

A vibrant stained glass illustration depicting a medieval scene. In the foreground, King Arthur, with a beard and wearing a crown and a red cape, holds a sword. To his left, a knight in blue armor with a white surcoat also holds a sword. A white lion rampant is visible in the background on the left. In the upper right, a red dragon breathes fire. The background features a castle with multiple towers and a large sun with rays. The entire scene is framed by a decorative border.

CHIVALRY

THE REALM
OF ARTHUR

A GAME OF KNIGHTLY DEEDS
BY DÁVID TURCZI

COMPONENTS



1 Main Board

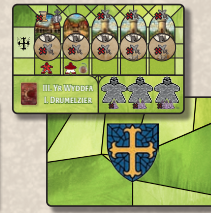
13 Market Town Tiles



3 Mercia
(Yellow)



3 Anglia
(Red)



4 Wessex & Cornwall
(Green)



3 Wales
(Blue)



12 Objective Tiles
(6 Merlin, 6 Morgana)



4 Player Aids



174 Coins



20 Merlin Sigils
(Orange)



20 Morgana Sigils
(Purple)



4 Retinue Bags



20 Fealty Tokens

Per Player Color (x 4)



2 Knights



18 Influence Markers



9 Camps



14 Coats of Arms

Cards:



25 Encounters



21 Quests



20 Items



2 Special Items



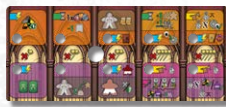
6 Starting
Knights



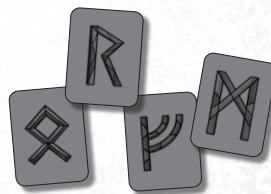
8 Legendary
Knights



4 Player Boards



8 Merlin and Morgana
Tracks



16 Rune Tokens (4 each)

88 Retainers



12 Squires
(White)



12 Smiths
(Green)



12 Envoys
(Orange)



12 Sellswords
(Gray)



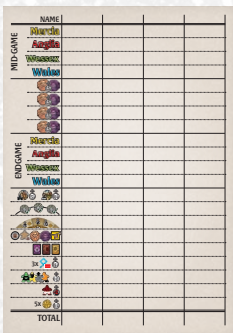
12 Sages
(Yellow)



12 Factotums
(Purple)



16 Brigands
(Red)



1 Scoring Ledger



1 King Arthur Figure



1 Audience Token

SOLO AND 2 PLAYER COMPONENTS



1 Black Dog



8 Black Sigils



3 Black Knight Action Tiles



13 Affliction Cards



1 Sigil Activation Tile

GAME OVERVIEW

In *Chivalry*, you are ambitious Knights in the realm of King Arthur, seeking glory, influence, and renown in the form of victory points.

Each turn represents one day for your Knights in the realm. At dawn, your Knights ride out to Market Towns, Countrysides, Ports, or Camelot itself. During the day, they take actions based on the locations they visit. At Night, they make camp, call retainers back to service, and, if summoned, attend the Feast at Camelot.

Your retainers provide the Skills your Knights need to act. By placing retainers onto your Player Board, you gain temporary Skills that can be used to increase movement, perform Location Actions, complete Quests and Encounters, and resolve powerful effects.

In Market Towns, your Knights may recruit loyal retainers at Taverns, listen to whispers of distant happenings that draw them to the Countryside or Ports to resolve Encounters and complete Quests, or spread their Influence by reclaiming Keeps from the Saxons, rebuilding abandoned Watchtowers, drinking at Village Pubs, contemplating at Monasteries, or searching for ancient Places of Power. Many of these actions require placing Influence markers into the region,

strengthening your presence in the realm and unlocking new opportunities on your Player Board.

The Sigils of Merlin and Morgana represent two competing powers shaping the fate of each region. When you raise their Sigils, you not only gain powerful new abilities from Merlin or Morgana, but also determine which deeds will bring the most glory when regions are scored.

Along the way, your Knights may discover ancient Runes hidden throughout the realm, earn the patronage of members of the Court of Camelot to aid your cause, and even seek an audience with King Arthur himself. Collecting Runes may help you prove yourself worthy of enlisting a Legendary Knight, whose Grace can intervene on your behalf at crucial moments.

The player who earns the most victory points by the end of the game brings the greatest honor to Camelot and wins.

SETUP

MAIN BOARD SETUP

- 1 Place the Main Board in the middle of the table.
- 2 If this is your first game, skip this step, and use the Market Towns pre-printed on the board. Return all Market Town tiles to the box. Otherwise separate the Market Towns by color. Randomly place 1 Market Town face up on each of the indicated spaces in their matching region. Return the remaining Market Towns to the box.
- 3 Place retainers of the indicated colors onto each Market Town.
- 4 If this is your first game, skip this step, and use the Objectives pre-printed on the board. Return all Merlin and Morgana Objective tiles to the box. Otherwise shuffle the Merlin and Morgana Objective tiles separately and place one of each type face up on the indicated spaces in each region. Return the remaining Objective tiles to the box.
- 5 Separate the Encounter and Quest cards by their Countryside and Port locations [add image]. Shuffle each deck separately and place them face up on the corresponding locations on the Main Board.

If any of the cards show a chain in the top-right corner, draw a new card and shuffle the replaced card back into its respective deck. Repeat if necessary until none of the visible cards show a chain.

- 6 Shuffle all of the Item cards into a face down deck and place it on the indicated space on the Main Board.



1

7





- 7 Shuffle the Legendary Knight cards and reveal a number of cards equal to the player count. If playing solo, reveal 2 Legendary Knights instead. Place the Legendary Knights in a row next to the Main Board. Return the remaining Legendary Knights to the box.

