



Avalon
THE RIVEN VEIL

RULEBOOK



It all began with the fall of two men. One, the matchless king of England, Arthur Pendragon, my husband. The other, my son. The twisted and malevolent Mordred. Together they clashed at Camlann field. With the power of Excalibur, Arthur struck down his firstborn, shattering Mordred as the son's own blade pierced his father, and together they fell. But hope endured.

Between life and death, the King's body was taken into the mists by the Lady of the Lake. Led by the fey through twisting tides, my love was taken from me. Leaving only these words on the wind, that he shall be the once and future king.

It is here that the story departs from what shall be written for I have decreed that no record shall remain of what follows and who follows. Mordred. He was thought to have passed into death but has, instead, become death itself. Through forbidden malefice he rose and followed the boat into the mist, finding that which cannot be found, the eternal shore of the misty isle.

With unholy purpose, Mordred pierced the veil between worlds, forcing his way into the forbidden realm of the fey. Now the way is open and power bleeds into the mortal world. A power that draws all to its promise. I must find my king and stop my son. With the greatest host of knights that fealty could muster I set sail toward the riven veil. However, we are not alone. Hounded by the bitterness of the exiled fomorians and followed by Merlin's enigmatic druids, we carve through unknown waters to what awaits beyond.

The tales tell of a land wreathed in magic and mist. A place of raw power, which is focused and forged into artifacts of legend and where great beasts, both wise and terrible, stalk the land, the seas and the skies. Above it all, Nimue, the Lady of the Lake, holds court in her watery domain. Through the deep magic she whispers prophecies. Foretelling of the ones who will come, who will find the land, who will fight and find their fate in Avalon.

- Guinevere, Queen of England

AVALON: THE RIVEN VEIL RULEBOOK

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INTRODUCTION

Avalon: The Riven Veil is a 2-4 player area control and exploration game where you lead one of the great factions of Arthurian legend. Traveling through the misty veil, you will discover what awaits on the shrouded isle of Avalon. Explore the mists, discover legendary Artifacts of power, bond Mythical Beasts, hunt for the Holy Grail and prepare for war.

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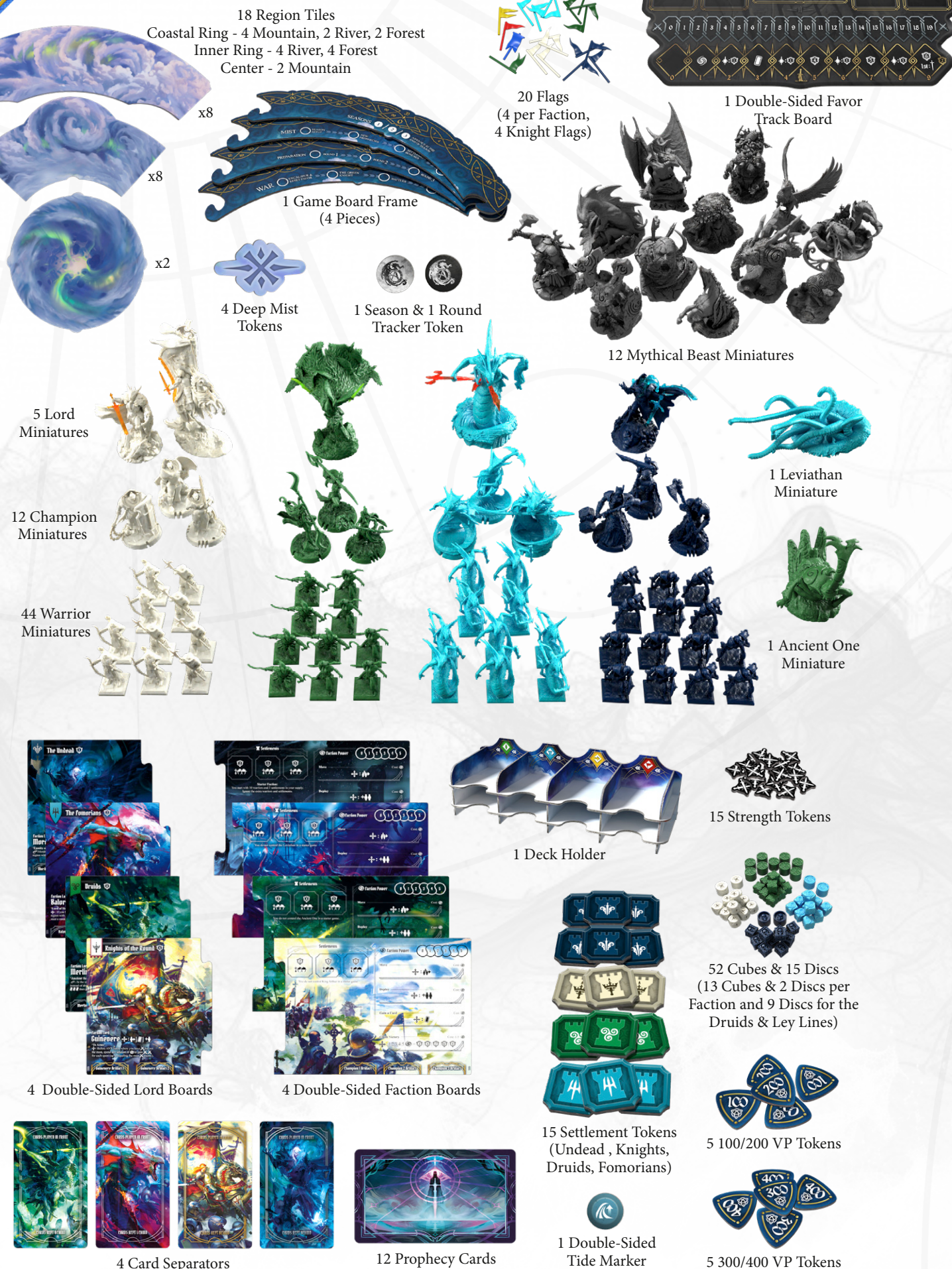
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components

"Every great journey begins with a single step."



components

"Know the tools of your craft and how to use them and all else follows."



MODES OF PLAY

Avalon has a number of ways it can be played, ranging from new player friendly experiences up to intense highly involved gameplay modes. During setup you will be asked to choose a game mode to play. All of the below can be used in any combination you wish. **For your first game it is highly recommended you play with the following options:**

A Normal Length Game with Standard Battles, Symmetric Factions, and Catch-Up Mechanisms.

Asymmetric Factions are noticeably more complex and benefit from prior experience with the systems of the game. No Catch-Up mode is intended for games where all players are incredibly close in skill and experience.

Note: Game length varies between game modes. A good rule of thumb would be to add 10 minutes per player for the Asymmetric Faction game.

Choice 1 - Normal Length or Long Game

Normal Length Game
In a normal game, players will play 2 seasons and then the game will end.

OR

Long Game
In a long game, players will play 3 seasons and then the game will end, adding roughly 20 minutes per player.

Choice 2 - Standard or Deterministic Battles

Standard - Push Your Luck
In this mode, players use a tense push your luck system for battles that is modified by your army strength, Battle Plans and strategic choices.

