

Crusade

Crusade is a popular strategy game that represents two armies battling each other. It is commonly used to help identify those with strategic minds that might be adept at real-world tactics.

Overview

The game is played with two players. One plays the white army, the other plays the black army. Players take turns performing an action with one of their units on the game board. For standard play, the game board is 8x8 tiles.

Each player’s army is composed of units (game pieces) known as “Pawns” and “Nobles.” Nobles have movement options that generally allow them to exert much greater influence over the board.

A “step” means a move to an open square without a capture. A “capture” means a move into a square with an enemy piece, taking the enemy piece as part of the move. When a unit is captured it is removed from the game board and is unable to act.

In official matches, each turn is limited to 30 seconds. If a player doesn’t move in time, they forfeit their turn. Players can also forfeit a turn voluntarily. If a player forfeits two turns in a row, it automatically offers a draw to the opponent.

Pawns

There are four types of pawns: Archers, Casters, Rogues, and Warriors. Unlike Nobles, Pawns have a facing direction that influences their movement and actions. Pawns can face any of the four orthogonal directions (left, right, up, down). All Pawns face toward the opponent’s side of the board at the beginning turn of the game.

All Pawns have three basic actions: Capture, Move, and Rotate. Each also has a special ability that makes them unique.

Basic Actions	Description
Capture	Captures an enemy unit in a forward-diagonal tile, relative to its facing direction. Can optionally Rotate afterward.
Move	Steps 1 open tile forward, relative to its facing direction. Afterward, it can optionally side-step 1 tile (left or right, relative to its facing direction) for free. Can optionally Rotate afterward.
Rotate	Rotates the facing direction of the Pawn by 90 degrees (either left or right).

Pawns	Special Ability
Archer	Can attack without moving. This captures pawns up to 2 tiles forward, or any unit 1 tile forward.
Caster	Can use telekinesis on any unit up to 2 tiles forward, moving them 1 step to an open tile in any direction or rotating them. A target hit by telekinesis cannot move on the next turn. Telekinesis can be used after any basic action.
Rogue	Can step 2 tiles forward, or step 1 tile in any direction, or swap places with an adjacent allied pawn. Can step into an empty tile that an allied piece just exited this turn for free. Can always Rotate after any action.
Warrior	Can capture pieces 1 tile forward, and can optionally Rotate afterward. If captured from the front diagonals, it counter-captures the attacker as well, leaving both units defeated.

Nobles

There are four types of Nobles: Bishops, Commanders, Knights, and Paladins. Each has its own unique movement style and abilities.

Noble	Abilities
<i>Bishop</i>	Moves diagonally up to five spaces, or until blocked. Capture ends movement.
<i>Commander</i>	Can stand still or move 1 tile in any direction, but is unable to capture. After moving (or standing still), perform up to one Rotate action on an adjacent Pawn, followed by basic actions with up to two adjacent Pawns.
<i>Knight</i>	Jumps in L-shapes of 1 by 2 squares. Can choose which L-path direction it arrives from.
<i>Paladin</i>	Moves vertically or horizontally up to three spaces, or until blocked. Capture ends movement.

Treasures

Each player starts with four Treasures in their territory: two Supplies and two Relics. Players can capture Treasures by landing with any unit on the Treasure tile. Supply tiles are placed at B3, G3, B6, and G3. Relic tiles are placed at C1, F1, C8, F8.

When Treasure is captured, the player recruits a free unit. The recruit can be placed on any open tile in the first three rows of the player's territory. Capturing a Supply recruits any Pawn of the player's choice, and capturing a Relic recruits any Noble of the player's choice. Pawns must face forward during recruitment, and cannot be placed on the player's first row.

Victory

Victory is achieved when a player captures all four Treasures from their opponent, when they capture all of their opponent's units, or when the opposing player forfeits the match. Games can also end in a draw if a player offers one and the opponent accepts.

Game Setup

Each playthrough is intended to be unique, which is partially accommodated by varied setups. Before the game begins, roll two twenty sided die and apply the following results:

Result	Description
1 – 8	No change to game rules.
9 – 10	Modify the positions of the Treasures to one of the designated "variant" setups, chosen at random.
11	Roll an additional four dice during the "Pawn Setup" phase.
12	Roll an additional two dice during the "Noble Setup" phase.
13 – 16	Remove all [13: Archers, 14: Casters, 15: Rogues, 16: Warriors] from the game.
17 – 20	Remove all [17: Bishops, 18: Commanders, 19: Knights, 20: Paladins] from the game.

Pawn Setup

After the game rules have been assigned, roll eight six-sided dice to determine the starting Pawns for each player's army. For each die, apply the following results:

Result	Description
1	Add an Archer to each Player's Army.
2	Add a Caster to each Player's Army.
3	Add a Rogue to each Player's Army.
4	Add a Warrior to each Player's Army.

5	Each Player adds a Pawn of their choice to their Army after all other assignments have finished.
6	No change to the Player's Army. Ignore the die roll.

There are only four Pawns of each type available per player. If the player is supposed to add an unavailable Pawn to their army (such as if they were all removed from the game or no more are available), they instead do not add one.

Noble Setup

Next, roll four six-sided dice to determine the starting Nobles for each player's army. For each die, apply the following results:

Result	Description
1	Add a Bishop to each Player's Army.
2	Add a Commander to each Player's Army.
3	Add a Knight to each Player's Army.
4	Add a Paladin to each Player's Army.
5	Each Player adds a Noble of their choice to their Army after all other assignments have finished.
6	No change to the Player's Army. Ignore the die roll.

There are only two Nobles of each type available per player. If the player is supposed to add an unavailable Noble to their army (such as if they were all removed from the game or no more are available), they instead do not add one.