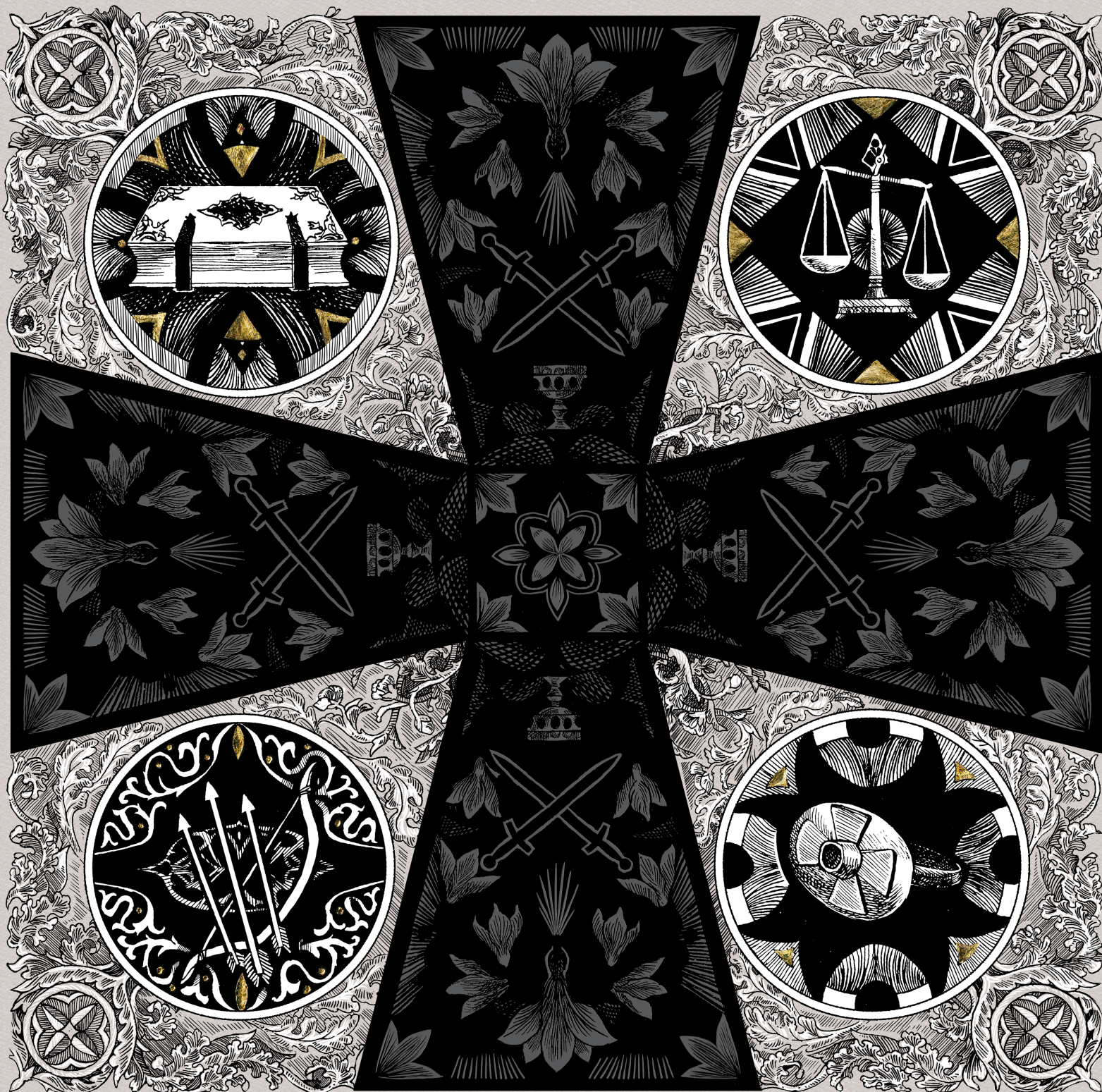
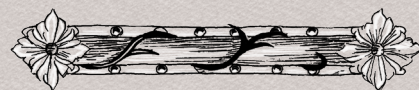




OUTREMER



Scenario Rules





The Scenario Rules booklet contains the Outremer story campaign — a “soft legacy” storyline comprised of 4 chapters: **The Chronicle Begins**, **The Merchants of The Levant**, **My Vassal's Vassal**, and **The Crescent Rises**.

Each chapter is a unique experience that puts you in the shoes of the rules of the Crusader states. You will face the ruthless merchant tactics of the East who will squeeze you dry for their invaluable local wares; you will aid with the matters of your vassals while bowing down to sovereigns of your own as you plot your way to ultimate dominance in the Latin Levant; and last but not least, in time you will bear the brunt of a new Saracen threat as they grow eager to drive the Crusaders off this land, and no cost will be too great!

We believe the campaign is best played as a 4-player experience: however, you are welcome to complete it with 2 or 3 players, or even as a “drop in, drop out” story where players are free to join or leave as they see fit. Moreover, each part of the campaign can be played as a standalone scenario!

For easier sorting, each chapter is marked with a specific symbol on the scenario envelope and on the faces of the cards for that chapter. Do NOT open an envelope and do NOT use the components for any specific scenario unless and until the scenario rules instruct you to do so.



The Chronicle Begins



The Merchants of The Levant



My Vassal's Vassal



The Crescent Rises

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✦ Additional Rules for Campaign Play ✦

The Campaign Chronicle

The Campaign Chronicle				
Player	The Chronicle Begins	The Merchants of Levant	My Vassal's Vassal	The Crescent Rises
Alexander	Jerusalem			
	38			
The Wary				
Kingdom of Jerusalem				
County of Tripoli				
County of Edessa				
Principality of Antioch				

As you progress through the campaign storyline, you must record the summary of each chapter in the campaign chronicle sheet. This will let you track each player's progress between the scenarios, as you observe how the Crusaders' actions change the Levant.

Appropriately enough, the opening chapter is titled The Chronicle Begins. When you start the campaign, write the name of each player in an ornate frame in the leftmost column. You will be writing down each player's progress in their row — their Crusader state, influence points, epithets, attribute points, and the papal bull outcomes for each chapter. Play The Chronicle Begins to learn more.

If Players Join or Drop Out Between The Scenarios

Players are free to join and drop out of the Outremer campaign between the chapters, so long as you have 2-4 players for each scenario. As each campaign chapter is followed by a decade of relative inactivity, treat each new player as a heir of that state's previous ruler. If you drop out of the campaign, you are free to re-join in a subsequent chapter if all players agree. Moreover, you do not have to play as the same states in the next chapter. Remember to record all the changes to the campaign chronicle.

When you write down the name of each player and the Crusader state they have chosen to represent, you are ready for the opening chapter: **The Chronicle Begins**.



Hard Mode — The Terrain Rules

If you wish to make your Outremer campaign or individual scenarios tougher, you may agree to play with the optional terrain rules. This decision must be made before the start each scenario: the hard mode may only be enabled if all players agree. Already included in this box, the terrain rules will amplify the asymmetric aspect of the power play in the Levant and affect the outcome of each battle — more so in early game.

With the hard mode enabled, each city on the map will have 1-2 terrain feature symbols. Each symbol has the following effect:

Terrain	Cities	Effect
 Harbor	Acre Antioch Tortosa Tripoli	Once per battle, when the battle takes place at a  : 1  → 1  from your  with  to this battle. (May be activated before or after you play a  card. Each side in the battle may only use this effect once per battle. NOT available for the Saracens or players not involved in the battle.)
 Mountains	Damascus Jerusalem Homs	When you  to a  : Decrease your base  value by 1. (By default, a basic  to a  will grant you 3  ; and an enhanced  to a  only 5  . You may still gain bonus  with  as usual)
 Forests	Tripoli Turbessel Homs Edessa	Once per battle, when you are the attacker against a  : 1  →  . (May be activated before or after you play a  card.)
 Deserts	Aleppo Baalbek Tadmur	When any  must retreat from a  , return 1 of those retreating  to the supply. (This takes effect during the  effects, and when the losing side must retreat. Also affects the Saracen units.)
 Rivers	Antioch Apamea Jerusalem Edessa	At the end of each battle at a  : Resolve 1  against the attacker. (Pretend one of the defender's  cards has an additional effect that says "  : 1  ". This stacks with other  effects from the defender as usual.)

Scenario 0 ✦ The Chronicle Begins ✦

It is the 12th century. Twelve years have passed since Godfrey of Bouillon captured Jerusalem and put the First Crusade to an end. The four Crusader states appeared in the Levant: the Kingdom of Jerusalem, the Principality of Antioch, the County of Tripoli, and the County of Edessa.

And yet the end of the Crusades did not bring peace and prosperity to these lands. The Saracens refused to make peace with the infidels on their lands, and their threat looms over the young states.

The Crusader states did agree to unite against the Saracens: but their existence is rife with internal conflicts and strife. While they do recognise the supremacy of the King in Jerusalem, each state nevertheless pursues a military and religious policy of its own.

You are the leaders of these Crusader states, and it is your destiny to have your names etched into history. By piety or greed; by loyalty or betrayal; by political influence over neighbouring lands, or battle under the scorching sun of the Palestine — choose your path to immortal glory of your state! Once more, the time has come to don your maille, wear the clothes embroidered with the cross, take up your sword; and then — onward! Deus vult!

