MORDRED

RULEBOOK

CMON

OVERVIEW

I am Mordred, rightful King of Britain. And I have made a grievous error. Only my own eyes shall ever read these words I scribe, so for once let it be written with truth and—dare I suggest it? Humility.

I grew tired of Mother's games, her trifling plans to remove King Arthur, Father, from Camelot. Thus, I went in search of my own allies, and in the Fae I found many willing to take up arms in my name against Father and his meddling knights. Yet the journey between worlds is too long for a large force.
I found a solution. A spell. A powerful glamour, and alas, beyond my ability. I should not have attempted it. Humility, Mordred, mark it well.

No lamentation. No apologies. I made my play, and it failed. Ironically, Father and his knights might be best suited to repair my error.
Yet they are missing. Old Merlin once said the King and the Land are one. How literal was that? If so, that's not what I wanted. When I destroy Father it will be on the field through strength of arms, not through magic.
With Father gone, many factions, both mortal and Fae, now march to battle. I guess I got my war.

I care not who wins, only that the ultimate victor swear fealty to me and march beneath my banner. Mother and Merlin seek much the same, I hear. A contest of will then. So be it.

I am Mordred, rightful King of Britain.
And I am ready.

Mordred tells the story and the rise of a legendary faction. Fight for control of Britannia, gain the favour of the great leaders. Lead your faction to glory for their Kingdom!
The player with the most favour at the end of the game wins!

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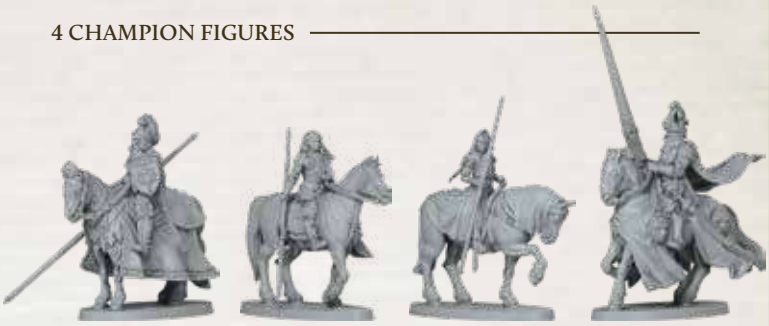
Sir Blackheart, Lady Elaine, Dame Britomart, Sir Hrildrim

13 HUMAN FIGURES

Chief, Mystics, Warriors

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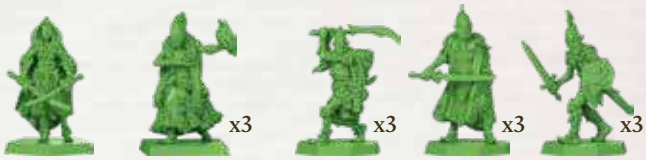


Chief, Mystics, Warriors

13 HOBYAR FIGURES

Chief, Mystics, Warriors

13 TUNNEL DWARF FIGURES

Chief, Mystics, Warriors

4 MONSTER FIGURES

Baavan Shee

Nightmare

Cluricaun

Lord Fog

Double-sided Chaos Dial and Cauldron of Knowledge Tile

Lost Lands Board

Britannia Board

4 Faction Dashboards (1 per Faction)

16 Action Discs (4 per Faction)

4 Time Trackers
(1 per Faction)

4 Champion Colour Bases
(1 per Faction)

48 Combat Cards
(12 per Faction)

20 Spell Cards
(5 per Faction)

3 Leader Cards

4 Champion Cards

9 Fate Cards

11 Chaos Cards

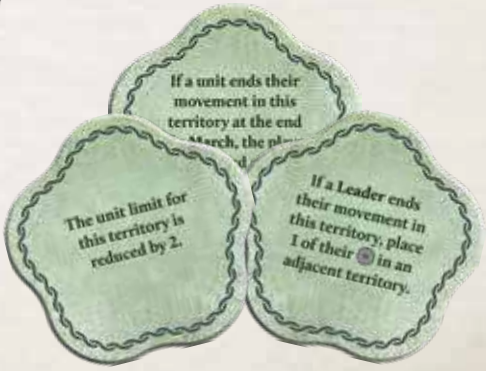
9 Region Cards

4 Monster Cards

8 Battle Resolution
Tokens

90 Favour Tokens
(3 colours)

6 Caer Tokens
(3 colours)



3 Double-sided
Lost Land Tiles

SETUP

Setting Up the Boards

1. Place the Britannia and Lost Lands boards beside each other in the middle of the table. The Lost Lands board starts closed.