OR

Deterministic - No Randomness
In this mode, players use a combat system with no randomness. Players get out exactly what they put in at the expense of some of the tension of the standard system.
When playing deterministic battles, players use the full rules for battles as described in the War Phase but with one exception:
1. 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
In this mode, all players have the same faction powers but their Lords are distinct. Great for quick games and early games when learning the rules.

When playing Symmetric Factions, do the following:

1. Players use Simple Side A of both the Lord Board and the Faction Board. When using the A side of the Faction Board, there are no faction objectives (p.17).

OR

Asymmetric Factions
In this mode, all players have deeply asymmetric faction powers and effects. Great for rich, thematic games and lots of replayability.

When playing Asymmetric Factions, do the following:

1. Players start by using Side A of the Lord Board and use Side B of the Faction Board. They can later upgrade their Lord board to Side B by fulfilling their faction objective (p.17).

Choice 4 - Catch-Up or No Catch-Up Mechanisms

Catch-Up Mechanisms
In this mode, players have the chance to catch up by earning additional VPs (victory points). This helps groups with different experience levels find common ground for a good time.

When playing a Catch-Up game do the following:

1. Players use side A of the Favor Track Board.
2. 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.

OR

Little or No Catch-Up Mechanisms
In this mode, players compete with little or no help from the game system if they fall behind. This mode is good for groups where the level of skill and experience is very close between players.

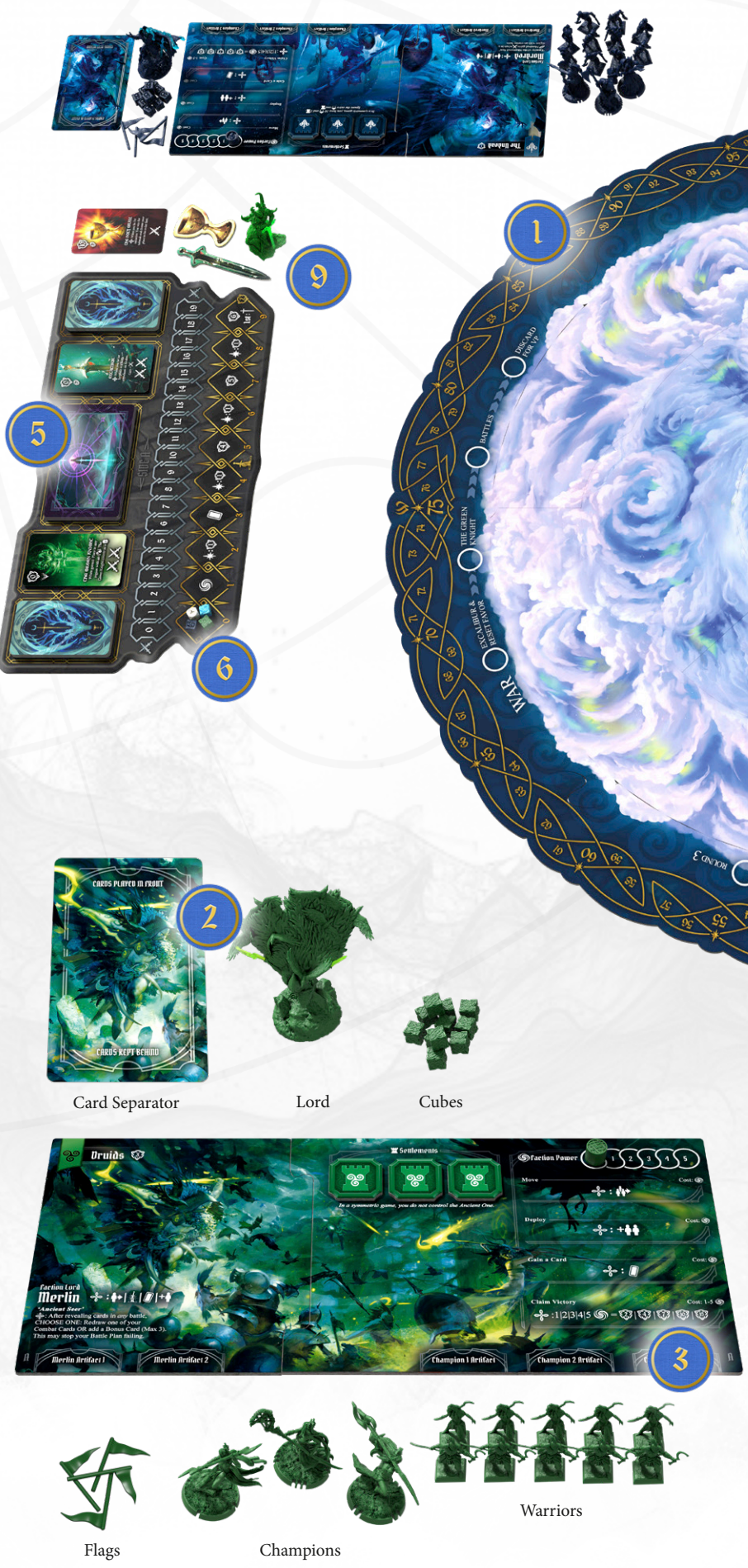
When playing this game mode do either or both of the following:

1. Players use the side B of the Favor Track Board.
2. No player gains the Green Knight during the game.

GAME SETUP

"Genius is the infinite capacity to take pains."

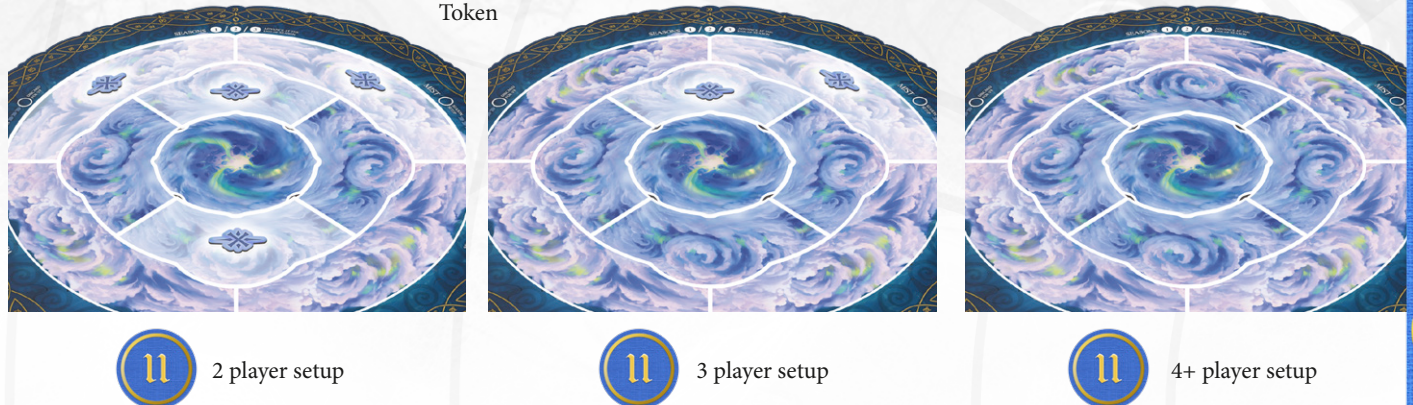
1. Assemble the Game Board Frame and place it in the middle of the play area. Shuffle all Avalon Region Tiles and, without revealing them, place 4 Coastal, 4 Inner and 1 Central Region Tile face down on the Board to form the isle of Avalon. Then place the Favor Track near the Game Board Frame.
2. Each player chooses a faction to play. They assemble the faction's Lord and Faction Boards and then take the corresponding Faction Cubes, Discs and Flags, Lord(s), Champions, Warriors and Settlements, placing them in their play area. The players additionally take their Card Separator and put it into their hand.
3. Players choose which game mode to play following the 4 choices in 'Modes of play' (p.5). When first learning the rules, it is highly recommended you play: A Normal Length Game with Symmetric Factions, Standard Combat and Catch-Up Mechanisms. Once a game mode is chosen, 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. Place a Faction Disc on the 0 spot of all tracks on the Faction Board. If playing asymmetric Druids, place 8 Discs (Ley Line Markers) on the 8 spaces on the Faction Board. If playing asymmetric Knights, place the 4 Knight Flags in their play area.
4. Take all the Cards from the Main Decks, turn them face up and sort them into 4 Decks (Deploy/Move/Settle/Battle Plan). Each Deck should contain all the Cards with identical 'type' symbols in the top left of the face of each Card (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.
5. Take the Mythical Beast, Artifact and Prophecy Decks. Shuffle them separately and place them face down in their designated places on the Favor Track Board. Place the Green Knight Card and the Excalibur Card in their respective places also.
6. Place the Favor Marker (a Faction Cube) of each player on the 0 space of the Favor Track.