Scenario Setup

Prepare for the regular game of Outremer, with the following changes:

1. Starting bulls. Each player draws 2 random available papal bulls (all bulls are available for Scenario 0), chooses one to keep and returns the other to the campaign supply. (Those will be available in the subsequent scenarios. Keep the campaign supply apart from the cards removed from the campaign supply: you may use a separate ziploc bag for that.)

2. Starting governors. Each player draws 2 random governor cards , chooses one to insert into the three-piece counter of their capital  face down, and places the other face up at the bottom of the  deck without showing anyone. When everyone has made their choice, flip your  card face up. This is important so that you do not influence other players'  choices (which is especially important if your  has a leadership  condition).

To learn more about the governors' historical biographies in brief, please see pp. 20–23.



The Chronicle Begins uses the usual rules for a standalone scenario, so feel free to start the campaign even some or all of you are playing *Outremer* for the first time. However, **The Chronicle Begins** has additional rules at the end of the chapter.

However, if everybody is well acquainted with the game, we highly recommend starting **The Chronicle Begins** in Hard Mode by using the terrain rules.

End of Scenario

You may read this section only after you finish calculating the final score.

There was naught else we could do. This was the only way we knew how to do it. From Europe we brought along our customs and principles... and our strife. Those of us who had the foresight again and again had reminded us of the great goal we all had shared; but when their voices would fall silent, our desires, resentments and grievances took over once more.

The Levant was not stingy with the titles and resounding epithets for the knights, each a reflection of a knight's weakness or strength. All who heard "the Bloody" after a name knew well that was no mere jest, no work of fantasy.

And ruling a Crusader state, it appeared, was far from idle work: it was a life of constant challenge — and these challenges were yet to come.

1. Scenario outcome. Open the envelope for *The Chronicle Begins*. Use the campaign chronicle from the envelope. For each player, write their  earned to any free slot to the right of their name, along with the state that player represented (see the example on p. 5).

2. New epithets. Use the epithet cards from the scenario envelope. The winner of this scenario must look through all the **golden** epithets and take one of their choosing. Each other player draws 2 random **silver** epithets, chooses one to keep and returns the other to the campaign supply. Write each player's epithet and its effect to the campaign chronicle, and mark the quality points they grant (see *Quality Points*, p. 5.) Then, remove each chosen epithet card from the campaign supply.

3. Bull outcomes. For each player, write down the number and the letter of their achieved papal bull condition and the amount of  they earned from that bull at the end of the game (see *Bulls*, p. 5), as well as the code for the chosen bull outcome and the quality points gained. Then, remove each used bull from the campaign supply (they will be unavailable for the rest of the campaign).

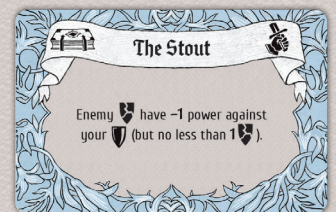
Epithets

The history of the Crusades knows many knights with similar names. Without a title or an epithet, there would be no way to tell them apart. Some knights received theirs from the lands they had inherited. Others received them for their deeds or behaviour. This is how we came to know Godfrey of Bouillon, Bohemond of Taranto, Robert the Devil, and Richard the Lionheart. Your epithets — your nicknames — will enter the chronicles; and, perhaps, yours will let you be remembered in the history of the Crusades.

Each player will receive an epithet at the end of each non-final scenario in the campaign. Each epithet grants a special ability that persists between the scenarios. You may earn up to 3 epithets during a campaign.



A golden epithet



A silver epithet

Once your new epithet is chosen, record it to the campaign chronicle: write it to any free slot to the right of your name in the column for the current scenario. Each epithet belongs **ONLY** to that player and may **NOT** be transferred to or stolen by any other player during the current scenario. (That means other player's epithets will remain unavailable during the subsequent scenarios, even if they drop out of the game.)

During campaign setup, take your epithet card(s) and place them face up next to your state board. Each **silver** epithet grants a passive effect for the entire scenario. Each **golden** epithet grants a powerful effect you can use once per scenario. (When you use that effect, flip your golden epithet face down until the next scenario.)

If any players drop in or out of the game between the campaign chapters, use the following rules for epithets:

1. If you join the game for the first time after **The Chronicle Begins**: During setup, draw 2 random available **silver** epithets from the campaign supply and choose one to keep.
2. If you rejoin the game after dropping out: You do **NOT** receive any epithets for the chapters you skipped.
3. If you choose to play for a different state in any subsequent scenario: Your epithets are carried over with you.





Bulls

Quality Points



The turbulent events in the Levant constantly influence the new years of your rule. The past successes and failures of your state shall become your legacy, which sets the stage for your new struggle for influence.

1. At the end of each non-final scenario, record the number and letter of your achieved **bull outcome** to the campaign chronicle next to your state, along with the amount of ⬆️ earned from its effect.

2. Your **achieved bull outcome** is the one which you used to score at least 1 ⬆️ at the end of the game. A bull outcome is NOT achieved if you earned no ⬆️ from it. During setup for the next scenario, each player must read and resolve the effect of their previously achieved bull outcome: see Bull Outcomes, pp. 16-18. Each bull outcome effect is obligatory.

3. Unlike the epithet effects, the effects of achieved bull outcomes do NOT stack throughout the campaign. (*Only the papal bull effect from the previous scenario is used.*)

4. If each of your bull effects would earn you the same amount of ⬆️, you must choose ONE outcome to score.

5. If you scored no ⬆️ from your papal bull, you have no achieved bull outcome. (*Cross out your bull outcome slot for the current scenario.*) Your state will have no bull outcome effect for the next scenario.

Unlike the epithets, the bull outcome effect is attached to a state and is transferred to the player who chooses to play as that state in the next scenario.

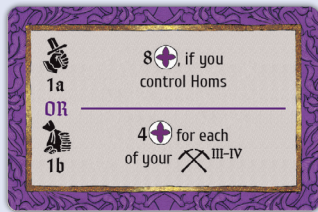


As the Crusader rulers shape the Levant, the Levant, in turn, shapes the rulers. From their triumphs and famous deeds, a shape will emerge — one that may yet inspire or terrify the generations to come; one that will invariably reflect the essential traits of a great personality.

As a player, each epithet and bull outcome achieved by you will earn you points in one of the 5 qualities:

- ◆ Schrewdness ⬆️
- ◆ Piety ⬆️
- ◆ Leadership ⬆️
- ◆ Belligerence ⬆️
- ◆ Temperance ⬆️

Whenever you earn a new epithet or achieve a new bull outcome, fill in 1 circle in the quality displayed in that epithet or outcome. You will earn quality points throughout the campaign: they will affect each player's ending during the Epilogue.



Catherine		Jerusalem	
		66 ⬆️	
Kingdom of Jerusalem		1a 8 ⬆️	

Example — Campaign Chronicle. Catherine has just finished The Chronicle Begins as the winner. She looks through the golden epithets, and wants to be addressed as Catherine The Wealthy. For that choice, she earns 1 point in Schrewdness ⬆️ as shown on the card. Moreover, she also achieved the bull outcome 1a this game, which grants her 1 point of Belligerence ⬆️.

After each player receives an epithet, records their bull outcome and gains quality points, you are ready to begin the next scenario — **The Merchants of The Levant.**





Scenario I: ✱ The Merchants of the Levant ✱

I was fortunate to be in Clermont to hear Pope Urban II as he delivered that very speech. Like any decent Christian, I was driven by his words to go to the crusade. At the time, I believed that everything we were about to do would be for the sake of the Christians and pilgrims who seek to worship at the Holy Sepulchre. But now I know who really stood to gain much from our cause... the merchants.

We needed food, and they sold it; we needed weapons, and they traded our silver for their steel; we needed horses, and carts for our supplies, and they offered the best there was. They were despised, but they made Jerusalem and Antioch possible. So many of them perished in the fires of the crusade, by greed or folly or reckless deeds. Yet some survived...

And now I'm damned sure the merchants of the Levant are about to have the upper hand, and no mistake! Even the King of Jerusalem has to reckon with them, for without their goods we are unlikely to survive for long in the hostile and often-times cruel Levant.

Scenario Setup

Open the envelope for **The Merchants of The Levant**. Setup the game as usual, with the following changes. (Use the components from the envelope: they are marked with the )



1. Trade rate board. Place the trade rate board next to the main board. For each column on the trade rate board, take a  token of the corresponding color from the supply and place it on the 1 space.

2. Event deck. Use the new event cards from the envelope: shuffle them without looking, draw 6 cards and place them face down in the event deck slot to form the event deck. Return the other event cards back to the envelope. (The base event deck is NOT used in this scenario.)

3. New buildings. Use the new  from the envelope: divide them into  and  (by the card backs). Shuffle the new  into the base  deck – this will be the  deck for this game. Shuffle the new  together with 2 random base  – this will be the  deck for this game. (Remove the 4 unused  from the game without looking until the end of this scenario).

4. New Tactics. Use the new  from the envelope: divide them into  and . Shuffle the new  together with the base  deck – this will be the  deck for this game. Shuffle the new  together with 2 random base  – this will be the  deck for this game. (Remove the 4 unused  from the game without looking until the end of this scenario).

5. Set up the rest of the components as usual, except for the bulls and governors.

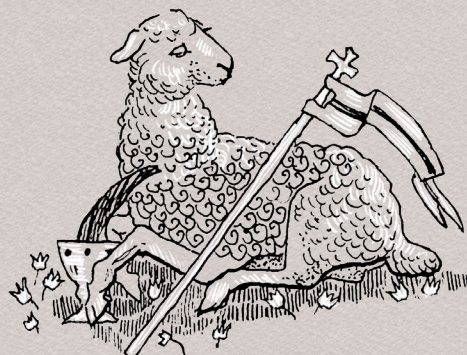
6. Changes in the Levant. For each state, resolve the papal bull outcomes achieved for that state during the previous scenario, in order from the smallest outcome number to the biggest. (See *Bull Outcomes*, pp. 16–18.)

