

# *Reformanda*



## *Instruction Booklet*



*In loving memory of Pirates*

*Ken Silva  
&  
Philip Powell*

*Thank you for Fighting for the Faith  
to the end*





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# Why Reformanda?

Beloved in the Lord,

The way to win Reformanda is NOT by bringing the Kingdom of God here to earth, nor is it about conquering the world for Jesus or even finding your purpose. Rather, winning this game is accomplished by working together with your fellow Players to keep your eyes on Jesus as your Lord and Savior, trusting in His Word even when the rest of the world is teeming with Heresy.

“And because lawlessness will be increased, the love of many will grow cold. But the one who endures to the end will be saved.” (Matthew 24:12-13)

This game will equip you to have a ready response for anyone who preaches or teaches a gospel or message contrary to God’s written Word.

Scripture says, “I charge you in the presence of God and of Christ Jesus, who is to judge the living and the dead, and by his appearing and his kingdom:

preach the word; be ready in season and out of season; reprove, rebuke, and exhort, with complete patience and teaching. For the time is coming when people will not endure sound teaching, but having itching ears they will accumulate for themselves teachers to suit their own passions, and will turn away from listening to the truth and wander off into myths. As for you, always be sober-minded, endure suffering, do the work of an evangelist, fulfill your ministry.” [2 Timothy 4:1-5]

As Christians, we are called to proclaim the Gospel message in love to your neighbor, even when the Gospel is “out of season.” Pray for those who persecute you and take comfort in looking forward to the promise of the New Heavens and New Earth where you will forever dwell with our Lord and Savior Jesus Christ. Our hope is not in this world, but in Christ crucified for our sins.





# Game Components



**6 Pirate/Heretic Cards**



**3 Reformanda Cards**



**5 Loot Cards**



**5 Dogma Weapon Cards**



**12 Pirate Shards**



**5 Heresy Weapon Cards**



**55 Dogma Quote Cards**



**2 Captain Tokens**



**2 Ship Tokens**



**55 Heresy Quote Cards**



**6 Round Cards/Rule Book**



**200 Heresies**



**6 Church and MDC Cards**



**2**



# Game Layout - Chart the Course



1. Pirate Cards: Laid in front of Players.
2. Dogma Cards: Held in the Player's hands.
3. All Pirate Cards have matching Pirate Shards.





# Game Setup - Rig the Ship

*There are 5 Heresy Categories:*

Purpose Driven Life (PDL),  
Health and Wealth (HAW),  
Liberal/Emergent (LIB), New  
Apostolic Reformation (NAR)  
& Pelagian (PEL).

PDL HAW LIB NAR PEL



*These shards are called Heresies*

1. Divide Heresy Deck into 5 piles,  
sorting by color. Each contains 11  
Quote Cards and 1 Heresy Weapon  
Card.



2. Divide Dogma Deck into 5 piles,  
sorting by color. Each contains 11  
Quote Cards, 1 Dogma Weapon  
card and 1 Loot Card.



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

2 Players = 3 Heresy Categories

3 Players = 4 Heresy Categories

4 Players = 5 Heresy Categories

5 Players = 5 Heresy Categories

6 Players = 5 Heresy Categories

Eg. For a 2 Player game, choose 3  
of the 5 Heresy Categories. For a  
4, 5, or 6. Player game use all 5  
Heresy Categories.

3. Gather the Dogma Deck piles for  
the chosen heresies and add to them the  
3 Reformanda Cards.





# Game Setup - All Hands on Deck

1. Lay out the 6 Church Cards to create a World Map.



2. Shuffle the chosen Heresy Deck piles together and place face down.

3. Shuffle the chosen Dogma Deck piles, including the 3 Reformanda Cards, into one deck and place face down.

4. Each Player chooses a Pirate Card of their liking and places it in front of them Pirate side up. (See Pg 10 for more info.)



5. Each Pirate chooses their Home Church by placing their matching Pirate Shard on it. At the start of the game, there can only be one Pirate per Church. (a)



6. Put the Aletheia Ship Counter on Round 1 on the appropriate Reformanda Round Card. The Aletheia Counter indicates the current Round.



