

Shadows over Camelot

rules variants - solo play
by orlopesdesa

Solo Play

Take 3 Knights, You will play with all the 3 knight's using the rules of a normal 3 player game, but you can't share their hands of cards. At certain moments of the game you will do a "traitor check". If a traitor is found, that knight will play as a traitor until the end of the game. If a traitor is not found you will play normally until the next traitor check. Only 1 Knight can be revealed as a traitor.

TRAITOR CHECK

Take 5 loyal cards and 1 traitor card. Shuffle them and deal 1 to each knight. If a traitor card is revealed that knight will play the role of the traitor doing the following each time on his turn :

1. Taking randomly a card from one of the other 2 knights. Roll the traitor life die. If the result is a 1, 2 or 3, take a card from the knight on the traitor's left. If the result is a 4,5 or 6, take a card from the knight on the traitor's right.
2. Roll again the die and add a catapult if the result is 1,2 or 3. Play the top black card if the result is 4,5 or 6

WHEN?

1st Traitor check: When there are 6 swords at the round table or 6 siege engines;
2nd Traitor check: When there are 8 swords at the round table or 8 siege engines;
3rd and last Traitor check: When there are 10 swords at the round table or 10 siege engines;

If no traitor is found on the course of the "3 traitor checks", that only means that the forces of evil weren't able to corrupt the noble knights.

When a Knight is revealed as a traitor, he discards all the cards he has in hand. However, if he has a "FATE" card, he also discards it along with the other cards, but its effect is activated: the other 2 knights must discard 2 cards from their hand.

Note: I've simulated traitor checks for 24 games. In 9 of the games traitor was discovered on the 1st traitor check. On 7 of the games traitor was discovered on the 2nd traitor check. On 4 of the games traitor was discovered on the last traitor check, and in other 4 of the games there was no traitor.

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rules variants - 2 Player Game
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2 Player Game

Take 3 Knights. Each player will play with 1 knight, and the third knight will be used as the dummy player. Normal game rules are applied.

TURN STRUCTURE: Player A will perform his turn, player A will perform dummy player's turn, Player B will perform his turn. Then Player A will perform his turn, player B will perform dummy player's turn, and Player B will perform his turn. This cycle is always repeated. However there is a chance the dummy player revolts against the two players (he will be upset by being always told what to do by the other players). In order to determine that in certain moments of the game players will perform a "traitor check".

TRAITOR CHECK

Take 1 loyal card and 1 traitor card. Shuffle them and deal 1 card to the dummy player. If a traitor card is revealed the dummy player will play the role of the traitor doing the following each time on his turn :

3. Taking randomly a card from one of the other 2 knights. The player in charge of him rolls the traitor life die. If the result is a 1, 2 or 3, take a card from the knight on the traitor's left. If the result is a 4,5 or 6, take a card from the knight on the traitor's right.
4. The player in charge of him rolls again the die and adds a catapult if the result is 1,2 or 3, or plays the top black card if the result is 4,5 or 6

WHEN?

1st Traitor check: When there are 6 swords at the round table or 6 siege engines;
2nd Traitor check: When there are 8 swords at the round table or 8 siege engines;
3rd and last Traitor check: When there are 10 swords at the round table or 10 siege engines;

Rise from the dead: If the dummy player knight dies during the game, "traitor checks" will still be performed, and if he is revealed as a traitor he will perform the traitor actions as explained above. But because he was killed by the knights previously, he will rise from the deads even stronger then before. On his turn, if he draws black cards, he will draw 2 cards instead of 1.

If no traitor card is revealed on the course of the "3 traitor checks", that only means that the dummy player was able to maintain himself loyal until the end of the game, or that he died in peace.

If the dummy player is revealed as a traitor, he discards all the cards he has in hand. However, if he has a "FATE" card, he also discards it along with the other cards, but its effect is activated: the other 2 knights must discard 2 cards from their hand.

Note: if you fear being taunted by the traitor, perform each "traitor check" with 2 loyal cards and 1 traitor card.

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rules variants - Other Variants
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Heroic End Game Condition

(optional)

The game only ends when a white sword fills the last spot on the round table. If the last space would be filled with a black sword as a result of a quest that was lost, the number of black swords that can't be added are added by flipping white swords already in the round table.

Example 1: There are 7 white swords and 4 black swords. A quest is lost and 1 black sword must be added. As no black sword can be the 12th, 1 white sword becomes a black sword, resulting in a total of 6 white swords and 5 black swords.

Example 2: There are 7 white swords and 4 black swords. A quest is lost and 2 black swords must be added. As no black sword can be the 12th, 2 white swords become black swords, resulting in a total of 5 white swords and 6 black swords.

If the knights complete a quest that gives them more white swords than the spaces on the round table, all won swords still count to the total.

Example 3: There are 7 white swords and 4 black swords. A quest is lost and 2 black swords must be added. As no black sword can be the 12th, 2 white swords became black swords, resulting in a total of 5 white swords and 6 black swords. If the knights end the game by adding the 12th sword as a result of winning a quest that gives them 1 white sword, the game would be lost, because there would be 6 white against 6 black. However, if the knights win a quest that would give them 2 white swords, they would win the game: 7 white against 6 black.

In search of Lancelot's Armour

(optional)

You must resolve first the Dragon Quest (by winning or losing the quest) and only then you can do Lancelot's armour quest. This will prevent that the relic enters the game too early, providing a big advantage to the knights.

Stronger Mordred Card effect

(optional)

When Mordred card is drawn, you place it on the war (Picts or Saxons) that currently has more enemy figures. If there are the same amount of figures in both wars you place it on the war that were the knights played less fight cards. If still there is a tie, you choose.

After placing Mordred card on the war, you place also an enemy figure (a pict or a saxon-it represents Mordred). Even if you win that quest, the card and that figure can never be removed during the game.