If *Bedywyr* is one of the Legendary Knights revealed, place the 2 Special Item cards face up next to him. If not, return the Special Item cards to the box.

- 8 Place the King Arthur figure on the starting space in Camelot corresponding to the player count. Keep the Audience token near the Main Board, close to Camelot.

- 9 Create a general supply of the remaining retainers, Coins, Fealty tokens and Rune Token. Place them on there indicated spaces on the Main Board. Put the Runes at the Round Table on there matching Symbols.
If playing with fewer than 4 players, also return 1 of each retainer type except Brigands (red) to the box.

Coins, Fealty tokens, and Brigands (red) retainers are considered unlimited. If you run out, use any suitable alternative. All other retainer types are limited to their supply.



- 10

NAME	
MID-GAME	Score
	Anglia
	Wales
	Wales
END-GAME	Score
	Anglia
	Wales
	Wales
TOTAL	

- 10 Keep the Scoring Ledger nearby. You will need it during the game.

If playing with 1 or 2 players, follow the additional setup steps on page 16 / 17.





PLAYER SETUP

- 1** Choose a player color and take the matching Player Board, Knights, Camps, Influence markers and Coats of Arms along with 1 player aid and 1 Retinue bag.
- 2** Select 1 Merlin and Morgana Track and slot it into your Player Board.

For your first few games, all players should use the same Merlin and Morgana Track and take 1 of the Inserts marked with MM00.

For more advanced play, use the asymmetric Merlin and Morgana Track marked with MM01 to MM04. Shuffle them and lay out a number equal to the number of players. Starting with the Starting Player and proceeding clockwise, each player selects 1 Merlin and Morgana Track.
- 3** Set up your Player Board as follows:
 - Place 1 Influence marker on each space marked with a lock symbol. If a space shows two locks, stack 2 Influence markers instead.
 - Place 1 Camp onto each space of the Camp track.
 - Take 5 Merlin Sigils and 5 Morgana Sigils and place 1 Sigil onto each corresponding space of the Merlin and Morgana tracks.
- 4** Shuffle the Starting Knight cards and reveal a number of cards equal to the player count plus one.

Starting with the player to the right of the Starting Player, choose 1 Starting Knight in counter-clockwise order. Return all the remaining Starting Knights to the box.
- 5** Take the retainers and Coins (if any) shown on your Starting Knight and place the card face up next to your Player Board. The abilities of each Starting Knight are explained in the Appendix.. Place any Coins next to your Player Board and the retainers into your Retinue bag.
- 6** Randomly draw 2 retainers from your Retinue bag and place them next to your Player Board to start your available pool.
- 7** Place both of your Knights in Camelot. You are ready to begin your adventures.
- 8** The player who most recently rode a horse receives the Starting Player marker.

TURN OVERVIEW

Starting with the Starting Player, players take turns in clockwise order.

Each turn takes place over one day in the realm and are made up of six steps:



1. Move Your Knights
2. Observe Courtesy



3. Perform Location Actions



4. Place Camps
5. Draw more retainers
6. Resolve the Feast at Camelot

FREE ACTIONS

During Dawn and Day, you may also perform any number of Free Actions.

- Spend 1 Coin to gain 1 Command.
- Spend 2 Command to gain any 1 Skill.
- Play an Item card.
- Activate a Fealty reward.
- Activate the Grace ability of your Legendary Knight



DAWN

1. MOVE YOUR KNIGHTS

Before moving your Knights, if one or both of your Knights are lying down, stand them up.

The Main Board is divided into four regions: Anglia (Red), Mercia (Yellow), Wessex & Cornwall (Green), and Wales (Blue). Knights can move to four possible location types:

- Market Towns
- Countrysides
- Ports
- Camelot

You have up to 3 movement steps, which may be divided between your two Knights in any combination. Each move between two adjacent locations connected by a path is 1 movement step.

At least 1 of your Knights must end its movement in a new location. Any number of Knights (including both of your own Knights) may visit the same location. Any unused movement is lost.

You may purchase additional movement steps for 1 Command Skill (or 1 Coin) each. Using Skills is explained on page 9.

[Example]

2. OBSERVE COURTESY

If any other players have standing Knights in the locations where your Knights ended their movement, each of those players receives 1 Coin from the supply for each of their standing Knights in the same location. Lay down each rival Knight that gained a Coin in this way.

[Example: The green player has both his Knights standing in a location with four other Knights: two red Knights standing, one blue Knight standing, and one yellow Knight laying down. The red player gets 2 Coins, the blue player 1 Coin, the yellow player does not get a Coin because their Knight is already laying down. The green player does not get a Coin for their own Knights. Both red Knights and the blue Knight are laid down.]



DAY

3. PERFORM LOCATION ACTIONS

Each of your Knights must perform exactly 1 Location Action in its current location:

- Market Towns offer multiple Location Actions for your Knight to choose from.
- Countrysides allow a Knight to Resolve Encounters matching that specific location.
- Ports allow a Knight to Complete Quests matching that specific location.
- If you return to Camelot, you may Seek an Audience with King Arthur himself.
- Or, when all else fails, a Knight may Beseech for a Coin.

The Location Actions are explained in detail on page 10.

Before or after fully resolving a Location Action, you may play Item cards, activate Fealty rewards, or use the Grace ability of your Legendary Knight.

Reaction effects triggered by a specific Location Action may only be activated after you fully resolve the action. If multiple reactions apply, you may resolve them in any order.

Some effects give you bonus Location Actions. These can be used by either Knight during the Day only.

Bonus Location Actions do not trigger any further reaction effects.



NIGHT

You may not perform Free Actions during Night.

