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Game: **AVALON: THE RIVEN VEIL**
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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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MODES OF PLAY

Choice 1: Normal length or long game

Normal length: Play 2 seasons, then the game ends.

Long game: Play 3 seasons, then the game send (adds roughly 20 minutes per player).

Choice 2: Standard or deterministic battles

Standard (push your luck): Use the full rules for battles.

Deterministic (no randomness): Use the full rules for battles but players automatically receive the full limit strength of their battle plans + bonus cards without drawing combat cards.

Choice 3: symmetric or asymmetric factions

Symmetric factions: All players have the same faction powers but their Lords are distinct. Use side A of both the lord board and the faction board (no faction objectives).

Asymmetric factions: All players have deeply asymmetric faction powers and effects. Start by using side A of the lord board and side B of the faction board. They can later upgrade their lord board to side B by fulfilling their faction objective.

Choice 4: Catch-up or no catch-up mechanisms

Catch-up mechanisms: Players may catch up by earning additional VPs. Use side A of the favor track board. At the start of the War phase, the player with fewer VPs than all other players may gain the Green Knight during the War phase.

Little or no catch-up mechanisms: Players compete with little or no help from the game if they fall behind. Use side B of the favor track board *and/or* no player gains the Green Knight during the game.

SETUP

Assemble the **game board frame** and place it in the middle of the play area. Shuffle all **Avalon region tiles** and, without revealing them, place 4 coastal, 4 inner and 1 central region tile facedown within the frame to form the isle of Avalon. Place the **favor track** nearby.

Each player chooses a **faction**, assembles the faction's **lord and faction boards**, and takes the corresponding **faction cubes, discs and flags, lord(s), champions, warriors and settlements**. They then place their **card separator** into their hand.

Choose a **game mode**. Turn the favor track board, factions board and lord board to the corresponding sides.

Place a **settlement** on each of the settlement slots of the faction board, and a **faction disc** on the 0 spot of all tracks on the board. If playing asymmetric Druids, place 8 discs (ley line markers) on the 8 spaces on the board. If playing asymmetric Knights, place the 4 knight flags in their play area.

Sort all the cards from the main decks into 4 decks (**Deploy/Move/Settle/Battle Plan**). Each deck should contain all the cards with identical 'type' symbols in the top left (also denoted by the color of the card). Shuffle each deck and place them face down in the deck holder in the top slot that matches their deck type.

Separately shuffle the **mythical beast, artifact and prophecy** decks and place them facedown in their spots on the favor track board. Place the **Green Knight card** and the **Excalibur card** in their spots.

Place the **favor marker** (a faction cube) of each player on the 0 space of the favor track.

Place the **VP** (victory point) **marker** (a faction cube) from each player on the VP track (on the frame) in the space equal to the VP value next to the faction name on their lord board.

Place the **season tracker token** on the first space of the season track, and the **round tracker token** on the season setup space of the round track (on the frame).

Place the **Excalibur token** at the end of the favor track and the **Holy Grail token and card** and the **Green Knight miniature** nearby.

Place all **mythical beast miniatures, strength tokens and VP tokens** within reach of the players.

2 player game: Place the **deep mist token** on the south, the north-west, the northeast and the north regions.

3 player game: Place a **deep mist token** on the north-east and north regions.

Deep mist regions cannot be deployed to or moved to and are functionally ignored during the game.

Each player draws 3 **artifacts** from the artifact deck, chooses 1 to keep and shuffles the other 2 back into the deck. They gain the VPs in the top left of the card and then place it in any available artifact slot under their lord/faction board (granting its benefits immediately to the corresponding hero).

Seasonal effects

If you see VP icons separated by a /, this denotes which reward you gain in a specific season (season 1/season 2/season 3).

PHASES OF A SEASON

There are 2 or 3 seasons in the game. Each starts with a Mist phase, followed by the Preparation phase (where players will perform 3 rounds of play), and concludes with the War phase.

During a season, track the phases by moving the round tracker around the board clockwise, stopping to perform the steps at each space before proceeding. At the end of a season, move the season tracker to the next season and move the phase tracker to the start of the Mist phase.

I. MIST PHASE

I. REGIONS RETURN TO THE MISTS

(Skip this step in the first season)

1. Return all units in all regions to their respective owner's supply (leave settlements, strength tokens and ley line markers in their positions).
2. Any remaining facedown mist cards are revealed. If the Holy Grail card was not claimed in the previous season, place it back near the favor track, then place all other mist cards on the bottom of their respective artifact/mythical beast decks.
3. Remove all regions without a settlement from the board and shuffle them back into their respective region tile piles. Then draw new region tiles from the piles and place them facedown (unrevealed), in each empty region space of the board.

If strength tokens and ley line markers have to be moved during this step, place them back into the same region afterwards.

2. PLACE MIST CARDS

Based on the player count, draw the following number of artifacts and mythical beasts from their respective decks and take the holy grail card then shuffle them together to form the **mist deck**:

2 players: 2 artifacts, 2 mythical beasts and the Holy Grail card.

3 players: 3 artifacts, 3 mythical beasts and the Holy Grail card.

4+ players: 4 artifacts, 4 mythical beasts and the Holy Grail card.

Place 1 card from the mist deck facedown on each region (ignoring regions with a deep mist token on them). Regions with a facedown mist card on them are **unexplored** and can be explored.

3. NEW PROPHECY CARDS

Discard all **prophecies** and return any faction cubes on them to their respective players. Then draw 1-3 prophecy cards from the prophecy deck depending on the season (season 1=1, season 2=2, season 3=3) and place them faceup beneath the favor track. These prophecies are now **active** for the season.

4. RESET ABILITIES

(Skip this step in the first season)

Each player returns all faction cubes from abilities to their supply to indicate they can use these abilities again. Leave the faction power trackers and faction objective trackers in place.

5. GAIN SETTLEMENT BONUSES

(Skip this step in the first season)

Each player gains the VPs from the visible settlement slots printed on their faction board. Then deploy warriors to each of your settled regions equal to the number of warrior icons on that settlement's visible slot.

In an asymmetric game, Druid ley lines also give additional settlement bonuses (even though they are not settlements). Additional warriors given by the ley lines must be deployed to your settlement.

6. REARRANGE ARTIFACTS

(Skip this step in the first season)

Simultaneously, each player may reassign their **artifacts** to any of their heroes with an available artifact slot. Artifacts without a bearer can be assigned to heroes only in this step.

7. DRAW CARDS

Draw 2 cards from each of the 4 main decks (Deploy/Move/Settle/Battle Plan). All cards must be drawn facedown before putting them into your hand. The number of cards in each player's hand is always public knowledge.

2. PREPARATION PHASE

PART 1: CHOOSING A CARD

1. CARD SELECTION

Simultaneously players select 1 card to play for the round and place it at the front of their hand.