2. Place the Chaos Dial within reach of all players, with the Cauldron of Knowledge tile text-side faceup in the middle of the Chaos Dial.
   ***Note:** For your first game, we recommend using the War Mode side of the Chaos Dial.*

Choose Player Factions

3. Each player chooses a faction they want to play and receive the following corresponding to their choice: 1 Faction dashboard, 4 Action discs, 1 Time tracker, 1 Chief figure, 3 Mystic figures, 9 Warrior figures, and 1 Champion colour base.

4. Each player also receives 12 Combat cards and 5 Spell cards. Each player shuffles their 12 Combat cards and draws 7 cards. They combine this with their 5 Spell cards to form their starting hand.

5. Gather the Time trackers and stack them randomly on the Monster event of the Chaos Dial, right of the Chaos Line. The top tracker represents the active player.

Setting Up the Decks and References

6. Shuffle the Fate cards to form the Fate deck.

7. Shuffle the Chaos cards to form the Chaos deck. This is not used until Chaos breaks out.

8. Shuffle the Monster deck and draw 2 Monster cards, setting them aside for reference. Return the other Monster cards to the box. They will not be used in this game.

9. Place the 3 Leader cards next to the boards.
   ***Note:** For your first game, we recommend using the basic sides (white text box) of the Leader cards.*

10. Place the 4 Champion cards and their corresponding figures within reach of all players.

Populating the Board

11. Each Region card will dictate the starting location of Leaders, Monsters, and factions. Shuffle the Region cards and follow these steps in order:
    - **A.** Draw 1 Region card for each Leader, placing their Leader figure with 2 of their favours in the indicated territory. Then, place 1 of their Caer tokens in the numbered border slot indicated on the Region card.
    - **B.** Draw 1 Region card for each Monster, placing their figure in the indicated territory.
    - **C.** Draw 1 Region card per player, placing their faction Chief, 1 Mystic, and 1 Warrior in the indicated territory.
      ***Note:** In a 2-player game, draw 1 additional Region card per player. Place 1 Mystic and 1 Warrior in the indicated territory of the second Region card.*
    - **D.** Return all Region cards into the box. They are not used for the rest of the game.

12. Take 3 Favour tokens from each Leader, placing 1 randomly in each remaining empty border and sea route slot on the Britannia Board.

13. On each Lost Land territory, place at random: the remaining Caer token with 2 Favour tokens from its corresponding Leader.

14. Set the remaining Favour tokens within reach of all players.

15. Set aside the 3 Lost Land tiles to be used later in the game.

BASIC CONCEPTS

TERRITORIES

Territories are spaces on the board where factions vie for control. Monsters sometimes inhabit them and Leaders have influence in them wherever they go.

Territory limit

At the end of any player's turn, a territory cannot contain more than 2 factions, each faction with no more than 4 units.

Adjacency

Adjacent territories are marked with red borders.
Some territories are connected by Sea Routes and are also considered adjacent.

Territory Control

A player has control of a territory if at any given moment they have more units in that territory than any other player there. If tied, no player has control.

Caers

Caers are the Leaders' mystical strongholds, allowing teleportation between Britannia and the Lost Lands. A territory is considered to be with a Caer if there is a Caer token on or within the territory's borders.

Morgana's Caer is along the border between Elmet and Malahaut. For all game effects that target units in a territory with a Caer, all units in Malahaut and Elmet will be affected.

UNITS

Chief

Each faction has only 1 Chief. The Chief rallies troops, enabling the player to add units to the field. In battle, the Chief may provide additional Combat card bonuses. Chiefs cannot be removed from the board in any way.

Mystic

Each faction has 3 Mystics. Mystics are magic users. The number of Spell cards that can be played is based on the number of Mystics a player has on the map. Mystics also employ combat abilities unavailable to any other unit type.

Warrior

Each faction has 9 Warriors in 3 different poses. The main staple of every faction, Warriors are key in dominating the board and earning Favour. In battle, the number of Warriors contributes to the number of Combat cards a player can play.

