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# Lords of EAVEN

## Rulebook

*Vie for control of Jerusalem and the supremacy of the Middle East as one of the four major powers of the mediaeval world: the Latin Christian Crusaders, the Orthodox Christian Byzantine Empire, the Shia Fatimid Caliphate, or the Sunni Seljuk Empire. Refight and change the history of the first Crusades!*

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# 1. Components



4 Player boards



54 Action cards  
(+4 Bluff cards)



8 Round cards



9 Location cards



12 Fortress markers  
(3 per player)



6 Mosque markers  
(3 Caliphate and  
3 Seljuk)



12 Citadel  
markers



6 Church markers  
(3 Crusaders and  
3 Byzantines)



9 City  
Control  
markers



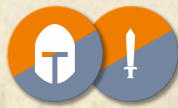
26 Gold markers  
(16x1 value, 6x2 value,  
4x5 value)



1 double-sided  
Last Conflict  
marker



40 double-sided  
Presence markers  
(10 per player)



30 double-sided  
Footman markers



10 double-sided  
Siege Tower  
markers



10 double-sided  
Knight markers




20 double-sided  
Faith markers

+ 1 Game board, 4 screens (1 per player), 10 6-sided custom dice, 4 wooden VP discs (1 per player), 12 wooden Upgrade markers (3 per player) and this rulebook.

# 2. Game Setup





## BOARD SETUP






1. Place the board in the middle of the table.
2. Place the Location cards according to their names on the designated spaces on the board. Place *Aleppo* and *Damascus* cards next to the board.
3. On each Location card place 1 City control marker on the designated space marked with .
4. Shuffle *Round X*, *Round Y*, and *Last Round* cards and place them on the board. Create a deck of the rest

5. Shuffle the Action cards and place the deck on the board.
6. Place each player's VP marker on the '0' position on the Victory track.
7. Place the Faith, Gold, Units, Last Conflict markers and Dice near the board.



8. Place the Presence markers on the board:

- **Byzantines** – 1  in the left column in each: *Iconium*, *Edessa*, and *Jerusalem* + 1  in *Antiocheia*.
- **Crusaders** – 1  in the middle column in *Iconium* + 3  in *Iconium*.





- **Seljuk** – 1  in the middle column in *Edessa* and *Tyrus* + 1  in *Edessa* and *Antiocheia*.
- **Caliphate** – 1  in the left column in *Ascalon* and 1  in the middle column in *Jerusalem* + 2  in *Jerusalem*.





## PLAYER SETUP

There are 4 factions in the game. Each has its own assigned colour:



-  Byzantines – Purple
-  Caliphate – Yellow
-  Crusaders – Red
-  Seljuk – Green

Choose a faction and take all the markers, player board, and screen in that colour.







- 1 Place the player board in the chosen colour in front of you, and the screen next to it.
- 2 Place Building markers in designated places on the player board.
- 3 Place the Upgrade wooden markers in the left space on each of the three rows.
- 4 Place the Bluff Action card next to your player board.

- 5 Each faction has a different starting mix of markers. Place the Gold and Faith behind your player screen, and the Presence and Units in front of it:







### BYZANTINES:

6 Presence , 5 Footmen , 2 Faith , 8 Gold .





### CALIPHATE:

6 Presence , 3 Footmen , 1 Knight , 1 Siege Tower , 1 Faith , 6 Gold .

### CRUSADERS:

6 Presence , 3 Footmen , 1 Knight , 1 Siege Tower , 3 Faith , 4 Gold .

### SELJUK:

6 Presence , 7 Footmen , 3 Faith , 5 Gold .

You are now ready to play the game!




## 3. How to Win the Game

The player with the most VPs is declared the winner when the game ends.

In case of a draw, the player who controls Jerusalem is the winner.

### GAINING VPs:

1. On players' turns:
  - Each player gains 1 VP for participating in a Battle or a Siege.
  - The Ally of the winner in a Battle gains +1 extra VP.

- The winner of a Battle gains +2 extra VP.
  - 1 VP for each of the 3 different Upgrades marked with .
2. At the end of each Crusade:
    - 1 VP for each controlled City.
  3. At the end of the game:
    - 1 VP for 3 Churches/Mosques on the board.
    - 1 VP for 3 Fortresses on the board.
    - 1 VP for 3 Garrisons on the board.



# 4. Core Game Concepts

## ACTION CARDS

Action cards have two uses. One use is to play on your turn to perform an action, and the other is to play a card during the Conflicts.



