

THE COMPLETE RULEBOOK

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FOR

JASON C. HILL'S

FORTUNE AND GLORY

V0.8

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GAME OVERVIEW

It is the late 1930s and the world is in turmoil. Humanity is on the brink of war as imperialist nations in the Far East and Europe work aggressively to expand their domination. The Nazis have taken control of Germany and now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily.

Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world. It is a race of good versus evil and only a cunning and agile explorer can claim the ultimate prize of... Fortune and Glory!

THE GAME

Fortune and Glory®, The Cliffhanger Game is a fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players travel the globe in search of ancient artifacts, fending off danger and villains at every turn in a quest for the ultimate reward. So strap on your adventure boots and goggles, fire up the engines on the seaplane, and grab some extra ammo for your revolver... the Nazis already have a head start and in this race for Fortune and Glory, there's no prize for second place!

ABOUT THE COMPLETE RULEBOOK

This is version 0.8 of The Complete Rulebook and it was published on February 22nd 2014.

Fortune and Glory® is a funny and light game that suffers from a somewhat disorganized rulebook. The purpose of this document is to provide a better structure to the rules so that relevant information can be found more quickly. All rules originally designated as 'Advanced' have been incorporated into the main rules and the Vile

Organizations are always used when playing these rules. If you desire a simpler game, the original rules will have to be used. The rules have also been organized in a more logical fashion and in some cases rules are duplicated in more than one section of the rulebook so that they can be found together with other rules that they affect. Some rules have been altered slightly to provide consistency. Many rules have also been clarified to include both official Q&As and to clarify common problems noted on the forums of BoardGameGeek (<http://boardgamegeek.com>). Where there was no official answer to a rules problem or the official rules



were problematic or unbalanced, a new rule has been created and marked with a yellow background.

Version 0.8 includes the rules from the Danger Pack 1 supplement, the Sands of Cairo supplement, the Rise of the Crimson Hand expansion and the Treasure Hunters expansion.

All photos of painted models in these rules were taken by Jeanette Utell or Mattias Elfström and the models were painted by Mattias Elfström.

The original Fortune and Glory® Game was authored by Jason C. Hill and published by Flying Frog Productions. These rules were added to, edited and updated by Mattias Elfström, Nevin Ball, Richard A. Edwards, Mac McLeod, Shannon T. and Rick Wagoner based on that original work and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of this great game.

PLAYERS

Fortune and Glory®, The Cliffhanger Game can be played by 1-12 players, either Competitively or Cooperatively. Games with more than 5 players will likely have an extended game length.

Each player takes on the role of a pulp adventure Hero, hunting down ancient artifacts around the world and collecting Gear and Allies to help overcome the various Enemies, Dangers, and Villains that stand in their way. During each Game Round the Heroes roll off to determine the First Player then all get to Move (starting with the First Player), and then all get to Adventure (starting with the First Player). There are two resources in the game, *Fortune* and *Glory*. Heroes collect Glory by defeating Enemies and overcoming Dangers and then spend that Glory to Heal wounds and buy Gear and Allies. They collect Fortune by recovering Artifacts and selling them in cities. Victory in the game is measured by Fortune.

PULP ADVENTURE AND HISTORICAL CONTEXT

Fortune and Glory® is set in the Pulp Adventure genre of the late 1930s. As such it includes Enemies and Villains that are part of the Nazi party that had taken hold in Germany at the time (as well as the corresponding historical iconography). The usage of Nazis and their iconography is purely rooted in historical context and is absolutely not intended to condone or glorify them or their actions in any way. If you find this material strongly objectionable it is our recommendation that you do not use this product. Please game responsibly.

HERO PROFILES

Jenny Butler - Actress



With a fresh face and a sparkling smile, Jenny Butler has made a splash in the Hollywood movie scene as the next up-and-coming star. She often finds herself in exotic locales for movie shoots, and travels the world between films seeking out real adventures of her own! Not the damsel in distress she might appear, one of her greatest assets is being underestimated by her foes. Though seemingly carefree, Jenny is on a mission to find her brother who went missing after falling in with the Mob. She will stop at nothing to find him, or if need be... to avenge him.

Alexander Cartwright - Reclusive Novelist



Always in the wrong place at the wrong time, Alexander Cartwright hoped to stay out of trouble for a while, secluded in the foothills of South America to quietly write about his adventures. But as the growing shadow of the Nazis falls across the world, and onto his very doorstep, it has become clear that he can no longer just sit by idle. Trouble, it seems, always has a way of finding him, and he has never been the kind of man to stay in one place for too long.



Li Mei Chen - Night Club Singer



At home in the smokey, back alley night clubs of Shanghai and Hong Kong, Li Mei Chen woos the crowds with her sultry voice and seductive sway. Trained from birth in the martial arts, she is a sworn protector of her people as part of a secret order known as the *Silent Dragon*. As the world falls into turmoil, Li Mei Chen knows that the time to act is now. Dark forces spread across the globe, seeking out the mystic artifacts of the ancient world to harness their power and conquer all of mankind... they must be stopped.

Duke Dudley - British Lord



A wealthy British Lord and international playboy, Duke Dudley of the house of Dud has lead a carefree life, wanting for nothing. Coming from a long line of military men, his father was killed in the Great War against the Kaiser when the Duke was only a boy, leaving him a substantial fortune as well as a hatred for the German military. Now, as the Nazis grow in power, Duke Dudley has taken it upon himself to foil their efforts for world domination. If the Crown won't take a stand against tyranny, the Duke will!

Angel Espinoza - Grease Monkey



Growing up a young girl in Mexico City, Angel Espinoza never quite fit in with the other kids, preferring to tinker in her father's garage; taking apart and rebuilding anything she could get her hands on. When her father was killed by a group of bandits in the Yucatan, she inherited his workshop and his curiosity for the greater world abroad. With a talent for quick thinking and technical know-how, Angel loves nothing more than to create new gadgets and gizmos, and find a new adventure on which to try them out.

Shelly Hargrove - Race Car Driver



A race car driver by trade, Shelly Hargrove lives a fast life. The rush of competition and the thrill of the chase carries over into everything she does and in a man's world, she can stand toe-to-toe with the best of them. Though young and small of size, Shelly makes up for it with her spunky attitude and carefree willingness to dive head-long into danger. In her mind, if you're not moments from death, you're not truly alive.

Nigel Harrington - Big Game Hunter



A veteran of the Great War, Sir Nigel Harrington has seen it all. He now resides in Bombay, making frequent excursions for safari and hunting big game in the wilds of Africa and beyond. With a stiff upper lip and a tally ho, Harrington has a commanding presence and storied knowledge of native customs and lore. Leading expeditions to the unknown reaches of the world was his greatest joy, but in the last few years, age it seems is finally catching up with him. Perhaps though, it's time for one more adventure.



Sharon Hunter - *Daring Photographer*



Hailing from the 'big city', Sharon Hunter has set out from New York to photograph the exotic parts of the world unknown. With a spirit of adventure and an artful eye, she is tenacious in her quest to capture the 'Great American Tale' and to find her own sense of heroics. But, she may have gotten more than she bargained for as she comes to realize that there is real evil in the world and a need for real Heroes to stand against the darkness.

Grant Jackson - *Soldier of Fortune*



A rough and tumble adventurer, Grant Jackson has spent the last eight years as a mercenary, working in the most inhospitable deserts and jungles on Earth. He has helped liberate war torn cities in the sands of the Sahara and tracked down exotic creatures terrorizing the local villages in the Outback. Trained in the US Army and the school of hard-knocks, he has finally come to the realization that sometimes it's better to do the right thing than to make a buck. Of course, that doesn't stop him from trying to do both.

Jacques Moreau - *Tomb Robber*



A thief and a scoundrel, Jacques has lived his life with a singular focus on collecting wealth. Sadly, to date, this has gained him little more than a missing eye and a growing bitterness. Throughout his travels, he has developed a network of black market contacts and a thirst for vengeance on the man who took his eye. He has also come to realize that although he may not always be on the right side of the law, he enjoys his freedoms and will stand up to fight back the spread of darkness.

