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Game:	FORTUNE AND GLORY
Publisher:	Flying Frog Productions (2011)
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FORTUNE AND GLORY

THE COMPETITIVE GAME

SETUP

Shuffle all the card decks separately and place them all facedown around the board. The **common items** deck, however, is not shuffled and placed as a faceup stack.

When you draw from the **dangers deck**, draw from the bottom of the deck.

Each player randomly draws 1 **hero** to play; the remaining heroes are not used. Take your **hero character sheet** and place your matching **hero miniature** in the starting city listed on your sheet. Take any starting cards, if applicable.

Place the **zeppelin miniature** in a random location.

Draw an **artifact card** and an **Adventure card** and place them together along the top of the board. Place one of the colored skull **artifact markers** on the artifact card and its pair on the board in a space indicated by drawing a location card. Repeat these steps until there are 4 **artifacts** on the board. If a drawn location already has an artifact, re-draw the location.

THE GAME ROUND

1. INITIATIVE PHASE

Roll off to determine who takes the **first player marker**.

Any player that rolls 1 may draw a free event card.

Any cards with an **Activate** ability that were Activated in a previous round are now turned upright and ready to use once again.

2. MOVE PHASE

Each player, starting with the first player and proceeding clockwise, rolls a die and moves their hero *up* to that many spaces (you do not have to move).

Any player that rolls 1 may draw a free event card.

Each land and city space takes a single movement point to move into, and each sea space has a movement cost to enter it on the space.

If a city space is fully within another land space, you must move through the land space to get to or leave the city space.

Models in a port city may move directly to or from an adjacent sea space without having to go through any land spaces. They may move from one map edge to the other only through the Pacific Crossing spaces.

If you start your move in a city or enter a city during your move, you may interrupt your movement to take a **flight** to any other city on the board. **Flying costs 2 FORTUNE to fly to any major city or 3 FORTUNE to fly to any minor city.**

You are immediately transported to the destination city and may continue your movement from there. The actual flight itself does not cost any movement.

If a hero enters a space with an enemy henchman, their move immediately ends and they must **fight** that enemy immediately (out of the normal turn sequence).

3. ADVENTURE PHASE

Each hero, starting with the first player and going clockwise, may adventure as follows:

Land or sea space

If no artifact adventure is present, roll a die:

4, 5, or 6: Draw an event card.

1: Draw an enemies card and resolve the fight.

Artifact space

Resolve the artifact adventure (announce its title as *The Hero's name and the Artifact's name*).

The artifact adventure has a **FORTUNE value** (in the gold coin icon) and the number of **dangers** that must be overcome to recover it (in the red tribal shield icon).

Draw a danger card (*danger side up*), and make tests or fight enemies as required.

If the danger is failed, your turn immediately ends and the danger card is flipped over to its **cliffhanger side**. Any other dangers you have overcome this turn are discarded without collecting any their **GLORY**.

If the danger is overcome, place a **danger marker** by your hero and either *camp down* or *press on* to the next danger.

Camping down: Your Adventure phase immediately ends and you may discard all of the danger cards you have overcome this turn to collect their listed **GLORY** (danger markers collected are kept from turn to turn). Fully heal any wounds. Next turn, if you do not move away, you may pick up where you left off by drawing the next danger.

Pressing on: Do not collect any **GLORY** yet, but draw your next danger. You may continue to *press on* after each danger is overcome until you fail at a danger, decide to *camp down*, or recover the artifact.

Once you have collected danger markers equal to the danger value of the artifact, take the artifact/adventure card. Remove the artifact marker from the board and discard all of the danger markers you collected. Collect the **GLORY** for any dangers overcome this turn.

If you are KO'd while on an artifact adventure (or if you leave during the Move phase), discard any danger markers you collected, losing any progress you made toward recovering the artifact. When you return to the same or a different artifact adventure, start over from the beginning.

City space

Draw a city card and read it aloud (however, cards with the **secret icon** are kept secret).

If a danger is drawn, take the tests. If you fail, end your turn and go to the cliffhanger as normal. You cannot interact with the city in any other way this turn, and on the following turn's Adventure phase, you must resolve the cliffhanger instead of drawing another city card (but can then interact with the city afterward if you are not KO'd).

Once the city card is resolved, you may do any of the following in any order you wish:

Sell artifact: Discard the artifact and gain **FORTUNE** equal to its fortune value. **In a major city, you gain +1 FORTUNE.**

Buy gear and allies: Purchase any number of gear and/or allies cards for 5 **GLORY** each, as well as any common items for the cost listed on the card.

Heal wounds: Heal any number of wounds for 1 **GLORY** each.

4. END PHASE

1. The zeppelin moves

See the *Zeppelin* side of the zeppelin record sheet.

2. Villains adventure

For each villain currently at an artifact adventure, roll adventure dice equal to that villain's **SEARCH** skill. **Roll -1 dice for each hero in the space.**

For each roll of 4, 5, or 6, the villain gets a success and places a danger marker by their villain card. On any rolls of 1, the villain takes a wound (ignoring **DEFENSE**).

3. Check for victory

If you are in your starting city with at least 15 FORTUNE during this phase, you win the game.

If more than 1 hero meets this condition, the one with the most **FORTUNE** is the winner (use **GLORY** as a tiebreaker).

4. Replenish artifacts

Draw and place new artifact adventure for each artifact that was recovered during the round.

There should always be 4 artifacts on the board at the end of each round (some conditions may increase the number beyond 4).

5. Heroes recover

Any heroes **KO'd** during the round stand back upright and re-join the game.

SKILL TESTS

A **test** lists the type of skill needed, the **target number** for each die rolled to count as a success, and the total number of **successes** (the X symbols) needed to pass the test.

As long as you roll at least 1 success, you may roll your adventure dice again; you may continue to roll until you get no successes.

If you have **success markers** equal to or more than the number of successes required, the test is passed. If you do not roll enough successes, the test is failed.

Additional adventure dice may always be added after the roll by cards, abilities, or increasing your skill in some way.

Tests that require the use of 2 or more skills combined, or do not use any skills at all, always have extra text to describe how they are passed or failed.

Exerting

While making a cliffhanger test or an escape test, you may **exert**: **for each wound you take, you may roll 1 extra adventure dice.**

You may exert as many times as you like (and one at a time), but you may not **KO** yourself by exerting. The extra dice are only for the current roll.

