

# Crusader Kings The Board Game FAQ

## Game Overview

**Question:** *The rulebook mention on page 2 that Pious Traits Tokens counts as Victory Points. This isn't mentioned in 'Ending the Game and Scoring' on page 17?*

**Tomas Härenstam:** *Pious tokens do not give Victory Points. The reference to this in the rulebook is a leftover from an earlier version of the rules, that was unfortunately not removed.*

## Components

**Q:** *The Crusade Track has 9 spaces. There is a 10<sup>th</sup> Crusade Trait Token (Pious) that did not appear to go anywhere. Is that one just not used?*

**TH:** *The black-rimmed Pious Trait Token is a leftover that's no longer needed. It can be used in Scenario 4 instead of the Event Pious Trait Token the scenario calls for, but other than that, feel free to disregard it.*

**Q:** *There are Events that call for a Stingy Trait Token, but I can't find it among the Event Trait Tokens. Am I missing something?*

**TH:** *The Stingy Trait Token exists, but it's not silver-rimmed, unfortunately. The solution is to put the Stingy Trait Token from the Random Trait Tokens with the Event Trait Tokens.*

**Q:** *In those rare occasions when you re-shuffle the Action cards. What do I do if an action card tells me to take a certain Event Trait Token but there is no Trait Token of that type left?*

**TH:** *In this rare case, find a Random Trait Token for the same trait and use that instead. Should no such token be available, use any other Trait Token with a non-critical trait of the same color (red/green).*

## Setup

**Q:** *In the rules for set up it states that after selecting the initial King, all other culture cards are shuffled to form the deck. Does this includes the special starting character card?*

**TH:** *No. The Starting King cards (with the crown on the back) are only used in setup, according to the scenario.*

**Q:** *When setting up with less than 5 players it says to block off certain territories. Do we only block off the territories outlined in that player color? What about any territories that is outside their normal culture area, like Normandy for the English?*

**TH:** *Only the territories of the same culture (color) as the missing Dynasty are off-limits.*

## General Rules

**Q:** *The rules say you can trade anything at anytime with a few exceptions. Can you trade cards in hand? It seems a little weird but they are not one of the exceptions?*

**TH:** *No, Action Cards also cannot be traded, as they must always be kept secret and thus are not open resources. This should have been included in the list of exceptions, for greater clarity.*

## **Actions**

**Q:** *It says you can make multiple Build actions with a single Realm Card, how does this work?*

**TH:** *You need to declare how many Castles you want to build and where to build them, before making any trait checks. You can attempt to build as many Castles as you like, but only one in each territory and you of course need to have the Gold to complete them.*

**Q:** *The rules say that no single player can ever have more than four Dynasty shields on the Crusade Track at any one time. What happens if you succeed a fifth time with a Crusade, by Event or using Archbishop, can you move one of the dynasty Shields of your choice on the Crusade Track?*

**TH:** *Yes.*

**Q:** *Rules say a male family member must be sent to the crusades then lists the King, a male sibling, a male child or a son-in-law. A player can send the Queen if there is no family members. I'm assuming you can send a brother-in-law or the queen's spouse as well.*

**TH:** *Yes, any male member of your Dynasty can be sent to the crusades. The list of examples should have included a brother-in-law and the husband of a ruling Queen.*

**Q:** *The rules are clear about how cards effects goes round from the next player onward, until the requirement is met. However, what if a card has no requirment, yet is "Other", but the card effect has no effect on your next player? Does the card just get discarded with no effect?*

**TH:** *If an effect of an event marked "Other" does not apply to a player, the effect moves on to the next player to their left. The card in question here should probably be marked "Requirement: Dynasty Shield on Crusade Track" for extra clarity, but it was omitted due to lacking space.*

**Q:** *On some events the target is the highest/lowest card number. What is that?*

**TH:** *Each card has a number in small print on it. That's the card number.*

**Q:** *Certain events targets a member of the royal family with the highest/lowest card number, does that include spouses?*

**TH:** *Yes.*

**Q:** *In the previous rules (Beta rulebook) on page 12 it has a specific note "When a player Taxes, a Duchy produces 1 less Gold than normal". The rules delivered with the game have this note missing though they both still mention it in the section about The Tax Cards on page 15. What is the correct rule, do Duchies produce 1 less gold or do they produce as normal?*

**TH:** *Duchies do not produce less Gold. This was the case in the Beta rulebook, but that rule was removed. Unfortunately it was not removed form page 15, but it should have been.*

**Q:** *When, you perform multiple plots with the same Intrigue action card, does "No more than one Plot of the same type may be directed at the same target" mean the same dynasty or the same territory/character. Does for example two sons of a dynasty counts as two different targets (two sons) or as one target (one dynasty)?*

**TH:** *It means the same territory or character.*

**Q:** *I have read in the Councilors & Inventions rulebook that you can murder councilors, but I can't this rule in the Crusader Kings rulebook. Is that a rule only used with the expansion?*

**TH:** *Councilors can be murdered even when playing without the expansion. Inventions cannot.*

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**TH:** If an effect of an event marked “Other” does not apply to a player, the effect moves on to the next player to their left. The card in question here should probably be marked “Requirement: Dynasty Shield on Crusade Track” for extra clarity, but it was omitted due to lacking space.