Jake Zane - *Flying Ace*



A dashing stunt pilot, Jake Zane flies the airshow circuit all up and down the West Coast of the U.S. As a 'Red-blooded American' through and through, Jake prefers to lead with his fists and jump in to any situation feet first. He often finds himself in over his head, but takes great joy in fighting his way out with a bare-knuckle brawl and a smile. Jake lives life by the seat of his pants, both in the air and on the ground, and he fancies himself a lady's man (though most ladies seem to disagree with a slap).

Dr. Zhukov - *Master of Science*



One of the greatest scientific minds of the day, Doctor Gregor Zhukov loves little more than to push the boundaries of super science and reason. Preferring to avoid getting caught up in the politics of the state, Dr. Zhukov has used the money granted to him by the Russian government to fund research on his fantastical experiments and expeditions to collect data on ancient technology rather than produce the weapons of war for which the money was meant. So far, they haven't noticed... yet.



GAME COMPONENTS

RULEBOOKS

The game contains the following rulebooks:

- Fortune and Glory Rulebook (32 pages)
- Fortune and Glory Quick Start Rules (4 pages)
- Danger Pack #1 Rules Sheet (1 page)
- Sands of Cairo Rules Sheet (1 page)
- Rise of the Crimson Hand Rulebook (8 pages)
- Treasure Hunters Rulebook (4 pages)

They should all be set aside as they are fully replaced by these rules.

DICE

The game comes with 16 standard six-sided dice (8 white and 8 green) that should be divided amongst the players. There are two colors of dice included with the intent that the green dice can be used for attacking Enemies and the white dice for the Hero's rolls. Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and halve the result (rounding up).

THE GAME BOARD

The game board for *Fortune and Glory* is a late 1930s adventure map of the world. There are 3 types of Spaces that make up the board – **Land Spaces**, **City Spaces**, and **Sea Spaces**. Every Space on the board has the name of that Space printed on it. Sea Spaces also have a large number printed on them that shows the movement cost to enter that Sea Space.



TERRAIN ICONS

Many Spaces on the Board have one or more Terrain Icons in them to show what types of terrain cover that region. These icons do not have any inherent meaning, but, much like Keywords, certain cards and abilities play off of them.

LAND SPACES

Land Spaces are the areas of ground on the map and are separated by thick black lines to delineate their borders. Note that some Land Spaces are a small grouping of islands that are all connected into a single Space. Where these are adjacent to one or more other Land Spaces, there is a thick black line looped out around them to show the Space's border (such as the *British Isles* or *Japan*).

For example, the British Isles is a Land Space that is adjacent to the Western Europe Space. Even though there is a thin strip of water that appears to separate the two Spaces, the thick black line looped out around the islands shows that models can move from one Land Space to the other without having to go out to Sea.



CITY SPACES

City Spaces are spread around the board and appear as circular icons surrounded by a silver or gold colored border with the name of the City in it. City Spaces count just like any other Space on the board for movement. Occasionally a City Space will be fully within another Land Space (such as the *Paris City Space* is within the *Western Europe Land Space*). In these cases, models must move through the Land Space to get to or leave the City Space.

Major and Minor Cities – There are two types of Cities, Major Cities and Minor Cities. Major Cities are a bit larger and have a unique depiction of the specific city they represent, surrounded by a gold border. Minor cities are smaller and have a generalized city image to represent all of them, surrounded by a silver border.

Major Cities and Minor Cities work more or less the same in the game, with the main difference being that Major Cities are called out more often by specific cards, and Heroes get a small bonus for selling Artifacts in a Major City rather than in a Minor City.

Port Cities – Some Cities have a Port City icon on them, meaning that they are adjacent to not only Land Spaces, but also to one or more Sea Spaces. Models in a Port City may move directly to or from an adjacent Sea Space without having to go through any Land Spaces. This Port City icon is more for clarity of movement than anything else, though occasionally a card or ability will reference Port Cities.



SEA SPACES

Sea Spaces are the blue water areas of the map and are separated from each other by thick black lines. They are also separated from the Land Spaces by lighter-colored, rippling coastline. Every Sea Space also has a Sea Icon in it.



Pacific Crossing – On each side edge of the map is a half circle marked Pacific Crossing. This is actually a single Space and is a way for models to move from one edge of the map to

the other (traveling around the world). Note that the ONLY Space that is connected from one edge to the other is the Pacific Crossing – the other Pacific Sea Spaces are NOT connected from one edge to the other and are NOT considered adjacent.

Movement Cost – Each Sea Space has a large number printed in it which shows the movement cost to enter that Space. All of the other Spaces on the board (Land Spaces and City Spaces) always just cost 1 movement to enter. If a model does not have movement remaining equal to or more than the Sea Space's movement cost, it may not enter that Sea Space.

HERO CHARACTER SHEETS

Each of the twelve Heroes is represented by a Hero Character Sheet that lists their Skills, unique Abilities, and other information.



of the Nazi Vile Organization and is used in all games when the Nazi Vile Organization is active.

MAJOR CITY EPIC EVENT CHART

This chart is used to determine what epic events may happen while Heroes visit Major Cities.

Though cities in Fortune and Glory are generalized down to simply being either a Major City (gold border with a unique icon) or a Minor City (silver border with a generic icon), in reality every city has its own unique flair, especially within the 1930s pulp adventure genre! To get some of this feel into the game, the Major City Epic Events chart is used. It might make a difference if you decide to spend your Adventure Phase in New York or Hong Kong, or whether you head to Paris to sell an Artifact or stop over in Moscow instead.



PLAYING PIECES

Fortune and Glory comes with a large number of plastic playing pieces.

FIGURES

There are 12 unique, grey Hero figures, each matching one of the Hero character sheets. There are also 11 unique, red Villain figures, each matching one of the Villain cards, 16 green Nazi Soldiers, 8 green Mobster Thugs, 8 grey Crimson Hand Acolytes, 8 green Temples, and 1 red Nazi War Zeppelin. All these models should ideally be painted to enhance the experience for the participants in the game.

FORTUNE AND GLORY

Also included are 120 plastic coins in gold for Fortune and crystal-blue for Glory. These are the two resources in the game. There are both 1-pieces and larger 5-pieces. The Gold coins should be used to mark Fortune and the Crystal Blue coins should be used to mark Glory.



VILE ORGANIZATIONS

There are 3 Large Vile Organization Record Sheets and 3 Large Tactics/Outpost Charts.

Each Vile Organization has a Record Sheet that shows its special rules, Faction Icon, and Henchmen. There is also a double-sided chart with the Vile Organization's Tactics on one side and unique Outposts on the other.



THE WAR ZEPPELIN

There is 1 Large War Zeppelin Record Sheet.

The War Zeppelin has a double-sided Record Sheet with its special rules listed. One side is *The Zeppelin*, which is not used in this version of the game. The other side includes the *War Zeppelin*, which is part



Heroes



Jenny Butler



Cartwright



Li Mei Chen



Duke Dudley



Angel Espinoza



Shelly Hargrove



Nigel Harrington



Sharon Hunter



Grant Jackson



Jacques Moreau



Jake Zane



Dr. Zhukov

Mobsters



Franco Fedicci



"Icebox" Eddie



Joey Smiles



"The Hammer"



Vanessa Love



Mobster Thug

Nazis



Colonel Stahl



Tresa



Herr Teufel



Nazi Soldier



War Zeppelin

Order of the Crimson Hand



Angelica Hamilton



Sir Crowley



The Inquisitor



Acolyte

Fortune, Glory and Temples



Fortune 1-Piece



Fortune 5-Piece



Temple



Glory 5-Piece



Glory 1-Piece

Fortune is the victory resource in the game. Occasionally Fortune is used for other things, but it is primarily collected until the Hero has enough to win the game.

If there are Teams, **Fortune** is kept in a pool common to one Team.

