

DARK DEEDS



Rules of Play

Welcome aspirants, malcontents, felons and footpads.

If you are reading this you have had the singular good sense to pledge your allegiance to our unnameable patron. Some of you may have been coerced, some of you may have been seduced and some of you may even cherish thoughts of eventual betrayal. Set aside all such hubris, you serve our patron now and your every action will be known and weighed in respect to your continuing existence.

The manifold designs of our peerless patron require your attention on the streets of the great port-city of Anthrand and thence you will go with gladness in your heart. Perform the dark deeds required of you. Some may seem illogical or even arbitrary to untutored minds such as yours, but know that each step will bring our patron closer to absolute supremacy.

Succeed in this and you may expect advancement within the tiers of an organization that will soon transcend the bounds of mortal law to rule the world. Fail and you will join our patron's enemies in oblivion.

Once again. Welcome.

The Grand Master



Dark Deeds

Welcome to Dark Deeds, a darkly humorous card game of malfeasant minions in the great port-city of Anthrand. Players take on the role of minions in the service of a mysterious and - let's face it - evil patron bent upon world domination via the city's offal-covered streets. The crafty minions must ready themselves for the Dark Deeds the patron demands by stealing, bribing and sneaking while avoiding suspicion. They must also remain ever vigilant against city guards, do-gooders and most of all, each other. Promotion beckons for the most successful minion, and for unsuccessful minions? Well...

Setup

Dark Deeds uses two card decks; the Street deck and the Tavern deck. The street is where potential victims can be found. The tavern is where players go to get rumors of loot, hear gossip and receive orders from their patron.

- ◆ Take the 2 card decks; the Street deck and the Tavern deck, and shuffle them separately.
- ◆ Place the Street mat in the middle of the table and put the Street deck in the first space on it.
- ◆ Deal out 3 face up cards into the spaces next to the Street deck, then 3 face down cards into the spaces after that:

The Street



Street deck

Face up cards

Face down cards

- ◆ Place the Tavern deck to one side of the street where it will be accessible to all the players and deal the top 2 cards face up next to it.
- ◆ Next each player draws 3 cards from the top of the Tavern deck.
- ◆ Keep the Suspicion marks (the light and dark tokens) in the bag provided for now.
- ◆ Each player rolls the d12 to determine who will go first, highest score wins and play proceeds clockwise from them. The first player also becomes the Most Suspicious Minion - give them the big shiny 'most suspicious minion' coin. Well done first player, you're winning already, or maybe not, as we'll see.

Turn Sequence

On a player's turn they **must** complete each of the following steps. The patron will brook no deviation from the plan.

- ◆ **Go to the Tavern**
 - ◆ You can either draw one of the face up cards, or draw the top card of the Tavern deck.
 - ◆ If you draw a face up card, replace it from the top of the Tavern deck.
 - ◆ If you draw from the top of the deck, discard both face up cards and replace them from the top of the Tavern deck.
- ◆ **Go to the Street**
 - ◆ You can play any number of Tavern cards from your hand. You may also choose one of the following actions:
 - ◆ Attack a Guard or Nemesis
 - ◆ Rob a citizen
 - ◆ Lay low
 - ◆ Note that you can play Tavern cards both before and after your action in this phase.
- ◆ **Move the Street cards**
 - ◆ If there is still a card in the 6th slot of the street, discard it.
 - ◆ Move all the cards as far down the street as you can.
 - ◆ Refill the empty slots nearest the Street deck by drawing cards from the top of the deck.
 - ◆ Place these new cards face up.
- ◆ **Discard cards**
 - ◆ If you have more than 6 cards in your hand, discard until you have 6.



The Street Cards

All kinds of people wander down the street. As a sharp-eyed minion, the patron expects you to choose worthwhile targets.

Citizens

Citizens are the hapless inhabitants of the great port-city of Anthrand who will soon feel the glories of your patron's foot (or comparable appendage) on their collective necks. Until that day of triumph they still have their uses to an enterprising minion; they may have useful loot as revealed by Tavern cards, and the very act of robbing them spreads fear and confusion thereby subtly helping your patron's machinations.



◆ **Level:** How hard it is to rob this citizen.

◆ **Color:** There are three colors for citizens: green for merchants, white for clerics, and blue for artisans. These tie in to the kind of loot they may be carrying.

◆ **Victory Points:** How many victory points you get for robbing this citizen.

Guards

Guards are the main obstacles in your path; annoyingly vigilant, suspicious and violent individuals hired by the city watch purportedly to maintain law and order. Defeating Guards is a sure way to earn the favor of your patron, but it can be risky without helpful Tavern cards. Simply sneaking past Guards in order to reach more desirable targets is a common tactic for minions.



◆ **Strength:** How hard it is to defeat this Guard in combat.

◆ **Perception:** How hard it is to sneak past this Guard.

◆ **Victory Points:** How many victory points you get for defeating this Guard.

Nemesis

Nemesis cards ('nemesis' is the plural in case you're wondering) are individuals that pose a particular threat to the patron's plans. Your patron wants them assassinated and will richly reward (in victory points) minions who successfully bring down a Nemesis. Nemesis are tough to beat so minions are advised to be properly equipped before making the attempt.



