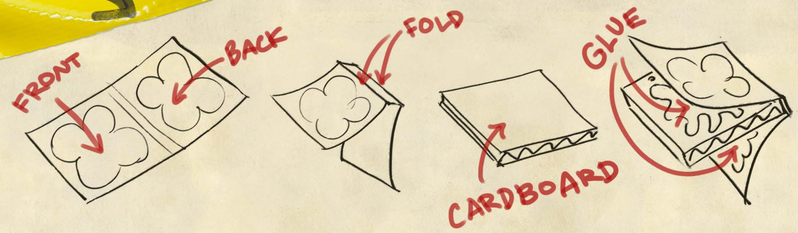
Tokens assembling guide



hiatusgames.com

Deus lo Vult

DUEL RULES

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Print & Play!

DEUS lo VULT

The Board Game

PLAGUE PAUPER PAPER PRINT

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"Deus Lo Vult" is a blatantly tasteless and covetous parody game of rampage, betrayal, and agony for **2** to **4** players. Like many other strategic games, it offers two different game modes: **Duel** and **Campaign**. You possess a Campaign-Ready box, which means it keeps all the necessary assets to play both **Duel** and **Campaign**.

We recommend you to start with the **Duel Mode** to get acquainted with the rules of engagement, various tactics, and particular unit traits. You could download a free demo campaign DLCs at ***www.hiatusgames.com*** when you feel ready.

Duel Mode employs a balanced tournament ruleset for any number of players, a game of skill and reckoning, where almost nothing left at will of chance. It allows no Divine Will events, Amenities, or Heroes tokens.

We strongly recommend you to play this mode for real money to keep it properly covetous. Set the price for a single game coin, then buy them off the game bank in equal shares (four players: 6 coins per player, three players: 8 coins per player, two players: 12 coins per player) and exchange them back upon the end of game, the same way you do with poker chips.

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Home Rules

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Game Setup

5 **Take your Army Unit Tokens**
Pick your Unit tokens, sort them and put them next to you. Take your Camp and put it at your corner of the game board.

Take four upper **City Quarter** tokens from the stack and put them face up around central Tents, yellow edge inside. Check spoils amount for each City Quarter (1,2 or 3 coins, just as shown on a yellow edge of the token) and put that amount of coins on each City Quarter.

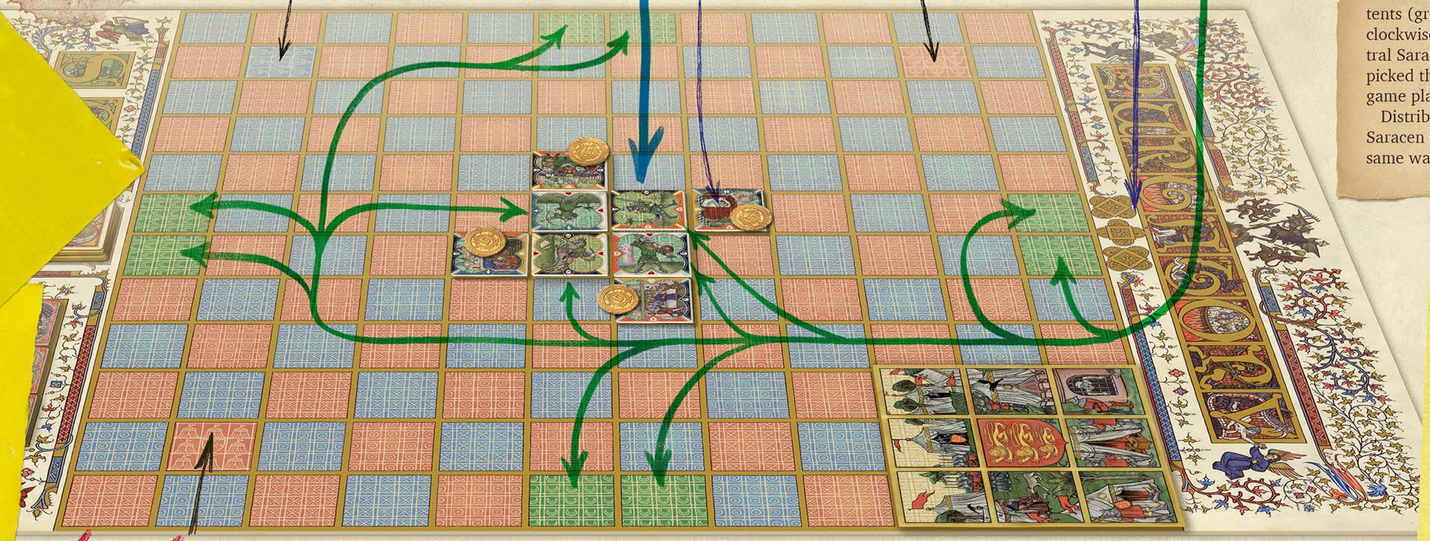
4

Stack the rest of the coins here.

