Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

Christians

Crusader Kingdoms

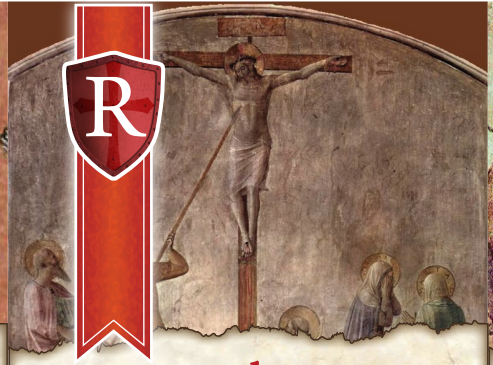
Christians

Crusader Kingdoms

Christians

Champion

You can add up to 2 POINTS to a dice roll of your choice.



Relic

After seeing the rolls of an ATTACK, you can roll all your dice once again, or force your opponent to roll all his dice once again.

Militia

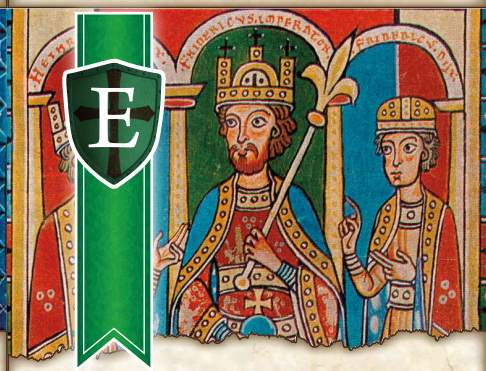
Add 2 DICE to the defense of a castle in response to an attack.

Concerted attack

You can add 3 DICE to an attack. If the attack was initiated by another player, he succeeds and you make more hits than he does, you take control of the area.

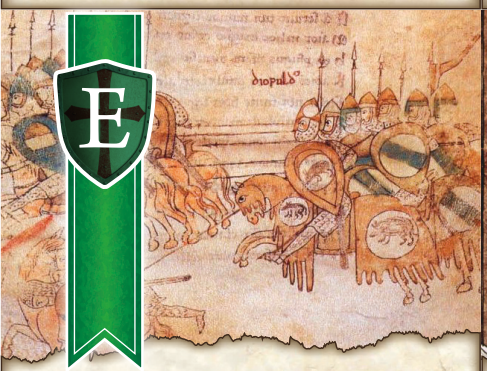
Troubadours

During the rest of the turn your card BONUS does not decrease.



Succession

You can replace up to 3 cards from your hand (including this one) with new cards drawn from the deck.

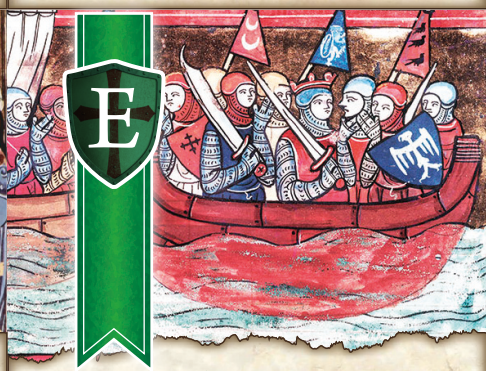


Raid

Choose a player who must discard one card at random.

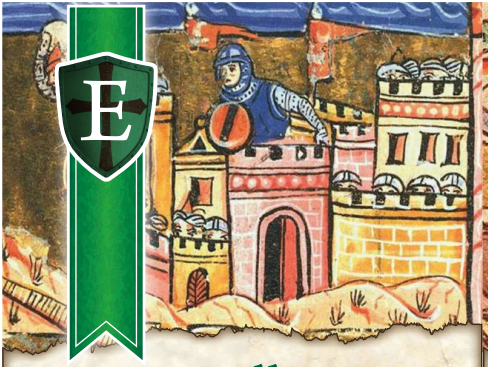
Spies

You can view ALL the cards of a player of your choice.



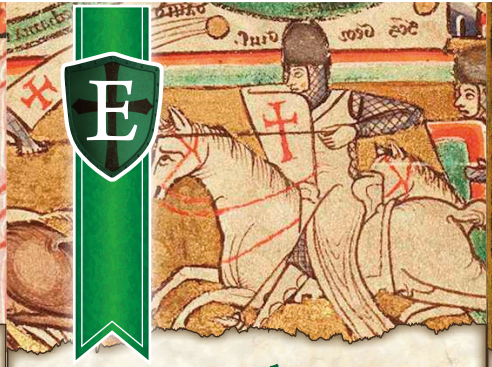
Pilgrims

Draw 2 CARDS from the Christian deck and add them to your hand.



