

The cover art features a parchment scroll at the top with the title. Below the scroll, a knight in full plate armor with a green and yellow surcoat and a white horse with a green and yellow saddle cloth charges from the left, brandishing a long spear. In the distance, a red-clad knight on a white horse is also charging. The background is a forest of gnarled, leafless trees with a stone tower in the distance. The bottom right corner shows a small yellow figure and the TSR logo.

TSR™  
KNIGHTS OF  
CAMELOT™  
FANTASY BOARDGAME

A FANTASY BOARDGAME FOR 2-6 PLAYERS, AGES 12 TO ADULT

TSR HOBBIES  
THE GAME  
WIZARDS  
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# GAME PARTS

## INVENTORY OF GAME PARTS

The KNIGHTS OF CAMELOT game should consist of:

- This rule booklet
- One playing map
- One sheet of die-cut counters (chits)
- 75 KNIGHT cards (on 3 perforated sheets)
- 15 KING cards and 30 LADY cards (on 2 perforated sheets)
- Three dice: one pair and one odd die
- One large sheet with REFERENCE TABLES

If any of the parts are missing, please write to:

Customer Service  
 TSR Hobbies, Inc.  
 P. O. Box 756  
 Lake Geneva,  
 Wisconsin 53147

## THE PLAYING PIECES

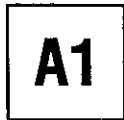
The multi-colored, die-cut cardboard counters (chits) are used to represent various characters and creatures in KNIGHTS OF CAMELOT. These include Animals, Brigands, Dwarves, Ladies, Monsters, Ships, common Player Knights, Arthurian Player Knights, non-player Knights, Castles, the Holy Grail, the Questing Beast, and Merlin/Morgan Le Fay (one chit for both). Some chits are only marked with a letter and number and these are used to mark adventure sites.

## SAMPLE CHITS

Player chits:



Common Player Knight

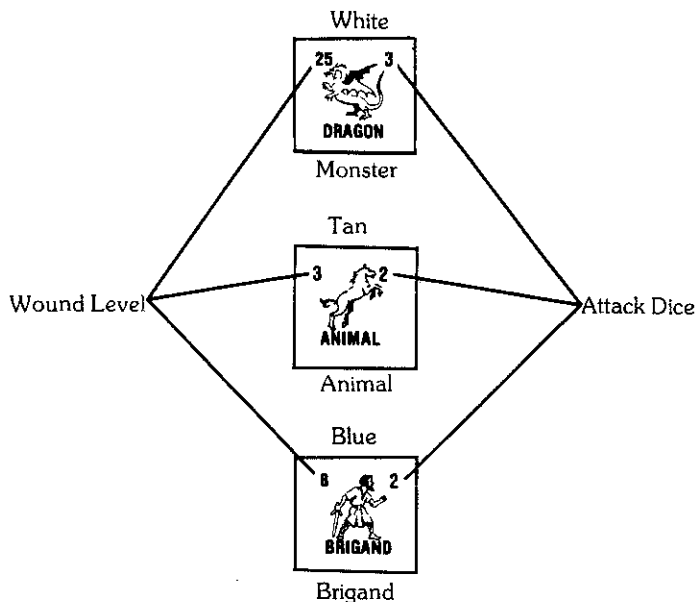


Adventure Marker



Arthurian Player Knight

Encounter chits:



Special chits:



Merlin/  
Morgan Le Fay



Questing Beast



Holy Grail

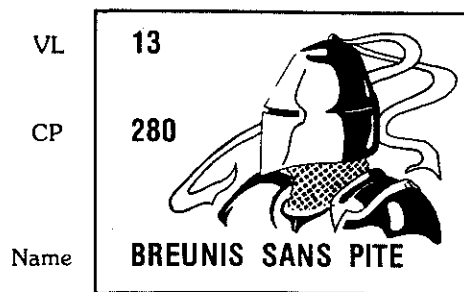
Encounter chits should be kept together in their appropriate groups to allow one to be drawn at random when the encounter dictates. Wound Level indicates the number of wounds a creature may take before it is defeated; Attack Dice are the number of dice rolled when the creature attacks. Most of the non-player chits are used to represent traveling companions or to indicate the nature of an Adventure. These chits are all labeled to aid identification.

## THE GAME MAP

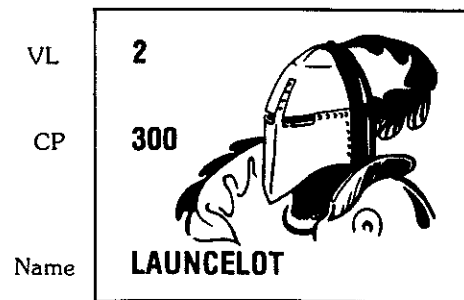
The game map depicts the realm of Arthurian Britain and nearby Kingdoms. Each Kingdom is represented by a different color, to clearly define regional boundaries. The terrain (such as rivers, forests, and the Wastelands) effect only movement in the basic game, but become encounter areas in the Advanced and Optional rules. Castles and Towns are depicted on the map. Ports are denoted by a ship symbol; a Shrine is indicated by a cross. Details on each of these features are included in the appropriate sections of this booklet.

## THE CARDS

There are three types of cards used in KNIGHTS OF CAMELOT:



Common Knight



Arthurian Knight


**Knight Cards:** Each card depicts one Knight, either a common Knight or an Arthurian Knight, and lists him by his name, **Virtue Level (VL)**, and **Chivalry Points (CP)**.

**Virtue Level (VL)** represents the moral quality of a Knight, King or Lady; his or her kindness of disposition and sense of justice. The smaller a Virtue Level, the more trustworthy and good an individual will be. An individual with a Virtue Level of 0 would be goodness personified, a protector of fair play, while one with a Virtue Level of 13 would be evil, immoral and a slayer of weaker opponents.

# THE BASIC GAME

**Chivalry Points (CP)** represent a Knight's or King's skill and courage in combat as gained through experience in battle and daring adventures. The CP of a Knight will never be less than 30 nor greater than 300.

**Wound Level (WL)** represents the number of wounds a Knight or King may take before he is defeated. Knights of greater skill have a higher Wound Level. To determine the Wound Level of Knights and Kings, divide their Chivalry Points by 10, rounding down. Thus a Knight with 160 CP has a Wound Level of 16.

VL	1	
CP	280	
Name	ARTHUR	
Kingdom	LOGRES	

King

**King Cards:** These cards represent the various Kings of the land of legendary Britain and its neighbors as depicted on the map. Each card gives the names of the King and his Kingdom as well as the King's Chivalry Points and Virtue Level.

The Basic Game introduces the players to the basic rules and game mechanics of KNIGHTS OF CAMELOT necessary to allow players to quickly learn how to play. Much of this game requires the player to consult charts to discover what an encounter is and how it will react, but it is not necessary that the beginning player study these charts before starting to play. It is only necessary to become familiar with how to use these charts, as will be explained below.

Once players are familiar with the basic movement, encounter, combat, adventure and request rules, they will be ready for the variations and more complex strategies contained in the Advanced Games. The Advanced Games include rules for Sea Encounters, Merlin the Magician and Morgan Le Fay, and the Quest for the Holy Grail. Optional rules are also included, and may be added to the advanced game. After becoming familiar with all the given rules variations, players may wish to design and play other scenarios, re-creating other Arthurian exploits or tales of pure fantasy.

## PREPARING FOR PLAY


Before starting the game, the players should read all the information detailed under the Basic Game and those sections under the Optional Rules and Advanced Game they desire to use. Only the Basic Game needs to be read by the beginning player.

Lay the map out on a table large enough to permit each player enough room to display their cards and to keep a piece of paper to keep records on. Backfolding (folding each crease in the map opposite of the way it was packaged) will allow the map to lie flat.


Carefully separate all of the cards from the sheets, and sort them into their three decks (Knights, Kings, and Ladies). Each deck should be shuffled thoroughly before beginning play.

Players should also punch out and sort the chits into their various groups as noted by chit type. Each player should choose a color and take the appropriate common Knight, Arthurian Knight and Adventure markers of that color. The rest of the chits may be placed in the game box or stacked near the board for future use. Monster, Brigand and Animal chits should either be kept face down in loose piles or placed in separate cups, so that a chit may be drawn at random when each is encountered.

**Determining Homeland and Lord:** Each player should roll the three dice and refer to the RANDOM DEPLOYMENT CHART (see MECHANICS OF PLAY) to determine their homeland. This is where the player should start by placing his or her Knight on the castle in the indicated Kingdom. The King of that land (see KING'S SERVICE) is the Player Knights' Lord, to whom they pledge all their loyalty and in whose name they perform their deeds of daring. One's Lord is always friendly to that Knight, even when encountered wandering about the countryside. If a Player Knight begins play in a province of Logres, Camelot is **not** their home castle, nor is Arthur their Lord; rather, a Knight should be drawn at random from the Knight cards and his name recorded to represent the player's Lord. Players may change Lords during play, but may never be in the service of more than one Lord at a time.

VL	2	
Service Award	(50)	
Seduction Adjustment	0	
Name	QUEEN GUENEVERE	

Lady

VL	6	
Service Award	(16)	
Seduction Adjustment	+4	
Name	NIMUE — LADY OF THE LAKE	

Enchantress

**Lady Cards:** Each card depicts a Lady or Enchantress and lists the Lady's Virtue Level, Service Award and Seduction Adjustment.

**Service Award:** This represents the Chivalry Points a Player Knight receives when he or she enters into the Lady's service.

**Seduction Adjustment** represents the skill of a Lady to seduce a Knight by craft and love potions. This number is added to the Virtue Level of a Knight before he checks for the chance of seduction.

**Housekeeping:** It is recommended that each player keep a scrap of paper handy or use copies of the Adventure Journal provided in the back of this booklet to keep track of the Chivalry Points, Virtue Points, and other necessary information gained during play.



## SEQUENCE OF PLAY

KNIGHTS OF CAMELOT is played in a series of game turns, each of which is subdivided into player turns. During a game turn, each player must perform a number of activities as detailed in the PLAYER TURN SEQUENCE; these include moving, rolling for encounters and resolving encounters, combat, making requests, and record keeping. A player's turn ends upon the completion of these phases. At the conclusion of a player's turn, play proceeds clockwise around the table to the next player.

**Determining Starting Player:** Before play begins each player should roll the three dice. The player with the highest total then begins play, with the play passing to the left, clockwise, around the table to the next player. In the case of a tie for the highest number, those who tied should roll again until one player rolls a number higher than the others.

### PLAYER TURN SEQUENCE

- 1. Movement:** To begin a turn, a player must decide whether to move or remain stationary. If the player wishes to move, he or she should move his or her Knight and any other counters in the party up to the maximum number of **encounter areas** permitted by his or her movement rate. For every area entered the player should check for an encounter; (in the Basic Game, players only need to check when in a countryside). All movement for the turn ends once an encounter occurs or when the player has moved his or her maximum allowance without encounters.
- 2. Encounter:** A stationary player need not check for encounters unless the Player Knight is in a countryside or imprisoned (in the Advanced Game a stationary player must also check if in a Town or at Sea). A moving player must check for encounters once per area moved through. Encounters need not be checked for if at a friendly Castle, a Shrine or an Adventure site (or Port and Towns in the Basic Game), nor when moving into one of these areas.

**Castle Encounters:** When a PK moves to a neutral Castle, he must roll for a Castle Reaction instead of checking for an encounter, and resolve any ensuing encounters.

To check for encounters, the player rolls one die: If the result is low (1,2,3), an encounter has occurred and the player must refer to the ENCOUNTER CHART. If the result is high (4,5,6), no encounter has occurred and the Player Knight may continue moving, provided that the movement rate permits.

- A. Attack/Avoid Option:** If an encounter occurs the Player Knight may choose to either attack or avoid the encounter, instead of rolling for the encounter's reaction. PKs who choose to attack *must* fight knightly foes chivalrously. If the PK fails to avoid the encounter when he tries, he may not then choose to attack.
- B. Encounter Reaction:** If an encounter is not avoided, an encounter reaction must be determined (see the appropriate REACTION section for each encounter). The encounter reaction will detail how the encounter must be resolved.
- C. Combat:** If an encounter reaction is hostile, combat may occur. If combat is required or the Player Knight chooses to force combat, the player to the left of the player whose turn it is should roll for the Player Knight's foes. Combat will continue until the Player Knight is either victorious or defeated. If the Player Knight is defeated, then combat between companions of the Player Knight and the foes is calculated and the victor determined.

**Knight's Fate:** If combat has occurred between knightly foes, when one side is defeated, the victor may then assign a KNIGHT'S FATE to the vanquished.

- 3. Retaining Companions:** The Player Knight must check at the end of an encounter resolution to determine if any of the non-men-at-arms knights in the player's party will leave. A successful Luck Roll must be made for each of these knights to remain. Knights who have just joined the PK during this turn need not be checked for.
- 4. Request:** If an encounter results in a friendly reaction, the player may attempt to have a request granted by the encountered individual. Players may **not** make requests of unfriendly individuals. Once the request phase is ended, and the individual has not joined the player's party for any purpose, the encounter is discarded and returned to its appropriate pile.
- 5. Record Keeping:** After an encounter has been resolved the Player Knight should record any adjustments to his or her Adventure Journal which occurred as a result of the encounter. A Player Knight's current wound level returns to full value, healing all normal damage incurred in that turn's combat. Chivalry Point and Virtue Point adjustments should be made and the new Virtue Level and Wound Level calculated.
- 6. Pass Turn:** The turn then passes to the player on the left.

**Merlin/Morgan Le Fay:** Once the turn has passed all around the table, the player starting the new game turn should roll for random deployment of the Merlin/Morgan chit and move the chit to the new location (only in the Advanced Game).

## HOW TO WIN

In the Basic Game of KNIGHTS OF CAMELOT, players begin as young knights errant — skilled, but untried, anxious to increase their mastery at arms and to prove their worth as knights so that finally they may become one of Arthur's selected Knights of the Round Table.

**Start:** The player begins the Basic Game as a common knight with 50 Chivalry Points (CP) and 5 Virtue Points (VP). Furthermore; the beginning knight has a Wound Level of 5 (CP/10, round fractions down), and a Virtue Level (VL) of 10 (CP/VP, round fractions up).

The purpose of the Basic Game is to become an Arthur Knight. (See KING ARTHUR.) This is achieved by completing the following requirements:

Before seeking the court of King Arthur a player must gain, through adventure, a total of 100 or more CP and reduce his or her VL to 5 or less.

### STEPS TO SEEKING KING ARTHUR'S COURT:

1. Go to Camelot and obtain a friendly Castle Reaction.
2. Gain audience with King Arthur and obtain a friendly King Reaction.
3. Request from King Arthur permission to become a Knight of the Round Table (to enter Arthur's service) and then roll for Arthur's Reaction.
4. If a task is assigned, complete the task successfully and return to Camelot.

If the player fails any of the above steps the player must return to Step #1 and try again.

5. Arthur is ready now to accept the player as one of his knights if the knight can prove he is virtuous enough. The player should roll one die and if the number is greater than his or her VL, King Arthur will appoint the player as a Knight of the Round Table. If the player fails to better his or her VL, the player must then return to Step #3 and roll Arthur's Reaction, but adds +1 to the roll.

## GENERAL TERMS

During the play of KNIGHTS OF CAMELOT, players will encounter several new terms which require explanation. These terms and their meaning are listed below:

**Player Knight (PK):** This term identifies each player's character and distinguishes it from the role played by non-player knights. It is used throughout the rules in reference to the players.

**Non-Player Knights:** There are two categories of non-player knights as represented by the Knight cards. 1. common knights, and 2. Arthur knights. Common knights are all knights not aligned to Arthur. Arthur knights are more chivalrous and more virtuous than common knights.

**Chivalry Points (CP):** A knight's skill and courage in battle are represented by CP. They also determine a knight's level of experience and the number of wounds he may sustain in combat. CP are obtained through combat with other knights and through service to a lady. The number of CP can never exceed 300 nor fall below 10.

**Wound Level (WL):** The number of wounds a knight may sustain before being defeated in battle is called wound level. Wound level is determined by **CP/10** (rounded down). Therefore, as a knight's CP increase so will his wound level.

**Virtue Points (VP):** When a knight performs gallant acts of knight-hood through adventures and penance he is awarded VP. When a knight fails to do his duty VP are lost. A knight's VP can never fall below 1.

**Virtue Level (VL):** The moral quality of a knight — his sense of justice and kindness of heart is represented by VL. VL is determined by **CP/VP** (rounding up). Therefore, the more virtuous the knight the lower the virtue level will be. To maintain a low VL a knight must increase the number of VP as he gains CP.

**Equipment:** Each player begins the game with one set of knightly equipment. This is made up of one horse, shield, lance and sword. Each of these items has a bearing on combat. If one is lost or broken it may be replaced. When a knight stops at a **friendly** castle all missing items will be replaced. A character may carry only **one** set of equipment at a time.

## SERVICE

When a PK is in service to a King or Knight and a Lady, he performs his mighty deeds and challenges other knights in the name of his Lord or Lady. A PK may never serve more than one Lord **and** one Lady at a time, but he may serve both.

### LORD SERVICE

When in service to a Lord the PK has sworn loyalty to this King or knight above all others.

At the beginning of a game a PK will randomly determine a homeland and his Lord. This Lord is a King or Knight who will always be friendly, whether encountered in his castle or on the road as long as the PK remains in his service. Therefore, no King Reaction roll is required when meeting one's Lord. Also, the Lord's Castle will always

be friendly to the PK and no Castle Reaction is required when visiting the castle. A PK's Lord will grant a player in his service requests as he would for any other knight. However, only a player's Lord may grant the PK a Castle. The Lord is considered to be in his castle if he is not on the board.

**Obligations:** If a player receives a "Lord summons", he or she should note it on the record and go to the Lord's castle as soon as possible. If a PK receives another "Lord summons" before the first one is answered the PK will lose **6** VP. Each additional summons will cost the PK **6** VP until the first summons is answered.

**Arthur's Knights:** Knights who serve Arthur cannot be cowards and will lose **6** VP each time they flee a possible combat situation.

**Changing Lords:** A PK may wish to serve another Lord other than the one initially rolled. To do so a PK must obtain a friendly Castle Reaction, King Reaction and successfully make a request of the new King in order to enter his service. If the PK is under summons to his Lord when attempting to change lords the player loses **6** VP. Once a knight changes his Lord the original Lord is no longer friendly and revokes any castle he may have granted to the player.

A Player Knight must always serve a Lord. If, however, the PK's Lord is a Knight who is slain, there may be a time when the player has no Lord. A Player Knight without a Lord will not be given knightly equipment, other than a sword, when the player requests new equipment of a castle owner to replace stolen or broken equipment.

**King List:** When a player rolls three dice to determine his or her Homeland and Lord, the player should consult the following table to determine which King corresponds to the indicated Homeland. This will be the PK's Lord. If the player rolls Logres, his or her Lord will be a knight drawn at random, **not** Arthur.

Random Deployment	King	Homeland
2	Galahaut	Surluise
3	Carados	Scotland
4	Lot	Lothian
5	Clarivaus	Northumberland
6 (h)	Uriens	Gore
6 (l)	Brandegoris	Strangore
7	Arthur	Logres
8 (h)	Cradelment	North Wales
8 (l)	Royns	Wales
9	Mark	Cornwall
10	Pellam	Listenoise
11	Agwisance	Ireland
12 (1, 2)	Ban	Benwick
12 (3, 4)	Bohrs	Gaul
12 (5, 6)	Howell	Brittany

### LADY SERVICE

A knight may enter a Lady's service through courtship or seduction. To court a Lady, a knight must receive a friendly Lady Reaction and make a Request to enter into her service. A Knight who fails to avoid seduction will also enter a Lady's service. A seduced knight loses VP equivalent to the Lady's VL.

A PK in the service of a Lady will receive a **service award** added to the PK's CP. This bonus is derived from the inspiration a PK receives from romance.

When a PK enters the service of a Lady, her castle is placed on the map at the place the request was made. This friendly Castle is where the knight must return to when he receives a message from his Lady.

The Lady is considered to be in her castle if she is not on the board.

**Obligations:** If a player receives a "Lady summons", he or she should note it on the record and go to the Lady's Castle as soon as possible. If a PK receives another "Lady summons" before the first one is answered the Lady will die of loneliness.

A knight may **not** leave his Lady voluntarily but may lose her to outside influences. The Lady may die of loneliness or the PK may lose her to another knight who courts her or slays her. The PK may lose a challenge for her love in combat or be seduced by another Lady or may lose her by being tricked.

When a knight loses his lady for any reason, he also loses the **service award** points he had received earlier. Upon her death, the PK also loses 12 VP and runs the risk of going mad. (A roll of 1 on one die.) (See MAD KNIGHT.)

When a PK leaves a Lady's service, she ceases to be friendly and her Castle is removed from the board.

## MECHANICS OF PLAY:

There are several standard functions that players should become familiar with in order to play this game.

**Random Deployment:** It is required throughout the game that players "randomly deploy" or place various events and characters. To help with this placement the lands of ancient Britain and its neighbors have been numbered from 2 to 12 on the map, which will allow placement determination by the roll of 2 six-sided dice. Certain lands are further divided into several provinces which require the rolling of a third die to determine which province. These include Logres, which has 1 to 6 provinces, Gore/Strangore and North Wales/Wales which are determined by a high-low roll (4,5,6 high — 1,2,3 low), and Gaul which is divided into 3 kingdoms (1,2 — Brittany; 3,4 — Gaul; 5,6 — Benwick).

When random deployment is called for the player should roll the three dice, the pair and the one odd die. The sum of the pair of dice will indicate a land on the map of the corresponding number. The odd die should be ignored unless one of the four lands mentioned above is rolled.

Example: The player is told to randomly deploy an Adventure, he or she then rolls the three dice getting a 1 and a 5 on the pair of dice (a total of 6) and a 5 on the odd die. Land number 6 on the map is Gore/Strangore — and the 5 on the odd die is high (4,5,6) so the land rolled is Gore.

Note: Faerie, Rome and the several islands on the map will not be generated by this system, but are named by specific Adventures in the game.

### RANDOM DEPLOYMENT CHART

2	Surluise
3	Scotland
4	Lothian
5	Northumberland
6 — high	Gore
6 — low	Strangore
7	Logres (Province #1-6)
8 — high	North Wales
8 — low	Wales
9	Cornwall
10	Listenoise
11	Ireland
12 (1,2)	Brittany
(3,4)	Gaul
(5,6)	Benwick

**Luck Roll:** Often during the game the player will be required to make a Luck Roll when attempting to avoid various encounters, and events or in order to gain or retain items of aid during the game.

When to make a Luck Roll: A Luck Roll is required to resolve the following situations:

- Avoiding an Encounter
- Avoiding a Trick
- Granting a Request
- Retaining the company of Knights who have joined a party
- During Combat: Remounting a Horse
  - Gaining a replacement weapon from a Dwarf
  - Commanding a Mascot to attack a fresh opponent

To make a Luck Roll first roll the odd die to determine the *Luck-of-the-Day*. The *Luck-of-the-Day* roll is made only **once** per turn and should be noted. Any situations requiring a Luck Roll during that turn must be made against this number, it will not change during the turn.

Then a second die is rolled to "test the luck". If the number rolled is equal to or greater than the *Luck-of-the-Day*, then the player has successfully beaten his or her luck.

Example: Sir Edgewick encounters a horrid ogre. Thinking it the better part of valor he decides to flee the encounter. He rolls the odd die and his *Luck-of-the-Day* is 5. He then rolls a 3 on the second die and fails the "test of his luck", the creature is too swift and upon him before he has a chance to wheel his charger about. During the combat the force of one of his charges splinters his lance and he calls out desperately for Nadling the Dwarf, his faithful servitor and companion, to bring him his second lance. His *Luck-of-the-Day* is still 5, but this time when he tests his luck he rolls a 5 (which is equal to or greater than his Luck) and he manages to retrieve his lance before it is too late. Unfortunately, the monster then slays poor Sir Edgewick's faithful steed and he must again call on Nadling to bring the other horse. This time he rolls a 2 and fails the "test of his luck", the battle is too swift and hotly contended for the good dwarf to reach his master's side. Shortly thereafter, the ogre slays the brave, but unfortunate knight.

**Using the Cards:** Three decks of cards are included with this game to provide random drawing of the various personalities encountered in KNIGHTS OF CAMELOT. These decks of cards represent the Knights, both common and Arthurian Knights, the Kings and the Ladies of Arthurian romance. Each deck of cards and their discard piles should be kept separate from each other. Whenever a non-player Knight, King or Lady is encountered during the game, a card should be drawn from the appropriate deck to represent the encountered figure. Once an encounter is completed and the person leaves the company of the player the card should be returned to its discard pile.

The face of the card should not be revealed to the player whose turn it is, until the PK has committed himself to a proper reaction.

When the discard pile is about equal in height to the rest of the deck the two halves should be shuffled together to return encountered Knights to play.

Whenever any Lady or non-player Knight is slain by a PK, the card used to represent that person must be removed from the appropriate deck for the duration of the game.

### RECORD KEEPING

Players should keep records of certain information throughout the game. The values of Chivalry Points, Virtue Points, Wounds, and so

forth often change, and should be recorded on an Adventure Journal (at the back of this booklet) or a piece of scratch paper. It is suggested that the information be recorded in pencil, as changes may be frequent. The following list of terms used on the Adventure Journal includes notes on each of the items to be recorded.

Chivalry Points (CP): May never exceed 300.

Virtue Points (VP): May never be lower than 1.

Virtue Level (VL): Represents moral status; found by dividing Chivalry Points by Virtue Points (CP/VP = VL), rounding up.

Wound Level (WL): Represents damage taken in combat; found by dividing Chivalry Points by 10 (CP/10), rounding down.

Poisoned Wounds: These are wounds *not* healed at the end of a turn, but are curable by prayer.

Current Wound Level: The actual number of wounds which may be taken before defeat in combat; found by subtracting Poisoned Wounds from Wound Level.

Adventures or Prophecies: Remember to note the Adventure Number as well as the Adventure marker number used to note the Adventure Site on the map surface.

Lady: The name of the Lady the PK is currently serving; remember to note the location of her Home Castle.

Friendly Castles: Should contain a complete list of all Castles from which a friendly reaction has been obtained, as they may be revisited without checking Castle Reaction (except for Camelot).

Exiles: A result of Knight's Fate; remember that re-entering an area (Province or Kingdom) from which a PK has been exiled will result in the loss of 12 VP.

Equipment: Whenever a piece of equipment is broken or stolen, or a horse killed, the loss should be noted immediately; note that a dwarf may carry one extra set of equipment.