GEAR, ALLIES & COMMON ITEMS

You may carry up to 3 **gear** and up to 3 **allies** at a time and may use any and all you are carrying.

If you ever have too many, you must immediately discard down to the limit.

Some gear and allies must be **activated** to use their abilities. Flip or rotate the card to show that it may not be activated again this turn; any other skill bonuses or non-activate abilities on the card *may* still be used.

If an ally has to make a **loyalty test**, roll dice equal to the ally's **LOYALTY** skill. If any of the dice roll the number needed, the test is passed. If not, the test is failed and the ally must be discarded (check for additional effects).

A common item counts toward the carrying limit of either gear or allies, depending on its first keyword. When a common item is discarded, return it to the stack.

DANGERS AND CLIFFHANGERS

Dangers

When a card is discarded to the dangers deck, place it in the proper orientation (*danger side always faceup or always facedown*) so they all face the same direction.

When drawing, *either* shuffle the deck before each draw and draw from the bottom or middle of the deck, shuffling discards back in; *or* keep the danger sides facedown, draw from the bottom of the deck, and discard back to the top of the deck with the danger side down.

If the word 'or' appears between 2 tests, the hero may choose which to take. If the word 'and' appears between 2 tests, the hero must pass both (choose in what order).

There may be an option on a danger to go directly to a **fight**. If you choose this option rather than a test, the danger is overcome if you defeat or can escape from the enemy. In a fight, use the **GLORY** value of the enemy itself, not the **GLORY** value of the danger card.

Any test on a danger (or cliffhanger) is considered to have all of the keywords of that danger card.

Cliffhangers

If you are currently in a cliffhanger you may not move away during the Move phase. You may still roll for movement, getting a free event card on the roll of 1.

During the Adventure phase of the next round, instead of moving on to the next danger, you must overcome the cliffhanger by passing any tests or special text listed.

If the cliffhanger is failed, you are **KO'd** (remember you may *exert* to gain extra adventure dice on a test).

If the cliffhanger is overcome, you immediately gain the **GLORY** for that card and take the danger marker for completing it. You now have the option once again to *press on* or *camp down* this turn.

Heroes on the same adventure

Two or more heroes in the same space, hunting the same artifact, are **racing** one another, and trade off drawing and encountering their dangers one at a time.

You may commit to *pressing on* and then have another hero end up recovering the artifact first. If this occurs, you must still draw and complete another danger, even though there is no artifact left to recover.

FIGHTS

A fight is split into a series of **fight rounds**, during each of which the hero and the enemy simultaneously attack.

A card that cannot be used 'during a fight round' may still be used between fight rounds.

During each fight round, a hero rolls a number of **fight dice** equal to their **COMBAT** skill, while an enemy rolls fight dice equal to their **FIGHT DICE** value.

Every fight dice roll of **4, 5, or 6 does 1 hit**.

A hero or enemy's **DEFENSE** is the number of hits that are prevented *every time* they take one or more hits. Each hit that is not prevented inflicts **1 wound marker**.

If an enemy ever has wound markers equal to or greater than their **WOUNDS** value, they are defeated. The hero immediately gets the **GLORY** listed on that enemy's card (even if the hero is also **KO'd** in the same fight round)

If a hero ever has wound markers equal to or greater than their **WOUNDS** value, they are **KO'd**.

At the end of each fight round, if neither the enemy nor the hero has been defeated/**KO'd**, begin another fight round. This continues until one or both sides are defeated/**KO'd**.

Escaping from a fight

At the start of any fight round, a hero may attempt to **escape** instead of fighting.

Roll the **escape test** (on the bottom of the enemy's card) just like any other test. If successful, the enemy is discarded (without rolling fight dice) and you may continue with your turn, though no **GLORY** is gained for the enemy.

If the test is failed, the enemy gets to roll their fight dice for the round as normal. You do *not* get to roll your fight dice as you were attempting to escape instead.

At the start of the next fight round, you may decide again whether to attempt another escape test or fight as normal.

KO'd heroes

A **KO'd** hero is placed in their starting city with their figure on its side, and does not participate in the game in any way until they recover during the next End phase.

Roll a die and discard the amount rolled in any mix of gear cards, allies cards, **GLORY**, and **FORTUNE**. Then roll a die for each artifact they are currently carrying: on a roll of 1, 2, or 3, it is discarded.

Healing

When a hero **heals** any wounds, remove those wound markers from their sheet.

If a hero **fully heals**, remove all their wound markers.

Enemy henchmen figures

Enemy henchmen figures (Nazi soldiers or Mobster thugs) are detailed on the enemy reference cards.

There may never be more than 1 enemy henchmen figure placed in the same space; if this would happen, draw a new location for the henchmen to be placed.

If a henchmen figure ever appears in your space, you must immediately fight the henchmen outside of the normal turn sequence.

If you **escape** from a fight with an enemy that has a figure on the board, the figure remains in the space and you must immediately move to an adjacent space of choice.

EVENT CARDS

There is no limit to the number of event cards a player can have in hand.

When an event card is played, it is read aloud to all players, resolved, then discarded (unless marked as *remains in play*). *Play immediately* event cards must be played as soon as they are drawn.

Unless specifically stated, cards may always be used *after* the fact to add to a hero's skill, force dice to be re-rolled, etc. If there is a dispute over who gets to play their card first, priority always goes to the players based on the current turn order.

When a card is **canceled**, its effects are immediately negated and the card is placed in its discard pile. Generally a card may be canceled at any time, but an event card may *not* be canceled after it has already caused any dice to be rolled or re-rolled.

DEEP JUNGLE

Deep jungle spaces are indicated by a red ring around their jungle icon.

When an artifact is placed in a deep jungle space, place **2 FORTUNE** coins under the skull marker. When a hero collects the artifact, they get these extra coins as well. If the artifact is a temple, the extra **FORTUNE** is added to the temple **FORTUNE** itself.

When you are in a deep jungle space during your Adventure phase, before you can go on an artifact adventure there, first take an **exploration marker** and roll a die.

On a 4, 5, or 6, you may start drawing dangers as normal. On a 1, 2, or 3, you are lost in the jungle and may not start the adventure this turn.

