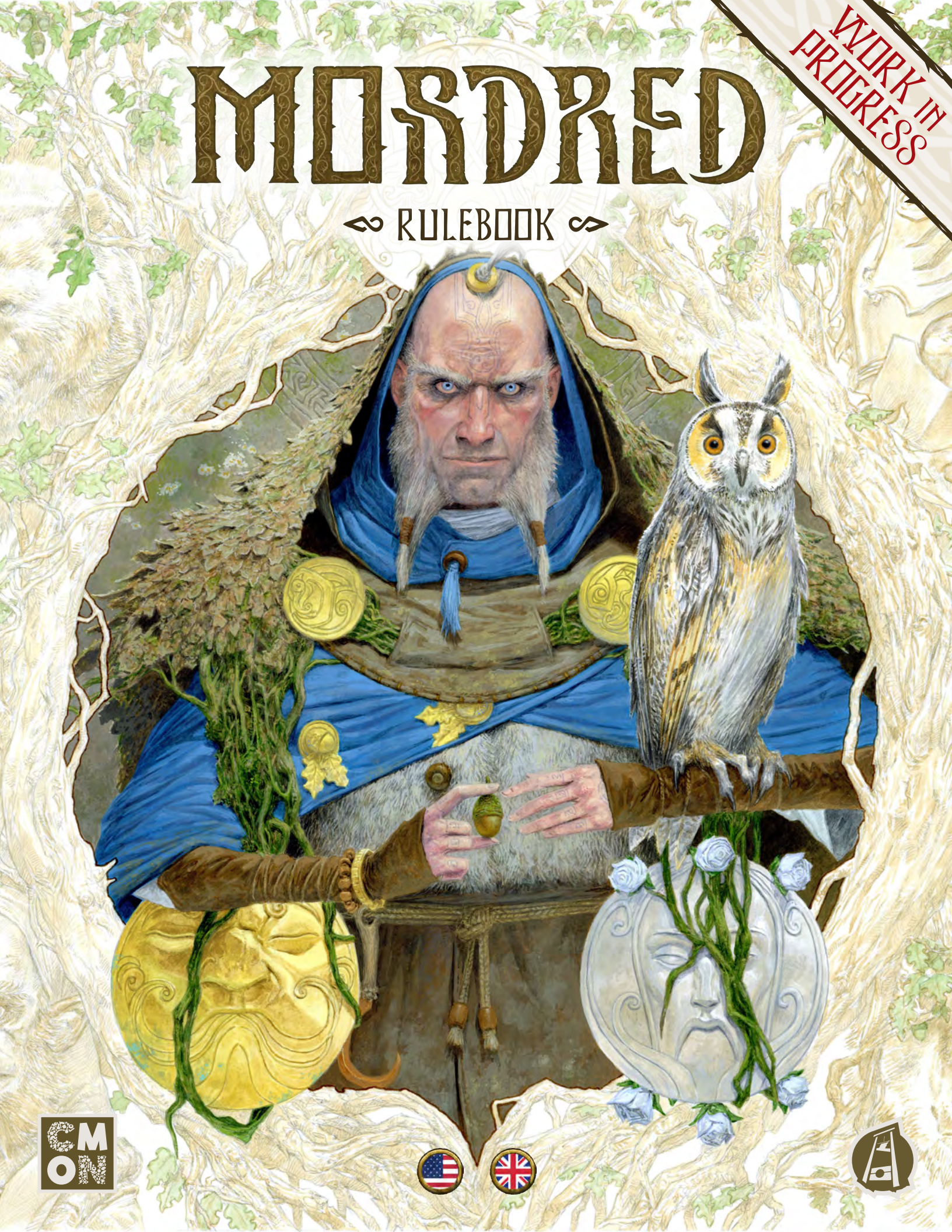






MORDRED

∞ RULEBOOK ∞

WORK IN
PROGRESS



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OVERVIEW



Mordred made a mistake. A big mistake.