## MOVEMENT

During the movement phase of a player's turn, the player may move his or her Knight and any traveling companions up to his or her maximum allowance or any part thereof, or until an encounter occurs, at which point all movement ends for that turn and the encounter must be resolved. The Player Knight need not move during his or her movement phase if engaged in some other activity.

Movement is from one **encounter area** to another. An **encounter area** is defined as a countryside or terrain feature as noted by Kingdom borders and rivers, a Town, Castle, Port or Shrine, Sea or Adventure site. In the Basic Game only Knights in a countryside or a Player Knight moving into a countryside need to check for a possible encounter. Each turn, a PK who remains in a countryside or who moves into a new countryside must check for an encounter by rolling one die for each area entered. If the result is low (1,2,3) an encounter has occurred and movement must cease for that turn even if the encounter is subsequently avoided. The player should then refer to the ENCOUNTER CHART to determine what the encounter is and then proceed to resolve it. If the die result was high (4,5,6) no encounter has occurred and the player may continue to move up to his or her maximum allowance.

A **countryside** is defined as the interior of any kingdom, as indicated by country borders and rivers, not including terrain features

or other encounter areas such as Castles, Towns, Shrines, Ports, or Adventure sites. To reach any area within a kingdom a PK must first move into the kingdom's countryside and then to his goal. Vice versa, when leaving any area within a kingdom, the PK must first exit the area into the kingdom's countryside and may then move to another area in the same kingdom or exit the kingdom entirely. Movement between kingdoms is from countryside to countryside. A river may divide a kingdom into two or more countrysides.

**Movement Rate:** A Player Knight's movement rate depends upon his or her means of transportation.

On horseback, one rider per horse	3 areas/turn
On horseback, 2 riders on any one horse	2 areas/turn
On foot, any one member of the party	1 area/turn
By Ship, movement at sea	1 area/turn

If the Player Knight is traveling with a party the party will move at the speed of the slowest party member. No more than 2 people may ride on one horse.

Example: Sir Alfred the Bald traveling with Boldric the Dwarf and Sir Phelot, his man-at-arms, encounter and do battle with Sir Trian. During the battle, Alfred's horse is slain, and he mounts his dwarf's steed to continue the contest. Unfortunately, that horse is also slain before brave Sir Alfred emerges victorious. Sir Alfred, the player, may demand of his defeated rival his horse (see KNIGHT'S FATE). Now with the two horses, the three travelers can manage a movement rate of **2** on the next turn (two of them must ride the same horse). If only one horse remained alive, one of the party would have to walk, reducing the group movement rate to **1**.

**Boarding a Ship:** Whenever a player wishes to travel to an island, Ireland or Gaul, the Knight must first travel to a Port, indicated by a Ship symbol on the map, and board a Ship, which ends the player's turn. Place a "Ship" chit on the map, and place the chits representing the PK and companions upon it. The turn following boarding the Player Knight may sail. Ships are drawn at random from the appropriate chits. The number in the upper left hand corner is the Wound Level total for the ship's captain and crew. This is not used in the Basic game.

Ships may only sail from Port to Port, players may not attempt to disembark at non-port encounter areas.

In order to enter a Port that is also a Castle, a friendly Castle Reaction is first needed.

### Terrain Effects on Movement

Certain types of terrain features found on the mapboard may effect the movement rate of PKs. These effects are detailed below:

**Border:** Borders separate one Kingdom from another Kingdom, or one Sea area from an adjoining Sea area. Borders serve as territorial dividing lines.

**River:** In the Basic Game, Rivers separate one countryside area from another. In some instances, a River may also run alongside of a Border. There is no movement penalty for crossing a River.

**Forest:** In the Basic Game, PKs must **stop** and end their movement for that turn whenever they enter a Forest. PKs may leave a Forest at their normal movement rate.

**Towns:** In the Basic Game, Towns are merely refuges from encounters. There are no benefits or penalties gained by entering a Town.

**Wasteland:** In the Basic Game, movement into the impenetrable Wastelands is **prohibited**.



## ENCOUNTERS

Whenever a PK stops in or moves through a countryside he or she must check for a possible **encounter**. An encounter is a meeting between a PK and a randomly determined person or creature. To check for an encounter, the player rolls one die; if the result is low (1,2,3), an encounter must be determined (see **Determining Encounters**, below). A high score (4,5,6) indicates no encounter. In the Basic Game, encounters will occur in **countrysides** only.

**Determining Encounters:** When an encounter is indicated the exact nature of the encounter must be randomly determined. To do so, the player rolls two dice and consults the **NORMAL ENCOUNTERS**, below:

### NORMAL ENCOUNTERS

2. Monster
3. Mad Knight
4. Animal
5. Knights (3)
6. Brigands (1-6)
7. Knights (1-6)
8. Peasants
9. Lady
10. Goodly Hermit Man
11. Dwarf
12. King

**Revealing Encounters:** Whenever an encounter chit or card is drawn to represent the encounter, its face should not be revealed to the player whose turn it is until that player has decided on the course of action he or she will follow. Also whenever a group of characters is encountered, each character should only be revealed in the order the PK chooses to face them.

Example: If a Lady is encountered and attempts to seduce the PK, he will not know her Virtue Level, whether Lady or Enchantress, or her Service Award until he decides to attempt to avoid her seductive advances. Likewise, one does not know the CP or VL of an encountered knight until the PK is committed to joust him.

**Finding Encounter Characters:** To *find* any character, the PK must move into the area where the character is known to be. If the character is in a Castle or Shrine the PK will automatically find the character. If the character is not in a Castle or Shrine, then the seeking player must make a successful Luck Roll to find the character.

An encounter, before searching, will prevent any seeking of a character in that turn.

**Attack Option:** If an encounter occurs, a PK always has the option of challenging and attacking *before* checking for the encounter's reaction. A PK who chooses to attack an encounter *must* fight any knightly foes, knights and kings, chivalrously, even though the opponents may not fight chivalrously themselves. If the player decides not to attack, he or she may attempt to *avoid* the encounter.

**Avoiding Encounters:** A PK, at his or her option, may attempt to avoid an indicated encounter. The player must make this attempt before proceeding with any further actions. To avoid an encounter, the PK must make a successful Luck Roll (see **LUCK ROLL**). If the encounter is avoided, no further action occurs and the player's turn is ended at that point. If the encounter is *not* avoided, the player *must* roll the encounter's reaction (if applicable) and may not initiate combat at this point.

**Encounter Reactions:** If the PK does not *attack* the encountered character and fails to *avoid* it, the player must then consult the appropriate **Encounter Reaction Chart** in the **CHARTS AND TABLES** section to determine the reaction of the person or creature encountered. This reaction is determined by a roll of two dice. Certain types of encounters will require *no* reaction roll. These are as follows:

**Peasants** are always friendly; no reaction or attack.

**Brigands, Mad Knights, or Monsters** will always attack immediately.

**Encounter Resolution:** The response dictated by the **Encounter Reaction Chart** will refer the player to another table in the **CHARTS AND TABLES** section or direct the PK to initiate combat (see **COMBAT**, below). Either of these two actions marks the final phase of the Encounter Resolution procedure.

### RETAINING COMPANIONS:

During the adventuring career of a Knight it is probable he will gain and lose many companions. These companions may part company in a variety of ways.

Common Dwarves will remain with a PK throughout his or her career until the PK is defeated or goes mad. At that time the Dwarf will abandon the PK leaving behind any equipment he is carrying. Men-at-Arms will also leave a Knight when he is defeated, goes mad, or after the PK has attempted one adventure.

For all other companions, the PK must determine after every turn if the companion will remain. The PK must make a Luck Roll for each companion in order to retain their company for the next turn. If the Luck Roll fails, the companion will leave. Knights who have just joined the PK during the current game turn need not check for leaving.

A PK need not make a Luck Roll for Men-at-Arms and Dwarves, because they have accepted service with the PK as part of their duty.

## NOTES ON ENCOUNTER AREAS

### CASTLES

A Castle is the abode and stronghold of some person of importance and is located within a Kingdom. A Castle Owner may be a King, Lady or Knight (including a PK).

A PK starts play in his Lord's Castle. That Castle will remain friendly to the PK until the PK leaves the service of the Lord. The Castle of the PK's Lady is also friendly.

**Castle Reaction:** When a PK visits a non-friendly Castle, a Castle Reaction must be determined. To do so, roll 2 dice and consult the **CASTLE REACTION CHART**. If a friendly reaction is not received, then the PK is considered to be outside the Castle.

When Knights are traveling in a party, the Castle will be considered friendly to the party if the Castle is friendly to one of the Knights. This enables the party to be re-equipped at the Castle. However, the

Knights will not be able to make requests and the Castle will no longer be friendly once the party leaves the Castle. The Castle may become friendly on a permanent basis if the friendly Knight successfully requests friendship for another PK.

No encounters will occur while at a Castle. Neither will PK's companions leave and the PK need not check to retain them while at a Castle.

**Making Requests:** A PK in a friendly Castle may wish to make a Request of the Castle Owner. An audience with the owner is assumed to be granted, but the player must roll the reaction of the Castle Owner (see KING, LADY, or KNIGHT as applicable).

**Friendly Castles:** A friendly Castle will automatically resupply a PK with equipment; including any equipment his Dwarf might be carrying. If a PK received a friendly reaction from a Castle, that Castle will remain friendly until the owner is slain or the PK is outlawed. Whenever a PK gains a friendly Castle, the location (and name, if a Royal Castle) should be noted on a record sheet.

**Storming a Castle:** If the PK and his party wish to attack a non-friendly Castle or liberate a prisoner in the Castle, they must defeat 1-6 knights (roll 1 die and draw from the Knights Deck). If the PK is defeated, he will be imprisoned.

**Imprisonment:** While imprisoned, a PK may not perform any actions except "appeal to passersby" or "appeal to the Castle Owner". (For more details see IMPRISONMENT.)

### CASTLE REACTIONS CHART

2. Monster attacks
3. Knights (1-6) attack
4. Tricks
5. Gives a Message
6. Tests Virtue
7. Lord not home
8. Offers challenge
9. Informs of Adventure
10. Offers friendship
11. Invites in, offers share of Adventure
12. Friendly, shows magic gateway

### EXPLANATION OF CASTLE REACTIONS

2. A Monster (drawn randomly, see MONSTERS) lurking in the shadow of the Castle attacks the PK. The PK may attempt to avoid the Monster. If the Monster is defeated, the Castle will become friendly; otherwise, the Castle remains unfriendly.
3. Knights (roll one die to determine the number) attack the PK. If all of the Knights are defeated, the Castle will become friendly; otherwise, the Castle remains unfriendly. If the PK is defeated, he is subject to a KNIGHT'S FATE.
4. This Trick may be avoided by a successful Luck Roll, but the Castle will not be friendly regardless of the outcome.
5. The unfriendly Castle gives the PK a Message (determine randomly, see MESSAGES).
6. The Castle Owner demands the PK prove his worthiness by completing a test for those who would gain entrance. The player *must* roll on one die a number greater than or equal to his or her VL. If the player succeeds he or she will gain the friendship of the Castle. If the PK fails or refuses to try he will lose 3 VP and be refused entrance; the player must then leave the Castle and return to the countryside to check for an encounter before returning to the Castle and checking Castle Reaction again.

7. The Castle Owner is not currently in residence and the guards will not permit the PK to enter or resupply. The Castle is not friendly.
8. The castle's champion (one Knight drawn at random) is sent forth to meet the PK and will demand to joust with the PK. If the player is victorious, the Castle will become friendly; otherwise, the Castle remains neutral, check Castle Reaction again.
9. The Castle is friendly and invites the PK and his party in. The PK is told of an Adventure (determine randomly; see ADVENTURES). If the Adventure is not pursued immediately, it will disappear.
10. The friendly Castle invites the PK to enter and restock equipment.
11. The Castle is friendly. An Adventure (randomly determined, re-rolling any CAMELOT result) is about to be pursued by 1-6 of the castle's non-player Knights (roll one die to determine the number; a Knight card is drawn for each). The PK is invited to lead the pursuit; the offer may be accepted or declined without penalty nor change in Castle Reaction. The Castle Knights are not Men-at-Arms and must be checked at the end of each turn to determine if any will leave.
12. The friendly Castle offers to let the PK use a magic gateway to Faerie (see ADVENTURES). If the offer is accepted, the PK may move there on the next turn.

### SHRINES

There are four Shrines on the map. A player may be sent to a Shrine as a Penance, may escort Pilgrims to one, or may choose to travel to a Shrine for meditation.

Encounters are not rolled for while at a Shrine, nor may a PK and his party be attacked while in a Shrine. Characters who have joined a player's party will not leave the PK while in a Shrine and need not be checked for departure. For each *full* turn spent in a Shrine, the PK will receive 1 VP. The Shrines and their locations are as follows:

- Rome: in the lower right-hand corner of the map.
- Carbonek: in Listenoise (10).
- Llanthony: in Wales (8L).
- Canterbury: in Logres 2.

To randomly determine a Shrine, a player must roll 1 die and refer to the following table:

1-2	Canterbury
3-4	Llanthony
5-6	Carbonek

NOTE: Rome is a special case (the destination of an Adventure or Penance), and is therefore not included in the above table.

### KING ARTHUR

Whenever a player starts the game as an Arthur Knight, King Arthur and Camelot Castle are automatically friendly. When a Player Knight becomes an Arthur Knight, Arthur and Camelot then become friendly to him. However, in all other situations, King Arthur is **never** automatically friendly, though Camelot may become so.

Whenever a PK starts a game in Logres-1 (other than the Grail scenario), Castle Jagent will be his or her Home Castle, **not** Camelot. A non-player Knight should be drawn from the Knight deck to serve as the Lord of that area for the game.

As with other Castles, a friendly Castle Reaction indicates the disposition of Camelot Castle **only**. However, King Arthur (if the player wishes to meet him) will have a separately determined reaction. At other Castles, once a friendly Castle Reaction is obtained, the Castle will remain friendly throughout the game; however, this is **not** so for Camelot. A PK must receive a friendly reaction from **both** Camelot and King Arthur, for Camelot to remain friendly to the PK. If a friendly reaction is received for the Castle only, Arthur's reaction **will** differ with each meeting until the Player Knight becomes an Arthur Knight. An Arthur Knight will always receive a friendly King Reaction from Arthur, but must still check Arthur's Reaction when making a request.

Arthur will grant Knighthood, permitting the PK to serve Arthur as his Lord, if certain conditions are met:

#### Conditions for Becoming an Arthur Knight:

1. The PK must have accumulated 100 CP or more and must have a VL of 5 or less.
2. The PK must gain an audience with King Arthur by obtaining a friendly Castle Reaction and a friendly King Reaction.
3. The PK must roll a favorable Arthur Reaction and complete the assigned task. If the task is not completed the PK must begin again.
4. Upon completion of the task, the PK must roll (on one die) a number equal to or greater than his or her VL.
5. If the roll fails, Arthur must be approached again, and another Arthur Reaction rolled and task assigned.

For every completed task after the first, the PK may add +1 to the die roll when testing his or her worthiness. A PK seeking service with Arthur may never have a VL greater than 5.

If Arthur's reaction becomes unfriendly, the PK may not request permission to become an Arthur Knight. In fact, when this roll is failed, the Player Knight will be expelled from Camelot, and must start over by seeking for friendly Castle and King reactions from Camelot and Arthur before being allowed to make a Request of King Arthur. Arthur will automatically become unfriendly to any PK who tries to become an Arthur Knight before having accumulated enough CP to do so.

#### Making Requests of King Arthur:

When a PK meets King Arthur, his reaction is determined by using the KING REACTION CHART (see KINGS). If a Request is made of King Arthur, the player making the Request must roll two dice and consult the ARTHUR REACTION CHART (below) to determine if the Request will be granted. If Arthur does not grant the Request he will assign a task for the PK to complete to prove his or her merit. A player may *not* refuse a task and must attempt to complete it. Once the PK has attempted the task, he or she may return to test Arthur's Reaction again. If the task has been successfully completed then Camelot will still be friendly upon his return and the PK will gain +1 on his or her next Arthur Reaction. If the PK fails to complete the task, Camelot and King Arthur will not be friendly towards the player and new Castle and King Reactions must be determined.

#### ARTHUR REACTION CHART

2. Exiles
3. Task: Slay Monster
4. Task: Adventure
5. Task: Mad Knight
6. Challenges honor
7. Task: Combat
8. Task: Deliver Message
9. Task: Slay Brigands
10. Task: Attend court
11. Task: Attend feast
12. Grants Request

## EXPLANATION OF ARTHUR REACTIONS

2. The PK is immediately thrown out of Camelot Castle, and exiled from Logres—1. Arthur refuses the request!
3. Arthur does not grant the request, but gives the PK the Task of finding and slaying a Monster. He does not, however, tell the PK where to find a monster. If the PK succeeds he or she will gain +1 on the next Arthur Reaction.
4. Arthur does not grant the request, but sends the PK on an Adventure. When randomly determining the Adventure, however, the player must add +1 to each die. The PK will receive +1 on the next Arthur Reaction if he or she succeeds.
5. Arthur does not grant the request, but gives the PK the Task of retrieving a Mad Knight (as described in Adventure 5:3). If the PK succeeds he or she will gain +1 on the next Arthur Reaction.
6. The PK makes a poor impression on Arthur, who does not grant the Request, and casts doubts on the Player Knight's honor. The PK loses 6 VP, but may remain in Camelot. The PK may make a Request on the next turn without checking a King reaction.
7. Arthur gives the PK the Task of defeating three non-player Knights in combat. If the PK is successful, King Arthur will grant the Request. If the PK is defeated, King Arthur will assign a Knight's Fate.
8. Arthur gives the PK the Task of delivering a message (which need not be determined) to a King (determined at random) by the most direct route. Note that a friendly reaction must be obtained from both the Castle and the King to deliver the message. If the task is successfully completed Arthur will grant the Request upon the PK's return.  
  
After delivering the message, the PK must return to Camelot, again by the most direct route, to finish the Task.
9. Arthur gives the PK the task of vanquishing Brigands (as described in Adventure 2:4). If the PK is successful, Arthur will grant his or her Request upon return to Camelot.
10. The friendly King Arthur will grant the Request if the PK will attend an upcoming court ceremony at Camelot. To perform this task, the PK must lose 2 turns.
11. Arthur will grant the Request if the PK will join in a feast and celebration. To do so, the PK must lose 1 turn.
12. Arthur grants the Player Knight's Request.

## COMBAT

There are three possible situations which will lead to combat. A PK may be challenged to joust; a PK may be attacked during an encounter or a PK may challenge and attack any encountered creature, including another knight.

**How to have combat:** Combat always takes place on a one-to-one basis. When a PK enters combat the player to the left of the PK assumes the role of any opponents. Both players roll the proper number of Attack Dice as determined by weapon or creature type. The player with the higher total subtracts the lower total from his score. The difference equals the number of wounds inflicted upon the one with the lower score.

Example: Sir Geoffrey of Leighs has been challenged to joust by Sir Bryan of the Lake. Both attack with lance from horseback



which allows each to roll 3 attack dice. Geoffrey rolls a total of 9 while Sir Bryan rolls a total of 13. Bryan rolls the highest and thus inflicts 4 wounds on Sir Geoffrey (13 - 9 = 4). Since Geoffrey has a Wound Level of 5, and he has received 4 wounds, he can still take 1 more wound before his Wound Level is reduced to zero or less and he is defeated.

Combat continues between players until one of the combatant's wound level is reduced to zero. In the event that the PK faces more than one opponent, the PK must then choose a new foe to fight, until either the player is defeated or all the opponents are defeated.

All encounters, except Knights and Kings have a set number of attack dice. The number of attack dice for Knights and Kings will vary depending upon the method of combat.

## KNIGHTLY METHODS OF COMBAT

A Player Knight may always decide how he will fight within the restrictions of the rules, providing the player possesses the necessary equipment. Non-player Knights and Kings will always choose the best means of attack available unless they agree to fight fairly with the same weapons as their opponent. Following are the different methods in which a Knight or King may fight:

METHOD OF COMBAT	ATTACK DICE
On a horse with lance*	= 3 dice
On a horse with sword	= 2 dice + 1 point
On foot with sword	= 2 dice
Unarmed	= 1 die
If Knightly opponent has no shield**	= + 2 points

\*A lance may only be used from horseback; if a knight does not have a horse for some reason, he may not fight with a lance.

\*\*A Knight or King relies on his shield as a means of defense in combat. Without his shield a Knight is at a disadvantage against his foes. A Knight fighting without a shield rolls his attack dice normally, but his opponent adds +2 to its attack dice roll.

**Sequence of Combat:** Combat will always take place in the following order: Mascot Combat (if desired), PK Combat, non-player Knight Combat and Knight's Fate.

Before a PK enters into combat he or she may instruct his or her Mascot to attack. If the Mascot is not sent into combat or the Mascot is defeated, then the PK must enter combat. Once the PK begins combat against a creature, the player must fight until he or she is victorious or defeated.

If the PK is engaged in combat with an unknighthly foe (a Brigand, Animal, Monster or Mad Knight) and suffers a Combat Event the PK may attempt to flee further combat by making a successful Luck Roll. (See **MECHANICS OF PLAY**.)

After PK Combat has been resolved non-player Knight Combat takes place (see **PARTY COMBAT**). If the remaining combatants are all knightly foes each player rolls two dice and adds the total of that roll to the remaining wound levels of his or her party. The side with the higher total is the victor. However, if the foes are non-knightly, the PK companions, at the player's discretion, must continue combat on a one-on-one basis. If a Player Knight's side is victorious, the PK is **not** subject to KNIGHT'S FATE (even if the PK was defeated). If the PK's side is defeated then the PK is subject to a KNIGHT'S FATE assigned to the player by the Knight who defeated him or her.

## CHIVALRY

True Knights observe a special code of honor and conduct with other knights. They always face their foes on even terms, using the same weapons and dismounting if their opponent is on foot, so that neither has an advantage over the other.

If a PK uses any advantage when fighting a Knight or King (using a lance vs. a sword, or fighting on a horse when one's foe is on foot), the player will receive **no** awards of VP or CP for the combat. A PK who is at a disadvantage versus a King or Knight may appeal to his opponent to fight chivalrously with the same method as the player. The opponent will agree **if** the player rolls a number greater than or equal to the VL of the opponent.

Players who challenge other PKs **must** fight chivalrously at all times. Those players who are challenged by another PK are not so restricted, but will still lose any awards from the combat if they decide to fight unchivalrously.

Players are not required to fight Brigands, Animals, Monsters or Mad Knights chivalrously, as they are not considered opponents worthy of chivalry.

**Player Arthur Knights:** If a player is an Arthur Knight and fights unchivalrously, he or she will lose 6 VP for each opponent fought, in addition to forfeiting possible combat awards.

## COMBAT EVENTS

Whenever opponents in combat roll the same number and tie, so that neither suffer any wounds, a **Combat Event** will occur. A difference in the number of Attack Dice will not influence a Combat Event. When a Combat Event occurs, each player should roll one die, and the total of the two dice will be used to find the appropriate event on the **COMBAT EVENTS CHART** (below). Brigands, Monsters, Animals, Dwarves, and Mad Knights ignore all Combat Events affecting them. However, their knightly opponents **do not**.

**Breaking Lances:** There is one Combat Event which operates outside of the restrictions of the Combat Events Chart. A Knight or King using a lance in combat will break his lance if a result of "11" is rolled on the three attack dice.

**Combat between players:** When determining Combat Events between two Player Knights, each player should roll a die to determine who is, for that single event **only**, the "Player Knight" (the lower roll) and the "opponent" (the higher roll). In case of a tie, both players should reroll.

### COMBAT EVENTS CHART

2. Player Knight's companions leave
3. Player Knight's shield broken
4. Player Knight's weapon broken
5. Player Knight's horse killed
6. Player Knight unhorsed (horse still alive)
7. Offer to break off combat
8. Opponent unhorsed (horse still alive)
9. Opponent's horse killed
10. Opponent's weapon broken
11. Opponent's shield broken
12. Reinforcement arrives (1 Knight joins PK)

## EXPLANATION OF COMBAT EVENTS

2. Any Men-at-Arms, Mascot, and Dwarf in a player's party leave the scene of the combat, deserting the PK.
3. The opponent of the PK will gain a +2 on his Attack Dice for the rest of the combat. The PK may request chivalrous combat of a knightly foe (a King or Knight), or may attempt to recover a spare shield by making a successful Luck Roll.
4. The PK may either switch to another available weapon. If the PK is not carrying another weapon he may attempt to get a replacement weapon from his Dwarf (this requires a successful Luck Roll).

5. If the player is attacking from horseback, the Player Knight's horse is killed, and the PK is unhorsed and reduced to fighting on foot with a sword. Otherwise, this result has no effect. The PK may attempt to mount his spare horse, if the player possesses one, by making a successful Luck Roll.
6. The PK is knocked off his horse. The PK may attempt to remount (by making a successful Luck Roll). If the player fails to remount, he or she must fight on foot with a sword.
7. If the PK wishes to stop the fighting, the opponent must be checked to see if he will agree. Roll 2 dice, and if the total is greater than or equal to the VL of the opponent, he will agree to end the fight.
8. The opponent is knocked off his horse, but he will not remount. If the PK is still on horseback, the player must choose whether to fight chivalrously and dismount or not.
9. If the opponent is attacking from horseback, the opponent's horse is killed and the opponent must fight on foot with a sword. The PK must decide whether to fight his disadvantaged foe chivalrously or not.
10. The opponent will change weapons if he has another (each non-player Knight has a full set of knightly equipment). If an advantage is gained by the PK, the player must choose whether to fight chivalrously or not.
11. If the opponent is a knightly foe, his shield is broken, and the PK will gain +2 on his Attack Dice if the player still uses a shield. Should this result give the PK an advantage, the PK must choose whether to fight chivalrously or not.
12. One non-player Knight (determined at random) arrives. He agrees to join the PK's party and will assist in combat if the player is defeated. If the PK has sworn an Oath forbidding traveling companions, the reinforcement may be told to depart **after** the combat, and the PK will not be penalized in any way because of his arrival.

**Replacing Equipment:** When a PK breaks a piece of equipment due to a Combat Event, the PK might be able to replace it immediately. To do so, the following requirements must be met:

1. The PK must own an extra piece of equipment which is being carried by a Dwarf.
2. The player must make a successful Luck Roll to recover the weapon, shield or horse.

Note that companions other than a Dwarf (such as Men-at-Arms) will **never** "loan" equipment to the PK.

## PARTY COMBAT

If Player Knights who have several Men-at-Arms or companion Knights engage in combat with other non-player Knights (such as a King and his retinue or a Player Knight with companions), the usual system of combat can take a lot of time and dice-rolling. Whenever combat involves *only* non-player Knights, the faster system described below is used.