If you did not find the adventure, in your following Adventure phase (assuming you did not move away), take another exploration marker and this time roll 2 dice.

This process continues from turn to turn until you either find and start the Adventure or leave the space (in either case discard any exploration markers you have collected).

Once you find the adventure and start drawing dangers, you do not need to explore any more.

If you return to the space after leaving or being **KO'd**, you need to start over and explore to find the adventure again.

TEMPLES

When a **temple artifact** (artifact card with a **temple icon**) is placed on the board, place a temple figure in the same space in addition to the skull marker, and place the listed number of **FORTUNE** coins onto the temple artifact card.

Every time you overcome a danger (or cliffhanger) you may immediately take **1 FORTUNE** from the temple card.

The hero that collects the last **FORTUNE** coin from the temple also gets to take the temple figure itself. This represents the temple treasure and counts as an artifact in every way. It may be sold in a city just like a normal artifact and has a **FORTUNE** value of 3.

Where special text on an artifact adventure card refers to the '**artifact**', with temples this specifically means the final temple treasure.

The danger value of the temple, instead of representing how many dangers the hero must pass through to recover the artifact, represents how frequently you will need to roll to see if the temple falls apart around you.

When you are adventuring at a temple, instead of collecting a danger marker for each danger overcome, place them on the temple card. When there are danger markers there equal to the danger value of the temple, they are removed and replaced with an **Instability marker** and you must roll for **collapse**.

Roll a die for each instability marker on the temple. If any of the dice roll a 1, the temple immediately collapses.

Unlike a normal artifact, the danger markers from each hero present all add to the same pile on the temple.

If you fail a danger and flip to a cliffhanger while at a temple, immediately remove any danger markers currently on the temple and add another instability marker directly, rolling for collapse straight away.

When a temple collapses, discard any remaining **FORTUNE** coins on it and remove the temple figure from the board. Any hero in the space now must make an escape test using the test in the lower right corner of the temple artifact card. A hero who fails is **KO'd**.

VILLAINS

Each villain belongs to a **vile organization** as indicated by its **faction icon** (the *Nazis* or *The Mob*).

When a card calls for a villain, shuffle all of the **villain cards** not currently in play and draw one. If the villain must be from a particular faction, only shuffle in villains of that faction to draw from.

Place the villain figure in the same space as the hero. **There is a limit of 1 villain per space**. If another card would call for a second villain to be drawn and placed in the same space, use the villain already present instead.

Villain figures do not block hero movement and may occupy the same space as a hero without immediately fighting.

While a villain is at an adventure, anytime a hero there wishes to *press on* after overcoming a danger, first make a **sneak test**.

Sneak test: Choose a number between 1 and 6 and then roll a number of dice equal to the villain's SEARCH skill.

For every die that rolled the chosen number, you must complete a single fight round against the villain before continuing on to the next danger.

If none of the dice rolled the chosen number, you may continue on to the next danger.

You only need to sneak past a villain when you are *pressing on*, not if you only complete 1 danger at a time and then *camp down*.

On the danger card *Agents of Evil*, the danger's test is to sneak past a villain. Once this danger is overcome, the villain will still be at the adventure and you will need to sneak past them again if you wish to *press on*.

Fighting a villain

A fight with a villain is a **single fight round** (not a fight to the finish). Roll your fight dice at the same time as the villain rolls fight dice equal to their **COMBAT** skill. Hits are then resolved as normal and the fight is over.

If the fight occurred when you were attempting to sneak past the villain, you may fight multiple fight rounds.

You gain **1 GLORY** for each hit (not wounds) on a villain.

You may not escape from a fight with a villain. A villain with wound markers equal to or greater than their **WOUNDS** value is **KO'd** and removed from the board.

Villains adventuring

If a villain is drawn during an adventure, the villain stays on the board and joins the hunt for the artifact.

If a villain collects danger markers equal to the danger value of the artifact, place the artifact to one side of the table to show that the villains have it in their possession. Villains ignore any special text on an artifact adventure.

A villain at a temple adds a danger marker to the temple and collects a fortune from it for each success rolled, just like a hero would for overcoming a danger. If a villain is in a space with a temple when it collapses, they do not get to make an escape test, but take D6 hits and are removed from the board.

Any **FORTUNE** collected is also placed to one side of the table to show that the villains have it.

Any villain at an adventure when the artifact is collected (by a hero or the villain) is removed from the board.

Nazi villains

A Nazi villain placed on the board is always accompanied by 2 Nazi Soldier henchmen figures as bodyguards.

If there are not enough henchmen figures available, the villain will come into play with only 1 or no bodyguards.

Bodyguards do not act like normal Nazi Soldier figures (they do not block hero movement and are not fought separately from the villain). Instead, the villain they are with gains **+1 COMBAT** and **+1 wound** for each henchmen bodyguard they have with them.

Also, as long as the Nazi villain has one or more bodyguards with them, they do not suffer the -1 adventure dice for heroes in their space.

When the villain takes damage, the first wounds taken are always assigned to the henchmen bodyguards first, removing 1 bodyguard for each wound that gets past the villain's **DEFENSE**. Any remaining wounds are placed on the villain as normal.

If there is already a Nazi Soldier figure in the space when a villain is placed there, the villain will take him on, converting him over to a third henchmen bodyguard.

Any henchmen bodyguards still with the villain when they are removed from the board are returned to the figure pool.

When drawing a **Nazi enemies card**, if *Nazi Gold* is drawn followed by a card that brings out a Nazi villain, that villain will be **escorting** the gold. If a hero does more wounds to the villain (including killing off henchmen bodyguards) than the villain does to the hero, the hero gets to steal the *Nazi Gold FORTUNE*. If not, the **FORTUNE** is not collected.

WINNING

Any hero in his starting city with at least 15 FORTUNE during the End phase wins the game. If more than one hero meets this condition, the one with the most **FORTUNE** is the winner (use **GLORY** as a tiebreaker).

FORTUNE AND GLORY

THE COMPETITIVE GAME

1. INITIATIVE PHASE

Roll off for first player.

Any player that rolls 1 may draw a free event card.

Activated cards are turned upright and ready to use.

2. MOVE PHASE

Starting with the first player and going clockwise, each hero rolls a die and moves *up* to that many spaces.

