

Richard

THE LIONHEART



RULEBOOK

It is late 12th century England and the country is divided. King Richard I, known far and wide as Richard the Lionheart, is in the Holy Land commanding the Third Crusade against the forces of Saladin. It is there that he wages war for both the glory of God and England. However, as the conflict continues abroad, a threat grows at home. John Lackland, youngest son of Henry II and younger brother of Richard, sits on the throne and commands as king. His allies, most notably the Sheriff of Nottingham, are putting down resistance across the land and working to ensure that Richard does not return. However, a band of Merry Men is standing up in defiance of such usurpation, proclaiming Richard the rightful King of England; they will support him to the last.

You are one such character sided either with Richard the Lionheart or King John. Journey up and down England to rally the people to your cause and make a name for yourself. You will work alongside your faction allies, but remember – when the Crusade draws to a close and the King is crowned, only one of you will be singled out for your courage, your prestige, and your loyalty.

All hail the rightful King of England!



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... Objective ...

In *Richard the Lionheart*, you are a character sided with either King Richard or his brother, John Lackland. During the game, you will travel throughout England to both influence the ongoing crusade in your faction's favor and earn Prestige Points for yourself. It is imperative that you work alongside the other players aligned with your faction to ensure your King ascends the throne! The winner is the player who not only collects the most Prestige Points, but also belongs to the Winning Faction at the end of Richard's Crusade in the Holy Land. But beware! There may be a Neutral character among you, backing neither Richard nor John, but instead drawing out the crusade towards their own personal agenda. Regardless of faction, when the game ends, only one player will be victorious.





...Components...



10 CHARACTER DASHBOARDS

240 INFLUENCE CARDS
 (40 RED RICHARD'S BANNER CARDS,
 40 RED HOURGLASS CARDS,
 40 RED FULL CHEST CARDS,
 40 GREEN SALADIN'S BANNER CARDS,
 40 GREEN HOURGLASS CARDS,
 40 GREEN EMPTY CHEST CARDS)



...Components...



1 ENGLAND BOARD

1 CRUSADE BOARD



1 RESERVE BOARD



15 EDICT CARDS
(5 EDICT OF KING RICHARD CARDS, 5 EDICT OF KING JOHN CARDS, 5 NEUTRAL EDICTS)

18 EVENT OF THE CRUSADE CARDS



6 PLAYER AID CARDS



7 FACTION SKILL TOKENS
(3 RICHARD, 3 JOHN, 1 NEUTRAL)



1 FIRST PLAYER TOKEN



1 GAME ROUND TOKEN



1 NEUTRAL TOKEN



6 SHIP TOKENS



60 COINS



55 BLUE PRESTIGE POINT TOKENS
(1 PRESTIGE POINT)



18 BROWN PRESTIGE POINT TOKENS
(3 PRESTIGE POINTS)



6 HORSE TOKENS



…Basic Concepts…

ENGLAND BOARD

The central board in *Richard the Lionheart* is a map of England. This is where your character will influence the course of the Crusade! On the map, there are 16 different Locations connected via Road and Water Segments. Each map Location has a unique action that may provide you with a combination of Prestige Points, Coins, and Cards to influence the Crusade Tracks.