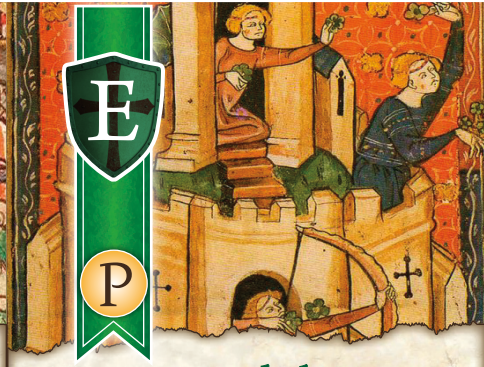
Walls

Raise the level of ONE castle of your choice.



Templars

You can choose between increasing your card BONUS by 1, or reducing the card BONUS from all Muslim players by 1.



Citadels

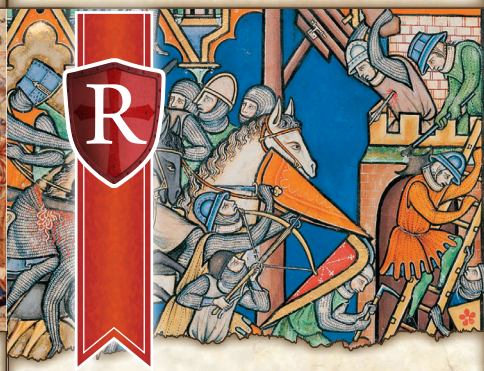
Add 1 DIE to the defense of all your castles for the rest of the turn.

Crusaders !

All Christian attacks against Muslim players or independent areas add 1 extra die.

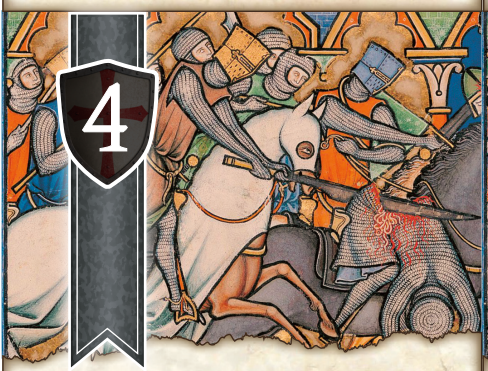
Assassins

Choose an area from another player and roll 1 DIE. If you get more than the defensive value of the area, the area becomes independent.



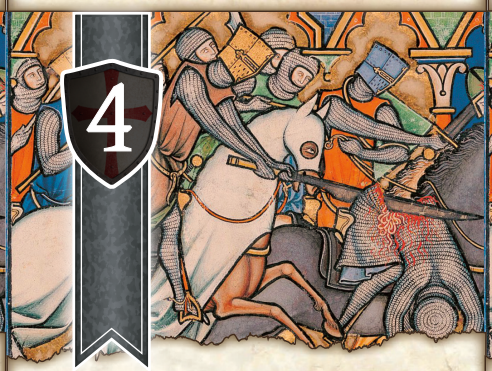
Surprise sortie

The attacker must remove a TROOP card of his choice from those attacking the castle.