Any player that rolls 1 may draw a free event card.

Fly: 2 FORTUNE to major city or 3 FORTUNE to minor city.

If a hero enters a space with an enemy henchman, their move ends and they must **fight** that enemy immediately.

3. ADVENTURE PHASE

Starting with the first player and going clockwise, each hero may **adventure**:

Land or sea space

If no artifact adventure is present, roll a die:

4, 5, or 6: Draw an event card.

1: Draw an enemies card and resolve the fight.

Artifact space

Draw a danger card and make tests or fight enemies.

If the danger is failed, your turn ends and the card is flipped over to the cliffhanger. Do not collect any GLORY.

If the danger is overcome, take a danger marker and either camp down or press on to the next danger.

Camping down: Your phase ends; collect GLORY from the danger cards overcome. Fully heal any wounds. Draw the next danger next turn if you do not move away.

Pressing on: Draw the next danger. You may continue to press on after each danger is overcome until you fail, decide to camp down, or recover the artifact.

Once you have collected danger markers equal to the danger value of the artifact, take it and collect GLORY for any dangers overcome this turn.

City space

Draw a city card. If a danger is drawn, take tests. If you fail, end your turn and go to the Cliffhanger as normal. Once the card is resolved, do any of these in any order:

Sell artifact and gain FORTUNE (major city +1 FORTUNE).

Buy gear and allies for 5 GLORY each, plus any common items for the cost listed.

Heal wounds for 1 GLORY each.

4. END PHASE

1. The zeppelin moves.

2. **Villains adventure roll:** Adventure dice equal to the SEARCH skill of each villain currently at an artifact adventure (-1 dice for each hero in the space).

For each roll of 4-6, the villain gets a danger marker. On rolls of 1, the villain takes a wound (ignoring DEFENSE).

3. **Check for victory:** If you are in your starting city with at least 15 FORTUNE during this phase, you win the game.

4. **Replenish artifacts:** Draw and place new artifact adventure for each artifact recovered during the round.

5. **Heroes recover:** Any heroes KO'd stand back upright.

SKILL TESTS

While making a cliffhanger test or an escape test, you may **exert**: for each wound you take, roll 1 extra adventure dice. You may not KO yourself by exerting.

GEAR, ALLIES & COMMON ITEMS

You may carry up to 3 gear and up to 3 allies at a time.

Ally loyalty test: Roll dice equal to their LOYALTY skill. If any of the dice roll the number needed, the test is passed. If not, the test is failed and the ally discarded.

DANGERS AND CLIFFHANGERS

Dangers: If you choose the option of fighting rather than a test, the danger is overcome if you defeat or can escape the enemy. Use the GLORY value of the enemy.

Cliffhangers: If you are in a cliffhanger you may not move away but may still roll for movement, getting a free event card on the roll of 1.

During the Adventure phase of the next round, instead of moving on to the next danger, you must overcome the cliffhanger by passing any tests or special text listed.

If the cliffhanger is failed: You are KO'd.

If the cliffhanger is overcome: You gain GLORY and take the danger marker. You may now press on or camp down.

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Draw a danger card and make tests or fight enemies.

If the danger is failed, your turn ends and the card is flipped over to the cliffhanger. Do not collect any GLORY.

If the danger is overcome, take a danger marker and either camp down or press on to the next danger.

Camping down: Your phase ends; collect GLORY from the danger cards overcome. Fully heal any wounds. Draw the next danger next turn if you do not move away.

Pressing on: Draw the next danger. You may continue to press on after each danger is overcome until you fail, decide to camp down, or recover the artifact.

Once you have collected danger markers equal to the danger value of the artifact, take it and collect GLORY for any dangers overcome this turn.

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Draw a city card. If a danger is drawn, take tests. If you fail, end your turn and go to the Cliffhanger as normal. Once the card is resolved, do any of these in any order:

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3. **Check for victory:** If you are in your starting city with at least 15 FORTUNE during this phase, you win the game.

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DANGERS AND CLIFFHANGERS

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Cliffhangers: If you are in a cliffhanger you may not move away but may still roll for movement, getting a free event card on the roll of 1.

During the Adventure phase of the next round, instead of moving on to the next danger, you must overcome the cliffhanger by passing any tests or special text listed.

If the cliffhanger is failed: You are KO'd.

If the cliffhanger is overcome: You gain GLORY and take the danger marker. You may now press on or camp down.

FIGHTS

Roll **fight dice** equal to your **COMBAT** skill. Enemies roll fight dice equal to their **FIGHT DICE** value.

Every **fight dice roll of 4, 5, or 6 does 1 hit**.

DEFENSE is the number of hits that are prevented every *time* hits are taken.

Take **GLORY** when an enemy is defeated.

Continue to fight rounds until one or both sides are defeated/KO'd.

Escaping from a fight

At the start of any fight round, a hero may roll an **escape test**. If successful, the enemy is discarded without **GLORY**. If the figure is on the board, move to an adjacent space.

If failed, the enemy rolls their fight dice as normal, and you do *not* get to roll your fight dice.

KO'd heroes

Roll a die and discard the amount rolled in any mix of gear cards, allies cards, **GLORY**, and **FORTUNE**. Roll for each artifact you are carrying and discard it on a roll of 1-3.

Enemy henchmen figures

There may never be more than 1 enemy henchmen figure placed in the same space.

DEEP JUNGLE

Place artifacts in deep jungle with 2 extra **FORTUNE** coins.

Before an artifact adventure in deep jungle, take an **exploration marker** and roll a die.

On 4-6, draw dangers as normal. On 1-3, you may not adventure this turn. In your following Adventure phase, take another exploration marker and this time roll 2 dice. This process continues each turn until you find and start the adventure or leave the space (discarding any exploration markers you have collected).

TEMPLES

Place **temple artifacts** with a temple figure on the board and the listed number of **FORTUNE** coins on their card.

Every time you overcome a danger (or cliffhanger), take 1 **FORTUNE** from the card. The hero that collects the last coin takes the temple figure. This temple treasure counts as an artifact; it may be sold (**FORTUNE** value 3).

Place danger markers for each danger overcome on the temple card. When there are markers equal to the temple's danger value, replace them with an **instability marker** and roll for **collapse**. Roll a die for each marker; on any roll of 1, the temple collapses.