Glory on the other hand, is the spending resource. It is gained by overcoming Dangers and defeating Enemies and can be spent while in a City to buy Gear and Allies cards, as well as to buy Common Items and to Heal wounds.

If you think this is confusing try to think of Glory tokens representing your hero's growing fame and reputation. When in a city, your reputation allows you to attract allies, and acquire gear and items from contacts you've made in that city. You trade your Glory tokens for these benefits.

Essentially, you're calling in favors to get stuff to help in your adventures. If you think of the Indiana Jones movies, he rarely buys any of the items he uses on his adventures. Mostly, he borrows or steals them, or people give him what he needs (because he's Indy). When he attracts allies, he never has to pay them money. That's what Glory is meant to represent in this game.

Fortune is not just cash per se, but your Hero's growing power that comes from having large financial resources at his disposal. Selling ancient artifacts provides the type of riches necessary to influence world powers. So you're not actually earning petty cash from these artifacts; you're growing your power and influence in the world.

CARDS

ARTIFACT AND ADVENTURE CARDS

There are 31 Artifacts Cards and 31 Adventure Cards.

Artifact and Adventure cards are usually drawn together as they each represent half of a dynamically generated Artifact placed on the board. These two cards are nested together to form one complete Artifact (for example, 'The Skull' of Medusa'). The Artifact card has a Fortune Value which is the worth of the Artifact, while the Adventure card has a Dangers Value that shows how difficult it is to recover.

The black and white icons along the right edge of the cards are Keyword Icons and have no inherent meaning, but may be referenced by other cards.



Note that 15 of the original Adventure cards have special effects in very small print at the bottom. These cards are replaced by the 15 revised Adventure cards in the Rise of the Crimson Hand Expansion. There is also an appendix with a more legible version of these effects at the end of these rules.



CITY CARDS

There are 49 City Cards.

City cards are drawn by a Hero whenever they visit a City. They are a fairly even mix of good and bad, and can lead to anything from getting a free Gear or Ally to getting caught up in a city-themed Danger. Some City cards have a Secret Icon in the upper left corner; these cards are kept secret when drawn just as though they were an Event card.



COMMON ITEMS CARDS

There are 22 Common Items Cards.

The Common Items do not need to be shuffled. Instead they form a face up stack of cards that can be purchased by Heroes while in a City. Common Items have a number in the upper right corner which is the cost of Glory needed for a Hero to buy that card.



DANGERS/CLIFFHANGERS CARDS

There are 86 Dangers Cards.

These double-sided cards represent the Dangers that Heroes will need to overcome in their hunt for Artifacts. The front of each card shows a Danger, while the back shows the Cliffhanger situation that will arise if the Danger side Tests are failed.

This deck is handled a little differently from most of the others.



Draw from the Bottom and Discard - Keep the deck with the 'Dangers side' face up. When a card is drawn, draw from the bottom of the deck and place the card on the table with the Danger side up. Danger cards should be discarded to their own discard pile. When the cards run out the discard pile is shuffled to create a new deck. With this method, you will cycle through all of the Danger cards and avoid hitting the same Dangers in the same order again.

ENEMIES AND NAZI ENEMIES CARDS

There are 35 Enemies Cards and 25 Nazi Enemies Cards.

These cards represent different Enemies that Heroes can encounter in their adventures. A Danger will always let you know from which deck to draw your opponent.



ENEMY REFERENCE CARDS

There are 3 Enemy Reference Cards.

Occasionally a card will call for a Hero to fight a specific Enemy rather than drawing from a deck. These three double-sided reference cards show six common Enemies that Heroes might encounter during a game (*Mobsters*, *Nazi Soldiers*, *Zombies*, *Order of the Crimson Hand*, *Dark Creatures* (tentacle-armed demons from another dimension, summoned by dark magik) and *Crimson Assassins* (deadly rogues employed by the Crimson Hand to strike from the shadows)).



EVENT CARDS

There are 69 Event Cards.

Event cards are special bonuses that Heroes get during the game (though some do have negative effects). Unless marked 'Play Immediately', Events are taken into a player's hand and kept secret. They may be strategically played to give yourself an advantage or to slow other Heroes down. Event cards may be played at any time including during other players turns unless they say "Play Immediately" or specify limitations on when they can be played.

A player can hold an unlimited number of Event Cards in their hand.



GEAR AND ALLIES CARDS

There are 31 Gear Cards and 29 Allies Cards.

Gear and Allies are cards that upgrade a Hero by giving them bonuses to their Skills or even extra abilities. A Hero may use all of the Gear and Allies that they have, but are limited to carrying no more than 3 Gear and 3 Allies.



PERSONAL MISSIONS CARDS

There are 20 Personal Missions Cards.

The Personal Missions deck gives Heroes small side objectives that they can complete to gain extra rewards along the way. They also further the thematic narrative of the Heroes as they punch out Nazis in a fight for freedom, take on a Sidekick as a protégé, or do in-depth field research to learn all there is to know about a certain type of Artifact and its properties.



LOCATIONS CARDS

There are 45 Locations Cards.

Locations cards are used to select Random Spaces on the board. Each card has the name of a Space as well as a small map with a red X showing where that Space is located on the board. There are also terrain icons below the map that show what terrain is in that Space. Each Location card also has a City listed at the bottom for drawing Random Cities.



SUMMARY CARDS

There are 8 Summary Cards which should be distributed to the players before the game. Only the side with "The Cooperative Game Round" is used for this version of the game.

A minor note regarding these cards is that the End Phase sequence is missing a few steps compared to these rules.



VILLAIN EVENT CARDS

There are 35 Villain Event Cards.

The Villain Events represent evil bonuses that the Villains get in their quest for power.



VILLAINS CARDS

There are 11 Villain cards, each representing one of the unique Villain characters in the game. Each Villain has Skills, Wounds, Defense, and Abilities just like the Heroes. They also have a faction icon in the upper left corner to show which Vile Organization they belong to: the Nazis, the Mob or the Crimson Hand.



MARKERS AND TOKENS

There are several Markers and Tokens used for different purposes throughout the game.

FIRST PLAYER MARKER

The First Player Marker is used to keep track of which player (or Team) goes first during each phase of the current Game Round. This is determined by all of the players rolling off during the Initiative Phase at the start of each new Game Round.



ARTIFACT TOKENS

These are colored pairs of skull shaped markers that show where each Artifact is located on the board. One of the tokens is placed on the Artifact card and the corresponding token is placed on the board in the Space where the Artifact resides.



SUCCESS AND DANGER MARKERS

These markers are used to keep track of how many successes a Hero has gotten so far on a given Test that they are taking. On the flip side is a Danger Marker that lets a Hero (or Villain) keep track of how many Dangers they have overcome on their current Adventure.



WOUND MARKERS

These red Wound Markers are placed on characters and Enemies to keep track of how much damage they have taken during the game. There are individual Wound Markers as well as larger pieces representing 5 Wounds each.



EXPLORATION MARKERS

Some Spaces on the board are considered Deep Jungle. When a Hero wants to hunt down an Artifact that is located within a Deep Jungle, they must first explore to find it. These Exploration Markers keep track of the Hero's time spent searching.



INSTABILITY MARKERS

When a Hero (or Villain) adventures in an ancient Temple to find the treasure within, there is always a chance that the Temple will begin to crumble and collapse. Instability Markers are used to record how close a Temple is to collapsing in on itself.



THE VILLAIN TRACK AND TRACK MARKER

This numbered track is used to mark how close the Villains are to winning the game. The circular donut-shaped marker starts at 0 and moves up the track as the Villains collect Artifacts and gain power. The Villain Track is not a turn counter, but rather only moves when specifically called on to do so.



OUTPOST TOKENS

Vile Organizations each have their own unique type of Outpost that they use during the game. These are bases of operation that are placed on the board and give the Villains a bonus of some kind. The Mob uses two types of Outposts: its HQ and the Hideouts. The Nazis and the Crimson Hand use a single type of Outpost, the Secret Base and Dark Sanctuary respectively.