All Player Knights should resolve all of their combat *first*, using the following priorities: first, any opposing PKs fight; second, undefeated PKs fight opposing non-player Knights until all PKs are defeated or until they best all the opposing non-player Knights. When all PKs are defeated, their companions will enter the fray. At this point total up all the *remaining* Wound Levels of the combatants on each side; roll two dice for each side, and add the results to the corresponding totals. Whichever side has the higher total (Wound Levels plus dice roll) is declared victorious.

This system is **not** used until *only* non-player Knights or Kings are the remaining combatants. Monsters, Brigands, and Animals must be fought by the PK (and then by the PK's companions) using the standard combat system and their indicated Attack Dice. The PK will determine in what order his party members will attack.

If a Player Knight's side is victorious, that PK is **not** subject to KNIGHT'S FATE (even if the PK was defeated), since this occurs after all combat is finished. If a Player Knight's side is defeated, the PK is subject to a KNIGHT'S FATE based on the Virtue Level of the Knight who defeated that player. EXCEPTION: if the victorious side was led by a King, the VL of that King is used to determine the PK's fate rather than the VL of the Knight that actually defeated the PK.

## SPECIAL COMBAT SITUATIONS

1. **Mascots:** A Mascot is an Animal which has joined the PK as a companion. A Mascot may fight for a PK. A PK may only instruct a Mascot to enter into combat at two specific times: either **before** the PK enters combat, or when the PK changes opponents during combat **not** after the PK has been defeated. A Mascot may always be sent in **first** into any combat. However, a successful Luck Roll must be made for the Mascot to be brought into combat another opponent to give the PK a rest. If the PK fails the Luck Roll, he must continue combat with the next opponent (or Yield). If a Mascot is defeated in combat, it is considered slain. Once a Mascot enters combat, it may not retreat until its opponent has been defeated or the Mascot is dead. All awards or penalties resulting from a Mascot's combats are gained by the owning PK.
2. **Tournaments:** When in combat at a Tournament, jousting equipment is provided; as a result, Knights never break lances nor suffer Combat Events. In addition, Knights are given a chance to rest after each joust, and thus face each new opponent at their full Wound Level. Knights defeated at a Tournament do **not** suffer a KNIGHT'S FATE.
3. **At Sea:** Knights involved in combat at sea may not use lances or fight on horseback, they may only attack with a sword. Neither do they suffer Combat Events.

## DEFEAT

When the wound level of a PK or opponent reaches zero or less as the result of wounds received in combat, that person or creature is defeated. A PK may *yield*, concede defeat, at any time during a battle before being reduced to zero wounds, but is subject to the same penalty as if defeated in combat.

**Defeated Player Knights:** Several results are possible if a PK is defeated. When the opponent is a King or Knight, the PK is subject to KNIGHT'S FATE (see below). If the opponent is a Brigand, the player is robbed of all equipment. When the victorious opponent is an Animal, Dwarf, Mad Knight, or Monster, the defeated PK is slain.

**When a PK is Slain in Combat:** The slain player may continue the game by starting another PK. Any PK thus created must begin with the same CP, VP, and equipment as stated at the *start* of the game. A new Homeland (and thus Lord) must be determined.

**Defeated Opponents:** Whenever a PK defeats a Monster, Lady, Animal, Dwarf, Hermit, or Brigand, the opponent is considered to be slain. A defeated Mad Knight may be either killed, left behind, or taken to a Castle. When a King is defeated, he may **not** be slain and **must** be freed, but will thereafter be friendly to the PK.

If a PK defeats a Knight, the PK may impose any KNIGHT'S FATE listed on the following chart. EXCEPTION: Players may **not** kill other Player Knights. There may be penalties imposed for slaying a non-player Knight (see KNIGHT'S FATE below).

## YIELDING

During combat with a Knight or King, a PK may choose to yield (concede defeat) and agree to accept any **fate** meted out. When a Knight (PK or otherwise) is defeated in combat, the Knight might refuse to yield. The victor must then choose whether to slay or free the defeated Knight.

**Player Knights:** If a PK yields, that PK is considered defeated (even if the Player Knight's Wound Level has not yet reached zero). The PK may not participate in any further combat during that turn. A PK may find it advantageous to yield if the player expects eventual defeat (for instance, when facing a large number of hostile Knights) and if the Knight currently being fought has a low VL (which will result in a relatively mild KNIGHT'S FATE). If a defeated PK does not agree to yield, the victor will slay him at once.

**Non-player Knights:** Whenever a non-player Knight is defeated in combat, the victorious PK must roll two dice. If the result is less than the defeated Knight's VL, that Knight will refuse to yield. The PK must then either slay the defeated Knight (which may result in a penalty; see **Slaying**) or allow him to leave without assigning a KNIGHT'S FATE.

## KNIGHT'S FATE

Whenever a Knight is defeated by another Knight or King, the defeated Knight is subject to a KNIGHT'S FATE. A defeated Player Knight's FATE is determined using the VL of the Knight who defeated the player (or by using the VL of a King, if the PK's foes were lead by a King). The defeated PK must roll one die, and add the result to the VL of the victor; the resulting number will be found on the KNIGHT'S FATE CHART below.

A victorious PK may assign any KNIGHT'S FATE listed on the chart to any Knight he has personally defeated **unless the defeated Knight is another player**. Player Knights may **not** slay other Player Knights, either directly or by giving them poisoned wounds; however, any other KNIGHT'S FATE listed may be assigned. Knights defeated by the PK's party will flee once they are defeated and the party will **not** attempt to restrain them in order to enforce a KNIGHT'S FATE.

A Player Knight who surrenders to a victor's terms is honor-bound to observe them. If the PK strays from the agreed terms, the player loses 12 VP. Only certain KNIGHT'S FATES may be refused by PKs, these are marked with an asterisk (\*) after the number on the KNIGHT'S FATE CHART. Other FATES may **not** be refused.

EXAMPLE: Sir Eric, a Player Knight, is bested in combat by Sir Galahad. A die roll of 2 added to Galahad's VL (0) gives a KNIGHT'S FATE result of 2 — Sends to Shrine. Eric elects not to go on the long journey, and loses 12 VP at once. Had Sir Eric accepted the pilgrimage, and then at some point before its completion strayed from the direct path (to pursue an Adventure, for example), he would not suffer the 12 VP loss until he actually left the path (or stopped for something other than encounters).



## KNIGHT'S FATE CHART

1. **Grants Request:** In a rare burst of generosity the victor offers to grant **any** one request of the loser's. These include: Join, Share Adventure, Give Equipment (if available), Release from Oath, Pray for Healing or Arthur's Favor.
- 2.\* **Sends to Shrine:** The victor sends the loser on a pilgrimage to a Shrine, determined at random (see SHRINES).
3. **Commends On Skill:** The victor admires the skill of the defeated and instructs the loser in combat; the loser gains 6 VP.
4. **Free Release:** The victor exacts no penalty.
- 5.\* **Exact Oath:** The loser must swear one Oath, determined at random (see OATHS).
- 6.\* **Sends to Lord:** The loser must report to the victor's Lord. If the victor is an Arthur Knight, the Lord is King Arthur; otherwise, a Lord must be determined at random (check by Random Deployment). To complete this FATE, the loser must obtain a friendly King reaction, but the Castle will not remain friendly after the PK leaves.
- 7.\* **Demands Company:** The loser must accompany the victor on an Adventure (determine randomly). The loser will **not** receive any awards for the adventure.
8. **Will Join:** The victor will ride with the loser for a time. At the end of each turn the PK must make a Luck Roll and if unsuccessful the Knight will leave the PK's party.
- 9.\* **Charges With Adventure:** The victor sends the loser on an Adventure (determine randomly); see ADVENTURES), which the loser must immediately undertake. Normal awards will be given if successful, but **no** points will be awarded for failure.
10. **Robs:** The victor steals all of the loser's Equipment. If a PK chooses to ROB, the Equipment gained may be used to replace broken or stolen items or slain horses.
11. **Robs:** (as above)
- 12.\* **Exiles:** The loser must leave by the most direct means and never return to the Kingdom or Province in which the combat occurred. If he should return to the area, the PK loses 12 VP.
13. **Declared Enemy:** The victor scars the loser for life (if the loser is a PK, he loses 20 CP), and declares the loser an enemy. If enemy Knights meet each other later during the game, their reaction will be to automatically attack and will fight till one or the other is slain.
14. **Imprisons:** The victor takes the loser to a nearby Castle and imprisons him there. (A PK who wishes to IMPRISON must own a Castle (see REQUESTS OF KINGS); the defeated Knight is **forced** to accompany the victor to the Castle.
15. **Poisoned Wounds:** The victor inflicts 5 poisoned wounds upon the loser. A PK may choose to give any number of Poisoned Wounds up to a maximum of 5. If the loser is a PK, the number given may not be equal to nor greater than the loser's WL (in other words, a victorious PK may not Slay a losing PK by giving Poisoned Wounds).
16. **Slay:** The victor slays the loser immediately.
17. or more: **Slay:** (as above).

## COMBAT AWARDS AND PENALTIES

	CP	VP
Animal, slaying . . . . .	+WL	--
Arthur Knight, fleeing combat . . . . .	--	-6
engaging in unchivalrous combat (per opponent) . . . . .	--	-6
Brigand, defeating . . . . .	+WL	+1
Dwarf, slaying . . . . .	+WL	--
Goodly Hermit Man, slaying . . . . .	--	-12
Knight, defeating . . . . .	+WL	+6
being defeated by . . . . .	--	+6
slaying (possible) . . . . .	-15	-6
Mad Knight, slaying . . . . .	--	--
KNIGHT'S FATE, refusing . . . . .	--	-12
Lady, slaying normal: . . . . .	-20	-12
Enchantress, slaying: . . . . .	-20	-(12-VL)
Monster, slaying . . . . .	+WL	+WL

**(WL = Wound Level)** — The PK gains points equal to the Wound Level of the creature defeated.

The awards and penalties should be calculated for each opponent fought.

**Slaying:** All slain non-player Knight or Lady cards should be removed from play, while other eliminated encounter cards are returned to the common pile, to be possibly brought into play again at a later point.

It is a wicked and cowardly act to slay a good knight. Accordingly, a PK who slays a knight must roll two dice. If the result is equal to or greater than the dead knight's VL, the PK loses **15 CP** and **6 VP**.

PKs may *not* slay Kings, nor may they slay other PKs. These opponents must be released, but are afterwards considered friendly. Defeated PKs **must** yield to any KNIGHT'S FATE a victorious player deems appropriate.

If a PK slays an Animal, Monster, or Dwarf, he will gain an award of CP equal to the Wound Level of the slain opponent.

There is no penalty or bonus for slaying a Druid; however, a PK who slays a Goodly Hermit Man will lose **12 VP**.

There is no baser betrayal of the knightly code than to kill a woman; therefore, any PK who slays a normal Lady loses **20 CP** and **12 VP**. Likewise, a PK will lose **20 CP** for slaying an Enchantress, and will lose VP equal to **12** minus the Enchantress' VL.

Example: If Sir Rufus the Redoubtable slew the Queen of North Wales (VL: 9), his VP loss would be 12-9, or 3 VP.

A PK may not slay an Enchantress as long as the PK is under an enchantment.

## POISONED WOUNDS

A PK may receive Poisoned Wounds as a result of KNIGHT'S FATE, Enchantment, or Scourging (a Penance). A Poisoned Wound does **not** heal at the end of a turn; instead, it remains (lowering the current Wound Level) until cured by a King, Lady, Arthur Knight, or a Goodly Hermit Man.

**Curing:** A Hermit may cure **all** Poisoned Wounds, either by Request (see REQUESTS) or Reaction (see HERMITS). A King or Lady may cure **1** Poisoned Wound per turn. (Note: a PK's Lord or Lady will **never** refuse to heal the PK; see REQUESTS.) An Arthur Knight may cure **1** Poisoned Wound per turn if his prayer succeeds. His prayer is successful if the player rolls, on one die, a number equal to or greater than the Arthur Knight's VL. A new prayer must be made for each turn's attempt. If he is an Arthur Knight, a PK may pray to heal Poisoned Wounds of others.

**Effects on Awards:** While possessing a Poisoned Wound, a player may **not** increase his WL, even though he might gain enough CP to do so. **After** all of his or her Poisoned Wounds are cured, the PK will gain all additional Wound Levels that have been accumulated while poisoned. Until that time, the WL at the beginning of each turn is **only** equal to the WL *before* the poisoning minus the Poisoned Wounds.

## ADVENTURES

An Adventure is a task that a PK undertakes in order to gain VP (and sometimes CP) awards. A Player Knight may hear of or be sent on an Adventure by a King or Castle Owner, from an encountered character or Animal, from KNIGHT'S FATE or a Trick (which prohibits awards for the Adventure), or as a Prophecy (see below).

**Determining an Adventure:** To determine an Adventure, a player rolls two dice, one of which is the odd die. The result is read as two numbers, the odd die first: one-five (1:5), three-four (3:4), and so forth. The **Adventure List**, found in the CHARTS AND TABLES section, should then be consulted to determine the details of and awards for the Adventure. If the player decides to undertake the Adventure (or in the case of a Prophecy, **must** undertake it), the information should be noted on the record sheet, and a corresponding Adventure marker (such as A-1 or F-3) should be placed at the site.

**Determining an Adventure Site:** The sites of most Adventures are determined at random by rolling two dice and consulting the RANDOM DEPLOYMENT CHART. The Adventure site will be in the countryside of the indicated area, unless otherwise noted. If an Adventure site is stated to be "local", the Adventure will take place in the same area as the PK.

**Pursuing Adventures:** An Adventure must be pursued by following the shortest possible route to the site. A PK hearing of an Adventure may remain in the same area for one turn for the purpose of acquiring aid before starting on the Adventure. If a PK delays more than **1** turn before undertaking the Adventure, or if any detours are made along the route to the Adventure, the Adventure will disappear and may no longer be pursued. A visit to a Castle (to restock equipment, for example) **is** a detour; encounters occurring while traveling to the Adventure, whether avoided or not, are **not** detours. A Prophecy (see below) will not disappear until it has been attempted.

Example: Sir Robert Hightower, a Player Knight, receives a friendly reaction from King Mark in Castle Tintagel, and decides to request an Adventure of the king. Sir Robert rolls a *Luck-of-the-Day* of 3, and then a successful Luck Roll of 4 (see REQUESTS), so the request is granted and King Mark tells Sir Robert of an Adventure. Sir Robert remains in Tintagel on the following turn, because he would like to request Men-At-Arms. Whether that request is granted or not, Sir Robert **must** pursue the Adventure on the next turn, or the Adventure will vanish.

**Prophecies:** A Prophecy is an Adventure which **must** be completed by the player at some time **before** ending the game. The player may choose when he or she will undertake the Adventure. If the player's goal is to become an Arthur Knight, a Prophecy must be attempted before the PK is knighted. If the goal is to recover the Holy Grail, a Prophecy must be completed before beginning to seek it. A Prophecy **must** be honestly attempted, but if a PK is defeated in the attempt, the Prophecy is considered fulfilled.

**Awards:** Awards for encounters which occur while pursuing an Adventure are given as normal. While performing the actual Adventure, however, the Adventure awards will be given instead of the awards normally gained through an encounter, replacing the normal combat awards, where applicable.

A VP award (and sometimes a CP award) will be received for the

successful completion of an Adventure. If an Adventure is attempted but not completed successfully, the PK will only gain **half** of the VP award. Any CP awards are *only* given for successfully completing the Adventure.

## SHARING AN ADVENTURE

A PK may invite one or more Player Knights to share in an Adventure (to increase chances of survival and success). A PK who does so is designated as the **leader** of the group. A PK who has been invited to share in an Adventure must join the leader before the Adventure site is reached. An invited PK need not begin the pursuit of the Adventure with the leader, but must meet the leader at some point along the route by moving into the same encounter area as the leader.

**Dividing Awards:** All Player Knights who are present when the Adventure is performed, and who have been asked to share the Adventure are entitled to an equal portion of the Adventure awards. Note that those entitled to a share might not be required to actually participate. Awards are only divided between Player Knights. Companions (such as Dwarves and Men-at-Arms) **never** receive any share in the awards. If an Adventure award cannot be equally divided between the participating Player Knights, the leader will receive the extra points.

**Order of Combat:** Whenever more than one PK is participating in an Adventure requiring combat, the PK designated as the **leader** must begin the combat. If the leader is defeated, the next player sharing the Adventure (to the left of the leader) must enter the combat. This procedure will continue until all Player Knights sharing the Adventure have been defeated, at which time any available Men-at-Arms (beginning with those of the first PK, and proceeding clockwise) will enter the combat, one at a time. A Mascot may be sent into combat immediately before its owner, but a defeated PK may **not** instruct a Mascot to attack.

Example: Sir Harold the Doleful, a Player Knight, invites Sir Alyn and Sir John the Boarkiller (also PK's) to share in Adventure 6:5, which requires a huge dragon to be slain. Sir Harold has a Dwarf and two Men-At-Arms (Sir Gareth and Sir Fergus); Sir Alyn travels with a Mascot (a brachet); and Sir John has a Dwarf and one Man-At-Arms (Sir Trian). The group immediately travels to the Adventure site on horseback, and prepares to combat the dragon. Even though Sir Gareth is by far the strongest knight there, all three Player Knights must attempt to defeat the creature before non-player knights can participate. Sir Harold, who first heard of the Adventure, enters into combat first; he reduces the dragon to a Wound Level of 17 before he is defeated. Sir John lands several good blows before he, too, is felled, and the dragon is down to a Wound Level of 4. Sir Alyn sends his brachet into combat, and the Mascot actually defeats the weakened dragon! In this Adventure all three Player Knights participated; but even if Sir Harold had slain the dragon by himself, the three PK's would have shared the CP and VP awards equally. In this example, each PK would receive 10 VP ( $30/3 = 10$ ) and 8 CP ( $25/3 = 8$ ), with Sir Harold (who first learned of the Adventure) getting the extra 1 CP.

## DETAILS ON UNUSUAL ADVENTURES

**Camelot Tournament:** Adventure 5:6 involves a tournament at Camelot. Whenever this Adventure is revealed, it is assumed that **all** of the Player Knights have heard of it at the same time. Player Knights hearing of a Camelot Adventure may complete an Adventure, Penance, or Pilgrimage in which they are currently engaged, but *must* then proceed to Camelot by the shortest possible route.

For each turn that a PK waits in Camelot for other Player Knights to arrive, the waiting PK will receive 1 VP; when all Player Knights have arrived, the waiting Player Knights stop accumulating Virtue Points, and the tournament begins.

**Faerie:** Whenever a PK travels to the land of Faerie (by Adventure or magic gateway), that PK will immediately gain 12 VP or CP. The PK, along with any carried equipment (including horse) will arrive intact, but any companions (Dwarf, Man-at-Arms, etc.) will remain behind and be lost to the PK. While a PK is in Faerie, the following *Sequence of Play* must be used instead of the normal sequence:

1. Encounters: The player does not move, but checks once for normal Encounters. If a Mad Knight, Monster, or Goodly Hermit Man is indicated, **no** encounter will occur, as these beings are not found in Faerie.
2. Magic: The player rolls one die. The result gives the number of points which may be exchanged from CP to VP or vice-versa. The player may exchange **exactly** that number of points, or not exchange any points, at his or her option.  
Example: A PK with 85 CP and 20 VP rolls a 5, the adjusted totals may become either 80 CP and 25 VP (desirable for the gain in VL) or 90 CP and 15 VP (desirable for the gain in Wound Level). Remember that a PK must have at least 1 VP and 10 CP at all times.
3. Departure: If the player wishes, the PK may remain in Faerie. However, leaving the enchanted land may be difficult. The PK should be treated as if IMPRISONED. When the player wishes to leave, two dice are rolled, and the APPEALS TO JAILOR chart is used to determine a result. When the PK is released from Faerie, he returns to a randomly determined countryside.

**Tournaments:** A Player Knight participating in a Tournament Adventure will be awarded the indicated CP and VP, if victorious. If the PK is defeated he will not gain the CP award, but will still receive **one-half** of the indicated VP award. Note that Tournament Adventure awards are **not** divided between Player Knights. If a Player Knight wears a Lady's Token in a tournament, an additional award of 6 VP will be given. Player Knights carrying tokens also benefit by adding +1 to their Attack Dice rolls during the tournament.

In Tournaments defeated Knights do **not** suffer KNIGHT'S FATE nor will they die. If a Knight is defeated at a tournament the Adventure is just ended for him.

In combat "Tournament-style", all Combat Events are ignored. New lances are given to contestants between passes if an '11' roll occurs. The competing Knights **always** fight on horseback, with lance. Knights are allowed to rest between combats, and thus face each new opponent at their full Wound Level. Note that this is the **only** case where a Player Knight's wounds are cured before the end of a turn. If a Tournament is attended by more than one PK (such as a CAMELOT event), play resumes with the person to the left of the one who **first** heard of the Tournament taking his turn after the Tournament ends and all awards are given.

## REQUESTS

Whenever an Encounter or visit is resolved with a friendly reaction, a PK may make a request of the friendly person during the REQUEST Phase. Unfriendly persons (a reaction roll of 6 or less) will not grant requests.

### GRANTING REQUESTS

A PK may make a request of the persons listed below. The Request will be granted if the Request is within the ability of the person (as listed below) and if the player makes a successful Luck Roll. In the explanations which follow the table, the indicated result will apply immediately if the Request is granted.

When a castle owner is encountered in his or her castle, a PK may make a request of the owner that would not be possible outside the castle in addition to any Requests the owner could normally grant. This is the only time that common knights (as Provincial Lords) can grant Requests.

## TABLE OF POSSIBLE REQUESTS

<u>King</u>	<u>Lady</u>	<u>Any Castle Owner</u>	<u>Dwarf</u>
(Heal)	(Heal)	Adventure	Join
Dwarf	Service	Welcome	
Adventure	Token	Prisoner Release	
Men-at-Arms			
Service			
Castle			

### Goodly Hermit Man

Heal  
Lift Enchantment  
Release from Oath  
Pilgrimage

### Arthur Knight

Pray for Healing  
Arthur's Favor

Grant a Castle:

NOTE: King Arthur has strict requirements for those who desire to serve him, and of his Knights themselves. See KING ARTHUR for details.

Only a PK's Lord may grant a Castle. The Lord will assign an Adventure (determined randomly) which the PK must successfully complete to be granted a Castle. If the Adventure is not completed successfully, the player's Lord will assign another Adventure on the return of the PK. Awards for Adventures are gained normally. Once an Adventure is completed, the Lord will grant the PK a Castle within his Kingdom. NOTE: If a Player Knight ever changes Lords, any Castle given to the PK by his old Lord will be taken away from the player.

## EXPLANATIONS OF REQUESTS

### REQUESTS OF KINGS

	<u>IF GRANTED</u>
Heal:	A King may heal <b>one</b> of the Player Knight's Poisoned Wounds or remove an Enchantment. A PK's Lord will automatically grant this Request. King Arthur is able to <b>totally</b> heal a PK's wounds in one turn.
Dwarf:	A Dwarf, with a full set of extra Equipment, is given to the PK. If the PK is ever defeated in combat, the Dwarf will run away and abandon his master leaving all equipment behind. Dwarves given by King Arthur are of a hardier stock and will not flee, but will fight for the PK if the PK is defeated (see DWARF).
Adventure:	The King tells the PK of an Adventure (determined randomly; see ADVENTURES). The PK may turn it down, but doing so will cause the King to become unfriendly. King Arthur will send one Knight as a Man-at-Arms to accompany the PK to the Adventure. Once the Adventure has been attempted, the Man-at-Arms will leave.
Men-at-Arms:	The player must roll a die and divide by 2 (rounding up). The result is the number of non-player Knights (drawn from the KNIGHTS deck) who will be assigned to the PK as Men-at-Arms. The Knights will stay with the PK until the PK completes one Adventure, avoids or flees an Encounter, goes mad, or is <b>defeated</b> in combat, but only after all combat is over. A PK's Lord will always grant 3 Men-at-Arms (the maximum number) if the player is successful in making a Request. King Arthur will give 1 to 6 Men-at-Arms (don't divide die roll by 2), if the PK's request is granted. A player may not have more than one set of Men-at-Arms in his or her party at any one time. A player may not request additional Men-at-Arms until those initially acquired are gone.
Service:	The PK enters into the service of the new King, whose name is then noted on a record sheet as the Player Knight's Lord. The old Lord will no longer be automatically friendly; a normal reaction roll must be made when encountering him.

Players may find it advantageous to acquire a Castle. Their own Castle will always be friendly and a place to resupply equipment. It may be used as a refuge from harassing Player Knights. Here too, a player may send any defeated PKs for IMPRISONMENT to delay them in the game. The imprisoned PK may make "Appeals to Passerbys" to obtain release. However, the player will lose 3 VP every turn he or she imprisons another PK, per PK imprisoned.

To arm his Castle, a PK may send any personally defeated non-player Knights to guard it. These knights will not leave the Castle and the player may not have more than 6 guards at one time or replace knights already guarding the Castle with ones defeated later. Finally, a PK may move his Lady to his own Castle to make her immune to imprisonment by a Message. If another Knight visits the Castle, the Castle Reaction will be an automatic #7 - "Lord not Home", if the owner is elsewhere.

### REQUESTS OF LADIES

	<u>IF GRANTED</u>
Heal:	A Lady will heal <b>one</b> of the Player Knight's Poisoned Wounds or remove an Enchantment. If the PK is in service to the Lady, the Request will be granted automatically.
Service:	The PK enters into the service of the Lady, gaining 6 VP for a successful courtship, and gaining the Service Award in CP from the Lady. The name of the Lady served should be noted on a record sheet and the Lady's Castle placed on the map.
Token:	If the requesting PK is in service to the Lady, she will give her Token to the PK for him to carry into battle. This should be noted on a record sheet. When a PK carries a Token while attending a Tournament Adventure, that PK gains an extra 6 VP and a bonus of +1 to his Attack Dice rolls.

## REQUESTS OF CASTLE OWNER\*

### IF GRANTED

Adventure:	The Castle Owner (King, Lady, or Knight) will tell the PK of an Adventure (determine randomly). The PK may turn it down, but doing so will cause the Castle Owner to become unfriendly. If a Lady served becomes unfriendly, the PK must leave her service, losing the CP award, the service award.
Welcome:	The Castle becomes permanently friendly to one <i>other</i> PK accompanying the PK making the request.
Prisoner Release:	A PK may make free "Appeal to Jailor" if the Castle Owner is friendly, (see IMPRISONMENT).

\* These Requests may be made in addition to the choice of Requests commonly available from the character.