If you fail a danger and flip to a cliffhanger while at a temple, remove danger markers currently on the temple and add another instability marker, rolling for collapse.

When a temple collapses, discard any **FORTUNE** coins on it and remove the temple figure. Any hero there takes an escape test, and is KO'd if they fail.

A villain adds a danger marker and collects **FORTUNE** from a temple just like a hero. If they are in the space when it collapses they take D6 hits and are removed from the board.

VILLAINS

There is a limit of 1 villain per space. Villain figures do not block hero movement and may occupy the same space as a hero without immediately fighting.

While a villain is at an adventure, a hero there wishing to *press on* after overcoming a danger must make a **sneak test**. Choose a number between 1 and 6 and roll a dice equal to the villain's **SEARCH** skill.

For every die that rolled the number, complete a single fight round against the villain before continuing to the next danger.

A fight with a villain is usually a **single fight round**. You may not escape from a fight with a villain.

You gain 1 **GLORY** for each hit (not wounds) on a villain.

Villains adventuring

A villain drawn during an adventure stays on the board and joins the hunt for the artifact. Any villain at an adventure when the artifact is collected (by a hero or the villain) is removed from the board.

Villains ignore any artifact adventure special text.

Nazi villains

A Nazi villain placed on the board is always accompanied by 2 Nazi Soldier henchmen figures as bodyguards.

Bodyguards do not block hero movement and are not fought separately. The villain gains +1 **COMBAT** and +1 **wound** for each henchmen bodyguard they have with them; and if they have any bodyguards with them, they do not suffer the -1 adventure dice for heroes in their space.

Remove 1 bodyguard for each wound that gets past a villain's **DEFENSE**.

Any henchmen bodyguards still with the villain when they are removed from the board are returned to the figure pool.

FIGHTS

Roll **fight dice** equal to your **COMBAT** skill. Enemies roll fight dice equal to their **FIGHT DICE** value.

Every **fight dice roll of 4, 5, or 6 does 1 hit**.

DEFENSE is the number of hits that are prevented every *time* hits are taken.

Take **GLORY** when an enemy is defeated.

Continue to fight rounds until one or both sides are defeated/KO'd.

Escaping from a fight

At the start of any fight round, a hero may roll an **escape test**. If successful, the enemy is discarded without **GLORY**. If the figure is on the board, move to an adjacent space.

If failed, the enemy rolls their fight dice as normal, and you do *not* get to roll your fight dice.

KO'd heroes

Roll a die and discard the amount rolled in any mix of gear cards, allies cards, **GLORY**, and **FORTUNE**. Roll for each artifact you are carrying and discard it on a roll of 1-3.

Enemy henchmen figures

There may never be more than 1 enemy henchmen figure placed in the same space.

DEEP JUNGLE

Place artifacts in deep jungle with 2 extra **FORTUNE** coins.

Before an artifact adventure in deep jungle, take an **exploration marker** and roll a die.

On 4-6, draw dangers as normal. On 1-3, you may not adventure this turn. In your following Adventure phase, take another exploration marker and this time roll 2 dice. This process continues each turn until you find and start the adventure or leave the space (discarding any exploration markers you have collected).

TEMPLES

Place **temple artifacts** with a temple figure on the board and the listed number of **FORTUNE** coins on their card.

Every time you overcome a danger (or cliffhanger), take 1 **FORTUNE** from the card. The hero that collects the last coin takes the temple figure. This temple treasure counts as an artifact; it may be sold (**FORTUNE** value 3).

Place danger markers for each danger overcome on the temple card. When there are markers equal to the temple's danger value, replace them with an **instability marker** and roll for **collapse**. Roll a die for each marker; on any roll of 1, the temple collapses.

If you fail a danger and flip to a cliffhanger while at a temple, remove danger markers currently on the temple and add another instability marker, rolling for collapse.

When a temple collapses, discard any **FORTUNE** coins on it and remove the temple figure. Any hero there takes an escape test, and is KO'd if they fail.

A villain adds a danger marker and collects **FORTUNE** from a temple just like a hero. If they are in the space when it collapses they take D6 hits and are removed from the board.

VILLAINS

There is a limit of 1 villain per space. Villain figures do not block hero movement and may occupy the same space as a hero without immediately fighting.

While a villain is at an adventure, a hero there wishing to *press on* after overcoming a danger must make a **sneak test**. Choose a number between 1 and 6 and roll a dice equal to the villain's **SEARCH** skill.

For every die that rolled the number, complete a single fight round against the villain before continuing to the next danger.

A fight with a villain is usually a **single fight round**. You may not escape from a fight with a villain.

You gain 1 **GLORY** for each hit (not wounds) on a villain.

Villains adventuring

A villain drawn during an adventure stays on the board and joins the hunt for the artifact. Any villain at an adventure when the artifact is collected (by a hero or the villain) is removed from the board.

Villains ignore any artifact adventure special text.

Nazi villains

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Bodyguards do not block hero movement and are not fought separately. The villain gains +1 **COMBAT** and +1 **wound** for each henchmen bodyguard they have with them; and if they have any bodyguards with them, they do not suffer the -1 adventure dice for heroes in their space.

Remove 1 bodyguard for each wound that gets past a villain's **DEFENSE**.

Any henchmen bodyguards still with the villain when they are removed from the board are returned to the figure pool.

FORTUNE AND GLORY

THE COOPERATIVE GAME

SETUP

After the normal setup steps have been followed:

Shuffle the **villain event deck** and place it facedown on the table. Place the **villain track** on the table with the marker set at 0.

Select or randomly choose a **vile organization** (*Nazis* or *The Mob*) and place its record sheet and the **outpost/tactics chart** near the villain track. Shuffle all of the **villain cards** part of the chosen vile organization's faction and randomly draw and place 2 or 3 (see chart below) **active villains**, one at a time, in a row from left to right, near the record sheet.

The figure of the first (on the left) active villain is deployed in the same space as the Artifact Adventure with the highest **FORTUNE** value. If there is more than one, place it at the artifact with the highest **FORTUNE** and the lowest dangers value. If still tied, the heroes choose.

The figure of the second active villain is placed on that villain's card (he is *ready*). If a third villain is being used, place their figure on their card, but lying down (*Delayed*).

Place the vile organization's **outpost** on the board as described on its record sheet.