3

First Player chooses one **Saracen Unit** token and puts it on one of the central Saracen tents (green cells). Then the other Players, in clockwise order, do the same until all four central Saracen tents are occupied. If nobody picked the French army, then the owner of the game places the first Saracen.

Distribute the Saracens among the rest of the Saracen tents at the game board edges, the same way you did with central ones.



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improperly oriented units

Properly oriented unit

!!!

REMEMBER: Each player's camp is aligned in a certain direction, as indicated by the images on the camp board. Your units must always be aligned in the same way as your camp. They can never be rotated to face a different direction!

Real Deal (optional): you can play Deus Lo Vult with real money bets to emphasize the woe this game brings to your life even more. To do so, Players should define the justum pretium, which is a real-money price for a single game coin. Distribute coins equally between all Players while Players put a corresponding amount of money to the game bank. When all game coins will end up secured in Players camps, exchange them back.

SETUP **1.** Determine the Army Points Limit and the Moves Limit per Player. We recommend starting with 13 points / 7 moves.
2. Put the game board on the table and sit all the Players around it.
3. Each Player must select an Army and put its Units in front of them as a Reserve Stack.
4. Each Player takes their Army's Camp Card and puts it in a game board corner.
5. Take the City Quarter tokens, shuffle them, and put them face down (Refugee side up) on their place on the game board (the spot marked with letter "Q").
6. The Player who picked the French Army chooses one Saracen Unit token and puts it on one of the central Saracen tents (green cells). Then the other Players, in clockwise order, do the same until all four central Saracen tents are occupied. If nobody picked the French army, then the owner of the game places the first Saracen.
7. Take the top four City Quarter tokens from the stack and put them face up on the central tents in the middle of the board, with their yellow edges facing inward. Check the spoils amount for each City Quarter (1,2 or 3 coins, as shown on a yellow edge of the token) and put that number of coins on each City Quarter.
8. Distribute the Saracens among the rest of the Saracen tents at the game board edges, the same way you did with central ones, starting with the first player.

6

This is it.
Now you're good to go.

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Turn Overview

Battles, Turns, & Moves

The Duel Game consists of three **"Battles."** During each Battle, the Players take turns spending their seven Moves, going around and around until the last plundered Coin is secured in somebody's camp.

At that point, the Battle is over, and the next one begins. The Crusade (and the game) is over when all three Battles are complete.

The primary measurement unit in the game is **"Moves."** No matter what asset a Player manipulates - Crusader, Saracen, Refugee, or Coin - each manipulation costs them one Move.

1. The French Army always starts the first Turn of the first Battle, then the Turn passes clockwise to the next player's army. If no one is using the French army then the first Turn belongs to the game's owner. Subsequent Battles start with the Player who got the last Coin during the previous Battle.

2. The first Player deploys their Units from their Reserve Stack to the tent squares of their Camp (each token deployment or withdrawal costs one Move). Players can have any number of Unit Tokens in play as long as their total Unit Points cost (including Units in Purgatory) does not exceed the Unit Points Limit chosen at the beginning of the game. Copper Units cost 1 Unit Point, Silver Units cost 2, and Golden ones cost 3.

3. When it is a Player's Turn, the Player performs all seven of their, and then it is the next Player's Turn.

4. On their Turn, the Player moves their Crusader Units first, then moves any Saracen units they wish. Moves are distributed between Crusaders and Saracens in this way every Turn. The Player can also skip the Crusader or Saracen movements if they wish, but they cannot move their Crusaders after they have already moved a Saracen Unit during the same Turn. City Quarters can also attack and are considered a "stationary Saracene" in this regard, which means they can attack Crusaders in range during Saracene movement.