OCCUPATION/HIDEOUT MARKERS

Often times a Vile Organization's influence will spread to new areas of the board. These markers are used to indicate areas that are in the control of the Villains.



ORDER'S INFLUENCE MARKERS

When fighting the Order of the Crimson Hand as a Vile Organization, these markers are used to show how much Influence the Order has gotten over your Allies through threats and bribes. As noted on the Crimson Hand Tactics chart, an Ally is -1 Loyalty for every Influence marker on them.



ADVENTURE ICON MARKERS

These markers feature the Keyword icons associated with Adventures (such as Magik or Fate). These are extra counters and can be used to keep track of which Icon types the Crimson Hand have collected when fighting them as a Vile Organization (as they get a special bonus for each Icon type they currently have in their possession).



AUCTION MARKERS

Occasionally the Heroes will find that an Auction is going on in a city where they can sell their Artifacts for a variable bonus. When this happens, an Auction marker is placed on that City Space.



THE DOCKS MARKERS

Port Cities are well known as centers of commerce and trade, but they often have a dark underbelly just below the surface. With the Docks Markers, Heroes can explore and investigate the dark dealing down at the docks while in a Port City.



MISSION REWARD MARKERS

These markers are used to show permanent bonuses that a Hero might gain from completing a Personal Mission.



SILENT DRAGON INFO MARKER

This is an extra marker, and can be used to show when a Hero has received helpful information from members of the Silent Dragon while in Hong Kong. This is currently only really used for one result on the Major City Epic Event chart in the city of Hong Kong, but it can be also be used for house rules or future official content.



EXTRA MINOR CITY MARKERS

Players can use these markers to place extra Minor Cities on the board before the game starts, as long as all players agree. These markers have a normal Minor City on one side and a Minor Port City on the other. There are no specific rules for these markers, they just allow players to modify the board slightly and may be used for house rules or future official content.



ADDITIONAL COUNTERS

Several additional counters have been provided. These are not needed for this version of the game but can be used for house rules or future official content.



EXTRA GAME BOARDS

The Extra Game Boards are play aids designed by "Main Stream" on BoardGameGeek. High resolution versions can be downloaded from BoardGameGeek (<http://boardgamegeek.com>).

The Villain Board is an excellent aid for keeping track of the assets of the Vile Organization in play and its Active Villains. The Enemy Board is designed to keep Event, Enemy and Danger Cards in order. The City Board has areas for City, Item, Gear and Allies Cards and the Artifact Boards are used for the Artifacts in play.



FORTUNE AND GLORY CD SOUNDTRACK

Fortune and Glory®, The Cliffhanger Game comes with its own CD Soundtrack of original music to listen to while you play the game. It is not necessary and does not affect gameplay, but you may find it enhances the experience by setting the mood and immersing the players in the game.

GAME TERMS

The following terms will be useful in understanding the game rules and are explained in detail in the relevant rules sections.

Activate – A card that can be used once per turn needs to be 'Activated'. Flip or rotate the card to show the ability has been used this turn.

Active Villains – The 2 or 3 Villains (depending on the number of players) that are actively in play for the entire game. Active Villains have their cards placed in a row on the Villain Board.

Adventure Dice – The dice rolled during a Skill Test. This is also the name for dice rolled by a Villain when hunting for an Artifact.

Allies – A card with Keyword Ally that upgrades the Hero.

Artifact Adventure – The combo of an Artifact and Adventure card, located on the game board by a skull marker.

Back at Base – An Active Villain that is not currently on the game board (they are placed by their Villain card to show that they are Back at Base).

Cliffhanger – The result of failing a Danger Test.

Danger – A perilous situation a Hero must overcome.

Danger Marker – Markers used to track the number of Dangers overcome so far while hunting an Artifact.

Defense – Number of Hits prevented per attack.

Enemy – A common opponent run by the game. Can refer to Henchmen, Villains and others.

Escape – A Test to get away from an Enemy or to get out of a Collapsing Temple.

Fight Dice – The dice rolled to Hit an opponent in a Fight, usually needing 4, 5, or 6 each to Hit.

First Player – Goes first in the Move Phase and the Adventure Phase.

Fortune – The victory resource of the game represented by the Gold coins.

Fully Heal – Remove all Wound markers.

Gear – A card with Keyword Gear that upgrades a Hero.

Glory – The spending resource of the game represented by the Crystal Blue coins.

Henchmen – The standard Enemy type for a Vile Organization, usually represented by an Enemy figure.

Hit – In a fight every Fight Dice roll of 4, 5, or 6 does one Hit. Hits can be prevented by Defense. Hits not prevented turn into Wounds.

Immobile – An Ally that is not considered to be 'with the Hero'. Located in the listed City. Does still count toward a Hero's carrying limit.

Instability Marker – Marker placed on a Temple to track its probability of Collapse.

Item – Any Gear or Ally.

Loyalty – An Ally's Skill that shows how likely they are to betray you. The higher the number the more loyal.

Major City – Large City Spaces with a gold border.

Minor City – Smaller City Spaces with a silver border.

Ready – Returning an Activated card to be ready for use. Also used as a Villain State.

Sidekick – A powerful type of Ally that is limited to 1 per Hero.

Sneak Test – Any Test with Keyword Sneak, or a Test to get past a Villain without being discovered.

Temple – A type of Artifact Adventure where Fortune is collected incrementally rather than only by recovering and selling it.

Temple Treasure – The Temple figure collected with the last Fortune in a Temple. Counts as an Artifact in every way and has a Fortune Value of 3.

Villain – An evil character opponent run by the game.

Villain Board – A play aid that can be downloaded from BoardGameGeek.

Villain in Play – Any Active Villain or an inactive Villain with its figure currently on the map.

Wounds – Number of Wound Markers before KO'd.

LEGEND OF ICONS

	Sidekick		Jungle
	Immobile		Deep Jungle
	Animal		Mountain
	Gun		Desert
	Fire		Ice
	Explosive		Sea
	Success		Port City
			Relic
	Fortune		Weapon
	Dangers		Armor
	Cliffhanger		Temple
	Secret		Myth
	Shuffle		Fate
			Magik
			Death

SELECTING OPTIONS

Fortune and Glory may be played competitively and/or as a team game depending on how many players take part and their preferences. The Victory Conditions will vary slightly depending on this.

All of the Heroes are either competing against each other or teamed up in one or more Teams. There is always a Vile Organization played by the game itself with Villains on the hunt to collect up the powerful, ancient Artifacts they need to conquer the world!



CHOOSE TEAMS

The players should decide if they want to play each Hero for themselves or if there is going to be one or more Teams. All Teams should be evenly matched with 2 or more players per Team. It is also possible to play with all Heroes on the same Team working against the Vile Organization. For reasons of game time and to reduce down time for each player no Team should have more than 6 players (even if that is the only Team in play).

Which players are on which Teams can be chosen or determined randomly (though it is a good idea for Teammates to sit beside one another at the table to avoid confusion). It is possible to play a Team Game with an uneven amount of players, but will require one of the players to play as 2 Hero characters so that the number of Heroes can still be evenly split (4, 6, 8, 9, 10 or 12 Heroes).

The Heroes on the same team should be planning together to decide who will go after which Artifacts and which Heroes want to try and work together to recover an Artifact, or if they should spread out to cover more ground.

TEAM FORTUNE, INDIVIDUAL GLORY

While on a Team the Heroes are all working toward a collected Fortune total and all of the Fortune gained should be placed in a single, shared pile for the Team. Any Hero is allowed to use or lose Fortune from this Team pile. Heroes never have to lose Team Fortune for being KO'd however. This prevents the game from running too long, and prevents one or two Heroes that are down on their luck from feeling like they are dragging down the team by losing Fortune when they are KO'd.

Even while on a Team, Glory is still awarded and kept individually by each Hero. In fact, if multiple Heroes are working together in a Fight, or to overcome Dangers on an Adventure, they each get the FULL Glory amount for any Enemies or Dangers they overcome together.