→ **Strength:** How hard it is to assassinate the Nemesis.

→ **Victory Points:** How many victory points you get for successfully assassinating the Nemesis.

The Tavern Cards

Minions can pick up all kinds of useful information in the tavern and even plant a few rumors of their own. The patron's contact at the tavern will also pass along instructions for the minions in the form of dark deeds to perform.

Plot Cards

Avoiding suspicion and hatching nefarious schemes are the meat and drink of minions. Plot cards enable minions to implicate each other, steal and cheat in order to get ahead in the estimation of their patron. This is expected behavior and the patron would be disappointed if it were not so.



→ **Effect:** The effect of the plot card. Some plot cards can be played when it isn't your turn. Where this is the case it will say so in the effects.

Loot Cards

Loot cards are useful items for minions in their pursuits, some loot is going to be essential to take down tougher Guards and Nemesis. Picking up a Loot card from the tavern doesn't mean you've already got it though - what you've got is a tip-off about some poor rube walking down the street that has the loot you want - go get it!



→ **Level:** How hard it is to play this loot.

→ **Color:** There are three colors of loot that correspond to the colors of citizens: green for merchants, white for clerics, and blue for artisans.

Dark Deeds

While random acts of mayhem and violence are pleasing to the patron there is a dark and many-faceted plan to complete. Dark Deeds are communiqués from the patron about specific targets to attack. Taking on a Dark Deed and completing it will earn the patron's fulsome approval, however taking on the task and failing to complete it by the end of the game will likely earn an early and spectacularly unpleasant retirement plan.



→ **Requirement:** What you have to do to accomplish the deed.

→ **Victory Points:** How many victory points you gain by succeeding, as well as how many you lose if you fail to complete the Dark Deed by the end of the game.

Actions

Minions may perform various actions during their turn as detailed in the sequence of play. Specifics of how to accomplish these are as follows:

◆ Sneaking past Guards

- ◆ Whenever you choose to rob a citizen, attack a Guard, or attack a Nemesis, you must sneak past any Guards between you and your target.
- ◆ Players always “enter” the street from the right, and move towards the left on their way to their target.
- ◆ You must sneak past each Guard you encounter on your way to your target.



- ◆ Roll a d12, adding any cunning bonuses you have. If your modified roll is equal to or greater than the Guard's perception, you successfully sneak past them.
- ◆ Repeat this process for any other Guards you must sneak past.
- ◆ If you fail, you don't make it to your target, but you do manage to sneak away and lay low for the turn (see below).



◆ Attacking Guards and Nemeses

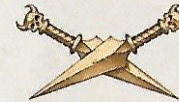
- ◆ Roll a d12, adding any strength bonuses you have.
- ◆ If your modified roll is equal to or greater than the card's strength, you kill it.
 - ◆ Add it to your score pile face down.
 - ◆ Gain Suspicion marks equal to the card's Victory Point value.
- ◆ If you fail to attack a Guard, you must try to sneak away from it.
 - ◆ Roll a d12, adding any cunning bonuses you have.
 - ◆ If you score equal to or greater than the Guard's perception, you sneak away and lay low.
 - ◆ If you fail, the Guard begins chasing you (see below).
- ◆ If you fail to attack a Nemesis, you manage to sneak away and lay low.

◆ Robbing Citizens

- ◆ Roll a d12, adding any cunning bonuses you have.
- ◆ If the modified roll is equal to or greater than the citizen's level, you succeed.
 - ◆ Place the citizen face down into your score pile.
 - ◆ Gain Suspicion marks equal to the citizen's Victory Point value.
- ◆ Play a Loot card.
 - ◆ If you succeed in robbing the citizen, you may play a single Loot card if you rolled high enough;
 - ◆ The Loot card must be the same color as the citizen you robbed.
 - ◆ Subtract the citizen's level from your roll. The remainder is the level of loot you may play (or lower).
Example: I'm robbing a level 3 merchant. I don't have any cunning bonuses. I roll a d12, scoring 8. I succeed in robbing the merchant, so now I check to see what level of Loot card I can play. $8-3=5$, so I can play a merchant Loot card of level 5 or less.

◆ Laying Low

- ◆ Discard a Loot card from your hand, and lose Suspicion marks equal to the level of that card.



Suspicion Marks

The more awfulness a minion gets up to, the more likely it is that the authorities will take an interest. These incremental infractions are measured by tokens called Suspicion marks; some are 'vague suspicions' worth 1 Suspicion mark each, some are 'grave suspicions' worth 3 marks each.



Players gain Suspicion when taking certain actions as detailed above. Suspicion marks can be removed, or (more hilariously) shifted to another player by playing Plot cards.

- ◆ Whenever you gain Suspicion marks you become the most suspicious minion if you end up with more marks than any other player. Take the 'most suspicious minion' coin to show this. Note that tying the highest player doesn't make you most suspicious, you must have **more** points than any other player.
- ◆ Most suspicious minion is also reevaluated if you lose Suspicion marks. If you end up with less Suspicion than another player they get the most suspicious minion coin.
 - ◆ If there is a tie the original 'most suspicious minion' decides who gets the coin.
 - ◆ Even if the other players have 0 Suspicion marks, you still choose one of them to get the coin.