5. These are the Rules of Thumb for any turn:

Movement rules

1. Every token action costs one Move: moving the Unit, moving a Coin, attacking other Units, healing a Unit in Camp, Unit deployment, or Unit withdrawal.

2. Units move and interact orthogonally (along the horizontal or vertical lines). No diagonal actions are allowed!

3. All Units are always aligned in the same direction as their Army's Camps. Under no circumstances they can be turned to face a different direction. Saracens, however, can be re-aligned by bringing them to the appropriate Saracen tent.

4. Units must be part of a "band" of two or more adjacent friendly Units if they wish to move around the board. Units in a band move "leap-frog-style," which means the Player takes a Unit from one side of their band and puts it down on another side of the same band, so all the units in the band are still touching. Units that are not part of a band cannot move but can attack enemy Units in their attack range. They can be "rescued" if a friendly band touches them, at which time they are part of that band and can move again.

5. Each Unit in a band can have one and no more than two adjacent fellow Units at any time. Having more than two fellow (current player units + refugee units) neigbours leads to a Stampede (see MOVEMENT section for details)

6. To heal or to withdraw a Unit, bring it to an empty tent at the edge of its Camp and spend one Move to either flip it strong side up or put it back to your Reserve Stack.

7. Units stationed in the tents around a Camp can be robbed and attacked.

8. Saracens cannot enter Crusader Camps but can attack Units in tents from adjacent squares.

9. Saracens, unlike Crusader Units, cannot pick up and carry around coins, but they can stand on top of dropped coins, blocking access to them.

10. Crusaders cannot attack rival Crusaders, but they can steal a Coin from them by performing a successful melee attack to the red edge of the rival Unit (the edge with the heart icon).

Plunder

1. There are twelve City Quarters in the full Crusade. In each Battle, the Players will plunder the four of them that are on the board.

2. A Crusader Unit can plunder by performing a successful melee a Quarter's yellow edge (the one with coins). Units cannot use their Ranged or Spiritual attack sides to plunder.

3. Each coin requires a separate plunder effort that costs one Move. A plundered coin can be passed to any other Unit, which also requires one move per Unit.

4. Plundered coins must be returned to the central square of a Player's Camp (the one with a coat-of-arms). To do so, the Player must move the coin-bearing Unit onto the square adjacent to the central one, and then move the Coin. Note: Diagonal movement is not allowed; thus, you cannot use the corner squares for this.

5. When a City Quarter is robbed of all its coins, it flips face down and becomes a Refugee Unit. Players can move this Unit along with either their Crusader or Saracen bands. When a Refugees Unit is moved into a Player's Camp, they block the tent they are placed on and cannot be moved out. The only way to get rid of them is to kill them, but doing so will instantly send the murderous Crusader Unit to Purgatory for slaughtering the unarmed non-combatant. The Refugee Units cannot be attacked by Saracens!

6. When the last coin is secured in the central squares of the Player camps, Battle ends. Take all Units from the game board and put the Camps back into the stack, discard the Refugees, and repeat the setup for the next Battle. Each Player can select a new Crusader army. Deceased Units stay in Purgatory until they are pushed out to the Reserve Stack naturally. When new Armies are chosen, add Saracens to the board to replace those locked in Purgatory, ensuring that all 12 Saracen camps are occupied before starting the new Battle. This is done as described during setup

REMEMBER: crusaders can be robbed off their coins **ONLY** via **"heart"** edge, while city quarters could be robbed via **"gold"** and **"skull"** edge, though in this last case the robbing unit will get wounded right after having the coin.

Purgatory

When a Unit is killed, place it in the first slot of the Purgatorium with its healthy side up. If another Unit is already in that slot, the other Unit is bumped to the next slot, bumping any other tokens forward as well until every Unit has a slot. If a Unit in the final (ninth) slot is bumped, it goes back to its Army's Reserve Stack.

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Unit Tokens (Anatomy)

Army: define Army Points Limit (**default is 13 points**).
At any time total points sum of any Player's Army units on board, dead and alive combined, can not exceed this number.

Each unit in an army belong to one of three price tiers: Copper, Silver, and Gold, having a Unit Cost of 1, 2, or 3 Army Points respectively.

The symbols on the edges of the tokens show the result of interaction with those edges.

Each Unit Token has Two Sides: **Strong** and **Weak**.
All units start Strong. When they are wounded or sickened, they must be flipped to their Weak side.