GOING SOLO

If playing the game solo with a single Hero, 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).



CHOOSE VILE ORGANIZATION

The players must decide which Vile Organization they want to battle, the Nazis, the Mob or the Order of the Crimson Hand. You can either choose between them or randomly decide. Only one Vile Organization will be active in each game, but Villains from the Organizations may appear due to random card effects.

Depending on which Vile Organization is in play some rules will change. Rules which are only in effect when a particular Vile Organization is in play have been set on a colored background.

Rules that are only active when the Mob is the Vile Organization in play are set against a light green background.

Rules that are only active when the Nazis are the Vile Organization in play are set against a grey background.

Rules that are only active when the Order of the Crimson Hand is the Vile Organization in play are set against a red background.

NUMBER OF VILLAINS

If there are more than four Heroes in total participating in the game there will be three active Villains, otherwise there will be two.

THE WAR ZEPPELIN

The Zeppelin will only be used if you are actually facing off against the Nazis Vile Organization (and then, it is used as the *War Zeppelin*). If the *War Zeppelin* is in play, it is moved during the Outpost Step of the Villain Phase.



VICTORY CONDITIONS

If the Heroes are playing the game individually the goal is to collect 15 Fortune and be in the Starting City at the end of a Game Round before the Vile Organization wins.

If there are Teams of Heroes, all of the Heroes on the same Team are working together to collect one combined group Fortune total. The amount of Fortune the Heroes need to collect to win the game depends on the number of Heroes on the Team.

A Team (consisting of at least two Heroes) needs to collect a combined Fortune total of 10 x the number of Heroes on the Team in order to win.

To win, a Team needs to collect a combined Fortune total of 10 x the number of Heroes on the Team.

So a Team of 2 Heroes would need to collect 20 Fortune to win; 3 Heroes would need 30 Fortune and so on.

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 Starting City or a Teammate's Starting City as long as all of the Team's Heroes are in a Starting City and the combined Fortune total is high enough.

If there is more than one Hero or Team that meets this victory condition at the same time, the winner is the player or Team that has the most Fortune (or the most Glory if they have equal Fortune).

VILE ORGANIZATION VICTORY

The Vile Organization will try to take over the world and win the game before the Heroes can do so. The Vile Organization will have won the game if the Villain track reaches a high enough number before the Heroes win.

The chart below shows what the Villains need to get on the Villain Track for them to conquer the world and defeat the Heroes. If the Villain Track Marker ever reaches the number

needed for them to win, the Heroes immediately lose the game and the world is consumed in darkness.

No of Players per Team	Villain track needed to win
1	20
2	18
3	16
4	14
5	12
6	10

JACQUES MOREAU ON A TEAM

The Hero Jacques Moreau has a special rule on his Hero card that specifies how the victory conditions for his Team are changed. For this version of Fortune and Glory that special rule is changed to:

"GREED - Must have 2 additional Fortune to win (or 2 additional Fortune for the entire Team in a Team game). May not have *Sidekick* Allies (discard any *Sidekick* drawn and draw again)."



OPTIONAL RULES

There are a few optional rules that may be used by player agreement. These are all listed in Appendix I at the end of these rules.

SETTING UP

SET UP GAME BOARD

Unfold the game board and place it in the center of a large table where everyone can reach it.

PREPARE COUNTERS, DICE, AND FIGURES

Place all of the Fortune coins, Glory coins, Wound Markers, Counters, and Enemy Figures around the table so that all players can reach them. Also, distribute the dice between the players.

PLACE CARD DECKS

Separate all of the various card decks and set up the following decks around the board as shown in the diagram further down:

- Shuffle the Allies Deck
- Shuffle the Gear Deck
- Shuffle the Nazi Enemies Deck
- Shuffle the Enemies Deck
- Shuffle the Event Deck
- Shuffle the City Deck
- Shuffle the Artifacts Deck
- Shuffle the Adventures Deck
- Shuffle the Locations Deck
- Shuffle the Villain Event Deck
- Shuffle the Personal Missions Deck
- Place the Common Items Stack of cards
- Place the Enemy Reference Cards

PREPARE DANGERS DECK

Shuffle up the Dangers deck and place it where all players can reach it. Note that because this is a deck of double-sided cards, anytime a player would draw from the Dangers deck they should always draw from the bottom or middle (as agreed before the game) and be sure that the Danger side is face up as it enters play.

DISCARD PILES

For most decks of cards in the game there will also be a discard pile. The discard pile should be formed face up next to the deck and is where cards from that deck go when they have been used and are no longer in play. Any player may look through any discard pile at any time. If any deck ever runs out of cards, shuffle the discard pile thoroughly and reform the deck face down.

PLACE DOCKS MARKERS

At the start of the game, put all of the Docks Markers in a pool and shuffle them around, then place one Docks Marker face down (without looking) in each Port City on the board.

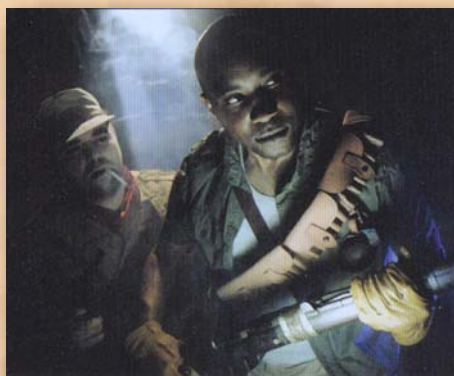
DRAW AND PLACE HERO CHARACTERS

Shuffle up the large Hero Character Sheets. Each player then randomly draws one Hero to play (alternately you may roll off to see who gets to choose his Hero first). The remaining Hero Characters are set aside and will not be used this game. Place your Hero Character Sheet in front of you where everyone can see it and take the corresponding Hero figure out of the box.

Some Heroes also have abilities that let them start the game with free cards or other bonuses.

Each Hero has a Start City listed in the upper right corner of their Character Sheet. Each player should place their Hero figure in the proper Start City.

Distribute a Summary Card to each player



PERSONAL MISSIONS

At the start of the game, each player draws 2 Personal Mission cards and chooses one to keep, then 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 - such as in Cooperative or Team play). Every Personal Mission card has an Objective that tells what the Hero needs to do to complete the Mission, and a Reward that tells you what bonus the Hero gets when the Mission is successfully completed. A Personal Mission is completed if at any time the Hero has met the Objective requirements.

When a Hero completes a Personal Mission, they get the reward listed, then that Mission is discarded and the player may immediately draw a new Personal Mission card (note that you only get to draw 2 and choose one for your first Personal Mission in the game, not for follow-up Missions). A player can never have more than one Personal Mission at a time. If they ever do, they must immediately choose one to keep and discard the rest.



1. Game Board (with Artifact tokens, Docks markers, Outposts and Hero figures in their starting Cities), 2. Enemy Board (with the Event deck, Enemies deck, Nazi Enemies deck and Dangers deck), 3. City Board (with City deck, Common Items pile, Gear deck and Allies deck), 4. Artifact Boards (with the first four Artifact Adventures and matching Artifact tokens), 5. Villain Board (with Villain Events deck and Active Villains), next to the Villain Board are the Vile Organization Sheets and the Villain track, 6. Heroes (with Personal Missions and Reference cards), next to Jake is the First Player marker, 7. the Villains deck, Enemy Reference cards, Artifacts deck, Adventure deck, Locations deck and Personal Missions deck, 8. Figures, 9. Markers, 10. Major City Epic Events chart, 11. Fortune and Glory coins

DRAW AND PLACE STARTING ARTIFACTS



Now it is time to populate the board with Artifacts. Draw an **Artifact** card and an **Adventure** card and place them together, nested with one another, on the Artifact board. This dynamically generates the Artifact using the two cards (for example – ‘The Spear’ of Hades). Then draw a **Locations** card to randomly determine where the Artifact is located. Choose one of the colored skull Artifact Marker pairs and place one of

the markers on the Artifact card and the other on the board in the Random Location drawn.