## REQUESTS OF HERMITS

### IF GRANTED

Heal:	The Hermit will cure the PK of <i>all</i> his Poisoned Wounds.
Lift Enchantment:	One Enchantment currently on the PK will be completely removed by the Hermit.
Release from Oath:	The Hermit will negate one Oath that the PK has sworn, without penalty to the PK.
Pilgrimage:	The Hermit will grant the PK a Pilgrimage to a randomly determined Shrine (see SHRINES). The PK must travel to the Shrine by the most direct route. Upon arrival the PK will gain <b>12</b> VP, however, if the PK takes any detours, he will lose <b>12</b> VP. Encounters, whether avoided or not, are <b>not</b> considered detours from the route.

## REQUEST OF AN ARTHUR KNIGHT

### IF GRANTED

Pray for Healing:	The Arthur Knight will pray for the healing of one of the Player Knight's Poisoned Wounds or release from one Enchantment. The prayer is successful if the player rolls, on one die, a number equal to or greater than the Arthur Knight's VL.
Arthur's Favor:	The Arthur Knight will put in a good word for the PK with King Arthur, so the <i>next</i> time the player makes a request of Arthur, he or she will receive +1 on Arthur's Reaction. These are <i>not</i> cumulative.

## REQUEST OF A DWARF

### IF GRANTED

Join:	The Dwarf will join the PK's party as the player's servant. The Dwarf is not, however, carrying any extra Equipment. The Dwarf will remain with the PK until the player is defeated in combat. Then the Dwarf will run away permanently, but if he was carrying any equipment, he will leave it behind.
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## PLAYER INTERACTION

Players will discover in KNIGHTS OF CAMELOT there are several ways they may interact with other players: traveling together with them, aiding each other to meet the challenges, rescuing imprisoned PKs, as well as competing with each other by jousting, competing for a Lady and delaying other players by imprisonment or sending them on Adventures.

**Traveling in Groups:** Players may wish to travel together. Doing so will increase the chances of survival for both PKs, as well as the possible number of companions. Players who desire to travel together may do so by meeting each other in the same encounter area. When PKs travel together they take one joint turn. One of the players is designated "leader", and moves those he leads in a stack in his turn. The players should decide together on movement, actions, order of combat and so forth. A knight may leave a group any time he desires, but if he moves in a group during one game turn, he may not move again independently that same turn.

If traveling in a group, the reaction of encounters is toward the whole party. However, determining KNIGHT'S FATE, Requests, and Oaths should be determined separately by each player.

**Dividing Awards:** While in a group, awards and penalties gained through combat are credited to each player for the **actual** fighting performed. Player Knights who took part in the defeat of any one opponent will share equally any awards or penalties gained. A PK must inflict at least one wound to be included in the division of points. However, when performing an Adventure, all players present who have agreed to **share** the Adventure, will share equally in the awards, unless the success of the Adventure depends on the courting of a Lady; in such a case, the Adventure may **not** be shared. The player who first heard of the Adventure will receive any points left over after the division.

**Lady Competition:** A Player Knight may challenge another player when they meet, for the love of one's Lady. If the PK defeats the knight who serves the Lady, the loser will be dropped from her service and she will be friendly to the victor. However, the victor must still make a successful Request to enter the Lady's service. (PKs may also slay another player's Lady, but this is not very chivalrous.)

**Player Knight Encounters:** If a player wishes to meet a PK who does not wish to be met, in any area other than a Castle or Shrine (where the PK may be automatically found), the seeking player must find the PK by making a successful Luck Roll while in the same area. **Note:** Any indicated encounter the player has during the turn in which he or she is searching for the other PK, will prevent that player from finding the PK sought.

**Jousting a PK:** A player may demand a joust of any character upon **first** encountering them. Characters who are traveling together may not fight each other, unless one goes mad. PKs may separate for a turn and then when they rejoin, they may fight each other if desired. The following details pertaining to combat should be remembered:

A player may not slay another PK.

A PK challenger **must** fight chivalrously at all times, though the player challenged need not.

Wounds are not healed until the end of a turn.

Players traveling together may not fight each other.

**Defeated Player Knights:** Defeated PKs **must** adhere to any KNIGHT'S FATE meted out to them by another PK whenever possible. If the FATE is not obeyed the PK will lose an additional **6** VP for lack of honor. Players may not choose a FATE which will slay their player opponent. If the player decides to charge the loser with an Adventure, the Adventure is rolled randomly, but if the location is to be randomly determined, the PK may **choose** where the loser must go to undertake the Adventure, except to Faerie or Rome.



## CHARTS & TABLES

This ends the Basic Game. The following CHARTS & TABLES deal with Encounter Reactions and Resolutions and each section is listed in alphabetical order. At the end of the section is a List of Adventures. It is not necessary to read through this section before starting the game; each appropriate section can be read when referred to during the course of the game.

### ENCOUNTER REACTIONS

#### ANIMALS

Whenever a Player Knight encounters an Animal, the player should roll two dice and consult the ANIMAL REACTIONS CHART (below). Draw one chit at random from the Animal chits to represent the encountered beast. After the encounter has been resolved, the chit should be returned to its pile, unless the Animal remains as a Mascot. Animals which may be encountered are: a Badger, a Brachet (or Dog), a Palfrey (or Horse), a Hart (or Stag), a Wolf and a Boar.

Animals attack using two dice, and ignore all 'opponent' COMBAT EVENTS. If victorious, an Animal will slay its foe. If an animal stays as a Mascot, it may be instructed to take part in combat (see COMBAT). A PK may have only one Mascot at any time.

#### ANIMAL REACTIONS CHART

2. Attacks with 1-6 others
3. Attacks Steed
4. Speaks Prophecy
5. Gives Message
6. Flees, chased by a Knight
7. Runs away
8. Leads to local Adventure
9. Informs of Adventure
10. Stays as Mascot
11. Is Enchanted Lady
12. Leads to local friendly Castle

#### EXPLANATION OF ANIMAL REACTIONS

2. Draw one chit to represent the Animal encountered. That Animal, plus 1-6 others of the same type (roll one die to determine the number), attack the PK.
3. Draw one Animal at random. The Animal attacks the PK's horse, if he has one, or else it attacks the PK. The horse may be slain by Combat Event or if the Animal inflicts **3** wounds. The PK may fight for his horse, but the horse does not fight. Should the Animal slay the player's mount, it will then attack the PK.
4. An Adventure (determined at random; see ADVENTURES) is assigned to the PK as a Prophecy.
5. A Message (determine randomly; see MESSAGES) is given to the Player Knight by the Animal.
6. The Animal flees, but a Knight arrives (draw randomly). When determining the Knight's reaction, subtract **1** from the reaction roll.
7. The Animal flees. The PK may attempt to pursue the Animal. To do so, the player must make a successful Luck Roll. If followed, the Animal's reaction is redetermined.
8. An Adventure is randomly determined (rerolling any CAMELOT or specifically non-local result, such as "Go to Rome"; see ADVENTURES). The Adventure site is in the local countryside. The Player Knight may follow the Animal to the Adventure on the next turn. If the Player Knight chooses not to follow the Animal, the Adventure will disappear.

9. An Adventure is randomly determined. If not pursued, the Adventure will disappear (see ADVENTURES).
10. The Animal joins the Player Knight's party as a Mascot. If the PK already has one, the encountered Animal will attack that Mascot. If the Animal is victorious, it will then attack the PK. Whenever an Animal becomes the Mascot of a PK, the Animal chit should be placed on the board and its type noted on a record sheet.
11. The animal explains that it is an Enchanted Lady, and appeals to the PK for a prayer to end the Enchantment, roll greater than or equal to the PK's VL on one die. If the Enchantment is broken, the Lady will be friendly, if not the Animal will leave.
12. On the next turn, the Player Knight may follow the Animal to a Castle in the local countryside. The Castle will be friendly. The Castle's owner is a Lady; her reaction must be determined if the PK wishes to meet her.

#### BRIGANDS

Brigands are highwaymen and scoundrels who terrorize travelers and common folk. Only a Knight's long lance and sharp sword can stand against these villains and make the countryside safe. If a PK does not avoid encountered Brigands, 1-6 Brigands will automatically attack the PK. A Brigand has 2 attack dice. If Brigands are victorious in combat, they will rob the Player Knight and his group of all equipment.

#### DWARVES

A Dwarf is a diminutive manservant common in Arthurian legends. Dwarf encounters may be avoided normally. If an encountered Dwarf is not avoided, his reaction must be randomly determined. To do so, the player must roll two dice and consult the DWARF REACTIONS CHART (below). All Dwarves have 1 wound level (as noted on the chit), and may attack using one die.

#### DWARF REACTIONS CHART

2. Tricks into Faerie
3. Calls King & 0-5 Knights
4. Calls Brigands
5. Tricks
6. Gives Message
7. Offers extra equipment
8. Asks for Aid
9. Informs of Adventure
10. Asks to join
11. Is Knight in disguise
12. Leads to local friendly castle

#### EXPLANATION OF DWARF REACTIONS

2. The PK is tricked into going to Faerie (see ADVENTURES). The normal 12 VP award for arriving there is **not** given, since the PK was tricked into going.
3. A King arrives (drawn at random from the King cards). One die is rolled to determine the number of Knights accompanying him; a result of 1, 2, 3, 4, or 5 indicates the number of Knights; a result of 6 indicates that the King is alone. When rolling the King's reaction, subtract **1** from the number (see KINGS).
4. The Dwarf calls 6 Brigands to attack the PK and his party.
5. The Dwarf attempts to trick the PK. The PK may avoid the Trick by making a successful Luck Roll. If not avoided, the type of Trick must be determined (see TRICKS).

6. A Message (determined at random; see MESSAGES) is given to the PK by the encountered Dwarf.
7. The encountered Dwarf is on horseback, carrying a full set of equipment, and offers to resupply the PK. Note that this is the **only** case (other than in a castle) where an encountered Dwarf is carrying equipment. The Dwarf's reaction is neutral, not friendly, and he will *not* accompany the PK.
8. The Dwarf asks for Aid (determine randomly, see AID), if granted he will be friendly.
9. The friendly Dwarf tells the PK of an Adventure (determine randomly, see ADVENTURES).
10. The friendly Dwarf seeks service with the PK. If the PK has no Dwarf, he will join, but doesn't have any extra equipment. If the PK already has a Dwarf, the two Dwarves will attack each other. Any Dwarf defeated in combat is slain. If the encountered Dwarf is victorious, he will then attack the PK.
11. The Dwarf is actually a Knight in disguise. Draw a Knight at random and when determining his reaction add **1** to the number.
12. The Dwarf is friendly. If the player wishes, on the next turn, the PK may be escorted to a castle in the local countryside, which will automatically react as friendly. The Castle Owner is a Lady. The PK may meet her; her reaction is determined normally (see LADIES).

## GOODLY HERMIT MAN

A Goodly Hermit Man is a reclusive, wandering priest of nature. If a PK does not avoid a Goodly Hermit Man, the Hermit's reaction must be randomly determined. Roll two dice and consult the HERMIT REACTIONS CHART (below). All Hermits have a WL of 1 and use one die when attacking (though they never initiate combat). If a Goodly Hermit Man assigns a Penance, the PK will gain the amount of VP indicated for performing the Penance. If a Penance is refused, the PK refusing it will lose **12** VP.

### HERMIT REACTIONS CHART

2. Assigns Penance: Go to Rome
3. Exacts Oath
4. Is Druid
5. Tricks
6. Prophecies
7. Holds services; lose 1 turn
8. Informs of adventure
9. Assigns Penance: scourge
10. Assigns Penance: fast
11. Assigns Penance: pilgrimage
12. Heals / Removes Oath

### EXPLANATION OF GOODLY HERMIT MAN'S REACTIONS

2. The PK must travel to Rome by the shortest route. Any detours from this route are treated as if the PK refuses the penance. Upon arrival in Rome, the PK gains **18** VP.
3. The PK is forced to swear an Oath (determine randomly; see OATHS).
4. The supposed Goodly Hermit Man is actually a Druid — a dangerous woodland magician. His reaction is to enchant the PK (see ENCHANTMENT). The PK may attempt to avoid the Enchantment (add 3 to the PK's VL and then roll greater than or equal to that sum on two dice to avoid enchantment).
5. The Hermit attempts to trick the PK. The PK may attempt to avoid the Trick. To do so, the player must make a successful Luck Roll. If the PK evades the Trick, he gains **6** VP. If not, he

loses **6** VP, and the type of Trick must be randomly determined (see TRICKS).

6. An adventure, randomly determined is assigned to the PK as a Prophecy (see ADVENTURES).
7. The Goodly Hermit Man holds services. The PK must rest and meditate (not move) during the next turn. The PK does not check for encounters that turn, and gains **1** VP. The Hermit will be friendly at the end of that turn's services.
8. The friendly Hermit assigns a Penance of scourging. At the beginning of the next turn, the player rolls one die to determine the *maximum* scourging possible. The PK may then inflict one or more wounds (up to the maximum indicated) on himself. These are treated as Poisoned Wounds for healing purposes. The PK receives **3** VP per wound of scourging. At least *one* wound must be taken to consider the Penance accepted.
9. The friendly Hermit tells the PK of an adventure (determine randomly; see ADVENTURES). If the PK chooses to ignore it the adventure will disappear.
10. A Penance of fasting is assigned by the friendly Hermit. The PK may go without food for up to six turns, beginning with the next turn. While fasting, the player must divide all of the PK's combat rolls in half, rounding *down*. For each turn spent fasting, the PK gains **3** VP. At the end of any turn, the player may declare the fast at end, and resume full combat ability on the next turn. At least one turn must be spent fasting to perform the Penance.
11. A Pilgrimage to a Shrine of Britain (randomly determined; see SHRINES) is assigned to the PK by the friendly Hermit. If the PK makes any detours along the way, this Penance has been refused. Encounters, whether avoided or not, are *not* detours. Upon arriving at the Shrine the PK will gain **12** VP.
12. The friendly Hermit offers to remove (without penalty to the PK) either one Oath the PK has sworn, any Enchantment currently in effect, or to cure all Poisoned Wounds of the PK (at the player's option).

## KINGS

A King is a ruler of one of the Kingdoms depicted on the map. An encountered King is randomly determined by drawing a card from the KINGS deck. The card will list the names of the King and his realm, as well as the King's VL and CP.

A King is usually accompanied by 0-5 Knights. Roll one die to determine the number of Knights in the King's party, a 6 indicates that the King is traveling alone. Draw one card to represent each of the Knights. The King's Reaction represents the entire party's reaction.

**King Reactions:** If a PK does not avoid an encountered King, the King's reaction must be randomly determined. To do so, roll two dice and consult the KING REACTIONS CHART (below). Each time a King is encountered, unless he is the PK's Lord, a new reaction must be determined. When a PK ends a turn's movement in the company of a friendly King, the PK may make a Request of the King (see REQUESTS).

**Visiting Kings in Castles:** A PK who visits a Royal Castle must determine the Castle Reaction before being admitted (see CASTLES). If the Castle is friendly, the King may be met and his reaction determined. A King's reaction when "in castle" may be slightly different in detail than his reaction when randomly encountered; these details are noted as "IN CASTLE:" in the EXPLANATION OF KING REACTIONS (below). If a PK is defeated in any combat resulting from an unfriendly King reaction, the PK will suffer a

KNIGHT'S FATE based on the VL of the King, and both the Castle and the King will become unfriendly.

### KING REACTIONS CHART

2. Calls 1-6 Knights to attack
3. Exacts an oath
4. Tricks
5. Demands a joust
6. Offers a joust
7. Tells of Adventure
8. Asks for Escort
9. Asks for Aid
10. Invites to Castle
11. Gives a Message
12. Offers to grant any Request

### EXPLANATION OF KING REACTIONS

2. The King calls 1-6 Knights (roll one die) to attack the PK. The King's party will fight if necessary.

*\*In Castle:* 6 Knights will answer the King's call. The combat occurs within the Castle, so all participants may only use sword and shield. If the PK is victorious, the King becomes friendly.

3. The PK is forced to swear an Oath (see OATHS).
4. The King attempts to Trick the PK. The PK may avoid the Trick by making a successful Luck Roll; if not avoided, the type of Trick must be determined (see TRICKS).
5. The King demands a joust with the PK. If the PK declines to joust the King, the PK's party will abandon the player. Normal CP and VP are awarded for winning the joust. If the PK is victorious the King will be friendly. If the PK is defeated, he will suffer KNIGHT'S FATE.  
*\*In Castle:* A champion (one non-player Knight, determined at random) is brought forth to fight the PK alone, in a mounted joust. If the PK is victorious in the combat, the King becomes friendly.
6. The King offers to joust the PK. The PK may accept or decline the offer. If the PK declines the offer, the King's party will depart. The PK and his party must defeat the King and his Knights to be victorious. If the PK accepts the offer and is victorious against the King's party, the King will become friendly. If the King's party is victorious, KNIGHT'S FATE is determined based on the VL of the King. COMBAT EVENTS and combat awards are determined normally.

*\*In Castle:* Three Knights are drawn to represent the King's champions in the offered combat. If the PK and party are victorious, the King will become friendly.

7. The King's reaction is neutral (not friendly). The King tells the PK of an Adventure (randomly determined; see ADVENTURES). If the Adventure is not immediately pursued, it will disappear.

*\*In Castle:* If the PK successfully completes the Adventure, the King and Castle will be friendly when the PK returns to tell them of the pursuit.

8. The friendly King asks the PK to accompany him to his Royal Castle, which will also be friendly. (A King's Royal Castle is the named Castle within the Kingdom noted on his card.) If not escorted, the King will **not** remain friendly. The escort is treated as an Aid: 6 VP are gained for performing it, or lost for refusing it.

9. The friendly King asks for Aid. The type of Aid must be determined at random (see AID).

10. The friendly King invites the PK to accompany him to his Royal Castle. The PK may accept or decline the invitation at no penalty; even if the invitation is declined, the encountered King will remain friendly. If visited, the Royal Castle will be friendly.

11. A Message is given to the PK (see MESSAGES) by the friendly King.

12. The friendly King offers to grant any one request for the Player Knight (see REQUESTS).

### KNIGHTS

**The Cards:** A Knight is represented by one of the 75 cards in the Knight's deck, which contains 25 Arthur Knights and 50 common Knights. The VL and CP values for a non-player Knight are noted on the card; the WL is equal to the CP divided by 10 (simply drop the last zero).

**Reactions:** Whenever a PK encounters Knights with a leader (a King or Lady), the leader's reaction should be determined, and the Knight's reaction is *not* checked. If the Knights are not accompanying a King or Lady, the Knights' reaction must be randomly determined. To do so, roll two dice and consult the KNIGHT REACTIONS CHART (below); the result will apply to all non-player Knights within a group. One card is drawn from the deck to represent each non-player Knight encountered.

**Challenges:** Whenever a PK encounters non-player Knights, the PK has the option of challenging them (demanding combat). The challenge may be given before determining the Knight's reaction; their reaction is then determined. One card must be drawn for each non-player Knight in the challenged group. A PK who challenges other Knights to combat **must** fight chivalrously.

### KNIGHT REACTIONS CHART

2. Call 1-6 others, attack
3. Challenge for Lady
4. Refuse to fight
5. Trick
6. Attack
7. Offer challenge
8. Ask to Join
9. Give Message
10. Ask for Aid
11. Offer to share Adventure
12. Flee

### EXPLANATION OF KNIGHT REACTIONS

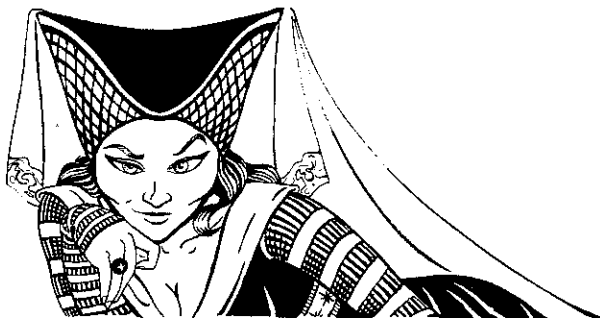
2. The encountered Knights are hostile, and call 1-6 other Knights (roll one die) to assist in attacking the PK.

3. The encountered Knights demand that the PK engage in combat. If the Player Knight's side loses, the PK will suffer the loss of his Lady (if applicable) in addition to a normal KNIGHT'S FATE.

4. The encountered Knights are disdainful, and refuse any challenge, and will not join the PK nor permit the PK to join them. The PK's honor is tarnished and he loses 3 VP. No CP will be awarded if combat is forced on them.

5. The opponent Knights try to Trick the PK (see TRICKS). The Trick may be avoided by making a successful Luck Roll.

6. The PK and his party are attacked by the Knights. The PK may attempt to flee before the combat. If defeated, the PK will suffer a KNIGHT'S FATE from the Knight who defeated him.
7. The Knights offer a joust, which may be accepted or declined without penalty to the PK (see COMBAT).
8. The Knights offer to join the PK's party, who may accept or decline the offer. The encountered Knights are friendly.
9. The encountered Knights give a Message to the PK (see MESSAGES).
10. The Knights ask the PK for Aid. The type of Aid must be randomly determined (see AID). If the Aid is given, the encountered Knights will be friendly.
11. The friendly Knights are on their way to an Adventure (determined randomly; see ADVENTURES), which they offer to share with the PK. The PK will receive, and not share, the normal awards for the Adventure.
12. The encountered Knights flee the Encounter. They may be pursued if the player makes a successful Luck Roll. If caught, their reaction must be determined.



## LADIES

A Lady is a woman of relatively noble birth; all Ladies are Castle Owners. The location of a Lady's Castle (if relevant) is determined randomly, unless mentioned when the Lady is encountered, as being local. All Ladies have a WL of 1, and may attack using one die (though they rarely do so).

**Persons With Ladies:** A Lady may be encountered alone or with one, two, or three Knights. Whenever a Lady is randomly encountered, a card is drawn from the Ladies deck to determine her name and characteristics (such as VL and Seduction Adjustment), however the card is not revealed until the PK declares some action. If a PK encounters a Lady outside of her Castle, the player must roll one die to determine her status: if the result is 1, 2, or 3, that number of admiring Knights are with the Lady. If the result is 4 or 5, the Lady is alone. On a result of 6, however, the Lady is being distressed by one non-player Knight, who will be unfriendly towards the PK; the Lady's reaction will be to request Aid (a rescue from her captor). She will become friendly if her captor is defeated.

**Enchantresses:** Certain Ladies are Enchantresses (witches). The card used to determine the Lady will depict her type (Lady or Enchantress). If an Enchantress is encountered, her Reaction (whether accompanied or not) will automatically be to ENCHANT the PK (see ENCHANTMENT).

**Reactions:** If a normal Lady is alone or with admiring Knights, the player must roll two dice to determine her reaction, referring to the LADY REACTIONS CHART (below). Note that a group's reaction is determined by their leader (in this case, the Lady). If alone with a

friendly Lady, a PK may try to court her (a REQUEST); a Lady may not be courted until all her companions are defeated. If a PK is already in service to the Lady, the PK may ask her for a Token (see REQUESTS for details on Tokens).

## LADY REACTIONS CHART

2. Attempts suicide
3. Exacts an Oath
4. Tricks
5. Knights defend her
6. Seduces
7. Informs of Adventure
8. Asks for Escort
9. Asks for Aid
10. Invites to Castle
11. Gives a Message
12. Offers her hand

## EXPLANATION OF LADY REACTIONS

2. The Lady is despondent, and attempts suicide. The attempt may be prevented if the player makes a successful Luck Roll; if saved, the Lady will immediately become friendly and the PK gains 6 VP. If the Luck Roll is not successful, the Lady dies and her card is removed from the deck.
3. The PK is forced to swear an Oath (see OATHS).
4. The Lady attempts to Trick the PK. The attempted Trick may be avoided if the player makes a successful Luck Roll; if not avoided, the type of Trick must be determined (see TRICKS).
5. The Lady's companion Knights attack the PK and his party. If there are no Knights present, the Lady calls a champion (one random Knight) to defend her.
6. The Lady attempts to seduce the PK. The seduction may be avoided if the player rolls, on two dice, a number equal to or greater than the Player Knight's VL plus the Lady's Seduction Adjustment. A seduced PK gains CP for serving the new Lady (as noted on her card) but loses VP. The amount of VP lost is equal to the Lady's VL. If the PK was already serving a Lady, the CP gained previously for entering her service will also be lost. If two PK's are simultaneously seduced by the same Lady, they immediately joust. The winner takes the Lady and the loser takes the consequences.
7. The Lady tells the PK of an Adventure (determine randomly; see ADVENTURES). If the Adventure is ignored, it will disappear.
8. The PK is asked to accompany the friendly Lady to a randomly determined Town or Port (if Strangore, Logres or Northumberland are indicated, the destination is either London or York). If not escorted, the Lady will **not** remain friendly. The requested escort is treated as Aid: 6 VP are gained for performing it, or lost for refusing it.
9. The Lady asks for a randomly determined Aid (see AIDS). If the Aid is granted, she will be friendly.
10. The PK is asked to accompany the friendly Lady to her Home Castle. The invitation may be accepted or declined at no penalty to the PK; even if declined, the Lady will remain friendly. If visited, her Home Castle will also be friendly.
11. The friendly Lady gives the PK a Message (see MESSAGES).
12. The friendly Lady offers to admit the PK into her service. If the PK accepts the offer, the PK gains awards as if for a successful courtship (see REQUESTS).

## MAD KNIGHTS

A Mad Knight is any Knight, either non-player or PK, who has gone Mad for some reason. A Mad Knight bears no equipment, but fights unarmed with two attack dice (instead of one, for being weaponless) due to the rage of his Madness. If not avoided, a Mad Knight will attack immediately, and will kill any defeated opponent if victorious in combat. Mad Knights are never affected by "opponent" COMBAT EVENTS. Any Mad Knight suffers the handicap of not using a shield; thus, their opponents who use shields (Knights and Kings) add +2 to combat rolls.

If a PK defeats a Mad Knight, he must either slay the Knight, release him to continue his mad wanderings or attempt to cure him. The PK may carry the Mad Knight, bound and gagged, to the nearest Shrine where the Knight's madness will be cured. For this act of kindness the player will gain 3 VP and the cured Knight will agree to join the PK's party. The Knight will have to be checked each turn (see RETAINING COMPANIONS) to see if he leaves the player.

**Mad Player Knights:** A PK may go Mad in certain situations: due to Enchantment or upon receiving word of the death of his Lady. If a PK becomes Mad, all equipment is immediately discarded, and all companions (Men-at-Arms, Dwarf, Mascot, etc.) flee. The Mad Knight will attack any PKs traveling with him. On the following turn, the PK begins moving (at the rate of 1 area per turn, on foot) toward the Castle of his Lady (or Lord, if no Lady). The PK will never actually arrive while Mad, simply wandering in the countryside until the madness departs. The madness will end if the player makes a successful Luck Roll at the end of any turn after the madness strikes.