Every strong unit in game has **two health** points. They turn their **weak sides up when losing one health point** and go straight to **purgatory when both are lost.**

To heal the unit and make it strong again, you should bring it back to one of your Camp Tents and spend 1 move to flip it back to its Strong side. If a weak unit is wounded or sickened again, it goes to Purgatory (see the "Purgatory" section for details).

To heal a wounded unit, bring it back to tent in your camp and flip it strong side up. It costs one move, just like any other action does. Note: units in tents are still vulnerable to any attacks for burlap doesn't provide protection from something more substantial than elements.

Some units have one of two special Skills – **charge** and **Plunder.**

Charge is a unique skill, possessed generally by [redacted] Cavalry Units [redacted]. Charge allows you to break shields with a Skull edge, if the Charging unit already made moves during this turn (i.e. Charge attack must not be the first move of this unit). Charging units are depicted standing on a broken shield.

Plunder is a special skill, possessed by Pilgrims [redacted] Allowing them to carry more than 1 coin at the time. This is overburdening, so Plundering units usually have to be flipped Weak side up in order to use this ability, so please note which side of token has this drawing of golden coins:

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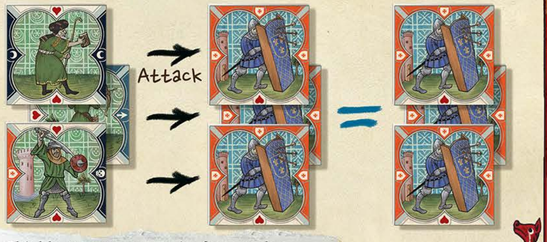
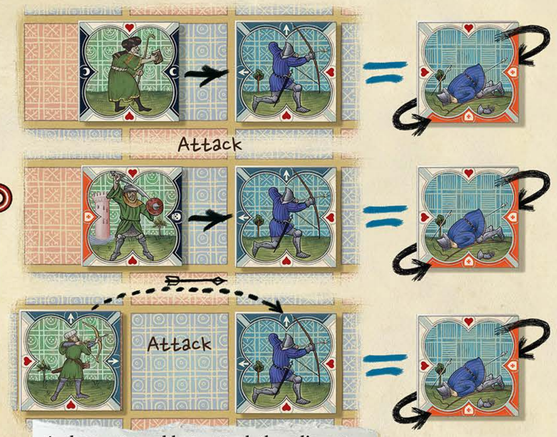
Combat

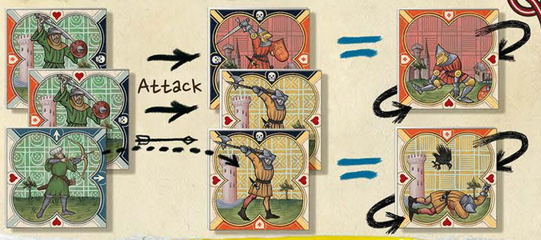
You can spend a movement point to attack enemy units with one of your tokens. Unless the attacker is using a ranged attack, the enemy being attacked must be adjacent to the attacker. The unit (or city quarter) must attack using the edge of the token that is facing the enemy, and the enemy must defend using the edge of its token that is facing the attacker

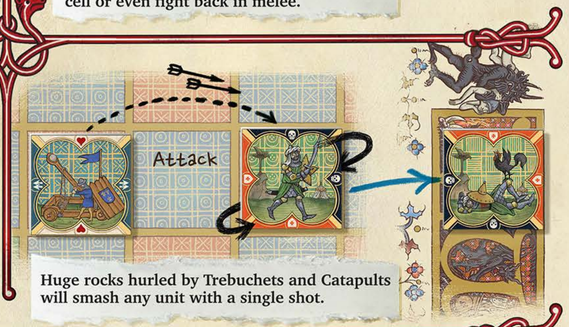


Shields protect your units from melee, [redacted] ranged attacks.

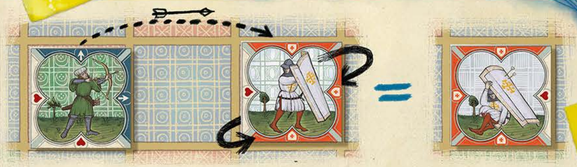


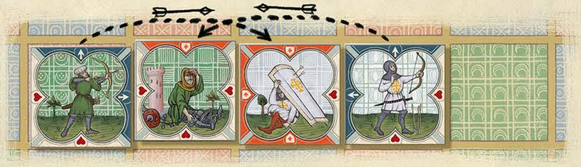
Archers are unable to attack the adjacent cell or even fight back in melee.