7. Starting bulls. Each player draws 2 random available papal bulls, chooses one to keep and returns the other to the campaign supply. (Those will be available in the subsequent scenarios.)

8. Starting governors. Each player draws 2 random governor cards , chooses one to insert into the three-piece counter of their capital  face down, and places the other face up at the bottom of the  deck without showing anyone. When everyone has made their choice, flip your  card face up.

9. Epithets. Each player reads the titles of all epithets they personally earned during this campaign, and places those epithet cards face up next to their state board. (See p. 4.)

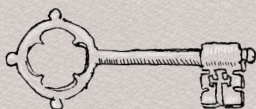
10. Terrain rules? Decide whether you will be playing with the Hard Mode enabled (e. g., with or without the terrain rules).



Standalone scenario: If you wish to play **The Merchants of The Levant** scenario by itself, set up the game with the following changes:

6. Changes in Levant. Each player independently chooses either "a" or "b" and then draws a random papal bull card. Record the number of that bull and your chosen letter to the campaign chronicle next to your name as if it was the achieved bull outcome for the past scenario: you do NOT earn any quality points for that. Next, resolve the papal bull outcomes, in order from the smallest outcome number to the biggest, with the effect for the largest  amount if there are several available. Then, remove from the game each bull card used this way: you may NOT draw them during step 7 of the setup.

9. Epithets. Each player draws 2 random **silver** epithets, chooses one to keep and removes the other from the game. Read your epithet and its effect out loud, and place it next to your state board.



Trade Rate Board

The key feature of this scenario is the trade rate board — it will determine the supply and demand of the various goods in the Levant. As the Crusader states require a constant influx of supplies to develop and expand, some goods may end up in short supply. Fortunately, the merchants of the Levant are always ready to come to your aid... for a price.

1. Whenever you wish to substitute  with  (i.e., you cannot or will not spare any  in your storage and cannot or will not discard rescripts for the  symbols), instead you must buy those  via the trade rate board. For each  you wish to substitute, you must pay its value in  according to its current trade rate. (The trade rate is indicated by the corresponding  token on the board. It may range from 1 to 3 and is subject to change during play.) Place all  you spend this way into the slot at the bottom of that  column on the trade rate board.

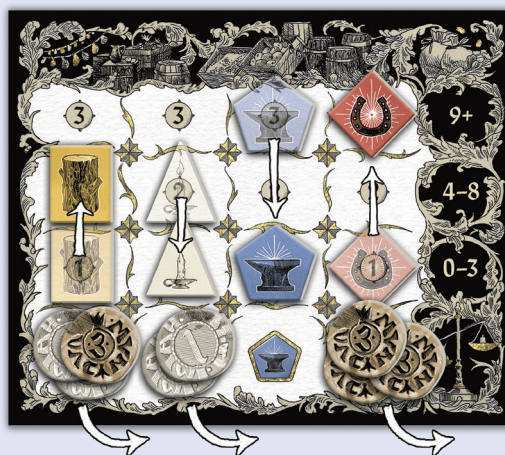
Please Note: When the trade rate board is used, you may no longer substitute some or all  with  at a constant 1:1 rate like the base rules!

- ◆ Some round events may affect the trade rates.
- ◆ Each trade rate may never go lower than 1, or higher than 3.



Example. Edessa is about to buy the  card Scorched Earth. It costs 2  to study, but the player has no  in storage. The current rate for  on the trade rate board is 3 per unit: the player must spend 3  for each  they wish to buy. The deal is far from profitable, but needs must, and the player decides to play along: they move 6  from their storage to the slot under the  column on the trade rate board.

2. At the start of each Income Phase (before Taxation): Set the trade rate for each  according to the value of all  in the slot at the bottom of its column according to the rate sheet on the trade rate board. The new trade rate will depend on how much  players spent on it in the previous round (see the example below). Then, move all  from that slot to the common supply.



Example.  A new Income Phase begins, and the trade rate board shows the following: 5  spent on ; 2  on ; no  on ; and 9  on . The player set the new  trade rate based on those values: 2 for ; 1 for  and ; and 3 for . Then all  is returned from the trade rate board back to the supply.

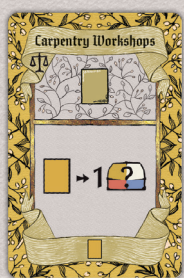


In a 2 or 3-player game, whenever you must return an automa token from an inner slot of the order cross back to the supply, move 2 from the common supply to the trade rate board slot for the goods of the corresponding color. (These are for , for , etc.)

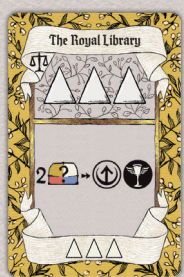
Substituting or spending goods applies whenever you require for any of the following

- ◆ Purchasing buildings or tactics
- ◆ Activating bonus effects from basic orders (paying for during ; gaining more during ; gaining more during ; gaining more during);
- ◆ Activating the abilities on new and cards (from this scenario envelope);
- ◆ Being forced to spend by an event card (from this scenario envelope);
- ◆ Being forced due to a terrain effect, or for any other reason.

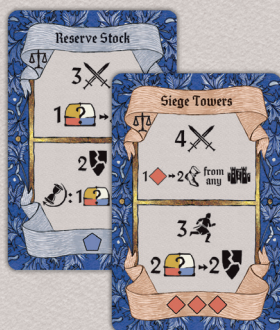
New Buildings & Tactics



The new ^I cards from this scenario envelope have effects that let you spend 1 of a certain color as 1 of any other color, once per round. You may purchase 1 on the trade rate board to activate this effect (e.g., purchase 1 of the color required for the ^I effect, then use that effect to obtain the to the right of the symbol).



The new ^{III} cards from this scenario envelope let you choose one of your tokens already on the order cross and flip it to make it enhanced . (You never receive a for this). This effect costs any 2 and may be used at any time during your turn (e.g., to enhance an order immediately before you begin to resolve it).



The new ^I and ^{III} cards from this scenario have effects that can be activated in combat (during a maneuver or at the end of the battle, as stated in the card) by spending the required . The player controlling these may refuse to spend them if they do not wish to use this effect. You may buy some or all to activate this effect by using the trade rate board as usual.

End of Scenario

You may read this section only after you finish calculating the final score.

Godfrey, we have much to learn from the Levantine merchants! At times they make me wonder who is the true ruler of this city... me or them. See how skilful they are in their craft, like decent knights in battle. So much noise they make... and yet without them, this city would hardly be a place of life.

Here, amid the barren sands and drought and the heat, every trading caravan is like a flowing river: it fills the lands of the Levant with life. It is true that the goods they bring seldom come for free; it is true that supplying this army costs more than the Marburg Castle; but there are two sides even to this coin! Take control of the trade routes, tax the cities, support the craftsmen — and some will be struggling to make ends meet, but you will be drowning in gold! Buy while the prices are low, and delight at the sight of your neighbour paying dearly when they rise!

Certes, those merchants taught me a good lesson — but have I truly learned it? And you, Godfrey? Be honest with me! If you did not feel the power of the goods yet, then you must repeat that road once more!

1. **Scenario outcome.** Record the earned by each player to the campaign chronicle.

2. **New epithets.** Use the epithet cards from the scenario envelope. The winner of this scenario must look through all the **golden** epithets and take one of their choosing. Each other player draws 2 random **silver** epithets, chooses one to keep and returns the other to the campaign supply. Write each player's epithet and its effect to the campaign chronicle, and mark the quality points they grant. Then, remove each chosen epithet card from the campaign supply.

3. **Bull outcomes.** For each player, write down the number and the letter of their achieved papal bull condition and the amount of they earned from that bull, as well as the code for the chosen outcome and the quality points gained. Then, remove each used bull from the campaign supply.

4. Remove the components for **The Merchants of The Levant** scenario with the symbol from the game, and return them to the envelope. They will NOT be used in the later scenarios.

You are ready to begin the next scenario — **My Vassal's Vassal**.



Scenario II: ✦ My Vassal's Vassal ✦

I always ask myself one question: who is our enemy? The Saracens who constantly raid the borders of our state? Or the locals who smile in your face as they offer you pitchers of water, but their smiles turn to sneers and their hands reach for the daggers as soon as you leave their homes? Oh, we learned the answer during the siege of Antioch. Our most important and cunning enemy is a man with the cross on his cloak. I saw vassals break their oaths; I watched disputes turn into duels. The man is weak and full of envy. The man who sat at your table yesterday may be coming today to take your land.

I have two pieces of advice for you, Godfrey, and I will not ask for a single dirham in return. Trust no one; and know your enemy.

Scenario Setup

Open the envelope for My Vassal's Vassal. Setup the game as usual, with the following changes. (Use the components from the envelope: they are marked with the  symbol.)

1. Oath cards. Each player receives 1 starting oath with the coat of arms of their state. Then, deal 3 random non-starting oaths face down to each player. Keep the oath cards in your hand face down in front of you. Each player should have 4 oath cards in their hand. Return the unused oaths to the campaign envelope.

In a 2-player game, do NOT use any oath cards marked as 3+.