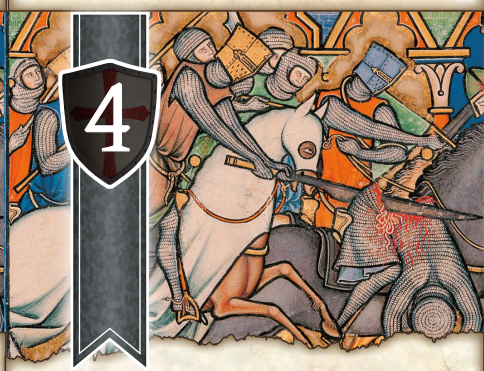
Knights

4



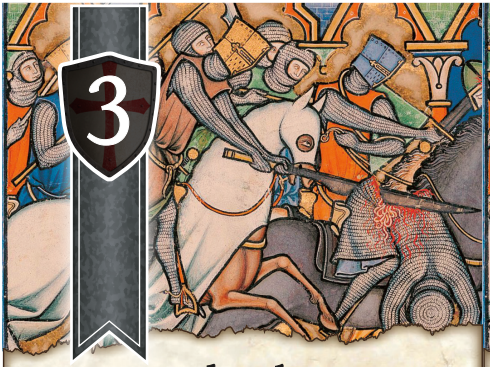
Knights

4



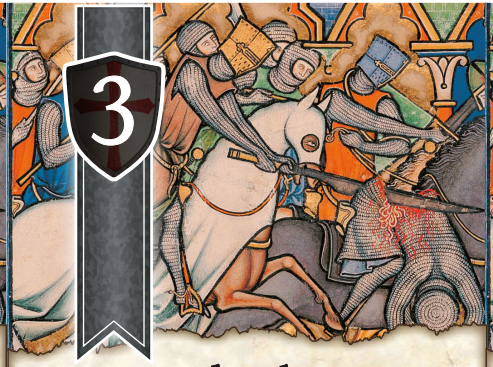
Knights

4



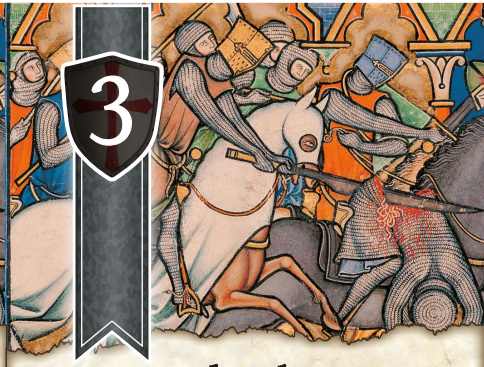
Armed pilgrims

3



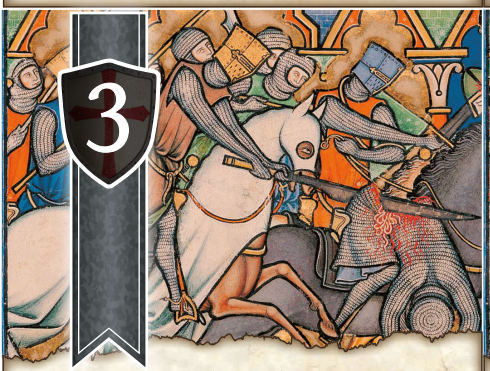
Armed pilgrims

3



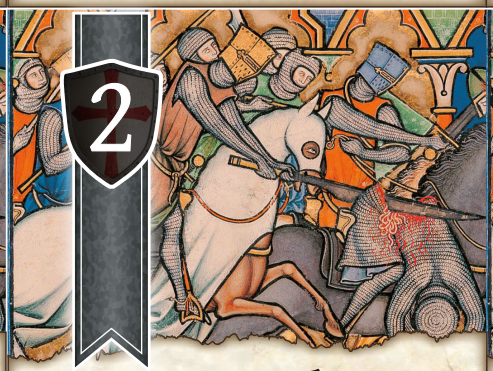
Armed pilgrims

3



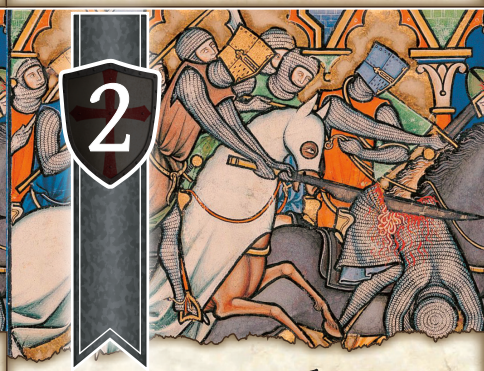
Armed pilgrims

3



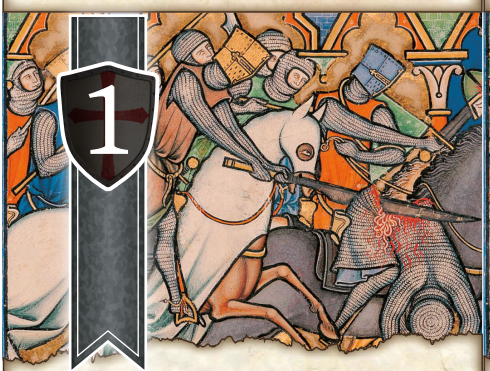
Turcopoles

2



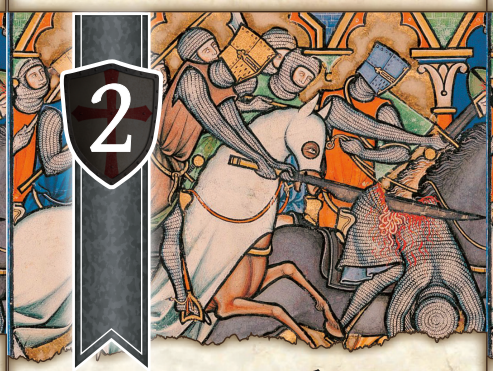
Turcopoles

2



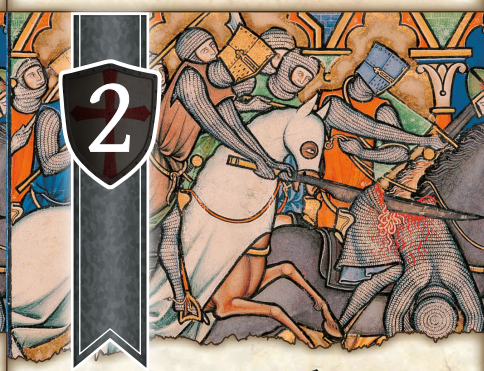
Peasants

1



Turcopoles

2



Turcopoles

2

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

Crusader Kingdoms

Muslims

R

Regroupment

After an ATTACK you participate in, you may retrieve to your hand one of your participating TROOP cards.