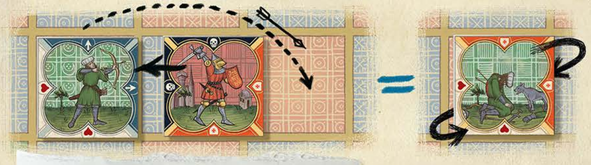




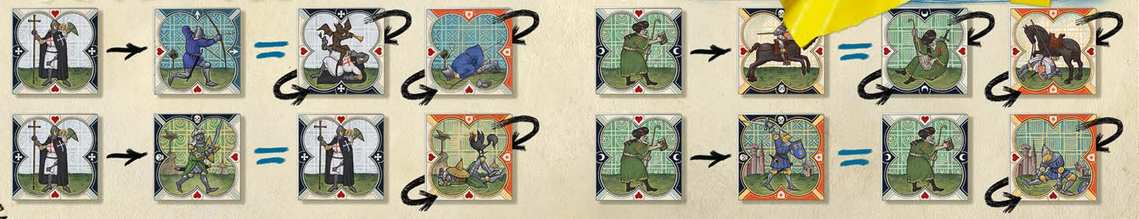
Huge rocks hurled by Trebuchets and Catapults will smash any unit with a single shot.







Archer can't stand a close quarter battle, thus being an easy prey for melee units.



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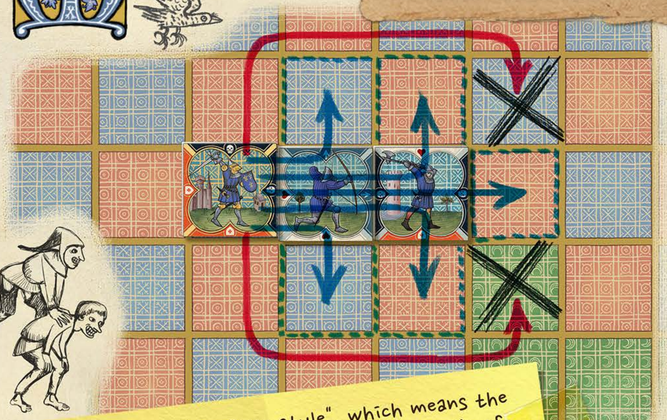
Movement

Diagonal connections (as well as diagonal moves, attacks and coin transfers) **are not allowed**!



Units move "leapfrog-style", which means the Player should take any unit from one side of his band and put it to another side.

Stampede

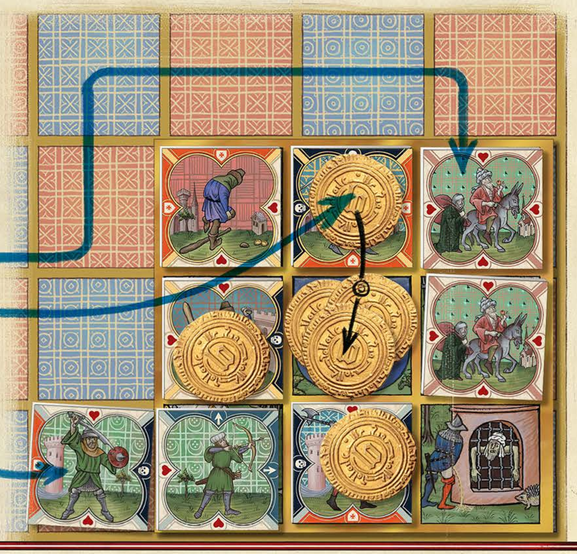
If unit has **more than two** fellow units on the adjacent cells (intentionally, or as a result of inconsiderate move or plundering), it immediately being crushed to death by the crowd and goes to the Purgatory.

