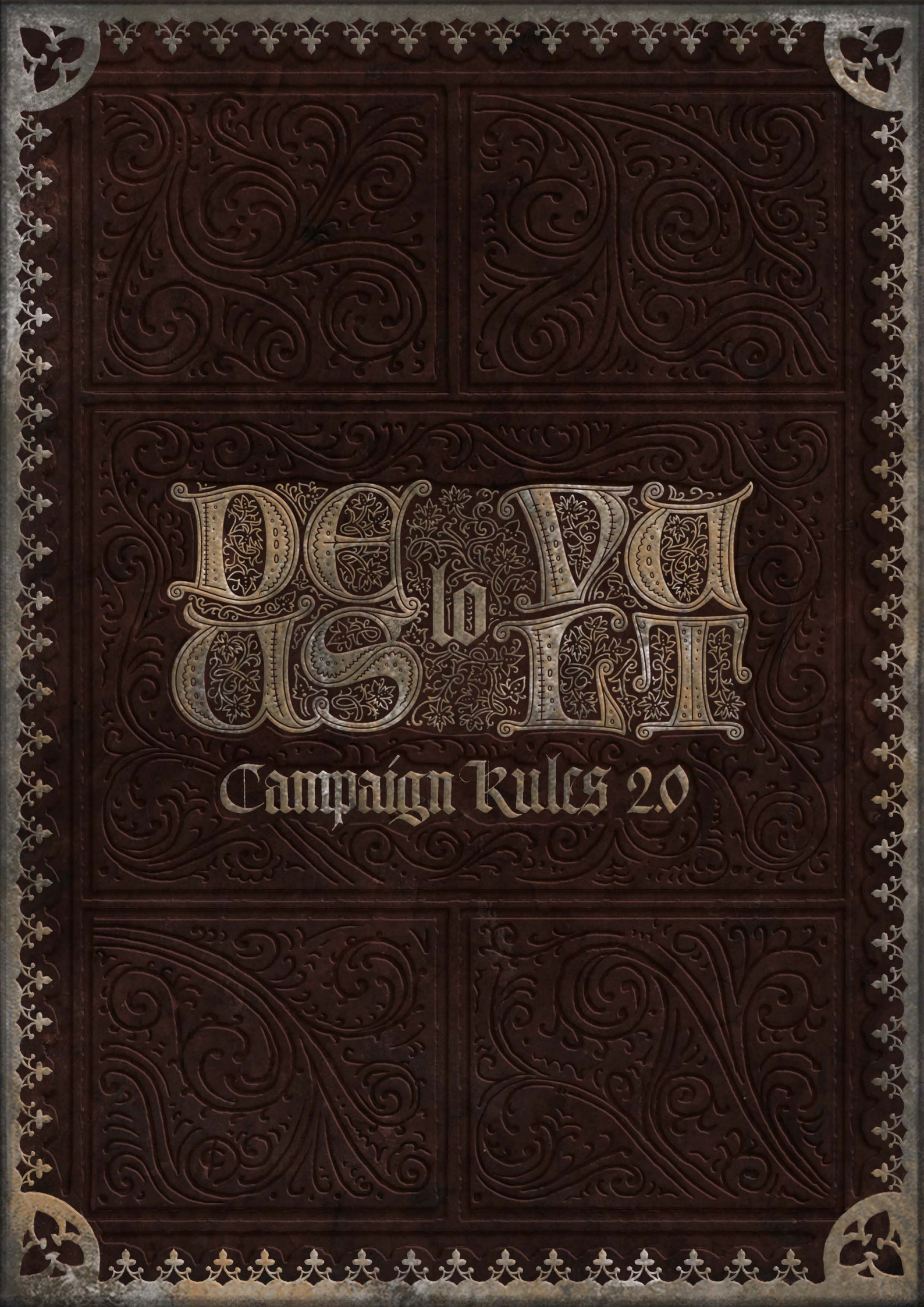




D&D

Campaign Rules 2.0

CONTENT

Campaign Overview	2
Game elements	3
Conventional Presets/Builds	4
Weather Mode	6
Steps of starting the Battle	6
Player Turn Memo Card	7
Field Amenities	7
River Amenities	8
Gauntlet Runs	14
Refugees Welcome!	14
Holier Than Thou	15
Fons Honorum	16
Heroes	17
War Engines	22
Deck of Deeds	23
The Card Anatomy	24
How to Play	25
Use the Card Back	25



Campaign mode

Campaign Mode is the advanced game mode for experienced and sophisticated players who want to bring more versatility and animosity to the game board. Unlike the sportive and symmetrical Duel Mode, Campaigns offer you a vast abundance of different game goals and powerplay scenarios along with a multitude of customizable options.