2. CHOOSE CARDS TO PAY THE CARD COST

All players who selected a card which depicts a card cost on the left hand edge now *simultaneously* choose cards from their hand to pay this cost. They place these directly behind the card selected in step 1.

Each icon on a card reduces the card's cost by 1 (to a minimum of 0), as long as the criteria listed next to the * at the bottom of the card are met.

In this step, players may apply any cost reduction from the card that they wish, but they will have to pay the additional cost later if and when they deviate from the cost reduction requirement. If a deviation occurs and the player cannot pay the additional cost at this time, no part of the card is resolved and the player must choose a standard action to perform instead.

3. PLACE FACTION SEPARATOR CARD

Each player inserts their card separator between the cards being played/spent and the rest of their hand.

PART 2: REVEAL AND RESOLVE CARDS

1. CARD REVEAL

Each player reveals their chosen card, placing it faceup on the table with the cards they will pay behind it. Players then declare

the **INITIATIVE** value of their chosen card (top left). This value and card type of cards used to pay for the chosen card are public knowledge.

Players compare the initiative values on the revealed cards and the turn order is decided. Turns are resolved in **INITIATIVE** order from **highest to lowest**. On a tie, resolve the tie in this order:

1st: The bearer of the Holy Grail may use its ability to break an initiative tie once per season.

2nd: The player with the lowest VPs.

3rd: The player with the lowest VP value on their lord board.

In all cases the current tiebreaker chooses their place in the order that the tie is resolved with one exception: they cannot choose the same place in the order as a previous tiebreaker. Then the next tiebreaker decides their position in the order, until all ties are decided.

Optional rule: Players may place their faction cubes on the strength track of the favor board to display turn order for the current round. Remove the cubes at the end of each round.

2. PLAYER TURNS

Each player resolves their turn in **INITIATIVE** order. At the end of a player's turn, they perform end of turn actions. During end of turn actions, they discard the card they resolved and any cards they used to pay for it. Then, they draw 2 cards of their choice facedown from any of the 4 main decks and check that they do not occupy a region with more than 5 units.

3. WAR PHASE

The War phase begins after 3 rounds of the Preparation phase have been completed.

1. EXCALIBUR AND RESET FAVOR

Excalibur can be claimed by the first player to reach the end of the favor track, as long as there are no ties. Additionally, at the beginning of the War phase, if Excalibur has not yet been claimed this season, it can be claimed by the player who has more favor than all other players. On a tie, no player gains Excalibur (and if a lord has Excalibur from the previous season, they return it to its place next to the favor track).

Whoever claims Excalibur gains the **Excalibur token** (from wherever it is), and places it on their lord board near the lord they wish to be the bearer of Excalibur. It does not take up an artifact slot. The lord gains +2 strength while bearing Excalibur; they can also add +1 strength to any 1 battle (with or without the lord) where they tie for first place (when this ability is used, place a faction cube on the token, as you do when using any other ability).

Whether Excalibur is claimed or not, **reset the favor track** (move all favor markers to the 0 spot on the track). Favor can be gained afresh from then on.

2. THE GREEN KNIGHT

If using the catch-up mechanisms game mode.

At the start of the War phase, if there are at least on the VP track between the last place player and the next lowest VP player (ignoring the spaces the markers are on), the player in last place gains control of the Green Knight for the duration of the War phase. They gain the **Green Knight card** and place the Green Knight miniature in any region they choose which has an enemy hero in it. On a tie for last place, no one gains control of The Green Knight.

The Green Knight counts as a unit but does not count against the bonding limit of 1 mythical beast per season.

After the War phase, the player loses control of the Green Knight. Remove the Green Knight miniature from the board and place the **Green Knight card** back on the favor track board.

3. BATTLES

All explored regions where any player has strength are scored and if 2 or more players have strength in a region, a **battle** is fought. Resolve scoring/battles in these regions in this order:

- Start with the north-eastern coastal ring region.
- Proceed clockwise resolving the coastal ring regions.
- Continue with the northern inner ring region.
- Proceed clockwise resolving the inner ring regions.
- The last battle is fought in the central region.

Each player may have a maximum of 5 units in each region during the War phase. If a player has more in a region, they must choose units to lose until they have 5.

If only 1 player has strength in a region, no battle takes place and no battle plans are played. The lone player immediately scores first place in Step 8 of Hero Battle Steps (*Determine Who Wins and Score the Region*), receiving the full rewards for doing so.

4. DISCARD FOR VP

After the end of the War phase, each player discards all remaining cards in their hand and gains 1 VP per discarded card.

PLAYER TURNS

On a player's turn they resolve their chosen **card** (or use a **standard action** instead) and use any number of **abilities**.

You may choose the order to resolve your card and any abilities, but must resolve all effects on the card or ability before starting the next one. However, 'if' and 'when' effects happen immediately when the requirement is met and may occur within the resolution of a wider set of effects.

Resolving your card

If you choose to resolve your card, resolve the effects on it from left to right and top to bottom. After resolving your card and any abilities you wish to use, proceed to the end of turn actions.

When a card is discarded, place it faceup in the discard pile for its deck type. The rest of the discard pile may not be viewed by any player. If a player would draw from a deck and there are no cards left, shuffle the discard pile and place it facedown as a new draw deck.

Abilities

 When you perform the **ability** on a component, place one of your faction cubes on it to show that it has been used. You may perform as many abilities as you wish in your turn, but they can only be activated once per season and only in the Preparation phase.

If the ability is on an artifact you may only use this ability if the artifact is equipped on a champion or lord. The hero can be deployed in Avalon or in your supply.

Reaction abilities

 Reaction abilities follow the normal rules for an ability but can only be activated when the condition is met, and even outside of the player's turn or outside of the Preparation phase.

Passive effects

 Passive effects are always active, unless they are on an unequipped artifact. They can be gained multiple times during a season and do not require a faction cube to be placed on them. If a passive effect has a condition, when that condition is met, the effect is gained once.

Once per turn abilities

These effects follow the normal rules for an ability but can be used once every turn (up to 3 times during the Preparation phase). Place a faction cube on the ability as usual. Then at the end of each turn, remove the faction cube so the ability is available again for the next turn.

Standard action

If you choose to perform a standard action, return all the cards you placed on the table back to your hand (including cards used to pay for the card) and then perform 1 standard action for the stated cost:

-  **Discard 1 card:** Deploy 2 units to the same region.
-  **Discard 3 cards:** Build a settlement.
-  **Discard 1 card:** Move any amount of units from 1 region to any number of adjacent regions.
-  **No cost:** Draw 1 card of your choice.

TYPES OF EFFECTS AND ICONS

Cards, abilities and standard actions include various icons and effects. It is always optional to take a reward from an icon, but you cannot split a reward.

If a card has a requirement to gain a reward, you must have at least that amount, not exactly that amount, to fulfill the requirement. The reward is gained at the moment the requirement is fulfilled before any prophecies are checked for completion.

Each reward on a card can only be gained once no matter how many times you fulfill the requirement.

