

Glory Rules

OBJECT

WIN THE GAME BY EARNING 20 POINTS OF GLORY
EARN GLORY THROUGH BATTLE, QUESTING, AND FATE

PLAYERS

SUITABLE FOR 2-5 PLAYERS
VISIT HOGGPUBLISHING.COM FOR 1 PLAYER SCENARIOS

PREPARATION

(USE A LEGEND, BEHIND EACH CHARACTER SHEET, FOR REFERENCE)
PLACE A QUEST CARD FACEDOWN AND UNSEEN HALF UNDER EACH TOWN
PLACE A LAIR CARD FACEDOWN AND UNSEEN HALF UNDER EACH LAIR
RETURN QUEST AND LAIR CARDS TO THE BOX
PLACE ABILITY, BATTLE, FATE, AND GOODS DECKS BESIDE THE MAP FACE DOWN
CHOOSE CHARACTER SHEETS AND THEIR TOKENS
COLLECT STARTING GOODS FROM THE GOODS DECK
GIVE EACH PLAYER 5 COINS
PUT EACH PLAYER'S TOKEN ON A BLANK SPACE BESIDE THE CASTLE
DRAW 5 GOODS AND PLACE THEM FACE UP SIDE-BY-SIDE BESIDE THE MAP

PLAY

EACH TURN, ROLL A DIE. COUNT THAT MANY SPACES AWAY FROM YOUR CURRENT LOCATION AND MOVE YOUR TOKEN THERE. YOU LAND ON THE LAST SPACE COUNTED, BUT NOT THE SPACES YOU COUNTED ALONG THE WAY. CHECK THE LEGEND FOR YOUR NEXT INSTRUCTION USING THE SYMBOL OF THE SPACE YOU NOW OCCUPY.

SPECIAL MOVEMENT RULES

MARCH- ONCE A TURN, YOU MAY EXPEND 1 HEALTH TO MOVE 1 EXTRA SPACE
PATHS- WHEN PRESENTED WITH A FORK IN YOUR PATH, CHOOSE WHICH WAY TO MOVE
ENDPOINTS- THE CASTLE, LAIRS, AND TOWNS STOP YOUR MOVEMENT

IMPROVEMENT

EVERY 5 GLORY YOU EARN, DRAW 2 ABILITY CARDS, KEEP 1, AND GAIN A COIN

Battle Rules

STEP 1

DECIDE TO ENGAGE A ROUND OF BATTLE OR WITHDRAW

IF YOU ENGAGE, PLAY STEPS 2, 3, AND 4

IF YOU WITHDRAW, SO ENDS THE BATTLE

STEP 2

ROLL A DIE AND ADD YOUR STRIKE

ANOTHER PLAYER ROLLS FOR YOUR FOE, ADDING ITS STRIKE

STEP 3

COMPARE THE TWO ROLLS

IF YOUR ROLL IS BETTER, YOUR FOE LOSES HEALTH = YOUR POWER

IF YOUR ROLL IS WORSE, YOU LOSE HEALTH = YOUR FOE'S POWER

ON A TIE, NOTHING HAPPENS

STEP 4

IF YOUR FOE FALLS TO 0 HEALTH, YOU WIN THE BATTLE

IF YOU FALL TO 0 HEALTH, YOU LOSE THE GAME

IF YOU AND YOUR FOE HAVE HEALTH LEFT, RETURN TO STEP 1