R

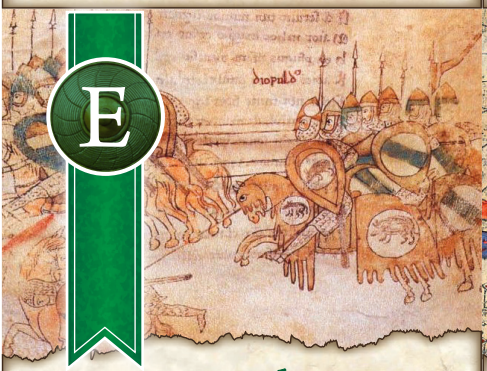
Militia

Add 2 DICE to the defense of a castle in response to an attack.

R

Surprise sortie

The attacker must remove a TROOP card of his choice from those attacking the castle.



E

Raid

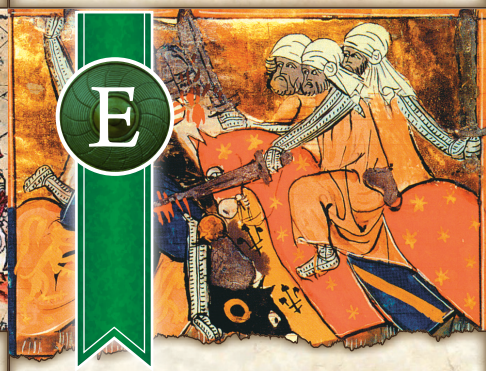
Choose a player who must discard one card at random.

E

P

Commerce

Immediately increase your card BONUS by 1. Also, for the rest of the turn, increase your card BONUS by 1 every time you do the discard action.



E

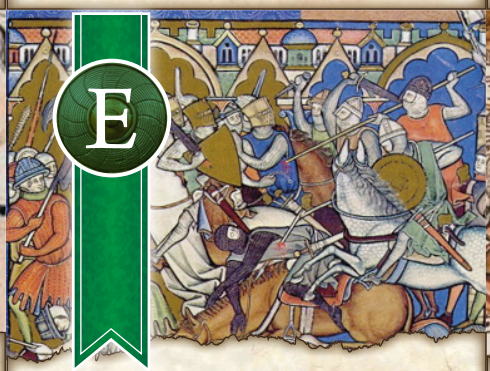
Mercenaries

Choose a RESPONSE card from those already played and add it to your hand.

E

Seduction

Draw a random card from any player and add it to your hand.



E

Independent attack

An area of your choice belonging to another player, that was independent at the start of the game, will be attacked with as many dice as its defensive value. If the attack succeeds, it becomes independent. (It is resolved as an attack action).

E

Jews

Draw one card from each deck and keep one of them.

Succession

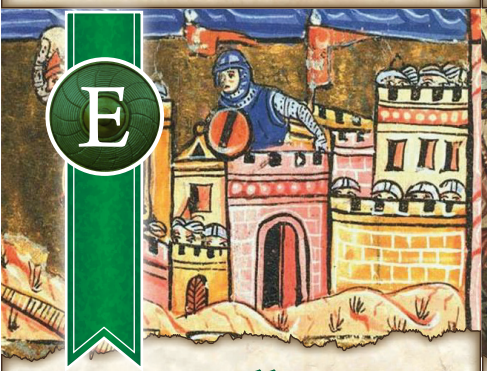
You can replace up to 3 cards from your hand (including this one) with new cards drawn from the deck.

Watchtowers

During the rest of the turn you can look at the cards of the attacks you receive.

Truce

Choose a player: For the remainder of the turn each ATTACK action between you lowers the attacker 1 BONUS or 1 castle level.



Walls

Raise the level of ONE castle of your choice.

Defensive battle

Add 1 DIE to the defense of a castle in response to an attack. If you win you can choose between increasing your card BONUS by 1, or force your opponent to discard a PERMANENT card played on the table.

Leader

You can add up to 3 POINTS to a dice roll of your choice.

Seljuk nobles

4

Seljuk nobles

4

Seljuk nobles

4

Turcomans

3

Turcomans

3

Turcomans

3

Ghazis

2

Ghazis

2

Turcomans

3

Ghazis

2

Ghazis

2

Peasants

1