- 1 Faction Affiliation.
- 2 Benefit when played for Movement and Income actions.
- 3 Artwork.
- 4 The name of the card.
- 5 The effect of the card when played for an action.
- 6 The effect of the card when played for a Conflict.
- 7 The Strength of a card (on Conflict).
- 8 The Cost when played for Development and Presence actions.
- 9 The number of a card.

## LOCATION CARDS

On the Location cards players place their Presence markers. The Location is divided into two areas: the City and the Region. In the Cities, players can place their and Cities can be besieged. In the Regions, players place their , and will conduct Battles.



- 1 The City (indicated with ).
- 2 The Region (indicated with ).
- 3 The amount of you gain when you ransack () the City.
- 4 The Cost of placing .
- 5 The spaces for placing .
- 6 The income of the City.
- 7 The space for the Citadel.
- 8 The space for the City Control marker.
- 9 The name of the City.
- 10 The space for Church or Mosque markers.
- 11 The space for placing .

## ROUND CARDS

The Round cards determine how long the Crusade will last. At the start of each round, the first player draws the top card from the deck and places it next to it. All except the *Last Round* card have no effect.

When the *Last Round* card is drawn, the round is played to completion and the current Crusade ends.

## FACTION AFFILIATION

In the game, we have four factions. Each of these factions has its own colour and unique symbol: .

Many of the game effects use these symbols (especially Action cards). In addition to these four symbols, effects may use combined symbols for Christians and Muslims. In that case, the effect may be resolved by any of these two faction:

- Christians – Crusaders and Byzantines
- Muslims – Seljuk and Caliphate



In addition to that, on the Action cards, there is a symbol. It means that any faction can resolve the effect of this card.




## BUILDINGS


### CHURCH and MOSQUE /

Mechanically the Churches and Mosques work the same. The difference is purely aesthetic. Churches are placed by Christians and Mosques by Muslims.











 During the Development action, you may place the Church or the Mosque in a Region where you have at least 1 .




  During the Income action, each of these buildings provides you extra income depending on your level of Upgrade of this type of building. At the start of the game, each Church and Mosque provides 1 .

 For each of these buildings you have on board you can reroll 1 Dice. You can reroll the same Dice multiple times. Rerolls are always performed by the Attacker first.


## FORTRESS





  During the Development action, you may place the Fortress in any adjacent Location where you have  or .



  During the Battle each Fortress adjacent to the Region where the Battle is conducted provides you a number of  equal to the level of Upgrade of this type of building. At the start of the game, each Fortress provides 1 .

  During the Movement each of your Fortresses on the game board provides you 1 Recruitment point. You can take Units from the general supply immediately and place them in front of your player board. The Costs are equal to the Strength of Units, e.g. 1 Footman Costs 1 .


## CITADEL

 During the Development action, you may place the Citadel in a City that you control.

  When you are besieged, the Citadel provides you a number of  equal to the level of Upgrade of this type of building. At the start of the game, the Citadel provides 1 .

 When you are besieged, for each Citadel that is not on your player board you may play 1 extra Unit in step 8 of a Siege. At the start of the game, your  allows you to play only 1 Unit when you are besieged.


## UNITS



Units provide you  during Battles and Sieges. Each Unit has its Strength depicted on the back of the marker and a Cost in Gold or Recruitment points that is equal to the Unit's Strength.

The Units are colour-coded to indicate in what type of Conflict you can use them.

There are three types of Units in the game:


### 1. FOOTMAN



Strength = 1 

Cost = 1  / 1 

Footmen can be used in Battles and Sieges.


### 2. SIEGE TOWER


Strength = 2 

Cost = 2  / 2 

Siege Towers can be used only in Sieges.


### 3. KNIGHT

Strength = 3 

Cost = 3  / 3 

Knights can be used only in Battles.

## CONTROL OF A CITY

If you have  on the rightmost level of a City, you control this City. You gain a City control marker and at the end of each Crusade, you gain 1 extra VP for each City you control.

When you control a City and play the Development action you may place a Citadel on its designated space.





## PRESENCE


Presence shows your involvement in certain areas. The Presence marker is double-sided, on one side you have Influence, and on the other side, you have Support.

The number of these markers is limited, each player has 10 of them.




## INFLUENCE

Shows your political involvement in the Cities. Some of the effects tell you to place  on the lowest spot, which means to place  on the leftmost space in the City. In Conflicts, you can play up to 1 Unit when you are besieged (you can increase this number by placing Citadels).