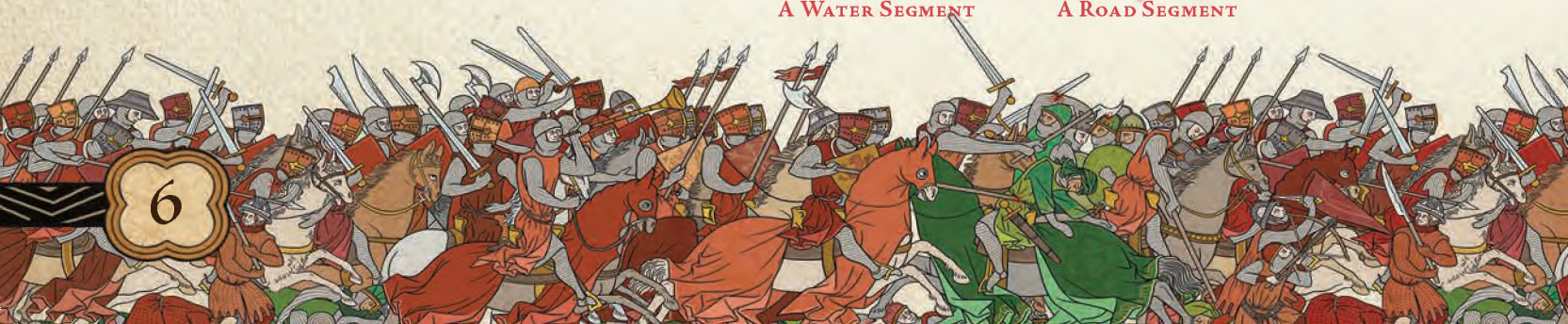
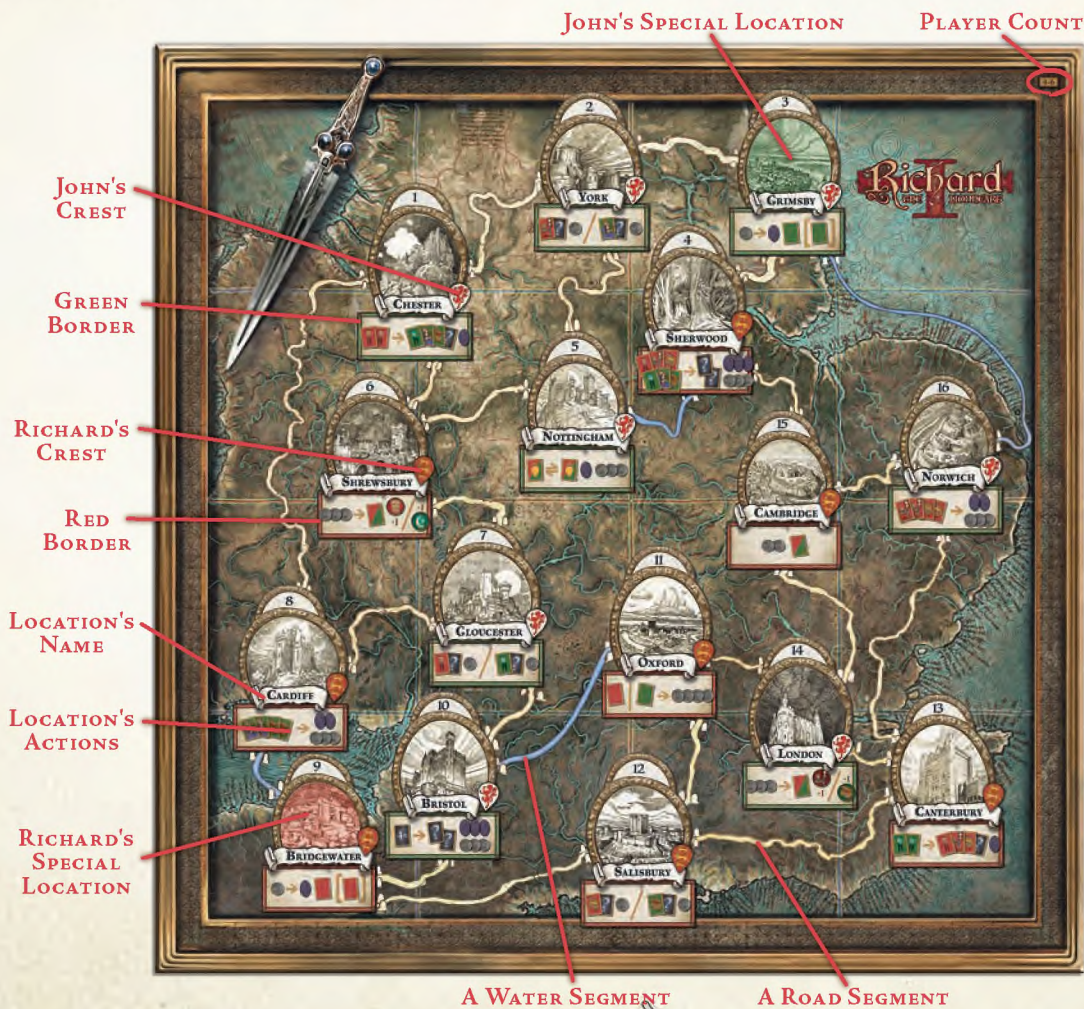
You may travel through Locations where another player is present, but you may not stop on an occupied Location. In games with 4 or more players, the Merchant and Mercenary figures will be present on the England Board and may provide you with additional bonuses.

Before starting to play, make sure the board is on the correct side, according to the number of players in the game.

Each Location on the board supports either Richard or John. You can tell this by the Location's border color and Faction logo.

Bridgewater (with a red background) can only be activated by Richard's supporters. **Grimsby** (with a green background) can only be activated by John's supporters.

During the game, Locations with a **Red** border may provide advantages for the supporters of Richard. On the other hand, Locations with a **Green** border may provide advantages for the supporters of John.



...Basic Concepts...