Players	Fortune	Villains	Villain track
1	15	2	20
2	20	2	15
3	30	2	15
4	40	2	15
5	45	3	20
6	50	3	20
7	55	3	20
8	60	3	20

Cooperative victory

All heroes are working together to collect one combined group **FORTUNE** total (see chart above). All **FORTUNE** gained is placed in a shared pile.

Heroes never lose **FORTUNE** for being KO'd.

GLORY is still awarded and kept individually by each hero. **Multiple heroes working together each receive the full GLORY amount** for any enemies or dangers they overcome together.

The chart above also shows what the villains need to get on the villain track for them to defeat the heroes.

THE GAME ROUND

The *Initiative*, *Move* and *Adventure* phases are played the same as in the competitive game, only players should work together to plan their moves.

1. INITIATIVE PHASE

2. MOVE PHASE

3. ADVENTURE PHASE

Any heroes in the same space during their adventure phase may **exchange** artifacts, common items, gear, and allies cards as they see fit. You may *not* exchange event cards, city cards, or **GLORY**.

Working together on an adventure

Two or more heroes at the same artifact adventure work together, drawing a single danger and choosing which hero makes the test. If there are multiple tests, choose which hero makes *each* of the tests needed.

Any heroes present not taking the current test are allowed to **exert** to add extra adventure dice (even if it is not a cliffhanger).

A failed test is failed for *all* of the heroes and the danger is flipped to the cliffhanger. On a pass, the heroes proceed on and may *press on* or *camp down* as normal. Individual heroes may *camp down* (taking no further part in the adventure this turn) while others *press on*.

When a group of heroes recovers an artifact, they must decide which of them is going to carry it.

Multiple heroes in a fight

Multiple heroes in a fight with an enemy must trade off doing individual fight rounds (choose the order) until it is defeated or until they are all KO'd or each escape. In a fight with a villain, each hero must fight on their own.

Escape tests and sneak tests

Escape tests are made individually for each hero (both for enemies and collapsing temples). **Each hero chooses the number they want to sneak through on**, and then the dice are rolled once for everyone. For each die that rolls a hero's chosen number, that hero must fight a round against the villain.

Destroying an outpost

A hero who destroys a vile organization outpost gains an **extra bonus** in addition to removing the outpost from play. They may either take any 1 artifact the villains have collected, or take any **FORTUNE** the villains have, as well as move the villain track marker D3 steps back from its current position (it cannot go below 0).

4. VILLAIN PHASE

1. Draw villain event

Draw a **villain event** and read it aloud. On a *Vile Tactics* card, roll once on the vile organization's **tactics chart**.

If you must select a random villain in play, shuffle all the cards for the villains currently in play (on the board as well as 'back at base') and draw one, or assign a number to each of them and roll a die.

2. Outpost/villain setup

See the vile organization's tactics chart for any special **outpost** ability activated during this step.

The **zeppelin** is only used when you are using the *Nazis* vile organization (as the **war zeppelin**). See the *War Zeppelin* side of the zeppelin record sheet.

3. Villain adventure step

Active villains have 4 states:

Deployed: The villain figure is on the board at an artifact adventure and searching for that artifact.

Ready: The figure is on the villain's card and waiting to be deployed to the board.

Delayed: The figure is on its villain card, but lying down on its side to show that the villain is not ready.

KO'd: The figure is lying down on its villain card and the card itself is flipped upside down to show that they are currently out of action.

In this step **each villain takes one action** based on its current state, starting with the villain card on the left of the row and proceeding right.

Deployed: The villain may adventure and roll to further their hunt for the artifact.

Ready: Deploy the villain to the board at the artifact with the highest Fortune value and with no other villain there.

Delayed: Stand the figure upright to become *ready*.

KO'd: Flip over the villain card to become *delayed*.

Searching for artifacts

Any **FORTUNE** collected or artifact recovered by a villain is placed in a pile near the vile organization's record sheet.

Temple treasure pieces count as an artifact when collected and will move the villain track, however, the artifact/adventure cards do not remain and are discarded.

A villain at a deep jungle needs to explore to find the artifact adventure just like a hero.

Returning to base

When an active villain figure is removed from the board, the figure goes **back to base** and is placed on its villain card.

If the villain was removed because they took wound markers equal to or greater than their **WOUNDS** value, they are KO'd.

If the villain was removed because they recovered an artifact, they return to base in the *ready* state.

If the villain was removed because a hero recovered the artifact (or because they were at a temple that collapsed), they return to base in the *delayed* state, lying down.

5 END PHASE

1. Check for victory

The heroes immediately win the game when they achieve the combined group FORTUNE total they require to win the game.

There is no need for the heroes to return to any of their starting cities.

2. Replenish artifacts

Draw and place new artifact adventure for each artifact that was recovered during the round.

There should always be 4 artifacts on the board at the end of each round (some conditions may increase the number beyond 4).

5. Heroes recover

Any heroes KO'd during the round stand back upright and re-join the game.

THE VILLAIN TRACK

The heroes immediately lose the game if the villain track marker ever reaches the number required for the villains to win.

The marker moves as follows:

- **2 steps forward** whenever the villains collect an artifact.
- **1 step forward** for every full 3 **FORTUNE** coins the villains collect. This **FORTUNE** is then returned to the coin pool.
- **1 step forward** anytime a henchman figure would be placed in a space that already has one (or cannot be placed in a space because there are no more models available).
- Some other cards and abilities.

FORTUNE AND GLORY

THE COOPERATIVE GAME

The *Initiative*, *Move* and *Adventure* phases are played the same as in the competitive game, only players should work together to plan their moves.

1. INITIATIVE PHASE

2. MOVE PHASE

3. ADVENTURE PHASE

Cooperating heroes

Any heroes in the same space may **exchange** artifacts, common items, gear, and allies cards. You may *not* exchange event cards, city cards, or **GLORY**.

Two or more heroes at the same artifact adventure work together. Multiple heroes in a fight with an enemy trade off doing individual fight rounds. In a fight with a villain, each hero fights on their own.

Escape tests are made individually for each hero. Each hero chooses their number, then the dice are rolled once for everyone.

A hero who destroys a vile organization **outpost** may either take any 1 artifact the villains have, or take any **FORTUNE** the villains have, as well as move the villain track marker D3 steps back (not below 0).