If a card has a general effect that applies to the whole card, it applies to all related icons on the card.

 If a standard icon is surrounded by a spiky halo, it refers to a component controlled by any other player. These icons always refer to an enemy's components. All icons without a spiky halo refer to your components.

Deploy

 Deploy up to the number of units shown in the icon, from your supply to either:

- Any coastal region (the 4 outer ring regions).
- Any region where you have a settlement.

You may deploy into unexplored regions (a region tile with a facedown mist card on it). You may choose to deploy any combination of warriors, champions, mythical beasts or their lord(s). They all require only a single unit icon to deploy.

When deploying multiple units, all units **must be deployed to the same region**, unless stated otherwise.

If deployments are separated by additional + symbols, the deployments are separate and each may be to different regions (while still following the normal rules for deployment).

Settle

 Place the leftmost settlement from your faction board onto an explored region **where you have at least 1 strength** and there is an available settlement slot (unless the card specifically says otherwise).

You may place settlements in the same area as enemy settlements. Each faction is limited to 1 settlement per region.

If you settle into a slot with a **placement bonus**, gain the bonus.

In addition to any placement bonus, when a settle action is taken, immediately gain all the bonuses printed on your faction board **settlement slot** that were revealed when that settlement was placed on Avalon. The ley lines of the Druids also provide the bonus printed beneath them whenever they are placed.

Any warrior icons on the settlement slot indicate that you deploy that many warriors into the region with the settlement.

Settlement bonuses are gained again in the Mist phase of future seasons and at the end of the game.

Faction power

 You gain a faction power unless it is stated you must *spend* it as a cost. As you play you may collect **POWER**, which is tracked on the faction power track of your faction board. Many abilities require faction power to activate. When you activate an ability, reduce your faction power by the amount indicated.

Victory points (VPs)

 You gain the stated VPs unless it is stated that you *lose* them. Whenever you gain VPs move your faction marker up the VP track by the amount depicted in the icon's center. If your marker reaches the 0 space on the track, take or flip a 100/200 or 300/400 VP token to represent these VPs.

Move

Units may only move from explored regions. A unit can be moved multiple times during a turn as long as you have enough move icons. Any unit may move onto an unexplored region, but once they move onto one, they cannot be moved again until the region is **explored**.

When you move multiple units using an effect, the moves are considered simultaneous. All choices of where to move units must occur before those moves are performed.

These 4 icons are all types of movement icon:

-  **Move 1 unit:** You may move 1 unit to an adjacent region.
-  **Move an army:** You may move any number of units in a single region to any one other adjacent region.
-  **Move out:** You may move any number of units in a single region to any number of adjacent regions.
-  **Move in:** You may move any amount of units from any number of adjacent regions into 1 target region.

Explored region

 This indicates a region that has been explored this season. A region is explored if its mist card has been revealed.

Unexplored region

 This indicates a region that has not yet been explored this season. A region is unexplored if it has a facedown mist card on it. A region can be unexplored if the region tile is faceup or facedown.

Only your lord can flip or explore regions. Moving or deploying a non-lord unit into an unexplored region does not cause that region to be explored. Units in unexplored regions do not provide any strength and cannot be moved from the region until it is explored. Unexplored regions are considered to have no terrain type and no battle or scoring occurs there during the War phase.

Lords

 Your lord may be moved (using any move icon) onto Avalon from your supply in the same way that a single **deploy** (+) would. This counts as a move and deploy for other triggers. Also, your lord can explore unexplored regions.

EXPLORING THE MIST

You may explore an unexplored region:

- When you deploy your lord to an unexplored region.
- When you move your lord to an unexplored region.
- At the start of your turn and your lord is in an unexplored region.

When one of these conditions is met, you may immediately pause your action and explore the region. You may only explore once per turn, regardless of how many lords you have. Resolve these steps in order:

1. If the region is facedown, flip it faceup to reveal it (this is the only way to flip regions faceup).

2. Choose 1 **exploration reward** depicted above the region name and gain it (even if it was already faceup).

3. Reveal the **mist card**. If a **mythical beast** is revealed, place it faceup next to the board and place the corresponding miniature into the region it came from. Players immediately perform an **initiative bid** to gain the creature's allegiance. If an **artifact** is revealed (including the Holy Grail), leave it faceup in the explored region. During the War phase, players will vie for control of this relic. Whoever wins the battle in the region, or is alone in the region when it is scored, will gain that artifact as an additional bonus.

4. Return to resolving the rest of your turn's actions.

Once you have explored a region you cannot explore again in the same turn.

Exploration rewards

-  Draw a card from a main deck of your choice.
-  Gain 1 faction power.
-  Gain 1 favor.
-  Deploy 2 warriors into the region you explored.
-  Deploy a champion into the region you explored.
-  Move 1 unit from any one region to another adjacent region.
-  You may move any amount of units from any number of adjacent regions into the region you explored.

END OF TURN ACTIONS

At the end of your turn, perform these actions:

1. Discard cards

Discard the card you played and any cards you used to pay for it.

2. Draw 2 cards

Draw 2 cards into your hand. They may be drawn from any of the main decks (**Deploy/Move/Settle/Battle Plan**) either from the same deck or different decks.

3. Check region limits

At the end of your turn (not during), and at all times during the War phase, check to see if the amount of units you control in a region exceeds the **region limit of 5 units per player**. Settlements do not count as units, unless otherwise stated.

If you exceed this region limit, at the end of your turn or whenever it occurs during the War phase, you must return units from the region to your supply until you control 5 units in the region. You may freely choose which units they lose when doing so.

BONDING MYTHICAL BEASTS

When a mythical beast is revealed, players immediately compete in an initiative bid to see who gains the allegiance of the mythical beast, bonding it to their cause.

1. Choosing cards to bid

Simultaneously, players choose any number of cards from their hand. They will each bid the combined value of the cards' **INITIATIVE** values (top left of the card). Place your chosen cards at the front of your hand and place the card separator immediately behind the last card chosen. The separator indicates which cards are being bid and which cards are remaining in your hand. If you wish to bid no initiative, place the card separator to the front of your hand.

2. Reveal bid and determine winner

Once all players have chosen their cards, players announce their **INITIATIVE** total by revealing their selected cards, including the card separator. **The player who explored the region adds 1 to their initiative total.**

On a tie, resolve the tie in this order:

- 1st: The bearer of the Holy Grail may use its ability to break an initiative tie once per season.
- 2nd: The player with the lowest VPs.
- 3rd: The player with the lowest VP value on their lord board.

The player with the highest total initiative wins and may **bond** the beast. **They gain the VPs in the top left of the card**, take the card separator back into their hand, and discards all other revealed cards. All other players return their revealed cards and card separator to their hand.

3. Bonding the beast

The winner takes the mythical beast's card and places it near their faction board, then add a faction flag to the mythical beast's base to indicate they now control it. The mythical beast provides its strength in its region and the player has access to its ability immediately. Mythical beast abilities are usable whether or not the beast is on Avalon or in your supply.