Before you start playing, make sure all of your opponents are in common with the basic Duel Rules. You will need to choose one of the two options:

- ♦ Play a **certain number of Battles** (e.g., the same number as players)
- ♦ Play until a certain number of **Glory points** is reached by someone (with Gauntlet Runs or the upcoming Deck of Deeds)

Notwithstanding which game-ending rule you choose, the goal is always the same - earn as many **Glory points** as you can. The Glory points are calculated with a sum of:

- ♦ Glory points that you bought at the end of each Battle (5 coins = 1 Glory Point);
- ♦ Glory points received from the Gauntlet Runs (see Gauntlet Runs section);
- ♦ Each completed Deed can give you 1, 2, or 3 Glory points (you don't need the upcoming Deck of Deeds for this - you can choose to play Gauntlet Runs only).

Game elements

The choice of a specific set of game elements and rules is always up to you. The campaign mode may employ/include:



All 12 City Quarters
(Jerusalem mode)



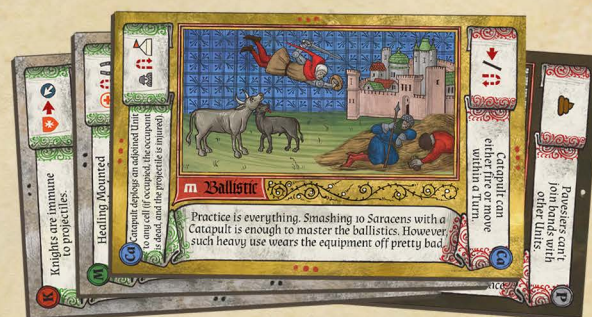
Field and River Amenities with
their with their corresponding
Divine Will card counterparts
(where applicable)



Weather Mode and
related Divine Will cards



Gauntlet Runs



Quests aka Deeds:
Epic Deeds, Mediocre Deeds,
Feeble Deeds

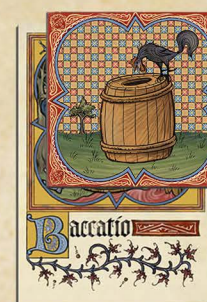
Conventional Presets/Builds

To have the best experience from the Campaigns, we suggest you pick up to 4-5 Amenities, marked in the Rulebook as "optional." in particular, though we expect you to combine them yourselves eventually, we prepared some Conventional Prests/Builds to choose from:

1. Matrimonial Convention



Latrine (RA)
+ Cholera



Pillory (RA)
+ Bacchanalia



Donkey (RA)
+ Salutificatio



Flagellant (FA)

2. Kyivan Convention



Latrine (RA)
+ Cholera



Surgeon (RA)

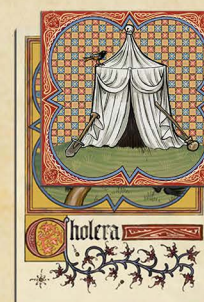


Donkey (RA)
+ Salutificatio

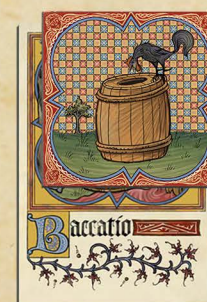


Weather Cards

3. The Second Crusade



Latrine (RA)
+ Cholera



Pillory (RA)
+ Bacchanalia



Gravediggers
(RA)



Flagellant
(FA)



Disgusting
Man (FA)

4. Kerfuffle Convention



Latrine (RA) + Cholera Pillory (RA) + Bacchantia Cat (FA) + Rats Dog (FA) Hidden Stash (FA) + Capitularius + Penance

5. The Seventh Crusade



Latrine (RA) + Cholera Pillory (RA) + Bacchantia Gallows (RA) Hidden Stash (FA) + Capitularius + Penance

Please feel free to share your favorite Conventions and self-made home rules with us to perpetuate them for the common good and amusement!

Weather Mode

This mode enables the weather conditions in two extremums: scorching Heat (**Calor**) and freezing Cold (**Frigus**).



Heat hurts all Knights on **red** cells

Cold hurts all Pilgrims on **blue** cells

There are two ways to play it:

Active: give each player 1 x Heat and 1 x Cold cards when a Battle starts. Players use these cards at their disposal, at the end of turn, inflicting damage to affected Units immediately.

Passive: All Heat, Sand, Rain and Cold cards are mixed to be randomly dealt with every round and affect all corresponding Units that end their moves on corresponding cells.



Additionally (optionally!) you can use the heavy Rain (**Pluvia**) and the Sand Storm (**Procella**).

- ♦ Rain disables the War Machines. They can't move and shoot till the end of the Pluvia turn;
- ♦ Sand Storm makes Archers unable to shoot. They can move during the Sand Storm turn though.



To play all four Weather type cards mixed them to be randomly dealt at the beginning of every round and affect all corresponding Units that start their moves on corresponding cells.