4. VILLAIN PHASE

1. Draw villain event

Draw a **villain event** and read it aloud.

2. Outpost/villain setup

See the vile organization's **tactics chart** for any special **outpost** ability activated during this step.

If you are using the *Nazis* vile organization, see the *War Zeppelin* side of the zeppelin record sheet.

3. Villain adventure step

Each villain takes 1 action based on its current state, starting with the villain card on the left of the row and proceeding right.

Deployed: The villain figure is on the board at an artifact adventure and searching for that artifact. **The villain may adventure** and roll to further their hunt for the artifact.

Ready: The figure is on the villain's card and waiting to be deployed to the board. **Deploy the villain** to the board at the artifact with the highest **FORTUNE** value and with no other villain there.

Delayed: The figure is on its villain card, but lying down on its side to show that the villain is not ready. **Stand the figure upright** to become *ready*.

KO'd: The figure is lying down on its villain card and the card itself is flipped upside down to show that they are currently out of action. **Flip over the villain card** to become *delayed*.

Returning to base

An active villain figure removed from the board goes **back to base** and is placed on its villain card. If they were removed because they took wound markers equal to or greater than their **WOUNDS** value, they are **KO'd**.

If the villain was removed because they recovered an artifact, they return to base in the *ready* state.

If the villain was removed because a hero recovered the artifact (or because they were at a temple that collapsed), they return to base in the *delayed* state, lying down.

5. END PHASE

1. Check for victory: If you are in your starting city with at least **15 FORTUNE** during this phase, you win the game.

4. Replenish artifacts: Draw and place new artifact Adventure for each Artifact recovered during the round.

5. Heroes recover: Any heroes **KO'd** stand back upright.

THE VILLAIN TRACK

If the villain track marker ever reaches the number needed for the villains to win, the heroes lose.

The marker moves:

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- **1 step forward** for every full 3 **FORTUNE** coins the villains collect. This **FORTUNE** is then returned to the coin pool.
- **1 step forward** anytime a henchmen figure would be placed in a space that already has one (or cannot be placed in a space because there are no more models available).
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FORTUNE AND GLORY

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1. Check for victory: If you are in your starting city with at least **15 FORTUNE** during this phase, you win the game.

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- **1 step forward** anytime a henchmen figure would be placed in a space that already has one (or cannot be placed in a space because there are no more models available).
- Some other cards and abilities.

THE TEAM GAME

Players form evenly matched **teams** of 2, 3, or 4 players each. The game may be played with an uneven amount of players, but one player must play 2 hero characters so the number of heroes can still be evenly split.

The team game works just like a competitive game except that all of the players on a team work together toward a common **FORTUNE** total and race against the other teams. Teammates may work together to fight enemies and overcome dangers while at the same artifact adventure.

Initiative

During the Initiative phase, all the players on a team roll a single die and add them all together to determine which the **first team** (individual rolls of 1 will still give that player a free event card).

During the game round, play starts with the first team and proceeds clockwise to each team in turn.

All the heroes on a team move at the same time during the Move phase and may choose in what order to do their adventures during the Adventure phase.

Shared fortune

All of the heroes on a team have a shared **FORTUNE** total and any teammate may spend or lose **FORTUNE** from this pile. Heroes *do not* lose **FORTUNE** when KO'd. **GLORY** is still collected individually as normal and heroes working together at an adventure *each* collect the full **GLORY** for an enemy defeated or a danger overcome.

Winning

To win, a team needs to collect a **combined FORTUNE total of 10x the number of heroes on the team**.

Once a team has enough **FORTUNE** to win the game, all of the heroes on that team must be in any of their starting cities during an End phase to win. It doesn't matter if you are in your own or a teammate's starting city.

THE SOLO GAME

Decide if you are going to use a single hero or multiple heroes.

Multiple heroes

Play a cooperative game; however all of the heroes share a single hand of event cards (and any secret city cards).

Single hero

Play a cooperative game with the following changes:

There is no roll for initiative or an Initiative phase. Instead, anything that would happen during the Initiative phase happens at the start of the hero's Move phase instead. Also, the hero rolls 2 dice for movement and chooses which roll to use.

Any doubles on the movement dice let you draw a free event card (as well as triggering anything else normally triggered on the roll of 1).

The vile organization has 2 villains in play and needs to reach 20 on the villain track to win. The hero needs to collect a total of 15 **FORTUNE** to defeat the villains and win the game. They *do not* need to get back to their starting city and *do not* lose **FORTUNE** when KO'd.

For a more challenging game, let the villains win if they reach 15 on the villain track or require the hero to get 20 **FORTUNE** to win the game (or both).

OPTIONAL RULES

Any of these options may be used as long as all players agree before the game begins.

Advanced Nazi figures

For extra challenge, instead of having the Nazi Soldier figures always represent Nazi Soldiers, whenever a hero battles a Nazi Soldier figure, draw a Nazi Enemies card to see what needs to be fought.

Scaling the villain track and fortune totals

To easily adjust the length or difficulty of the game, change the amount of **FORTUNE** (say 20 or 25) needed for a hero or team to win the game. This lessens the effect of random benefits that an individual hero might get, but increases the game length.

You can also adjust the number needed on the villain track for the villains to win in the cooperative game to make it easier or harder.

Using a vile organization in the competitive game

For an exciting but fairly complex game, add a vile organization and its villains to the competitive game.

This works just like it would in the cooperative game, but use the total number of heroes playing to determine on the victory chart how many villains to use and what the villain track needs to be at for the vile organization to win.

Fixed movement

During a hero's move, they now have 2 options; either take a fixed movement of 4 spaces (sea spaces still have a movement cost as listed), or roll a die for movement and on a 1 or 2, they get a free event card.

Note that players must choose which to do before rolling the die.

While in a cliffhanger, the hero is *not* allowed to move at all and may not roll to see if they get an event on a 1 like they could in the normal movement system.

THE TEAM GAME

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Note that players must choose which to do before rolling the die.

While in a cliffhanger, the hero is *not* allowed to move at all and may not roll to see if they get an event on a 1 like they could in the normal movement system.