## SUPPORT

Shows your military involvement in the Regions. In Conflicts, you can play up to 2 Units for each  you have in Conflict.

## FAITH

A Faith token  is a resource that can be used as 1  at any time, or 1  in a Conflict (Faith tokens do not count towards the unit limit).



## 5. Gameplay

The game is divided into 2 Crusades. Each Crusade is divided into 6 to 8 rounds.

Each round starts with revealing the top Round card from the round deck. The cards have no effects except the *Last Round* card. When the *Last Round* card is revealed, the round is played to its completion, and the current Crusade ends.

In each round, starting with the first player, each player in the direction of play takes 1 action. To take an action you must either play a card to a specific place on the board or discard a card. At the end of your turn, you draw up to 4 action cards (3 action cards and 1 bluff action card).

### DRAFT

At the start of the game, before the first round, perform a draft. Draw 5 Action cards. Now, perform the first round of the card draft: simultaneously, you each pick one card from your hand, set it aside to keep, and pass the remaining cards to the player on the left.

After the first round of the card draft, continue additional drafting rounds: simultaneously, you each pick one card from your hand (which you received from the player to your right) and set it aside to keep, then pass the remaining cards to the left.

This continues until you each have three cards in your hand: this is the last round of the draft. You each pick one card to keep and place the other two cards on the bottom of the draw deck. The draft is now over, and you each take the cards you set aside into your hand.

**Note:** The draft is performed only at the beginning of the game; after the 1st Crusade you simply draw cards from the deck.

At the end of the draft add the Bluff Action card to your hand. Now you have 4 Action cards in your hand. **Note:** The bluff card is always in your hand, i.e. you never play it for an action and you cannot discard it.

### END OF THE 1ST CRUSADE

When the 1st Crusade ends, perform the following steps:

1. Players gain 1 VP for each City Control marker they have (do not discard them).
2. Remove all played Action cards from action columns and place them in the discard pile.
3. Place 2 new Locations on the board: *Damascus* and *Aleppo* with City Control markers on them.
4. Each player draws 2 Action cards and then places the other 2 Action cards on the bottom of the draw deck.

### END OF THE 2ND CRUSADE

When the 2nd Crusade ends, the game ends. Perform the following steps:

1. Players gain 1 VP for each City Control marker they have.
2. Players gain 1 VP for 3 of their Churches/Mosques on the board.
3. Players gain 1 VP for 3 of their Fortresses on the board.
4. Players gain 1 VP for 3 of their Citadels on the board.

## 6. Actions

When you play an Action card for the action, you must place it in one of the four columns. Depending on the action you want to perform you must first pay the Cost for the action or gain a Benefit.

The **COST** is on the bottom right corner of the card and it must be paid on Development and Presence actions.

When you play a card on Development or Presence, and the Faction Affiliation matches your faction, you may resolve an effect of the card in addition to the action. The effect and action may be resolved in any order, but one must be resolved before resolving the other.





The **BENEFIT** is on the top right corner of the card and it may be gained on Movement and Income actions. Take from the general supply everything that is on all visible markers.



When you play a card on Movement or Income you do not resolve an effect of the card.

## DEVELOPMENT



Play a card by placing it above the action icon. If there are already any cards there, play them on top of the rest so that the Cost bar is visible. Pay the total Cost of all red Gold icons on all the cards on this action icon.

Perform the Development. Remove one of your available buildings from your player board and place it on the game board. Each building type has placing restriction:

- Each building may be placed only in the designated place:
  - Churches and Mosques in the Regions.
  - Fortresses between Locations.
  - Citadels in the Cities.
- Each building may be placed if you meet the following conditions:
  - Churches and Mosques can be placed only if you have a in a Region.
  - Fortresses can be placed only if you have a or in a Location adjacent to the designated place for a Fortress.
  - Citadels can be placed only if you control a City.

**EXAMPLE:** Robert (the Crusader) plays “Holy Zeal” for Development ①. He pays 3 to do so ②. He takes the Fortress from his player board and places it next to the Iconium ③. Next, he Upgrades his Fortresses ④. As the Holy Zeal card has Christian Faction Affiliation, he resolves the effect of the card which provides him 2 ⑤.

## PRESENCE



Play a card in the same manner as for the Development action.