He didn't want his mother's meddling hand in his victory against Camelot. He went in search of allies. He ventured into the Fae realm, a world that exists next to ours, but so different from it. He found plenty of factions with little love for Arthur and his knights, eager to go to war against the human king. With a sizeable force behind him, he was ready to invade, but moving such a large army to another realm presented a huge problem. However, Mordred found a spell that would allow him to meld a small section of the worlds, making the invasion a reality. It was a godsend, really, and suspiciously so...

The moment Modred cast the spell, he knew something was awry. It tore the land asunder, and now, the two realms are merging into a vast expanse of pure chaos. Strangely enough, the one person who might fix this, Arthur, has gone missing, too. Did the spell also break Arthur? Merlin always said the King and the Land were linked to each other in some inexplicable manner. Mordred can only guess, but he didn't want to win with wizardry. That's not how kings make war.

Now, Morgana, Merlin, and Mordred stand locked in a struggle to shepherd one faction to dominance, to right Mordred's mistake, and return order to the realms once more.

Mordred tells the story and the rise of a legendary Faction and how they obtained the favor of one of the Leaders. Lead your faction to glory for their Kingdom!



CONTENT LIST

3 LEADER FIGURES



Mordred



Morgana



Merlin

4 KNIGHT FIGURES



Elaine



Blackheart



Britomart



Hrildrim

13 HUMAN FIGURES



Chief



Mystics



x3



x3



x3

Warriors

13 HIGH ELF FIGURES



Chief



x3

Mystics



x3



x3

Warriors



x3

13 HOBYAR FIGURES



Chief



x3

Mystics



x3



x3



x3

Warriors

13 UNDERGROUND DWARF FIGURES



Chief



x3

Mystics



x3



x3

Warriors



x3

4 MONSTER FIGURES



Baavan Shee



Nightmare



Cluricaun



Lord Fog



1 Chaos Dial Board



1 Lost Lands Map Board

1 Britannia Map Board



4 Faction Dashboards (1 per Faction)



16 Action Discs (4 per Faction)



4 Player Trackers (1 per Faction)



4 Color Bases (1 per Faction)



48 Combat Cards (12 per Faction)



20 Spell Cards (5 per Faction)



3 Leader Favor Cards



4 Knight Cards



6 Fate Cards



9 Region Cards



4 Monster Cards



11 Chaos Cards



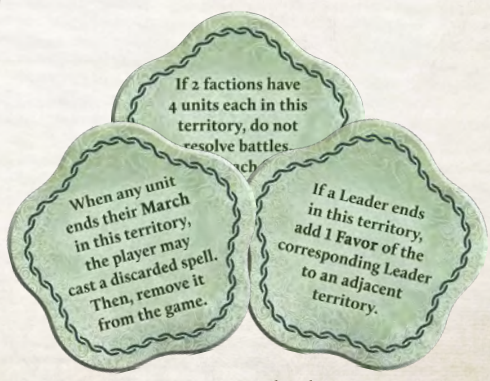
6 Battle Resolution Tokens



90 Favor Tokens (3 colors)



6 Caer Tokens (3 colors)



3 Lost Land Tiles

SETUP

SETTING UP THE BOARDS

1. Place the Britannia and Lost Lands boards beside each other in the middle of the table. The Lost Lands board starts closed.
2. Place the Chaos Dial Board within reach of all players.

SETTING UP THE DECKS AND REFERENCES

3. Shuffle the Fate cards to form the Fate deck.
4. Shuffle the Chaos cards to form the Chaos deck.
5. Shuffle the Monster deck and draw 2 Monster cards, setting them aside for reference. Return the other Monster cards to the box. They will not be used in this game.
6. Place the 3 Leader Cards (Merlin's Foresight, Morgana's Myst, and Mordred's Fury) next to the boards.

NOTE: If this is your first game, we recommend using the basic sides of the Leader cards.
7. Place the 4 Knight cards and their corresponding figures within reach of all players.