2. Event deck. Use the new event cards from the envelope: shuffle them without looking, draw 6 cards and place them face down in the event deck slot to form the event deck. Return the other event cards back to the envelope. (The base event deck is NOT used in this scenario.)

3. New rescripts. Separate the new rescript cards  from the campaign envelope into ^I and ^{II} (by the card backs). Shuffle the new ^I into the base  deck — this will be the ^I deck for this game. Shuffle the new ^{II} cards on their own — this will be the ^{II} deck for this game (the base ^{II} cards will NOT be used: remove them from the game until the end of this scenario).

4. New spies. Shuffle the new  cards (Rebels) from the envelope into the base  deck — this will be the base  for this game.

5. Set up the rest of the components as usual, except for the bulls and governors.

6. Changes in the Levant. For each state, resolve the papal bull outcomes achieved for that state during the previous scenario, in order from the smallest outcome number to the biggest. (See Bull Outcomes, pp. 16–18.)

7. Starting bulls. Each player draws 2 random available papal bulls, chooses one to keep and returns the other to the campaign supply. (Those will be available in the subsequent scenarios.)

8. Starting governors. Each player draws 2 random governor cards , chooses one to insert into the three-piece counter of their capital  face down, and places the other face up at the bottom of the  deck without showing anyone. When everyone has made their choice, flip your  card face up.

9. Epithets. Each player reads the titles of all epithets they personally earned during this campaign, and places those epithet cards face up next to their state board. (See p. 4.)

10. Terrain rules? Decide whether you will be playing with the Hard Mode enabled (e. g., with or without the terrain rules).

Standalone scenario: If you wish to play the **My Vassal's Vassal** scenario by itself, set up the game with the following changes:

6. Changes in Levant. Each player independently chooses either "a" or "b" and then draws a random papal bull card. Record the number of that bull and your chosen letter to the campaign chronicle next to your name as if it was the achieved bull outcome for the past scenario: you do NOT earn any quality points for that. Next, resolve the papal bull outcomes, in order from the smallest outcome number to the biggest, with the effect for the largest  amount if there are several available. Then, remove from the game each bull card used this way (you may NOT draw them during step 7 of the setup).

9. Epithets. Each player draws 2 random **silver** epithets, chooses one to keep and removes the other from the game. Then, repeat this process once more for each player. Read your epithets and their effects out loud, and place them next to your state board.

Vassal Oaths

This scenario is dedicated to the relationship between a vassal and a sovereign — a fundamental fact of life among the nobility, knights, and rulers of the Crusader states.

Sovereigns & Vassals

Sovereign: *In medieval Western Europe — a king, duke, prince or any other major feudal lord of a territory who exercised supreme authority over one's vassals.*

Vassal: *One who held land from a feudal lord and received protection in return for homage, allegiance and certain obligations, including military and financial support of one's sovereign.*

1. Once per round, as you resolve the event card effects, you will have to "play the vassal oaths." When you are instructed to do so, establish the sovereign-vassal relationships between each pair of players whose sainthood tokens are adjacent on the sainthood track (*ignore the empty spaces, do NOT loop around the track*). Your sovereign is the player with next token to your right on the sainthood track: your vassal is the player with the next token to your left on the sainthood track. In a 3 or 4 player game, each player may act as a sovereign to one opponent and a vassal to a different opponent. Each sovereign only has one vassal (*only the next token to the sovereign's left on the track*).



Example. A new round begins, and the sainthood track order is as follows, right to left: Jerusalem — Tripoli — Edessa — Antioch. That means Jerusalem becomes the sovereign of Tripoli (and Tripoli, in turn, becomes the vassal of Jerusalem). At the same time, Tripoli is now the sovereign of Edessa, and Edessa is the sovereign of Antioch, while Antioch is no one's sovereign.

2. Once the sovereign-vassal relationships are established, each sovereign MUST play an oath card against their vassal. Choose one oath card in your hand, but do not reveal it yet. Once

each sovereign has chosen their oath card, simultaneously pass them to each respective vassal with the sovereign's shield token from the sovereign's personal supply.

3. When you as a vassal receive an oath from your sovereign, read the card's effect out loud, place it face up to the left of your state board, and place your sovereign's shield token on that card.



♦ If you received your sovereign's starting oath, that means your sovereign demands no service from you this round. At the end of the current round, return that oath and the sovereign's shield token back to the sovereign.



♦ If you received another any other oath, you now have a task which you may perform **during the current round only**. (*Usually, these require a vassal to share their assets with the sovereign or perform an order to their benefit.*) As soon as the vassal completes the task, the vassal gains 3 [shield token] and their sovereign gains 1 [shield token]. From that moment and until the

end of the current round, the vassal and the sovereign may NOT march [shield token] against one another's cities [city icon]. (*Moving bishops [bishop icon] to one another's cities [city icon] is still permitted.*) Discard the completed oath at the end of the current round.

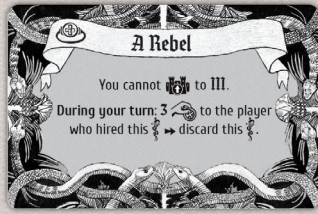
♦ When you are able to fulfil the conditions of your vassal task, you may state that you refuse to do so. If you fail to perform your vassal task by the end of the end of the round, keep the oath card next to your earned [shield token] tokens. (*Do NOT return the broken oath to your vassal's hand.*) At the end of the game, you will lose 2 [shield token] for each broken oath you have.

4. The sovereign-vassal relationship lasts until the end of the current round only. If you pass your sovereign on the sainthood track during the round, you still remain their vassal and your oath remains the same.

In a 2 or 3 player game, ignore any automa shield tokens on the sainthood track when you must establish the sovereign-vassal relationships. They are not considered "player tokens" for these rules.



Rebels



This scenario introduces a new type of spy ♣ cards — rebels, who may be used to greatly weaken your opponents or deter their progress. Whenever you play a rebel, follow these rules:

1. Whenever you draw a rebel card or have it in your hand during your turn, you may play the rebel card to **any other player's ♣ slot**. When you play a rebel to another player's ♣ slot **with no rebel**, place your shield token from your personal supply over that rebel card. Alternatively, you play a rebel to a ♣ slot with an active ♣ with your state's shield token on it: place your rebel over that active ♣ — the ♣ under the rebel is blocked (*ignore it for all effects and purposes*) until this rebel card is removed). Unlike the regular ♣ cards, the shield token on the rebel card denotes the player who controls that rebel.

2. The player who played a rebel card is called the **employer** of that rebel.

3. A rebel is never considered an active spy (*neither for the rebel's owner nor for the employer*).

4. If a ♣ slot is occupied by a rebel, no other ♣ can be played to that slot (*not even a different rebel*).

5. A rebel card may only be removed if the player with that rebel on their state board fulfils the requirement in the bottom part of the rebel card. This may only be done during that player's turn. However, you may discard a rebel if an effect forces you to discard a ♣ card (*like rescripts or events*).

End of Scenario

You may read this section only after you finish calculating the final score.

We only waste our strength trying to flaunt our power and noble origins. We are losing the sight of our purpose here, Godfrey. Saint Mary saved our lives at the walls of Jerusalem and Antioch — and for what? We are neglecting it all... neglecting, I say! We must never do that!

My vassal's vassal is no vassal of mine — everybody knows it. But we never know the true measure of a vassal's loyalty to his sovereign. You are loyal to me, Godfrey, are you not?

Ah! if only all the strength we waste fighting one another could be directed against the Saracens, it would benefit us all! And yet all I can do is pray to the Lord so that He brings some wisdom to our brothers in faith and stop this desecration of the Christian ideals here in the Holy Land.

1. **Scenario outcome.** Record the ♣ earned by each player to the campaign chronicle. Remember that each broken oath you have counts as a -2 ♣ penalty.

2. **New epithets.** Use the epithet cards from the scenario envelope. The winner of this scenario must look through all the **golden** epithets and take one of their choosing. Each other player draws 2 random **silver** epithets, chooses one to keep and returns the other to the campaign supply. Write each player's epithet and its effect to the campaign chronicle, and mark the quality points they grant. Then, remove each chosen epithet card from the campaign supply.

3. **Bull outcomes.** For each player, write down the number and the letter of their achieved papal bull condition and the amount of ♣ they earned from that bull, as well as the code for the chosen outcome and the quality points gained. Then, remove each used bull from the campaign supply.

4. Remove the components for My Vassal's Vassal scenario with the ♣ symbol from the game, and return them to the envelope. They will NOT be used in the next scenario.

You are ready to begin the next scenario — **The Crescent Rises**.



Scenario III: ✦ The Crescent Rises ✦

Troubling news come from Homs, Damascus, Aleppo, and Baalbek. There are whispers on the street of a new united Saracen army, led by an atabeg by the name of Imad al-din Zengi. Some say they have so many horses, the dust beneath their feet will blot out the Sun if they move as one! Others tell stories of that Saracen commander, of his fierce cruelty and vile cunning.

One way or another, the Saracens are coming to take back what we seized from them throughout the decades. We must not let them take what is rightfully ours! Now is the time to abandon old grudges and strife, and stand united against the Saracens! For the Holy Land! Deus vult!

Scenario Setup

Open the envelope for The Crescent Rises. Setup the game as usual, with the following changes. (Use the components from the envelope: they are marked with the ✕ symbol.)

1. Event deck. Use the new event cards from the envelope: shuffle them without looking, draw 6 cards and place them face down in the event deck slot to form the event deck. Return the other event cards back to the envelope. (The base event deck is NOT used in this scenario.)