Perform the Presence action by placing and in Locations. When performing this action, follow these rules:

### 1. INFLUENCE

- You may place in any City level adjacent to a Location that already had your at the start of your turn. Pay the amount of Gold indicated in the level you place . You may place on any level you want.
- You may increase the level of your in a City that already had your at the start of your turn. Pay the difference between the amount of Gold indicated in the level your is and the amount of Gold indicated in the level you want to increase to.
- If on the level you want to place or increase is an of any opponent decrease that opponent's by one level (move it to the left). All other player's are decreased one level down.
- If any player's is decreased under the first level of a City, that is removed from the board to that player's supply.
- If you place on the rightmost level (indicated with the icon) take the City Control marker and place it next to your player board. If this marker was in the possession of another player, take it from that player.
- If you do not have any on the board, you may place it in any City. You don't pay for the action but you must pay the amount of Gold indicated in the level you place .
- There can be only 1 of each player in a City.
- There can be only 1 on each level of a City.





If a player controls a City and has a Citadel there, it is impossible to decrease their with the Presence action.

## 2. SUPPORT

- You may place in any Region where you have a in a City in the same Location. Pay 1 Gold for each you placed.
- You may place any number of in a Region.

**EXAMPLE:** *Beatrice (the Byzantines) plays “Betrayal of the Emirs” for Presence 1. She pays 3 to do so 2. First, she pays 1 to resolve the effect of the card 3 and she decreases of Seljuk in Edessa, and Caliphate in Jerusalem 4. Thanks to that, her increased in these Cities.*

*Next, she pays a total of 6 5 and increases her in Edessa and Jerusalem to the rightmost spaces, which gives her control over these two Cities, so she takes 2 City Control markers 6.*



## MOVEMENT

Play a card by placing it below the action icon. If there are already some cards there, play them on top of the rest so that the Benefit bar is visible. If there are two Benefit icons on the previous card, place your card to cover the lower icon. Gain all the Benefits visible on all played cards in this column.

When performing this action, follow these rules:

- You may move any number of your from any location to any other location.
- You must pay 1 for moving any number of your from one area to an adjacent area.
- After you end all of your movements you may start Conflicts.

**EXAMPLE:** *George (the Seljuk) plays “Pilgrims” for Movement 1. As a Benefit he gains 2 and 1 2. He pays*

*1 and moves 1 from Tripoli to Antiocheia 3. He ends his movements and starts the Battle in Antiocheia.*



## INCOME

Play the card in the same manner as for the Movement action.

When performing this action, follow these rules:

- Gain a provision of any combination of markers worth 2 .
- Gain the sum of Gold for all of your in all Cities.

**EXAMPLE:** *Yarah (the Caliphate) plays “The Barons’ Dispute” for Income 1. As a Benefit she gains 1 , 1 , and 1 2. Next, she takes 2 as her provision 3. Last, she gains 1 from her in Jerusalem 4.*



















## 7. Conflicts

Conflict can be of two types: Battle or Siege. In the 1st Crusade, each player can initiate a Conflict once per their turn (i.e. a player can initiate as many Conflicts as they have turns). In the 2nd Crusade, each player can initiate up to 2 Conflicts per their turn.

### BATTLE


To conduct a Battle, you must have your  in a Region with at least one of any opponent's . The Battle is resolved in the following steps:

1. Move up to 1 of your  from each adjacent Location.
2. If any opponent has at least one  in the Region where the Battle is conducted or in any adjacent Locations you may ask that player to be your Ally in this Battle. If that player refuses you may ask another player (if able). You cannot ask the player you attacked to be your Ally.
3. Your Ally moves a maximum of 1  from each adjacent Location.
4. The Defender moves a maximum of 1  from each adjacent Location.
5. The Defender may ask for an Ally (if able). The Defender cannot ask you to be their Ally.
6. The Defender's Ally moves a maximum of 1  from each adjacent Location.
7. You and the Defender play face-down one of your Action cards.
8. All players involved in the Battle secretly choose any amount of their Units (2 Units per 1  you have in a Battle) and  and place them in a closed hand over the board.
9. When everyone is ready, all players simultaneously reveal their hands and flip the played Action card.
10. All players with at least 1  in a Battle roll Dice equal to the number of their  in a Battle.
11. Each side of the Conflict adds up all the  they have, this is their Strength in the Battle. The side with higher strength wins the Battle.
12. All players involved in the Battle gain 1 VP. The Ally of the winner gains 1 extra VP. The winner gains 2 extra VPs.
13. Each side must assign  equal to the number of  rolled and played by opponents. Each side may




remove Units as they want, but if they cannot agree on which Units should be removed, the player who leads the side decides. The priority order for assigning Wounds is:










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





Any played  is forfeited.



14. Any Units that were not removed may be returned to the player supply if that player pays 1  per Unit.

This ends the Battle. After the Battle, you draw up to 4 Action cards, even if it is not your turn.