CRUSADE BOARD

As you rally across England, the Crusade rages abroad! There are 4 separate tracks on the Crusade Board representing the momentum of Richard's Holy War: **Richard's Army**, **Saladin's Army**, the **King's**

Return, and the **King's Treasure**. Movement on these tracks is determined by actions on certain map Locations and revealed cards from the Crusade Deck. **The game ends when 1 or more of the tracks reaches the spaces with card icons on the right (10th, 10th, 0th, and 0th spaces, respectively).**



PURCHASE AREA OF THE BOARD

To help you in your efforts, Upgrades are available for purchase throughout the game, such as a Horse, a Ship, and a Faction Skill. Players may also purchase additional cards from the Reserve and Prestige Points.

Upgrade costs, which change from round to round, are displayed on the Purchase Board. In addition, the Purchase Board also hosts the Game Round Track.



...Basic Concepts...

CARDS

There are 3 types of cards in *Richard the Lionheart*.

INFLUENCE

Influence cards are the most important cards in the game, and they are divided by color: Green (John's supporters) or Red (Richard's Supporters).

Influence cards make up the Crusade Deck, the Provisions Deck, and the Reserve (revealed cards). **The Crusade Deck dictates the Outcomes of the Crusade at the end of each round, determining the winning side at the end of the game.**

Players collect Influence cards through Location Actions.



EDICTS

Edict cards are divided by Faction: King Richard, King John, and Neutral. They may provide you with special bonus points to be scored at the end of the game.



EVENTS

Event cards provide scenarios in which special scoring or actions may occur, provided you meet the conditions listed on the card. In games with 4+ players, Event cards also indicate where the Merchant and Mercenary figures move for the following round.

NOTE: Whenever a text refers to a Faction Card, it means any card with the color of the Faction with which a player is allied.



...Basic Concepts...

RESERVE BOARD

The Reserve Board is home to the Influence Cards. This includes the revealed Reserve Cards (in their respective places) and the Provisions Deck.

The Crusade Deck is constructed during the match and should be placed on the table near the Crusade Board. The Edict and Event decks are placed on the table beside the Reserve Board.



PROVISION DECK

RESERVE CARDS

RED EDICT DECK



GREEN EDICT DECK



BLUE EDICT DECK



EVENT DECK



CRUSADE DECK



CHARACTER DASHBOARD

Character Dashboards represent a player's role for the game. They indicate how many Coins each player

starts the game with, what their Special Ability is, and – most importantly – which Faction they belong to. Character Dashboards also have spaces to place the player's Upgrades. (See Purchase Board, pag 7.)



... Setup ...

PREPARE BOARDS

I. Place the **England Board** in the center of the table with the side matching the number of players faceup.

II. Place the **Crusade Board** to the side of the England Board. Place the Richard's Army and Saladin's Army figures on the 0th position of the **Richard's Army track** and **Saladin's Army track**, respectively. Place the King's Treasure and King's Return figures on the 10th position of the **King's Treasure track** and **King's Return track**, respectively.

In the Purchase Area, place the **Game Round Token** on the starting position of the round track. Place the **Horse, Ship, and Faction Skill** tokens near the board.

III. Place the **Reserve Board** next to the Crusade Board.

PREPARE CHARACTERS

IV. Provide each player with a **Character Dashboard** (either randomly or by choice). In a game with an even amount of players (2, 4, or 6), use an equal amount of characters from **Richard's** and **John's Factions**. In a game with an odd amount of players (3 or 5), use an equal amount of characters from Richard's and John's Factions, but add a specific Neutral character.

PLAYER #	RICHARD	JOHN	NEUTRAL
2	1	1	0
3	1	1	<i>Leopold</i>
4	2	2	0
5	2	2	<i>Marie</i>
6	3	3	0



EXAMPLE: In a game with 5 players, pick 2 characters from Richard's Faction, 2 characters from John's Faction, and Marie of France.

V. Each player takes their corresponding **Character Figure** and their starting **Coins** (as noted on their Character Dashboard). Place the remaining Character Dashboards and Character Figures in the game box. (They will not be used for this game.)

VI. Place the remaining Coins to the side of the England Board.

PREPARE CARDS

VII. Prepare the **Crusade Deck**: shuffle 1 **Influence card** of each type/color (Richard's banner, Richard's chest, Richard's hourglass, Saladin's banner, John's chest, John's hourglass; 6 cards total) and place the deck close to the **Crusade Board**.

VIII. Prepare the **Provisions Deck**: shuffle 15 **Influence cards** of each type (90 cards total) and place the deck in the appropriate position on the **Reserve Board**. Place the other **Influence cards**, revealed, according to their types, on the same board. This is the **Reserve**.

IX. Separate the **Edict cards** into 2 piles (Richard's and John's) and shuffle them separately. Distribute 1 **Edict card** of the corresponding Faction to each player. Keep your Edict card secret from all other players. Place all remaining Edict cards in small piles, to the side of the England Board. If playing with a **Neutral** character, shuffle the **Neutral Edict cards** and distribute 1 to the **Neutral** player.