7. Deal 4 cards from the Dogma Deck to each Player.

8. Place the Captain Token in front of the oldest Player who will be Captain for the first Round of the game.





# Game Play - Anchors Aweigh

Each round has 3 Phases: Heresy, Dogma and Reckoning Phases.

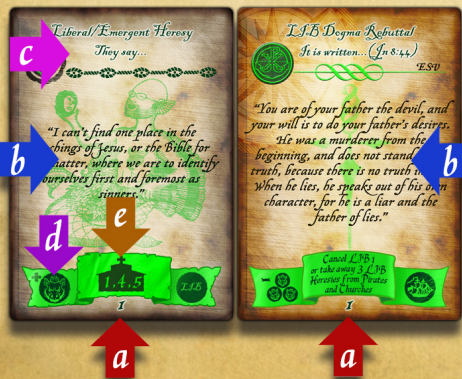
## Heresy Phase

1. The Captain flips over the number of cards from the Heresy Deck specified for the current round on the Reformanda Round card and places them face up.
2. Pirates collaborate to cancel out the Heresy Quote Cards using Dogma Quote Cards in their hands. To do this, **the color and number at the bottom of both the Heresy and Dogma Quote Cards must match.** (a)

After cancelling a Heresy Quote Card, the Player must read aloud the quotes on both cards before placing the matching Heresy and Dogma Quote Cards in their appropriate Discard Piles. (b)

3. Place the appropriate number of Heresies on the Church Cards. **For example, Liberal/Emergent Heresy Card 1 (c) places 1 LJB Heresy (d) onto Churches 1, 4, and 5.** (e)

When a Player's Home Church is infected with Heresies, the same amount of Heresies placed onto the Church are also placed onto the Player's Pirate Card. (f)



+ 1 LJB Heresy



+ 1 LJB Heresy





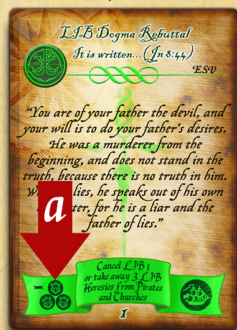
# Game Play - Engage the Enemy

## Dogma Phase

(Players have 0-4 cards left in their hands.)

1. Players take turns in a clockwise direction, starting with the Captain.
2. Players use their cards to remove Heresies from any Church and other Pirates. Only Loot, Dogma Weapon, or Reformanda Card can be used to remove Heresies from their own pirate.

Each Player uses and discards 2 cards even if they don't remove heresies.



(See Pgs 9, 12, 14 for more info.)

The Heresy Symbols on the bottom left of the Dogma Quote Card (a) show how many Heresies that card will remove. Dogma Quote Cards can remove up to 3 Heresies. For Example: Dogma LJB 1 Takes away 3 LJB Heresies.



3. Players replenish their hand to end their turn. Whenever a Deck is exhausted, shuffle and reuse the Discard Pile.

4. Each Pirate Ability may be used only once per game, and Players work together to determine when it is used. The only exception is when a Player draws Dogma Weapon Ballista Bunny. This card allows the Player to use their Pirate Ability one more time during the game. Once the Pirate Ability is used, the Pirate card is turned sideways for the remainder of the game. (b)



Dogma Weapon Boo Box can be played out of turn during the Dogma Phase, and Dogma Weapon Ballista Bunny can be played at any time during any Phase. (See pg 12 for more info.)



# Game Play - The Butcher's Bill

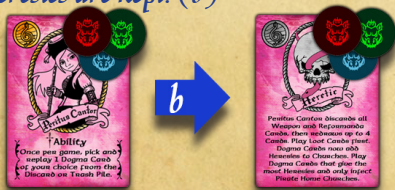
## Reckoning Phase

1. Churches with 3 or more Heresies are deemed heretical and become Cathedrals. Remove their Heresies and flip over their Church Card. (a)



A Cathedral can only be reformed if all 3 Reformanda Cards are collected from among the Players and played during the Dogma Phase.

2. Any Pirate who has either 3 or more Heresies or is on a Cathedral becomes a Heretic. (See Pg 11 for more info.) Flip over that Pirate Card. Heresies are kept. (b)



If a Heretic is on a Cathedral, he or she can be restored to a Pirate if:

a) Sea Shepherd uses his Ability to move a player's Pirate Shard to a different Church, or

b) All 3 Reformanda Cards are collected from among the Players and played during the Dogma Phase to revert all Cathedrals back to Churches.