**Q:** The rules say that a player may not perform more than one Crusade action in a single Era, unless he has the Archbishop Development Card (at the time of choosing cards for the Round). This implies that you are allowed to play the second Crusade card for both the Action and the Event even if you lose the Archbishop after the card draw. Is this correct?

**TH:** “At the time of choosing cards for the Round” means when you choose your two Action Cards to play in a Round – not when you choose your eight (or more) cards for the Era. All players can draw one or two Crusade Cards at the start of the Era, even without Archbishop. But in order to actually play a second Crusade card, you need to have the Archbishop at the time when you choose your two cards to play in the Round. This comment is important because it means your second Crusade action is not cancelled even if your Archbishop is killed or bribed before the card is actually played.

**Q:** The event “Lesser Princes Unite” gives the next player a pact with the closest independent territory. What if the the only independent territory available has a pact with another player. Does it remove that earlier pact?

**TH:** No – when an independent territory has entered a Pact, it’s not considered fully independent any longer. The event in question only applies to territories which still have a character card on them.

## Achievements

**Q:** Player A has three Dynasty Shields on the Crusade track and also the Crusader achivement. Player B has three Dynasty Shields on the Crusade track and player C has two Dynasty Shields on the Crusader track. If player C plays a crusader action with an event that allows him to replace one Dynasty Shield on the Crusader track for one of his own, and he decided to replace one a Dynasty Shield of the Player A. What happens to the Crusader achivement. Similar situations with other achievements could be possible, for example, if a castle of the player with the Builde achivement is conquerd or if a Councilor of the player with the Inventor achivement is bribed or murdered.

**TH:** In this rare case we’d rule that Player C gets the Crusader achivement, as Player A is no longer in the lead. Players B and C are tied for most Shields, but Player C was the active party in the event and is thus awarded the achivement.

## Ending the Game and Scoring

**Q:** Does the game end immediately upon reaching Jerusalem, or does the Crusade Card that was used for the Crusade action fully resolve its event first?

**TH:** Yes, the action is fully resolved before the event occurs, meaning that the game ends before the event happens.

## Game Concepts

**Q:** *If you are in a pact with two warring dynasties and one of them wants to use your support against the other, do you then have to decide which pact to break?*

**TH:** *If you give support to A against B, B gets a Casus Belli against you and your pact with B is broken.*

**Q:** *Is marriage the only way to end a war?*

**TH:** *Technically yes, you need a Pact to end the At War status. However, you don't need to attack each other even if you are formally At War.*

**Q:** *If I form a pact with another player, can I later get a Casus Belli against that dynasty?*

**TH:** *Yes, you can get a Casus Belli against a Dynasty with which you have a Pact, but then the Pact is broken. At any given time, you can have no more than one of the three statuses with another dynasty: Pact, Casus Belli, At War.*

**Q:** *Does the spread of Plague cause Unrest and kills Foot Soldiers (page 21) or not (page 16)?*

**TH:** *Page 21 is correct, and this information is also on the Plague Event Card. The information on page 16 is not incorrect as such, but it is incomplete.*

**Q:** *Do bastards inherit like normal children?*

**TH:** *Yes, bastards inherit normally.*

**Q:** *Does a marriage that puts a child onto another player's Family Board take that character out of my line of succession?*

**TH:** *Yes, if you marry off a child, he/she is no longer a member of your dynasty. It also frees up space for more children on your family board.*

## Scenarios

**Q:** *In one scenario, the English start with mobilized territories that also are in Unrest, is that really correct?*

**TH:** *There is an error in Scenario 3 – Wessex, Northumbria and Normandy should only be Mobilized, not have Unrest.*

**Q:** *In scenario 2, the Special Rules states that the Crusade ends on step 7 of the Crusade Track and that we should place the Pious token there. This must be wrong, we should place the King of Jerusalem Achievement Token there, right?*

**TH:** *Correct. The game ends when a player reaches step 7 on the Crusade Track, so the King of Jerusalem Achievement should be placed there, not a Pious token.*

**Q:** *In scenario 3, mention Literate Starting Trait for Louis VII the Young of House Capet. I couldn't find any Literate trait tokens. Is this token missing or is it a misprint?*

**TH:** *Please use the Erudite Random Trait Token instead.*