GAME SETUP

"Build your foundations on the rock not sand."

7. Place the VP (Victory Point) Marker (a Faction Cube) from each player on the VP Track (on the Game Board Frame) in the space equal to the VP value next to the faction name on their Lord Board.
8. Place the Season Tracker Token on the first space of the season track. Place the Round Tracker Token on the season setup space of the round track on the Game Board Frame.
9. Place the Excalibur Token at the end of the Favor Track and place the Holy Grail Token & Card and the Green Knight Miniature nearby.
10. Place all Mythical Beast Miniatures, Strength Tokens and VP Tokens within reach of the players.
11. If playing a 2 player game, place the Deep Mist Token on the south, the north-west, the north-east and the north regions. If playing a 3 player game, place a Deep Mist Token on the north-east and north regions. Those regions are considered 'deep mist' and cannot be deployed to or moved to and are functionally ignored during the game.
12. Each player draws 3 Artifacts from the Artifact Deck, chooses 1 to keep and shuffles the other two back into the Artifact Deck. They gain the VPs in the top left of the Artifact Card and then place the chosen Artifact in any available Artifact slot under their Lord/Faction Board (granting its benefits immediately to the corresponding Hero).
13. Read the 'How to Win' tips (p.23) (If this is your first game or your group wants a refresher).



SEASON BREAKDOWN

"Time weaves its tapestry, thread by thread, even the mightiest of kingdoms shall yield to the hand of eternity."

Terminology

There are several keywords and concepts in Avalon that are important to understand. All definitions for icons and keywords can be found in the "Terminology" section (p.24-25).

Rulebook vs Components

In the case of a conflict between the rulebook and other components like Cards or Faction Boards, the component always supersedes the rulebook.

Phases of a Season

There are 2 or 3 seasons in a game of Avalon: The Riven Veil. Each season starts with a **Mist Phase** followed by the **Preparation Phase**, where players will perform 3 rounds of play, then the season concludes with the **War Phase**.

Mist Phase

Overview

Set up the board for the upcoming season and simultaneously gain 2 Cards from each of the 4 Main Decks.

Preparation Phase

Overview

The Preparation Phase consists of 3 rounds of play. Each round is split into two parts:

- Choosing a Card:**
First, players simultaneously choose one Card from their hand to play this round. They place it to the front of their hand (so that it is the first Card they see in their hand).

Next, players choose which Cards they want to use to pay the cost of the chosen Card and place them behind the chosen Card.

Lastly, the Card Separator is placed immediately behind those Cards to indicate which Cards are being played/spent and which ones are being kept in the hand.
- Reveal and Resolve Cards:**
First, each player reveals their chosen Cards and announces their Card's initiative value to the other players.

Then, players take turns in descending initiative order. During their turn a player will resolve their Card and may perform other abilities that they have access to.

At the end of a player's turn, they discard the Card and those used to pay for it.

Lastly, they draw any 2 Cards from any of the Main Decks - in any combination they choose.

War Phase

Overview

Starting with the north-east coastal region and moving clockwise around the board, perform battles one after another from the coastal regions to the inner regions and finally to the center of Avalon.

At the end of the War Phase, players gain VPs by discarding all Cards in their hand.

Seasonal Effects

In many places you will see VP (Victory Point) icons separated by a "/" (e.g 8/7/8 as shown in the bottom right example). This denotes which reward you gain in a specific season (Season 1/Season 2/Season 3).

Season 1 denotes the reward of the first season, Season 2 the reward of the second season, and Season 3 the reward of the third season.

Brief Description of Phases

The Game Board features an overview of the seasons and phases.



During a season, track the various 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.



PHASES: THE MIST PHASE

"Mystery draws us like a moth to the flame."

During the Mist Phase perform the following 'Season Setup' steps in order.

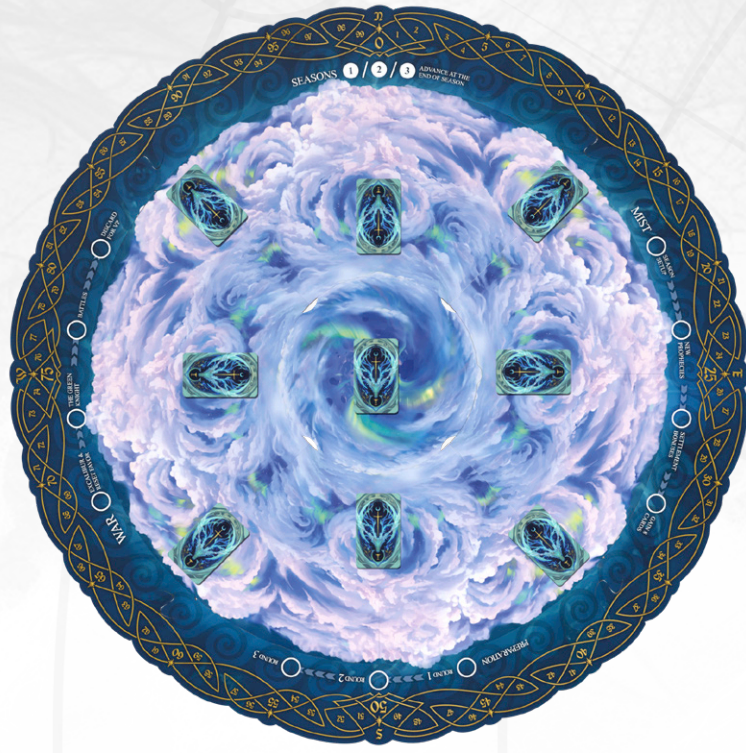
Step 1 - Regions Return to the Mists:

(Skip this step in the first season)

- Return all Units in all regions to their respective owner's supply (leave Settlements, Strength Tokens and Ley Line Markers in their positions).
- Any remaining face down 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 their respective Artifact/Mythical Beast Decks.
- Remove all regions without a Settlement from the Game Board and shuffle them back into their respective Region Tile piles. Then draw new Region Tiles from the piles and place them face down (unrevealed), in each empty region space of the Game Board.