4. PLACE CAMPS

As Night falls, your Knights make camp outside the Market Towns they visited. You may place 1 Camp next to any Market Town with one of your Knights, if you do not already have a Camp there. Starting at the top of your Camp track, take the next available Camp from your Player Board and place it next to the Market Town with your Knight. Repeat this step for each of your Knights. You may only place your final two Camps after they have been unlocked by removing the Influence marker from your Camp track.

[Example]

You may never have more than 1 of your Camps next to the same Market Town.

5. DRAW RETAINERS

As your influence spreads throughout the realm, you call your retainers back to service. Your Authority represents your influence in the realm and determines how many retainers you draw each turn. Your starting Authority is 2. Certain effects may increase it during the game.

Draw retainers equal to your Authority from your Retinue bag. If you cannot draw enough retainers because your Retinue bag is empty, you must Rally the Realm, as described on page _____. After you finish drawing, add the drawn retainers to the retainers left in your available pool.

You may look inside your Retinue bag at any time; however, you must randomize it before drawing retainers.

6. FEAST AT CAMELOT

This step is only performed if one of your Knights returned to Camelot and performed the Seek an Audience with King Arthur action on this turn. This action is explained on page 13.

If you visit Camelot during the game with your Knights you get the Audience token and attend a Feast with King Arthur. (Otherwise, skip this step.)

To attend the Feast at Camelot, perform the following steps:

1. Advance King Arthur one space on the Camelot track.



If King Arthur advances onto the first scoring space of the Camelot track, a Region Scoring is triggered in all four regions of Camelot, as described on page 15.



If King Arthur advances onto the second scoring space, the end game is triggered. Proceed to End of the Game on page 14.

Players can continue to Feast at Camelot even after the end game is triggered.

2. Resolve each revealed effect on your Camp track, in order, from top to bottom. Camp track effects are explained in the Appendix.

3. Return all of your Camps from the map to the Camp track on your Player Board. Place them from bottom to top, filling the bottommost empty spaces first.

4. Return the Audience token to Camelot.

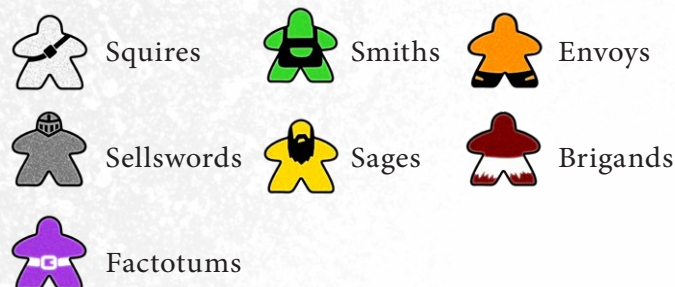
Certain effects or abilities may allow you to remove Camps during the game. When this happens, the top-most spaces of your Camp track will remain uncovered.

USING THE SKILLS OF YOUR RETAINERS

During the game you will use your retainers to provide the Skills your Knights need to carry out Location Actions, increase their Movement, and resolve other effects.

 indicates that a Skill must be spent to carry out the shown effect.

You gain Skills by placing retainers on their work spaces on your Player Board. There are 7 types of retainers:



The retainer must come from your available pool and, unless unlocked by a special ability, each work space may only be occupied by 1 retainer (or a Fealty token). Most work spaces require a retainer of the matching color. Any retainer (except Brigands) can be placed on neutral work spaces.

Brigand can only be placed on red work spaces. Factotums are wild and may be placed on any work space.

Each Brigand anywhere in your Retinue (on your player board, in your available pool, or in your Retinue Bag) loses you -2 victory points at the end of the game.

When a retainer is placed on your Player Board, your Knight immediately gains the Skills shown. The 6 Skills are represented by the following icons:



Skills must be used (i.e. spent) immediately and may only be used for the action or effect you are currently resolving. You cannot split Skills between multiple actions or effects. Any unused Skills are lost.

You do not have to use all your retainers on your turn. Retainers remain in your available pool once drawn, until you use them. There is no limit to the number of retainers in your available pool.

Whenever you gain new retainers from an effect, they are always added to your Retinue bag.

Some work spaces are blocked by Influence markers and cannot be used until they are unlocked by removing one or both Influence markers. Work spaces blocked by Fealty tokens also cannot be used until the Fealty token is removed by an effect.

[Note to have an example image showing blocked spaces here so this doesn't get missed]

The work spaces and bonus spaces that can be unlocked on your Player Board are discussed on page ---.

RALLY THE REALM

If at any point during the game you cannot draw a retainer because your Retinue bag is empty, you must Rally the Realm. You may not choose to draw fewer retainers to avoid this. Perform the following steps:

- 1 Replace any 1 retainer on your Player Board with 1 Fealty token. If there are two retainers on a work space due to an ability or effect, you still replace them with only 1 Fealty token.
- 2 Place the retainer you just removed and all the remaining retainers on your Player Board and all your cards into your Retinue bag.
- 3 Return any Brigands from your available pool to your bag. All other retainers in your available pool remain there.

Retainers are not considered in your available pool until your entire draw is completed. All retainers drawn before you Rally the Realm are set aside during the Rally (including any Brigands) and added to your available pool once the Rally is complete.

After you Rally the Realm, continue drawing retainers as normal.