Champion

Special units with unique abilities that can be recruited by players using Magic. Each player may only recruit 1 Champion. When a hired Champion dies, it is sent to that player's reserve.
***Note:** Champions are considered Warriors for all card effects, unless otherwise stated.*

CHAOS DIAL

The Chaos Dial tracks the game length and the current active player. Chaos breaks out after every Time tracker passes the Chaos Line for the first time (see Chaos Breakout, p. 14), and the game ends after every tracker has passed the Chaos Line for the second time. The Chaos Dial also dictates events that occur on the board, according to the icons on each sector (see Events, p. 12).

CAULDRON OF KNOWLEDGE

The Cauldron of Knowledge is placed in the middle of the Chaos Dial and holds Fate cards that were not played before Chaos breaks out, and only resolve when Chaos breaks out.

TIME

Actions a player performs cost units of time. For each spent, their Time tracker is moved clockwise by 1 sector on the Chaos Dial, on top of any trackers already there. Larger actions cost more time to perform.

HOW TO PLAY

TURNS

Mordred is played in turns, with the active player performing a single action. The player whose Time tracker is furthest behind on the **Chaos Dial** (in clockwise order) is the active player. If multiple trackers are on the sector furthest behind, the top-most tracker indicates the active player.

***Note:** When multiple players need to resolve an effect, the player furthest ahead resolves the effect first.*

On their turn, the active player **MUST** choose and perform 1 of the following actions:

- **March** (move units)
- **Muster** (may move Chief & spawn units)
- **Magic** (play Spell cards from hand)

Whenever a Time tracker moves off a Chaos Dial sector, leaving it empty, the active player triggers its corresponding event (see Events, p. 12). This event must be resolved before the next turn.

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

A player can be the active player for multiple turns.

ACTIONS

A player performs an action by placing an Action disc in their corresponding dashboard slot. After the action is performed, depending on how much time the player spends on the action, they move their Time tracker sectors clockwise equal to the cost of time for that action, along with any applied penalties and reductions.

***Note:** Actions cost +1 per Action disc already in the slot of the action the player wishes to perform.*

Here, an active player may perform a March action normally. A Muster action will cost +1 , and a Magic action will cost +2 because of the Action discs placed on previous turns.

PLAYER ACTIONS

March

The active player may move **ANY** number of units from any territory to an adjacent one. Several territories can be crossed in a single March and movement does not need to be contiguous.

COST: 1 for each group of units moving from one territory to an adjacent one, up to a maximum of 6 in a single March, considering penalties for each Action disc on March.

Note: *Players may ignore territory limits when moving their units through a territory (e.g. moving 8 units at once), as long as there are only 2 factions with at most 4 units per faction in each territory at the end of the March.*

PLAYER MARCH EXAMPLE

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

*2. He moves his 2 **Warriors** from Garloth into Corbenic.*

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

*4. He moves 1 **Mystic** from Garloth into Cornwall using the Sea Route.*

5. This full March action costs 3 . Percy moves his Time tracker 3 sectors accordingly.

Muster

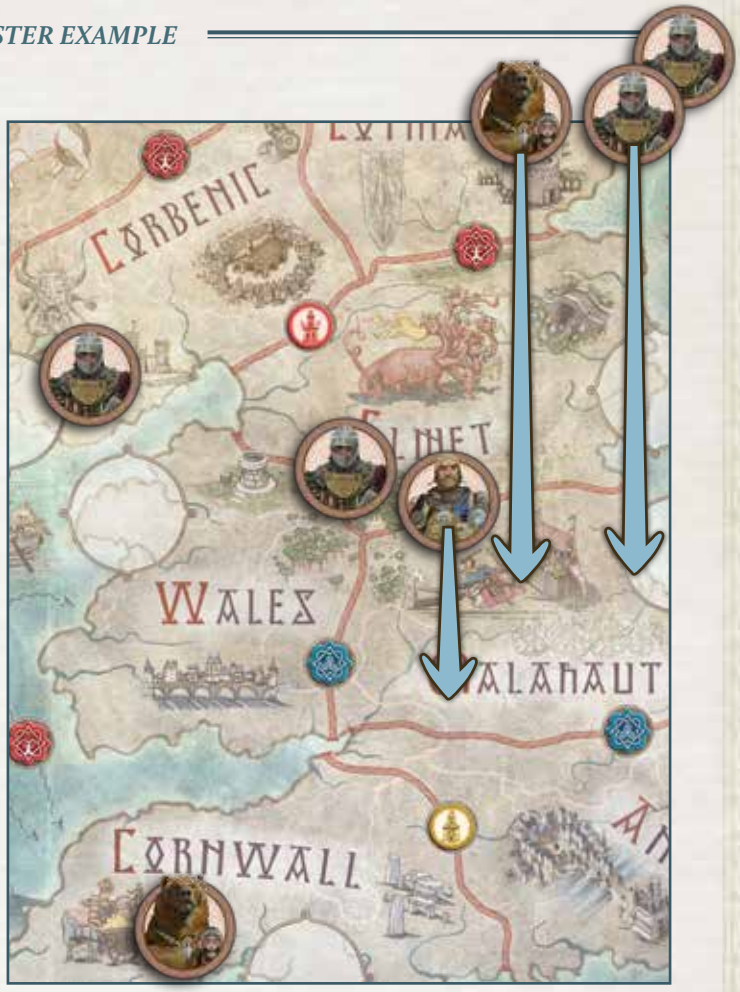
The active player may move their Chief unit to any adjacent territory. Then, add any number of units from the player's reserve into the Chief's territory, obeying the territory limit of 4 units per faction in a single territory.