EXAMPLE:

Give 1 **Edict of King Richard** card to Robin Hood; give 1 **Edict of King John** card to the Sheriff of Nottingham.



If playing with an odd amount of players, give 1 **Neutral Edict** to Leopold V, Duke of Austria.

X. Shuffle the **Events of the Crusade** cards and place them, facedown, to the side of the **England Board**.

... Setup ...

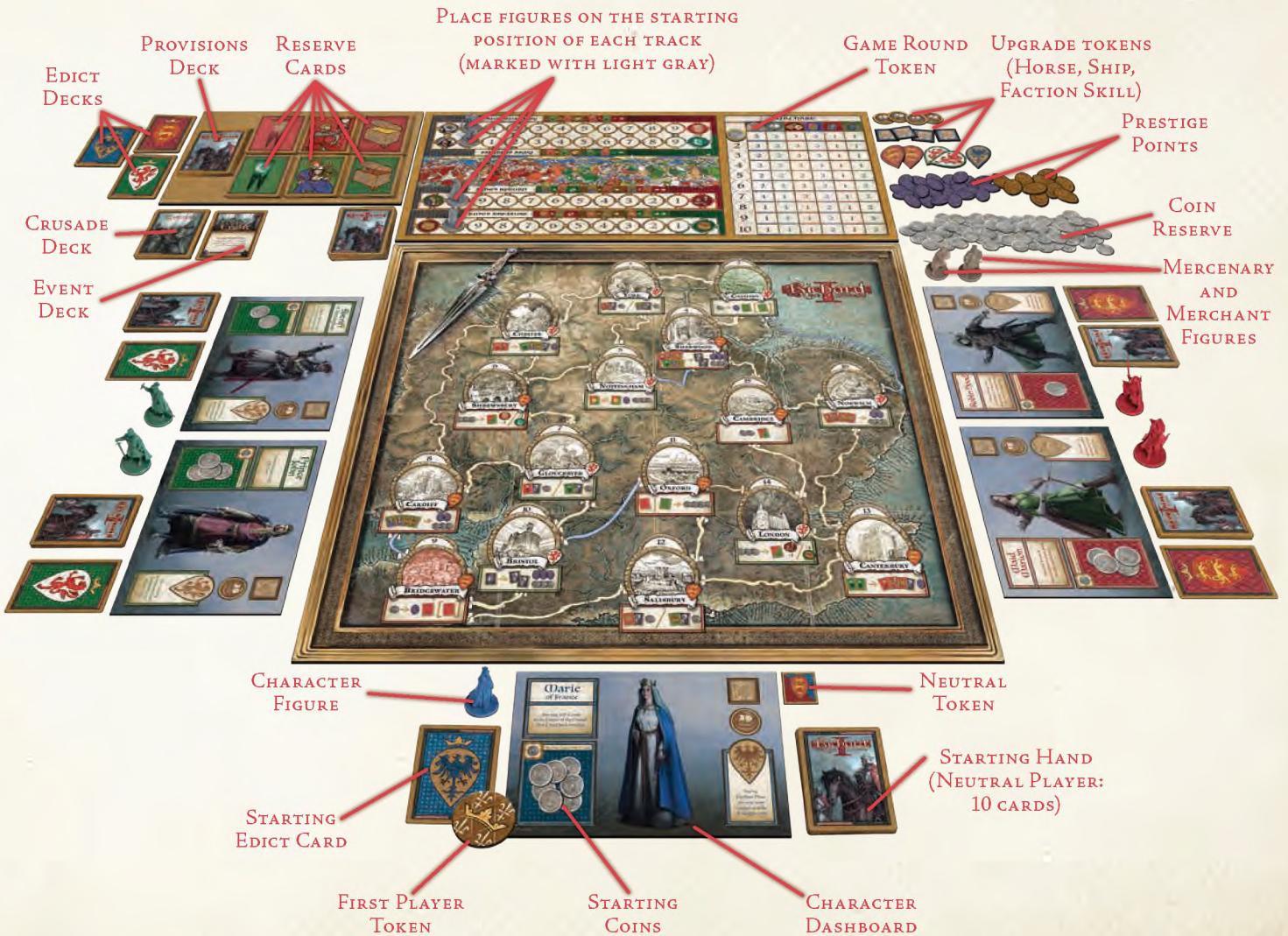
FINAL STEPS

XI. Distribute 7 cards randomly from the **Provisions deck** to each player. **Neutral players** receive 10 cards.

XII. Place the **Prestige Point** tokens to the side of the **England Board**.

XIII. If playing with 4 or more players, place the **Merchant** and **Mercenary** figures to the side of the **England Board**.

XIV. Randomly assign the **First Player Token** to one of the players.



...Phases of Play...