2. New Tactics. Use the new ♣ from the envelope: divide them into ♣^{I-II} and ♣^{III}. Shuffle the new ♣^{I-II} together with the base ♣^{I-II} deck — this will be the ♣^{I-II} deck for this game. Shuffle the new ♣^{III} together with 2 random base ♣^{IV} — this will be the ♣^{III-IV} deck for this game. (Remove the 4 unused ♣^{IV} from the game without looking until the end of this scenario.)

3. New Saracen tactics. Saracen commander deck. Use the commander cards from the envelope. Shuffle them and place them face down next to the Saracen deck to form the commander deck.

4. Карты полководца. Перемешайте карты полководца и выложите их колодой рубашкой вверх рядом с колодой сарацин — это колода полководца.

5. Set up the rest of the components as usual, except for the bulls and governors.

6. Changes in the Levant. For each state, resolve the papal bull outcomes achieved for that state during the previous scenario, in order from the smallest outcome number to the biggest. (See Bull Outcomes, pp. 16–18.)

7. The commander token. Insert the commander token into the plastic stand, then place it in Homs. If Homs is

controlled by a Crusader state at the start of the game (due to bull outcome 1a), instead place the token to any Saracen city adjacent to Homs (the player in control of Homs makes the choice).

8. Final bulls. Each player receives 1 random available bull with no choice.

9. Starting governors. Each player draws 2 random governor cards, chooses one to insert into the three-piece counter of their capital face down, and places the other face up at the bottom of the deck without showing anyone. When everyone has made their choice, flip your card face up.

10. Epithets. Each player reads the titles of all epithets they personally earned during this campaign, and places those epithet cards face up next to their state board. (See p. 4.)

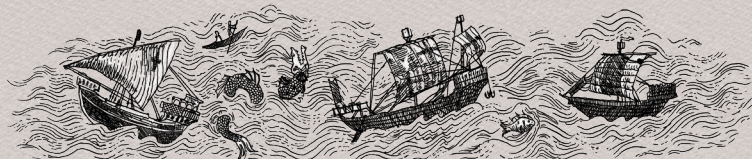
11. Terrain rules? Decide whether you will be playing with the Hard Mode enabled (e. g., with or without the terrain rules).

Standalone scenario: If you wish to play The Crescent Rises scenario by itself, set up the game with the following changes:

6. Changes in Levant. Each player independently chooses either "a" or "b" and then draws a random papal bull card. Record the number of that bull and your chosen letter to the campaign chronicle next to your name as if it was the achieved bull outcome for the past scenario: you do NOT earn any quality points for that. Next, resolve the papal bull outcomes, in order from the smallest outcome number to the biggest, with the effect for the largest amount if there are several available. Then, remove from the game each bull card used this way (you may NOT draw them during step 8 of the setup).

8. Choosing the bulls. Each player draws 2 random available papal bulls, chooses one to keep and returns the other to the box.

10. Epithets. Each player draws 2 random silver epithets, chooses one to keep and removes the other from the game. Then, repeat this process twice for each player. Read your epithets and their effects out loud, and place them next to your state board.



Special Endgame Conditions

In this scenario, the players must work together to eliminate the looming threat of atabeg Zengi and prepare the Latin states for the Second Crusade. In order to achieve these goals, the players must cooperate to complete at least one of the scenario objectives (or both at once for the best ending):

1. Saracens Defeated. The players must destroy the : when you win a battle in a Saracen city with a  in it and the  has nowhere to retreat, it is destroyed.

2. Outremer United. The sum of  earned by all players at the end of the game must be equal to or exceed the threshold for the final round. (Keep your  face up with their values visible during this scenario.)

The Supremacy and Sanctity endgame conditions are still available. That means the game will end when any of the following occurs:

1. Any single player has lost their final  (*Crusaders Defeated*).

2. Any single player fulfills at least one endgame condition: Supremacy (controls 4 cities ) , Sanctity (has 5 holy lands ) , and/or Saracens Defeated ( has been destroyed).

3. It is the end of Round 6.

If any condition above has been fulfilled, finish the current round and proceed to End of Scenario, p. 14.

Saracen Commander



The commander token  represents Imade al-din Zengi, the fierce Seljuq master of the Muslim forces united against the Crusaders. He is NOT considered a Saracen unit.

1. Commander movement. More often than not, the effect of the current event card will instruct the  to move. When " moves to the nearest ,

perform the following:
1A. Move the  to the nearest Saracen city  of the specified color. If the nearest corresponding  is not adjacent to the current  location, move  to that city anyway, ignoring all the cities on his way. (That means the  may escape from any point in the Levant, even if he is surrounded by your units.)

1B. If there is a choice of two equally nearest , always move the  to the  of the two closest to Homs.

1C. If the Saracens control no  of the corresponding color, move the  to Homs instead. If Homs is not controlled by the Saracens either, the  does not move.



2. Commander during a raid. If a  next to the  location becomes the target of a raid, the  token joins the raid and moves to the raid target's location. If that happens, before you determine the outcome of the raid, reveal a card from the top of the commander deck and immediately resolve its top effect — it is marked with the  symbol. Treat this as an additional raid effect. (Usually, such effects increase the Saracen power for the raid or make a player lose .) Once resolved, discard the commander card. Once the raid ends, if the Saracens do not capture the raided , the  returns to his  of origin.

Important! The  will join a raid in this fashion even if his current  has only 1 Saracen unit .

3. Commander during a battle. If any player  against a  with the , the  token joins that battle. When the Saracens play their first tactics card to that battle, immediately reveal a card from the top of the commander deck and resolve its bottom effect. (Such effects are similar to Saracen tactics effects.) Once resolved, discard the commander card.

Important! If you must reveal a commander card but the commander deck is empty (the top card is face up), shuffle the commander discard pile to form the new commander deck and continue revealing cards.

In addition to all of the above, the  has the following abilities:

◆ If the last  at the  with the  retreats, the  retreats along with that . (If there is nowhere to retreat, the  is defeated.)

◆ If you destroy the last  at the  with the , the  must immediately retreat to an adjacent . (If there is nowhere to retreat, the  is destroyed.)

◆ If the  is destroyed, remove his token from the game, then all players immediately earn 5  each. The current round becomes the final round of the game.

Saracen Automa

In *The Crescent Rises*, the players must cooperate to fight the Saracen threat. No player may represent the Saracens in combat during this scenario.

Whenever any player marches  against a Saracen city , ignore the usual rules for the player who represents the Saracens. Instead, use the rules below for the Saracen automa:

1. Whenever the Saracens must play a tactics card, reveal a card from the top of the Saracen deck and play it to the battle board.



2. When you want to block one of the halves of the Saracen card, shuffle your own face down and choose a random card to block it.



3. The new Saracen cards have a middle effect: or 2 . You may never block this effect with a card. You always resolve this effect after resolving the normal effect of the Saracen card (no matter which part of the card was blocked):

3A. If the is not involved in the current battle, move the to this battle (from anywhere). Then, immediately play the top card of the commander deck, resolve its bottom effect, and discard the commander card.

3B. If the is already involved in the current battle, instead add 2 to this battle to the common supply instead, and move the battle token accordingly. (This happens even if you moved the to this battle with the effect of the previous Saracen card.)

4. When the Saracens must block one of the halves of a player's tactics card , reveal a card from the top of the commander deck. Do NOT play that card: instead, note which part of that card (top or bottom) has the , mark symbol. The Saracens will block that half of the card with the top card of the Saracen deck (face down). Once this is done, discard the commander card.

If the Saracens must choose where to retreat with their (due to a effect or at the end of a lost battle), the player involved in the battle with the Saracens makes the choice.

If the effect of a Saracen tactics card targets a player's assets, resolve the effect in a way that would cause the most possible damage to that player. (If still uncertain, resolve the effect in a random fashion.)



On the contrary, the new cards have three colors (see the colors and goods symbols on the bottom ribbon). By combining the strengths of different Crusader states, these cards give a significant economic advantage early on and a noticeable boost in battle by the endgame.

End of Scenario

You may read this section only after you finish calculating the final score.

1. **Scenario Outcome.** Record the earned by each player to the campaign chronicle, and calculate the players' total. Remember to award the quality points earned from the achieved bull outcomes.

2. **The Story Ends.** Check whether the players have completed either or both of the following objectives:

2A. **Saracens Defeated.** The token has been removed from the board.

2B. **Outremer United.** The total amount of earned by all players is equal to or exceeds the threshold (depends on the number of players and the round when you ended the game):

	Round III	Round IV	Round V	Round VI
2 players	60	80	100	120
3 players	90	120	150	180
4 players	120	160	200	240

The players completed both objectives, read Finale I. If the players completed one of the objectives above, read Finale II. If the players failed to complete any objective above or the Crusaders Defeated condition was triggered, read Finale III.

Finale I

Godfrey! a victory! The Saracens are utterly defeated! We were able to forget our quarrels for a time, and the power and valour of our knights. Many of us did not live to see this day, but we will remember everyone who brought us here! And if you ask me whether I am ever ready to repeat this journey, to once again live through the hardships and the joy of my triumph, I will tell you this: I am ready, and no mistake!

A great victory for the Crusader states!

New Tactics



The Crusader forces have also received reinforcements to fight the Saracens: you have access to new tactics cards . The new также новые карты тактик . Так, новые have a grey border and have NO color. They cannot be purchased with goods , only with coin . These are particularly effective against the Saracens.