Repeat these steps until there are a total of 4 Artifacts on the board.

Note that you may never have more than one Artifact in a Space and if the Location drawn already has an Artifact the Location should be re-drawn.

TEMPLES

Some of the Artifact cards actually represent a place rather than an object. These are called Temples and have a Temple Icon in the lower right corner. When a Temple Artifact is placed on the board, in addition to the Skull Marker, a Temple Figure should be placed in the same Space. Also when a Temple enters play, place the listed number of Fortune Coins directly onto the Temple Artifact card.



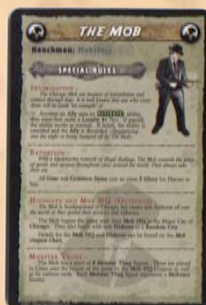
DEEP JUNGLE

When an Artifact is placed in a Deep Jungle Space, it is worth +2 Fortune. Place the 2 Fortune coins under the Skull Marker on the board. If the Artifact is a Temple, the extra 2 Fortune are simply added to the Temple Fortune itself.



PREPARE THE VILE ORGANIZATION

Place the selected Vile Organization Record Sheet as well as the Outpost/Tactics Chart and the Villain Track (with the Track Marker set at 0) along with the Villain Board where everyone can see them. If the Nazi Vile Organization has been chosen the War Zeppelin Chart is also placed by the other Charts.



VILLAINS

Shuffle all of the Villain cards that are part of the chosen Vile Organization's Faction (either Nazis, the Mob or the Order of the Crimson Hand) and randomly draw them to be placed in a row, one at a time, from left to right, on the Villain Board. These are considered to be the **Active Villains**. The number of Villains drawn (either 2 or 3) is based on how many Heroes are playing. With 1 to 4 players there will be 2 Active Villains and with 5 or more players there will be 3.

Take the Figure of the first Active Villain (on the left of the row) and Deploy it to the board in the same Space as the Artifact Adventure with the highest Fortune Value. If there is more than one, place the Figure at the Artifact with the highest Fortune and the lowest Dangers Value. If still tied, a random player may choose which Artifact to place the Figure at.

Take the Figure of the second Active Villain in the row and place it by that Villain's card (he is **Ready**). If a third Villain is being used, place its Figure by that Villain's card as well, but place him on the 'Delayed' circle on the Villain Board (he is **Delayed**).



OUTPOSTS

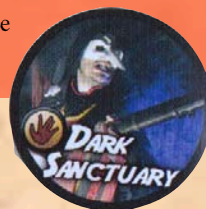
Each Vile Organization has a type of Outpost associated with it (a secret base, HQ or hideout of sorts) and they usually start the game with one or more Outposts on the board.



The Mob - Place the Mob HQ in Chicago. Place one Hideout in a Random City.

The Nazis - Place a Secret Base, a Nazi Henchman and the War Zeppelin model in a single Random Location.

The Order of the Crimson Hand - Place a Dark Sanctuary in a Random Location.



You are now ready to begin the game.

THE GAME ROUND



Fortune and Glory is played in a series of Game Rounds until one player, Team or Vile Organization wins the game. Each Game Round has the following five phases and most of them have sub-steps:

- 1) **The Initiative Phase**
 - Roll for First Player
 - Ready Activated cards
- 2) **The Movement Phase**
 - Movement roll - Heroes may Move
- 3) **The Adventure Phase**
 - Depending on where the Hero is different types of Adventures may be carried out
- 4) **The Villain Phase**
 - Draw Villain Event
 - Outpost/Zeppelin step
 - Villains Adventure
- 5) **The End Phase**
 - Acolytes on Artifact Adventures get Success tokens
 - Check for Victory
 - Replenish Artifacts
 - Heroes Recover

THE INITIATIVE PHASE

The Initiative Phase has two steps:

- Roll for First Player
- Ready Activated cards

ROLL FOR FIRST PLAYER STEP

During the Initiative Phase all of the players roll a single die. Whichever player rolls highest takes the First Player Marker and becomes the *First Player* for this Game Round (roll off if tied).

Any player that rolls a 1 for their Initiative roll (but not for a roll off) gets to draw a free Event card.

Team Initiative - During the Initiative Phase in the Team Game, all of the players on a Team should each roll a single die and add them all together to determine which Team is the 'First Player' (note that individual rolls of 1 will still give that player a free Event card). In the Team Game, the *First Player* is really the *First Team*. During the Game Round, play starts with the First Team and proceeds clockwise to each Team in turn.

Obviously, if there is only one Team of players this roll only determines who gets a free Event Card.

All of the Heroes on a Team get to move at the same time during the Move Phase and may choose in what order to do their Adventures during the Adventure Phase.

READY ACTIVATED CARDS STEP

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



THE MOVEMENT PHASE

During the Movement Phase each Hero gets to move around the board, starting with the *First Player* and proceeding clockwise around the table.

When it is your Hero's turn to Move, roll a die (two dice, selecting one to use, in solo play) to see how far you may move.

Any player that rolls a 1 for their Move roll also gets to draw a free Event card.

You do not need to move at all if you do not want to (if, for example, you are already on the hunt for an Artifact in your Space).

If you are at an Adventure and choose to remain there, you still roll the die to see if you get an Event Card.

If you are on a Cliffhanger you may NOT move, but may still roll the die to see if you get an Event Card.

If you move into a Land Space with a Nazi Henchman, a City Space with a Mob Henchman or an Occupied City you will have to Fight that Enemy immediately. Villains and Acolytes don't block movement and have special rules for when they need to be fought.

Note that each player gets to move before the Adventure Phase begins. This allows multiple Heroes to get to the same Artifact so they can race against one another to be the first to recover it (or to work together in a cooperative situation).

THE ADVENTURE PHASE



During the Adventure Phase each Hero gets to adventure in turn, starting with the *First Player* and proceeding clockwise around the table (Exception: If there are several Heroes on the same Adventure the sequence might be slightly altered). What you get to do depends on the type of Space you are in – a Land or Sea Space, a Space with an Artifact Adventure, the War Zeppelin, an Outpost or a City Space.

Generally you may do one of the following:

- Roll a die for a bonus Event card if in a Land or Sea Space without an Adventure
- Go on an Artifact Adventure (including exploring a Deep Jungle if required)

- Attack the War Zeppelin or an Outpost
- If in a City, draw and apply a City card and then interact with the City (and attack a Mob Outpost if present)

EXCHANGING GEAR AND ALLIES

Any Heroes in the same Space at the start of 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. This is in addition to anything else you may do in this phase.

LAND OR SEA SPACE

Just because you aren't in a Space with an Artifact doesn't mean that there's not still plenty of trouble you can get into. If you are in a Land or Sea Space with no Artifact Adventure present during your Adventure Phase, roll a die.

On the roll of 4, 5, or 6, draw an Event card. On the roll of 1, however, you are instead attacked!

If attacked draw an Enemies card to see what has attacked you and resolve the Fight.

Note that on the roll of 2 or 3, it really is simply uneventful traveling.

ARTIFACT ADVENTURES

A Hero that is in a Space with an Artifact may now go on that Adventure to hunt down and recover it. It is not uncommon for a player to announce the title of their adventure as "The Hero's name 'and' the Artifact's name" (for instance, '*Jake Zane and the Sword of the Ancients*').

ATTACKING THE WAR ZEPPELIN OR AN OUTPOST

A Hero that is in a Space with the War Zeppelin or an Outpost may now try to attack it. Attacking a Mob Outpost is carried out after drawing a City Card, however.

CITY SPACE

A Hero in a City Space during their Adventure Phase gets to head into town to sell Artifacts, pick up supplies, and maybe even get a bit of a rest to recover.

The first thing the Hero must always do in a City is draw a City card. Most City cards are read aloud when they are drawn, though some have a Secret icon in the upper left corner meaning that the card should be kept secret and taken into hand to play later like an Event card.