Note: Strength Tokens and Ley Line Markers stay in their respective regions. If they have to be moved during this step, place them back into the same region afterwards.

4 player Mist Deck and Game Board setup example:



Step 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 one Card from the Mist Deck **face down** on each region, ignoring any regions with a Deep Mist Token on them. Regions with a **face down** Mist Card on them are always considered to be **unexplored** and can be **explored**.

Step 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 face up beneath the Favor Track. These Prophecies are now active for the season.

Step 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.

Step 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 other bonuses.

Step 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.

Step 7 - Draw Cards:

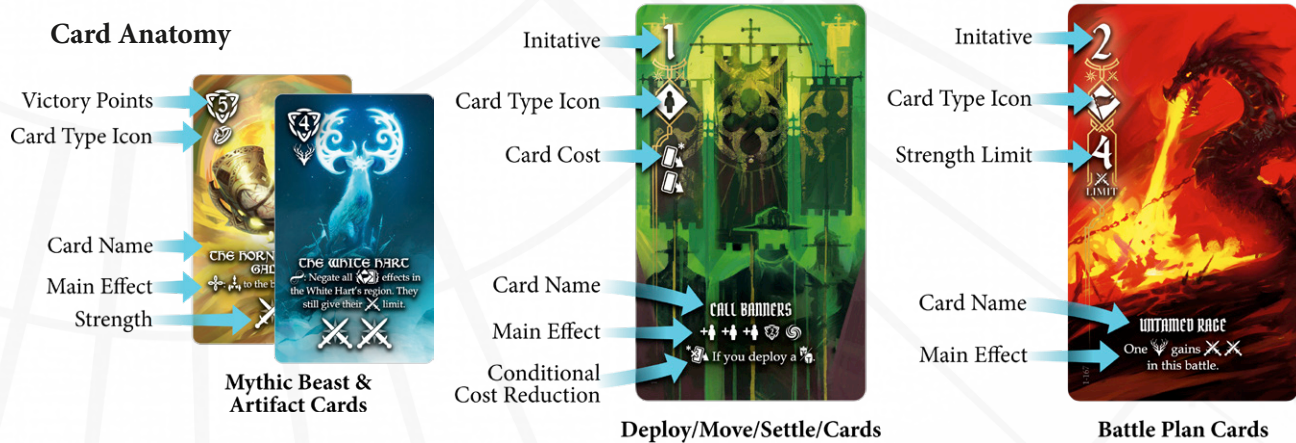
Draw 2 Cards from each of the 4 Main Decks (Deploy/Move/Settle/Battle Plan Cards). All Cards must be drawn face down before putting them into your hand.

Note: The number of Cards in each player's hand is public knowledge at all times.

PHASES: PREPARATION PHASE

"Forethought is the foundation of a strong castle; without it, even the mightiest walls may fall."

During the Preparation Phase the main focus is on playing and resolving Deploy, Move, and Settle Cards in preparation for the War Phase. The Preparation Phase consists of 3 rounds of play. Each round consists of two parts.



Part 1 - Choosing a Card

Step 1 - Card Selection:

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

Step 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 any Cards they wish to use to satisfy this cost directly behind the Card selected in step 1.

Step 3 - Place Faction Separator Card:

Lastly each player inserts their Card Separator between the Cards being played/spent and the rest of their hand.

Example: Hazel chooses a Card to play that costs 2 Cards. She places the Card she wants to play at the front of her hand then places 2 other Cards immediately behind that Card to pay for it. Lastly, she inserts her Card Separator between those 3 Cards and the rest of her hand.



Card Cost Reduction

Some Cards have a Card cost reduction indicated by a number of icons. Each icon reduces the number of Cards needed to pay for it by 1. This cost reduction is based on meeting certain criteria indicated by the text next to the * at the bottom of the Card. A Card cannot have its cost reduced below 0.

In step 2 of Choosing a Card, players may apply any cost reduction they will get from resolving the Card. However, 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 (p.11).

Example: Johnny plays a Card that usually costs 2 Cards but which has a 1 Card reduction if he only deploys Warriors. He pays 1 Card when selecting it but during his turn he changes his plan and instead chooses to deploy his Lord instead. At that time, Johnny pays an extra Card from his hand.

Part 2 - Reveal and Resolve Cards

Step 1 - Card Reveal:

Each player reveals their chosen Card, placing it face up on the table with the Cards they will pay behind it. Players then declare the initiative value of their chosen Card (the 1-3 value in the top left of the Card). The initiative 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 will be resolved in initiative order from **highest** initiative number to the **lowest** initiative number. If there is a tie, tiebreaker situations are decided in the following 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 printed next to the faction name on the 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.

Example: Jon, Hazel and Luke all tie. Jon has the Grail and chooses to go first. Hazel has the lowest VPs so chooses to go third, as she cannot choose to go first because Jon has already taken that position. Luke goes second as he can no longer choose a position the others haven't already taken.

Step 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 (p.17). 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 face down from any of the four Main Decks and check that they do not occupy a region with more than 5 units (p.17).

PHASES: PREPARATION PHASE

"Prepare your mind, make it as a fortress, for there are many that wish to assail it."

Player Turns

On a player's turn they resolve their chosen Card (or use a standard action instead) and use any number of abilities (effects denoted by)

Players may choose which order to resolve their chosen Card and any abilities, but must resolve all effects on the Card or ability before starting the next one. The only exceptions are 'if' and 'when' effects (such as 'if you deploy' or 'when you explore'.) These effects happen immediately when the requirement is met and may occur within the resolution of a wider set of effects.

Resolving your Card

If the player chooses to resolve their Card, they resolve the effects on the Card from left to right and top to bottom.

After resolving their Card and any abilities they wish to use, the player proceeds to the end of turn actions.



Example: Hazel resolves 'Sally Forth'. Resolving the Card from left to right. First, she deploys 3 Units (+). She chooses her Lord and 2 Warriors. She must deploy them all to the same region (as the icon indicates so) and decides to deploy them to a region where she has a Settlement to secure the bonus beneath. She gains a faction power (S) and 2 VPs (2) immediately when she does so.

Next she performs a group move () which allows her to move any number of Units in one region to an adjacent region. She wishes to keep one Unit behind so she moves all but one to the new region.

At the end of her turn, Hazel discards 'Sally forth' and the two other Cards she spent to pay for it. She then draws her 2 new Cards. She chooses 1 Settle Card and 1 Deploy Card.

Discarding Cards

When a Card is discarded it is placed 'face up' in the discard pile for its deck type. The remaining contents of the discard pile may not be viewed by any player. If ever a player would draw from a deck and there are no Cards left in that deck, shuffle the discard pile for that deck type and place it face down as a new draw deck.