Remove the components for **The Crescent Rises** scenario with the ✂ symbol from the game, and return them to the envelope. Proceed to the Epilogue.

Finale II

Today, we have earned us several more years of relative peace in the Levant, while the Saracens are busy nursing their wounds and gathering strength for revenge. But until then, we will pray to the Lord to delay them for as long as possible.

Certes, Godfrey, we have gained some respite — and I hope that the Latin rulers will use this time to their best advantage and prepare for the trials ahead. I only pray that this victory does not cause any more strife within our army, as has happened at Aleppo, at Jerusalem and many times before. Otherwise history shall repeat itself, and next time it will be far easier for the Saracens to defeat us...

A minor victory for the Crusader states!

Remove the components for **The Crescent Rises** scenario with the ✂ symbol from the game, and return them to the envelope. Proceed to the Epilogue.

Finale III

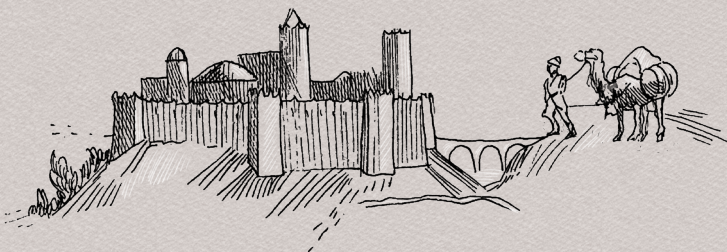
Brown with caked blood and dust, the bandage on my head obstructs my vision. I cannot see what remains of our army after this battle. But I hear the moans of the wounded, and the quiet chatter — of the sort you never hear after a victory.

The atabeg Imad ad-din Zengi was more wily than us. Our traps, the constant attacks of the joint Latin armies — God be the witness, nothing we did could bring his banner down to be trampled by our horses. All by himself, he did what many before him had failed...

Godfrey? Where are you? Find the King of Jerusalem, and tell him that as soon as my wound is healed, I will raise a new army and we will have our revenge — whatever the cost.

The Crusaders were defeated by the Saracen forces! There is no "what if" in the chronicles of history — yet you may replay this scenario and try again!

If you would rather accept defeat, remove the components for **The Crescent Rises** scenario with the ✂ symbol from the game, and return them to the envelope. Proceed to the Epilogue.



✦ Epilogue ✦

All our efforts and triumphs only serve to prove that people of great determination are capable of greater things. Courage, bravery, calculated gambits — as well as cunning, betrayal and plunder... this is what led us to prosperity here, but these very same qualities would spell our downfall. In the year of 1144 AD, Imad ad-din Zengi, the atabeg of Mosul, will capture Edessa. Unexpectedly, this loss would be the beginning of the end of the Crusader era in the Middle East. The Second Crusade, the bid to retake Edessa, will result in a defeat for the Christians — and 43 years later, Saladin will capture Jerusalem.

All of that is yet to come — but here and now is the golden age of the Crusader state. Life is short, but glory is immortal! And your names are already written into the annals of history, to be studied and admired by the chronicles of the future. Deus vult!

For each player, calculate the sum of quality points they earned in each specific quality. Say each player's name out loud — along with the epithets they earned throughout the campaign — and read their personal epilogue from the list below.

◆ To the player(s) who have Shrewdness  as their highest quality:

You rebuilt the cities where all peoples coexisted peacefully under your protectorate; the splendor of their bazaars rivalled those of Baghdad and Damascus in their wealth and variety of goods.

◆ To the player(s) who have Piety  as their highest quality:

You served the Holy See faithfully by uniting the communities across the Levant, spreading Latin education and moving the faith forward with each spear in your army.

◆ To the player(s) who have Leadership  as their highest quality:

You had the largest army, you were surrounded by the best knights Europe has ever seen. As one of the most powerful sovereigns, your influence on the military is felt by every Latin state.

◆ To the player(s) who have Belligerence  as their highest quality:

You fought valiantly as you captured several keystone cities in the Levant. You ruled over them with an iron fist, so that no one would dare question your supreme authority.

◆ To the player(s) who have Temperance  as their highest quality:

Like the Byzantine kings, you skilfully maintained the balance in everything you did: making trade, sending spies, building cities and armies, and, naturally, maintaining diplomatic relations with your neighbours of all faiths.

✦ Papal Bull Outcomes ✦

If you must receive a random asset of a particular type (e.g., a random ) due to a bull outcome, shuffle all assets of that type and reveal them one by one until you reveal the required number of assets with the appropriate type, ignoring those that do not fit the requirement. When you are finished, shuffle all the revealed assets you do not need back into their respective deck or supply.

1a

The Saracen stronghold is at your feet. Now to ensure it never becomes your tomb... The minstrels are already composing songs about this victory; but will you live to hear them?

This state begins the game with -2 , but gains control of an additional  — Homs — with the following changes:

- ◆ That  starts at a level .
- ◆ You add 2 bonus  and a random  there.
- ◆ That  is NOT your starting  and NOT the  of this state.
- ◆ Add 1  to each  adjacent to that .

Special Rule: During this game, you cannot use the ability on the Homs card that would let you enhance one of your orders in a basic slot of the order cross each round. Place a  token on the Homs card as a reminder. You may use this ability only when you upgrade Homs to level 3, or when it is captured by another player or the Saracens at least once.

1b

The times of peace follow even the bloodiest sieges. As peace follows war, the time of construction follows a great burning! Such is life.

- 4 : This state begins the game with 1 random  I-II.
- 8+ : This state begins the game with 1 random  III-IV and -2 .

2a

No amount of silver will grant you a city, but a city may as well grant you much silver. That is, if you can keep it under your control.

This state begins the game with -2 , but gains control of an additional  — any  adjacent to Homs — with the following changes:

- ◆ That  starts at a level .
- ◆ You add 1 bonus  and a random  there.
- ◆ That  is NOT your starting  and NOT the  of this state..
- ◆ Add 1  to each  adjacent to that .

2b

Your banners have brought together the best men able to swing the sword and sit in the saddle. Now to use this advantage wisely!

- 4 : This state begins the game with 2 random  I-II.
- 8+ : This state begins the game with 1 random  III-IV.

3a

Sometimes, one must retreat in order to attain more! To retain both cities is impossible: if you must choose, preserve the nearer of the two.

This state begins the game with -2 , but gains control of an additional  — any  adjacent to your starting city but NOT adjacent to Homs — with the following changes:

- ◆ That  starts at a level .
- ◆ You add 1 bonus  and a random  there.
- ◆ That  is NOT your starting  and NOT the  of this state..
- ◆ Add 1  to each  adjacent to that .

3b

Now is the time to bring new life to your cities. Something simple, like a bazaar, is just as well. You were but a learner, but now you ought to pay attention to your capital: seize the moment to expand it!

- 4 : This state begins the game with 1  0.
- 8+ : This state begins the game with 1  0. Its  begins the game at a level .

4a

You have negotiated for your bishop's safe presence in Homs — and that single act did more for the Christian faith than capturing a dozen cities across the Palestine.

This state begins the game with a bonus  I in Homs and -1 .

4b

Consider the cities near to you: why, they are cities only in a name. The Saracens that garrison most of them are only skilled enough to hold the gates. And the gates! you do not even need a battering ram!

- 3 : Each  adjacent to the  of this state and NOT adjacent to Homs begins the game at a level .
- 6+ : Each  adjacent to the  if this state begins the game at a level  and has only 1  there (even if more  are added there by other effects).

5a

All you do not spend will return to you when you need it most. This state begins the game with $+4$ .

5b

The word is mightier than the sword; and one who speaks the right words at the right time shall wield the power that none other may attain.

- 4+: This state begins the game with 1 random  I.
- 8+: This state begins the game with 1 random  II.

6a

Faith is not a choice; fate is conviction. Your religious influence in the Levant did not go unnoticed by the Vatican. The papal legate has brought you the best the Holy See has to offer: the bishops.

This state begins the game with 2 bonus  I in its  and -1.

6b

What use do you have for a strong army if you know naught of the plans of your enemy? One good man within a city may do you more than a hundred outside its walls.

2-4+: This state begins the game with 1 random  in hand.

6+: This state begins the game with 2 random  in hand.

7a

When the warehouses are bursting with goods, there will be surplus. The spices are and always will be an invaluable asset, even at the time of balance that is now.

This state begins the game with 1.

7b

A strong ruler achieves success by following the chosen path with determination. And steadfast purpose shall inevitably attract followers eager to continue that ruler's work.

Choose a color (   .

3+: This state begins the game with 1 random  I-II of the chosen color OR 2 random  I-II of the chosen color.

6+: This state begins the game with 1 random  I-II of the chosen color, 2 random  I-II of the chosen color, and -1.

8a

A grand army shall remain strong even after it suffers losses: that you learned well. And without soldiers, no city may be controlled.

This state begins the game with 4.

8b

The Bishop Clement has put in a good word for you with the Pope. In turn, the Pope has brought you... more bishops.

3+: This state begins the game with -1 and adds one  I to any  adjacent to its  but NOT adjacent to Homs.

6+: This state begins the game with -1 and adds one  I to the  adjacent to its  AND Homs.

9a

Any proper strategy begins with proper tactics. If at first you choose your tactics well, all strategic goals can be attained.

This state begins the game with 2  I-II from the market (of your choice). When you are done, refill the market.

9b

Your influence on trade in the neighbouring lands is so great that even your neighbours seem to heed your advice!