3. Any Heretic whose is on a Church is reformed to a Pirate if:

a) They have 2 or less Heresies on their card at the end of the following Reckoning Phase, or

b) A Reformanda, Dogma Weapon, or Loot Card is played that will either remove enough Heresies, or has the Ability to reform a Heretic back to a Pirate.

4. The Captain Token is moved clockwise to the next Pirate who goes first next in the Round.

5. The Aletheia Counter on the Reformanda Round Card is moved to the next Round.

Repeat starting at the Heresy Phase (Pg 6).



The Players win if at the end of the last Round at least 1 Pirate and 1 Church are standing.







# Reformanda Cards



## The Reformanda

The three most powerful cards in the game are the Reformanda Cards. When all 3 Reformanda Cards have been drawn by Pirates, (it doesn't matter whether one Pirate has them all or each Pirate has one), the Pirates can play...

## REFORMANDA!

This means you can turn all Modern Day Cathedral's back to churches.

**NOTE:** The Reformanda does NOT remove Heresy shards. This means if your character has over three Heresies when Reformanda is played, they will remain a Heretic.



a) A small portion of Scripture. It references where the Bible talks about how faith comes through hearing the Word of God.

b) If Reformanda is played - it is not counted as a move by any of the players.

c) Single Use is when the Sacrament Card is played like a Dogma Weapon or Loot Card. It can be played at any time during the Dogma Phase.

d) The number at the Bottom shows this is the first Sacrament Card.



# Pirate Cards

Every Pirate aboard the ship has a unique Ability. Each Player picks one Pirate Card of their choice before starting the game.



Sea Shepherd: ... move 1 Pirate Shard to a different Church of your choice.



Cocula: ... serve 2 cards from the Dogma Pile to each Pirate. This includes yourself.



Peritas Cantor: ... pick and replay one Dogma Card of your choice from the Discard Pile or Trash Pile.



Clandestinus: ... use any other player's Pirate's Ability as your own.

a) The Pirate Shard associated with this Pirate.

b) All Pirates have Latin names. If you're curious to know what they mean, you can look them up.

c) All Pirates have a unique Ability that can be used once per game. This Ability may be played at any time. Once played, the Pirate Card is turned sideways.



Corvus Nidum: ... prevent Heresies from affecting 1 Church of your choice.



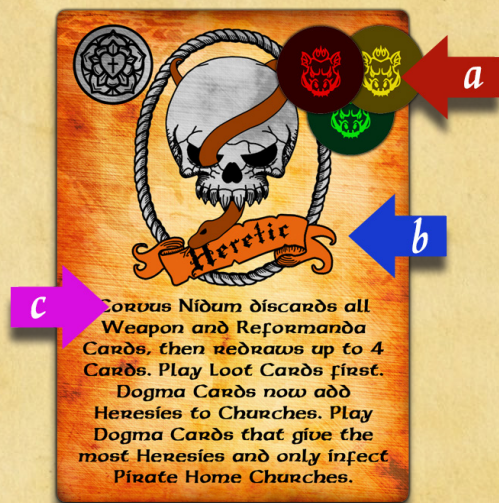
Ceryx Rumifico: ... discard 1 Heresy Card of your choice during the Heresy Phase.





# Heretic Cards

Whenever a Pirate becomes a Heretic, the Heresies remain and the Pirate Card and Pirate Shard connected to that character are both turned over.



a) Heresies on a Heretic Card can only be taken away by Pirates.

b) All Pirate Cards, when turned over, are simply named, "Heretic."

c) Once a Pirate is turned into a Heretic, they must discard all Dogma Weapon and Reformanda Cards into the Dogma Discard Pile and redraw replacement cards from the Dogma Deck..

d) The Dogma Cards in their hand now add Heresies to Churches and Pirates rather than taking them away.

For example, if they have a Dogma Card that takes away two PDL Heresies it now adds two PDL Heresies.

Heretics play the bottom option on Loot Cards and play them first if they have them.

The goal of a Heretic is to infect other Pirate Home Churches using the Dogma Cards that now give the highest number of Heresies. Heretics still play and draw 2 Dogma Cards.

Heretics do not help cancel out Heresy Cards during the Heresy Phase.