Abilities

This icon depicts an ability. Abilities give you access to powerful effects.

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. You can activate Artifact abilities regardless of whether the Hero is deployed on Avalon or is in your supply.



Reaction Abilities

This icon depicts a reaction ability.

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



Passive Effects

This icon depicts a passive effect that is always active during the game, unless it is on an unequipped Artifact.

Passive effects can be gained multiple times during a season and so do not require a Faction Cube to be placed on them. Some passive effects, have a condition that needs to be met. When the condition is met, the effect is gained once.

Standard Action

If a player decides to perform a standard action, they return all the Cards they placed on the table back to their hand (including any Cards they used to 'pay' for the Card) and then perform one standard action shown below 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.

PHASES: PREPARATION PHASE

"It is more important to out think your enemy, than to outfight him."

Types of Effects and Icons

Cards, abilities and standard actions will all include various icons and effects that are explained below. It is always optional to take a reward from an icon but you cannot split a reward. For example, you must take all VPs awarded or none at all.

Fulfilling Requirements and Gaining Rewards

Cards will often have a requirement to gain a reward, such as 'if you have 3 strength in a region' or 'if you have a Unit in a region'. In all cases this means you need to have **at least** that amount, not exactly that amount, to fulfill the requirement. The rewards for these types of conditions are 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.

Some cards have general effects that apply to the whole card, such as 'you may deploy to any explored region.' This type of effect applies to all related icons on the card.

Deploy

+ [Unit Icons] An icon that depicts a plus symbol followed by a number of units indicates a deploy action.

Deploy up to the number of Units shown from your supply to either:

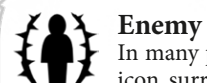
- Any coastal region (the 4 outer ring regions).
- Any region where you have a Settlement.

You may deploy into unexplored regions (a Region Tile with a **face down** Mist Card on it).

When deploying one or more Units, you may freely 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.



+ [Unit Icons] + [Unit Icons] If deployments are separated by additional + symbols, this indicates that the deploys are separate deploys and so **may be to different regions** from each other while still following the normal rules for deployment.



Enemy

In many places you will find a standard icon surrounded by a spiky halo. This halo refers to a component controlled by any other player. These icons never refer to your own components.



Settle

This icon indicates a settle action. Each region, except the center region, has 2 Settlement slots where players can place their Settlements using a settle action.

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.

Some Settlement slots on Avalon have a placement bonus. If you settle into such a slot, gain the indicated 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 will be gained again in the Mist Phase of future seasons and at the end of the game.**

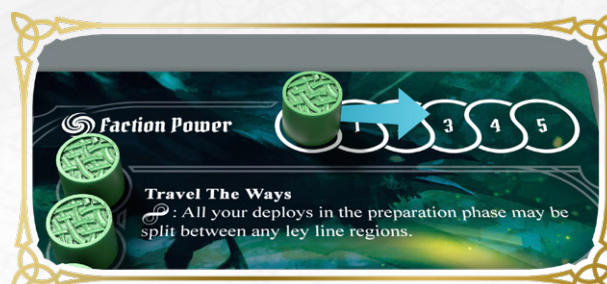


Faction Power

This icon indicates that you gain a faction power unless it is stated you must 'spend' it as a cost.

Avalon is a realm of latent energies and potential.

As you play you may collect this energy in the form of 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)

This icon indicates that you gain the stated VPs unless it is stated that you 'lose' them.

Whenever you gain VPs move your faction marker up the victory point track by the amount depicted in the icon's center. If your VP Marker reaches 0 Space on the VP track take or flip a 100/200 or 300/400 VP Token to represent these VPs.

Move

There are several options to move your Units. Units may only move from explored regions (Region Tiles that are face up and its Mist Card has been revealed).

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 (The region is flipped face up and Mist Card in the region has been revealed).

Whenever a player moves multiple Units using an effect, the moves are considered to happen simultaneously. All choices of where to move units must occur before those moves are performed.

The following four icons are all types of movement icon and indicate the following move actions:



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.



PHASES: PREPARATION PHASE

"To not prepare for victory is to prepare for failure."



Move Out

You may move any number of Units in a single region to any number of adjacent regions.



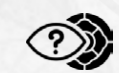
Move In

You may move any amount of Units from any number of adjacent regions into one target region.



Explored Region

This icon indicates a region that has been explored this season. A region is explored if its Mist Card has been revealed.



Unexplored Region

This icon indicates a region that has not yet been explored this season. A region is unexplored if it has a face down Mist Card on it. A region can be unexplored if the Region Tile is face up or face down.

Only your Lord can explore a region. 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 is unique in two ways:

- Your Lord may be moved (using any move icon) onto Avalon from your supply in the same way that you would deploy them. This counts as a deploy for other triggers.
- Your Lord can explore unexplored regions.



PHASES: PREPARATION PHASE

"To face the unknown and step toward it is the height of virtue"



Exploring the Mist

You may explore an unexplored region (a Region Tile with a **face down** Mist Card on it) when one of the following conditions is met:

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, immediately pause your action and explore the region. You may only explore once per turn, regardless of how many Lords you have.

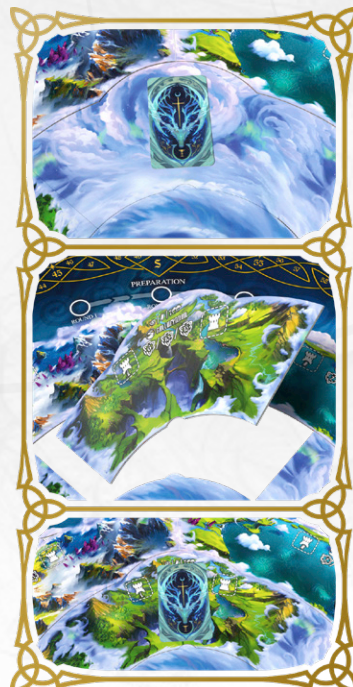
To explore the region, resolve the following four steps in order:

Step 1 - If the region is face down, flip it face up to reveal it.

Step 2 - Choose one exploration reward depicted above the region name and gain it (even if it was already face up).

Step 3 - Reveal the Mist Card. If a Mythical Beast is revealed, immediately interrupt the current action/effect and resolve the 'Bonding Mythical Beasts' section on p.15.

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



Important: Once a player has explored a region they cannot explore again in the same turn.

Exploration Rewards

When you explore a region, look at the exploration rewards printed on the revealed side of the Region Tile above the region name. Choose one of the depicted rewards. Possible rewards are:

- 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.

Revealing the Mist Card

Flip the Mist Card on the explored Region Tile.

If you reveal a Mythical Beast Card, place it face up next to the Game Board and place the corresponding miniature into the region it came from. Players immediately perform an influence bid to attempt to gain the creature's allegiance (See 'Bonding Mythical Beasts' p.15).

If you reveal an Artifact Card (including the Holy Grail), leave it face up 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.



PHASES: PREPARATION PHASE

"Everything you've ever wanted is on the other side of fear"

Bonding Mythical Beasts

As the game progresses, various Mythical Beasts will be revealed when exploring the mists of Avalon. When a Mythical Beast is revealed, place the Mythical Beast miniature into the region where it was discovered. Players then immediately compete in an initiative bid to see who gains the allegiance of the Mythical Beast, bonding it to their cause.