Steps of starting the Battle

- 1 • Randomly choose the individual Quest. Remember that each of you can have the same Quests, but you can always drop it and take the other one for the one Coin price;
- 2 • Randomly choose the common Quest (you can't drop it);
- 3 • Choose the Amenities for the River (we recommend always having a Latrine);
- 4 • Remember - there are no specific effects in the game in case there is no particular Amenity to recover from it. E.g., there can't be Bacchantia effect, in case there is no Pillory in the River;
- 5 • Decide if you play with the Weather. In case you do, choose 4 cards of the Heat (Calor) and 4 cards of the Cold (Frigus), mix them, and put on the GW part of the board;
- 6 • Build the Jerusalem, taking flipped city tokens Player by Player and placing them with the golden side inside of the square;
- 7 • Place Saracens in the same way as you do in the Duel Mode;

And may God Help You!

Player Turn Memo Card

Start of the turn:

- 1 ♦ Take a weather card and play its effect;
- 2 ♦ Check if your Latrine is clean (was it used? did you have anyone to clean it?);
- 3 ♦ Check if your units are sober (if not, use moves or coins to free the Barrel).

End of the turn:

- 1 ♦ Check who's left in your camp (to avoid Cholera or Baccatio);
- 2 ♦ Check how many coins do you have secured in your camp (to avoid Rats).

Field Amenities

It is the first of two kinds of Amenity tokens. Field Amenity are placed directly on the game board during the setup, underneath one of the City Quarters. For instance, Cat belongs under the Residential Quarter, Hidden Stash - under the Garden Quarter, and so on. Field Amenities are considered **Units** regarding the movement, and players must have them adjoined to their Bands or stationed in Camp to use.



Garden ♦ Hidden Stash



Residential ♦ Cat



Market ♦ Dog



Court ♦ Gallows



Bathhouse ♦ Disgusting man



Tavern ♦ Engineer



River Amenities

It is deployed onto the Amenity River of the game board. These Amenities are accessible for all players during their turns. Usually, they have a "ready" and a "used" side. Active Player spends an extra coin or a move to rearm the used Amenity to use it again.

The Pillory (with Bacchanalia card)



This rule brings the **Pillory Amenity token** and **Baccatio Divine Will** card to the game. Whenever Bacchanalia happens, Units get drunk and cannot retaliate, so they could be attacked and robbed via Skull edge as quickly as if it was a Heart edge.

There are two types of Bacchanalia:

Local Bacchanalia happens when a Player finishes a Turn having a Pilgrim Unit and no Knight Units in a Camp. Being left without strict supervision, jovial and resourceful Pilgrims will procure some terrible rotgut booze and throw a party for all fellow commoners. This Player puts a Baccatio card next to Camp to indicate it and discards it when having either a supervising Knight or no idle Pilgrims in Camp.

Total Bacchanalia happens when there is a Coin at an empty cell on the game board (not in Camp) by the end of the Turn, whether being lost by a killed Crusader or intentionally left unattended. The Coin disappears (being returned to a game bank), and Total Bacchanalia starts. All Players should put a Baccatio Card next to their Camp until their next Turn if they don't have Knights in their Camps at the moment.

The Pillory



It is a corporal punishment device used to curb alcoholism and debauchery among personnel. When the Bacchanalia card is in the game, you should have the Pillory on the Amenity River. To use it means to flip it the active side up. After that, your units become scared of that penance and the Bacchanalia comes to an end. If the Pillory was used/flipped before, the Player should pay **One Coin** or **Two Moves** to use it again.

Cats & Rats



When this rule is in power, Players' Camps are prone to a vermin infestation. It features the **Cat Amenity** token and the **Rati Divine Will card**.

If you are stockpiling your ill-gained spoils all around the Camp, you'll inevitably attract the vermin. When Players end their Turn having unsecured Coins in their tents, they must put the **Rati Divine Will card** next to their Camp to show it is rat-infested now.

Swarming rats will instantly eat all edible things and gnaw the rest, including the munitions leather straps. Your armors fall apart, rendering your **Shield edges useless and vulnerable to attack**.

There are two ways to end the infestation:

- ♦ take the Coins off the Camp by either securing them to the central Camp Cell or bringing out;
- ♦ bring a Cat to the Camp.

Cat



It is a Field Amenity and can be moved around by Saracen or Crusader Bands under the standard rules. Initial Placement for the Cat token is underneath the Residential City Quarter.

Dog



The Dog is a Field Amenity token, originally located underneath the Market City Quarter. The Dog can not be stolen when in defensive mode; you must kill all adjoined Units to repossess it. Being adjoined to a Crusader Band, Dog has two sides:

- ♦ the offensive, which allows the Player to rob other Crusaders via any edge and pick up Coins blocked by other Units;
- ♦ the defensive, which prevents other Players from robbing this Band.