**Encounters and Awards:** While Mad, the PK may not gain or lose any CP or VP awards. The PK is not responsible for the actions performed while Mad. Encounters for Mad Player Knights are determined normally. No reaction is determined when an encounter occurs: the reactions to Mad Knights are described hereafter:

*Animals and Monsters* will attack the Mad Player Knight.

*Brigands, Common Knights, Dwarves, and Peasants* will avoid the Mad Player Knight when encountered.

*Arthur Knights and Kings* will attack the Mad Player Knight and if victorious, they will say a prayer for the sanity of the PK (roll his VL or better on 1 die). If the prayer succeeds the player will be given a KNIGHT'S FATE. If the prayer fails the PK will be released.

*Goodly Hermit Man:* Encountering a Goodly Hermit Man will cure the PK of his madness. The Hermit's reaction is then determined normally.

*Lady:* If a Lady is encountered she will say a prayer for the sanity of the PK, roll her VL or better on one die. If she succeeds, add 1 to the roll to determine her reaction. If she fails she will flee.

An *Enchantress* will automatically cure the PK's madness, but then Enchants the player. The player may not avoid the enchantment.

## MONSTERS

When a PK encounters a Monster, the player must draw one chit at random from a cup containing all of the Monster chits. A Monster's name and WL are given on the Monster chit drawn. If a Monster is not avoided, it will attack, and will slay the PK if victorious. Monsters use three attack dice and ignore all "opponent" COMBAT EVENTS.

The Monsters and their respective Wound Levels are:

Lion	5	Troll	7
Bear	6	Troll	8

Ogre	9	Giant	18
Ogre	10	Giant	20
Dragon	12	Giant	22
Serpent	16	Dragon	25

## PEASANTS

Peasants are simply a nuisance encounter, stopping the Player Knight's movement for that turn. They have no rolled reaction and cannot attack or defend; they merely get in the way while admiring the PK, telling him of their troubles, etc.

## ENCOUNTER RESOLUTION

### AID

A Player Knight may be asked for aid by an encountered person. If the Aid is performed, the PK gains 6 VP; if it is refused, the PK loses 6 VP. If the request for Aid is impossible to fulfill (for instance, if a sword is requested of a PK who has none), the PK is unable to provide aid, but will incur *no penalty*. A requested Escort is treated as a request for Aid, for purposes of determining awards and penalties.

If Aid is requested, the type is randomly determined by rolling two dice and consulting the AIDS CHART (below).

### AIDS CHART

2. Rescue from Prison
3. Rescue from pursuit
4. Rescue from 3 captors
5. Court a Lady
6. Give shield
7. Give Dwarf
8. Give sword
9. Give horse
10. Escort home
11. Deliver a Message
12. Give directions

### EXPLANATION OF AIDS

2. A non-player Knight is Imprisoned in a nearby Castle (in the same countryside). The PK may attempt to release him either by storming the Castle or by "Appeal to Jailor" (see IMPRISONMENT). The attempt need not be successful to qualify as giving Aid. If the attempt is successful, the person aided will be friendly.
3. The requesting person is being pursued by a random Monster, whom the PK must fight to fulfill the request for Aid. If the PK is victorious, the person aided will be friendly.
4. The requesting person is being detained by three Knights whom the PK must fight. If the PK defeats all three, the person aided will be friendly.
5. Approach the nearest Castle and after entering seek a friendly reaction from a random Lady (add 1 to the reaction roll).
6. The PK is asked to give away his shield to the requester. This may be a spare shield.
7. The PK must give away his Dwarf (plus any surplus equipment) to fulfill this request for Aid.
8. The PK is asked to give away his sword to the requester.
9. The PK is asked to give away his horse to the requester.

10. The PK is asked to escort the encountered person to his or her Home Castle. The Royal Castle of a randomly determined area is the Home Castle for a Knight; a Lady has her own Castle in a randomly determined Countryside. A King's Home Castle is the Royal Castle of his indicated Kingdom. A Dwarf is a subject of the King in whose area the encounter occurred, and his home is that King's Royal Castle.
11. The PK is asked to carry a message (which need not be determined) to a randomly determined Royal Castle. A friendly Castle Reaction must be obtained before the message can be delivered (and thus fulfill the request for Aid).
12. This request for Aid is considered to be automatically fulfilled.

## ENCHANTMENTS

An Enchantment is a magical spell which may be cast on a PK. Whenever a PK encounters a Lady who is an Enchantress, the Lady will attempt to enchant the PK. In addition, an Enchantment will be attempted whenever a PK encounters a Druid disguised as a Hermit (see HERMITS). Whenever an Enchantment is attempted, the PK may attempt to avoid it.

**Avoiding Enchantments:** To avoid Enchantment the player must roll a number greater than or equal to the Player Knight's VL plus the Lady's *Seduction Adjustment*, on two dice. A Druid has an adjustment of +3. If the roll is failed an Enchantment is placed on the PK.

The type of Enchantment is determined at random; the player must roll two dice and consult the ENCHANTMENTS CHART (below).

**REMOVING ENCHANTMENTS:** An Enchantment on a PK may be broken by an Arthur Knight, King, or Lady, in the following manner:

1. The PK must make a Request of the encountered person. As with any Request, a friendly reaction must first be obtained. The Request is for a prayer.
2. If the Request is granted, the encountered person attempts to break the Enchantment by praying. The prayer is successful if the player rolls, on one die, a number equal to or greater than the VL of the encountered person.

If the enchanted PK encounters a friendly Hermit, the PK may Request the removal of the Enchantment (see REQUESTS).

### ENCHANTMENTS CHART

2. Abandon Lady
3. Abandon Lord
4. Change into Animal
5. Imprison
6. Seduce
7. Seduce
8. Seduce
9. Poisoned Wound
10. Rob
11. Madness
12. Sleep, 1-6 turns

## EXPLANATION OF ENCHANTMENTS

2. The Player Knight is forced to abandon the Lady currently served, losing 6 VP and the CP previously gained for entering her service. If the PK serves no Lady, treat this result as Seduce.

3. The PK's Lord must be abandoned, resulting in the loss of 6 VP. The Lord and his Castle will no longer be automatically friendly. And the player will only be given a sword when seeking new equipment until he or she enters the service of another Lord.
4. An Animal must be drawn at random. The PK turns into that Animal, losing all equipment and any companions (Dwarf, Mascot, or Men-at-Arms). The PK's *movement rate* will be 2 until the Knight form is resumed. The player rolls normally to determine encounters, but may avoid encounters at will (no Luck Roll needed). EXCEPTION: if another Animal is encountered, it may not be avoided, and its reaction will be to attack the PK. The reactions of encountered persons are determined normally.

While in Animal form, a PK is not required to fight chivalrously. The PK may talk, and will receive all awards and penalties normally. If defeated in any combat, the PK/Animal will be slain. The PK will always fight as a normal Animal would fight (using 2 dice), but is able to give a KNIGHT'S FATE when defeating a worthy opponent. The PK retains his normal WL.

5. The PK is immediately imprisoned in a local Castle (deploy a Castle chit). A direct "Appeal to Jailor" may not be made (see IMPRISONMENT).
6. The PK is seduced, loses VP equal to the VL of the Enchantress, and enters into the service of the Enchantress. If the PK is already serving a Lady, the PK will lose 6 VP for abandoning her, as well as the CP gained previously for entering her service. However, the new Service Award will be gained for serving the new Lady.  
  
If a Druid chooses this reaction, he leads the PK to a cottage in the countryside where a Lady rests (draw one randomly). The Druid uses his magic to seduce the PK with the innocent Lady. No Lady reaction needs to be rolled.
7. As #6, above.
8. As #6, above.
9. One Poisoned Wound is received by the PK; this should be noted on the record sheet.
10. All of the PK's equipment (including a Dwarf, if applicable) disappears magically. If the Enchantment is removed, the equipment will reappear around the PK, wherever the PK may be at the time.
11. The player goes Mad immediately and must abandon all equipment and companions (see MAD KNIGHTS). The Madness will end at the end of any turn in which the PK makes a successful Luck Roll to regain his sanity.
12. The PK falls into an enchanted slumber. All companions will depart, but the Player Knight's equipment will remain. Roll one die to determine the length of the sleep, in turns. Encounters will not occur while the PK is asleep. Another PK may break the enchantment by a successful prayer at the enchanted player's side.

## IMPRISONMENT

A PK may be Imprisoned by KNIGHT'S FATE, Trick, or Enchantment. If Imprisoned, a PK is thrown into a cell within a Castle. Any Imprisoned PK immediately loses all equipment. A PK may make one Appeal per turn. If Imprisoned by a King, the PK may make an Appeal to Jailor, otherwise, the PK may only Appeal to a Passerby. Roll on the encounters chart once each turn and if the encounter is a Knight, King, Lady, Goodly Hermit Man or Dwarf, the PK may make an Appeal to a Passerby.

**Making Appeals:** Each time the Player Knight Appeals to a Passerby, the player rolls two dice and consults the APPEALS TO PASSERBY chart; if the passerby agrees to help, and if the terms are satisfactory to the PK, the player may (during the same turn) roll two dice and consult the APPEALS TO JAILOR chart.

**Rescuing a Prisoner:** A PK might pursue an Adventure involving the rescue of an Imprisoned person. Upon arriving at the Imprisoning castle, the PK may either attempt an Appeal to the Jailor or may storm the Castle. If a friendly Castle Reaction is obtained, the player may then roll on the APPEALS TO JAILOR chart to Request a release. If the PK is victorious in combat, the Castle has been defeated, and will release the prisoner with full equipment.

**Player Jailors:** If a PK is the Owner of a Castle, any Knight defeated by the Owner in combat may be Imprisoned in that Castle. If the Imprisoned Knight is a PK, the Castle Owner **must** abide by the results of the APPEALS TO JAILOR chart. The PK is not, however, required to listen to an Appeal from the Imprisoned PK. A penalty will be incurred for Imprisoning a Player Knight: the Imprisoning PK loses 3 VP per turn of Imprisonment.

### APPEALS TO PASSERBY

2. Prisoner must abandon Lady (Lord)
3. Prisoner must swear an Oath if released
4. Prisoner must fight an enemy immediately after release
5. Prisoner must attempt a prison rescue if released
6. Passerby ignores prisoner
7. Passerby ignores prisoner
8. Passerby ignores prisoner
9. Prisoner must deliver a message if released
10. Prisoner must Escort Pilgrims if released
11. Prisoner must attempt an Adventure if released
12. Passerby will make a free Appeal to Jailor

### EXPLANATION OF APPEALS TO PASSERBY

2. The passerby will make an "Appeal to Jailor" if the PK will abandon his Lady, suffering any penalties that accrue thereby. If the PK serves no Lady, his Lord must be abandoned.
3. If released as the result of a passerby's "Appeal to Jailor", the PK must immediately swear an Oath (see OATHS).
4. If released, the PK must immediately fight a random non-player Knight. Any Equipment the PK possessed when Imprisoned will be returned before the combat. The PK *may* request that the opponent fight chivalrously (see COMBAT).
5. If released as the result of a passerby's Appeal, the PK must then go to a randomly determined countryside and attempt to free an Imprisoned non-player Knight from a Castle in that area. The rescue must be attempted, but need not be successful.
6. The appeal to the passerby has no effect.
7. As #6, above.
8. As #6, above.
9. If released, the PK must immediately deliver a message to a randomly determined Royal Castle (use RANDOM DEPLOYMENT). As always, the message cannot be delivered until a friendly Castle Reaction is received. The exact message need not be determined.
10. The PK, if released, must immediately Escort Pilgrims (use a Pilgrim chit) to a randomly determined Shrine (see SHRINES), but will receive *no* awards for the Escort. The PK may *not* detour nor ignore the Escort.

11. An Adventure (randomly determined, rerolling any CAMELOT or "local" result) must be performed by the PK at some time after the release from prison (as if a Prophecy). No adventure awards will be gained.
12. The passerby agrees to "Appeal to Jailor" at no cost.

### APPEALS TO JAILOR

2. No release; prisoner tortured
3. Prisoner released; Exile
4. Prisoner released; Oath
5. Prisoner released; defeat 3 Knights
6. Appeal ignored
7. Appeal ignored
8. Appeal ignored
9. Prisoner released; defeat 1 Knight
10. Prisoner released with no equipment
11. Prisoner released without horse or lance
12. Prisoner released with all equipment

### EXPLANATION OF APPEALS TO JAILOR

2. The prisoner is not released. If the prisoner is a PK, the prisoner is tortured, suffering one Poisoned Wound.
3. To gain the release of the prisoner, the PK (whether prisoner or appealer) must accept an Exile from the area in which the Imprisoning Castle stands.
4. The PK (whether prisoner or appealer) must swear an Oath if the prisoner is to be released.
5. The prisoner will be released if the PK defeats three non-player Knights (drawn at random from the Knight deck) in combat. If the prisoner is a PK, a full set of equipment will be provided; if the PK is victorious (and thus gains release plus normal combat awards), unbroken equipment may be kept.
6. The jailor ignores the Appeal.
7. As #6, above.
8. As #6, above.
9. The prisoner will be released if the PK (whether prisoner or appealer) defeats the Jailor's champion (one non-player Knight, drawn at random using the Knight deck). As in #5 (above), a PK prisoner will be provided with a full set of equipment before the combat, and may take unbroken equipment when leaving.
10. The prisoner is released, but the PK is stripped of all equipment.
11. The prisoner is released, but the PK stripped of horse and lance.
12. The prisoner is released with all normal equipment (*not* including a Dwarf).

### MESSAGES

A Message is special news received by the Player Knight from a messenger. The Message may be a Summons from the PK's Lord or Lady or it may bring news of adventure or of tragedy. Some Messages **require** response, while others are merely informative. A Message should be rolled for whenever a player rolls a "Gives Message" response as the Reaction of an encounter. To determine a Message, the player rolls two dice and consults the MESSAGE CHART below.

A Summons need not be answered immediately upon receiving the Message, but a penalty may occur if the Message is not answered be-



fore the PK receives a second Summons from either his or her Lord or Lady (see SERVICE). Ignoring a Lord's Summons may cost the player VP, each time the Lord summons again. Ignoring a Lady's Summons may cause her to die of loneliness.

### MESSAGE CHART

2. Lady (Lord) is Imprisoned
3. Relative near Death — Go Home Swiftly
4. PK is Outlawed from a Friendly Castle
5. Wedding of State
6. Lady's Virtue is Challenged
7. Lord Summons
8. Lady Summons
9. Informed of an Adventure
10. Raiders Attacking Coast
11. Camelot Tournament
12. Report of the Questing Beast

### EXPLANATION OF MESSAGES

2. This Message should be treated as a Lady Summons. If the PK does not serve a Lady, then the Message is from his or her Lord. If the Message is not answered before the player receives a second Summons, the PK will suffer the appropriate consequences.

When the PK returns to the appropriate castle, he or she will find the castle to be unfriendly, with 1-6 Knights in control, and the Lady or Lord imprisoned. The player must either make an "Appeal to Jailor" (see IMPRISONMENT) or attack the Knights in control and defeat them in order to free the Lady or Lord. Note: the Summons cannot be answered until the Lady or Lord is freed.

3. This Message **must** be answered at once, by returning to the player's **original** Home Castle by the shortest route possible. There the PK's relative has taken violently ill and awaits death. The PK must remain at his side praying for his health or until death claims the relative. The player rolls one die each turn and if he or she rolls better than or equal to his or her Virtue Level (VL) the PK's prayers have been answered and the player may return to adventuring. If by the **third** turn of praying the PK is still unsuccessful, the relative will die, freeing the PK from his long vigil.
4. The Player Knight has just received word that he or she has been outlawed by one of the castles friendly to him or her. The PK may choose which of the friendly castles has outlawed him or her, but the player's Lord's castle will **not** outlaw the PK. When a PK is outlawed by a friendly Castle, the player must check for Castle Reaction the next time he or she visits the castle.
5. The Player Knight has just been informed of a Wedding of State that duty demands he **must** attend. The location of the wedding is determined by random deployment. The PK must proceed by the shortest path to the castle where the wedding is to be held. The Castle will be **temporarily** friendly to the PK and after the wedding the PK may approach the Castle's lord and check for a friendly reaction and the chance to make a Request if desired. The PK will receive **3** VP for attending the wedding, but will lose **1** turn, once at the Castle.
6. The Player Knight hears of an insult made to his Lady. The PK may challenge the Knight who made the insult (drawn at random) to a duel for the Lady's honor. If the PK loses, then his Lady releases him from her service and he loses the Service Award in CP. If the PK is victorious he will receive **6** VP in addition to the combat awards. If the PK ignores the insult he will lose his Lady.

If the PK has no Lady, the player may challenge the Knight to a duel and if the player wins, the Lady will automatically be friendly and the PK may seek service with her (see SERVICE).

7. The PK has received a summons from his or her Lord and should make a note of this. The summons need not be answered immediately, **but** if the PK receives a second summons before the first is answered the PK will lose **6** VP for this and each additional summons he or she receives until the player answers the summons.

To answer the summons, the PK must return to his or her Lord's Castle.

8. If the PK serves a Lady, the player has received a message from the Lady requesting that he return to the Lady's Castle. If no Lady is served, the summons may be ignored. The summons need not be answered immediately, **but** the PK should note that he has received the summons and if the Knight does not reach his Lady before she sends a second message, she will die of loneliness. If a PK loses his Lady through death he must also lose the Service Award CP from her. In addition, the Knight must check to see if he or she goes mad; roll one die and on a **1** the PK has gone mad (see MAD KNIGHT). The madness will end when the player makes a successful Luck Roll at the end of his turn.
9. The PK is told of an Adventure (determine randomly, see ADVENTURES). If the PK chooses to ignore the Message, the Adventure will disappear.
10. The Player Knight has learned that Viking raiders are attacking the coast of some kingdom (roll on Random Deployment). If Logres is indicated, then the raiders have landed at province **4**. The player **may** ride immediately to the indicated kingdom and join in the battle. The player should draw a Knight card, which represents the raider's leader, and attack him. The leader is not a Knight and will fight only with sword from horseback, nor will he fight chivalrously. If the PK is defeated by the raider, he will be robbed of all of his equipment. If the player beats the raider's leader the raiders will flee and the PK will gain **6** VP and CP equal to the leader's Wound Level. If the PK delays in leaving for the battle, it will be over and the raiders fled before he reaches the coast.
11. **All** players are informed of a special tournament in Camelot to be held **3** turns from now. If no PKs reach Camelot by the third turn, the Adventure will disappear. Once in Camelot the players must first joust any other PKs present to determine a champion and then **5** other Knights (drawn at random) must be defeated for the PK to be declared the champion of the tournament. The winner of the tournament will gain **12** VP and rolls 1 die to determine his special prize.
  1. King's Honor: the PK gains **20** CP and may make a Request of Arthur (see ARTHUR REQUESTS).
  2. Lady's Favor: the PK is granted service with a Lady (drawn at random), if desired.
  3. Faithful Dwarf: the PK gains a faithful dwarf who will **not** abandon the PK if the player is defeated in combat.
  4. Valiant Charger: the PK is given a horse which may travel **4** encounter areas per turn and gives the PK **+ 1** on combat rolls when the PK is on horseback.
  5. Unbreakable Lance: the PK is given a lance that will not break, but it may be stolen. The PK may only use the lance while on horseback.

6. **Free Passage:** the PK is given a writ which may be used to negate **one** Exile result, without penalty. The writ is not used until the PK re-enters the land from which he has been exiled.
12. The Questing Beast is a fabulous creature, with the head of a serpent, the body of a leopard, the hind quarters of a lion, and the feet of a hart; it makes a noise like a multitude of yapping hounds, and is always pursued but never caught. The pursuit of this creature is considered to be a highly virtuous act. The PK has just gained word that the Questing Beast has been sighted in a random Kingdom (roll for Random Deployment). Only the PK(s) receiving the message may pursue the Beast. If the PK travels by the shortest route to the Beast and makes a successful Luck Roll, the player has sighted the Beast and gains **12 VP**. The Beast is then redeployed and the PK may pursue it again and attempt to sight it anew for **6 VP** each additional time it is sighted. The PK may continue to pursue the Questing Beast, but once the player deviates from the quest the Beast will disappear.

## OATHS

An Oath is an indicated course of action which the PK must adhere to. If a sworn Oath is broken, the PK immediately loses **12 VP**. Oaths may be forced on a PK by KNIGHT'S FATE, by a Trick, as a result of meeting a Lady, King, or Hermit, or during a prison release. A PK may be Tricked (see TRICK) into breaking an Oath. An Oath may be removed without penalty by a Goodly Hermit Man, either through a Request or by obtaining a "release from oath/heal" Reaction from him. Whenever an Oath must be determined, the player rolls two dice and consults the OATHS CHART (below) to find the exact Oath sworn. The Oath should be noted on the PK's record. Several Oaths may be sworn to at one time.

### OATHS CHART

2. Never Yield
3. Use no weapons
4. Always help Ladies
5. Always grant requests
6. Fight without advantage
7. Spare the lives of Knights
8. Serve only present Lord
9. Never break Oaths
10. Always travel alone
11. Do not eat
12. Never avoid Encounters

## EXPLANATION OF OATHS

2. The PK must never give up in combat. If an opponent offers to call off an encounter, the PK must refuse; when injured, the PK must not Yield before being defeated (see COMBAT).
3. One die must always be used in combat, as the PK may not use a sword or lance.
4. Whenever the PK encounters a Lady, any of her requests (such as for Aid or Escort) must be granted. When receiving a Message of "Lady Summons" the PK must immediately travel to her Castle by the shortest route (if the PK serves a Lady). When hearing of an Adventure involving a Lady, the PK must pursue it.
5. The PK must grant any requests for Aid, Escorts, or prayers made to him or her.
6. The PK must always fight chivalrously against Knight and King opponents (see COMBAT: CHIVALRY).
7. The PK must not slay **any** Knights he or she defeats.

8. The PK may never change Lords (thus, may never become an Arthur Knight if not already one . . . .)
9. No Oaths sworn by the PK may be broken.
10. The PK may never have a Dwarf, Mascot, or Man-at-Arms, nor may Escorts be performed; the PK will not permit others to join him or her.
11. The PK must not eat anything. This will have the same effect as (but not the awards of) a Penance of fasting (all combat rolls are divided in half, rounded down). This oath may only be broken at the **end** of a turn.
12. No Encounter may ever be avoided.

## TRICKS

An encountered person may attempt to Trick a Player Knight. Any Trick may be avoided by making a successful Luck Roll. (If a PK successfully avoids a Hermit's Trick, the PK will gain **6 VP**; this is the **only** case where an award results from avoiding a Trick.) If the attempt at avoiding a Trick fails, the PK loses **6 VP** and must roll two dice and consult the TRICKS CHART (below).

### TRICKS CHART

2. Abandon Lady (Lord)
3. Imprisonment
4. Fight enemy unarmed
5. Break (swear) an Oath
6. Lose horses
7. Tell a lie
8. Fight an enemy
9. Lose lance
10. Escort Pilgrims
11. Deliver a Message
12. Perform an Adventure

## EXPLANATION OF TRICKS

2. The PK is tricked into abandoning his or her Lady, which results in the loss of **6 VP** and the Service Award (all CP gained for entering her service). If the PK is not serving a Lady, the PK will abandon his or her Lord, for a loss of **6 VP**.
3. The PK is immediately Imprisoned; a Castle is deployed on top of the PK if the PK is not already at a Castle. No Appeal may be made **directly** to a Jailor (see IMPRISONMENT).
4. One non-player Knight (drawn at random, from the Knight cards) must be fought immediately by the **unarmed** PK. No combat awards are given, and the PK has no chance to request chivalrous combat.
5. One of the PK's sworn Oaths must be broken. If no Oaths have been sworn, the PK must swear one.
6. The PK is Tricked into giving away his horse (and that of his dwarf, if applicable).
7. This most common Trick results in the PK telling a lie; however, only **1 VP** is lost.
8. One non-player Knight (drawn at random) must be fought by the PK only. The PK's companions may not aid in the combat. If the PK is defeated he or she will immediately suffer KNIGHT'S FATE. Normal combat awards are given.
9. The PK is Tricked into giving away his lance (plus the extra one, if applicable).

10. As if a Penance, the PK must Escort Pilgrims by the shortest path to a randomly determined Shrine (see SHRINES). No awards are given for completing the Escort. If the PK refuses or if a detour is made, the PK immediately loses **12 VP**.
11. The PK must immediately travel to a randomly determined Royal Castle, and must obtain a friendly Castle Reaction to deliver a message (the exact message need not be determined). The PK will receive no awards for completing the task, and will lose **12 VP** for detouring or refusing the task.
12. An Adventure (determined at random; see ADVENTURES) is given to the PK as a Prophecy. The PK will receive awards for the performance of the Adventure.