FORTUNE AND GLORY

EXPANSIONS

TREASURE HUNTERS EXPANSION

PERSONAL MISSIONS

At the start of the game, each player draws 2 **personal mission** cards, chooses 1 to keep, and discards the other. Personal missions are generally kept secret from the other players until completed (though you may show them to other heroes if you wish).

A personal mission is completed if at any time the hero has met the **objective** requirements. When a hero completes a mission, they get the **reward** listed, then that mission card is discarded and they may immediately draw a new personal mission card.

You may never have more than 1 personal mission at a time. If you ever do, immediately choose one to keep and discard the rest.

Any hero in a city during their Adventure phase may, once per turn, spend 2 **GLORY** to draw a new personal mission, then discard back down to only 1 personal mission.

THE DOCKS

At the start of the game, put all of the **docks markers** in an cup and shuffle them, then place 1 marker facedown (without looking) in each **port city** on the board.

Any hero in a port city with a docks marker may **investigate** the docks *after* resolving a city card as normal, but *before* any other interaction with the city.

To investigate, flip over the docks marker, check the result and return the marker to the cup.

Anytime the city deck discard pile is re-shuffled, also place a new docks marker on every port city that does not currently have one.

Shanghai'd: The hero's turn immediately ends and they are moved to the city of Shanghai.

Shakedown: The hero must immediately lose 1 **FORTUNE** or discard a gear.

Fight: The hero must immediately fight the listed enemy.

Double-cross: The hero must immediately lose 1 **FORTUNE** or discard an ally.

Draw gear/ally: The hero may draw a gear/ally card as noted on the counter.

Fortune: The hero immediately gains the listed amount of **FORTUNE**.

Discovery: The hero must immediately draw D6 event cards.

Free travel: The hero may immediately travel, for free, to any other port city on the board. They may then continue their Adventure phase in that new city.

Villain run-in: Draw a random villain. The hero must immediately complete 2 fight rounds against that villain, then the villain is removed.

Temple treasure: The hero gains a temple treasure artifact (use a temple piece). The temple treasure may be sold as an artifact for 3 **FORTUNE**.

RISE OF THE CRIMSON HAND

MAJOR CITY EPIC EVENTS

Any time a hero in a major city draws the City card Just *Another Day in the City*, after resolving the card they must roll a D6 on the **major city epic event chart** for the specific major city they are in.

This *only* applies to a hero in a major city, and the roll is made and the effects resolved *before* doing anything else in the city.

DEADLY TESTS

Deadly tests are indicated by glowing red success icons. When making a deadly test, a hero is *not* allowed to roll the dice again if they get at least 1 success. All the successes must be achieved in 1 roll.

Heroes may *not* exert normally on a deadly test, but are allowed to **double-exert** (take 2 wounds) to roll an extra die. This may be done multiple times.

REVISED TEMPLES

This is an optional revised way to handle temples and collapse to make them more fun and a bit sturdier.

These rules completely replace the *Dangers and Instability* and *Cliffhangers at a Temple* sections of the base game rulebook. All other aspects of temples remain the same.

While adventuring at a temple, anytime you go to cliffhanger from a danger, you must roll for **temple collapse**. Roll a number of dice equal to the **danger value** of the temple (the number in the red tribal shield).

For each die that rolls a 1 or 2, place a **collapse marker** on the temple. If it ever has collapse markers equal to or greater than its danger value, the temple immediately collapses and any heroes there must try to escape.

ORDER OF THE CRIMSON HAND

The **Order of the Crimson Hand** is a new vile organization that can be used in cooperative games (or in competitive games if using the optional rule on page 27 of the *Fortune and Glory* rulebook).

Dark knowledge

The Order of the Crimson Hand gain special bonuses for each type of artifact they have collected (Myth, Fate, Magik, and Death). Each of these bonuses is only granted once, regardless of how many artifacts the villains have with that icon.

Allies and the order

With the *Keep Your Friends Close...* ability, a hero in a city is allowed to buy 1 ally per turn for 2 less **GLORY** than normal, to a minimum of 1 **GLORY**. However, with The Order's *Influence* ability, any time the villains get to roll on their tactics chart, they also have the opportunity to corrupt any allies currently in play.

Angelica Hamilton

The Crimson Hand villain *Angelica Hamilton* has an ability that makes all tests made in her space count as **deadly tests**.

However, if you can defeat her in a fight or through the use of cards, any further tests in that space revert to normal tests.

This may mean that you will want her to find you when you try to sneak past, so that you can fight her. Remember that you cannot choose to fight the villain directly; you must still make the sneak test as normal for sneaking past a villain.

CRIMSON HAND ACOLYTES

Order of the Crimson Hand acolytes are similar to Nazi Soldiers or Mobster Thug figures from the base game, but instead of being placed on the board in a land space or city, they are placed directly onto an artifact adventure.

In a competitive game, this usually only happens as a result of a card like *Spread of the Crimson Hand*, and generally the player that played the card may choose which artifact to place the acolyte on.

In a cooperative Game, acolytes can also be dispatched by the **Crimson Hand Dark Sanctuary outposts** (as described on the **Order of the Crimson Hand outpost chart**).

Acolytes collecting artifacts

At the start of the End phase, every acolyte that is currently on an artifact adventure gets 1 **automatic success token** toward collecting that artifact for the villains.

Once the acolyte has collected success tokens equal to or greater than the danger value of the artifact they are on, that artifact is immediately collected by the villains and the acolyte is removed from play.

This happens at the beginning of the End phase, so any artifact collected by an acolyte will be replaced by a new artifact in the same turn.

If there are multiple acolytes on the same artifact, each acolyte adds a success token to a combined total toward collecting that artifact.

If an acolyte is on the same artifact as a villain, the acolyte adds any success tokens it generates to the villain's success total for collecting the artifact.

Fighting an acolyte

A hero does *not* automatically need to fight a Crimson Hand acolyte that is on an artifact adventure in their space, nor do acolytes block movement in any way.

Instead, whenever a hero completes the last danger and would collect an artifact that an acolyte is on, they must first fight the acolyte (either defeating it or escaping from it) before they are allowed to collect the artifact.

If there is more than 1 acolyte figure on an artifact, the hero must fight each of them to recover that artifact. Remove each acolyte figure that is defeated or escaped.

When fighting a Crimson Hand acolyte figure, use the **Order of the Crimson Hand enemy reference card**.