Step 1 - Choosing Cards to Bid

Simultaneously, players choose any number of Cards from their hand to bid for initiative. They will each bid the combined value of the initiative of those Cards (the number in the top left of the Card).

Once a player chooses how many Cards to bid, they place them at the front of their hand and place the Card Separator immediately behind the last Card chosen. The Card Separator indicates which Cards are being bid and which Cards are remaining in their hand. If a player wishes to bid no initiative they can do so by placing the Card Separator to the front of their hand.

Step 2 - Reveal Bid and Determine Winner

Once all players have chosen how much initiative to bid, players announce their initiative total that they have bid by revealing their selected Cards including the Card Separator. **The player who explored the region adds 1 to their initiative total.** The player with the highest total initiative wins and gains the following benefits:

They may bond the beast (see below).

They gain the VPs in the top left of the Card.

In the case of a tie, the winner is decided by the following 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 winning player then takes the Card Separator back into their hand, and discards all other revealed Cards. All other players return their revealed Cards and Card Separator back to their hand.

Step 3 - Bonding the Beast

The winner takes the Mythical Beast's Card and places it near their Faction Board. They also add a Faction Flag to the Mythical Beast's base to indicate that 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 number of Mythical Beasts equal to one Mythical Beast per season (1 in season 1, 2 in season 2, 3 in season 3).

If the player has already reached their maximum total, they may choose to 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 the player chooses to lose control of a previous Mythical Beast, return its Mythical Beast Card to the bottom of the Mythical Beast Deck and any Faction Cubes on its ability to their supply and also returning the Mythical Beast's Miniature to the common supply (from wherever it is). After doing so they may then bond the new Mythical Beast.



PHASES: PREPARATION PHASE

"The only way to victory is to plan for it."

Prophecies and Gaining Favor

Prophecies of the Lady

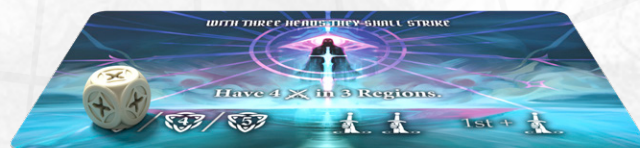
The Lady of the Lake is a powerful prophetess. She foretells the coming of the next ruler of the land through her prophecies.

During each Mist Phase, new Prophecy Cards are revealed.



Each prophecy has a requirement for completion, such as 'Have 4 strength in 3 regions.' In all cases this means you need to have **at least** that amount, not exactly that amount, to fulfill the requirement.

Whenever a player fulfills the requirements of a prophecy 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 rewards for the prophecy, 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. Causing the player to immediately gain the rewards.

If a prophecy is fulfilled by two or more players at the same time, they are all considered to have completed it first. When two 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 two 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, for any reason, 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 for any reason all requirements cannot be met due to such a restriction, everyone immediately completes the prophecy (The Lady showers you with favor to make up for her mistaken foretelling).



Favor

This icon indicates that you gain a favor. Favor represents your standing with the Lady of the Lake.

Favor is primarily gained through completing prophecies (2 or 3 favor per prophecy completed). Whenever you gain a favor, move your Favor Marker one 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.

In addition, the first player to reach the last space on the Favor Track each season immediately gains Excalibur (from wherever it is) and the Excalibur assignment at the beginning of the War Phase will be skipped.

If two or more players reach the end of the Favor Track at the same time, for example when two or more players complete a prophecy at the same time and reach the end of Favor Track, then no one gains Excalibur (Only the one above all can wield the blade).



Some spaces on the Catch-Up side of the Favor Track depict a star symbol. If a player moves their Favor Marker onto this space, they gain 1VP for every star icon on the VP Track between their 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 currently on.



PHASES: PREPARATION PHASE

"Preparation is to an army as a whet stone is to a blade."

The Holy Grail

The chalice of Christ that is said to hold the blood of the Son of God. Only the worthiest of knights can hope to glimpse its power.

Whoever wins the battle or scores 1st 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.

If a tie causes there to be two winners, then the player with the lowest VPs gains the Holy Grail Token and the other winner(s) will gain an Artifact instead (see War Phase: Gaining Artifacts From Battles p.22).

If there is a tie for lowest VP then the player with the lowest VP value on their Faction Board gains the Holy Grail.

Note: 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 10VPs and take the Holy Grail Token. They **Immediately** place the Token on their Lord Board near the Lord they wish to be the grail bearer. The Token does not take up an Artifact slot. The Lord counts as carrying the Grail, gains +1 strength while doing so and gains the ability to win a tiebreak in initiative next season. When this ability is used, place a Faction Cube on the Token just like 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 great reward when completed. Each faction has a different faction objective and a different length of faction objective track. Once a player has moved their Faction Marker to the last space of the track, they flip their Lord Board to reveal the bonus gained. Any Cubes and Tokens placed previously on the flipped Lord Board are transferred to the same space on the new side. Once completed, the faction objective track is no longer used.

End of Turn Actions

At the end of a player's turn they perform the following actions:

Discard Cards

The player discards the Card they played and any Cards they used to pay for it.

Draw 2 Cards

The player draws 2 Cards into their hand. These 2 Cards may be drawn from any of the Main Decks (Move, Deploy, Settle, Battle Plan) either from the same deck or two different decks.

Check Region Limits

At the end of a player's turn (not during) and at all times during the War Phase, players must check to see if the amount of Units they control in a region exceeds the region limit. Every region has a limit of 5 Units per player. Settlements do not count as Units unless otherwise stated.

If a player goes over this region limit, at the end of their turn or whenever it occurs during the War Phase, the player must return Units from the region to their supply until they control 5 Units in the region. The player may freely choose which Units they lose when doing so.



PHASES: WAR PHASE

"A great warrior is an average man with a greater than average focus."

The War Phase

Once 3 rounds of the Preparation Phase have been completed, the War Phase begins.

All explored regions where any player has strength are scored and if two or more players have strength in a region, a battle is fought. Resolve scoring/battles in these regions in the following 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.



Reminder: Each player may have a maximum of 5 Units in each region during the War Phase.

If for any reason a player has more than 5 Units in a region, that player must choose to lose an amount of Units until they reach the 5 Unit max. The controlling player choose which Units to lose.

Excalibur

Excalibur is the legendary sword of the Albion ruler which gives its wielder great power in battle. Held by the Lady of the Lake and given to those who prove themselves worthy.



Excalibur can be claimed in two ways. Firstly, it can be claimed by the first player to reach the end of the Favor Track, as long as there are no ties. Secondly, at the beginning of the War Phase, if Excalibur has not yet been claimed this season, whoever has more favor than all other players claims Excalibur.

If two or more players tie for the highest amount of favor then no player gains Excalibur. In this case, 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). They place the Excalibur Token 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 counts as carrying Excalibur, gaining +2 strength while doing so. They also gain the ability to add +1 strength to any one battle (with or without the Lord) where they tie for 1st place. When this ability is used, place a Faction Cube on the Token just like when using any other ability.