## LIST OF ADVENTURES

- 1:1 **COURT LADY:** Place a Castle on the map in the local countryside. Go to it and determine the Castle Reaction. If the reaction is friendly, enter the Castle and meet a Lady. Court her successfully for **6 VP** (plus normal awards for courtship).
- 1:2 **ESCORT LADY:** Place a Lady with the PK. The Lady will be friendly. Escort her to a randomly determined Shrine (see SHRINES) for **6 VP**. Requests may be made along the way.
- 1:3 **ESCORT PILGRIMS:** Accompany Pilgrims (place a chit with PK) to a randomly determined Shrine for **6 VP**.
- 1:4 **FIND ANIMAL:** Randomly deploy an Animal; go to the countryside in which it is placed and find it for **6 VP**. Determine the Animal's Reaction normally.
- 1:5 **KING'S HUNT:** Go to the local Royal Castle, but do not roll for Castle Reaction. Join the King next turn for a move to the countryside, and automatically encounter an Animal. Determine its type but not a reaction, as it will automatically attack. Defeat it for **6 VP** plus CP equal to the Wound Level of the Animal.
- 1:6 **VISIT KING ARTHUR:** Go to Camelot, determine the Castle Reaction normally. If friendly, enter and meet King Arthur; check King Reaction. If friendly, gain **6 CP**.
- 2:1 **VISIT A LADY:** Place a local Castle. Go to it and determine the Castle Reaction. If the Castle is friendly, enter it and meet a Lady for **6 CP**. Determine the Lady's Reaction normally.
- 2:2 **VISIT LOCAL KING:** Go to the local Royal Castle and determine the Castle Reaction. If it is friendly, see the King for **6 VP**. Determine the King's Reaction normally.
- 2:3 **VANQUISH KNIGHT:** Place a hostile Knight in the local countryside. Defeat him for **6 VP** plus CP equal to the Wound Level of the hostile Knight.
- 2:4 **VANQUISH BRIGANDS:** Place 6 Brigands in the local countryside. Defeat them for **6 VP** plus **12 CP**.
- 2:5 **AVENGE KNIGHT:** An ogre has slain your closest friend. Randomly deploy an Ogre (monster, WL = 10), and defeat it for **12 VP** plus CP equal to the Wound Level of the Ogre.
- 2:6 **BREAK ENCHANTMENT:** Deploy a non-player Knight in a randomly determined countryside. The Knight is under the spell of an Enchantress. Defeat the Knight, then break the Enchantment by *prayer*, for **12 VP** plus CP equal to the Wound Level of the Knight (see ENCHANTMENT).
- 3:1 **CURE WOUNDED KNIGHT:** Deploy one Knight at Random. Go to him, and cure his poisoned wound by *prayer* for **12 VP** (see POISONED WOUNDS).
- 3:2 **DISTRESSED LADY:** Deploy a Lady with one Knight in a random location; the Knight is behaving unchivalrously towards the Lady. Go to them and defeat the Knight for the Lady's friendship and **12 VP** plus CP equal to the Wound Level of the Knight.
- 3:3 **VISIT FAERIE:** Randomly deploy a Dwarf. When reached, he will lead the PK into the land of the Faerie without the PK's companions. Receive **12 VP** upon arriving in Faerie.
- 3:4 **WHITE HART LEADS TO FAERIE:** Deploy an Animal chit at random; it is the legendary White Hart. When the PK arrives, the White Hart will lead him into the land of Faerie without his companions. Upon arrival the PK receives **12 CP**.
- 3:5 **DEFEAT IRISH BRIGANDS:** Go to Ireland. At the first encounter indicated, automatically meet 10 Brigands. Defeat them for **12 VP** plus **12 CP**.
- 3:6 **KING'S CHAMPION:** Randomly select a Royal Castle. Go to it, defeat one Knight for the King's friendship and **12 VP** plus CP equal to the Wound Level of the Knight.
- 4:1 **SEEK QUESTING BEAST:** Deploy the Questing Beast chit at random (see MESSAGES, #12, for details about the Questing Beast). Find it for **12 VP** (Luck Roll required), then re-deploy it at random. The PK may pursue it repeatedly for **6 VP** per additional sighting (each time the PK attempts to find it a successful Luck Roll must be made). However, if the PK fails to take the shortest route to the Questing Beast, it will vanish.
- 4:2 **VOYAGE TO SERVAGE:** Sail to the Isle of Servage, which has been plagued by Brigands. The first encounter on the island is automatically 5 Brigands; defeat them to gain **12 VP** (but no encounter awards).
- 4:3 **PILGRIMAGE TO CANTERBURY:** Walk (movement rate of 1) to Canterbury; upon arrival, gain **12 VP**.
- 4:4 **AVENGE BARON:** Deploy a Castle chit in a randomly determined countryside. Go to it and meet one friendly Knight (the wronged Baron) outside of the Castle, who will assist the PK in combat if necessary. Defeat two other Knights for the friendship of the Baron (a Castle Owner) and **18 VP** plus CP equal to the Wound Level of the Knight(s) the PK defeats.
- 4:5 **AVENGE LADY:** Knaves have taken over a Lady's Castle. Deploy a Castle chit in a randomly determined countryside. Go to it and defeat three Knights to gain the dispossessed Lady's friendship and **18 VP** plus CP equal to the Wound Level of the Knight(s) the PK defeats.
- 4:6 **CURE LADY:** Deploy a Castle chit in a randomly determined countryside. Go to it, determine the Castle Reaction, and if it is friendly, enter and see a Lady in an Enchanted sleep. Awaken her by *prayer* for her friendship and **18 VP**.
- 5:1 **FREE KNIGHT:** Deploy a Castle chit in a randomly determined countryside. Go to it and free an Imprisoned non-player Knight (either by Appeal or storm; see IMPRISONMENT) for the Knight's service (as a Man-at-Arms) and **18 VP** (plus CP equal to the Wound Level of the Knight(s) the PK defeats if the release was obtained through combat).
- 5:2 **FREE LADY:** Deploy a Castle chit in a randomly determined countryside. Go to it and free an Imprisoned Lady (either by Appeal or storm; see IMPRISONMENT) for the friendship of the Lady and **18 VP** (plus CP equal to the Wound Level of the Knight(s) the PK defeats if the release was obtained through combat).

- 5:3 **MAD KNIGHT:** Deploy a Knight in a randomly determined countryside; he is a Mad Knight and will attack with 2 dice and no shield (see MAD KNIGHT). Find and defeat him. Take him home (to a random Royal Castle, which will be friendly) for **18 VP** and the friendship of the King.
- 5:4 **PILGRIMAGE TO ROME:** Go to Rome. Upon arrival, gain **18 VP**.
- 5:5 **TOURNAMENT FOR A LADY:** Randomly select a Royal Castle. Upon arrival, randomly select a Lady, but do not reveal who she is. Defeat seven Knights (Tournament-style) for the King's friendship, the Lady's offer of her hand, and **18 VP** plus **18 CP** (see TOURNAMENTS).
- 5:6 **TOURNAMENT AT CAMELOT:** All Player Knights must go to Camelot for Arthur's special Tournament. Defeat all other Player Knights plus three non-player Knights (Tournament-style) for **24 VP** plus **15 CP** (see added details on UNUSUAL ADVENTURES, under ADVENTURES).
- 6:1 **RESCUE LADY:** Randomly deploy a Lady chit. Go to her, defeat the Serpent (Monster) terrorizing her, and gain her friendship and **24 VP** plus **15 CP**. Randomly select the Lady **after** the combat.
- 6:2 **SLAY MONSTER:** Determine a countryside at random for the Adventure site. Go to it, and encounter a randomly selected Monster automatically. Slay it for **24 VP** plus CP equal to the Wound Level of the Monster if defeated by the PK.
- 6:3 **TOURNAMENT:** Randomly select a Royal Castle. Go to it and defeat five non-player Knights (Tournament-style) for the King's friendship and **24 VP** plus **15 CP** (see TOURNAMENTS).
- 6:4 **RESCUE LADY FROM TROLLS:** Deploy a Castle chit in a randomly determined countryside. Go to it and defeat two Trolls (Monsters) for a Lady's friendship (select a Lady at random; she is the Castle Owner) and **30 VP** plus **30 CP**.
- 6:5 **SAVE YOUR LADY (LORD):** This Adventure is also a SUMMONS. Go to your Lady's Castle (Lord's if no Lady is served). Defeat the huge Dragon (Monster, Wound Level = 25) for one granted Request (no Luck Roll necessary; see REQUESTS) and **30 VP** plus **25 CP**.
- 6:6 **VANQUISH REBELS:** Randomly select a Royal Castle (other than Camelot). Defeat five Knights, and then the King, for King Arthur's friendship and **30 VP** plus CP equal to the Wound Level of the Knight(s) and King defeated by the PK.

## ADVANCED GAMES

After the players have tried their hand at the Basic Game and become familiar with the procedures, rules and encounters, they may wish to try the three advanced games outlined below. Each description gives the details for starting the game (including the starting CP and VP) and the goals of the game. There are also two new rules which are used in all of the advanced games: Merlin/Morgan Le Fay and Sea Encounters.

### MERLIN/MORGAN LE FAY

Merlin the Magician is King Arthur's advisor and one of the most powerful wizards to ever live, while Morgan Le Fay, King Arthur's half sister is his most bitter enemy who plots to gain control of the throne of England.

In the Advanced Game a single chit represents both Merlin and Morgan Le Fay. At the beginning of each **game** turn, the counter is

randomly deployed to some region on the map where it remains for the entire turn. If it is placed in an area containing a PK, or a PK moves into an area containing Merlin/Morgan, the player may not move for that turn.

**Merlin/Morgan Encounter:** Whenever a Player Knight begins a turn in or enters an area containing Merlin/Morgan he may not move any further for that turn, nor fight combat, nor make any requests. The **only** action the PK may take that turn is to interact with Merlin or Morgan Le Fay. The following procedure should be used:

1. **Avoid:** A PK in an area containing Merlin/Morgan may have an encounter with one or the other. The player may attempt to avoid the encounter by making a successful Luck Roll. A PK in a Castle, Camelot or imprisoned may **not** avoid Merlin/Morgan. However, a Player Knight at sea, or who stops in a Shrine (or optionally on a River) is immune to the encounter.
2. **Identify:** If Merlin/Morgan is not avoided, the first player to encounter him/her must roll one die to identify which of the two it is that is encountered; (1,2,3) means it is Morgan Le Fay, (4,5,6) means it is Merlin. This result will remain the same throughout the turn even if encountered by more than one knight.
3. **Encounter:** Neither Merlin nor Morgan can be attacked; they do not die and cannot be killed. Merlin and Morgan have different encounter reactions and so the encounter will vary with who the PK meets.
  - A. **Merlin:** When a PK encounters Merlin, the magician will look into the knight's future and give him a Prophecy (determine ADVENTURE).
  - B. **Morgan Le Fay:** Whenever Morgan encounters a PK her reaction will be to Enchant the player (see ENCHANTMENT). If Morgan chooses "Seduce" as her reaction, and the PK fails to evade the seduction, the player must abandon any Lady he or she serves and enter Morgan's service. The PK loses **12 VP** when seduced by Morgan. If the PK receives a Summons from her while in her service, the PK is magically transported to wherever Morgan is, loses another **6 VP** and is subject to another Enchantment attempt. If the PK is imprisoned, the summons will take the player out of prison. A Goodly Hermit Man may break Morgan's spell.



### SEA ENCOUNTERS

In the Advanced Games special encounters occur while at sea. The player does not roll to check for an encounter while on a ship at sea, because the chance of "no encounter" is contained in the chart. When a PK's ship moves into or remains in a sea on a turn, the player must roll two dice and consult the SEA ENCOUNTERS CHART below. Remember that combat at sea may only use swords (2 attack dice). Encounters at sea may **not** be avoided.

Each Ship counter has a number in the upper left hand corner which represents the Wound Level total of the captain and crew of the ship. The ship's crew will enter combat once the PK and his party are defeated. The ship's crew fights as a single individual with 2 attack dice. If the crew is defeated, the PK and the ship must suffer whatever fate is assigned.

### SEA ENCOUNTERS CHART

2. Sea Monster
3. Shipwreck
4. Storm: reverse 1
5. No wind: lose 1 turn
6. No encounter
7. No encounter
8. No encounter
9. Good Winds: move 1 extra
10. Lady Stowaway
11. Pirates
12. Sea Monster

**Lady Stowaway:** A card is drawn from the Ladies deck to identify the stowaway. Her reaction is determined normally. If she calls her champion to defend her, he is disguised as a sailor. Her Homeland should be determined randomly if necessary.

**Pirates:** Most travelers by ship fear an encounter with these brigands of the sea. Pirates are represented by 10 Brigand chits, and will immediately attack when encountered. If the PK is defeated the victor of the battle should be determined by using the non-player knight combat system, adding the ship's crews WL to the WL total of the player's Men-at-Arms and the roll of two dice and comparing that to the total remaining WL of the Pirates and the total of two dice. If Pirates are victorious in combat, they will rob the PK of all his equipment and ship, and will land the PK on the nearest non-Britain shore, away from any Castles, Towns or Shrines. In the North Sea, this is considered to be the Wastelands. The PK is on the coast and must first move to a countryside, before moving to a Castle or other refuge.

**Sea Monster:** A Sea Monster is an unavoidable Monster encounter. As with any Monster, it has three Attack Dice and will slay and devour any defeated opponents if not defeated first.

**Shipwreck:** The Player Knight's equipment, companions and ship are lost in a storm and the PK is washed up on the nearest non-Britain shore, away from Castles, Towns and Shrines. When this occurs in the North Sea, this is considered to be the Wastelands. The PK is on the coast and must first move to the countryside before moving to any refuge.

**Storm or Winds:** A Storm or Winds encounter may cause the PK's ship to lose a turn, make an extra move without an extra sea encounter, or reverse course (**not** moving forward that turn; instead returning to the previous area the ship had been **last** turn, even to a Port).

## SCENARIOS

### ADVANCED GAME:

**Start:** Each Player Knight begins the game with 40 CP and 4 VP. This gives each PK a VL of 10, and a Wound Level of 4.

The purpose of the game is to be the first player to become an Arthur Knight. Each player should follow the same steps to become an Arthur Knight as outlined in the Basic Game.

### QUEST OF THE HOLY GRAIL:

**Start:** All players begin the game as Arthur Knights, with 100 CP and 25 VP. This is a VL of 4, and a Wound Level of 10. For all players their Homeland is Logres-1, their Home Castle is Camelot, and their Lord is King Arthur.

The purpose of this game is to find and bring the Holy Grail back to Camelot.

**The Holy Grail:** To set forth upon the Quest of the Holy Grail, the PK **must** successfully request permission to do so from King Arthur and must be one of Arthur's Knights. When playing only the Grail scenario, this permission is *assumed* to have been given to all the players at the start of the game.

The Holy Grail is initially located in the Castle/Shrine of Carbonek, in Listenoise. This castle is always friendly to Knights on the Quest of the Holy Grail. Player Knights setting forth on the Quest of the Holy Grail must first travel to Castle Carbonek, even if the Grail is no longer there, seeking to see the Holy Grail. If the Grail is no longer at Castle Carbonek, the player may then set off towards its current position, a PK need **not** visit each place the Grail has been in order to find it.

In order to seek the Grail a PK must gain a friendly Castle and King Reaction and then request permission of the King to see the Grail.

When a PK enters a Castle containing the Holy Grail, he must perform two steps in order to gain the Grail:

1. A PK must attempt to see the Grail before attempting to grasp it. In order to see the Grail, a PK must roll one die and roll a number greater than his VL. Otherwise, the knight has been deemed unworthy at this time.
2. Once a PK sees the Grail, he may attempt to grasp the relic. In order to grasp the relic, the PK must once again roll a number greater than his VL on one die or be judged unworthy of carrying the Grail at this time.

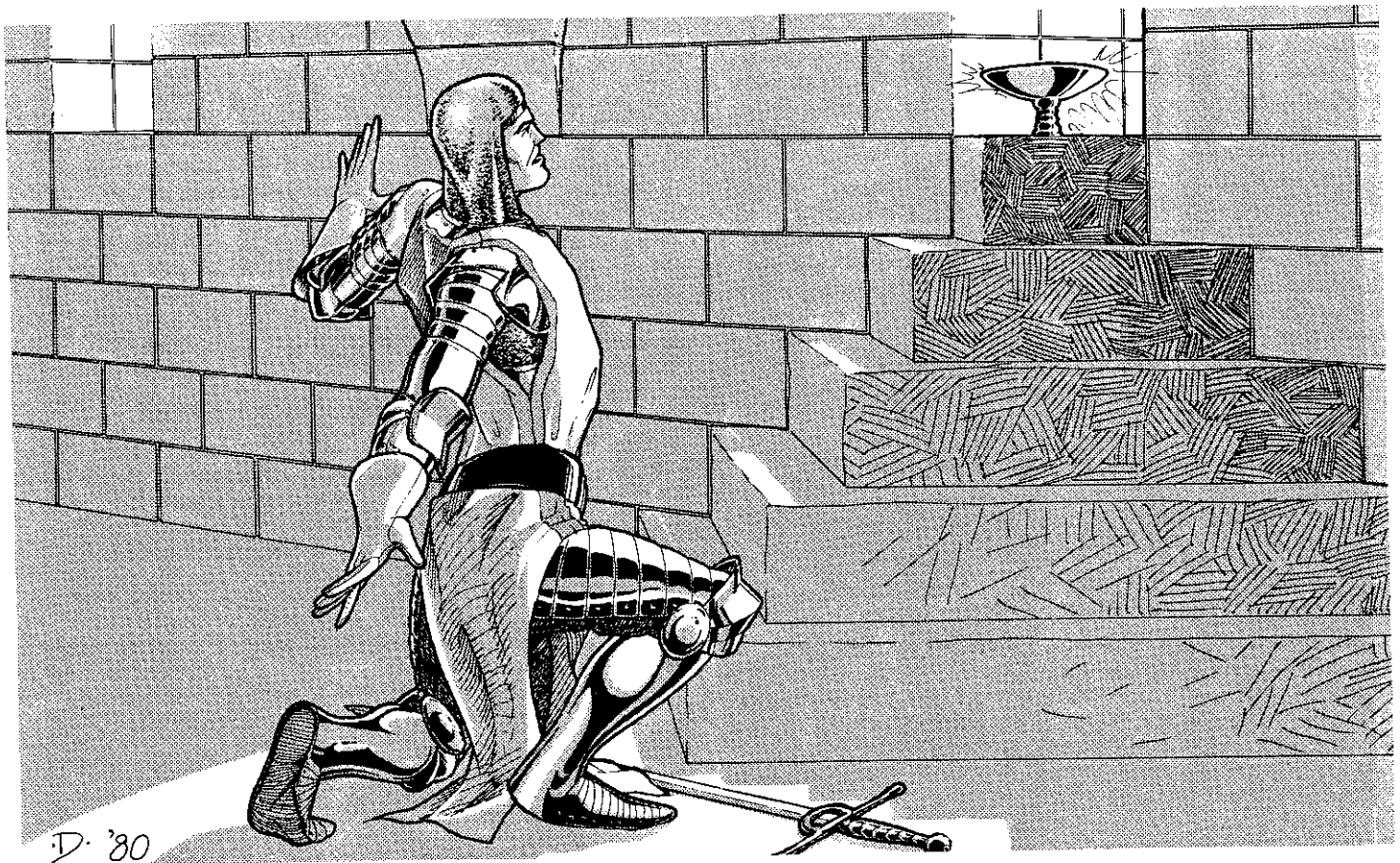
If a PK is judged unworthy the Holy Grail will be transported away; roll for Random Deployment and place the Grail in the indicated Royal Castle. If several PKs travel together or attempt to see the Grail in the same turn, each is given his or her chance to see and touch the Grail. Once all have been judged unworthy in their attempts to find the Grail in a turn, the Grail is then immediately transported away from its current location and relocated by Random Deployment in another Castle. The Grail will **not** remain in the same location if a PK is judged unworthy, so that if Random Deployment indicates the Grail would remain in the same location, the players should reroll. Note: if the Grail relocates in Logres-1, it will be placed in Castle Jagent, not Camelot.

If a PK has a VL of 6 or greater, his futile attempts at seeing the Grail will **not** cause it to change location.

Once the Holy Grail is grasped, the PK must return it to Camelot to win the game. While carrying the Grail, the PK adds +1 to all combat rolls he makes. If the Grail carrier is defeated in combat (whether his side loses or not) the Grail will instantly be transported away to a random Castle.

When a PK is in possession of the Holy Grail, other players may attempt to find and challenge his right to carry the Grail. They need not journey to a Castle to discover the Grail's current location; it is assumed that they know of the Grail's capture by the PK. In order to confront the Grail carrier, players must move to the same encounter area he is in and make a successful Luck Roll to find the carrier. If the Grail carrier is in a Castle or Shrine he will be automatically encountered by any who enter the area. The Grail carrier may **not** avoid the encounter, since it does not occur during his turn. As with any player-vs.-player combat, the challenger **must** fight chivalrously at all times, and may not slay the opponent PK.

If a PK receives a Prophecy before beginning the Quest of the Holy Grail, that Adventure must be completed before seeking the Holy Grail. If a PK receives a Prophecy before grasping the Grail, the Prophecy must be completed before resuming the search. A PK carrying the Grail is immune to Prophecies.



## CAMPAIGN GAME:

**Start:** Each Player Knight begins the game with 30 CP and 3 VP. This gives each PK a VL of 10 and a Wound Level of 3.

The purpose of the game is to become an Arthur Knight and gain his permission to search for the Holy Grail, and then to bring the Grail back to Camelot.

## OPTIONAL RULES

After players are familiar with all the games and rules described in this booklet, optional rules may be added to any of the scenarios. Players may even wish to design their own rules (see **DESIGNING SCENARIOS**), but players should all agree to which, if any, of the optional rules will be used **before** starting the game.

**Doing It Gradually:** The Optional Rules listed and explained below will add greater complexity and variety to the game. It is recommended that players **not** utilize any of these Optional Rules until they feel completely familiar with the **BASIC** and **ADVANCED** games. Players may not wish to add all the Optional Rules at once. The following table lists the various Optional Rules in increasing order of complexity, for players who prefer to introduce them into the game gradually. It is recommended that the first 3 Optional Rules be used together, and then the next 2 added. The other rules should be carefully studied and understood before adding them to your campaign.

1. **Town**
2. **Shrine**
3. **Ship**
  
4. **Civilization**
5. **Terrain**

## 1. TOWN ENCOUNTERS:

It is possible to have encounters when in a Town. A Town is defined as a Town illustration, a Port that is not a Castle, and Camelot. When a PK moves into or remains in a Town a standard check for an encounter should be made (1,2,3 — an encounter occurs; 4,5,6 — no encounter). If an encounter occurs in a Town the player should then roll two dice and consult the **TOWN ENCOUNTERS CHART** below. Encounters in a town may **not** be avoided.

### TOWN ENCOUNTERS CHART

2. Plague
3. Town Watchmen
4. Brigands (1-6)
5. Knights (1-6)
6. Wanton Lady
7. Beggars
8. Lady with 3 Knights
9. Priest
10. Children
11. Dwarf
12. King (with 1-6 Knights)

## EXPLANATION OF TOWN ENCOUNTERS:

**Beggars:** Beggars are Peasants encountered in a Town. They stop the Player Knight's movement, but have no attack, Wound Levels nor rolled reactions.

**Children:** When Children are encountered in a Town, the Player Knight's movement stops for that turn, and the next turn is lost telling the Children stories of chivalry and virtue. However, for losing a turn and amusing the Children, the PK receives **3 VP**.

**Lady With Knights:** Draw one card from the Ladies deck and



three cards from the Knights deck. Roll a die: on a 1, the Knights are distressing the Lady and she requests aid from the PK; on a 2-6, the Knights are escorting her and the parties reaction is determined normally on the LADY REACTIONS CHART. If the PK defeats distressing Knights, the Lady will be friendly.

**Plague:** The PK catches the Black Death, but his will to live allows him to survive. However, the disease has weakened the PK. He will lose 10-60 CP, with the subsequent reduction in Wound Level. Roll a die and multiply the result by 10 to determine the CP lost. The CP lost may not be magically cured or restored, but more CP can be earned in the usual ways.

**Priest:** A Priest is a holy man in the Town. He has the same Reactions and abilities as a Goodly Hermit Man, but is more easily encountered.

**Town Watchmen:** Six town watchmen find the PK in a tavern and accuse him of riotous behavior and unchivalrous conduct towards women. To convince them of his innocence, the PK must roll his Virtue Level or higher on one die. If the roll is unsuccessful, the watchmen are unconvinced and will attempt to IMPRISON the PK. Draw six Brigand chits to represent the watchmen; they use sword and shield and attack with two dice. Note that the PK must use only two dice as well, for he is inside the building and his horse and lance are outside. If the PK is defeated he will be imprisoned. The PK gains CP equal to the Wound Levels of any watchmen he defeats.

**Wanton Lady:** Draw a card from the LADIES deck; her automatic reaction will be to SEDUCE the PK. The seduction attempt may be avoided in the usual manner.

## 2. SHRINES:

When a PK enters or remains in a Shrine, the player must roll one die. If the result is a "1", a Goodly Hermit Man has arrived and may not be avoided. His reaction is determined normally.

## 3. SHIPS:

Ships must still be boarded at a Port in order to sail over the sea, however, a PK may now debark at any coast without getting off at a Port. It takes a full turn to debark on a coast, not at a Port and then the PK must first move to the countryside before he may move elsewhere.

## 4. CIVILIZATION:

When determining a normal land encounter, the die roll is adjusted to reflect the state of civilization within and outside of the Arthurian realm:

When in areas 2, 3, and 4 (Surluise, Scotland, and Lothian), **1** is subtracted from the roll, resulting in a possible total of from 1 to 11. This reflects the lack of civilization in the northern Kingdoms. A total of "1" will give the same result as "2".

When in area 7 (Logres), 1 is added to the roll, resulting in a possible total of from 3 to 13. This reflects the civilized state of Arthur's Kingdom. A result of "13" will give the same result as "12".

Encounters in other lands are rolled normally.

## 5. TERRAIN:

Rivers, Forests and the Wastelands are added as encounter areas. It now takes one move to enter these areas and they are the sites of possible encounters. The chance of an encounter in the Wastelands is normal, however, encounters occur less often at Rivers or in Forests. When rolling to check for encounters in the latter two, only a result of "1" will indicate that an encounter has occurred. The standard high-low roll is still used for all other encounter areas.

Any Terrain Encounter may be avoided normally, but if avoided the terrain has **not** been crossed. If no encounter is indicated or if an indicated encounter is resolved, the terrain has been crossed.

## RIVER ENCOUNTERS

- 2-7 Attacking Knight
- 8 Animal
- 9 Highwayman
- 10 Flooded River
- 11 Troll
- 12 Lady bathing

## FOREST ENCOUNTERS

- 2-5 Monster
- 6-7 Animal
- 8-9 Lost
- 10 Brigands
- 11 Mad Knight
- 12 Wood Nymph

## EXPLANATIONS OF NEW ENCOUNTERS

**Attacking Knight:** Arthurian legends often mention Knights who would wait at rivers for suitable opponents. When a PK encounters this Knight, he will challenge the player to combat and attack. If the PK avoids the encounter for one turn and the next turn tries again to cross the river, the hostile Knight will still be waiting. At least two turns must pass for the hostile Knight encounter to disappear for a PK attempting to cross the River without facing him.

**Flooded River:** The PK may not cross the River here at this time. Once the player has left this Kingdom, the River will no longer be flooded to him or her.

**Highwayman:** The PK should draw a Knight at random. This is a Highwayman, a solitary Brigand who will "Rob" the PK if he is victorious. He will attack the player with a sword on horseback only, 2 Attack Dice + 1 point. The Highwayman is **not** a Knight and will not listen to requests to fight chivalrously.

**Lady bathing:** The PK has just surprised a Lady bathing. The Lady is embarrassed and her reaction should be rolled at -1. A reaction of "1" should be treated the same as a reaction of "2".

**Lost:** The PK has lost his way and is wandering in the Forest. Next turn check for an encounter on a 1, 2, or 3, and if there is no encounter, the PK may leave the Forest.

**Troll:** The PK has encountered a Troll (WL=8) at the River. The Troll will first attempt to Trick the PK. If the PK evades the Trick the Troll will then attack.