*EXAMPLE: George started a Battle in Antiocheia against Beatrice (the Byzantines) ①. He asks Robert (the Crusaders) if he wants to be his Ally, but Robert declines, so Beatrice asks Robert if he wants to be her Ally, and he agrees. Thanks to that, Robert pays 1  and moves 1 of his  from Iconium to Antiocheia ②, and as he has a Fortress next to the Battle he takes 1  to his supply.*

*George and Beatrice play one of their Action cards face-down and all players involved in the Battle choose how many Units and Faiths they want to spend in this Battle. Units, Faiths, and cards are simultaneously revealed. George played a card with 1  but this card allows him to play another one from his hand, so he plays a card with 3 , in addition to that he played 4  and 2  ③. Beatrice played a card with 1  and the effect will be resolved when assigning , in addition to that she played 2  ④. Robert, her Ally, played 2  and 2  ⑤.*

*Now players simultaneously roll Dice equal to the number of their  in the Battle. George rolls 2 Dice with the outcome of   ⑥. Beatrice and Robert each roll 1 Die with the outcome of  . The Strength of George is 4  from cards, 4  from Units, 2  from , and 1  from Dice, so the total Strength is 11. The Strength of Beatrice and Robert is 8, but as Robert has a Fortress adjacent to Battle he adds 2  to the Battle ⑦. Nevertheless, their total Strength is still lower than George's, so they lose this Battle.*

*George as a winner gains 3 VPs, and Beatrice and Robert each gain 1 VP. The total number of  dealt by Beatrice and Robert is 5, and George must remove all 4 of his Units played in this Battle ⑧. As this is not enough he must remove 1 of his  from the Region ⑨. Beatrice and Robert suffer*





2 ♠ and Beatrice, as the leader, decides that each of them removes 1 ⚔️ 10.

All played ⚔️ are forfeited. Beatrice and Robert each have 1 ⚔️ that was not removed, so each can pay 1 🏆 to return it to their supply.

## ⚔️ SIEGE ⚔️

🏰 To conduct a Siege, you must have your 🏰 in a Region with any opponent's 🏰 in a City in the same Location. You conduct a Siege against a player with the 🏰 on the highest level among all other 🏰 in the City.

The Siege is resolved in the same manner as the Battle with the following exceptions:

1. You cannot move 🏰 from adjacent Locations.
2. You can ask for an Ally only if that player has a 🏰 in the Region where the Siege is conducted.
3. Your Ally cannot move 🏰 from adjacent Locations.
4. The Defender cannot move 🏰 from adjacent Locations.

5. The Defender can ask for an Ally only if that player has a 🏰 in the Region where the Siege is conducted.
6. The Defender's Ally cannot move 🏰 from adjacent Locations.

Steps 7 to 11 are the same as in the Battle.

12. All players involved in the Siege gain 1 VP. If the Defender is the winner move their 🏰 1 level up, and if they already control the City the Defender gains 1 extra VP. If the Attacker is the winner, the winner chooses one of the following:

- The Defender removes their 🏰 from the City (the Citadel is not removed), and the winner places their 🏰 on the top spot.
- The winner removes all players' 🏰 from the City (the Citadel is removed and placed in the general supply) and gains the amount of Gold equal to the number next to 🔥 icon.

Steps 13 and 14 are the same as in the Battle.

This ends the Siege. After the Siege, you draw up to 4 Action cards, even if it is not your turn.










## 8. 2-3 Player Game

In games of less than 4 players there will be one or more unused factions. These are called 'non-player factions'.

Setup and gameplay is the same as for 4 players, except:

1. In a 2 and 3 player game use the back of the Location cards (the side with a 2 column Cities).
2. In a 3-player game remove all elements of the non-player faction from the game.
3. In a 2-player game, you always play as Christians versus Muslims.
4. In a 2-player game remove all elements of the non-player factions from the game. Next, place your faction Presence markers on the board, instead of

the Presence markers of non-player faction markers of the same Faith in a 4-player game.

- If in the City your  is on a higher level than non-player faction nothing happens, but if non-player faction  is on a higher level, place your  on that level. I.e. If you play as Crusaders place  in *Antiocheia*, and a  in *Edessa* and *Jerusalem*. Do not place a  in *Iconium* as you have  on higher level there already.
5. Remove all Faction Affiliation cards from the game, but leave cards with the combined symbols.

### ❧ CREDITS ❧

*Credits to be added soon.*



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