Richard the Lionheart is played over a series of rounds. Each round goes through the following phases, which are explained in detail on the following pages:

1. REVEAL EVENT CARD
2. TRAVELING, ACTION, & ENCOUNTER
3. PURCHASING
4. CONTRIBUTE TO THE CRUSADE
5. OUTCOMES OF THE CRUSADE
6. RESOLVE EVENT CARD
7. CHECK FOR END-GAME CONDITIONS

1. REVEAL AN EVENT CARD, AND NEUTRAL CHOOSES SUPPORT



The first player draws the top card of the Event of the Crusade deck and reads it aloud. The card's effect may impact subsequent phases, or it may be resolved at the end of the round.

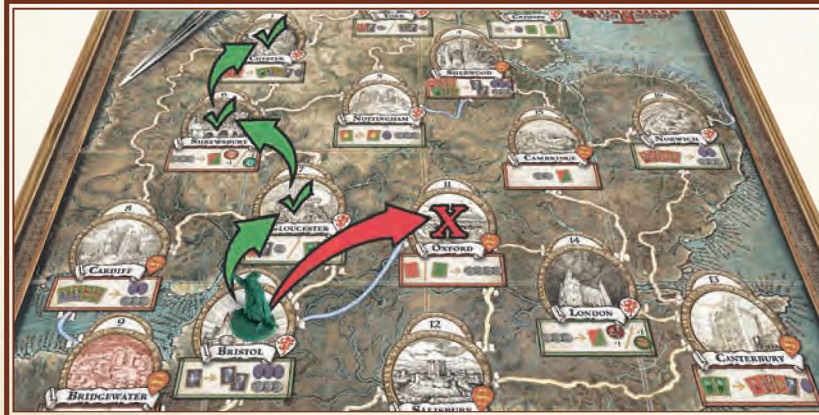
The Neutral player chooses which faction they will support this round



2. TRAVEL

Starting with the first player and proceeding clockwise, each player moves their Character on the England board and perform that Location's action, according to the following:

- **During the first round**, instead of moving their figure on the gameboard, players place it on the gameboard on an empty Location of their choice.
- **Players may move freely up to 3 road segments.** If they have a **Horse**, they may move up to 4 road segments.
- Players may never pass through the same Location twice in the same round.
- Players must move at least 1 space and cannot remain in the same Location they occupied during the previous round.
- **Only players who have a Ship may move through water segments**, treating them just like road segments.
- Player's movement must end on an empty Location.
- If a player passes through a space occupied by an enemy character, they may choose to lose 1 movement point to draw a random card from the opposing player's hand.



EXAMPLE:
"Sergio has neither Horse nor Ship. He cannot start his move going to Oxford, as he would have to use a water segment. Also, the most he can move is 3 segments."

...Phases of Play...



EXAMPLE:
"Ruby has a Horse and a Ship, so she may move forward a maximum of 4 spaces and she may also use water segments in addition to road segments."

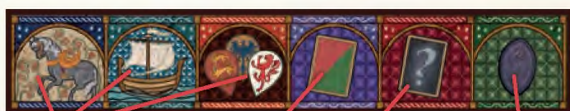
Once a player has moved, they may perform the action of the Location they currently occupy (see page 18).

ENCOUNTER

If either the **Merchant** or the **Mercenary** is present on their current Location, the player receives a bonus, in addition to their Location's action:

- The **Merchant** gives the player 2 Coins.
- The **Mercenary** gives the player 2 Cards from the Provisions Deck.

3. PURCHASE



UPGRADES **SPECIFIC CARD** **RANDOM CARD** **PRESTIGE POINT**

Once all players have placed (during the first round) or moved (in subsequent rounds) their Character Figure, each player may make 1 purchase.

Starting with the first player and proceeding clockwise, players may purchase 1 of the following:

- 1 **Random Card** from the Provisions deck for 1 Coin;
- 1 **Specific Card** from the Reserve for the corresponding cost (which is shown in the table of the ongoing round, according to the current position of the Game Round token);
- 1 **Prestige Point** for the corresponding cost;
- 1 Upgrade token: either the **Ship**, the **Horse**, or the activation of your **Faction Skill** for the corresponding cost.

Having the Ship (may move through water segments) and the Horse (move up to 4 road segments) upgrades provide further movement possibilities. (See *Traveling*, on previous page.)

Faction Skills (which are the same for all characters of the same faction) are described below:

- **Richard's Skill:** When resolving an action in a Red Location, draw and discard 1 card.
- **John's Skill:** When resolving an action in a Green Location, draw and discard 1 card.
- **Neutral's Skill:** During the Purchase Phase, you may trade 2 equal cards for 4 random cards.



...Phases of Play...