Choose a color (   .

4+: Add 1  of the chosen color to any  adjacent to the  of this state AND Homs. (That  will produce 2  from the beginning. The color of that  does not change.)

8+: Your state begins the game with 1  of the chosen color. Add 1  of the chosen color to any  adjacent to the  of this state AND Homs. (That  will produce 2  from the beginning. The color of that  does not change.)

10a

By the sword, and by the cross; one must exert influence both with your steel and the word of God. But only you have the right to decide the next step. By the sword; or, by the cross; or...

This state begins the game with 2, and 1  I at its .

10b

You seem to be coexisting comfortably with the Saracens. It appears you can readily negotiate with them, even guide them...

1-5+: This state begins the game with 1. When the game begins, you may peek at the first 3 raid tokens: do not show them to other players. You may change their order.

6+: This state begins the game with 2. When the game begins, you may peek at all 6 raid tokens: do not show them to other players. You may change their order.

11a

A good weapon is not the only thing that has to be well balanced; trade, too, demands equilibrium. Some say more goods is better than more buildings; others think that a wise ruler should give preference to construction... While you are free to choose either of the two!

This state begins the game with 1 random  I and 1  of the  color.

11b

This is the art of the trade: do not seek to own all there is, but rather own more of that which has value. Concentrate on that which you already have, and your wealth will multiply!

4+: This state begins the game with 1  of the  color.

8+: This state begins the game with 2  of the  color, and -2.



12a

The Arab scholars say that three city quarters could feed ten troops and five bishops... but that is in Persia! This money can go much further in the Levant!

This state begins the game with 1 ⁰, 1 ¹ at its and 1 .

12b

Let everyone else be unsure of their intentions – you must know your intentions long before a war begins. Then all that will remain is to give the orders! And the first to give the orders shall always have the initiative.

4 : This state begins the game with its token already placed to the respective slot on the order cross.

8+ : This state begins the game with its token already placed to the respective slot on the order cross, enhanced side up. (You do NOT receive a for that.)

13a

To seek a balance between military power and trade is wise; yet as one casts a look over the map and the enemy by one's borders, one cannot help but realise one must make the choice sooner or later.

Choose one:

- ◆ This state begins the game with 2 ^I of different colors.
- ◆ This state begins the game with 2 ^{II} of different colors.

13b

The Church always supports the power of the lord! And in return, the lord always takes care of the needs of the Church in the lands!

3 : This state immediately receives 1 . (Gain the saint-hood track bonuses as you do.)

6+ : This state immediately receives 3 . (Gain the saint-hood track bonuses as you do.)

14a

If a city is weak and poorly built, no caravan will cross it. With no trade, no people will flock there. Some think it more prudent to have less cities in one's state if those cities are better built, rather than more smaller towns unworthy of the name.

This state begins the game with 1 , , , OR (must NOT match the color); and additionally, 2 .

14b

If these cities cannot be taken by force, then at the very least we ought to try and overcome them with the power of faith. If you are hesitant, begin with a prayer: but once your mind is made, give the orders before your enemy moves!

1–5 : This state begins the game with its token already placed to the respective slot on the order cross.

6+ : This state begins the game with its token already placed to the respective slot on the order cross, enhanced side up. (You do NOT receive a for that.)

15a

A tourney does not make a knight: a knight is made by gruelling battles.

This state begins the game with 4 random ^I.

15b

A new city needs more than just the walls: it needs the houses. This place needs more than a citadel!

2–4 : This state begins the game with 1 random ^I.

6+ : This state begins the game with 2 random ^I.

16a

Affluent homes are a sign of a city's wealth. And affluent cities are a sign of our power. The slums are of little use to us!

This state begins the game with 1 ^{I-II} from the market (of your choice). When you are done, refill the market.

16b

The further your state's borders extend, the more care you should invest in choosing the local governors. Often-times the right governor will be more beneficial to you than a strong army or even the support of the church.

3 : This state begins the game with 1 . When choosing the starting , first you draw 1 random for each player incl. you (other players do NOT draw). Choose one of them to insert into the three-piece counter of your , then give 1 remaining to each other player. Following that, each other player draws 1 random and adds it to the received from you: they must choose one to keep for their and place the other one at the bottom of the deck.

6+ : This state begins the game with 2 . When choosing the starting , first you draw 1 random for each player incl. you (other players do NOT draw). Choose one of them to insert into the three-piece counter of your , then insert 1 remaining into the of each other player.



✦ Achievements ✦



Looking for a way to make the game more fun? See if you can complete the achievements below. Check them off as you complete them, and become the Outremer experts!

Scenario Achievements

◇ Unlimited Power

Fulfil both the Supremacy and Sanctity endgame conditions at the end of the game.

◇ Emperor of The Levant

Control 5 at the end of the game.

◇ Did You See That From The Holy See?

Have 6 at the end of the game.

◇ One Is Enough

Capture a during a where you started a battle with only 1 .

◇ Et Tu, Brother!

Force another player to lose a during a Saracen raid by using a rescript or an event effect.

◇ Deus vult!

Earn at least 12 from the effect of your papal bull.

◇ Procession of The Cross

In a single round, make your token on the sainthood track do a full circle and loop back to the space where it was at the start of the round.

◇ A Dagger, Not A Crucifix

Win a game where you control no by the end of the game.

◇ Byzantine Wealth

Earn at least 10 by taxation during a single turn.

◇ Our Battle Was Legendary

Win a battle where 4 were played as maneuvers.

◇ Beaten But Not Broken

Win a game after losing at least 2 during that game.

◇ The Chains of Commanding

During a Planning Phase, be forced to pass after playing 1 order token because you do not have enough .

◇ No Shelter But My Faith

Win a game with no under your control by the end of the game.

◇ Jack of All Trades

In a single round, resolve at least one order of each of the 4 types.

Campaign Achievements

◇ My Kingdom For A Horse

Win a game with **The Merchants of The Levant** scenario rules where the trade rate for each was set to 3 in the same round.

◇ Riches of The Levant

With **The Merchants of The Levant** scenario rules, have at least 1 of each of the 5 types by the end of the game.

◇ More What You Would Call “Guidelines” Than Actual Oaths

Win a game with **My Vassal's Vassal** scenario rules without fulfilling a single oath.

◇ Let It All Burn!

With **My Vassal's Vassal** scenario rules, be the only player with no Rebels on their state board at the end of the game.

◇ My Home Is Your Castle

With **The Crescent Rises** scenario rules, capture a that was protected by the and at least 6 .

◇ The Crescent Sets

Win a game with **The Crescent Rises** scenario rules with no remaining on the board.

◇ Legend of the Levant

Earn 3 golden epithets and achieve a great victory with **The Crescent Rises** scenario rules.

◇ Salt of The Earth

Earn a total of 4 points in any single quality during the campaign.



✦ Historical Biographies In Brief ✦



Bohemond of Taranto

One of the leaders of the First Crusade. By threatening to withdraw his troops, he forced the others to recognize his right to Antioch. Raymond of Toulouse was so vehemently opposed to this move that it almost led to civil war. While strengthening the defences of Antioch, Bohemond missed the capture of Jerusalem by the Crusaders, but soon arrived with his army and “insisted” that his close friend Daimbert of Pisa is elected patriarch once more. After several major victories, he was eventually captured: his ransom depleted the treasury, and his next major campaign ended in the defeat by the city of Harran. While the two Baldwins (including Baldwin of Bourcq) and Joscelin of Courtenay languished in captivity and awaited release, Bohemond was busy spreading his influence to Edessa and Turbessel — until Byzantium decided to put additional pressure on Antioch by taking several of the principality's cities and fortresses. Bohemond left Antioch in haste, and went to France — to replenish his army and propose to the daughter of Philip I, the King of France. Several years later, Bohemond mounted an attack on several Byzantine towns and provinces: this, however, won him nothing of significance. In 1108, Bohemond once again swore fealty to Byzantium, signed the Treaty of Devol, and soon after left the Levant for the rest of his life.



Richard of Salerno

A follower of Bohemond of Taranto, he was the first prince of Antioch. Was once held in captivity together with Bohemond himself. After his release in 1104, Richard was appointed as the regent of Edessa and remained as such for 4 years. His aggressive tax policy angered the nobility:

Richard had no choice to leave Edessa — moreover, Baldwin of Bourcq was intent to capture Edessa once more. Several years later Richard returned to France, to arrange the marriage of Bohemond I to Princess Constance. After his son Roger became regent of Antioch, Richard was sent to command the fortress of Marash in southern Turkey, where his life would end during an earthquake in the year 1114.



Tancred of Galilee

A nephew of Bohemond of Taranto and the regent of Antioch in perpetuity, he clashed with Baldwin's forces over the fortress of Tarsus and proved his valour during the siege of Jerusalem. Tancred founded his own principality in Galilee — but when his uncle was captured, he left for Antioch to become regent there. He invaded Cilicia and recaptured Latakia, which let Antioch have access to the sea. After the capture of Baldwin of Bourcq in 1104, Tancred of Galilee captured Edessa and annexed Apamea a year later. When the death of Raymond of Toulouse led to a struggle for the inheritance of Tripoli, Tancred would not support Raymond's bastard son Bernard and provided aid to his opponent, Guillaume Jordan. However, when Bertrand died in April 1112, he felt no shame in taking care of his son, Pons of Saint-Gilles, and resolving all land disputes between Antioch and Tripoli.