Gallows



It is a Field Amenity token used to intimidate the thieves. Placing it in any quadrant of the game board prevents Units from stealing the Coins from Crusaders in that quadrant. If someone commits theft there, the guilty Unit will hang for this and go to Purgatory. If there's a hanged thief on the Gallows, no one can steal until his body is buried (Gallows flipped ready side up). It's initially placed underneath the Court City Quarter.

Salutificatio



On setup, put the **Donkey** token to Amenity River and **Salutificatio Divine Will card** next to each Player. The Player can put one Coin from his treasury onto his Salutificatio card whenever he puts a Refugee to another Player's Camp. Consider this coin as a token of friendship from now on. It can be discarded later to gather the rescue party for your MIAs and summon a Donkey.

Donkey



The **Donkey** is a unique Amenity token that is both a Field and a River Amenity, used to evacuate stranded Units. The Donkey is initially set up at the Amenity River, but Players can summon him to the game board by discarding a Coin from the **Salutificatio Divine Will card**. The Player takes the Donkey and puts him next to the chosen stranded Unit, thus creating a movable band. The Donkey can't be killed or stolen and returns to River after being disconnected from Units.

Gravediggers



It is a River Amenity token that allows using the armaments of deceased Units. When sending your killed Unit to Purgatory, flip the Gravediggers "used" side up to instantly replace this Unit with any other one of your Units in play, i.e., burying an unnecessary Pavesier instead of a valuable Knight. This action will cost you one Move and one Coin.

Flip the Gravediggers back "ready" side up after sending any Unit to Purgatory.

Disgusting Man



The Disgusting Man is the Field Amenity used to sabotage the rival's Camp by placing this festering ruin of man there. Being set in one of the Tents, this Amenity prevents all Units from being spawned or healed in adjacent Tent cells. The Disgusting Man can not be killed and can be freely moved by any Band under the standard movement rules.

It's initially placed underneath the Bathhouse Quarter.

Engineer / (F&F add-on)



War Engines may be considered too powerful amongst certain Players. You may use the Engineer **Amenity from Fortunes & Fates Add-On** in this case. With this token in play, you can only make Moves with your Siege Engines when you have the **sober** Engineer connected to the same Band or settled in your Camp.

Initial Placement for the Engineer Amenity token is underneath the Tavern City Quarter.

The Engineer gets drunk every time the Baccatio card comes to play. Upon this event, he flips the "drunk" side up and ceases to be a functional member of society, thus rendering all Siege Engines useless. He is immune to the Pillory and only could be flipped manually to get sober for the additional One Coin or One Move price.

Latrine



When this rule is in power, place the **Latrine** Amenity token at the Amenity River. Players must use the Latrine at the end of their Turn if they have any units in their Camp Tents to avoid the Cholera outbreak in the Camp.

To "use" the Latrine means "to flip the clean Latrine filthy side up". If someone has used it before, you have to clean it first to make the Latrine available. Cleaning will cost you either one Move or one Coin or having a Pilgrim appointed to this honorable duty (which means having Pilgrim in Camp gives you free cleanup). "Using" the clean Latrine is free.

Cholera



If you end your Turn having *both* filthy Latrine AND Unit(s) in your Camp, such a mess won't end well for you. Put the **Cholera Divine Will card** next to you because that's what you've got for being that scruffy. Now your Units don't have the guts to fight, spending most of their time squatting in bushes and moaning. They can move from one shrubbery to another; they can even fight back... but they won't attack until the Cholera is expelled from the Camp.

Expel Cholera if you have an empty Camp and a clean Latrine by the end of your Turn.

Surgeon



It is a River Amenity that can heal a Crusader Unit anywhere on the game board without entering the Tent. The Surgeon can be flipped "ready" side up for one Coin at any other moment of Turn. This action will also cost you one Move.

To heal a Unit, select it and flip it strong side back up (spend one Move). Flip the Surgeon "used" side up afterward at no cost.

Flagellant



Whenever you finish your Turn with your Pilgrim Unit alone, without Band, put the **Flagellant** token adjacent to it. From now on, and until the end of the current Battle, these Units become a **Flagellant Cortege**.

Flagellant Cortege can be moved around by any Player during his Crusader phase. They can't attack, can't retaliate, and can't pass Coins. When Flagellant Cortege adjoins any Pilgrim, this Pilgrim becomes part of the Cortege. He can not be disconnected from the Cortege other than being killed and sent to Purgatory.

Take the Flagellant off the board if all his followers got murdered. Use this annoying man train to lock your rival's forces and obstruct movements.

Pilgrims tend to be extremely obscure, excited, and mystically minded characters. Hunger, illness, anxiety, and hardships took a substantial toll on their inferior minds. Upon being stranded alone in a desert, they fall into despair, resorting to repentance and most profound religious ecstasy.