Players may only control a maximum total of mythical beasts equal to 1 mythical beast per season (1 in season 1, 2 in season 2, 3 in season 3). Asymmetric faction specific mythical beasts such as the Leviathan and Ancient One do not count towards this limit.

If the winner of the bid has already reached their maximum total, they may either discard the newly gained mythical beast but gain its VPs, or immediately lose control of a previously bonded mythical beast to bond the new one. If they choose to lose control of a previous mythical beast, return its card to the bottom of the mythical beast deck, any faction cubes on its ability to their supply, and the mythical beast's miniature to the common supply. After doing so, they may then bond the new mythical beast.

PROPHECIES AND GAINING FAVOR

PROPHECIES OF THE LADY

During each Mist phase, new **prophecy cards** are revealed.

Each prophecy has a requirement for completion. You must have at least that amount, not exactly that amount, to fulfill the requirement. Whenever a player does so, they place a faction cube on the prophecy card and immediately gain the rewards from left to right:

- 1st: Depending on the current season, gain the indicated amount of VPs.
- 2nd: If you are the first to complete the prophecy gain 3 favor, otherwise gain 2 favor.

If you complete a prophecy by exploring a region, you gain the prophecy rewards before you gain any exploration rewards or flip the mist card.

Prophecies can be completed at any time in the Preparation phase, even during another player's turn.

If a prophecy is fulfilled by 2 or more players at the same time, they are all considered to have completed it first. When 2 or more players gain VPs due to favor, it is gained in the order of the player with the lowest VP to the player with the highest VP.

If 2 or more prophecies are fulfilled at the same time, the prophecies are fulfilled from left to right as they are laid out on the table.

Prophecies can only be completed in the Preparation phase and each prophecy can only be completed once per player.

Units and settlements in unexplored regions do not count towards fulfilling prophecies.

If the requirements of a prophecy cannot be fulfilled, such as occupying a region that is not accessible due to player count restrictions, then ignore that requirement. If all requirements cannot be met due to such a restriction, everyone immediately completes the prophecy.

Favor

 This icon indicates that you gain a **favor**. Whenever you gain a favor, move your favor marker 1 space up the favor track and immediately gain any reward indicated on the space(s) you moved onto (if any). If your favor marker is already at the end of the track, gain 2 VPs for each favor gained in excess.

Also, the first player to reach the last space on the favor track each season immediately gains Excalibur (from wherever it is) and Excalibur assignment at the beginning of the War phase is skipped.

If 2 or more players reach the end of the favor track at the same time, no one gains Excalibur.

 Some spaces on the *catch-up* side of the favor track have a **star** symbol. If you move your favor marker onto this space, gain 1 VP for every star icon on the VP track between your VP marker and the VP marker of the player with the most VPs. Do not include any star symbols on spaces either VP marker is on.

BATTLES

Battles are resolved in explored regions where two or more factions have strength. There are 2 types:

- a. Non-hero battles:** If no involved faction has a hero (lord or champion) in the contested region, the battle is resolved by simply adding up the total strength of each player. Announce the totals and skip directly to *Step 8. Determine Who Wins and Score the Region*.
- b. Hero battles:** If any involved faction has any heroes (lord or champion) in the contested region, any player with at least 1 hero may play a battle plan card, bonus cards, and draw combat cards to add to their total strength.

UNIT AND SETTLEMENT STRENGTH TABLE

Each unit has a base strength and potential modifiers. Units do not get bonus strength for having 2 designations (such as being a champion and mythical beast).

-  **Settlement:** 1 strength +1 per strength token.
-  **Warriors:** 1 strength.
-  **Champions:** 1 strength + any strength provided by equipped artifacts + 1 per strength token.
-  **Lords:** 1 strength + any strength provided by equipped artifacts + 1 per strength token.
-  **Mythical beasts:** X strength (depicted on their card) +1 per strength token.
-  **abilities and**  **passives:** +X strength (indicated in the text).

HERO BATTLE STEPS

- 1. Calculate starting strength**
Each player calculates their starting strength and record it by placing a faction cube on the strength track (above the favor track) in the corresponding space.
- 2. Choose a battle plan and bonus cards**
 All players that have any heroes in the battle, simultaneously may choose up to 1 **battle plan card** from their hand and place it at the front of their hand. Then players may choose to commit up to 3 **bonus cards** (main deck cards of any type), placing them directly behind that battle plan card. Finally, place the **card separator** directly behind the battle plan and bonus cards.

Battle plans depict a **strength limit** (above **LIMIT** in the frame on the left side). This is the maximum total strength the player can gain (without failing) from drawing combat cards. They also have an effect that will have an impact during the battle. These effects are resolved when revealed (unless stated otherwise); they resolve in step 7. If the battle plan fails the effect does not take place.

For each bonus card committed to the battle plan, the battle plan's strength limit is increased by 1.

Optionally: You may decide to play any main deck card for free as a battle plan with a 3 strength limit and no effect. To do this, choose this card like a normal battle plan and add bonus cards if desired. Then, when revealed, place the card facedown rather than faceup.

3. Reveal battle plans and limits

Battle plans with 'when revealed' effects resolve here.

Once all players agree they are ready, all players simultaneously reveal their chosen battle plan by placing them and any bonus cards faceup on the table and stating what their battle plan's limit is.

If a battle plan has text that states *when revealed*, this effect applies immediately. All other text on the battle plan does not take effect until they resolve in step 7.

4. Drawing combat cards

In order, from the highest strength player to the least strength player on the strength track, players draw cards from the main decks. On a tie for strength, the order is decided in the same way as normal turn order (lowest VP > lowest VP value on lord board).

When drawing cards, draw them one at a time from the top of any of the main decks, placing them into your hand in front of your card separator without revealing them to the other players. Draw all of your combat cards before the next player draws.

These cards are called **combat cards** and each has a strength equal to the **INITIATIVE** on the card. **The sum total strength of all combat cards drawn becomes the final strength of that player's battle plan** (as long as they do not fail).

Players may draw as many combat cards as they like (even 0) up to a number of cards equal to their strength limit, stopping whenever they like. Once drawn a card cannot be rejected.

Do not tell other players if your battle plan failed or not.

Alternate simultaneous draw: If all players agree, you may draw combat cards simultaneously instead. This saves some time but only works if players agree to not focus on what other players are drawing or wait to see how many cards other players draw.

5. Revealing combat cards

Once all players have drawn their combat cards, they simultaneously reveal them by placing them faceup on the table.

6. Determine success or failure

If the total strength of all combat cards drawn by a player is higher than their battle plan's strength limit, their battle plan **fails**; otherwise it succeeds. After determining this, players reveal to each other if their battle plan failed.

7. Resolve battle plans and gain strength

All battle plans resolve here except those with 'when revealed', 'if you win/don't win' and 'after the battle' effects.