COST: 1 for each unit added.

***Note:** Moving the Chief during a Muster does not cost time.*

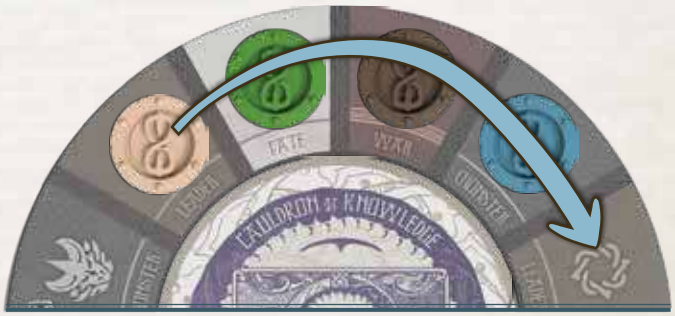
PLAYER MUSTER EXAMPLE

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



*3. He decides to move his **Chief** into Malahaut. Then, he adds 2 **Warriors** and 1 **Mystic**, obeying the territory limit.*

2. He decides to Muster, placing 1 Action disc on the corresponding slot, which already has an Action disc.



4. As Percy moved the Chief (0), 1 Action disc was already on Muster (1), and 3 units were added (3), this Muster costs 4 . Percy moves his Time tracker 4 sectors accordingly.

Magic

The active player may cast Spells up to the number of their Mystics units in play. Spells come in 2 types:

- **Single-Use** (Power magic, discarded upon use)
- **Permanent** (Active magic that stays on the field. Place beside your dashboard for reference.)

COST: Sum of denoted on each Spell cast.

***Note:** Magic can only be performed if territory limits can be obeyed at the end of the action.*

PLAYER MAGIC EXAMPLE

*1. Percy (Humans) has 1 **Mystic** in Malahaut and 1 **Mystic** in Cornwall.*

2. Percy decides to perform Magic, casting Teleport (2) and Hire a Champion.

*3. With Teleport, they move their **Mystic** in Cornwall to the corresponding Mordred Caer in the Lost Lands. Percy adds a Warrior to the Lost Lands territory and claims its 2 favours.*

*4. Then, with Hire a Champion (2), they replace the **Warrior** in Corbenic with Blackheart's figure and returns the Warrior to their reserve. They then take Blackheart's Champion card.*

5. This Magic action costs 4 . Percy moves their Time tracker 4 sectors accordingly.

CHAOS DIAL EVENTS

When the **last** Time tracker leaves a Chaos Dial sector, an event icon will be revealed. The active player then triggers and resolves the revealed event.

When moving the Time tracker across multiple sectors, only the sector the tracker moved off from can trigger an event, **except for War**.

***Note:** Effects that cause Time trackers to advance outside of a turn do not trigger events, except for War.*

Monsters

The active player moves each Monster in play by their listed movement, and resolve its effect. The active player chooses the order in which monsters act.

***Note:** When instructed to place an Action disc on their dashboard and a player does not have any available, nothing happens.*

Leader

Mordred Favour

Morgana Favour

Merlin Favour

In any order, the active player moves each Leader into an adjacent territory that has no Leader. Then, place 2 Favour tokens from each Leader in the territory they're currently in.

