

QUEST SCENARIO TESTING ELEMENTS

Weapon categories:

- (different) weapon(s) is played during a quest stage
 - weapon is discarded after quest stage
- (different) weapon(s) is added to a foe in a quest

Foe categories: //these are all within some quests

- foe with static BP in any quest
- foe with enhanced BP on its quest //higher BP applies
- foe with enhanced BP not on its quest //lower BP applies
- both types of foes on a quest that wherein all BP are enhanced
- both types of foes on a quest that wherein all Saxons BP are enhanced
- Mordred is played as a foe on any quest

Allies etc. against foes:

- an ally with static BP is played or in play
- an ally with enhanced BP is played or in play not on its quest
- an ally with enhanced BP is played or in play on its quest
- Merlin is played or in play, player picks a (remaining) stage to look at?
- Mordred instakills an ally during a quest
- Iseult is in play and then Tristan is played //by another player
- an amour is played or in play

Test categories: //these are all within some quest e.g. QBQ for consistency

- normal (valor or temptation) with >2 players
- normal (valor or temptation) with 2 players //player must bid 3
- test of Morgan le Fay with >2 players
- test of the questing beast on the questing beast quest, >2 players //minimum bid 4

Allies etc. in tests:

- an amour is in play before that turn or is played on that turn
- an ally with +bids is in play before that turn or is played on that turn
- Mordred instakills an ally with bids during the bidding war
- Tristan is in play and then Iseult is played //by another player
- Sir Pelinore is played on the questing beast quest

Events:

- King's Recognition
 - card stays on the board, there is another quest after this event with multiple winners
 - or no winners, card is discarded
- Queen's Favour
 - lowest ranked player(s) get two adventure cards
 - some players discard cards here, some don't
 - some players play an ally, some don't
- Court Called to Camelot

- let there be allies in play, which are now discarded
- Pox
 - some players lose a shield
 - some players have no shields and lose nothing
- Plague
 - drawer loses two shields
 - drawer loses one or zero shields if they have 1 or 0 shields
- Chivalrous Deed
 - lowest ranked player with lowest amount of shields gets +3 shields
 - let there be a tie, all players in tie get +3 shields
- Prosperity
 - all players get two adventure cards
 - some players discard cards here, some don't
 - some players play an ally, some don't
- King's Call to Arms
 - highest ranked player discards a weapon
 - highest ranked player discards two foe cards
 - or two highest ranked players are tied, one does each of the above