

# Reformanda



Ceryx Rumifico



Peritus Cantor

2 Player Game  
Walkthrough



# Reformanda Game Walk Through



This is a 2 Player Game Walk Through.

First, divide the Heresy Deck into 5 piles, sorting by color. Each pile contains 11 Quote Cards and 1 Heresy Weapon Card.

Then divide the Dogma Deck into 5 piles sorting by color. Each pile contains 11 Quote Cards, 1 Dogma Weapon Card and 1 Loot Card.

Place the 3 Reformanda Cards to the side.





The number of Heresy Categories used depends on the number of Players in your game.

Choose whichever Categories you want to play with for your game.

## 4, 5, and 6 Player Game

### 3 Player Game

### 2 Player Game





Since this is a 2 Player Game example we will choose 3 Categories and play with the Purpose Driven Life, New Apostolic Reformation, and the Pelagian Heresies.

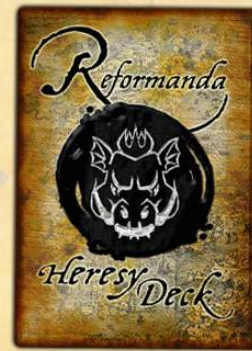
This means the Health and Wealth Heresy and the Liberal/Emergent Heresy Categories are discarded.

Use the Heresies that correspond with the Heresy Categories that were picked for game play.



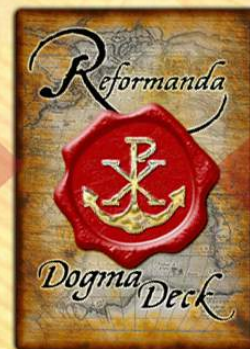
Next, gather all the Heresy Cards together and make one pile; shuffle.

## Heresy Cards



Gather all the Dogma Cards together and make one pile. Add the 3 Reformanda Cards in; shuffle.

## Dogma Cards







## Game Setup

Lay out the Church Cards to create a world map like the one above.

(a) Pick the 2 Player Game Reformanda Rounds Card and place the Aletheia Token on Round 1. This indicates how many Heresy Cards will be flipped over each Round.

Players choose a Pirate Card and place it in front of them Pirate side up. In this example we'll be using Pirates Ceryx Rumifico and Peritus Cantor.



(b) Ceryx will place his Pirate Token on Church 1, and Peritus will place her Pirate Token on Church 5. These are their Home Churches. Pirates cannot attend the same Church at the beginning of the game.

Ceryx is the older Pirate, which means he will be given the Captain Token first.







Ceryx and Peritus are both dealt 4 Dogma Cards. They can look at their cards and each other's because they're both on the same team.

Once the game is set up Round 1 begins. Each Round consists of 3 Phases:  
 Heresy,  
 Dogma  
 and Reckoning Phase.