4. CONTRIBUTE TO THE CRUSADE

Starting with the first player and proceeding clockwise, each player must add 2 Influence cards, facedown, from their hand to the Crusade deck.

- A player may pay 2 Coins to add a 3rd Influence card to the Crusade deck.
- If players don't want, or can't add 2 Influence cards, they will lose 1 Prestige Point per card not added.

5. OUTCOMES OF THE CRUSADE

It's time to find out what's happening to King Richard!

The first player shuffles the Crusade Deck and draws as many cards as double the number of players

PLAYER #	DRAWS FROM CRUSADE DECK
2	4
3	6
4	8
5	10
6	12

If there aren't enough cards in the Crusade Deck, draw as many cards as possible and then take 1 card of each type from the Reserve, shuffle them, and draw the remaining cards needed from the shuffled cards. If there are still not enough cards, repeat this process as needed. Any remaining cards now form the new Crusade Deck for the next round.

Reveal all of the cards drawn and follow these steps to determine the Outcomes of the Crusade:

I. Compare the Military Force (Red Banner) and Conspiracy/Muslim Militia (Green Banner) cards.

↪ King Richard has won the battle!



If there are **more** Red Banner cards, move the Richard's Army figure a number of spaces on the Richard's Army track equal to the difference between Red and Green Banner cards.



↪ Saladin has won the battle!



If there are **more** Green Banner cards, move the Saladin's Army figure a number of spaces on the Saladin's Army track equal to the difference between Green and Red Banner cards.



↪ Stalemate!



If the number of Red and Green Banner cards is the **same** (or if there aren't any revealed Banner cards), the battle ends with no winner or loser and neither Army track changes.

...Phases of Play...



EXAMPLE: 2 Red Banner cards and 2 Green Banner cards are revealed. Neither force has more than the other, so neither track decreases.

II. Compare the Empty Hourglass (Red) and Full Hourglass (Green) cards.

☞ **The Return of the King has been slowed down!**



If there are **more** Green Hourglass cards, the Return of the King track doesn't move.

☞ **The Return of the King has been sped up!**



If there are **more** Red Hourglass cards, decrease the Return of the King track 2 spaces towards 0.

☞ **The Return of the King draws near!**



If the number of Red and Green Hourglass cards is the **same** (or if there aren't any revealed Hourglass cards), decrease the Return of the King track 1 space towards 0.

III. Compare the Full Chest (Red) and Empty Chest (Green) cards.

☞ **Increase the Royal Treasure!**



If there are **more** Red Full Chest cards, the Treasure of the King track does not move.

☞ **Empty the Royal Treasure!**



If there are **more** Green Empty Chest cards, decrease the Treasure of the King track 2 spaces towards 0.

☞ **Necessary Spending!**



If the number of Red and Green Chest cards is the **same** (or if there aren't any revealed Chest cards,) decrease the Treasure of the King track by 1 space towards 0.

6. RESOLVE THE EVENT CARD

If not yet applied during a previous phase, apply the printed effect of the Event of the Crusade card for this round (revealed during Phase 1) according to the Outcomes of the Crusade (Phase 5). Then resolve the following:

- In a game with 4+ players: Place the Merchant and the Mercenary figures on their new Locations as indicated on the active Event of the Crusade card.
- Discard the active Event card.

7. CHECK FOR END-GAME CONDITIONS

At the the end of a round, check if one of the end-game conditions is met, in the following order:

- + Richard's Army track has reached 10;
- + Saladin's Army track has reached 10;
- + King's Return track has reached 0;
- + King's Treasure track has reached 0;
- + The Game Round track has reached 10.

If the end-game condition was not met, continue with the following:

- Return to the Reserve all the cards drawn during the Outcomes of the Crusade phase, sorting them by type.
- Move the Game Round token 1 space forward on the Game Round Track.
- Pass the First Player token to the next player in clockwise order and begin the next round.



...Winning the Game...

To win the game, players must be supporters of the winning faction. Among those allied with the victorious side, the player with the most prestige points is the winner.

- If the Richard's Army figure reaches the 10th space on its track, King Richard triumphantly wins the crusade and returns home. **The players allied with King Richard are the Winning Faction.**
- If the King's Return figure has reached the 0th space on its track, King Richard returns home early with an army large enough to take back his throne. **The players allied with King Richard are the Winning Faction.**
- If the Saladin's Army figure reaches the 10 space on its track, King Richard dies in battle. **The players allied with King John are the Winning Faction.**
- If the King's Treasure figure has reached the 0 space on its track, King Richard has consumed the entirety of his wealth during the war and has been overthrown. **The players allied with King John are the Winning Faction.**



EXAMPLE:

“Richard's Army has reached the 10 space on its track, meaning Richard is victorious in the Holy Land. The players allied with Richard are the Winning Faction and now count their prestige points to see who won.”