If your battle plan succeeds: Your battle plan adds strength equal to the total of your drawn combat cards. All effects on the battle plan resolve now unless it is a *if you win/don't win* effect, which resolves in step 8.

If a conflict arises around the order in which 2 effects resolve, use the standard tie breaker to decide who chooses to resolve first (lowest VP > lowest VP value on lord board).

If your battle plan fails: Your combat cards add no strength; instead increase your strength on the strength track by half of the strength limit on the battle plan (rounded up). No effects on the battle plan resolve (even *when revealed* effects are negated retrospectively).

If a player goes beyond the end of the strength track, the extra strength is still calculated.

Once all battle plan strength has been added and other effects have been accounted for, players move to scoring the region. This includes all their units in the region, any artifact bonuses, mythical beast and faction abilities being used, their battle plan effects, and all added strength from combat cards.

8. Determine who wins and score the region

Battle plans with 'if you win/don't win' effects resolve here.

The region is scored based on the total strength of each faction present:

- The player with the most strength scores 1st place and gains the full VP amount indicated in the region for that season. If there was a battle in the region, they also count as winning the battle.
- The player with the 2nd highest strength gains half of the full VP amount (rounded up), as long as there is no tie for 1st place.
- On a tie for 1st place, all tied players gain the 1st place VP, and both count as winning the battle. All other players do not gain any VPs.
- On a tie for 2nd place and no tie for first place, all tied players gain half of the full VP amount (rounded up).
- If a player is the only one present in a region, no battle takes place. That player gains the full VP amount as indicated in the region for that season (and any artifact present).

9. Gaining artifacts from battles

Some regions have an artifact card that was revealed during the Preparation phase.

Heroes usually have artifact slots on the faction/lord board (champions/lords have 1/2 each). If a hero is present in the region that has at least 1 empty artifact slot, they may immediately equip the artifact. If the hero has no available artifact slot(s), the artifact is placed next to the player's faction board, and can be equipped during the Mist phase of the next season.

Note that champions have marks in their base that identify them as champions 1, II, or III.

The player who scores first place in an artifact region gains that artifact card and the VPs in its top left corner.

If a tie results in multiple winners:

- 1. Draw 1 artifact from the top of the artifact deck per additional winner and place them faceup near the region.
- 2. In order from the player with the lowest VP to the highest, each winner gains 1 artifact from either the newly revealed artifact(s) or the one already in the region.

On a tie for lowest VP, the player with the lowest VP value on their lord board chooses first.

An artifact's ability or passive can only take effect if the artifact is equipped on a lord or champion who is on Avalon or in your supply.

10. Discarding cards from the battle

Battle Plans with 'after the battle' effects resolve here.

After rewards are gained, some cards are discarded:

- All players discard all combat cards they drew.
- If a player comes 1st, they discard their battle plan and all bonus cards they played.
- If a player comes in any other position and their battle plan failed, they discard their battle plan but regain all the bonus cards they played.
- If a player comes in any other position and their battle plan did not fail, they regain their battle plan and all the bonus cards they played.
- If a battle plan states to discard it as part of its effect during resolution, discard it.

THE HOLY GRAIL

Whoever wins the battle (or scores first place) in the region with the Holy Grail card during the War phase claims the **Holy Grail token**. They immediately return the Holy Grail mist card to the common supply and take the Holy Grail token from wherever it is.

On a tie, the player with the lowest VPs gains the Holy Grail token and the other winner(s) gain an artifact instead. On a tie for lowest VP, the player with the lowest VP value on their faction board gains the Holy Grail.

When the Holy Grail card is revealed, the current owner of the Holy Grail token retains the control of the token and its benefit until the token is taken from them.

When a player gains the Holy Grail, they gain 10 VPs and take the Holy Grail token, placing it on their lord board near the lord they wish to be the grail bearer. It does not take up an artifact slot. The lord gains +1 strength while bearing the grail, and the ability to win a tiebreak in **INITIATIVE** next season (when this ability is used, place a faction cube on the token, as you do when using any other ability).

FACTION OBJECTIVES

Not used in symmetric games. Faction objectives give players a long term goal to work towards and provide a reward when completed. Each faction has a different faction objective and a different length of faction objective track.

Once you have moved your faction marker to the last space of the track, flip your lord board to reveal the bonus gained. Transfer any cubes and tokens placed previously on the flipped lord board to the same space on the new side. Once completed, the faction objective track is no longer used.

ENDING THE GAME

The game ends when you reach the end of the final season (season 2 or 3 depending on your selected game length).

Each player gains the VPs from the revealed settlement slots on their faction boards one last time.

The winner is the player who has the most VPs at the end of the final season. On a tie, the tie is broken as follows:

1. The Holy Grail bearer wins.
2. If no one bears the Holy Grail, all tied players win.

FRACTIONS

DRUIDS

Ley Lines: Each ley line has its own settlement bonus that is gained when placed and in each Mist phase. The main settlement does not need to be on Avalon to gain these bonuses unless it is a **deploy a warrior** icon, in which case this can only be performed at the settlement when it is on Avalon.

The Ancient One: It counts as a mythical beast and a settlement. It remains in its region between seasons and cannot be destroyed like a normal unit. It does count against the region limit of 5 units but does not count towards your maximum number of mythical beasts that can be owned.

KNIGHTS OF THE ROUND

Chivalry: Selecting a champion is a free action that can be performed any number of times per turn.

To Arms: The player can gain strength up to but not exceeding the highest enemy's strength. It is possible to gain a single +1 strength to bring the knights up to equal strength when there is only a single strength difference. Multiple faction power cannot be spent on this ability in a single use.

Arthur and Guinevere: If the Knights of the Round gain either the Holy Grail token or the Excalibur token they must assign them to either Guinevere or Arthur. If you deploy/move both Arthur and Guinevere to the same region that is unexplored, they both explore the region together. They still only gain 1 exploration reward. The Knight player can still only explore once per turn.

Sir Percival: If the mythical beast moves/deploys to a new region as part of an 'on bonding' effect, Sir Percival deploys to the region the mythical beast was revealed in, not where it moves/deploys to.

THE FOMORIANS

Settlements: Regions with Fomorian settlements only count as coastal regions for the Fomorians.

Turning the Tide: At the end of the turn in which this ability is used the tide marker continues in the same direction chosen by the player for turning the tide.

THE UNDEAD

Altar of Bones: Undead settlements gained by winning a battle are placed after all other steps are resolved. If there is a settlement slot available it is placed in it, otherwise the settlement is placed anywhere in the region. Gain the placement reward and settlement bonus as usual. Undead can still only have 1 settlement per region.

Corrupt Land: When you settle, you can pay the cost to settle an additional time using the standard settle rules. This must be in a different region and not in a settlement slot with a bonus. All other rewards are gained normally.

Mordred Ascended: Mordred's ability does not allow him to explore an unexplored region during the War phase.

MYTHICAL BEASTS

TELIOS

Telios's ability must be performed before any battle plan effects are resolved.