**Wood Nymph:** The PK has encountered a beautiful Wood Nymph who attempts to distract him. The player may avoid her by making a successful Luck Roll. If the PK does not avoid her he will be distracted and lose 1-6 turns (roll 1 die), but after that time the player will be cured of all poisoned wounds and released from all oaths.

**WASTELANDS:** A PK may now move into and out of the Wastelands. However, mounted movement is not allowed in the Wastelands, so the knight must dismount and enter at a movement rate of "1", on foot. Neither horses nor lances may be used during combat while in the Wastelands. During the turn **after** the PK moves out of the area, the PK is considered to still be unhorsed. If the reaction of an encountered person or creature is to attack, a successful Luck Roll is required to remount before combat (this does **not** apply to a challenge which is "offered", rather than an "attack" reaction). When determining an encounter while in the Wastelands, a player must subtract **1** from the die roll, to reflect the hazards of the terrain; a net result of "1" is treated as a "2".

## 6. SHORT TOURNAMENT RULES:

In order to speed up the play of tournaments each joust can be shortened to three passes per opponent. The knight who inflicts the most wounds in those three passes is declared the victor of that joust and may proceed on to the next opponent. Passes that end in neither opponent receiving any wounds are not counted. Each pass is equal to one roll of the Attack Dice. If a tie in the number of



wounds inflicted exists at the end of the joust, the knights should continue to joust until the tie is broken. In order to account for greater stamina of knights with higher chivalry points, for every 6 wound levels (60 CP) the knight would add **+1** to his attack dice.

## 7. SUPERIOR KNIGHTS:

A Superior Knight is defined as one with a total Wound Level at least 5 greater than his opponent's. Superior Knights cannot be unhorsed by Combat Events. Instead of being unhorsed, the superior Knight takes an additional wound.

## 8. PK TOURNAMENTS:

If a PK is a Castle Owner, that PK may declare a Tournament at his Castle. To do so, the PK must be in his Castle, and must declare his or her intention aloud. When the Tournament is declared, all Player Knights automatically and immediately receive a Message informing them of the event, and should inform the PK Castle Owner whether or not they wish to attend the Tournament. When all Player Knights planning to attend arrive at the Castle, the Tournament will begin. The Castle Owner may participate in the Tournament, and may **not** prevent any other PK from attending. The PK's must first joust each other and then the winner must joust 3 non-player Knights drawn at random. Tournament rules apply, and the champion of the Tournament will gain **18 VP** and **15 CP**.

## 9. TRICKS:

Whenever two Player Knights meet, one may challenge the other (as explained in the Basic rules), or instead, one (or both) may attempt to Trick the other PK. Tricking is not a chivalrous activity for a Knight to be involved in, but sometimes it is the only way to defeat a powerful foe. A Tricking player may choose a Trick from the TRICKS table, instead of determining one at random. A PK may **not** attempt a Trick if his VP total is less than 12. The PK being Tricked may avoid the Trick by making a successful Luck Roll. A PK who attempts to Trick will lose **12 VP**.

## DESIGNING A SCENARIO

After playing some or all of the suggested games of KNIGHTS OF CAMELOT, players may wish to design an original scenario for use with the game system. Before doing so, players should be familiar with *all* of the Basic, Advanced, and Optional rules described in this booklet.

To design a scenario, a theme or *purpose* should be selected first. The starting positions, VP, CP, Lord, and other possible variables (such as the amount of equipment) should be specified in the description of the scenario. Any alterations to existing rules should be carefully checked for their effect on the situations they apply to; if a seemingly minor rule change results in major variations, the proposed rule should be **very** carefully considered before being added.

Example: A proposed idea for a scenario starts all Player Knights as eligible to become Arthur Knights, but Arthur is uncooperative. The players are set against each other in competition. To apply this idea to a scenario, the following rule changes or notes could be used:

1. All players start with 100 CP, 25 VP, VL 4, with starting positions and Lords determined normally; the Advanced game rules are used.
2. All players are summoned to Camelot at the start of the game. A Tournament is held when all arrive; the first contestants

are the Player Knights, after which the winning Player Knight must defeat three non-player Knights (drawn randomly) to win the Tournament. PKs will gain CP equal to the WL of the Knights they defeat, and the champion will gain **6 VP**.

3. Only a PK who has won a Tournament may request King Arthur to grant them service, and only immediately after winning a Tournament.
4. King Arthur only requires that the champion prove his virtue to become an Arthur Knight. In order to do this the PK must roll greater than his VL on one die. However, because King Arthur is doubtful, subtract **1** from the die roll. Arthur's Reaction need not be checked in this scenario.
5. If Arthur does **not** grant Service to the winning Knight of a Tournament, he will assign an Adventure to all of the attending Player Knights. However, the Adventure site is randomly determined for each player, so that all of the Player Knights will be pursuing the same Adventure (determined normally) but in different locations.
6. The assigned Adventure is treated as if a Prophecy, and thus must be attempted before becoming an Arthur Knight. After the Adventure is attempted by each of the Player Knights, each PK must immediately return to Camelot for another Tournament, as described in #2 (above).
7. Any PK requesting to enter Arthur's service may add **1** to the Reaction roll for each Tournament won; for example, a PK who wins two Tournaments may test his virtue at **+2 -1** (the base adjustment) for a net adjustment of **+1** to the die roll.
8. The described procedure of Tournament-Proof-Adventure-return is continued until one PK successfully enters Arthur's Service, and thus wins the game.
9. Normal Advanced Game rules apply to all other situations, including Camelot (Castle) and Arthur (King) reactions, Tournament rules, other Prophecies, and so forth.

## STRATEGY

The life of a Player Knight in KNIGHTS OF CAMELOT may be very short if Adventures are pursued alone. Companions are great assets: Men-at-Arms can win a battle after the PK has been defeated, thus letting the PK avoid death or KNIGHT'S FATE. A trusty Dwarf, with extra Equipment, may allow the PK to replace broken Equipment on the field of battle. Non-player Knights who join, however, cannot be trusted to travel over long distances, as they will depart suddenly by way of an unsuccessful Luck Roll at the end of a turn.

The careful use of Requests can provide the PK with companions, Adventures, Ladies, and even a Castle. Players should become familiar with all of the possible Requests, and should remember to use them whenever even remotely desirable. For instance, the Hermit's grant of a Pilgrimage may provide a method for quick VP gain, plus combat awards for Encounters along the way.

As Wound Levels are based on CP, it is advantageous to increase that total quickly. One way of doing so is to find, and enter into the service of, a Lady. One of the Ladies (Elaine, VL 1) will bestow an incredible 100 CP to a PK serving her. Other Ladies give 50, 33, and 25 CP. Many have values in the 20-and-below range; these may be courted, but should be callously discarded when a more virtuous damsel becomes available, for the VP penalty for losing a Lady is easily replaceable, and the CP benefits are immediate.



## GLOSSARY

All of the terms used in explaining KNIGHTS OF CAMELOT are easily understandable; however, players may wish to read through the explanations below so as to become familiar with the terms and abbreviations as they are used in the context of these rules. Check the INDEX for more details if desired.

**Adventure:** An Adventure is a mission which a Player Knight may undertake in order to receive awards of Virtue Points (and sometimes also Chivalry Points). When an Adventure is discovered, it may be pursued or ignored. If pursued, the player should note the Adventure number (from 1:1 to 6:6), a brief description, and the chit number used to indicate the Adventure Site on the map (for example, A-1 or D-4) on a scrap of paper.

**Chivalry Points (CP):** A knight's skill and courage in battle are represented by CPs. They also determine a knight's level of experience and the number of wounds he may sustain in combat. CPs are obtained through combat with other knights and through service to a lady. The number of CPs may never exceed 300 nor fall below 10.

**Current Wound Level:** This indicates the current number of wounds which may be taken in combat before defeat. It is found by subtracting Poisoned Wounds from the normal Wound Level. The Wound Level may also be reduced by wounds taken in combat during a turn. At the end of a turn, however, the Wound Level returns to full, minus any poisoned wounds.

**Encounter Area:** This is a general term for a Castle, countryside, Town, Sea, or Shrine. In the Basic Game, encounters may only occur in countrysides, but encounters for other areas are added in the Advanced and Optional rules.

**Equipment:** Each player begins the game with one set of equipment. This is made up of one horse, shield, lance, and sword. Each of these items has a bearing on combat. If one is lost or broken it may be replaced. A character may carry only **one** set of equipment at a time. Though a Dwarf may carry a spare set.

**Exile:** During the course of the game, a Player Knight may be Exiled from (forced permanently out of) a Kingdom or Province. If so, the name of the area should be noted. Re-entering an area of Exile will cause the Player Knight to lose **12** VP, but if this is done, the Player Knight will no longer be Exiled from that area.

**Friendly Castles:** During play, Castles may become friendly to the Player Knight; if so, the name and location should be recorded. A friendly Castle may be visited without checking Castle Reaction.

**Homeland:** This is the name of the Kingdom or Province in which the Player Knight starts the game (for example, Listenoise or Logres-4).

**Lady:** Ladies may be encountered throughout the countryside. If a Player Knight successfully courts (or is seduced by) a Lady, her name, Virtue Level, and Homeland should be recorded.

**Local:** This refers to the same region as the PK who determined the location.

**Lord:** A Lord is the ruler of a Player Knight's Homeland or else the King or Knight whom a PK serves. If encountered during the game, the player's Lord will automatically be friendly. A Lord may be a King (Lord of a Kingdom) or a Knight (Lord of a Province).

**Mascot:** A Mascot is a companion Animal, gained through an encounter, which travels with the Player Knight. A Mascot may be ordered to fight for its owner.

**Men-at-Arms:** These are Knights who have agreed to take service with the PK for one Adventure. They need not be checked for

leaving each turn and will only leave if the player is defeated in battle, goes mad or completes the Adventure. A PK may not have more than 1 set of Men-at-Arms at any one time.

**Non-Player Knights:** There are two categories of non-player knights: 1. common knights, and 2. Arthur knights. Common knights are all knights not aligned to Arthur. Arthur knights are more chivalrous and more virtuous than common knights.

**Oath:** An Oath is a method of behavior which the Player Knight is forced to assume, whether by Enchantment, Trick, Knight's Fate resulting from defeat, or any other encounter resolution.

**Player Knight (PK):** This term identifies each player's character and distinguishes it from the role played by non-player knights. It is used throughout the rules in reference to the players.

**Poisoned Wounds:** These are wounds received by Enchantment, Knight's Fate, or a Penance (scourging). They remain until cured by the prayer of a King, Lady, Arthur Knight, or Hermit. A Player Knight may **not** cure his or her own poisoned wounds.

**Prayers:** These require a roll on one die which is larger than or equal to the praying character's VL.

**Prophecy:** A Prophecy is an Adventure which must be performed before its recipient ends the game. Prophecies are recorded in the same manner as Adventures, additionally placing the letter "P" in front of the Adventure number.

**Province:** A Province is one of the six areas in the Kingdom of Logres. Each Province has a Lord (a non-player knight).

**Seduction Adjustment:** This term represents the skill of a Lady to seduce a knight by craft and love potions. This number is added to the Virtue Level of a knight before he checks for the chance of seduction.

**Service Award:** This term represents the Chivalry Points a Player Knight receives when he or she enters into a Lady's service.

**Summons:** A Summons is a message received by a Player Knight from his Lord or Lady. Upon receiving a Summons, the Player Knight must return to the summoner's castle. If another message is received before the first message is answered, the Player Knight will suffer some penalty, either the loss of VP, or the death of one's Lady.

**Token:** A Token is a symbol of a Lady's favor. If a Player Knight successfully requests a Token of a Lady, that fact should be recorded. If carrying a Token while attending a Tournament, a Player Knight will receive **6** extra Virtue Points and gain **+1** on combat rolls.

**Virtue Level (VL):** This represents the moral quality of a knight, and his sense of justice and kindness of heart. The Virtue Level of a knight is determined by dividing his or her Chivalry Points by Virtue Points (rounding fractions up). Therefore, the more virtuous the knight, the lower his or her Virtue Level. To maintain a low Virtue Level a knight must increase the number of Virtue Points as he or she gains Chivalry Points.

**Virtue Points (VP):** When a knight performs chivalrous acts of knighthood through adventures and penance he is awarded Virtue Points. When a knight fails to do his or her duty, Virtue Points are lost. A knight's total of Virtue Points can never fall below 1.

**Wound Level:** The number of wounds a knight must sustain before being defeated in battle is called his or her Wound Level. Wound Level is determined by dividing a knight's Chivalry Points by 10 (rounding fractions down). Therefore, as a knight's Chivalry Points increase, so will his or her Wound Level.

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# KNIGHTS OF CAMELOT™ ADVENTURE JOURNAL

(This form may be reproduced for personal use in playing KNIGHTS OF CAMELOT.)

PLAYER'S NAME \_\_\_\_\_

PLAYER'S LETTER

CHIVALRY POINTS (CP) \_\_\_\_\_

VIRTUE POINTS (VP) \_\_\_\_\_

VIRTUE LEVEL

$\frac{CP}{VP} = \square$

## WOUNDS

NORMAL WOUND LEVEL ( $\frac{CP}{10}$ ): \_\_\_\_\_

SUBTRACT POISON WOUNDS: \_\_\_\_\_

CURRENT WOUND LEVEL =

### COMBAT DEDUCTIONS

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

## HOME KINGDOM (OR PROVINCE)

HOME KING (LORD) \_\_\_\_\_ SUMMONS

LADY \_\_\_\_\_

TOKEN  SUMMONS

## OATHS

## EQUIPMENT

LANCE   
SWORD   
SHIELD   
HORSE

### DWARF

## FRIENDLY CASTLES

## ADVENTURES AND PROPHECIES

# NAME COUNTER #

AREAS EXILED FROM

MASCOT

TYPE WOUND LEVEL

ENEMY  
WOUND LEVEL

(MONSTERS,  
BRIGANDS, ETC.)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

## ENCOUNTERS

### NORMAL ENCOUNTERS CHART

2. Monster
3. Mad Knight
4. Animal
5. Knights (3)
6. Brigands (1-6)
7. Knights (1-6)
8. Peasants
9. Lady
10. Goodly Hermit Man
11. Dwarf
12. King

### SEA ENCOUNTERS (Advanced Rules)

2. Sea monster
3. Shipwreck
4. Storm: Reverse 1
5. No Wind: Lose 1 turn
6. No encounter
7. No encounter
8. No encounter
9. Good wind: Move 1 extra
10. Lady stowaway
11. Pirates
12. Sea monster

### OPTIONAL ENCOUNTERS:

#### FOREST ENCOUNTERS

- 2-5 Monster
- 6-7 Animal
- 8-9 Lost
- 10 Brigands
- 11 Mad Knight
- 12 Wood Nymph

#### RIVER ENCOUNTERS

- 2-7 Attacking Knight
- 8 Animal
- 9 Highwayman
- 10 Flooded River
- 11 Troll
- 12 Lady bathing

### TOWN ENCOUNTERS

2. Plague
3. Town Watchmen
4. Brigands (1-6)
5. Knights (1-6)
6. Wanton Lady
7. Beggars
8. Lady with 3 Knights
9. Priest
10. Children
11. Dwarf
12. King (with 1-6 Knights)

## ENCOUNTER REACTIONS

#### ANIMAL REACTIONS

2. Attacks with 1-6 others
3. Attacks Steed
4. Speaks Prophecy
5. Gives Message
6. Flees, chased by a Knight
7. Runs away
8. Leads to local Adventure
9. Informs of Adventure
10. Stays as Mascot
11. Is enchanted Lady
12. Leads to local friendly castle

#### DWARF REACTIONS

2. Tricks into Faerie
3. Calls King & 0-5 Knights
4. Calls Brigands
5. Tricks
6. Gives Message
7. Offers extra equipment
8. Asks for Aid
9. Informs of Adventure
10. Asks to join
11. Is Knight in disguise
12. Leads to local friendly castle

#### KNIGHT REACTIONS

2. Call 1-6 others, attack
3. Challenge for Lady
4. Refuse to fight
5. Trick
6. Attack
7. Offer challenge
8. Asks to join
9. Gives Message
10. Asks for Aid
11. Offers to share his Adventure
12. Flee

ANIMALS always slay the things they defeat. All animals use 2 attack dice.

#### Animals and their WLS

Brachet	1
Palfrey	2
Badger	3
Hart	4
Wolf	5
Boar	6

BRIGANDS are drawn randomly from the brigand chits and always attack. If a PK is defeated by brigands, he will be robbed of all knightly equipment. Brigands fight with swords only, and are always found on foot. They use 2 attack dice.

#### CASTLE REACTIONS

2. Monster attacks
3. Knights (1-6) attack
4. Trick
5. Gives Message
6. Test Virtue
7. Lord not home
8. Offers challenge
9. Informs of Adventure
10. Offers friendship
11. Invites in, offers share of Adventure
12. Friendly, shows magic gateway

#### GOODLY HERMIT MAN REACTIONS

2. Assigns Penance: Go to Rome
3. Exacts Oath
4. Is Druid
5. Tricks
6. Prophecies
7. Holds services: lose 1 turn
8. Informs of Adventure
9. Assigns Penance: scourge
10. Assigns Penance: fast
11. Assigns Penance: pilgrimage
12. Heals/Removes Oath

#### KING REACTIONS

2. Calls 1-6 Knights to attack
3. Exacts an Oath
4. Tricks
5. Demands a joust
6. Offers a joust
7. Informs of Adventure
8. Asks for Escort
9. Asks for Aid
10. Invites to Castle
11. Gives a Message
12. Offers to grant any Request

PEASANTS will never fight; however, they will waylay a Knight for the remainder of his/her turn.

#### LADY REACTIONS

2. Attempts suicide
3. Exacts an Oath
4. Tricks
5. Knights defend her
6. Seduces
7. Informs of Adventure
8. Asks for Escort
9. Asks for Aid
10. Invites to Castle
11. Gives a Message
12. Offers her hand

MAD KNIGHTS are drawn from the knight cards and always attack. All Mad Knights fight bare-handed, but use 2 attack dice due to their madness. If a Mad Knight defeats a PK in combat, the PK will automatically be slain.

MONSTERS are randomly drawn from the monster chits and always attack. All monsters fight with 3 attack dice, and always slay the ones they defeat.

#### Monsters and their WLS

Lion	5	Dragon	12
Bear	6	Serpent	16
Troll	7	Giant	18
Troll	8	Giant	20
Ogre	9	Giant	22
Ogre	10	Dragon	25

## ENCOUNTER RESOLUTION

### AIDS

2. Rescue from prison
3. Rescue from pursuit
4. Rescue from 3 captors
5. Court a Lady
6. Give shield
7. Give dwarf
8. Give sword
9. Give horse
10. Escort home
11. Deliver a Message
12. Give directions

### LUCK ROLLS

- When to make a Luck Roll:
- Avoiding a land encounter
  - Avoiding a Trick
  - Having a Request granted
  - Retaining Knights who have joined a player
  - Avoiding an encounter with Merlin/Morgan
  - In combat, getting back on a horse
  - Getting a replacement weapon from a dwarf
  - Getting a mascot to attack a fresh opponent

### OATHS

2. Never yield
3. Use no weapons
4. Always help Ladies
5. Always grant requests
6. Fight without advantage
7. Spare the lives of Knights
8. Serve only present Lord
9. Never break Oaths
10. Always travel alone
11. Do not eat
12. Never avoid encounters

### ENCHANTMENTS

2. Abandon Lady
3. Abandon Lord
4. Change into Animal
5. Imprison
6. Seduce
7. Seduce
8. Seduce
9. Poisoned wound
10. Rob
11. Madness
12. Sleep, 1-6 turns

### MESSAGES

2. Lady (Lord) Imprisoned
3. Relative near death – Go home swiftly
4. PK is outlawed from a friendly castle
5. Wedding of state
6. Lady's virtue is challenged
7. Lord summons
8. Lady summons
9. Informed of an Adventure
10. Raiders attacking coast
11. Camelot tournament
12. Report of the Questing Beast

### TRICKS

2. Abandon Lady (Lord)
3. Imprisonment
4. Fight enemy unarmed
5. Break (Swear) an Oath
6. Lose horses
7. Tell a lie
8. Fight an enemy
9. Lose lance
10. Escort pilgrims
11. Deliver a Message
12. Perform an Adventure

## COMBAT

### METHOD OF COMBAT

### ATTACK DICE

- |                                      |                            |
|--------------------------------------|----------------------------|
| On a horse with lance*               | = 3 dice                   |
| On a horse with sword                | = 2 dice + 1 point         |
| On foot with sword                   | = 2 dice                   |
| Unarmed                              | = 1 die                    |
| If knightly opponent has no shield** | = +2 points to Attack Dice |

### COMBAT EVENTS CHART

2. Player Knight's companions leave
3. Player Knight's shield broken
4. Player Knight's weapon broken
5. Player Knight's horse killed
6. Player Knight unhorsed (horse still alive)
7. Offer to break off combat
8. Opponent unhorsed (horse still alive)
9. Opponent's horse killed
10. Opponent's weapon broken
11. Opponent's shield broken
12. Reinforcement arrives (1 Knight joins PK)

\*A lance may only be used from horseback; if a knight does not have a horse for some reason, he may not fight with a lance.

\*\*A Knight or King relies on his shield as a means of defense in combat. Without his shield a Knight is at a disadvantage, against his foes. A Knight fighting without a shield rolls his attack dice normally, but his opponent adds +2 to it's attack dice roll.

## IMPRISONMENT

### APPEALS TO PASSERBY

2. Prisoner must abandon Lady (Lord)
3. Prisoner must swear an Oath if released
4. Prisoner must fight an enemy immediately after release
5. Prisoner must attempt a prison rescue if released
6. Passerby ignores prisoner
7. Passerby ignores prisoner
8. Passerby ignores prisoner
9. Prisoner must deliver a Message if released
10. Prisoner must escort pilgrims if released
11. Prisoner must attempt an Adventure if released
12. Passerby will make a free appeal to the jailor

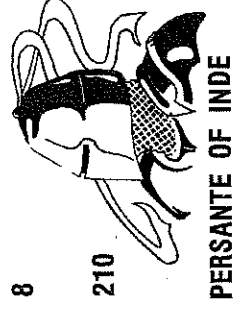
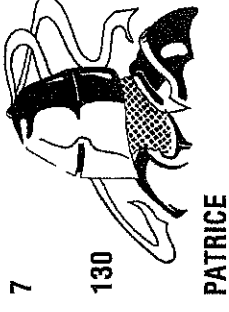
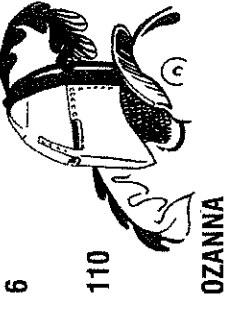
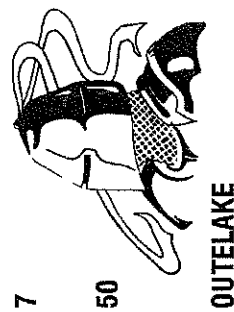
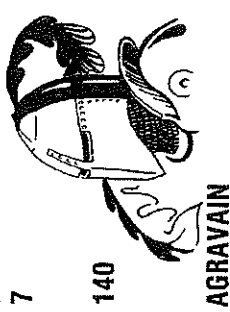
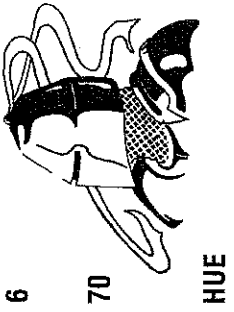
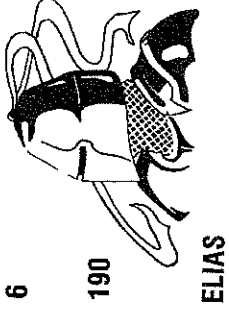
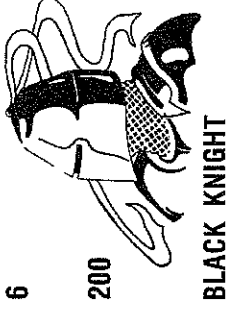
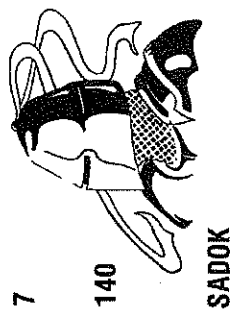
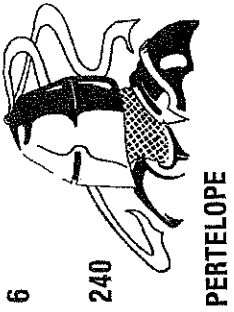
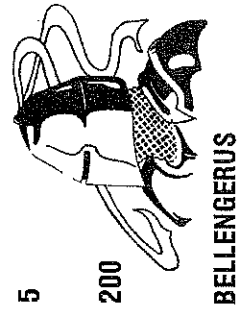
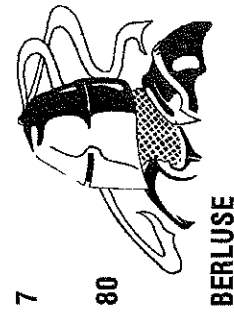
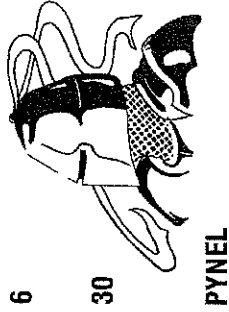
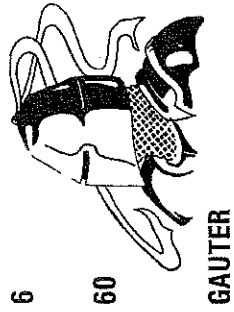
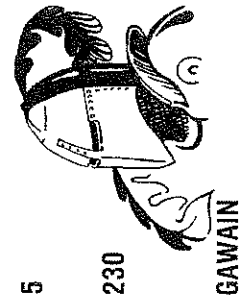
### APPEALS TO JAILOR

2. No release; prisoner tortured
3. Prisoner released; Exile
4. Prisoner released; Oath
5. Prisoner released; defeat 3 Knights
6. Appeal ignored
7. Appeal ignored
8. Appeal ignored
9. Prisoner released; defeat 1 Knight
10. Prisoner released with no equipment
11. Prisoner released without horse or lance
12. Prisoner released with all equipment

## TABLE OF POSSIBLE REQUESTS

<u>King</u>	<u>Lady</u>	<u>Any Castle Owner</u>	<u>Dwarf</u>	<u>Hermit</u>	<u>Arthur Knight</u>
(Heal)	(Heal)	Adventure	Join	(Heal)	Pray for Healing
Dwarf	Service	Welcome		Lift an Enchantment	Arthur's Favor
Adventure	Token	Prisoner Release		Remove an Oath	
Men-at-Arms				Pilgrimage	
Service					
Castle					