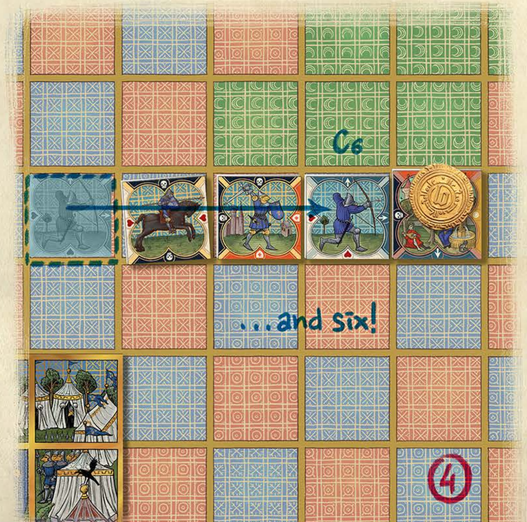
corner tents are accessible from two cells at a time, making them twice as vulnerable!

How to get to Jerusalem in six moves:

Camps

- For **Shelter Mode**, put your **camp boards** directly on the game board corners. This gives you less space for maneuvering, but you do have a ***«safe space»*** in the bottom corner of your camp. Since that space can't be reached from outside, you can hide your reserves, your wounded, your most precious Amenities, and your unloaded loot-bearers there to keep them out of trouble.
- You can use any of six tents in your Camp to heal your units.
- Block your rivals' tents with Refugees to obstruct their maneuvers!
- Diagonal moves are not allowed, so there are only four cells that you can use to unload the gold and secure it to the Camp.
- Any unit in tent could be robbed, wounded or killed.
- Units can enter rival Camp, but can't stay there when turn ends.





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City Quarter Tokens

There are **12** City Quarter tokens in the game

Harem

Court

Tavern

Workshop

Bazaar

Brothel

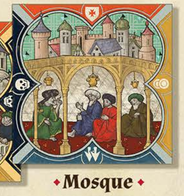
Bathhouse

Library

Residental

Gardens

Palace



Mosque

Crusaders may loot city quarters similarly to the way they engage in a battle: the side of the city quarter token that shows a coin symbol is vulnerable, and can be looted by performing the attack with melee edges of the crusader tokens (you could loot a city via a Skull edge too, but you must flip the looting unit to its weak side after taking a coin (thus rendering the unit unable to plunder more)

NOTE: city quarters are considered to be stationary Saracens during combat. (See **Combat** section for details) i.e. can attack during Saracens movement phaze.

2.

Upon becoming ransacked entirely (looted of all coins), the city quarter token is turned face-down, becoming the Refugees token as described below.

1.

3.

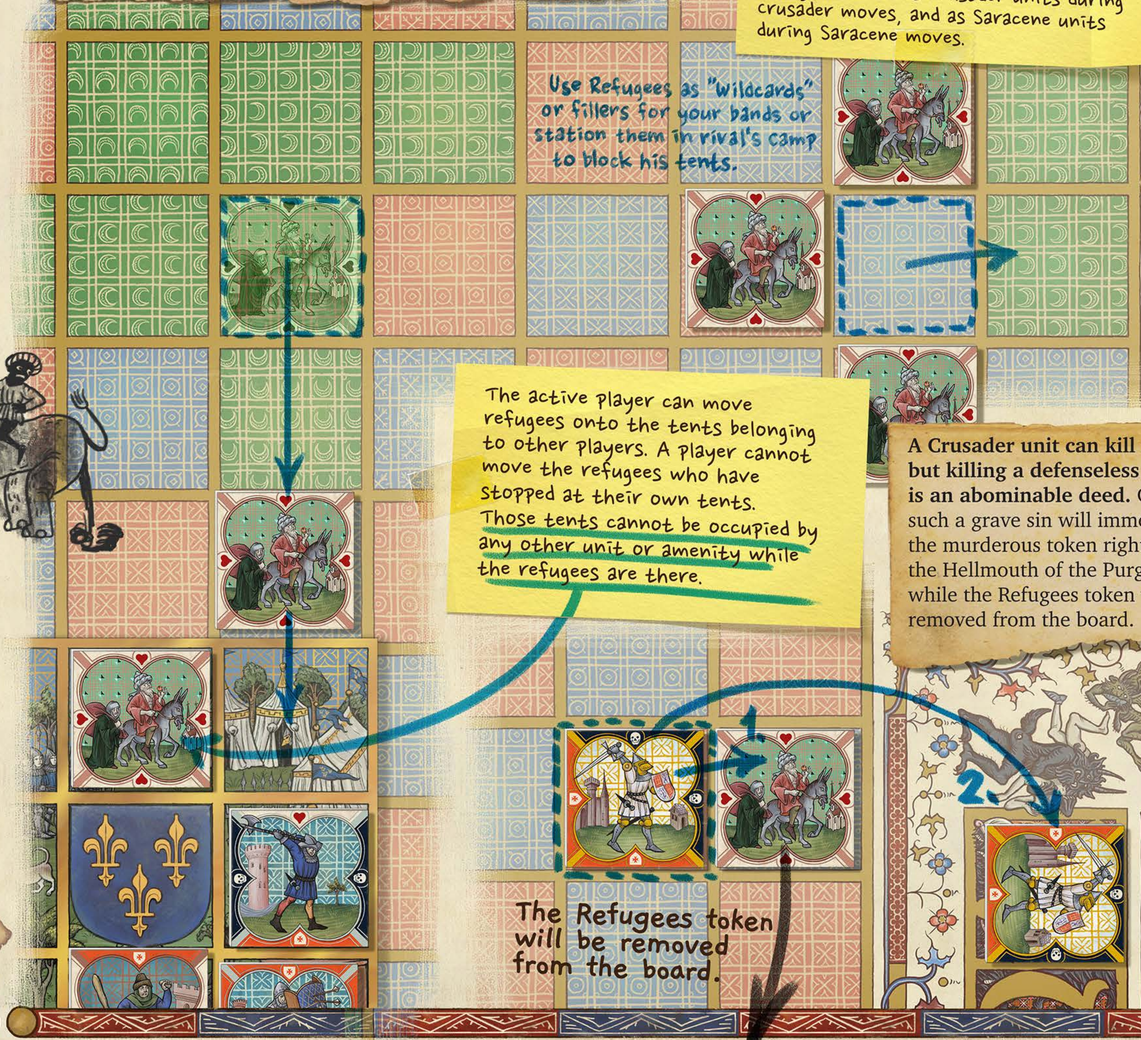
4.