EXAMPLE:

“The Treasure of the King has reached the 0 space on its track, meaning Richard has expended all of his wealth and cannot continue fighting. The players allied with John are the Winning Faction and now count their prestige points to see who won.”

- If the Game Round token is on the 10th space on its track, **all players score Prestige Points for their edict cards.** In case there is a Neutral player, they automatically score 3 additional Prestige Points.

The player with the most Prestige Points wins the game.

NOTE: If there isn't a Neutral player, the player with the most Prestige Points (counting edicts) is the winner of the game.



...Winning the Game...

If, at the end of a round, multiple tracks have reached 10th/0th (or, if the Game Round Track, reached 10), the track with the **lowest value** on the **Order of Resolution** defines the winning faction.

ORDER OF RESOLUTION	GAME TRACK	WINNING FACTION
1	Richard's Army = 10	King Richard
2	Saladin's Army = 10	King John
3	King's Return = 0	King Richard
4	King's Treasure = 0	King John
5	Game Round = 10	Most Prestige Points

ADDING UP PRESTIGE POINTS

After determining the Winning Faction, players calculate any extra Prestige Points from their Edict card. The player (allied with the Winning Faction) who has the most Prestige Points is the winner! In the event of a tie, the player with most Coins is the winner. If the players tie in Coins, the players share their victory.

If the 5th condition is met – *the game ending after 10 rounds* – **the Neutral** must still satisfy the Victory Conditions printed on their Edict card to win; otherwise, break any tie by most Prestige Points.

If, at the end of a round, none of these conditions have been met, a new round begins.

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:Appendix: Location Actions:

BRIDGEWATER



(4-6p) If the player is sided with John, pay 1 Coin to the Reserve. They earn 1 Prestige Point and take 1 card of their choice from the Reserve. Then, every other player sided with John may take a card of their choice from the Reserve. If the player is sided with Richard, nothing happens.

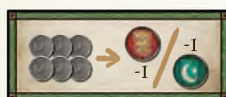


(2-3p) Take 1 Coin from the Reserve, and draw 1 card from the Provisions deck. Then choose between taking 1 Red Banner card or 1 Green Banner card from the Reserve.

BRISTOL



(4-6p) Return 4 cards of the same type to the Reserve. Earn 3 Prestige Points, take 3 Coins from the Coin Reserve, and draw 2 cards from the Provisions Deck.



(2-3p) Return 6 Coins to the Reserve and increase any Army Track 1 space.

CAMBRIDGE



Take 2 Coins from the Reserve and draw 2 cards from the Provisions Deck.

CANTERBURY



(4-6p) Return 2 Green Banner cards to the Reserve. Take 1 Red Banner card and 1 Full Chest card from the Reserve, draw 2 cards from the Provisions Deck, and earn 1 Prestige Point.



(2-3p) Return 3 Green Banner cards to the Reserve. Take 1 Red Banner card, 1 Full Chest card from the Reserve, and draw 3 cards from the Provisions Deck.

CARDIFF



(4-6p) Return 2 Full Hourglass and 2 Empty Chest cards to the Reserve. Earn 2 Prestige Points and take 3 Coins from the Coin Reserve.



(2-3p) Return 2 Full Hourglass and 2 Empty Chest cards to the Reserve. Draw 3 cards from the Provisions Deck and take 3 Coins from the Coin Reserve.

CHESTER



(4-6p) Return 2 Red Banner cards to the Reserve. Take 1 Green Flag card and 1 Empty Chest card from the Reserve, draw 2 cards from the Provisions Deck, and earn 1 Prestige Point.



(2-3p) Return 3 Red Banner cards to the Reserve. Take 1 Green Banner card and 1 Empty Chest card from the Reserve, and draw 3 cards from the Provisions Deck.

GLOUCESTER



Take 1 Coin from the Coin Reserve, and draw 1 card from the Provisions deck. Then, choose between taking 1 Red Banner or 1 Green Banner card from the Reserve

GRIMSBY



(4-6p) If the player is sided with Richard, pay 1 Coin to the Reserve. They earn 1 Prestige Point and take 1 card of their choice from the Reserve. Then, every other player sided with Richard may take a card of their choice from the Reserve. If the player is sided with John, nothing happens.



(2-3p) If the player chooses to return 3 Full Chest cards to the Reserve, increase the Kings Treasure's Track 1 space. If the player chooses to return 3 Full Hourglass cards to the Reserve increase the King's Return Track 1 space.

:Appendix: Location Actions:

LONDON



The active player must return 4 Coins to the Reserve. All players of the same Faction **MUST** return 1 Coin to the Reserve, this ability does not work if your ally doesn't have 1 coin. Increase either the King's Return Track or the King's Treasure Track by 1 space.