THE GREEN MAN

The Green Man can be deployed to unexplored regions with its ability. The minus 1 VP applies per 2 units (rounded down).

THE GREEN KNIGHT

The Green Knight can't carry any artifacts but is treated in all other ways as a champion mythical beast.

HELPIE AND LEVIATHAN

Regardless of which region these deploy to, they are deployed to the sea (the blue area between the coastal regions and the VP track) They are then considered to be on Avalon but not in any specific region. The Kelpie does not add strength to any region until the battle where it joins a region. However, The Leviathan passively adds its strength to regions in its quadrant throughout the Preparation and War phases.

THE QUESTING BEAST

The Questing Beast gains its bonus VPs for winning after all other battle plans and quests have resolved. If one of these causes a hero to move away, they are not counted for the bonus VP calculation.

TROBSAR

The artifact card gained by Trobsar can immediately be equipped to any hero as long as it has an artifact slot available, otherwise put the artifact card next to your faction board: it can be equipped by a hero in the next Mist phase.

THE WHITE HART

The White Hart's ability supersedes any battle plan that would negate the White Hart's ability.



TERMINOLOGY

Hand: The main deck cards and card separator in a player's hand. The amount of cards in a player's hand is public knowledge. There is no limit to the amount of cards you can have in hand.

Region: One of the 9 Tiles that make up Avalon. Each player may only control 5 Units in each region at the end of their turn and during the War phase.

Empty region: A region with no units in it. It may still contain settlements or ley line markers.

The sea: The water surrounding the coastal regions of Avalon. It is adjacent to all coastal regions of Avalon but is not a region itself. Some sea creatures can be placed there.

First: Being the first to complete a task or being the furthest along a track in a position other than 0. On a tie, all tied players are considered 'first'.

Most/highest: To qualify for this the player must have more than 0 of the requirements and have the most/highest of that requirement. If 2 or more players tie for having the most/highest of something they both count as having the most/highest.

Least/lowest: To qualify for this the player must have the least/lowest of that requirement (even 0). If 2 or more players tie for having the least/lowest of something they both count as having the least/lowest.

REGIONS

Unexplored region: A region tile with a facedown mist card on it. Can be either a region tile that is flipped facedown or a revealed region. Unexplored regions have no region type, units in them provide no strength and do not count towards any prophecy completion requirements.

Explored region: A region tile that is flipped faceup and does not have a facedown mist card on it.

Forest region: A region with a forest terrain icon.

Mountain region: A region with a mountain terrain icon.

River region: A region with a river terrain icon.

Coastal regions: The 4 coastal regions of Avalon.

Inner regions: The 4 inner regions of Avalon.

Center region: The central region of Avalon.

Quadrant: A set of 3 regions that can be chosen from. Perspective is based on the N,E,S,W on the board: N is upwards, E is Right, S is downwards, and W is left.

ABILITIES

Ability: An additional effect that can be activated once per season in a player's turn during the Preparation phase.

Reaction ability: An effect that follows the normal rules for an ability but can be activated whenever the condition is met, even outside of the player's turn.

Passive: An effect that is always active during the game, unless it is on an unequipped artifact.

UNITS

Unit: Any warrior/champion/lord/mythical beast you control. Settlements are not units.

Warrior: A standard troop unit you control (not a champion/lord/mythical beast).

Lord: The commander of your faction; a special unit also defined as a hero (not a champion/mythical beast/warrior). A lord can explore the mist and be moved out of a player's supply onto a coastal region or a region with a settlement (as if deployed). Lords can equip artifacts and allow players to play a battle plan card into battles in their region.

Champion: One of the 3 numbered special units you control (not a lord/mythical beast/warrior). Champions can equip artifacts and allows players to play a battle plan card into battles in their region.

Hero: Specifically a lord or a champion you control (not a warrior / mythical beast).

Mythical beast: A creature of Avalon which you control. These can be gained through bonding them.

MOVEMENT

Move 1 unit: Move a unit from 1 region to an adjacent region.

Move an army: Move as many units as you choose from 1 region to an adjacent region.

Move in: Move as many units as you choose from adjacent regions into a target region.

Move in here: Move as many units as you choose from adjacent regions into the region where this reward was gained.

Move out: Move as many units as you choose in 1 region to any amount of adjacent regions.

DEPLOYMENT

Deploy: Deploy the number of units depicted after the plus symbol from your supply to the same coastal or settled region.

Deploy 2 warriors here: Deploy 2 warriors into the region where this reward is gained. If gained through a settlement, deploy to the settled region.

Deploy a champion here: Deploy a champion to the region where this reward is gained.

SETTLEMENT

Settlement: Regions can be settled with settlements that provide a new position to deploy from and give additional bonuses.

Settle: Place a settlement, under your control, into an explored region where you have strength.

BATTLE

Enemy: Any standard icon surrounded by a spiky halo refers to a component controlled by any other player.

Strength: Each icon represents 1 strength. Each basic unit and settlement adds 1 strength to their region.

+ **X token:** A permanent strength token that gives +1 strength to whatever it is attached to. The supply of these tokens is unlimited.

Battle: Where strength is compared between 2 or more players to determine who wins a battle in a region.

Bonus cards: Extra cards committed to a battle plan card to increase its strength limit.

Combat cards: The cards you draw from any of the main decks during the draw phase of a battle. The total decides the battle plan's success or failure and the strength it provides.

Destroy: If any unit is destroyed, it is returned to the owners supply to be redeployed later.

Scoring 1st: Achieved in 2 ways: first by being the only faction with strength in a region or by winning a battle in a region.

CARDS

Draw a card: Draw a card from the top of any of the main decks. If that main deck is empty, shuffle the discard pile and form a new main deck.

Discard a card: Discard 1 card from your hand to the relevant discard pile. This is usually to pay for another card that you are playing.

Cost reduction: Discard 1 less card than you would do otherwise when paying the cost to play a card from your hand.

1 Initiative card: Any main deck card with an initiative value of 1 (top left corner). There are also 2 and 3 initiative versions of this icon.

Move card: A yellow-colored card from the move deck that is guaranteed to have move icons on it.

Deploy card: A green-colored card from the deploy deck that is guaranteed to have deploy icons on it.

Settle card: A blue-colored card from the settle deck that is guaranteed to have a settle icon on it.

Battle plan card: A red-colored card from the battle plan deck that is used, in combination with bonus cards, to set the strength limit you can gain from combat cards during a battle and also provide other effects.

ARTIFACTS

Artifact: A powerful item that can be equipped to a lord or champion. The Grail and Excalibur are also artifacts.

Excalibur: Gained by the first player to reach the end of the favor track or the player with the most favor at the start of the War phase.

OTHER

Faction power: A resource that is tracked on a track on your faction board and can be spent to activate various abilities on your faction board and artifacts.

Favor: A reward that moves you up the favor track 1 spot, potentially giving you other rewards.