Gauntlet Runs

Gauntlet Runs are competitive Battle-long rat races for all Players at once. Their goal is to receive the Glory Points to win the Campaign. There are three Gauntlet Runs available now:

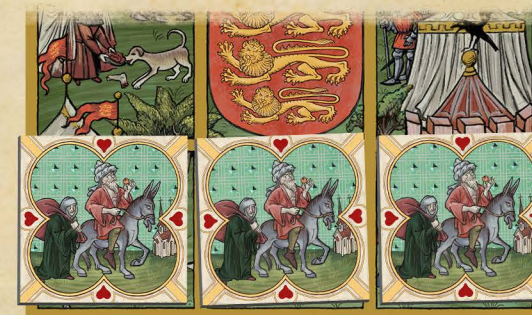
Refugees Welcome! (Gauntlet Run)

You made a chivalrous oath to outmatch each other in consoling the bereaved and comforting the destitute.

The more you have Refugees at the end of the Battle, compared to the other Players, the more Glory Points you all get.

There are three winning positions:

- ♦ First place (the biggest number of Refugees) - 3 Glory Points;
- ♦ Second place - 2 Glory Points;
- ♦ Third place - 1 Glory Point;
- ♦ The fourth Player on the run gets nothing.



If there two or more Players with the same amount of Refugees, they get the same amount of Point, but not the First Place reward. For example, if two Players have 3 Refugees each, one has 2 and another one has 1, the first two get 2 Glory Points each and the last one still gets nothing.

Additional rule up to your choice:

By the end of the Battle, each Player gives one Coin to every other Player for every Refugee stationed in their Camps. You can choose to play this rule only without Glory Points if you have the Deck of Deed

- ♦ I.e., if Player A has 4 Refugees, Player B has 5, and Player C has 3:
- ♦ B wins three Coins - one from A and two from C;
- ♦ A wins one Coin from C but loses it to B;
- ♦ C loses one Coin to A and two Coins to B.

If the Player has no Coins to pay neighbors for their social duties, they can hold his Units for ransom (creditor's choice is limited by debt size measured in Army Points, i.e., a Knight and a Pilgrim can be withheld to secure the four Coins debt).

Holier Than Thou (Gauntlet Run)



Playing this Gauntlet, Players will be collecting the Church tithe. Whoever to raise more than others will be granted the indulgence and absolution of all sins by Holy See - along with the ability to use those collected Coins to save their Units from Purgatory during the next Battles (discard one Coin to resurrect your Unit).

During the setup, put the **Hidden Stash** Amenity token under the Garden City Quarter, Stash side down. Put **Capitularius** card next to each Player.



Hidden Stash is a field Amenity that allows you to hoard the Coins for the tithe. This token can be adjoined to any Crusader Band to be carried around the board. The Player must pass the Coin to this Amenity (Capitularius side up) to instantly transfer it to this Player's Capitularius card. Players can't withdraw Coins from their Capitularius card directly. To do so, the Player must adjoin his Band to this Amenity and flip it Stash side up. Transfer Coins back from your card, one Coin per Move.

You can use the two-coins rule, which grants double points for the first and the last secured Coins, to resolve ties.

The last Coin could be secured either to Camp or to Stash to end the Battle.

Penance (the optional mode for "Holier Than Thou" Gauntlet)

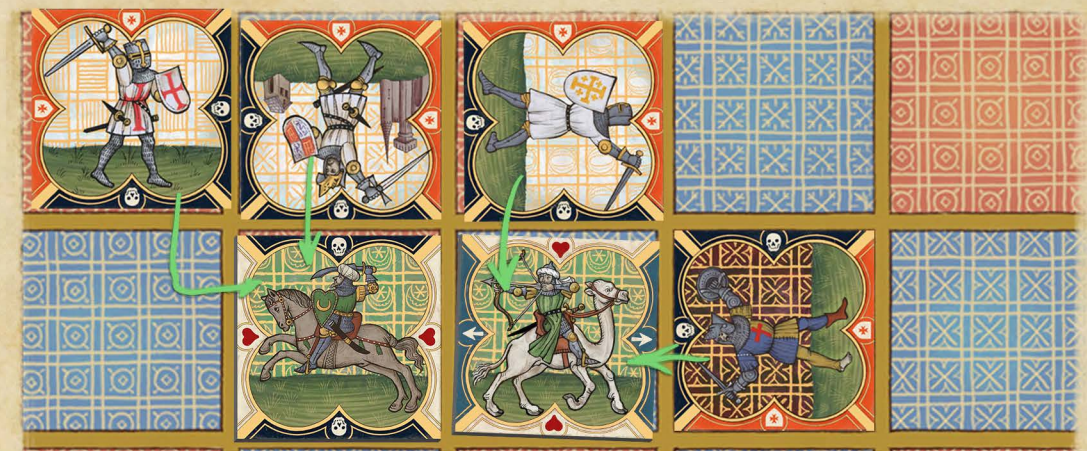
A person with the highest number (no ties) of Units on the Purgatory track is to be labeled as "the foremost of sinners," and penance is to be imposed on him. This means other Players can withdraw Coins from this Player's Capitularius card as if it was their own. (hint: use Saracens to make your score even).