Reset the Favor Track

Regardless of whether Excalibur is claimed or not, reset the Favor Track. Move all Favor Markers to the 0 spot on the Favor Track. Favor can be gained afresh from then on.

The Green Knight

Before great battles the Mysterious Green Knight emerges from the woods to fight for the poor and powerless.

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. In the case of a tie for last place, no one gains control of The Green Knight.



Note: The Green Knight counts as a Unit but does not count against the bonding limit of one 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.

PHASES: WAR PHASE

"A king's greatest strength lies not in his might, but in his cunning; for a well-laid strategy can conquer realms where armies may falter."

Scoring Regions With Only One Faction Present

If only one player has strength in a region, no battle takes place and no Battle Plans are played. The lone player immediately scores 1st place in the 'scoring the region' section, receiving the full rewards for doing so.

Battle Overview

Battles are resolved in explored regions where two or more factions have strength. The winner of a battle will be decided by who has the highest strength in the region at the end of the battle. Each factions strength is calculated from: Units, Settlements, Artifacts and Battle Plans played into the battle.

There are two types of battle, Non-Hero and Hero battles. Which type of battle happens in a region depends on whether there is a Hero (Lord or Champion) present in the region. The differences between these battles are explained in 'Non-Hero/ Hero Battles' (p.20).

Unit and Settlement Strength Table

Each unit has a base strength and potential modifiers depicted below.

Settlement	1 Strength + 1 Per Strength Token
Warriors	1 Strength
Champions	1 Strength + Any Strength provided by equipped Artifacts
Lords	1 Strength + Any Strength provided by equipped Artifacts + 1 Per Strength Token
Mythical Beasts	X Strength as depicted on their Card + 1 Per Strength Token
Abilities & Passives	+ X Strength as indicated in the text of the ability or passive

Example: In this region Hazel has 1 Druid Lord with no Artifact and 2 Warriors for a total of 3 strength. Tim has 1 Undead Champion with an Artifact that has a strength of 1 and 1 Settlement which gives him a total of 3 strength. John has a Knight Champion with an Artifact that has a strength of 1 and the Tempest Mythical Beast with a strength of 2 for a total of 4 strength.



PHASES: WAR PHASE

"Wield war like a double-edged sword; it can protect your realm or unravel it, and every choice carries the weight of the crown."

Non-Hero Battles - Simple Strength Total

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. They calculate their total according to the table in 'Battle Overview' (p.19) and announce it. Skip directly to 'Scoring the Region' (p.22).

Hero Battle Steps

Step 1 - Calculate Starting Strength

Each player begins by calculating their starting strength according to the table in 'Battle Overview' (p.19). Players record this by placing a Faction Cube on the Strength Track (above the Favor Track) in the space that matches their strength.

Step 2 - Choose a Battle Plan and Bonus Cards

All players that have one or more 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 up to 3 'Bonus Cards' (Main Deck Cards of any type) to commit to the Battle Plan, placing them directly behind the Battle Plan they have chosen. Finally place the Card Separator directly behind the Battle Plan and Bonus Cards.

Battle Plans will have 2 effects. Firstly, the Battle Plan depicts a strength limit (above 'LIMIT' in the frame on the left side). This is the maximum total strength that the player can gain (without failing) from drawing Combat Cards. Secondly, it will have an effect that will have an impact during the battle.

For each Bonus Card committed to the Battle Plan, the Battle Plan's strength limit is increased by 1.

Optionally: A player 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 the player chooses this like a normal Battle Plan and adds Bonus Cards if desired. Then, when revealed, it is placed face down rather than face up.

Note: Battle Plan effects are not resolved when revealed unless stated otherwise, they resolve in Step 7. If the Battle Plan 'fails' the effect will not take place.



Undead



Druids



Knights

Step 3 - Reveal Battle Plans And Limits

Once all players have acknowledged that they are ready, all players simultaneously reveal their chosen Battle Plan by placing them and any Bonus Cards face up on the table and stating what their Battle Plan's limit is.

Some Battle Plans have text that states 'when revealed,' this effect applies immediately. All other text on the Battle Plan does not take effect until Battle Plan's resolve in Step 7.

Hero Battles - Battle Plans

If any involved faction has one or more Heroes (Lord or Champion) in the contested region, any player with at least one Hero may play a Battle Plan Card, Bonus Cards and draw Combat Cards to add to their total strength by performing the steps below.



Battle Plan Card

This icon denotes a Battle Plan Card. All Battle Plan Cards have a matching Card type symbol in the top left of the Card.



Example: Hazel, who is playing the Druids, chooses a Battle Plan with a 3 strength limit and two Bonus Cards, making a Battle Plan with a strength limit of 5.

Example: The Undead player plays a single Battle Plan Card with a strength limit of 5, giving them a total strength limit of 5. The Druid player plays a Battle Plan Card with a strength limit of 3 and 2 Bonus Cards, giving them a total strength limit of 5. The Knight player plays a Battle Plan Card with a strength limit of 4 and 1 Bonus Card, giving them a total strength limit of 5.

PHASES: WAR PHASE

"If you risk nothing, you risk everything."

Step 4 - Drawing Combat Cards

Players now draw Cards from the Main Decks to gain strength from their Battle Plan while trying not to draw too much by go past their limit.

Players draw in order from the highest strength player to the least strength player on the Strength Track.

In the case of a tie for strength, the order is decided in the same way as normal turn order is decided (Lowest VP>Lowest value on Lord Board).

When drawing these Cards players draw them **one at a time**, from the top of any of the Main Decks placing them **into their hand** in front of their Card separator without being revealed to the other players.

These Cards are called 'Combat Cards' and each Combat Card 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) and may stop whenever they like. However, once drawn a Card cannot be rejected. Each player draws all of their Combat Cards before the next player draws.

Note: Do not tell other players if your Battle Plan failed or not. It will inform their decision on how many Combat Cards to draw.

Step 5 - Revealing Combat Cards

Once all players have drawn their Combat Cards, they simultaneously reveal them by placing them face up on the table.

Step 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.

Step 7 - Resolve Battle Plans and Gain Strength

If their Battle Plan succeeds: the player's Battle Plan adds strength equal to the total of their drawn Combat Cards and **all effects on the Battle Plan resolve.**

If their Battle Plan fails: their Combat Cards add no strength and instead the player increases their strength on the Strength Track by **half** of the strength printed on the Battle Plan (rounded up) and **all effects on the Battle Plan do not resolve.**

If for any reason 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.

Alternate Simultaneous Draw

If all players agree, you may draw Combat Cards simultaneously instead of in order. 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.



3 + 2 = 5 LIMIT 3 = 5

Combat Cards Not Greater Than Strength Limit

✓ SUCCEEDS

+5

2 + 1 + 1 = 4 LIMIT 5 = 5

Combat Cards Not Greater Than Strength Limit

✓ SUCCEEDS

+4

3 + 3 = 6 LIMIT 4 = 5

Combat Cards Are Greater Than Strength Limit

✗ FAILS

+2

PHASES: WAR PHASE

"In the midst of chaos, there is also opportunity."



Gaining Artifacts from Battles

Some regions have an Artifact Card that was revealed during the Preparation Phase. The player who scores 1st place in an Artifact region gains that Artifact Card and the VPs indicated in the top left corner of the Card.