CHOOSE PLAYER FACTIONS

8. Each player chooses a Faction they want to play. For their chosen Faction, each player receives 1 Faction Dashboard, 4 Action discs, 1 Tracker token, 1 Chief figure, 3 Mystic figures, and 9 Warrior figures.
9. Each player also receives 12 Combat cards and 5 Spell cards. Each player shuffles their 12 Combat cards and draws 7 cards. They combine this with their 5 Spell cards to form their starting hand.
10. Gather the player trackers and stack them in random order on the Chaos Dial, in the Monster sector right of the Chaos Line. The top tracker represents the Active player.

POPULATING FACTIONS, LEADERS, AND MONSTERS

11. Shuffle the Region cards and follow these steps in order:
 - A. Draw 1 Region card for each Leader. Place that Leader figure in the indicated territory and 1 of their Caer tokens in the numbered zones on the board.
 - B. Draw 1 Region card for each Monster. Place that Monster figure in the indicated territory.
 - C. Draw 1 Region card for each player Faction, placing their Chief, 1 Mystic, and 1 Warrior figure in the indicated territory.

NOTE: In a 2-player game, draw 1 additional Region card per player. Place 1 Mystic and 1 Warrior in the indicated territory of the second Region card.
 - D. Return all Region cards into the box. They are not used for the rest of the game.

POPULATE FAVORS AND CREATE THE RESERVE

12. On each Lost Land Island, place at random: 1 of the remaining Caer tokens with 1 Favor token from its corresponding leader.
13. Place 2 Favor tokens from their corresponding Leaders in each Territory with a Leader.
14. Draw 3 Favor tokens from each Leader, placing them at random in each numbered slot.
15. Set aside the remaining Favor tokens within reach of all players.
16. Set aside the 3 Lost Land tiles. They are used later in the game.





∞ BASIC CONCEPTS ∞

TERRITORIES

Spaces on the board where players vie for control. The Leaders have influence in the lands wherever they go. Monsters sometimes inhabit them.



UNITS

- CHIEF**
 The Chief rallies his troops, enabling the player to add units through the Muster Action. In battle, the Chief may provide additional Combat card bonuses. Chiefs cannot be killed or removed from the board in any way. Each faction only has 1 Chief.
- MYSTIC**
 Mystics are magic users, and the number of Spell cards a player can play is tied to the number of Mystics in play. In battle, Mystics activate the Mystic portion of Combat cards, otherwise unavailable to any other unit type. Each faction has 3 Mystics.
- WARRIOR**
 The main staple of every faction, Warriors are key in dominating the board and earning Favor tokens. In battle, the number of Warriors contributes to the number of Combat cards a player can play. Each faction has 9 Warriors in 3 different poses.
- KNIGHTS**
 A special unit that can be recruited by any faction using Magic. Each faction may only recruit 1 Knight, and each Knight has a unique ability that will aid the player's faction to victory.

CHAOS DIAL

The Chaos Dial tracks the game length and the current active player. Chaos erupts after every player tracker passes the Chaos Line for the first time, and the game ends after every tracker has passed the Chaos Line for the second time. The Chaos Dial also dictates events that occur on the board, according to the icons on each sector (see Events, pg. 12)

TIME

Actions a player performs cost time . For each unit of  spent, their player tracker is moved forward by 1 sector on the Chaos Dial.

CHAOS BREAKOUT

After every player tracker has passed the Chaos Line for the first time, Chaos breaks out. Flip the tile in the middle of the Chaos Dial. The Lost Lands board is then set up and some additional rules come into play.

CAULDRON OF KNOWLEDGE

A space on the Lost Lands board. When Fate is revealed before Chaos breaks out, cards are placed facedown in this slot. When Chaos breaks out, all cards in the Cauldron are revealed and played.

HOW TO PLAY

ACTIONS

A player performs an action by placing an Action Disc in the corresponding dashboard slot. The action is performed and their player tracker moves sectors clockwise equal on the units of time ⌘ spent. The actions a player can perform are **March**, **Muster**, and **Magic**.