# Dogma Weapon Cards

Dogma Weapon Cards are one use items that only Pirates can play.

One use only Dogma Weapon Cards can be discarded into the Dogma Discard Pile so their Ability can be used later in the game.



a) A harmless little bunny rabbit... or so you might think.

b) This card allows a Player to use their Pirate Ability twice during the game. This means that when this card is played, the Player uses their Pirate Ability as the Ability of this card. Bunny Ballista may be played at any time during any Phase. Place it in the Trash Pile after it's been played.



**Jolly Hand Grenade:** Take all Heresies off all Pirates.



**Grappling Crook:** Draw up to 8 Dogma Cards and play 4 this Dogma Phase.



**Ballista Bunny:** Use your Pirate Card's Ability twice during the game.



**Infallible Cannon:** Pirates play the Dogma Phase twice this Round.



**Boo Box:** Skip the turns of all Heretics during this Dogma Phase. (May be played out of turn.)



# Heresy Weapon Cards

Heresy Weapon Cards are the strongest Cards in the Heresy Deck. During the Heresy Phase, if multiple Heresy Weapon Cards are turned over then all of their Abilities come into effect.



a) The Liberal Lyre is made from a snake's skull. It's music enhances mystical experiences and should be avoided at all costs.

b) The Liberal Lyre doubles the amount of Heresy Cards drawn. For example, if the Reformanda Round you are on reads x6, it means 12 Heresy Cards are drawn during that Heresy Phase.

Heresy Weapon Cards are always placed into the Heresy Discard Pile.



Vision Casting Balls: All Heresy Cards give twice the amount of Heresies this Round.



Golden Trident: The Church with the most Heresies at the end of this Dogma Phase is now an MDC. (Pick a Church to become an MDC if no churches have Heresies)



Liberal Lyre: Draw double the amount of Heresy Cards this Heresy Phase.



Deadly Download: All Pirates gain 1 extra Heresy on their Pirate Card if their Home Church is affected this round.



Me' Hearty Hook: The Captain is now a Heretic. This cannot be reversed until next Round.



# Loot Cards

Loot Cards are one use items that can either help either Pirates or Heretics.

If Loot Cards are discarded into the Dogma Discard pile without their Ability being used, then they are shuffled back into the Dogma Deck.



a

Pirate: Discard all Heresies from 1 Pirate of your choice.

b

Heretic: All Pirates cannot use their Ability next Round. Place in Trash Pile after using.

a) Pirates play the Ability at the top of the card. For example, PCL Loot allows a Player to discard all Heresies from a chosen Pirate, including themselves.

b) Heretics play the Ability at the bottom of the card.

Once the Ability on the Loot Card has been played either by a Pirate or a Heretic, it is removed from the game and placed into the Trash Pile.



Corundum Compass: Discard all Heresies from 1 Church of your choice - OR - Pick a Pirate; They cannot use their Ability next Round.



Citrine Seed: Discard all Heresies of 1 color from all Pirates - OR - Pick a Pirate; they cannot play this Round.



Emergent Emerald: Discard 3 Heresies of 1 color from Pirates or Churches - OR - Skip the turns of all Pirates this Dogma Phase.



Apostolic Aquamarine: Discard all Heresies of 1 color from all Churches - OR - All Pirates only play 1 Dogma Card this Dogma Phase.



Black Heart Pearl: Discard all Heresies from 1 Pirate of your choice - OR - All Pirates cannot use their Ability next Round. (So you don't forget, keep card in play until next round.)



# Gaming Modes

## Landlubber

Tired of getting yer booty kicked? Here's what to do for an Easy Game Play:

Dogma Weapon and Loot Cards are not played as one use items. Once used, place into the Dogma Discard Pile.

Heretics don't have to only target Pirate Home Churches.

If you still lose in this mode then rethink yer stragedy with yer fellow Pirates.

## Buccaneer

So you'd like a challenge, eh? Here's what to do for Standard Game Play:

Dogma Weapon and Loot Cards are played as one use items. Once used, place into the Trash Pile so they are not reshuffled back into the Dogma Deck.

This is the way the game was intended to be played. Sometimes you will win, and sometimes you'll lose.

And if you do lose... it simply means God came back and established the New Heavens and the New Earth.