NORWICH



(4-6p) Return 2 Empty Hourglass and 2 Full Chest cards to the Reserve. Earn 2 Prestige Points and take 3 Coins from the Coin Reserve.



(2-3p) Return 2 Empty Hourglass and 2 Full Chest cards to the Reserve. Draw 3 cards from the Provisions Deck and take 3 Coins from the Coin Reserve.

NOTTINGHAM



(4-6p) Player draws 1 card from their Faction's Edict deck and returns 1 to the deck's bottom. Then, earn 1 Prestige Point and take 2 Coins from the Coin Reserve.



(2-3p) Take 2 Coins from the Coin Reserve and draw 3 cards from the Provisions Deck.

OXFORD



Player may return 1 card from their Faction (Red if they are sided with Richard. Green if they are sided with John) to the Reserve. Take 4 Coins from the Coin Reserve.

**Neutral players must use the Faction card they are allied with this turn.*

SALISBURY



Take 1 Coin from the Coin Reserve, and draw 1 card from the Provisions deck. Then choose between taking 1 Full Chest card or 1 Empty Chest card from the Reserve,

SHERWOOD



(4-6p) Return 1 card of each type (1 Green Banner, 1 Red Banner, 1 Empty Hourglass, 1 Full Hourglass, 1 Empty Chest, and 1 Full Chest) to the Reserve. Draw 2 cards from the Provisions Deck, earn 3 Prestige Points, and take 3 Coins from the Coin Reserve.



(2-3p) Return 1 card of each type (1 Green Flag, 1 Red Flag, 1 Empty Hourglass, 1 Full Hourglass, 1 Empty Chest, and 1 Full Chest) to the Reserve. Reduce 1 of the army tracks by 1 space.

SHREWSBURY



The active player must return 4 Coins to the Coin Reserve. All players of the same Faction **MUST** return 1 Coin to the Reserve, this ability does not work if your ally doesn't have 1 coin. Reduce one of the army tracks by 1 space.

YORK



Take 1 Coin from the Coin Reserve, and draw 1 card from the Provisions Deck. Then, choose between taking 1 Empty Hourglass or 1 Full Hourglass card from the Reserve.

REFERENCES

A card of your choice   4 of the same type

Richard's Faction Card   Richard's Army Track

John's Faction Card   Saladin's Army Track

Edict Card   King's Return Track

Provision Deck Card   King's Treasure Track

... Round Summary ...

1. REVEAL AN EVENT CARD AND NEUTRAL PLAYER CHOOSES SUPPORT

The first player draws the top card of the Event of the Crusade deck and reads it aloud.

The Neutral player, if any, announces their supporting Faction for the round.

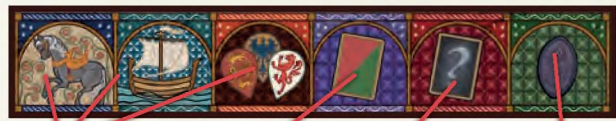
2. TRAVEL, PERFORM LOCATION ACTIONS AND ENCOUNTER

In turn order, players move their Character Figure up to 3 spaces on the England board. If a player has a **Ship**, they can use water segments. If a player has a **Horse**, they can move up to 4 spaces.

Once a player has moved, they may perform the action of the Location they currently occupy.

If either the **Merchant** or the **Mercenary** is present on a player's current Location, they receive their bonus.

3. PURCHASE AN UPGRADE OR A CARD



UPGRADES **SPECIFIC CARD** **RANDOM CARD** **PRESTIGE POINT**

Each player may make 1 purchase. Costs are described on the column below the icons, according to the Game Round row.

4. CONTRIBUTE TO THE CRUSADE

Each player may add 2 facedown cards from their hand to the Crusade deck. To add only 1 card, a player must lose 1 Prestige Point (if they have any). To add a 3rd card, a player must pay 2 Coins.

5. OUTCOMES OF THE CRUSADE

The first player shuffles the Crusade Deck and draws as many cards as double the number of players. Reveal all of the cards drawn:



6. RESOLVE THE EVENT CARD

If not yet applied during a previous phase, apply the printed effect of the Event card for this round.

- (4+ players): Place the Merchant and the Mercenary on their new Locations as indicated on the active Event card.
- Discard the active Event card.

7. CHECK FOR END-GAME CONDITIONS

If any track has come to an end (pag 15), the game Ends. Check **Winning The Game** (pag 16/17).

If the game is not over, continue with the following:

- Return to the Reserve all the cards drawn during the Outcomes of the Crusade phase.
- Move the Game Round token 1 space forward on the Game Round Track.
- Pass the First Player token to the next player in clockwise order.

