

# **Shadow over Camelot Player balance variant**

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**Designed by Eric Pietrocupo  
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## **Introduction**

The goal of this variant is to attempt to balance the game whatever the number of players and also balance the game if there is a traitor or not. Balancing this game is pretty complicated because there is a lot of factors to consider. It also seems that player experience influence a lot the game. I have watched many comments and proposition on board game geek and many rules here has been inspired from them. I also added a few other rules to correct some bugs.

Most of theses variants are closely tied to each other so I made a separation between the essential rules and the optional rules that you can add or remove as you want. These variants rules work this way: the original rule is applied unless modified here. So you must know the original rules of the game.

## **Setup rules**

### ***Card Distribution***

At the beginning of the game, give a Merlin and 3 white cards to every player. Then starting from the first player, distribute 14 cards in clockwise order until the 14 cards are depleted. Which mean some players will have more cards.

### ***Traitor Distribution***

Make a deck of loyalty cards made of X loyal cards plus 1 traitor cards where X is equal to the number of players. Player does not look at their loyalty card right now unless it is a 7 player game (see later).

## **Rules Changes**

### ***Traitor Activation***

Since players does not look at their loyalty cards now, they do not know if they are actually a traitor. According to the number of players, you must wait for a certain number of swords to be placed into play before being able to look at your loyalty cards. Look at the chart below, after the accomplishment of a quest, if that amount of swords is placed into play every player check their loyalty cards.

Number of players	Number of swords
3 players	6 swords
4 players	4 swords
5 players	2 swords
6 players	1 sword
7 players	0 sword (check at the beginning of the game)

There is some special white cards that has various effects according if you are the traitor or loyal. These cards cannot be used until all players have looked at their loyalty cards.

### ***Traitor presence check***

If a quest is accomplished and there are 6 or more swords are placed into play, you need to check if there is a traitor in the group or not. You do so by checking the cards which was not distributed to the players. If it's a loyal card, it means there is a traitor in play, in that case, don't do anything.

Else the player who finished the last quest draws the 5 next black cards from the black deck and re-shuffle all the black cards afterward. In these 5 cards, there must be at least 1 black special card. If the 4 first cards are not special flip the next black cards (that you don't resolve) until you find a special black card. If you empty the deck reshuffle and continue until you get your card. At then end reshuffle all the black cards.

### ***Discard 3 cards to gain life***

Of my point of view this action is totally useless because you lose resource and gain nothing. So spending 3 cards to heal yourself will now heal 2 life points instead of 1.

## **Optional rules**

### ***Use all the miniatures***

This variant makes the game a bit easier, so it is up to you to decide if you want it or not. The goal is to use all the miniatures in the game. When the 4<sup>th</sup> Saxon or Pick is placed into play the quest is not over. You need a 5<sup>th</sup> Saxon, Pick or mercenary card for the quest to be lost. When the 12<sup>th</sup> catapult is placed into play, the game does not end. A 13<sup>th</sup> catapult needs to be placed into play before the game ends.

### ***Make the game harder***

If you find the game too easy, you can add this rule to make the game harder. On the first turn, each knight must draw 1 black card and do 1 evil action. You can do this also for the 2<sup>nd</sup> turn if it's not hard enough. The rest of the game will stay the same.