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 one empty Artifact slot, they may immediately equip the Artifact. If the Hero has no available Artifact slot(s), then the Artifact is placed next to the Faction Board of the player, and can be equipped during the Mist Phase of the next season.

Note: An Artifact's ability or passive can only take effect if the Artifact is equipped on a Lord or Champion. They may be on Avalon or in your supply but it must be equipped.

If a tie causes there to be multiple winners, then perform the following:

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

If there is a tie for lowest VP then the player with the lowest VP value on the Lord Board chooses first.



End of Battle

Scoring The Region

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 (Season 1/Season 2/Season 3).
- 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.
- In a case of a tie for 1st place, all tied players gain the 1st place VP, but all other players do not gain any VPs. They both count as winning the battle.
- In a case of 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, then no battle takes place. That player simply gains the full VP amount as indicated in the region for that season (and any Artifact present).

Discarding Cards from the Battle

After rewards are gained, some Cards are discarded according to the following rules:

- 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.

End of the Season

Discarding Hand Cards

After the end of the War Phase, each player discards all remaining Cards in their hand and gains 1 VP per discarded Card.



PHASES: WAR PHASE

"Victory is reserved for those who are willing to pay its price."



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).

End Game Scoring

Each player gains the VPs from the revealed Settlement slots on their Faction Boards one last time.

The winner of the game is the player who has the most VPs at the end of the final Season. If there is a tie in VP, the tie is broken in the following ways:

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

How To Win

1. **Go For The Artifacts, Grail And The Center of Avalon!** Always keep in mind how much a region is worth in the War Phase. Try to concentrate on high value regions and keep the VP reward of Artifact Cards in mind as well.
2. **Go For The Prophecies!** They are a good source of VPs and Favor which leads to more points and potentially Excalibur.
3. **Deploy All Heroes And Keep Them In Different Regions!** There is almost no benefit to having more than one Hero in a region. You can only play Cards into battles where you have a Hero present.
4. **Spread Out!** Sometimes it is more reasonable to spread out your strength into multiple regions to compete for multiple second places instead of one first place.
5. **Collect Cards!** Make sure to have a good set of Battle Plans and Bonus Cards at the end of the Preparation Phase so you can use them in battle and gain VPs.
6. **Settle!** Settlements are a great investment, they provide multiple deploys and score VPs several times as well as provide a forward base to deploy from.

TERMINOLOGY

“Words are cheap. It is how you use them that may cost you.”

There are various terms and icons within the game referenced in the rules and on components. Each term and icon has a definition or effect that is indicated below:

Season

Each game is split into 2 or 3 Seasons, each containing 3 Phases.

Phase

Each Season is split into 3 Phases. The **Mist Phase**, the **Preparation Phase**, and the **War Phase**. Each Phase has its own distinct set of rules.

Round

The Preparation Phase consists of a series of **3 rounds**. In a round each player will take one turn in initiative order (high to low) and then the round ends.

Turn

During a player's turn they will resolve their Card and potentially activate additional abilities.

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.



Unexplored Region

A region Tile with a **face down** Mist Card on it. Can be either a Region Tile that is flipped face down 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 face up and does not have a **face down** 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 four coastal regions of Avalon.



Inner Regions

The four 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 Game Board: N is upwards, E is Right, S is downwards, and W is left.



'To' Icon

This arrow indicates that what comes before this arrow must go 'to' whatever comes after it. Example Settle 'To' an inner region.



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.



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.



Unit

Any Warrior / Champion / Lord / Mythical Beast that you control. Settlements are not Units.



Warrior

A standard troop Unit that you control (not a Champion / Lord / Mythical Beast).



Lord

The Commander of your faction; a special Unit that is 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 also equip Artifacts and allows players to play a Battle Plan Card into battles in their region.



Champion

One of the 3 numbered special Units that 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 that you control (not a Warrior / Mythical Beast).



Mythical Beast

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



Enemy

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

TERMINOLOGY

“Define terms before quarreling over them”



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.



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.



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.

First

Being the first to complete a task or being the furthest along a track in a position other than zero.

In the case of a tie for first, all tied players are considered to be 'first'.

Most/Highest

To qualify for this the player must have more than zero of the requirements and have the most/highest of that requirement. If two 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 zero). If two or more players tie for having the least/lowest of something they both count as having the least/lowest.

Battle

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

Scoring 1st

Achieved in two ways, first by being the only faction with strength in a region or by winning a battle in a region.

Destroy

If any Unit is destroyed, it is returned to the owners supply to be redeployed later.



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 considered to be unlimited.



1 Initiative Card

Any Main Deck Card with an initiative value of 1 (depicted in the top left corner of the Card). 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.

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.



Move 1 Unit

Move a Unit from one region to an adjacent region.



Move An Army

Move as many Units as you choose from one 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 one region to any amount of adjacent regions.



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

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



Settle

Place a Settlement into an explored region where you have strength.



Favor

A reward that moves you up the Favor Track one spot, potentially giving you other rewards.



Star

A star depicts a chance to gain catch-up victory points via the Favor Track.

“The fate of a realm lies in the smallest of details; neglect not the threads, lest the tapestry unravel.”

Faction Glossary

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.

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 one 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.

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

Mythical Beast Glossary

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.

Kelpie and Leviathan

Regardless of which region these deploy to, they are deployed to the sea (the blue area between the coastal regions and the victory point 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.

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.

FAQ

1. When do ‘When’ effects trigger?

Whenever an effect states ‘when you do X gain Y’, resolve the rest of the effect that causes X before gaining Y.

2. Can I Lose VPs if I do not have enough?

You can only lose VPs if you have enough VPs to lose. You cannot go below 0 VP.

3. What does ‘Deploy to any explored region’ mean?

“Deploy to any explored region” means any explored region ignoring the need for it to be a coastal or Settlement region.

4. What do single strength icon requirements mean?

Wherever an effect mentions having a single strength icon in a region it means you need to have at least 1 strength there.

5. What do unexplored regions and the Units in them count as?

Region Tiles that are not explored have no region type. Units and Settlements in unexplored regions do count as being on Avalon for the sake of counting conditions on Cards but do not add Strength or count towards region specific requirements. Also Units in the unexplored regions cannot move out of them until the region is explored.

6. In Battle, can I draw no Combat Cards and still get the effect of my Battle Plan?

Yes you can. This is a successful Battle Plan as it did not ‘fail’.

7. Can I use effects on Artifacts that are unequipped?

No

8. Can ‘if’ conditions on a Card (such as ‘if you explore’) be triggered by effects that occurred previously in the turn (outside of the Card).

No

9. What happens if a Card used to trigger a discount is itself discounted by something else?

Both discounts apply if you demonstrate that you fulfilled both discount requirements.

10. When fulfilling prophecies, do I need to have the exact amount of Units/strength in those regions or at least that amount?

At least that amount. For example: If you have 3 Units in a region you still count as having a Unit in that region.

11. If a prophecy requires me to have 2 Units in 2 regions what does that mean?

It means to have at least 2 Units in one region and at least 2 Units in another that meets the criteria.

“Be careful with your words. A pot of ink and a quill can turn the world upside down”

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