Refugees
Whenever Crusaders pillage a city quarter to the ground and strip it of its coins, the city quarter token is flipped face-down, presenting the aggrieved and harbourless refugees.

You can move the refugees using regular movement rules with one exception: they can follow both crusader and Saracen bands and thus move during both turn phases.

When Resolving **Stampede** results (see **Movements** section for details), Refugees count as crusader units during crusader moves, and as Saracene units during Saracene moves.

Use Refugees as "wildcards" or fillers for your bands or station them in rival's camp to block his tents.



The active player can move refugees onto the tents belonging to other players. A player cannot move the refugees who have stopped at their own tents. Those tents cannot be occupied by any other unit or amenity while the refugees are there.

1.

The Refugees token will be removed from the board.

A Crusader unit can kill refugees, but killing a defenseless civilian is an abominable deed. Committing such a grave sin will immediately send the murderous token right into the Hellmouth of the Purgatorium, while the Refugees token will be removed from the board.

2.

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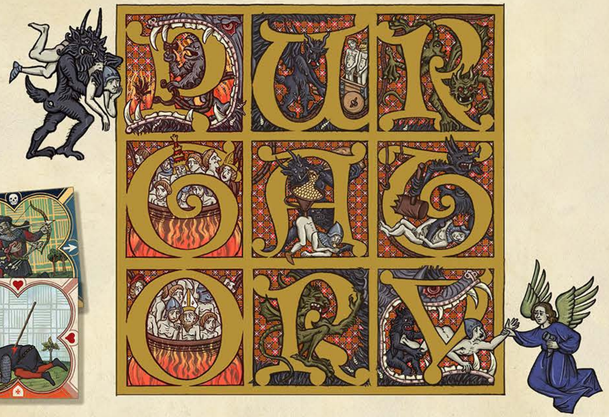
Purgatory

The Purgatorium is a separate board where units (Crusaders or Saracens) go after being removed from the playing board. This multicultural and inclusive realm accepts everyone, regardless of race and confession.



When a unit is killed place it in the first slot of the Purgatorium with its healthy side up.

If another unit is already in that slot, then that other unit is bumped to the next slot, bumping any other tokens forward as well until every unit has its own slot, one step closer to salvation.

If a unit in the final (ninth) slot is bumped, then it goes back to its army.