God wins!

## Swashbuckler

Mastered Reformanda? Here's what to do for a Difficult Game Play:

Reformanda Cards are now one use items. Once used, place into the Trash Pile so they are not reshuffled back into the Dogma Deck.

And/or

Draw 1 extra Heresy Card every Round.

This makes for an intense voyage during the Heresy Hurricane Season.





# FAQ Section

*Q. When a Pirate becomes a heretic, do they play there heresies during the Dogma round or before? I.e., Heresy Weapon Card "Me Hearty Hook" turned the Captain into a Heretic. Next round, she was last to play Heresies in the Dogma Phase and sunk 3 churches. Should she have played heresies earlier so we could correct with dogma?*

*A. Heretics play Dogma Cards during the Dogma Phase. They play 2 cards as they would as a Pirate, except now their Dogma Cards add Heresies to Churches and other Pirates rather than taking them away. Since she was a Heretic that Round and took her turn last those Churches were lost.*

*The Me Hearty Hook turns the Captain into a Heretic for 1 Round. That Heretic can be turned back into a Pirate the next Round so long as:*

- 1. They have 2 or less Heresies on their Pirate Card.*
- 2. Their Home Church is not a Cathedral.*

*Q. A Heretic on a Church can be reformed. Can a Hertetic with 2 or less Heresies on a Cathedral be reformed to a pirate?*

*A. No. They can't be unless:*

- 1. their Pirate Shard is moved to a different Church (Sea Shepherd's ability) or*
- 2. if their Cathedral is reformed to a Church (When all 3 Reformanda Cards are collected from among the Pirates and played).*

*Playing the Reformanda cards does NOT count as one of the two cards that are played in the Dogma Phase by Pirates. Also, the 3 Reformanda Cards reform ALL Cathedrals back to Churches.*

*Q. How does Scallywag Mode Work?*

*A. Roll a die/dice each Round for the amount of Heresy Cards slipped over. All other rules are the same.*



*Q. When Churches turn into Modern Day Cathedrals their Heresies are taken off. Are any Heresies placed onto the Cathedrals during the Heresy Phase?*

*A. No. Cathedrals do not have Heresies placed onto them. Only Churches can have Heresies placed onto them. If Heresy Cards are slipped over that only infect a Cathedral then that card can be discarded into the Discard Pile.*

*If Heresy Cards are slipped over that infect Cathedrals and Churches than only infect the Church Cards.*

*Q. What do you do if multiple Heresy Weapon Cards are slipped over during the Heresy Phase?*

*A. All Heresy Weapon Cards are resolved at the same time, meaning they all come into play if 2 or more are slipped over in the same Heresy Phase.*

*Q. Are Heresy Weapon Cards ever placed into the Trash Pile?*

*A. No. Heresy Weapon Cards are placed into the Heresy Discard Pile. The Discard Piles are shuffled and reused once the Deck is exhausted.*

*Q. When is the best time to play Pirate Abilities?*

*A. It depends on the Pirate Ability and the scenario.*

*Example: Corvus Nidum's Ability is best played during the Heresy Phase after the Heresy Cards have been slipped over and some of them have been*

*cancelled out. Players can determine which Church will be infected with the most Heresies and figure out whether or not that Church needs to be protected from Heresies that Round.*

*Q. During the Heresy Phase, whenever a Pirate Home Church is infected with Heresies, the Church and the Pirate are both infected. Is this also true for when a Heretic is infecting Pirate Home Churches and Pirates with Heresies?*

*A. No. When a Pirate turns into a Heretic, their Dogma Cards add Heresies rather than take them away. Example: If a Heretic has a Pelagian Dogma Card that is a minus 2, then it becomes a plus 2. The Heretic can place 1 Heresy onto a Pirate Card and one onto a Pirate Home Church.*



# Credits



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*We hope you enjoy playing*

*Reformanda.*

*Please feel free to give us your  
feedback and let us know if you would like us to create an expansion pack  
sometime in the near future.*

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*God's Peace and Blessings.*





✠ *Semper Reformanda*



*Pirate Christian Media*





*“Beloved, although I was very eager to write to you about our common salvation, I found it necessary to write appealing to you to contend for the faith that was once for all delivered to the saints.”  
(Jude 1:3)*

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