NOTE: All actions may be performed multiple times. However, actions cost 1 additional time ⌘ for each Action Disc already in the slot.



- Zero Discs: normal action cost
- One Action Disc: total action cost + 1
- Two Action Discs: total action cost + 2
- Three Action Discs: total action cost + 3

TURNS

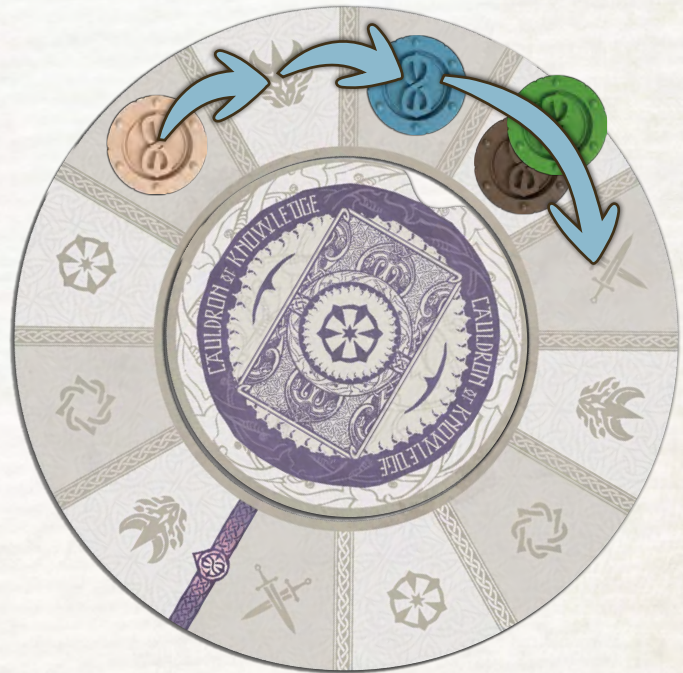
Mordred is played in turns. The player whose player tracker is furthest behind on the **Chaos Dial** (in clockwise order) is the active player. If 2 or more players are in the same sector, the tracker on top denotes the active player.

The active player **MUST** choose and perform 1 of the following actions:

- **March** (move faction units)
- **Muster** (move faction Chief & spawn faction units)
- **Magic** (play spell cards)

When the last player tracker leaves a Chaos Dial sector, its corresponding event triggers (see Events, pg. 12). This event must be resolved before the next player's turn.

If all their Action Discs are on their dashboard at the start of the active player's turn, all Action Discs are retrieved.



A player can be the active player for multiple turns.



PLAYER ACTIONS

MARCH

Move any number of units from any territory to another. Several territories can be crossed in a single March and movement does not need to be contiguous.

COST: 1 ⌘ for each group of units moving from one territory to an adjacent one.

NOTE: A player may move their units through a territory currently in battle (2 other Factions vying for control), as long as they do not end the unit's movement in that territory.



PLAYER MARCH EXAMPLE

Percy (Humans) has 2 Warriors and 1 Mystic in Garloth. He has a Chief in Corbenic.



He moves his 2 Warriors from Garloth into Corbenic.



He moves 1 Warrior and 1 Chief from Corbenic into Elmet.



He moves 1 Mystic from Garloth into Cornwall.



This March costs 3 units of time ⌘ Percy moves his player tracker 3 sectors accordingly.

MUSTER

(Optional) Move the Chief unit to any adjacent territory. Then, add any number of units from the player's reserve into the Chief's territory.

COST: 1 ⌘ for each unit added.

NOTE: A player cannot have more than 4 units belonging to them in a single territory.



PLAYER MUSTER EXAMPLE



Percy (Humans) has 1 Warrior and 1 Chief in Elmet.



He can only have 4 units in a single territory and decides to add 1 Warrior and 1 Mystic.




He decides to Muster and not move his Chief.



