



ARTHURIAN LEGENDS EXPANSION PACK

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your good.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

ARTHURIAN LEGENDS EXPANSION PACK RULES

Arthur, Guinevere, Merlin, Lancelot and Perceval replace the light stained Duke, Duchess, Wizard, Champion and Assassin Tiles.

Morgana and Mordred replace the dark stained Duke and Duchess Tiles.

Both players start with the usual step-up of two Footman to go along with their Arthur and Morgana tiles, respectively.

To win the Arthur player must capture Morgana (and Mordred as well, if he's on the board before Morgana is captured). For the Morgana player, capture Arthur wins the games.

Morgana/Mordred: If both Morgana and Mordred are on the board at the same time, their controlling player can place new tiles to either tile; i.e. both Morgana and Mordred have the power of the standard Duke tile for the purposes of deploying tiles.

Fort Tile: Players can use the Fort Tile as shown on pages 7-8 of the rulebook for any game with these tiles. However, they can also play with the reverse side of the Fort, Camelot. Camelot is an Expanded Play tile (see p. 6 of the rulebook) and so both players should agree to its use before play begins.

Randomly place Camelot in any square in one of the two middle rows of the board.

For the Arthur player, if one of his Arthurian Legends' tiles is inside Camelot (King Arthur, Lancelot, Guinevere, Percival, or Merlin), then the Camelot Tile gains Command ability in all eight squares surrounding Camelot. On his turn, any time those conditions are met, the player may use the Command ability of Camelot; the Troop Tile on Camelot does not flip, but the Camelot Tile DOES flip over to the Fort side; as long as it's on the Fort side, the Command ability no longer applies. As soon as the tile occupying the Fort Tile moves out of the square, the Fort Tile turns over to Camelot once more; i.e. the Arthur player can enter Camelot on a future turn and use its Command ability once more. Using the Camelot ability forms the player's entire turn, however; no other tiles are moved or flipped, or drawn from the bag.

For the Morgana player, if one of his Arthurian Legends' tiles (Morgana or Mordred) moves into Camelot (i.e. it's "seized"), the player may automatically "turn" any non-Arthurian Legend tile of the opponent to his own use right then; simply re-orient the piece to face the Morgana player (neither Camelot, nor the "seizing" tile are flipped). As above, the players should flip the Camelot Tile over to the Fort side to show that this ability has been used. The Morgana player must leave Camelot and "seize" it again on a future turn to be able to turn another non-Arthurian Legend tile (as above, it automatically flips back over from the Fort side to the Camelot side).

PRINT AND PLAY

As with the *The Duke Print & Play*, simply print out the page, cut out the tiles, fold them and paste/tape the front and back together.

THE DUKE

The complete, full rules of the game are available in a free PDF found at www.catalystgamelabs.com/casual-games/the-duke/



LEVY, MANEUVER, CONQUER