Once the Hero has drawn and resolved their City card, they may now interact with the City by Selling Artifacts, Buying Gear and Allies, Healing Wounds (in any order they wish) and/or attack a Mob Outpost.



THE VILLAIN PHASE

If the Order of the Crimson Hand is the Vile Organization in play and at the start of the Villain Phase there are no Dark Sanctuaries on the board, place a new Dark Sanctuary in a Random Location.

In the Villain Phase there are three steps that happen:

- Draw Villain Event
- Outpost/Zeppelin step
- Villains Adventure

DRAW VILLAIN EVENT STEP

The Villain Event deck is a way for the Villains to gain bonuses and unleash evil things onto the Heroes. The first step of each Villain Phase is to draw a Villain Event, read it aloud and carry out its instructions.

OUTPOST/ZEPPELIN STEP

Each Vile Organization has one or more unique types of Outpost. Each Outpost (and the War Zeppelin) has a special ability of some sort that is activated each turn during the Outpost/Zeppelin Step of the Villain Phase.

VILLAINS ADVENTURE STEP

During the Villain Phase the Active Villains will be deployed to the board and actively hunt down Artifacts for themselves.

See the Villain rules to determine what action a Villain in play will take.



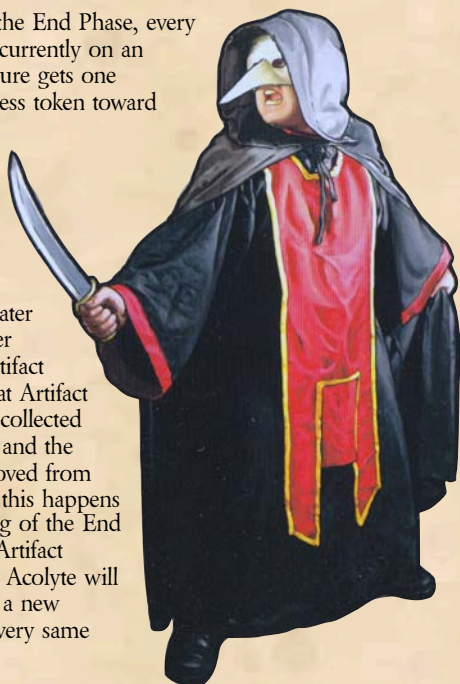
THE END PHASE

- In the End Phase there are three steps that happen:
- Acolytes on Artifact Adventures get Success tokens
 - Check for Victory
 - Replenish Artifacts
 - Heroes Recover

If the Mob HQ is ever destroyed, it is placed back in a Random City during the End Phase.

ACOLYTES COLLECTING ARTIFACTS

At the start of the End Phase, every Acolyte that is currently on an Artifact Adventure gets one 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. Note that 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 very 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.

CHECK FOR VICTORY STEP

Only in this step can a player or Team winner be declared. Vile Organizations, however, win immediately if their goal is met.

REPLENISH ARTIFACTS STEP

A new Artifact Adventure is drawn and placed at a Random Location for each Artifact that was recovered during the Game Round.

There should always be four Artifacts out on the board at the end of each Game Round (though some game elements may increase the number of Artifacts on the board beyond four).

If a Random Location draw indicates that a new Artifact should be placed where there already is an Artifact, discard that Random Location and draw a new - there can only ever be one Artifact per Space.

HEROES RECOVER STEP

Any Heroes that were KO'd during the Game Round get to stand back upright and re-join the game. If they find themselves in a City with a Henchman they have to fight him immediately.

If the Nazi Vile Organization is in play and the War Zeppelin has been destroyed it is now placed back in a Random Location.

If the Mob Vile Organization is in play and their HQ has been destroyed it is now placed back in a Random City.

THE CARDS

KEYWORDS AND ICONS

KEYWORDS

Most cards have Keywords associated with them, listed just below the image. The Keywords do not have any inherent meaning, but are occasionally referenced by other cards and rules. Some important Keywords have an icon associated with them that can be found in the upper right corner of the text area (such as **Gun**, **Sidekick**, or **Fire**). Some cards have Keyword Icons on them to emphasize a certain Keyword (such as **Fire** or **Sidekick**). A legend of these icons can be found elsewhere in these rules.

DANGER KEYWORDS

Like any other card, Dangers have Keywords below the image that may be referenced by other cards and abilities.

For instance, the Danger *Boat Chase* has the Keywords **Driving**, **Chase**, and **Water**. The Agility Test on this card is therefore considered a 'Driving' Test, a 'Chase' Test, and a 'Water' Test.



Any Test on a Danger (or Cliffhanger) is considered to have all of the Keywords of that Danger card.

SECRET ICON

Only Event cards and some City cards (ones that have the Secret Icon in the upper left corner) are kept secret when drawn by a player. All other cards should be read aloud when drawn.

In the Team game, players on the same Team may show each other what cards they have, even if they are marked 'secret'.



SHUFFLE ICON

When a card has the Shuffle Icon, it means that after the card is discarded the discard pile for that deck should be shuffled back in to reform the deck (including the card that had the Shuffle Icon).



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.



BONUS FORTUNE ICON

Some cards have a Bonus Fortune Icon. If this is on an Enemy card (such as *Nazi Gold*) then the bonus Fortune is taken when the Enemy is defeated. If it appears on a Location card, the bonus Fortune is only used when the card is drawn for the placement of an Artifact (as described elsewhere).



REMAINS IN PLAY

Some cards are listed as **Remains in Play**. Again, as it sounds, these cards stay in play and continue to affect the game until they are canceled in some way.

EVENT CARDS

Event cards are special bonuses that can be played at any time (unless limited in the card's text) to either help yourself or another Hero, or to slow down or hurt an opponent. There is no limit to the number of Event cards a player can have in their hand or how many cards may be played each turn.



PLAYING EVENTS

Event cards should be fairly clear as to when they should be played. Those listed as **Play Immediately** must be played as soon as they are drawn.

When an Event card is played, it should be read aloud to all players, starting with the card title. After the card has taken effect, it is discarded (unless marked as 'Remains in Play').

An Event card that targets a Hero in a Space with a certain Terrain Icon may be played at any time, including during a Hero's movement as they pass through a Space during their movement.

Unless specifically stated otherwise, 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 ever a dispute over who gets to play their card first, priority always goes to the players based on the current turn order (starting with the First Player and going clockwise).

PLAY IMMEDIATELY

Some Event cards are listed as **Play Immediately**. As it sounds, these cards must be played as soon as they are drawn. Occasionally a player will be allowed to draw multiple cards and choose one to keep, discarding any others. When this is the case, a 'Play Immediately' card is only played if the player chooses to keep that card.



RANDOM LOCATIONS AND RANDOM CITIES

Whenever a **Random Location** is needed, simply draw a Location card. Each Location card represents one Space on the board and has a simple map that shows a red X where the Space appears on the game board. Note that at the bottom of each Location card there is also a City listed for occasions when you need to draw a **Random City** instead.

CANCELING CARDS

Some cards and abilities allow a player to cancel another card as it is played or that is currently in play. When a card is canceled, its effects are immediately negated and the card is placed in its appropriate discard pile. Generally a card may be canceled at any time, however an Event card may NOT be canceled after it has already caused one or more dice to be rolled or re-rolled.

A card that cancels Villain Events will always say so in its card text. This means that for example *The President Ally* cannot cancel a Villain Event.

MOVEMENT

Movement is carried out in the Movement Phase.

THE MOVEMENT ROLL

When it is your Hero's turn to Move, roll a die (two dice, selecting one to use, in solo play) to see how far you may move.

Any player that rolls a 1 for their Move roll also gets to draw a free Event card.

You do not need to move at all if you do not want to (if, for example, you are already on the hunt for an Artifact in your Space).

The Movement Roll may be modified by various factors, but never below 1.

A Hero on an Adventure who chooses to move away will lose all Exploration and Danger Markers collected and must start over if he returns to the same Adventure in a future Round.

Danger Markers are NOT removed from Temples when a Hero moves away however.