This Muster costs 2 units of time ⌘ Percy moves his player tracker 2 sectors accordingly.

MAGIC

Cast Spells up to the number of the player's Mystic units in play.

COST: Sum of  denoted on each Spell cast.

PLAYER MAGIC EXAMPLE



Percy (Humans) has 1 Mystic in Cornwall and and 1 Mystic in Elmet.



Percy decides to perform Magic and casts Teleport and Knighthood.

With Teleport, they move their Mystic in Elmet to corresponding Morgana Caer in the Lost Lands.

Knighthood 2
Single Use Spell

Replace 1 of your units in play with an available Knight, removing that unit from play. Place the Knight's card near your board.

Place an available Knight into play and place the Knight's card near your board.

BLACKHEART
skilled, Blackheart instead of any other empty territory where you have a unit.

CAULDRON OF KNOWLEDGE

Then, with **Knighthood**, they replace the **Warrior** in **Corbennic** with **Blackheart** and places that **Warrior** into the box. They take **Blackheart's** reference card.

This Magic costs 4 units of time Percy moves their player tracker 4 sectors accordingly.

CHAOS DIAL EVENTS

When the final player tracker leaves a Chaos Dial sector, its corresponding revealed event will trigger. The active player whose tracker revealed the event resolves the event.

MONSTERS

Move each Monster in play up to their listed movement, with each move into an adjacent territory. Then, resolve its effect, if any. The active player chooses the order of Monster movement.

LEADER

Move each Leader into an adjacent territory that has no Leader. Then, place 2 Favor tokens from each Leader into the territory they're currently in.



Mordred Favor

Morgana Favor

Merlin Favor

► Leader Favors (Advanced Side):

Each of the 3 Leaders grants powers to Factions that have garnered their favor. Check the Leader cards for their favor thresholds. After crossing each threshold, each Faction gains that Leader's power permanently. A player does not need to spend favor tokens to use these Leader powers, but if a Faction were to lose favor and falls below the threshold (due to events, spells, battle, etc), the Faction will lose access to that power until they regain the favor again.



FATE

► Pre-Chaos Breakout:

Draw 2 cards from the Fate Deck. Then, choose and play 1 card, resolving its pre-chaos effect and discarding the card. The other card is placed facedown in the Cauldron of Knowledge.

► Chaos Breakout:

During Chaos Breakout, reveal Fate cards in the Cauldron 1 at a time. Resolve each card's Chaos effect to completion before revealing the next.

► After Chaos Breakout:

Draw 2 cards from the Chaos Deck. Then, choose and play 1 card, returning the other to the bottom of the deck.



WAR 

When units from 2 Factions inhabit a single territory, they go into battle. No more than 2 Factions may battle for control of a territory at a time. These battles are resolved during a War Event, where each territory resolves their battle once. The active player chooses the order of territories for battle resolution.

NOTE: Card effects may create battles in new territories on the map. These must be resolved during the current War.



Wars will occur when the last player tracker has passed the sector on the **Chaos Dial**. A player tracker does not need to leave and trigger a War event.



► BATTLE RESOLUTION

Only Factions involved in the current battle may play combat cards. Resolve each battle separately.







For each unit type, place 1 card facedown in the corresponding slots of the Faction board. Each unit type interacts with combat cards differently.

Warriors and Knights: They use only the Melee portion of the combat card.

Chiefs: They use the Melee portion of the Combat card, with any additional effects applied.

Mystics: They use only the Mystic portion of the combat card.

To resolve a battle, follow these steps.

1. Starting with the active player, resolve all Mystic combat cards first, 1 at a time.
2. Simultaneously, add up the attack  and defense  generated by each Faction and compare the total against each other. This can result in the following:
 - If a Faction has equal to or more defense  than their opponent's attack , nothing happens and no units are lost.
 - If a Faction has fewer defense  than their opponent's attack , the factions lose units equal to the difference.
3. Discard all used combat cards and mark the territory with a battle resolution token.
4. Continue resolving other territories until there are none left to resolve on the board.