In December 1112, on his deathbed, Tancred of Galilee bequeathed Antioch to his nephew, Roger of the Principate, until Bohemond's son would come of age; and married off his own wife Cecilia, daughter of King Philip I of France, to Pons of Saint-Gilles.





Roger of the Principate

also known as Roger of Salerno



Roger became regent of Antioch when Tancred of Galilee passed away in late 1112. With the help of Baldwin II and Pons of Saint-Gilles, Count of Tripoli, Roger repelled several major Saracen attacks on the principality. In the following years, Roger would skilfully exploit the strife between Muslim rulers, capture Apamea, and force the emir of Aleppo to swear allegiance to him — thus forcing the troops of Aleppo to fight for the Crusaders against their fellow Saracens. The Arabs would never forgive Roger for this humiliation: in 1119, a joint Saracen army dealt Antioch a crushing blow that went down in history as the Battle of the Field of Blood: Roger died in that battle.



Bertrand of Toulouse



The illegitimate son of Raymond IV of Toulouse, he was forced to cede Toulouse after his father's death to the legitimate heir, Alfonso Jordan. Soon after, in 1108, he left for the Levant. Raymond's executor, Guillaume Jordan, refused to transfer the territories of the future Kingdom of Tripoli to Bertrand, since Alphonse had been appointed heir here as well. In an attempt to resolve the dispute, Guillaume called on Tancred of Galilee for aid, while Bertrand turned to Baldwin, the King of Jerusalem. Since the direct conflict was undesirable, the two agreed to divide the territories: they agreed that if one of the rulers died, the territories would be granted to the surviving ruler and not the direct heir. Soon after, Guillaume's life was cut short by a stray arrow: Bertrand now owned the County of Tripoli, which grew in strength and size under his rule. In 1112, Bertrand died of illness at the age of 47: the throne of Tripoli was inherited by his son Pons.



Pons of Saint-Gilles



The son of Bertrand of Toulouse, he became Count of Tripoli at the age of 14. He came to admire Tancred as a mentor, and even lived in Antioch for several months. Tancred of Galilee knighted Pons and gave him the disputed territories as a fief. After Tancred's death, Pons married his widow Cecilia, daughter of the King of France. With several successful military campaigns, Pons expanded the County of Tripoli: the capture of Tyre was but one such campaign. But soon, misfortune began to plague his many schemes: the campaign against Damascus in 1129, his support for the disgraced Alice of Antioch, and the quarrel with Fulk of Anjou, crown prince of the Kingdom of Jerusalem.

After several consecutive Saracen attacks, Pons was in deep water — and Tripoli might have become the first Christian state to be captured by atabeg Zengi... but a conciliatory letter to Fulk from Cecilia, his half-sister, rescued Pons from his doom. Fulk and Pons made peace, and sealed it with a marriage: Pons' son Raymond married Hodierna — the sister of Fulk's wife, Queen Melisende. In 1137, Pons was captured and killed by the emir of Damascus.



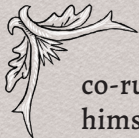
Baldwin I of Jerusalem



The younger brother to Godfrey of Bouillon, he went on a crusade to earn a fief of his own: the family lands in his native France would be inherited by the eldest brother, Eustace.

As soon as the opportunity showed itself, Baldwin and his troops separated from the main Crusader force and headed east to Tarsus — but Tancred of Taranto was already stationed there. Soon, Tarsus was lost to Tancred of Galilee: thus began the enduring enmity between the future king of Jerusalem and the regent of Antioch “in perpetuity.”

Later, Baldwin was summoned by Thoros, the ruler of Edessa, to defend him from the Saracen forces. Baldwin responded to the call with his troops: he soon became



co-ruler, and later conducted a coup to rule Edessa all by himself, thus establishing the first Latin state in the Levant. After the death of his brother Godfrey in 1100, he became the first King of Jerusalem, despite the opposition from Dagobart of Pisa and other Crusaders of note: they claimed that Baldwin remained in Edessa and thus never helped liberate the holy city.

Baldwin I chose an active military policy, capturing multiple cities on the coast. With his secular power strengthened and his vassals in the Levant growing in numbers, he supported the claim of Raymond of Toulouse's bastard son Bertrand to the throne of Tripoli. Notably, Bertrand's opponent was supported by Tancred of Galilee. In 1118, Baldwin I died without leaving an heir, even though he was married multiple times.



Arnulf fought in the crusade in the army of Robert of Normandy. He came to lead the clergy who doubted the authenticity of the Holy Spear found in Antioch: this led to a falling out with Raymond of Toulouse. On August 1, 1099, he was elected Patriarch of Jerusalem with the backing of Godfrey of Bouillon and Robert of Normandy; but in December he was deposed by Dagobert of Pisa, who was backed by Bohemond of Taranto.

In the spring of 1112, Arnulf became patriarch once again: he became a fervent supporter of the king's authority, sometimes to a degree that went against the norms of the church. In particular, Arnulf gave Baldwin I permission to marry again, even though he was already married at the time. In turn, the king ignored the economic dealings of the church under the patriarch's rule. It is a known fact that the city of Jericho became the dowry of Arnulf's niece Emma when she married Eustace I Grenier. In 1115, Arnulf was deposed for simony but later acquitted by Pope Paschal II. Arnulf of Rœulx regained the patriarchal throne of Jerusalem, where he remained until his death in 1118.



A retainer to Godfrey of Bouillon and one of the leaders in the First Crusade, he joined the court of his brother Baldwin I after the death of his lord. He fought in many major battles and represented the king in the succession dispute for the throne of Tripoli. Eustace contributed to the creation of the first book of laws of the Latin East in Nablus. In 1123, he assumed the regency of the Kingdom of Jerusalem during the king's captivity. Soon after, Eustace repelled a major Fatimid attack near the city of Yibna: this was his final triumph of note. He passed away in the summer of 1123.



Baldwin originally served Boemund of Taranto, Prince of Antioch. When the latter was captured by the Seljuq forces, the former became regent and ruled Antioch jointly with Boemund's nephew Tancred of Galilee. After the death of Godfrey of Bouillon, Baldwin's cousin invited him to take the throne of Edessa. From 1104 to 1108, Baldwin was held captive: he lost Edessa, but upon his return he recaptured it from Tancred via a temporary alliance with several Muslim rulers.

After the death of Baldwin I in 1118, Baldwin of Bourcq became King of Jerusalem and changed his name to Baldwin II. Several major military victories brought fame to the new ruler of Jerusalem: this culminated in the capture of Antioch and the dynastic marriage of his daughter Alice to Bohemond II. Another achievement during Baldwin II's reign was the creation of the state's compendium of laws. Towards the end of his reign, the king's glory was overshadowed by him spending two years of captivity and an unsuccessful siege of Damascus in 1129. That very same year he declared his daughter Melisende his heir and married her off to Fulk of Anjou. In 1131, Baldwin II died in battle at the age of 56.



Joscelin I of Courtenay



When Baldwin I became King of Jerusalem, he left Edessa to his cousin Baldwin of Bourcq. In turn, Baldwin entrusted Turbessel, an important strategic fortress in the county, to his cousin Joscelin. In 1104, both Joscelin and his sovereign Baldwin of Bourcq were captured during the Battle of Harran. Tancred of Galilee, the regent of Edessa, was not particularly interested in rescuing Baudouin: Joscelin attained his freedom first, and it took him four years to negotiate and collect Baldwin's ransom — 60,000 dinars (250 kilograms or over 550 pounds of silver).

In 1118, Jocelin actively supported Baldwin of Bourcq in his bid for the royal throne — even though the legitimate heir was supposed to be Baldwin I's older brother, Estache III, who was in France at the time. After Baldwin of Bourcq became King Baldwin II of Jerusalem, Jocelin became the Count of Edessa. He ruled Edessa during its golden age, and later joined forces with Fulk of Anjou to suppress the separatist campaign mounted by his niece Alice of Antioch: this cemented his reign over Antioch until his death in 1131.



Alice of Antioch



One of the four daughters of Baldwin II, King of Jerusalem, she was married to Bohemond II in 1126 to maintain Jerusalem's influence over Antioch. Bohemond II died in battle five years later: Alice wanted to remain as the sole ruler of Antioch, and thus began her negotiations with the Saracen atabeg Zengi. When Alice's father discovered the betrayal, he seized Antioch by force and appointed a new regen — his cousin Joscelin, Count of Edessa. But Baldwin II died that very same year: he was soon followed by Joscelin, and Baldwin II's eldest daughter Melisende inherited his throne. Alice decided to seize the day and tried to return to power, albeit unsuccessfully. Four years later, the relentless conspirator would make one more attempt to secure support from a third party: this time, she

reached to Byzantium for help. Eventually, the nobility of Antioch decided to end Alice's power grab attempts once and for all, and married her daughter Constance to Raymond de Poitiers.



Melisende of Jerusalem



In 1129, Baldwin II declared his eldest daughter heir to the Kingdom of Jerusalem. To strengthen her claim, he married Melisenda to the ambitious Fulk of Anjou. Fulk usurped the power for himself after Baldwin II's death: in order to seize the throne completely, he soon accused his wife of treason. Open conflict ensued: Melisenda, supported by the nobility, managed to depose her husband and became the sole ruler of Jerusalem for all intents and purposes.

When Melisenda's son Baldwin III came of age, she spent six years rejecting his demands to take the throne. They would split their rule over the kingdom only in 1152: a month later, her son besieged Jerusalem and forced his mother to surrender. They eventually reconciled, and Melisenda would rule over the kingdom during her son's military campaigns.