Fons Honorum (Gauntlet Run)

Your Knights joined your ranks to pursue not eternal life but eternal glory. During this Gauntlet, Players must kill more Saracens than others (tie means no one wins) before the Battle ends.

Losers are to be mocked and shamed, and their dishonored Knights abandon their disgraced cause to join the prominent posse of the winner. This means, during the next Battle, the winning Player will have all Knight tokens from all Armies at his disposal, while other Players will have none. However, this doesn't affect the total Army Ponts limit for anyone.

The rule for counting Glory Points of this Gauntlet Run is the same as was described in the "Refugees Welcome!" with the only exception: first two Players (with the biggest number of defeated Saracens) get 2 Glory Points Each, the second two - 1 Glory Point. This means everyone is rewarded. In case there is a situation when Player A has 8 kills, Players B and C have 6 kills each, and Player D has just two kills, then only Player A gets 2 Glory Points, while the others get 1.



Heroes

The Heroes tokens were created as a stretch goal. That is why they became only an additional and optional part of the game. Each Player can use only one Hero at one Battle and pick up the Hero of their Army only.



Regnum Francorum



Louis IX, Saint Louis

(April 25, 1214 - August 25, 1270)

King of France from 1226; one of the most unlucky crusaders. In Seventh Crusade, exhausted by constant diarrhea, he lost the Battle of Fariskour and was captured by Saracens, to be freed later together with 12,000 other French prisoners, for an enormous ransom: 36,500 kg of

gold, the city of Damietta and the pledge not to return to Egypt again. Twenty years later Luis IX broke this pledge and returned with Eighth Crusade – only to die eventually from the same diarrhea in less than two months.

Game rule: He can ransom Units from Purgatory - one unit per turn for one Coin price. Dies of amebiasis (if anyone leaves the Latrine dirty at the end of the turn).



Philippe IV le Bel

(1268 - November 29, 1314)

King of France. He is known for his suppression of the Knights Templar and his mysterious death in the aftermath. gold, the city of Damietta and the pledge not to return to Egypt again. Twenty years later Luis IX broke this pledge and returned with Eighth Crusade – only to

die eventually from the same diarrhea in less than two months.

Game rule: Can be played only if another Player has Jacques de Molay in the game. Philippe IV's special ability is to kill Templars and take their gold (he can take the Coins from Templar Units through both heart and skull side).

Dies from a wild boar attack on the next game turn after the death of Jacques de Molay.



Imperium Angevinum



Richard the Lionheart

(September 8, 1157 - April 6, 1199)

King of England. He had a reputation as a great military leader and warrior. During the siege of Acre, Richard ordered to massacre 2,700 prisoners because he didn't want to be burdened by them. He fought endless battles but found his death while besieging the puny and virtually unarmed castle of Chalus-Chabrol, being shot in the neck with a crossbow bolt by a ridiculous poor knight who reportedly had a frying pan for a shield.

Game rule: Richard can drive the Refugees away from his tents. Any ranged unit would kill Richard with a single shot instead of wounding him first. Richard can't end his moves next to a city (otherwise, he'll receive a wound and die).



Eleanor of Aquitaine (French: Aliénor d'Aquitaine)

(1122 - April 1, 1204)

Queen of France, wife of King Louis VII of France (1137-1152), later Queen of England, wife of King Henry II of England Plantagenet (1133-1189). She was one of the most influential and wealthiest women in western Europe during the High Middle Ages. She was queen consort of France (1137-1152) and England (1154-1189), led armies several times in her life, and was a leader of the Second Crusade.

Game rule: Being tapped intentionally, Eleanor changes her colors to French ones and becomes able to **adjoin French units to her band** and use them just like her own during her turn. When wounded by another Player, moves to the side of the Regnum Francorum. If there are is no Regnum Francorum Army in the game, Eleanor moves to the Army on the left.



Sacrum Imperium Romanum



Friedrich I Barbarossa

(1122 - June 10, 1190)

Ruler of the Holy Roman Empire (1155-1190), King of Germany (1152-1190), Duke of Swabia (1147-1190) of the Hohenstaufen dynasty. He fought countless battles and campaigns, in one of which he was forced to disguise in a commoner's dress and make his way home on his own to flee from his victorious rivals. On another occasion he was thrown off his horse and believed to be dead, causing the imperial troops' panic and retreat. His entire army was wiped by a plague once in 1167.