Star: A star depicts a chance to gain catch-up VPs via the favor track.

'To' icon: This arrow indicates that what comes before this arrow must go 'to' whatever comes after it.

VPs (victory points): Whoever has the most VPs at the end of the game wins. Each time a player passes 100 VPs, they place a corresponding VP token on their faction board.



1. MIST PHASE

1. REGIONS RETURN TO THE MISTS (Skip in the first season)

1. Return all units in all regions to their owners.
2. Reveal any remaining facedown mist cards. If the Holy Grail card was unclaimed, place it back near the favor track, then place all other mist cards on the bottom of their decks.
3. Remove all regions without a settlement from the board and shuffle them back into the tile piles. Draw new region tiles and place them facedown in each empty region space.

2. PLACE MIST CARDS

Shuffle together these cards to form the **mist deck**:

- 2 players:** 2 artifacts, 2 mythical beasts and the Holy Grail card.
3 players: 3 artifacts, 3 mythical beasts and the Holy Grail card.
4+ players: 4 artifacts, 4 mythical beasts and the Holy Grail card.

Place 1 card from the mist deck facedown on each region (not deep mist regions). These regions are **unexplored**.

3. NEW PROPHECY CARDS

Discard all **prophecies**, then draw 1-3 prophecy cards from the prophecy deck depending on the season and place them faceup beneath the favor track. These prophecies are **active**.

4. RESET ABILITIES (Skip in the first season)

Return all faction cubes (not the faction power and faction objective trackers) from abilities to your supply.

5. GAIN SETTLEMENT BONUSES (Skip in the first season)

Each player gains VPs from the visible settlement slots on their faction board. Then deploy a number of warriors to each of your settled regions as indicated on each settlement's visible slot.

6. REARRANGE ARTIFACTS (Skip in the first season)

Simultaneously, each player may reassign their **artifacts** to any of their heroes with an available artifact slot. Artifacts without a bearer can be assigned to heroes only in this step.

7. DRAW CARDS

Draw 2 cards from each of the 4 main decks.

2. PREPARATION PHASE

PART 1: CHOOSING A CARD

1. CARD SELECTION

Simultaneously players select 1 card to play for the round and place it at the front of their hand.

2. CHOOSE CARDS TO PAY THE CARD COST

All players whose card has a cost *simultaneously* choose cards to pay this cost and place the behind their selected card. Each icon reduces the cost by 1 (min 0) if * criteria are met.

3. PLACE FACTION SEPARATOR CARD

Players insert their card separator between the cards being played/spent and the rest of their hand.

PART 2: REVEAL AND RESOLVE CARDS

1. CARD REVEAL

Each player places their chosen card faceup on the table with the cards they will pay behind it. Declare the **INITIATIVE** of your chosen card (top left).

Turns are resolved in **INITIATIVE** order from **highest to lowest**. On a tie: Holy Grail ability > lowest VPs > lowest VP on lord board.

2. PLAYER TURNS

Each player resolves their turn, then performs end of turn actions, when they their card and the cards used to pay for it. Then, they draw 2 cards facedown from any of the 4 main decks and check they do not occupy a region with more than 5 units.

3. WAR PHASE

The War phase begins after 3 rounds of the Preparation phase.

1. EXCALIBUR AND RESET FAVOR

Excalibur can be claimed by the first player to reach the end of the favor track. At the start of the War phase, if Excalibur has not been claimed, it can be claimed by the player with the most favor. On a tie, no player gains Excalibur (a lord who has it from the previous season places it back next to the favor track).

Whoever claims Excalibur places the **Excalibur token** on their lord board near the lord they wish to be its bearer. They gain +2 strength and can add +1 strength to any 1 battle (with or without the lord) where they tie for first place (place a faction cube on the token when you use this ability).

Whether Excalibur is claimed or not, **reset the favor track**.

2. THE GREEN KNIGHT

If using the catch-up mechanisms game mode.

At the start of the War phase, if there are at least on the VP track between the last place player and the next lowest VP player, the player in last place gains control of the Green Knight for this War phase. They gain the *Green Knight* card and place the miniature in any region they choose which has an enemy hero in it. On a tie for last place, no one gets The Green Knight.

The Green Knight counts as a unit but does not count against the bonding limit of 1 mythical beast per season.

After the War phase, the player loses control of the Green Knight. Remove the miniature from the board and place the card back on the favor track board.

3. BATTLES

All explored regions where any player has strength are scored. If 2 or more players have strength in a region, a **battle** is fought. Resolve scoring/battles in these regions in this order: start with the north-eastern coastal ring region, then go clockwise resolving the coastal ring regions, then the northern inner ring region, then clockwise resolving the inner ring regions. The last battle is fought in the central region.

Each player may have a maximum of 5 units in each region during the War phase.

If only 1 player has strength in a region, no battle takes place; the lone player immediately scores first place.

4. DISCARD FOR UP

Each player discards all cards in their hand and gains 1 VP per discarded card.

UNIT AND SETTLEMENT STRENGTH TABLE

	Settlement: 1 strength +1 per strength token.
	Warriors: 1 strength.
	Champions: 1 strength + any strength provided by equipped artifacts + 1 per strength token.
	Lords: 1 strength + any strength provided by equipped artifacts + 1 per strength token.
	Mythical beasts: X strength (depicted on their card) +1 per strength token.
	abilities and passives: +X strength.



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1. Return all units in all regions to their owners.
2. Reveal any remaining facedown mist cards. If the Holy Grail card was unclaimed, place it back near the favor track, then place all other mist cards on the bottom of their decks.
3. Remove all regions without a settlement from the board and shuffle them back into the tile piles. Draw new region tiles and place them facedown in each empty region space.

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4+ players: 4 artifacts, 4 mythical beasts and the Holy Grail card.

Place 1 card from the mist deck facedown on each region (not deep mist regions). These regions are **unexplored**.

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Discard all **prophecies**, then draw 1-3 prophecy cards from the prophecy deck depending on the season and place them faceup beneath the favor track. These prophecies are **active**.

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Each player gains VPs from the visible settlement slots on their faction board. Then deploy a number of warriors to each of your settled regions as indicated on each settlement's visible slot.

6. REARRANGE ARTIFACTS (Skip in the first season)

Simultaneously, each player may reassign their **artifacts** to any of their heroes with an available artifact slot. Artifacts without a bearer can be assigned to heroes only in this step.

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Whether Excalibur is claimed or not, **reset the favor track**.

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All explored regions where any player has strength are scored. If 2 or more players have strength in a region, a **battle** is fought. Resolve scoring/battles in these regions in this order: start with the north-eastern coastal ring region, then go clockwise resolving the coastal ring regions, then the northern inner ring region, then clockwise resolving the inner ring regions. The last battle is fought in the central region.

Each player may have a maximum of 5 units in each region during the War phase.

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	Mythical beasts: X strength (depicted on their card) +1 per strength token.
	abilities and passives: +X strength.