Fate

- **Pre-Chaos Breakout:**
  Draw 2 cards from the **Fate deck**. Choose 1 card to play, resolving its pre-chaos effect on the top half of the card. Then, discard the played card and place the other card facedown on the Cauldron of Knowledge tile.

- **After Chaos Breakout (see p.14):**
  Draw 2 cards from the **Chaos deck**. Then, choose 1 card to play, returning the other to the bottom of the deck.

War

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

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

A Time tracker does not need to leave the War sector to trigger a War event. If the tracker belonging to the last player simply passes through an empty War sector, they will also trigger a War after their current event.

Percy completes an action that cost 4 and moves his Time tracker forward, leaving the Fate sector and passing the War sector. He must now resolve a Fate event, and then immediately also resolve a War event.

BATTLE RESOLUTION

Only players involved in the current battle may play Combat cards. Resolve each battle separately.

For each unit you have in the current battle, you may play 1 Combat card facedown on their corresponding slots on the faction dashboard. Combat cards function differently when played on the different unit types.

Warriors and Champions: Only use the Melee portion of the Combat card. Champions are considered Warriors for all card effects, unless otherwise stated.

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

Mystics: Only use the Mystic portion of the Combat card.

To resolve a battle, follow these steps:

1. Players choose and play their Combat cards facedown, starting with the player who is ahead on the Chaos Dial. If both players are on the same Chaos Dial sector, the player with the bottom-most Time tracker is the player who is ahead.

2. Both players reveal their cards and resolve all Mystic card effects, starting with the player who is ahead.

3. Both players add up their attack and defence , applying any efects that may modify these totals, and compares their against the other player's :
   - If a player's defence is equal or greater than their opponent's attack , nothing happens and no units are killed.
   - If a player's defence is less than their opponent's attack , the player loses units from the territory equal to the difference, choosing which units to kill. If a player were to lose more units than are in the territory, ignore the excess.
     ***Note:** Players can never lose their Chief. If the Chief is the last unit a player has in the territory and more units must be lost, lay down the Chief and ignore the excess. Laid Chiefs do not count towards the control of a territory.*

4. Discard all used Combat cards and mark the territory with a Battle Resolution token. Units cannot be moved or added into, but can be moved out of, territories marked with Battle Resolution tokens. Moving units out of a territory may affect territory control at the end of a War.

5. Continue resolving other territories until there are none left to resolve on the board.

END OF WAR

When all battles have been resolved, the War ends. Remove all Battle Resolution tokens from the board. All players, even those not involved in any battles, now check each territory with Favour tokens to claim them. If a faction:

- Has the majority of units in a territory, they control the territory and obtain all the Favour tokens from that territory.
- Controls both territories along a border containing Favour tokens, they gain those Favour tokens.

Once all relevant Favour tokens have been claimed, all laid down Chiefs stand up. Players draw Combat cards from their decks until they have 7 Combat cards in hand. If the Combat deck runs out, shuffle the discard pile to create a new Combat deck and continue drawing as needed.

CHAOS BREAKOUT

Chaos breaks out when any of these conditions are met:

- Every Time tracker has crossed the Chaos Line for the first time
  OR
- If all Favour tokens have been claimed on all 3 Lost Land Islands

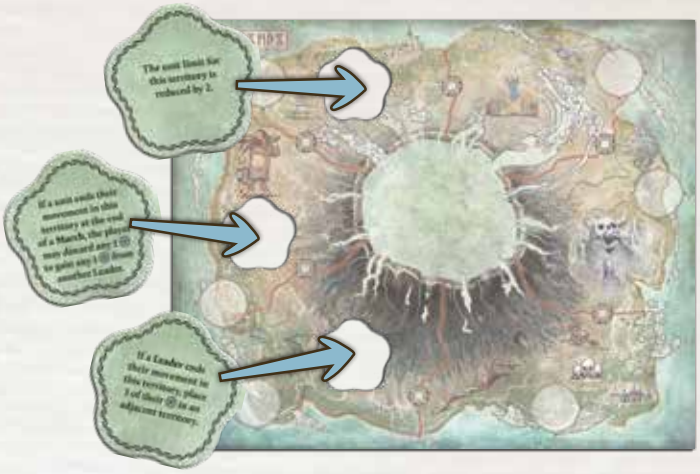
Resolve the following steps, in order:

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

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

3. Reveal each Fate card in the order they were placed, resolving each Chaos section, one at a time.

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



5. Move each Leader into the left Lost Land territories mirroring their Caers, placing 2 of their corresponding Favour tokens in each territory. Then, take 2 Favour tokens from each Leader from the pool and randomly distribute 1 in each of the 6 border slots between the Lost Land territories.