## Heresy Phase:

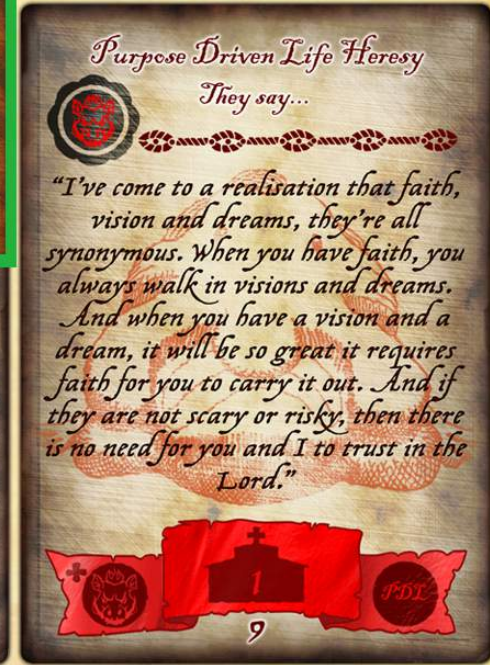
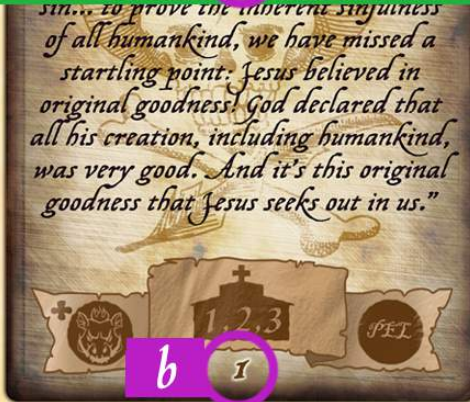
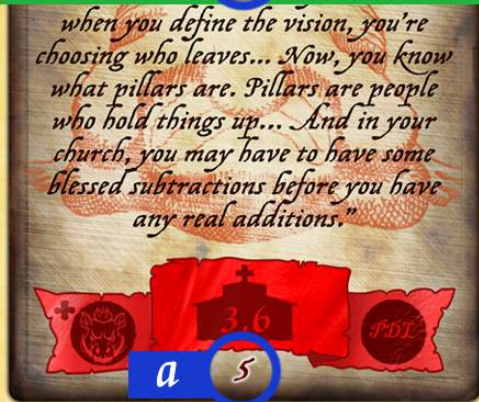
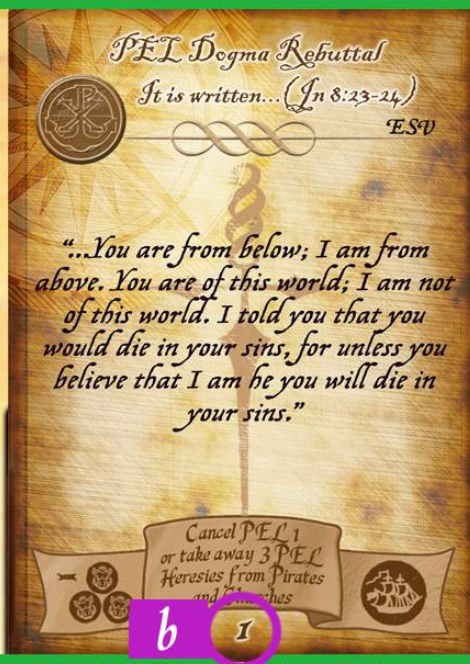
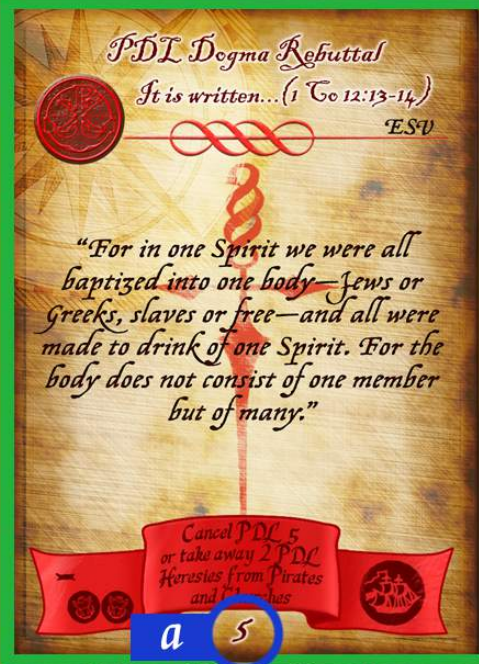
The Heresy Phase begins with the Captain flipping over Heresy Cards.

Look at the Reformanda Rounds Cards to determine how many Heresy Cards are flipped over each Round. In Round 1 it's 3 Heresy Cards.





These are the Dogma Cards Ceryx has that can cancel out two of the three Heresy Cards that were flipped over.



After 3 Heresy Cards have been flipped over both Ceryx and Peritus must look for Dogma Cards in their hands that could possibly cancel out the turned over Heresy Cards.

To do this Pirates must make sure the color and numbers at the bottom of their Dogma Cards match the color and numbers of the Heresy Cards above.

(a) In this example, Ceryx can cancel out the Purpose Driven Life 5 Heresy Quote Card with the Purpose Driven Life 5 Dogma Quote Card in his hand.

(b) He can also cancel out the Pelagian Heresy 1 Quote Card with the Pelagian 1 Dogma Quote Card in his hand.

Ceryx reads aloud all 4 Quote Cards and then places them in their Discard Piles.





*Purpose Driven Life Heresy*  
They say...

"I've come to a realisation that faith, vision and dreams, they're all synonymous. When you have faith, you always walk in visions and dreams. And when you have a vision and a dream, it will be so great it requires faith for you to carry it out. And if they are not scary or risky, then there is no need for you and I to trust in the

**a**

**b**

1  
CHURCH  
(Ye Apostolic Remnant)

2  
CHURCH  
(Ye Apostolic Remnant)

3  
CHURCH  
(Ye Apostolic Remnant)

4  
CHURCH  
(Ye Apostolic Remnant)

5  
CHURCH  
(Ye Apostolic Remnant)

6  
CHURCH  
(Ye Apostolic Remnant)

There is now one Heresy Card left, which is the Purpose Driven Life Heresy Quote Card 9.