NOTE: Factions can never lose their Chief. If a Faction were to lose more units than they have, or if their Chief is the only unit left in a territory, they lose as many units as they can and ignore the excess.

► END OF WAR

When all battles have been resolved, the War ends. All players, even those not involved in any battle, check each territory with Favor tokens.

If a player has the majority of units in a territory, they control the territory and obtain all the favor tokens from that territory.

If a player controls both territories along a border containing a favor token, they gain that favor token. Once all relevant favor tokens have been claimed, players draw Combat cards from their decks until they have 7 cards in hand. If the Combat deck runs out, shuffle the discard pile to create a new Combat deck and continue drawing as needed.

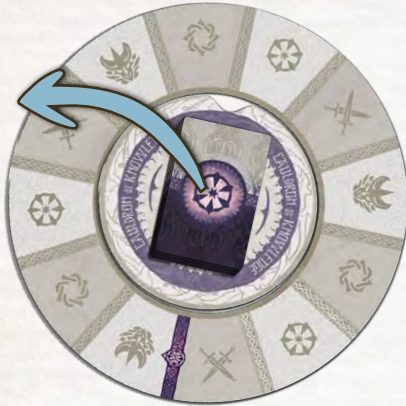
CHAOS BREAKOUT

Chaos breaks out when any of these conditions are triggered:

- Once the last player token has crossed the Chaos Line for the first time
- OR**
- If all favor tokens have been claimed on all 3 Lost Land islands

Resolve the following steps, in order:

1. Take all Fate cards from the Cauldron of Knowledge.



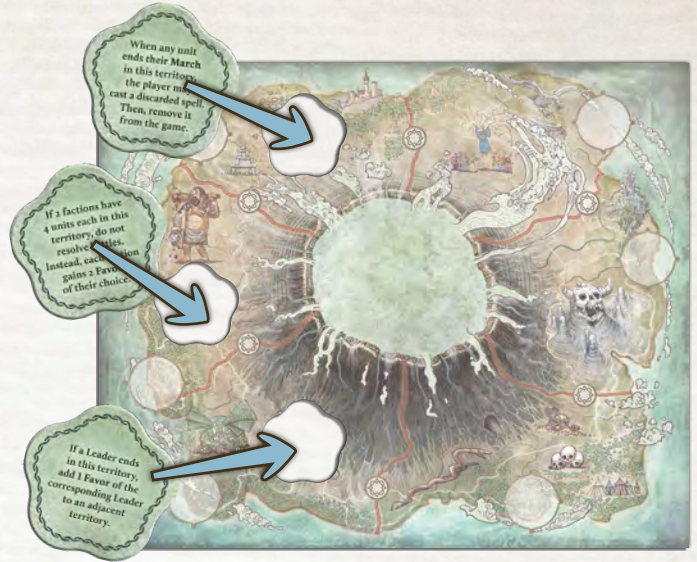
2. Flip the Lost Lands board open, leaving any existing units and Caers in their respective territories.



3. Reveal and resolve the Chaos section of each Fate card, following the order they were placed.



4. Randomly place Lost Land tiles onto the board. Their effect will apply to the territory they are placed in.



5. Move each Leader into the territories opposite their Caers in the Lost Lands, placing 2 of their corresponding favor tokens in each territory. Then, take 2 favors of each Leader from the pool and randomly distribute them in the 6 Zones between the Lost Land territories.



6. Flip over the middle tile of the Chaos Dial.



END OF THE GAME

The game ends immediately when either of the following occurs:

- 1. The last player tracker passes the Chaos Line for the second time**
Players gather their favor tokens and tally their scores, applying all relevant Leader Favors as well. The game ends.
- 2. A player has taken the last Favor token from any Leader**
The player who is furthest behind places a Battle Resolution token on the next War of the Chaos Dial ahead of them. When this War concludes, the game ends.

The player with the highest Favor is the winner.

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