PLAYER TURNS

On your turn, resolve your chosen **card** (or use a **standard action** instead) and use any number of **abilities**.

Abilities

 When you perform an **ability**, place one of your faction cubes on it to show that it has been used. You may perform as many as you wish in your turn, but they can only be activated once per season and only in the Preparation phase. If the ability is on an artifact you may only use it if the artifact is equipped on a champion or lord (in Avalon or in your supply).

Reaction abilities

 Reaction abilities can be activated outside of the player's turn or outside of the Preparation phase.

Passive effects

 Passive effects are always active, unless they are on an unequipped artifact. If the effect has a condition, when that condition is met, the effect is gained once.

Once per turn abilities

These can be used once every turn. At the end of each turn, remove the faction cube so the ability is available again.

Standard action

Return all the cards you placed on the table back to your hand and then perform 1 standard action for the stated cost:

 **Discard 1 card:** Deploy 2 units to the same region.

 **Discard 3 cards:** Build a settlement.

 **Discard 1 card:** Move any units from 1 region to any number of adjacent regions.

 **No cost:** Draw 1 card of your choice.

TYPES OF EFFECTS AND ICONS

Each reward on a card can only be gained once no matter how many times you fulfill the requirement.

 A standard icon surrounded by a spiky halo refers to a component controlled by any other player.

Deploy

 Deploy up to the number of units shown, from your supply to any coastal region (the 4 outer ring regions) OR any region where you have a settlement.

You may deploy into unexplored regions. You may deploy any combination of warriors, champions, mythical beasts, or lord(s). When deploying multiple units, all units **must be deployed to the same region**. If deployments are separated by additional + symbols, the deployments may be to different regions.

Settle

 Place the leftmost settlement from your faction board onto an explored region **where you have at least 1 strength** and there is an available settlement slot. You may place them in the same area as enemy settlements. Each faction is limited to 1 settlement per region. If the slot has a **placement bonus**, gain the bonus. Finally, gain all the bonuses printed on your faction board **settlement slot** that were revealed. Warrior icons indicate you deploy that many warriors into the region.

Settlement bonuses are gained again in the Mist phase of future seasons and at the end of the game.

Faction power

 You gain a faction power unless it is stated you must *spend* it as a cost. **POWER** is tracked on your faction power track.

Victory points (VPs)

 You gain the VPs unless it is stated that you *lose* them.

Move

Units may only move from explored regions. A unit can be moved multiple times during a turn. Any unit may move onto an unexplored region, but once they move onto one, they cannot be moved again until the region is **explored**. When you move multiple units using an effect, you must make all choices of where to move them before the moves are performed.

 **Move 1 unit:** You may move 1 unit to an adjacent region.

 **Move an army:** You may move any number of units in a single region to any one other adjacent region.

 **Move out:** You may move any number of units in a single region to any number of adjacent regions.

 **Move in:** You may move any amount of units from any number of adjacent regions into 1 target region.

 A region is **explored** if its mist card has been revealed.

 A region (faceup or facedown) is **unexplored** if it has a facedown mist card on it.

Only your lord can flip or explore regions. Units in unexplored regions do not provide any strength. Unexplored regions have no terrain type and no battle or scoring occurs there.

Lords

 Your lord may be moved (using any move icon) onto Avalon from your supply in the same way as a single **deploy** (+♣). This counts as a move and deploy.

EXPLORING THE MIST

You may pause your action and explore an unexplored region when you deploy or move your lord to an unexplored region, or at the start of your turn when your lord is in an unexplored region. You may only explore once per turn.

1. If the region is facedown, flip it faceup.
2. Gain 1 **exploration reward** above the region name and gain it (even if it was already faceup).
3. Reveal the **mist card**. If it is a **mythical beast**, place it faceup next to the board and place its miniature into the region. Players immediately perform an **initiative bid** to gain the creature's allegiance. If it is an **artifact** (including the Holy Grail), leave it faceup in the region.
4. Resolve the rest of your turn's actions.

Exploration rewards

 Draw a card from a main deck of your choice.

 Gain 1 faction power.

 Gain 1 favor.

 Deploy 2 warriors into the region you explored.

 Deploy a champion into the region you explored.

 Move 1 unit from any one region to another adjacent region.

 You may move any amount of units from any number of adjacent regions into the region you explored.

END OF TURN ACTIONS

1. Discard cards

Discard the card you played and cards you used to pay for it.

2. Draw 2 cards from any of the main decks either from the same deck or different decks.

3. Check region limits

At the end of your turn, and at all times during the War phase, ensure the amount of units you control in a region does not exceed the **limit of 5**. Settlements do not count as units.

PLAYER TURNS

On your turn, resolve your chosen **card** (or use a **standard action** instead) and use any number of **abilities**.

Abilities

 When you perform an **ability**, place one of your faction cubes on it to show that it has been used. You may perform as many as you wish in your turn, but they can only be activated once per season and only in the Preparation phase. If the ability is on an artifact you may only use it if the artifact is equipped on a champion or lord (in Avalon or in your supply).

Reaction abilities

 Reaction abilities can be activated outside of the player's turn or outside of the Preparation phase.

Passive effects

 Passive effects are always active, unless they are on an unequipped artifact. If the effect has a condition, when that condition is met, the effect is gained once.

Once per turn abilities

These can be used once every turn. At the end of each turn, remove the faction cube so the ability is available again.

Standard action

Return all the cards you placed on the table back to your hand and then perform 1 standard action for the stated cost:

 **Discard 1 card:** Deploy 2 units to the same region.

 **Discard 3 cards:** Build a settlement.

 **Discard 1 card:** Move any units from 1 region to any number of adjacent regions.

 **No cost:** Draw 1 card of your choice.

TYPES OF EFFECTS AND ICONS

Each reward on a card can only be gained once no matter how many times you fulfill the requirement.

 A standard icon surrounded by a spiky halo refers to a component controlled by any other player.

Deploy

 Deploy up to the number of units shown, from your supply to any coastal region (the 4 outer ring regions) OR any region where you have a settlement.

You may deploy into unexplored regions. You may deploy any combination of warriors, champions, mythical beasts, or lord(s). When deploying multiple units, all units **must be deployed to the same region**. If deployments are separated by additional + symbols, the deployments may be to different regions.

Settle

 Place the leftmost settlement from your faction board onto an explored region **where you have at least 1 strength** and there is an available settlement slot. You may place them in the same area as enemy settlements. Each faction is limited to 1 settlement per region. If the slot has a **placement bonus**, gain the bonus. Finally, gain all the bonuses printed on your faction board **settlement slot** that were revealed. Warrior icons indicate you deploy that many warriors into the region.

Settlement bonuses are gained again in the Mist phase of future seasons and at the end of the game.

Faction power

 You gain a faction power unless it is stated you must *spend* it as a cost. **POWER** is tracked on your faction power track.

Victory points (VPs)

 You gain the VPs unless it is stated that you *lose* them.

Move

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