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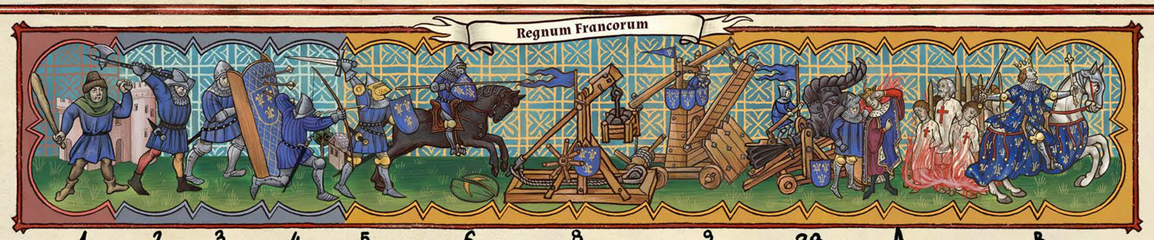


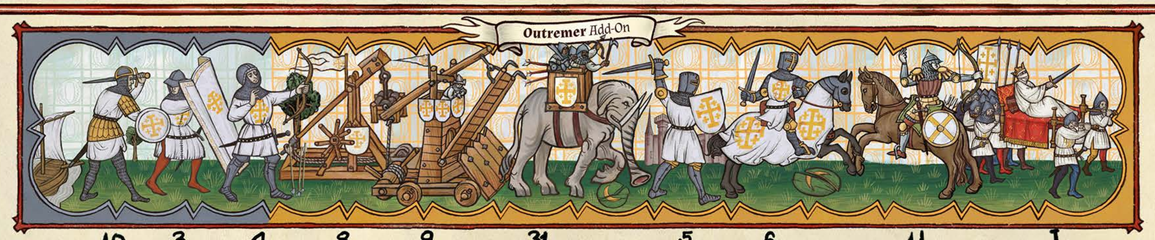
1. 2. 3. 4. 5. 6. 8. 9. 28. A. B.

1. 2. 3. 4. 5. 6. 7. 9. 28. C. D.

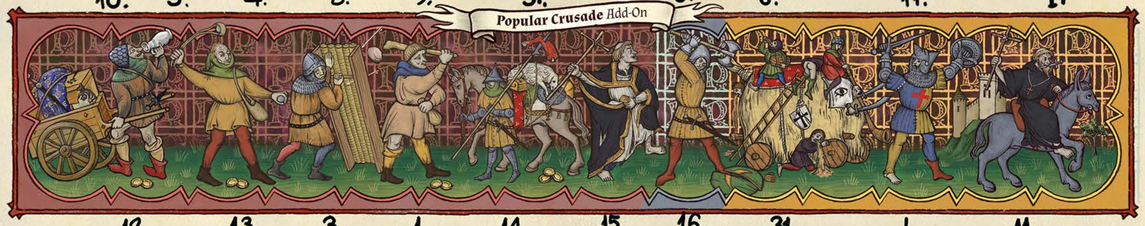
1. 2. 3. 4. 5. 6. 8. 9. 28. E. F.

1. 2. 3. 4. 5. 6. 7. 9. 28. G. H.

21. 2. 4. 30. 28. 22. 23. 31.



10. 3. 4. 8. 9. 31. 5. 6. 11. I.



12. 13. 3. 1. 14. 15. 16. 31. L. M.

17. 3. 18. 20. 19. 8. 9. 31. 5. J.

4. 25. 27. 26. 8. 31. 28. 29. 6. K.

Unit Tokens (overview)

There are 4 Crusader Armies and 1 Saracen army in the Core Game box, and 4 more armies are available with add-ons.

1. Pilgrim 2. Footman 3. Pavesier 4. Archer 5. Foot Knight
6. Mounted Knight 7. catapult 8. Trebuchet 9. Siege Tower
10. Gasmoulloi 11. Turkopoli 12. Marauder 13. Slinger
14. Raider 15. Clerics 16. Axeman 17. Crossbowman
18. Sergeant 19. Duo cavalry 20. Chaplain 21. Fedayn
22. Assassin 23. Emir 24. Horseman
25. Maghrebian cavalry 26. Maghrebian Emir
27. Imam 28. Greek Fire 29. Camel Archer
30. Light cavalry 31. Elephant
A. Philip IV the Fair B. Louis IX the Saint
C. Elanora of Acquitane D. Richard I the Lionheart
E. Leopold V the virtuous F. Frederick I Barbarossa
G. Olivier lo Tamplier H. El Cid I. Baldwin IV the Leper
J. Jacques de Molay K. Saladin L. Walter Sans Avoir
M. Peter Hermit

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