let's look again at the enemy targets. To the left and 1 away is an Enemy 12, and to the right, and 2 away, is Enemy 6. Let's tackle the more difficult enemy (higher BS) to the left first. The 2 Soldiers and Archer provide a total of 12 BS which perfectly matches the Enemy 12 BS! Now, you attack the right Enemy 6, which is 2 away. This means that neither of the Soldiers is within range to attack it. But, with a range of 2, the Archer can attack with a BS of 6, which also matches the Enemy 6 BS! All enemy Diamonds are defeated. This plan worked!

(4) **Purchase** - in total, we buy 2 Soldiers (2) + 1 Archer (3) + Siege Tower (13) + Ladder (1) for a total of 19. Again, this matches the Chest Value perfectly!

Result: The battle is won!

As you tackle more complicated Battle Maps, you might consider using the included Cost Worksheet to help do your purchasing math.

So, what happens once you finish a battle? Easy - The same as with a Defend Battle Map!

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

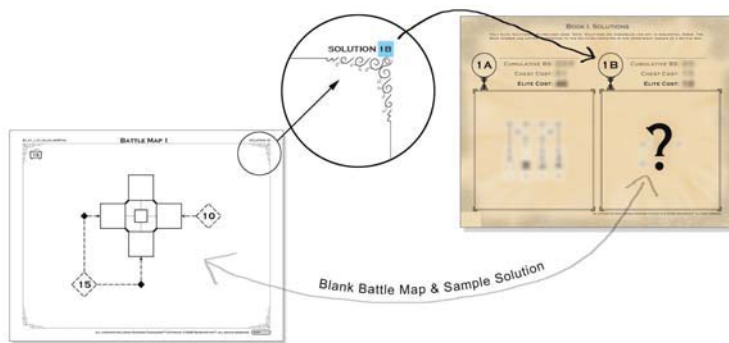
If you've checked your work and all seems correct, there are 2 ways to proceed:

- (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.

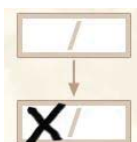
(4) There are 2 tools in each Solution that can help you successfully complete an Attack Battle Map:

(a) Knowing the best order of attack for each Unit is critical. Knowing who attacks first, then second, and then the order of infiltration, etc., can help you optimize your solutions. The small, green circles with numbers in them displayed in the Solutions indicate this order of attack;

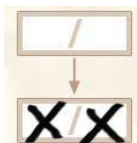
(b) Equally helpful is knowing the total Battle Strength of an Attack Lane. This can often include a Battle Strength before and after infiltrating. For example, an Archer adjacent to a Munition has a BS of 7, but if the Archer then leapfrogs a Ladder, it now loses the Ladder +1 BS and is left with a BS of 6. In this example, the numbers 7/6 below the Attack Lane shows the BS of this Archer before and after it moves. These numbers appear on the Solution to help you keep track of total BS used.

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														
SIGNETS														
SECOND LIEUTENANT														

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

RANK	RANK BOX	REQUIRED	SIGNETS
SECOND LIEUTENANT	<input checked="" type="checkbox"/>	-	X
LIEUTENANT	<input checked="" type="checkbox"/>	2	XXX
CAPTAIN	<input checked="" type="checkbox"/>	5	XXXX
MAJOR	<input checked="" type="checkbox"/>	9	XXXXX
LIEUTENANT COLONEL	<input checked="" type="checkbox"/>	14	XXXXXX
COLONEL	<input checked="" type="checkbox"/>	20	XXXXXXX
BRIGADIER GENERAL	<input checked="" type="checkbox"/>	27	XXXXXXXX
LIEUTENANT GENERAL	<input checked="" type="checkbox"/>	35	XXXXXXXXX
GENERAL	<input checked="" type="checkbox"/>	44	XXXXXXXXXX
SUPREME COMMANDER	<input checked="" type="checkbox"/>	54 →	XXXXXXXXXXX

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!