6. Flip over the Cauldron of Knowledge. From this point on, resolve Fate events by drawing cards from the Chaos deck. Spells must now activate their Chaos effects at the bottom of the card.

End of the Game

The game ends when either of the following occurs:

- **The last Time tracker passes the Chaos Line for the second time**
  Resolve the final War event and the game ends.

- **Any Leader's reserve runs out of Favour tokens**
  The player who is furthest behind places a Battle Resolution token on the next War of the Chaos Dial ahead of them. When this War concludes, the game ends.

Players gather their Favour tokens and tally their score totals, applying all relevant Leader favours as well.

The player with the highest combined favour is the winner.

On a tie, the player with more units in play is the winner. If they are still tied, the player farther behind in the Chaos Dial is the winner.

Modes of Play

Leader Favour (Advanced Side):

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

War Mode (12-sector cycle)

Intense player conflict with larger decision-making space.

Blitz Mode (10-sector cycle)

Fast-paced session where strategizing becomes paramount to victory.

Credits

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SUMMARY

PLAYER ACTIONS

The player whose Time tracker is furthest behind (top-most on a tie) on the Chaos Dial is the active player and must perform 1 of the following actions:

MARCH

Move any number of your units from any territory to an adjacent one.

COST: 1 per group of units per territory moved.

MAX: 6

MUSTER

May move your Chief unit to an adjacent territory. Then, add any number of units from your reserve into your Chief's territory.

COST: 1 per unit added.

MAGIC

Cast Spells up to the number of your Mystics in play.

COST: Total cost of Spells played.

Actions cost +1 per Action disc already in the slot of the action being performed.

Territory limit: 4 units per faction, 2 factions per territory.

CHAOS DIAL

When the last Time tracker leaves a Chaos Dial sector, an event icon will be revealed. The active player then triggers and resolves the revealed event.

MONSTERS

You must move each monster in play up to their listed movement and resolve its effects, if any.

LEADER

In any order, you must move each Leader into an adjacent territory that has no Leader. Then, place 2 Favour tokens from each Leader into the territory they're currently in.

FATE

1. **Pre-Chaos Breakout:** Draw 2 cards from the **Fate deck**. Choose 1 card to play, resolving its pre-chaos effect and discarding the card. Then, place the other card facedown in the Cauldron of Knowledge.
2. **After Chaos Breakout:** Draw 2 Cards from the **Chaos deck**. Choose 1 card to play, returning the other card to the bottom of the deck.

WAR

The active player resolves battles in all territories once, in the order of their choosing. After all battles are resolved and the War ends, all players (even those not involved in any battle) check for territory control to obtain Favour tokens in and on the borders of territories.

CHAOS BREAKOUT

Chaos breaks out when any of these conditions are triggered:

Once all Time trackers have crossed the Chaos Line for the first time

OR

If all Favour tokens have been claimed on all 3 Lost Land Islands

Resolve the following, in order:

1. Take all Fate cards from the Cauldron of Knowledge.
2. Flip the Lost Lands board open.
3. Reveal and resolve the Chaos section of each Fate card, in the order they were placed.
4. Randomly place Lost Land tiles onto the board.
5. Move each Leader into the territories mirroring their Caers, adding 2 Favour tokens into those territories. Also, distribute 2 additional tokens from each Leader randomly in the 6 Lost Lands border slots.
6. Flip over the Cauldron of Knowledge.

THE END OF THE GAME

The game ends when either of the following occurs:

- **The last Time tracker passes the Chaos Line for the second time**
  Resolve the final War event and the game ends.
- **Any of the 3 Leader's reserve runs out of Favour tokens**
  The player furthest behind places a token on the next War. Resolve that War and the game ends.

WINNING CONDITIONS

Players gather their Favour tokens and tally their score totals, applying all relevant Leader favours as well. The player with the highest combined favour is the winner. On a tie, the player with more units in play is the winner. If they are still tied, the player farther behind in the Chaos Dial is the winner.