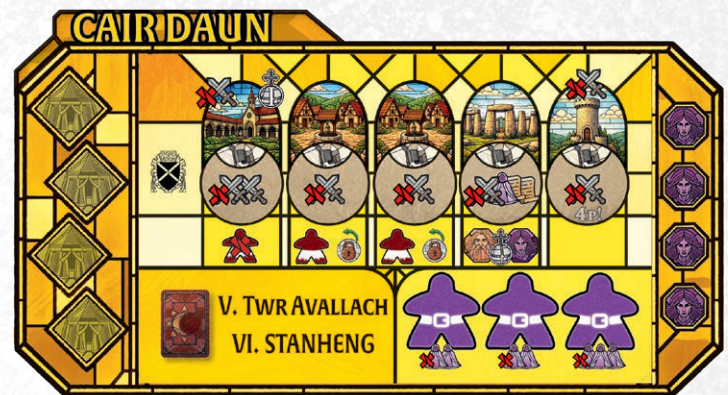
[Example - Black's authority is three (2 base authority + 1 from the Bonus space on their player board), Black must draw three retainers but there are only two in their Retinue bag. Black draws the two remaining retainers: 1 Brigand (red) and 1 Sage (yellow). The Brigand and the Sage are set aside and they must Rally the Realm. Black replaces 1 Envoy (Orange) on their Player Board with a Fealty token, Black then returns all the retainers from their player board (including the 1 Envoy) and all Brigands from their available pool to their Retinue bag. Black does not return the 1 Brigand they drew on this turn because that Brigand is not yet in their available pool. Black then proceeds to draw their last retainer: 1 Brigand. Black places the three retainers they drew (2 Brigands and 1 Envoy) into their available pool.]

You may only Rally the Realm once per turn. If drawing additional retainers would cause you to Rally the Realm again, forfeit any remaining draw, potentially leaving your Retinue bag empty.

LOCATION ACTIONS

The actions available to each Knight depend on the location that Knight is currently visiting.

VISIT A MARKET TOWN

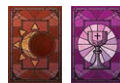


If your Knight visits a Market Town, you will have several possible actions to choose from.

Market Towns may contain the following actions:



Recruit at the Tavern



Listen to Whispers



Raise the Sigil of Merlin/Morgana



Reclaim a Keep



Rebuild a Watchtower



Drink at a Village Pub



Contemplate at a Monastery



Search for a Place of Power

Not all actions are available in every Market Town. In some cases, actions may also become unavailable because all the action sites in a given Market Town are occupied, all matching Sigil spaces are filled, or no retainers remain in a Tavern to recruit.

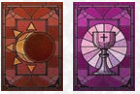
RECRUIT AT A TAVERN



You may recruit 1 new retainer from a Tavern by using the number of Persuasion Skills shown under the selected retainer. Add the new worker to your Retinue bag.

Taverns do not refill with new retainers.

LISTEN TO WHISPERS



Some Market Towns show two distant locations being whispered about by the townsfolk. Their whispers tell of strange happenings in other parts of the realm. Choose one of the two shown locations and gain the top card of that location's deck.

If you have already reached your hand limit of 3 cards, you may not take this action.

If your other Knight is already at the Countryside or Port location needed to resolve the Encounter or Quest you just gained, you may use that Knight's Location Action to resolve it during the same turn.



Your hand is limited to 3 cards of any type. If you already have 3 cards, you cannot gain additional cards. Resolved Encounters, completed Quests, discarded Items, and Starting and Legendary Knight cards do not count toward this limit.



RAISE THE SIGIL OF MERLIN OR MORGANA

You may earn a favor with either Merlin or Morgana by placing one of their magical Sigils on the outskirts of town.

To take this action, choose either the leftmost available Merlin Sigil or Morgana Sigil on your Player Board. Use the number of Lore Skills shown next to that Sigil on its track to place it on an empty matching Arcane space adjacent to the Market Town occupied by your Knight.

Merlin's Sigils may only be placed on spaces showing Merlin's icon. Morgana's Sigils may only be placed on spaces showing Morgana's icon. You can only perform this action if there is an empty matching Arcane space to place your chosen Sigil. Either type of Sigil may be placed in *Cair Gwinntguic*.

Sigils must be removed from the Arcane spaces on your Player Board from left to right. You may remove more Sigils from one track than the other; however, only the two leftmost Sigils are available on each track until you unlock the remaining Arcane spaces by removing the Influence marker in the middle of both tracks.

After removing a Sigil, gain any immediate rewards shown on the Arcane space it occupied on your Player Board. The Merlin or Morgana special ability adjacent to the removed Sigil is now unlocked.

EXAMPLE - Red's Knight in a Market Town that has 1 Merlin Sigil and 1 Morgana Sigil already placed. Red chooses to place 1 Morgana symbol. Let's make this their 3rd Morgana Sigil, so the influence marker will be gone, and let's have them only have placed 1 Merlin Sigil. We'll explain the Arcane space broadly but not the actual effect, something like "Gain the immediate effect show" or permanent ability shown, etc.

TOWN LEVY

The following five actions, require you to place 1 Influence marker on an empty action site to perform them.

To place an Influence marker, you must use: **the Skills shown on the action site you want to occupy + the current Town Levy**

The current Town Levy is determined by the Skills shown above all occupied action sites in that Market Town, including the action site where you are placing your Influence marker.

Action sites without Skills shown above them do not increase the Town Levy when occupied, but you must still pay the current Town Levy when performing those actions.



RECLAIM A KEEP

You may reclaim a Keep from the Saxons by using 2 Arms Skills plus the current Town Levy.

Place 1 Influence marker from your Player Board onto the Keep. Each reclaimed

Keep is worth 5 victory points during final scoring.

[Example - showing town levy in action, one of your player pieces, one of a different player piece, and then you are placing a player piece.]



REBUILD A WATCHTOWER

You may rebuild an abandoned Watchtower by using 1 Arms Skill plus the current Town Levy.

Place 1 Influence marker from your Player Board onto the Watchtower.