Game rule: He is the only Cavalry unit that can use Charge ability on a first move. Can move as a single unit while being wounded. Whenever he is killed, all Sacrum Imperium Romanum units on board must immediately retreat to their camp dropping the loot.



Duke Leopold V of Austria

(1157 - December 31, 1194)

Duke of Austria since 1177 and Styria since 1192 of the Babenberg dynasty. Known for his quarrel with Richard the Lionheart resulted in Richard's capture and imprisonment. During the siege of Acre, Leopold put his banner on a wall captured by Richard's forces.

Enraged Richard ordered to remove Leopold's flag and throw it into the latrine. This insulted Duke so much that he abandoned the crusade and wrathfully left for his Austrian home. Later, his vassals captured Richard on his way home and held him for the ransom of 35,000 kilograms of silver.

Game rule: The wounded side allows you to take one Anjouan (The Imperium Angevinum) token captive. It can be returned to the main Army for One Coin price. If the prisoner is Richard the Lionheart, the redemption price is Two Coins.



Corona Castelae



El Cid (real name: Rodrigo (Ruy) Díaz de Vivar)

(1040, Vivar, near Burgos - July 10, 1099)

The Castilian nobleman and military leader of extraordinary martial abilities, with a reputation of an outstanding battlefield commander. Legends tell that when El Cid eventually died from wounds in his tent, his wife Jimena concealed this fact and ordered that the corpse of El Cid be fitted with his armor and set on his horse Babieca, to bolster the morale of his troops. In several variations of the story, the dead Rodrigo and his knights win a thundering charge against Valencia's besiegers, resulting in a war-is-lost-but-battle-is-won catharsis for generations of Christian Spaniards to follow.

Game rule: He cannot be cured after the injury and is considered dead when wounded. But El Cid is a unique Horseman unit that **won't leave the board even in death**. He can't be killed and sent to the Purgatorium as any other unit. Instead of that, he follows his band indefinitely until the player withdraws him from the board back to the citadel to revive. Apparently, he's unable to take or carry Coins in his cold dead hands and he cannot fight.



Olivier le Templier

(- fl. 1269)

Knight Templar and troubadour, probably from Catalonia.

Game rule: Olivier has all the abilities and traits of the Knights Templar Chaplain unit and can adjoin the Templar units to his band the same way Queen Eleanor adjoins the French units - when tapped intentionally. When wounded intentionally, he passes to the Templar faction. If there is no Templar Army in the game, Olivier moves to the Army on the left.



Popular Crusade



Pierre l'Ermite

(1053 - July 8, 1115)

French Catholic leader, hermit, monk. One of the inspirations of the First Crusade.



Inshallah



Al-Nasir Salah al-Din Yusuf ibn Ayyub

(1137 or 1138, Tikrit— March 4, 1193)

A Muslim general, founder of the Ayyubid dynasty in Egypt and Syria, leader of the Muslim opposition to the Crusaders.



Knights Templar



Jacques de Molay

(1244 -5 / 1249 -50 - March 18, 1314)

The twenty-third and last Grand Master of the Knights Templar.



Outremer



Baldwin IV;

(1161 - March 16, 1185)

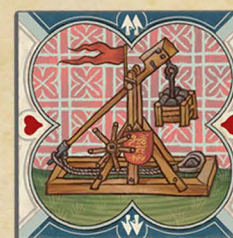
King of Jerusalem (1174-1185) He was ill with leprosy.

Game rule: Once per Battle, he touches the token of any opponent, which turns this Unit into a disgusting man (rainbow burn).

War Engines

You can use War Engine class Unit tokens during Campaigns. War Engines are the ultimate means of destruction at your disposal.

All War Engines cost 3 Army Points and go to Purgatory just like the other Units.



Trebuchet

It is, in fact, an enormous Archer Unit, whose single shot crushes and instantly kills any Unit in the game. In the Deck of Deeds add-on, they can be upgraded to break city walls, deliver the Coins right to the Camp, and even deploy your troops literally to any place on the game board.



Belfry or Siege Tower

It is a mobile breaching engine constructed to protect assailants and ladders while approaching the walls. It allows adjoined Band to rob the Quarter over its Shield edge as if it was a Skull edge and grants all Archers in the same Band a double effective range.



Greek Fire

It is basically a mobile bomb. It has two uses; it flips on the first one and goes to the Purgatory on the second. Upon use, it damages every orthogonally adjacent Unit.