Guard Activities

Sadly, unlike citizens, Guards have nothing better to do with their time than chase suspicious-looking minions.

- ◆ If a Guard card leaves the street because it has reached the 6th slot and is about to be discarded, it starts chasing the most suspicious minion.
 - ◆ Put the Guard card face up in front of that player.
- ◆ Guards that are chasing you count as being in between you and all the cards on the street.
 - ◆ To rob a citizen or attack a Guard or Nemesis on the street, you must sneak past all Guards that are chasing you.
 - ◆ If you choose to attack a Guard that is chasing you, then you don't have to sneak past any other Guards that are chasing you.

- ◆ If you ever get to 0 Suspicion marks, discard all Guard cards in front of you.
- ◆ At the end of your turn, if you have 10 or more Suspicion marks and one or more Guards chasing you, you are arrested.
 - ◆ Lose all Loot cards in front of you.
 - ◆ Lose all Suspicion marks.
 - ◆ Discard all Guards chasing you.
- ◆ If the Guard card was face down when it was discarded from the street, it chases nobody.

Nemesis Activities

Nemeses are a problem because they tend to sniff out minions and make their lives difficult. The patron will take a dim view of minions that don't deal with nemeses, they are precisely what minions are present in Anthrand to combat.

- ◆ If a Nemesis card leaves the end of the street, place it face up in front of the current player.
- ◆ It now becomes that player's Nemesis.
- ◆ Players may attack any of their own Nemeses, just like they would attack a Nemesis on the street.
- ◆ Players may not attack the nemeses of another player.
- ◆ If a player also has one or more Guards chasing them, they must sneak past all of them to attack the Nemesis.
- ◆ At the end of the game, each player loses Victory Points equal to the total Victory Points of their nemeses.

Reckoning of Dard Deeds

The patron's Dark Deeds are not to be taken lightly. Cautious minions might avoid picking up Dark Deeds altogether in fear that they might backfire spectacularly, but those types are forever destined to remain just minions.

- ◆ Whenever you satisfy the requirement for a Dark Deed in your hand, show it to all players, then add it to your score pile face down.
- ◆ You cannot score more than one Dark Deed from a single action.
- ◆ At the end of the game lose Victory Points equal to the total Victory Point value of all Dark Deeds still in your hand.

Winning the Game

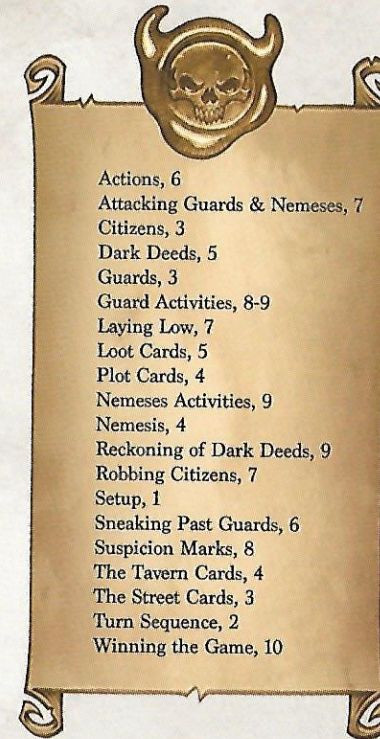
As the sun sinks below the gilded towers of Anthrand the street empties out and there is left only the reckoning of who can report success and who must report miserable failure.

- ◆ The game is played until all the Street cards have been removed from the street.
 - ◆ When the Street deck runs out of cards, continue playing. Just leave empty spaces after moving Street cards to the end of the street.
- ◆ Once all cards have left the street, each player reveals their remaining hand of Tavern cards.
 - ◆ Each player loses Victory Points equal to the total Victory Point value of all Dark Deeds remaining in their hand.
 - ◆ Each player loses Victory Points equal to the total Victory Points of their nemeses.
- ◆ Each player then adds up all the Victory Points in their score pile.
- ◆ The player with the highest score wins.

Congratulations, minion, the patron will proceed to shower the victorious player with unthinkable power and wealth before setting them to even more arduous and dangerous tasks. Lesser minions will be demoted, minions ending the game with negative Victory Points will be usefully employed as training dummies for the patron's dark and many-winged armies.



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Roll of Honor

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General

 **Mark Gibbons**
Master
Illuminator

 **Ryan Miller**
Primary
Mechanician

 **Sam Sedghi**
Fabricator
Extraordinaire



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Realtoe 'The Marvelous' - Prestidigitator & charlatan

Doktor Viktor - Anatomist & vivisectionist

Mormont Grubber - Exciseman & Arch Inquisitor of the Coin

Markus Vesinor - Prince of the house Lyrant

Ebenezzar Flush - Merchant Baron & Supreme Guildmaster

Lucinda Lascrovia - Courtesan to the house Machia

Billingham Bullshark - Bountyman & Grand Enforcer of the Free Legion

Demetrios Ozar - Sherrif to the High Court of Anthrand