DRINK AT A VILLAGE PUB

You may drink at a Village Pub by using 1 Arms Skill plus the current Town Levy. Place 1 Influence marker from your Player Board onto the Village Pub.

Add 1 Brigand (red) retainer to your Retinue bag. Remove 1 additional Influence marker from your Player Board and return it to the box.

[Example - non busy town levy w. Village Pub example - remove influence marker from board and adding brigand.]



CONTEMPLATE AT A MONASTERY

You may contemplate at a Monastery by using 1 Arms Skill plus the current Town Levy. The monks require a presentation of arms before they will allow a knight to

stay with them in peace.

Place 1 Influence marker from your Player Board onto the Monastery. Each Monastery you visit is worth 1 victory point during final scoring.

You may immediately remove 1 Brigand (red) retainer from your Player Board, available pool, or Retinue bag and place it back in the general supply.

Removing a retainer from your Player Board will make their work space available again.



SEARCH FOR A PLACE OF POWER

You may ask local guides to help you Search for a Place of Power in the dark forests on the edge of town by using 1 Arms Skill, 2 Counsel Skills, and 1 Persuasion Skill plus the current Town Levy.

Place 1 Influence marker from your Player Board onto the Place of Power.

Follow the Region Scoring steps on page 15, with the following changes:

- The Region Scoring is performed only in the region occupied by the Knight taking this action.
- You are the only player who scores.
- Do not double your victory points, even if you have the most Influence markers in the region.

[Example - show a Place of Power action occurring in a busy Market Town. Showcase that it is a single region and the player should have the most Influence markers in the region but not double their victory points.]

VISIT THE COUNTRYSIDE



RESOLVE ENCOUNTERS

If your Knight is in a Countryside location (*Forest of Dean, Twr Avallach, Stanheng, Drumelzier, Yr Wyddfa*), you may resolve **one or more Encounter cards** from your hand that match that Countryside location. This counts as a single Location Action, no matter how many Encounter cards you play at that location.

To resolve an Encounter, use the Skills shown on the Encounter card and receive its reward.

If an Encounter has an immediate effect, resolve it immediately and flip the Encounter card over to its Rune side. Encounters with pending effects remain face up next to your Player Board until their effect is triggered. Once triggered, flip the Encounter card over to its Rune side.

When resolving multiple Encounter cards, you may split Skills gained from your retainers across those cards. Rewards may be received in any order and you may use the reward from one resolved Encounter card to help resolve another.

If you trigger any reaction effects, resolve each reaction only once and only after the last Encounter card is played.

You cannot play Items, activate Fealty rewards, or trigger your Legendary Knight's Grace ability between Encounter or Quest cards played during the same Location Action.

The Runes on completed Quests and resolved Encounters are added to your Rune collection regardless of which side of each card is showing.

VISIT A PORT



COMPLETE QUESTS

If your Knight is at a Port (*Lyonesse, Cair Maunguid, or Portesmutha*), you may complete **one or more Quest cards** from your hand matching the name of the Port. This counts as a single Location Action, no matter how many Quest cards you play at that location.

To complete a quest, use the Skills shown on the Quest card to play the Quest into your player area and receive its reward.

If a Quest has an immediate effect, resolve it immediately and flip the Quest card over to its Rune side. Quests with ongoing effects remain face up below your Player Board.

When completing multiple Quest cards, you may split Skills gained from your retainers across those cards. Rewards may be received in any order and you may use the reward from one completed Quest card to help complete another.

If you trigger any reaction effects, resolve each reaction only once and only after the last Quest card is played.

There is no limit to the number of Quests and Encounters you can complete.

[Example completing two Quests at the same Port and one (potentially „Trial of the Green Knight“ and „Track the Beasts“) that has a reaction effect so that it resolves after the last Quest card is played. Would also be great to showcase one with an immediate effect that is flipped over.]

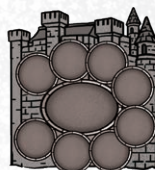
BESEECH FOR A COIN

When all else fails, or you are in desperate need of a Coin, your Knight may appeal to the mercy of those nearby.

Take 1 Coin from the supply.

Be careful if you Beseech for a Coin in Camelot. You may not Seek an Audience there on your next turn.

RETURN TO CAMELOT



SEEK AN AUDIENCE WITH KING ARTHUR

You may return to Camelot to seek an audience with King Arthur. Take the Audience token from Camelot to indicate that the King has promised to meet with you during the evening feast. You will Feast at Camelot during the Night phase of this turn.

Only one of your Knights may perform this Location Action each turn.

You may not Seek an Audience if either of your Knights started this turn in Camelot.

EARN A PATRONAGE

The Court of Camelot is filled with powerful figures—King Arthur and his beloved wife, Guennevar, the Knights of the Round Table, and other trusted advisors. Earning their patronage will greatly aid your cause.

Certain effects will allow you to earn the patronage of these different members of the Court of Camelot. When you earn the patronage of a Court member, place one of your Coat of Arms on any 1 Court member's seat at the Round Table, unless a specific Court member is indicated, and immediately receive the reward shown (if any).

You may only earn the patronage of each Court member once. Multiple players may earn the patronage of the same Court member.

RUNES OF THE DRUID

King Arthur has tasked you with collecting the four types of Runes hidden by an ancient Druidic order across the realm. These Runes are collected when you complete Quests, resolve Encounters, or place your Coat of Arms on *Sagramor*, *Galahad*, or *Agravain*. If you gain the Runes from *Sagramor*, *Galahad*, or *Agravain* take the provided Runetoken from the supply with the active side up. Runes from Events or Quests are depicted on the cards.