(a) The Church icon on the bottom banner has a 1. This indicates which Church gains a PDL Heresy.

(b) The Heresy on the lower left side of the banner indicates how many Heresies are placed onto each Church. One PDL Heresy will be placed onto Church 1.

(c) Captain Ceryx places 1 PDL Heresy onto Church 1. Since Church 1 is his Home Church he also gains one PDL Heresy.

Ceryx discards the PDL Heresy Quote Card 9 into the Heresy Discard Pile.

When Pirates cannot cancel out Heresy Cards during the beginning of the Heresy Phase then they place Heresies on all infected Churches and Pirates.

**Ability**  
Once per game, discard 1 Heresy Card of your choice during the Heresy Phase.

*NET: Dogma Rebuttal*  
It is written: (Mat 6:7-8)

"And when you pray, do not heap up empty phrases as the Gentiles do, for they think that they will be heard for their many words. Do not be like them, for your Father knows what you need before you ask him."

Cancel 2 PDL or take away 2 AR from 1 Pirate and 1 Church

*NET: Dogma Rebuttal*  
It is written: (1 Cor 13:1-3)

"...in order to undermine... those who would like to claim that in their boasted mission they work on the same terms as we do. For such men are false apostles... disguising themselves as apostles of Christ... for even Satan disguises himself as an angel of light. So it is no surprise if his servants, also, disguise themselves as servants of righteousness..."

Cancel 2 PDL or take away 2 AR from 1 Pirate and 1 Church

**Ability**  
Once per game, pick and replay 1 Dogma Card of your choice from the Discard or Trash Pile.

*NET: Dogma Rebuttal*  
It is written: (Rom 7:12)

"Pay careful attention to all the Law, although the Law and the Prophets bear witness to it—the righteousness of God through faith in Jesus Christ obtained wisdom."

Cancel 1 PDL or take away 1 AR from 1 Pirate and 1 Church

*NET: Dogma Rebuttal*  
It is written: (Rom 7:12)

"But now the righteousness of God has been manifested apart from the law, although the Law and the Prophets bear witness to it—the righteousness of God through faith in Jesus Christ for all who believe..."

Cancel 1 PDL or take away 1 AR from 1 Pirate and 1 Church





## Dogma Phase

Ceryx has 2 Dogma Cards left. He does NOT draw back up to 4 Dogma Cards until after he's taken his turn in the Dogma Phase. Because Ceryx is Captain he takes his turn first.

Since he does not have any PDL Cards to take away the PDL Heresy on Church 1 Ceryx will discard both his



cards into the Dogma Discard Pile. Pirates cannot take Heresies off themselves unless a Dogma Weapon or Loot Card allows them to.

Ceryx will draw up to 4 Dogma Cards to end his turn.

Peritus plays her PDL Dogma Quote Card 2 to get rid of the PDL Heresies on Church 1 and on Ceryx.

The Heresies on the lower left side of the Dogma Cards show how many Heresies that card removes.







Even though Peritus was able to get rid of all the PDL Heresies by playing 1 Dogma Card, Pirates must always play 2 Dogma Cards when it's their turn during the Dogma Phase.

The only exception is when a Pirate has one Dogma Card after the Heresy Phase. In that case they must play the card they have.

Peritus plays the Pelagian 4 Dogma Quote Card and places it into the Dogma Discard Pile.

Peritus then draws 2 Dogma Cards so she has 4 Dogma Cards total. Her turn ends.

After all Pirates have taken their turn during the Dogma Phase the Reckoning Phase begins.







## Reckoning Phase

In the Reckoning Phase, Churches with 3 or more Heresies are deemed heretical and become Cathedrals, and Pirates with 3 or more Heresies are deemed heretical and become Heretics.

In this 2 Player Game Example, Ceryx and Peritus were able to get rid of all Heresies before the Reckoning Phase.

When no Churches or Pirates are lost in the Reckoning Phase the Pirates will:

- a) Pass the Captain Token clockwise to the next Pirate.
- b) Move the Aletheia Token on the Reformanda Rounds Card to Round 2.

Pirates then begin again at the Heresy Phase.