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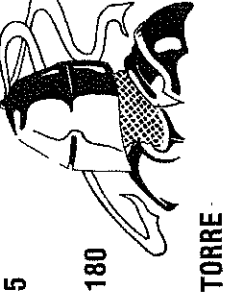
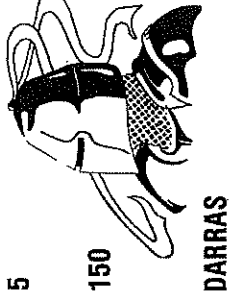
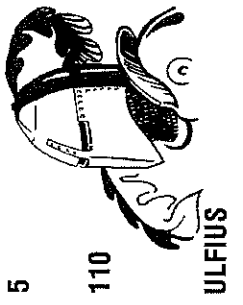
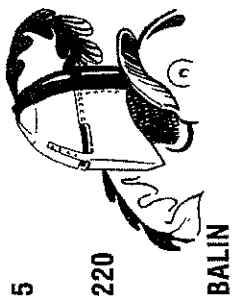
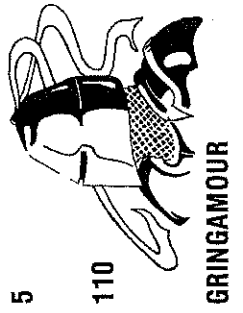
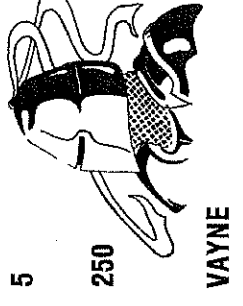
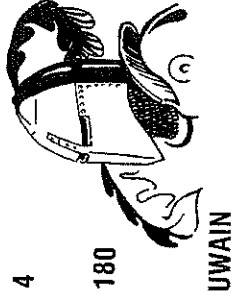
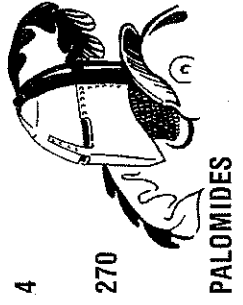
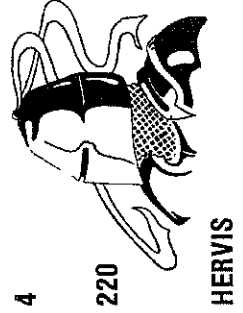
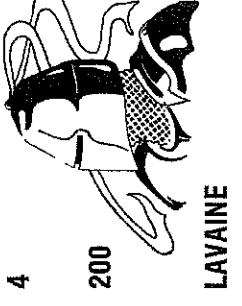
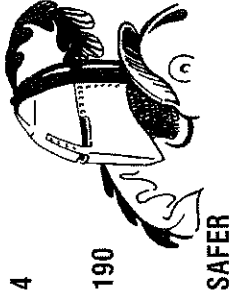
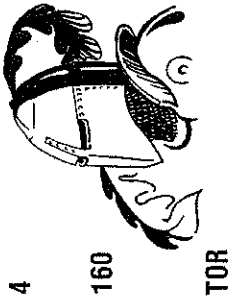
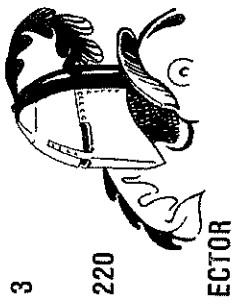
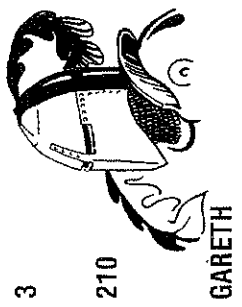
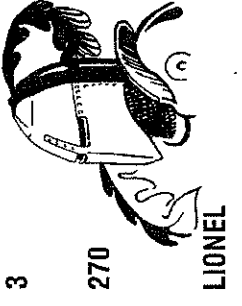
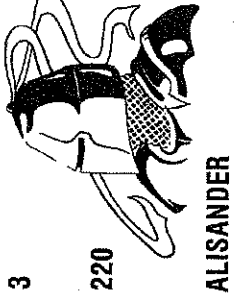
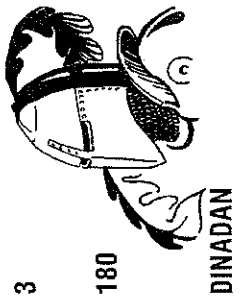
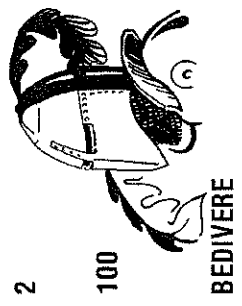
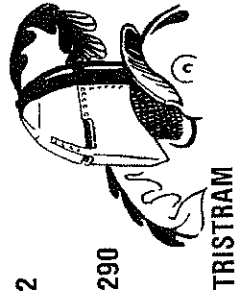
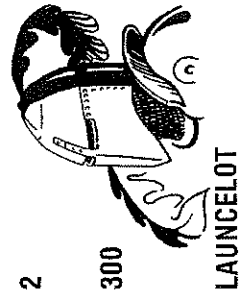
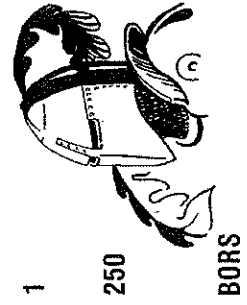
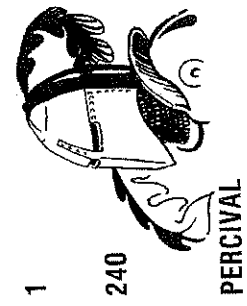
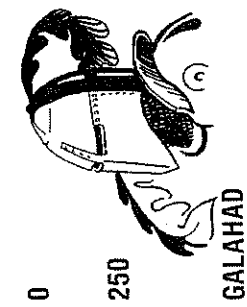
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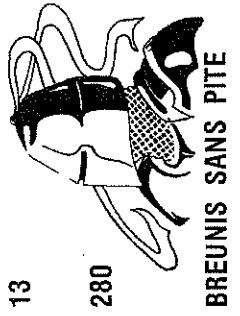
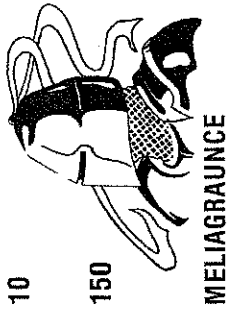
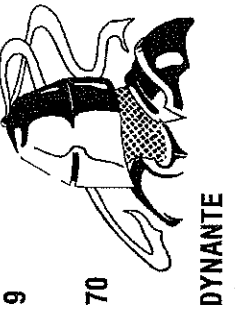
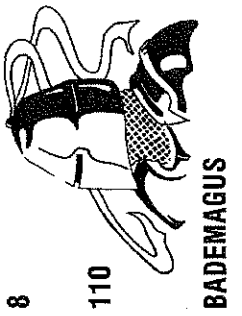
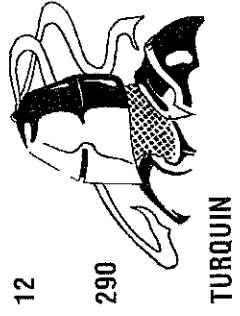
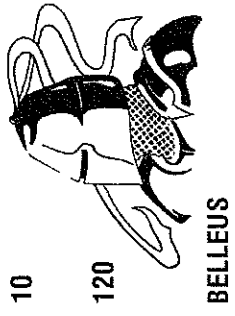
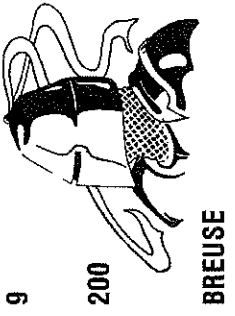
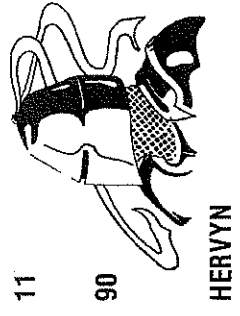
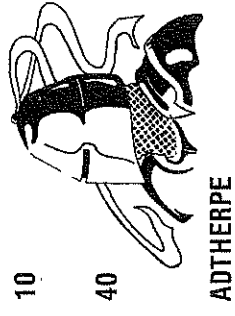
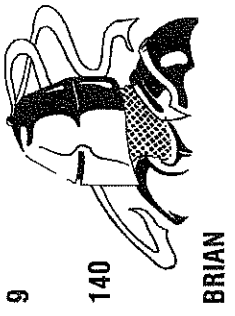
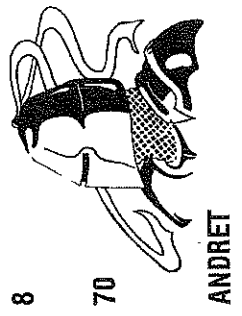
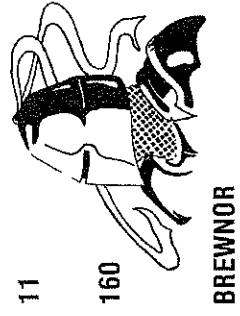
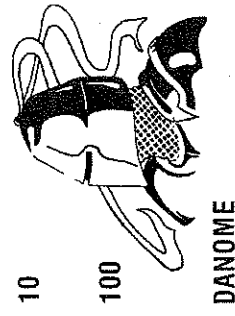
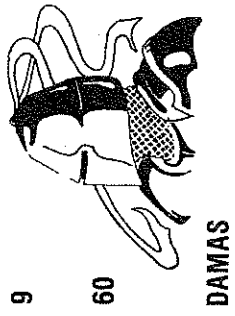
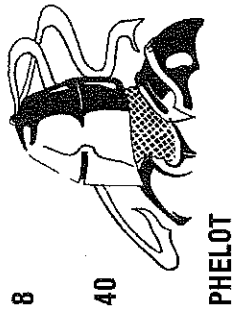
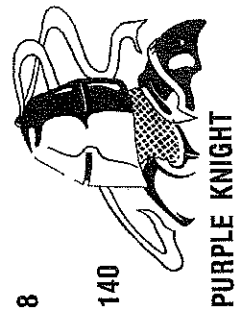
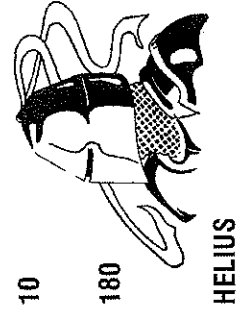
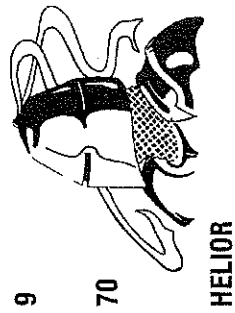
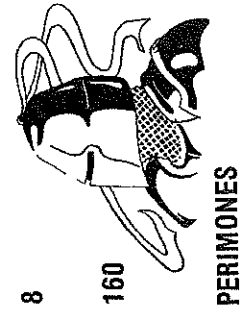
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8  
(12)  
+3

ETTARDE



6  
(16)  
+4

NIMUE—  
LADY OF THE LAKE



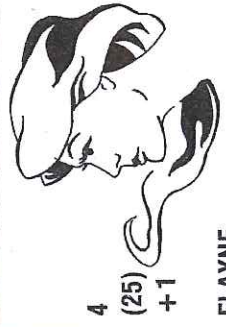
7  
(14)  
+4

LADY HALLEWS



6  
(16)  
+2

COLUMBE



4  
(25)  
+1

ELAYNE



4  
(25)  
+1

ENID



5  
(20)  
+2

LADY DE VAUNCE



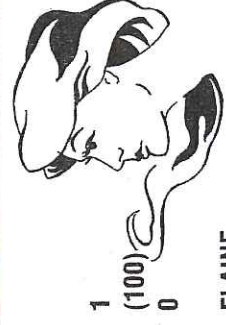
9  
(11)  
+5

LILE



5  
(20)  
+3

BRUSEN



1  
(100)  
0

ELAINE



6  
(16)  
+2

ELIZABETH



2  
(50)  
+1

ISEULT



4  
(25)  
+1

LADY LOWRELL



5  
(20)  
+2

LYONESS



3  
(33)  
+1

BRANGWAYNE



5  
(20)  
+2

QUEEN BELLICENT



6  
(16)  
+2

MAELISANT



4  
(25)  
+2

LADY OF THE ROCK



3  
(33)  
+1

QUEEN IGRAINE



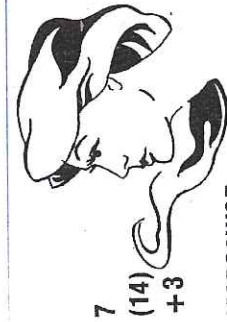
3  
(33)  
+1

ANGLIDES



6  
(16)  
+4

NYNEVE



7  
(14)  
+3

MARGAWSE



7  
(14)  
+4

LYNET



2  
(50)  
0

QUEEN GUENEVERE



7  
(14)  
+3

ALYNE



LADIES

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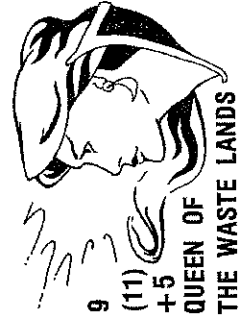
LADIES



8 (12) +5  
QUEEN OF ESTLONDE



8 (12) +5  
QUEEN OF THE OUTER ISLES



9 (11) +5  
QUEEN OF THE WASTE LANDS



5 (20) +3  
VIVIAN



10 (10) +5  
YOWSE



5 150  
AGWISANCE IRELAND



1 280  
ARTHUR LOGRES



3 170  
BAN BENWICK



2 270  
BOHRS GAUL



5 240  
BRANDEGORIS STRANGORE



5 260  
CARADOS SCOTLAND



3 160  
CLARIVAUS NORTHUMBERLAND



6 150  
CRADELMENT NORTH WALES



4 270  
GALAHAUT SURLUISE



4 110  
HOWELL BRITTANY



8 160  
LOT LOTHIAN



10 150  
MARK CORNWALL



1 190  
PELLAM LISTENOISE



6 190  
ROYNS WALES



4 160  
URIENS GORE



LADIES LADIES LADIES LADIES LADIES

KINGS KINGS KINGS KINGS KINGS

KINGS KINGS KINGS KINGS KINGS

KINGS KINGS KINGS KINGS KINGS



1 BRIGAND	1 BRIGAND	1 BRIGAND	18 GIANT	20 GIANT
2 BRIGAND	2 BRIGAND	2 BRIGAND	22 GIANT	9 OGRE
2 BRIGAND	2 BRIGAND	2 BRIGAND	10 OGRE	16 SERPENT
3 BRIGAND	3 BRIGAND	3 BRIGAND	7 TROLL	8 TROLL
4 BRIGAND	4 BRIGAND	4 BRIGAND	5 LION	6 BEAR
5 BRIGAND	5 BRIGAND	6 BRIGAND	12 DRAGON	25 DRAGON
7 BRIGAND	8 BRIGAND			

CASTLE	CASTLE	18 SHIP	20 SHIP	1 PILGRIM
CASTLE	CASTLE	20 SHIP	22 SHIP	1 PILGRIM
CASTLE	CASTLE	22 SHIP	22 SHIP	
CASTLE	CASTLE	24 SHIP	24 SHIP	
CASTLE	CASTLE	24 SHIP	26 SHIP	
CASTLE	CASTLE	26 SHIP	28 SHIP	4 ANIMAL
6 ANIMAL	2 ANIMAL	3 ANIMAL	5 ANIMAL	1 ANIMAL

A	B	C	D	E
A1	B1	C1	D1	E1
A2	B2	C2	D2	E2
A3	B3	C3	D3	E3
A4	B4	C4	D4	E4
A5	B5	C5	D5	E5
A	B	C	D	E

F		1 ANIMAL	1 DWARF	1 WOMAN
F1		5 ANIMAL	1 DWARF	1 WOMAN
F2		3 ANIMAL	1 DWARF	1 WOMAN
F3		2 ANIMAL	1 DWARF	1 WOMAN
F4		6 ANIMAL	1 DWARF	1 WOMAN
F5		4 ANIMAL	1 DWARF	1 WOMAN
F		QUESTING BEAST	MERLIN/ MORGAN LE FAY	HOLY GRAIL







SEQUENCE OF PLAY

1. Movement
  2. Encounter
    - Castle Reaction
    - Attack/Avoid Option
    - Encounter Reaction
    - Combat
  3. Retaining Companions
  4. Request
  5. Record Keeping
  6. Pass Turn
- Merlin/Morgan Placement at end of game turn.

RANDOM DEPLOYMENT

2	Surluise
3	Scotland
4	Lothian
5	Northumberland
6—high	Gore
6—low	Strangore
7	Logres (Province #1-6)
8—high	North Wales
8—low	Wales
9	Cornwall
10	Listenoise
11	Ireland
12 (1,2)	Brittany
(3,4)	Gaul
(5,6)	Benwick

SHRINES

To determine a random shrine, roll 1 die and refer to the following table.

1-2	Canterbury
3-4	Llanthony
5-6	Carbonek

MOVEMENT RATE

A Player Knight and his party will move at the rate of its slowest moving member. Movement rate is by the number of "encounter areas" entered per turn.

Mode of Travel	Movement Rate
On horseback, one rider per horse	3 areas
On horseback, two riders on one horse	2 areas
On foot	1 area
On a ship	1 area

ENCOUNTERS

For each encounter area entered roll one die: 1,2,3 — an encounter occurs; 4,5,6 — no encounter.

NORMAL ENCOUNTERS

2	Monster
3	Mad Knight
4	Animal
5	Knights (3)
6	Brigands (1-6)
7	Knights (1-6)
8	Peasants
9	Lady (possibly w/Knights)
10	Goodly Hermit Man
11	Dwarf
12	King (possibly w/Knights)

CASTLE REACTIONS

Every time a Player Knight approaches a "neutral" Castle a Castle Reaction must be rolled for.

2. Monster attacks
3. Knights attack (1-6)
4. Trick
5. Gives a Message
6. Test of Virtue
7. Owner not home
8. Offers joust
9. Informs of Adventure
10. Offers friendship
11. Invites in, offers to share an adventure
12. Friendly, shows magic gateway

METHODS OF COMBAT

A player will roll 1, 2, or 3 attack dice during combat depending on the weapons used and whether mounted or on foot.

On horse with lance*	= 3 dice
On horse with sword	= 2 dice + 1 point
On foot with sword	= 2 dice
Unarmed	= 1 die
If opponent has no shield	= + 2 points to attack dice

\*A lance may not be used while on foot.

COMBAT EVENTS

2. Player Knight's companions leave
3. Player Knight's shield broken
4. Player Knight's weapon broken
5. Player Knight's horse killed
6. Player Knight unhorsed (horse still alive)
7. Offer to break off combat
8. Opponent unhorsed (horse still alive)
9. Opponent's horse killed
10. Opponent's weapon broken
11. Opponent's shield broken
12. Reinforcement arrives (1 Knight joins PK)

KNIGHT'S FATE

- |                             |                   |
|-----------------------------|-------------------|
| 1. Grants Request           | 10. Rob           |
| 2. Sends to a Shrine        | 11. Rob           |
| 3. Commends on Skill        | 12. Exile         |
| 4. Free Release             | 13. Declare Enemy |
| 5. Exact Oath               | 14. Imprison      |
| 6. Send to King             | 15. Poison Wounds |
| 7. Demands Company          | 16. Slay          |
| 8. Joins                    | 17. + Slay        |
| 9. Charge with an Adventure |                   |





**SEQUENCE OF PLAY**

1. Roll Luck of the Day on 1d6
  2. Movement
  3. Encounter
    - Roll 1d6 - 1-3 encounter/4-6 no encounter
    - Castle Reaction
    - Attack/Avoid
    - Encounter Reaction
    - Combat
  4. Retaining Companions
  5. Request
  6. Record Keeping
  7. Pass Turn
- Merlin/Morgan placement at end of game turn.

**RANDOM DEPLOYMENT**

- |    |                   |                |
|----|-------------------|----------------|
| 2  | Surloise          | SHRINES        |
| 3  | Scotland          | Canterbury 1-2 |
| 4  | Lothian           | Llanthony 3-4  |
| 5  | Northumberland    | Carbonek 5-6   |
| 6  | Gore (1-3)        |                |
| 7  | Strangore (4-6)   |                |
| 8  | Logres (1-6)      |                |
| 9  | North Wales (1-3) |                |
| 10 | South Wales (4-6) |                |
| 11 | Cornwall          |                |
| 12 | Brittany (1-2)    |                |
|    | Gaul (3-4)        |                |
|    | Benwick (5-6)     |                |

**MOVEMENT RATE**

Mode of Travel	Rate
On horseback, 1 rider/horse	3 areas
On horseback, 2 riders/horse	2 areas
On foot	1 area
On ship	1 area

**REQUESTS**

King (Heal)	Lady (Heal)	Any Castle Owner (Adventure)	Dwarf (Join)	Hermit (Heal)	Arthur Knight (Pray for Healing)
Dwarf (Service)	Service (Welcome)	Adventure (Remove an Oath)	Hermit (Lift Enchantment)	Arthur Knight (Arthur's favour)	
Adventure (Token)	Prisoner release		Pilgrimage		
Men-at-Arms (Service)					
Castle					

**ENCOUNTERS**

<b>Normal Encounters</b>	<b>Sea Encounters (pg. 29)</b>	<b>Town Encounters (pg. 30)</b>
2 Monster (pg. 22)	2 Sea monster	2 Plague
3 Mad Knight (pg. 22)	3 Shipwreck	3 Town Watchmen
4 Animal (pg. 18)	4 Storm: Go back 1 area	4 Id6 Brigands (pg. 18)
5 3 Knights (pg. 20)	5 No Wind: Lose one turn	5 Id6 Knights (pg. 20)
6 Id6 Brigands (pg. 18)	6 No encounter	6 Wanton Lady
7 Id6 Knights (pg. 20)	7 No encounter	7 Beggars
8 Peasants (pg. 22)	8 No encounter	8 Lady with 3 Knights (pg. 21)
9 Lady - possibly w/Knights (pg. 21)	9 Good wind: Move 1 extra area	9 Priest
10 Goody Hermit Man (pg. 19)	10 Lady stowaway	10 Children
11 Dwarf (pg. 18)	11 Pirates	11 Dwarf (pg. 18)
12 King (pg. 20)	12 Sea monster	12 King (pg. 20)
Roll 1d6		Roll 1d6
1-5 # of Knights		1-5 # of Knights
6 Alone		

**COMBAT**

Each combatant rolls a number of dice (as per the following if a Player Knight or Knight) or according to the number of dice indicated on the Monster or Brigand chit. Highest roll wins the combat - the loser subtract a number of Wounds equal to the difference. Combat ends when one combatant has no Wounds remaining.

On horse with lance*	3 dice
On horse with sword	2 dice +1
On foot with sword	2 dice +1
Unarmed	1 die
If Knightly Opponent has no shield	+2 to attackers roll

**CASTLE REACTIONS**

Roll for Castle Reaction whenever a knight approaches a neutral castle.

2 Monster attacks	8 Offers joust
3 Knights attack	9 Informs of Adventure
4 Trick	10 Offers friendship
5 Gives a Message	11 Friendly, offers Adventure
6 Test of Virtue	12 Friendly, shows magic gateway
7 Owner not home	

**KNIGHT'S FATE**

1 Grants Request	10 Rob
2 Sends to a Shrine	11 Rob
3 Commends on Skill	12 Exile
4 Free Release	13 Declare Enemy
5 Exact Oath	14 Imprison
6 Send to King	15 Poison Wounds
7 Demands Company	16 Slay
8 Joins	17+ Slay
9 Charge with an Adventure	

**AWARDS & PENALTIES**

	CP	VP
Adventure, successfully completed	+ as listed	+ as listed
Adventure, unsuccessfully completed	---	+ 1/2 as listed
Aid, giving	---	+6
Aid, refusing	---	---
Animal, slaying	+ WL	---
Arthur, being doubted by	---	-6
Arthur Knight, fleeing combat	---	-6
Arthur Knight, unchivalrous combat	---	-6
Brigand, defeating	+ WL	+1
Children, entertaining	---	+3
Dwarf, slaying	+ WL	---
Enchantment, breaking by prayer	---	+6
Escort, performing	---	+6
Escort, refusing to	---	-6
Exile, breaking	---	-12
Faerie, entering	+12	+12
Hermit, attending services of	---	+1
Hermit, evading Trick of	---	+6
Hermit, slaying	---	-12
Imprisoning another Player Knight	---	-3/turn
Knight, defeating	+ WL	+6
Knight, being defeated by	---	+6
Knight, slaying (possible)	-15	-6
Knight's Fate, ignoring	---	-12
Lady, abandoning by enchantment	- Service Award	-12
Lady, abandoning while under Summons	- Service Award	-12
Lady, being seduced by	+ Service Award	- VL
Lady, loss by death of	- Service Award	-12
Lady, successfully courting	+ Service Award	+6
Lady, slaying normal	-20	-12
Lady, slaying Enchantress	-20	-(12-VL)
Lord, abandoning by Enchantment	---	-6
Lord, abandoning while under Summons	---	-6
Lord, each additional Summons	---	+3
Mad Knight, curing	+ WL	+ WL
Monster, slaying	---	-12
Monster, slaying by	---	-6 each time
Monster, summoned by	---	-12
Oath, breaking	---	+ listed
Penance, accepting	---	-12
Penance, rejecting	---	+12
Pilgrimage, completed	as the Adventure	as the Adventure
Prophecy	---	+1/turn
Shrine, meditating in	---	+6
Token, carried in Tournament	---	---



**Key**

- Castle
- Town
- Harbour
- Shrine





# KNIGHTS OF CAMELOT™

A FANTASY BOARDGAME FOR 2-6 PLAYERS

AGES 12 TO ADULT

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The legendary Kings, Knights and Ladies of ancient Britain come to life as players seek to become **KNIGHTS OF CAMELOT** in the court of King Arthur. In this game for 2 to 6 players, each player's knight sets forth on adventures where he may encounter dwarves, dragons, evil knights and enchantresses, fair damsels in distress, pirates, brigands, hermits, Morgan Le Fay and perhaps even Merlin himself.

Your knight may be challenged to a joust, or be sent on a pilgrimage to Canterbury or Rome, or King Arthur himself may find you worthy enough to be sent on the Quest for the Holy Grail, where only the most virtuous of knights can succeed.

Bar bark! The trumpets have sounded! The tournament is about to begin! Your noble steed stands ready, your keen lance is in the air, the sun glistens off your shining helm. You are ready to take your place with the **KNIGHTS OF CAMELOT!**



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