Each set of four different Runes allows you to enlist or refresh your Legendary Knight, as explained below. Each set of three identical Runes in your collection is worth 8 victory points during Final Scoring.

LEGENDARY KNIGHTS

Legendary Knights are powerful allies who may join your cause once you have proven yourself worthy. Each player will have the opportunity to earn the favor of 1 Legendary Knight during the game.

- Your Legendary Knight is gained, or refreshed, immediately when either of the following occurs:
- 1. You have one of each of the four different Rune types in your Rune collection.
- 2. You remove the last Merlin Sigil from your Player Board.



The first time this occurs, choose one Legendary Knight from the available card row and place it next to your Player Board.

If you have not previously earned a patronage from this Legendary Knight, place one of your Coat of Arms on the Knight's seat in the Court of Camelot and immediately receive the reward shown (if any). If the Knight already has one of your Coat of Arms, instead place your Coat of Arms on the next Court member in clockwise order without one of your Coat of Arms.

Your Legendary Knight grants you a Grace ability, representing a moment when they personally intervene on your behalf. You may use this Grace once as a Free Action. After using it, turn the Legendary Knight sideways.

Each subsequent time this occurs, refresh your Legendary Knight by turning the card upright. You may then use its Grace again as normal.

Each Rune may only be counted once in each set, however, all Runes are counted again during final scoring.

[Example - show gaining your Legendary Knight by obtaining the final rune needed in a four rune set. One rune should come from the round table, one should come from a quest, one should come from a face up Encounter, one should come from a face down Encounter.]

END OF THE GAME

When King Arthur advances onto the 2nd Scoring space of the Camelot track, the end game is triggered. Continue playing until the player to the right of the Starting Player has finished their turn. All players take one final turn. Then, proceed to Final Scoring.

SCORING

Victory points are scored during the game in two ways:

- During the Feast at Camelot, King Arthur may trigger a Region Scoring for the entire realm.
- When you Search for a Place of Power, you will perform a Region Scoring only in the region occupied by the Knight taking that action.

All other victory points are scored at the end of the game during Final Scoring.



Endgame scoring bonuses grant victory points during Final Scoring.

REGION SCORING

Starting with Mercia, and going in clockwise order, score each of the realm’s four regions as follows:

Compare the number of Merlin’s Sigils and Morgana’s Sigils in the region. Each player with at least 1 Influence marker in the region scores one Objective, according to the Sigils in that region:

- If Merlin has more Sigils, score the region’s Merlin Objective.
- If Morgana has more Sigils, score the region’s Morgana Objective.
- If they are tied, with at least 1 Sigil each, each player may choose which of the region’s two Objectives to score.
- If neither Merlin nor Morgana has any Sigils, no Objective is scored.

The player or players with the most Influence markers in the region score double the victory points for their Objective. If an Objective shows „max VP“ that limit is applied before doubling the victory points.

There is no limit to the number of times a Region Scoring may be performed during the game. In the rare case that the Scoring Ledger is full, continue recording your scores somewhere else.

[Example - Show an example of a region scoring across all four regions. The first region Merlin or Morgana has no sigils, the second they are tied, the third and fourth they each win one. Also highlight doubling the victory points as both a clear majority and a tie in two of the regions.]

When performing a Region Scoring from a Search for a Place of Power action, only the player whose Knight is performing the action scores the region occupied by that Knight. That player does not double their victory points, even if they have the most Influence markers in that region.

FINAL SCORING

Perform a final Region Scoring.

Each player then scores additional victory points as follows:

- 5 victory points for each Influence marker on a Keep.
- 1 victory points for each Influence marker on a Monastery.
- The printed victory points, and any endgame scoring bonuses, on each completed Quest.
- The printed victory points, and any endgame scoring bonuses, on each resolved Encounter.
- All unlocked victory points from your Player Board, marked with ____.
- Victory points for your longest uninterrupted streak of your Coat of Arms on the Round Table according to the table below:

2 - 3	3 VP
4 - 5	6 VP
6 - 7	10 VP
8 - 9	15 VP
10 - 13	20 VP
14	30 VP

- Victory points for your Coat of Arms on King Arthur, Guennuvar, and Launcelot, regardless of whether or not they are in your longest uninterrupted streak.
- 8 victory points for each set of three identical Runes.
- 10 victory points for each set of retainers with a Smith (Green), Sage (Yellow), Sellsword (Gray) & Envoy (Orange).
- -2 victory points for each Brigand (red).
- 1 victory point for every 5 Coins remaining, rounded down.

Your retainers are counted regardless of if they are in your Retinue bag, available pool, or on your Player Board. Factotums (Purple) and Squires (White) do not contribute to final scoring.

The player with the most victory points is the winner and brings the greatest honor to Camelot. In the case of a tie, players share the victory.

THE BLACK KNIGHT - 2 PLAYER RULES

2 PLAYER SETUP

Follow the Main Board and Player Board Setup steps on pages 4 / 5 with the following additional setup steps:

- 1** Create a playing area for the Black Knight to the right of the Main Board.
- 2** Choose an unused player color and place all of the Influence markers of that color, 5 Merlin Sigils, and 5 Morgana Sigils in the Black Knight's playing area.
- 3** Take 1 Encounter card from the bottom of each deck. Shuffle the 5 cards together and reveal 1 card. Place the Black Knight and the Black Dog in the Countryside location matching the card. Remove the 5 Encounter cards from the game.
- 4** Place the 3 Black Knight Action tiles face up next to the Black Knight's playing area.

Return the Black Sigils, the Puce Knight figure, and the Affliction cards to the box. These are only used for the solo mode.