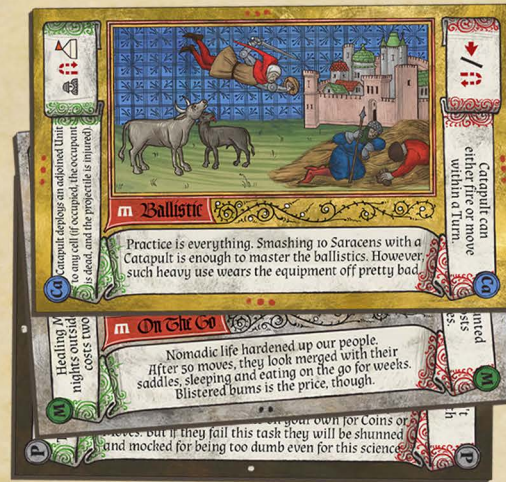


Catapult

Projectiles ignore shields when attacking.

Decks Of Deeds

It is a new add-on for Deus Lo Vult. There is a free deck P&P version available [here](#). Additional to the Glory Points received, the Units and Camp could be improved as a reward for performing the Deed, or, on the opposite, could receive a penalty that will degrade them for the next Battle duration.



Players gain Coins and spend them in an endless cycle, as Campaign Mode Crusade goes Battle after Battle until the designated **Glory Points** limit will be reached by one of the Players. These Glory Points are earned by completing the various quests, or the Deeds. Units and Camp could be improved as a reward for performing the Deed, or, on the opposite, could receive a penalty that will degrade them for the next Battle duration.

All Deck of Deeds have a Unit-oriented structure, each being dedicated to a specific Unit class and offering it various upgrades as a reward. Each card features a specific quest, or **Deed**, with its goals, glory points cost, a reward for completion, and a penalty for failure.

Quest Overall Rules

- ♦ The Quest should be finished before the Battle ends (the last coin in the game is secured). If the Quest is not completed before this moment, it counts as failed, and the penalty awaits;
- ♦ If the Quest is finished, the Player can take an additional one if (s)he is ready to risk, but it is up to his/her will;
- ♦ The rewards and penalties always affect the next Battle;
- ♦ Anytime during the game but on his/her turn, the Player can drop the Quest for 1 coin price and pick another one.

Glory Points

There are three classes of Deeds:

- ♦ **Epic Deed** grants three Glory Points and an ultimate upgrade but suggests an outstanding challenge and severe penalty
- ♦ **Mediocre Deed** gives two Glory Points with a decent bonus as a reward for dealing with moderate problems and mild penalties
- ♦ **Feeble Deed** offers a puny reward of a single Glory Point with a ridiculous bonus upgrade and a silly, humiliating punishment.



Rewards



Upon successfully completing a Deed, a Player not only earns its Glory Points cost but also receives an upgrade for his Units of a particular class. Upgrades may improve these Units' attack, defense, movements, and plundering and carrying capacities. Rewards are cumulative and remain active until the end of Crusade.

Scourges



Scourges are the opposite of Rewards. If Player didn't succeed in completing the quest by the end of Battle, he receives a penalty for the next Battle. After that Battle, they can choose to discard this Deed Card or to try to complete it again.

The Card Anatomy

As we said before, each card will feature a specific quest, or as we call it, the Deed. The Deed Card contains:

- ♦ The task/quest itself (Read it carefully!);
- ♦ The number of Glory Points (from 1 to 3) a Player can get for completing the Deed is the main Reward. Glory Points are distributed according to the colour/class of the Deed;
- ♦ An upgrade to the Army Unit of a specific kind as a bonus Reward;
- ♦ A scourge that awaits the Player who failed to complete the Deed.



How to Play

The Deck of Deeds DLC is meant to be played in the Campaign mode. Both Duel and Campaign Modes share the same core mechanics, which means Players will be competing in Battles ending with the last Coin secured. The objective is to reach the **Glorious Points** goal first. This means you play Battle after Battle until the goal is reached by one of the Players.

For instance, let's start with **5 Glory Points** as a goal with the First P&P Deck.

In this case, the game starts as follows:

- 1 • Set the game as usual, but with a Jerusalem city setup;
- 2 • Set the Saracen units;
- 3 • Choose which *Amenities* will be Played, but remember to always have a Latrine in the game;
- 4 • Put the printed cards into a bag, hat or box and let each Player draw one;
- 5 • You can decide to play with showing Deeds to each other, or hide them till the end of the Battle;
- 6 • You can later change the Deed you got randomly by spending 3 coins and take another random card from the deck.

If a Player completes the Deed until the end of the Battle, (s)he gets the Rewards. Battles are ending just like Duel games when all the Coins in the game are secured.

Use the Card Back

The back of the DoD cards is very useful. You can use a coin (or any favourite small item) to count the numbers of anything you need to complete the Deed.



Example: Clean Latrine 10 times by spending Moves and/or Coins.

Each time you do it, you count it on the card's back.

HOME RULES

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and small brown spots, characteristic of old paper. The page is ruled with horizontal lines, which are evenly spaced and run across the width of the page. The ruling lines are a light brown or tan color, matching the overall tone of the paper. The page is oriented vertically, and the binding edge is visible on the left side.