PLAYING THE GAME

Perform the Morning and Day phases of your player turn as normal, with the following changes:

- If your Knight performs an action in the same location as the Black Knight, your opponent immediately gains 1 Coin from the supply.
- Your opponent does not need to have a Knight in the same location and they do not need to lay either of their Knights down.
- The Black Knight's Influence markers are counted when determining majorities during a Region Scoring.
- The Black Knight does not collect Coins, score points, or lay down.

Add the following additional step to the Night phase of each player's turn:

7. MOVE THE BLACK KNIGHT

Choose a location adjacent to the Black Knight's current location. The chosen location may not contain the Black Dog unless there is no other option. The Black Knight can never be moved to Camelot.

Move the Black Knight to the adjacent location and move the Black Dog to the location the Black Knight moved from.

After moving the Black Knight, each player gains 1 Coin from the supply for each of their standing Knights in the same location as the Black Knight. Lay down each Knight who gains a Coin in this way as normal.

[Example: It is the green player's turn. The green player has 1 STANDING Knight on the location currently with the Black Knight, that location also has 1 LAYING DOWN Blue Knight. The green player and the blue player each have STANDING Knights on two different locations adjacent to the current location with the Black Knight. The green player chooses to move the Black Knight to the adjacent location with their STANDING blue Knight. 1 Knight on a location that is adjacent to wherever the Black Knight currently is. The blue player has a Knight that is laying down on the Black Knights current location. Move the Black Knight to the location with the green player's Knight and move the black dog to the location where the Black Knight came from (where the Blue player Knight is)]

8. PERFORM THE BLACK KNIGHTS ACTION

In the new location, the Black Knight performs the following action:

- If the Black Knight is visiting the Countryside or a Port, remove the top card of the corresponding deck from the game.
- If the Black Knight is visiting a Market Town, the active player selects one of the face up Black Knight Action tiles to perform, then flips the chosen tile face down. If all three tiles are face down, flip them all face up before choosing.

Remove retainer requiring the fewest Skills from the Tavern in the Market Town.

Choose an action site and place 1 Influence marker from the Black Knight's playing area. Ignore all costs and benefits.

Place 1 Sigil from the Black Knight's playing area on a corresponding Arcane space next to the Market Town.

You cannot choose an action the Black Knight cannot perform. If the Black Knight cannot perform any of the available actions, the Black Knight does nothing and your turn ends.

THE PLAGUE KNIGHTS - SOLO MODE

A shadow has fallen across the realm of King Arthur. In the solo mode, you face the Plague Knights: the Black Knight and the Puce Knight. Guided by the Affliction Deck, they spread unrest, claim influence, and block your plans. Choose Merciful or Relentless difficulty, then bring honor to Camelot before the realm falls to their unrest.

SOLO SETUP

Follow the Main Board and Player Board Setup steps on pages 4 / 5 with the following additional setup steps:

AFFLICTION DECK SETUP

- 1 Remove the 4 Affliction cards marked with _____ if playing on Merciful difficulty, or the 4 cards marked with _____ if playing on Relentless difficulty, and return them to the box.
- 2 Set aside the Affliction card marked with _____ aside and shuffle the remaining 8 cards together into a face down deck.
- 3 Shuffle the top two cards of the deck together with the set-aside card. Place these three cards near the Main Board, then place the remaining six cards on top to form the Affliction Deck.

BLACK KNIGHT SETUP

Create a playing area for the Black Knight near the Main Board:

- 4 Place the 8 Black Sigils in the Black Knight's playing area.
- 5 Choose an unused player color and place all of the Influence markers of that color in the Black Knight's playing area.
- 6 Reveal the top card of the Affliction deck. Place the Black Knight figure on the Market Town matching the number on the _____ of the card.
- 7 Discard the card into a discard pile next to the Affliction deck.

PUCE KNIGHT SETUP

Create a playing area for the Puce Knight near the Main Board:

- 8 Choose another unused player color and place all of the Influence markers and Coats of Arms of that color in the Puce Knight's playing area.
- 9 Place 5 Merlin Sigils, 5 Morgana Sigils, and the Sigil Activation tile in the Puce Knight's playing area.
- 10 Turn the Sigil Activation tile to the _____ side if playing on Merciful difficulty. Turn the tile to the _____ if playing on Relentless difficulty.
- 11 Place the Puce Knight figure on the Market Town with the number four higher than the number of the Market Town with the Black Knight figure. When counting past #9, continue from #1.

For example, if you placed the Black Knight figure on the _____ (#8), then place the Puce Knight on _____ (#3).

Return the 3 Black Knight Action tiles to the box. These are only used for the 2 player game.

PLAYING THE SOLO GAME

Perform all the steps of your player turn as normal, with the following changes:

- If your Knight visits a Market Town containing either the Puce Knight or the Black Knight, take 1 Coat of Arms from the Puce Knight's playing area and place it in the middle of the Round Table.

After your turn, reveal the top card from the Affliction deck and perform the following steps:

1 Move the Plague Knights.

Advance both the Black Knight figure and the Puce Knight figure by the number of steps (1 or 2) shown on the card. The Knights always visit Market Towns in sequential order. For example, if the card shows _____, the Black Knight is on Cair Daun (#__), and the Puce Knight is on Londinium (#__), the Black Knight would move to _____ and the Puce Knight would move to _____.

2 Resolve the Plague Knights' Actions

The Black Knight always performs the topmost action shown on the revealed card. If that action cannot be resolved, the Black Knight continues down the list of actions until it can perform an action it can resolve.

The Puce Knight always performs the second action shown on the revealed card. If that action cannot be resolved, the Puce Knight continues down the list of actions until it can perform an action it can resolve, even if that action is the same action as the Black Knight.

In the unlikely event the Black Knight or the Puce Knight cannot perform any action, take 1 Coat of Arms from the Puce Knight's playing area and place it in the middle of the Round Table for each Knight that is unable to perform an action.

In the Solo mode, you do not receive a Coin if the Black Knight or the Puce Knight performs an action in the same Market Town as one of your Knights.

Then, proceed with your next turn.

PLAGUE KNIGHT ACTIONS

Each Knight performs its action in the Market Town it is currently visiting. If an action shows more than one step, the Knight performs that action as long as it can complete at least one of the steps.

CONSCRIPT

Remove the retainer requiring the fewest Skills from the Tavern in the Market Town and place it in the playing area of the Knight performing this action. In case of a tie, the Knight chooses the leftmost retainer.

The action cannot be resolved if there are no retainers remaining in the Market Town.

SUPPRESS

Compare the victory points values in the lower right corner (if any) of the top Encounter or Quest cards in the shown locations. Place the card with the higher victory points into the playing area of the Knight performing this action. In the case of a tie, the Black Knight chooses the card from the first location and the Puce Knight chooses the card from the second location.

In the unlikely event that both decks are empty, this action cannot be resolved.

OCCUPY

If the Black Knight performs this action, place 1 Influence Marker from the Black Knight's playing area on the **rightmost** empty action site.

If the Puce Knight performs this action, place 1 Influence Marker from the Puce Knight's playing area on the **leftmost** empty action site.

This action cannot be resolved if there are no empty action sites in the Market Town.

The spaces marked with ____ are not used in the Solo mode.

REPEL

Take 1 Black Sigil from the Black Knight's playing area and place it in the topmost empty Arcane space next to the Market Town. This action cannot be resolved if the Black Knight has no remaining Black sigils or there are no empty Arcane spaces available.

INFLUENCE

If the Black Knight performs this action, the Black Knight resolves the Repel Arcane action instead.

If the Puce Knight performs this action, place a matching Merlin Sigil or Morgana Sigil on the topmost empty Arcane space next to the Market Town. After placing the Sigil, resolve the Sigil Activation tile according to the total number of Sigils (Merlin and Morgana) remaining in the Puce Knight's playing area.

This action cannot be resolved if the Puce Knight does not have any remaining sigils matching the topmost empty Arcane space or there are no empty Arcane spaces available.

SEEK AN AUDIENCE

This action may be performed in any location. The Plague Knights never return to Camelot.

Perform the following steps:

- 1 Place 1 Coat of Arms from the playing area of the Knight performing this action onto the middle of the Round Table.
- 2 Collect all the discarded cards and remaining cards the the Affliction deck and randomly remove one of card #6 to #9.
- 3 Set aside the Affliction card marked with aside and shuffle the remaining 8 cards together into a face down deck.
- 4 Shuffle the bottom 2 cards of the deck together with the set-aside card. Place these 3 cards back on the bottom of the Affliction deck, then place the remaining 5 cards on top to form the Affliction Deck.
- 5 Advance King Arthur one space on the Camelot track.

If King Arthur advances onto the first scoring space of the Camelot track, a Region Scoring is triggered in all four regions of Camelot, as described below.

If King Arthur advances onto the second scoring space, the end game is triggered. Proceed to End of the Game below.

PLACE COAT OF ARMS

Take 1 Coat of Arms from the Puce Knight's playing area and place it in the middle of the Round Table.

REGION SCORING

When performing a Region Scoring, the Black Knight and Puce Knight each participate as separate players, but score together as the Plague Knights. Follow the normal steps with the following changes to the scoring:

- The Black Knight and Puce Knight do not score for any Objectives and they do not receive double the victory points for having the most Influence markers.
- The Black Knight or the Puce Knight must have at least 1 influence marker in the region to score the following points:
 - If you have the most Influence markers in the region, the Plague Knights score 8 victory points. You still double the victory points you receive from the Objective (unless scoring from a Search for a Place of Power action) and "max VP" limits still apply.
 - If one of the Plague Knights has the same amount or more Influence markers than you, the Plague Knights score 16 victory points.
 - If both Plague Knights have the same amount or more Influence markers than you, the Plague Knights score 24 victory points.

The Black Knight and Puce Knight do not score any victory points when you perform a Region Scoring from a Search for a Place of Power action.

END OF THE GAME

When King Arthur advances onto the 2nd Scoring space of the Camelot track, the end game is triggered as normal. Play one final turn and resolve the Plague Knights' final actions. Then, proceed to Final Scoring.

FINAL SCORING

Perform the steps for Final Scoring as normal, including the final Region Scoring. Then score the additional victory points with the following changes:

When scoring the additional victory points, the Black Knight and Puce Knight each participate as separate players, but score together as the Plague Knights.

- The Plague Knights only score the printed victory points on completed Quests or resolved and not for any endgame scoring bonuses.
- Instead of scoring for sets of retainers, the Puce Knight and the Plague Knight each score 10 victory points for every 4 retainers (regardless of type) collected in their playing areas.
- The Puce Knight scores 10 victory points if they have no Merlin sigils remaining.
- The Puce Knight scores 10 victory points if they have no Morgana sigils remaining.
- The Plague Knights do not score victory points from Runes, Coins, or for having their Coat of Arms on King Arthur, Guennuvar, and Launcelot. They also do not lose victory points for having Brigands in their playing area.

Combine the total victory points scored by both the Black Knight and the Puce Knight. This is the Plague Knights' final score.

If your final score is higher than the Plague Knights' combined final score, you have prevailed and saved the realm! If not, your failure has allowed the realm to fall to the Plague Knights' unrest.