If you are on a Cliffhanger you may not move, but may still roll the die to see if you get an Event Card.

MOVEMENT COSTS

Each Land and City Space takes a single Movement point to move into while each Sea Space has a movement cost to enter it printed on the board. It is a good idea to try and move into a Space with an Artifact so that you can attempt to recover it in the Adventure Phase.



Movement Example - Duke Dudley starts the game in the City of London. He rolls a 5 for Movement and decides to go on the hunt for an Artifact located in the Sahara. He moves from London to the British Isles, then onto Western Europe, into the Mediterranean Sea Space (for a cost of 2 Movement points), and finally into the Sahara Space for a total of 5 movement.



FLYING BETWEEN CITIES

Though Flying was still relatively new in the 1930s, there was a system in place for commercial flights all over the world. A Hero that either starts their move in a City or enters a City during their move, may interrupt their Movement to take a Flight to any other City on the board.

The Hero is immediately transported to the destination City and may continue their Movement from there. It does not cost any Movement for the actual Flight itself.

Flying costs 2 Fortune to fly to any Major City or 3 Fortune to fly to any Minor City (note that only the destination City matters, not the City you are leaving from).

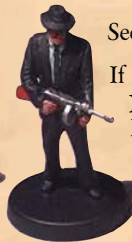
For example, Duke Dudley is in the Yucatan. He moves into Mexico and then into Mexico City. From there he pays 2 Fortune to fly to Hong Kong and then moves one more Space into China. This took him a movement of only 3 Spaces as well as the 2 Fortune for the Flight.

THE ADVENTURE PLANE

When moving along with another Hero that has the *Adventure Plane* Common Item, this does not count as your Move for the turn but is a free bonus movement that can happen before or after your own normal Move - you just have to be in the same Space when the Hero with the *Adventure Plane* does their Move.

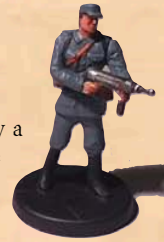
ENEMIES ON THE MAP

If a Hero enters a Space with a Nazi Soldier or Mobster Thug Henchmen Figure or a Nazi Occupied City, his move immediately ends and he must Fight that Enemy out of the normal turn sequence.



See the section below on Fights.

If you Escape from a Fight with a Nazi Soldier or Mobster Thug Henchman that is represented by a figure on the board, the figure remains in the Space and you must immediately move to an adjacent Space of your choice.



If that Space also contains a Nazi Soldier or Mobster Thug Henchman (but not a Villain or Acolyte), it must be fought immediately.

Unlike Enemy Henchmen Figures, Villain Figures (and their Bodyguards) and Acolytes DO NOT block Hero movement and may occupy the same Space as a Hero without immediately Fighting.

OCCUPIED CITIES

If the Heroes are up against the Nazi Vile Organization Cities on the map may become Occupied (as a result of rolling on the Nazi Tactics Chart). Anytime a Hero moves into an Occupied City, their move immediately ends and they must draw a Nazi Enemies card to Fight. If Heroes find themselves in Occupied Cities at other times (such as when the Occupation Marker is placed during the Villain Phase) they do not have to have a Fight.



SKILLS

HERO SKILLS

Heroes have four Skills: **Combat**, **Agility**, **Cunning**, and **Lore**. These different Skills are used during the game to make Tests and fight Enemies.

Combat (Red) – Combat shows a character's ability to fight, whether it is bare-fisted brawling or their skill with a pistol. It also represents basic strength.

Agility (Yellow) – Agility represents how good a character is at running, jumping, ducking, sneaking, and general physical prowess.

Cunning (Green) – Cunning represents how well the character can solve puzzles, spot traps, and think their way out of a bad situation, as well as their understanding of technology and science.

Lore (Blue) – Lore shows a character's knowledge of other cultures, locales, legends, and history. This is often used to read ancient glyphs, fight fantastical Enemies, and decipher the occult powers of ancient Artifacts.

MAKING SKILL TESTS

Often a Hero is called on to make a Test using one or more of their Skills. A Test has three parts to it – The type of Skill needed, the target number for each die rolled to count as a Success, and the total number of Successes needed to pass the Test (the small "X" symbols).

To make a Skill Test, roll a number of dice equal to your Hero's Skill of that type. So if it is an Agility

Test, you would roll a number of dice equal to your Hero's



Agility Skill. These dice are called **Adventure Dice**. Each Adventure Dice that rolls the required number for the Test or higher counts as a Success. In the example above it is an Agility 5+ Test, so each die that rolled 5 or 6 would count as a Success. Put a Success Marker on the card for each Success rolled.



If you have gotten 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 by increasing your Skill in some way.

As long as you roll at least one Success, you roll all your Adventure Dice again. You continue to roll until you get no Successes.

A Hero's Skills may be modified by various factors, but never below 1.

COMBINED SKILL TESTS AND NON-SKILL TESTS

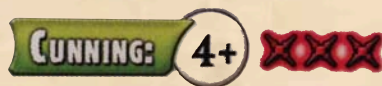
Some Tests require the use of two or more Skills combined, or do not use any Skills at all. These Tests always have extra text to describe how they are passed or failed.

A few Tests are choices on the format "X and Y or Z". These should be interpreted to mean "(X and Y) or Z" (you may either choose to test "X and Y" OR you may choose to test Z).



DEADLY TESTS

Deadly Tests are indicated by having glowing red success icons instead of the normal silver icons. Deadly Tests are slightly different than normal Tests in three ways:



- When making a Deadly Test, a Hero is not allowed to roll the dice again if they get at least one success. In other words, the Hero must get all of the successes needed in **one** roll.
- Heroes may not **Exert** (see the rules for Exerting) normally on a Deadly Test.
- However, Heroes are allowed to **Double-Exert** (see the rules for Exerting) on a Deadly Test.

EXERTING

In some very dangerous moments it is possible for a Hero to push themselves to their limits to try and survive.

While in a Cliffhanger Test or making an Escape Test, a Hero may Exert, taking Wounds on themselves to roll extra Adventure Dice.

Normally a Hero may **ONLY** Exert during a Cliffhanger or while trying to Escape, but if he has Teammates present at the Adventure they may be able to Exert to assist him with regular Dangers (see Teammates below).

Heroes may not **Exert** normally on a Deadly Test (they may however Double-Exert as described below).



For each Wound that a Hero Exerts, they are allowed to roll 1 extra Adventure Dice.

A Hero may Exert as many times as they like (and may do so one at a time), but may not KO themselves by Exerting. Another important note is that the extra Adventure Dice from Exerting is only for the current roll. If the Hero gets to roll the dice again (for having gotten at least one Success), the extra Adventure Dice from Exerting are **NOT** included in subsequent rolls.

DOUBLE-EXERTING

During any Deadly Test Heroes may **Double-Exert** by taking 2 wounds on themselves to roll an extra die. This may be done multiple times (as long as you have the wounds for it).

It is important to note that a Hero may not Exert normally on a Deadly Test, only Double-Exert (even if it is during a Cliffhanger or with an ability like Alexander Cartwright's Experience).



WOUNDS, KO AND DEFENSE

WOUNDS

In the lower right corner of a Hero's Record Sheet there is a wooden crate with the Hero's Wounds value. This is the amount of damage that the Hero can take before they are Knocked Out. When a Hero takes one or more Wounds, a number of Wound Markers are placed on their Record Sheet to track how much damage they have taken. If the Hero ever has Wound Markers equal to or greater than their Wounds value, they are KO'd.



DEFENSE

Right next to a Hero's Wounds value is a little bar that shows the Hero's Defense (this is usually 0 or 1).

Defense is the number of Hits that the Hero prevents every time that they take one or more Hits (in a Fight or otherwise).

Note that Hits and Wounds are different things and that Defense is only useful to prevent Hits, not Wounds.

HEALING

Anytime a Hero gets to Heal one or more Wounds, those Wound Markers are simply removed from the Hero's Record Sheet. If a Hero gets to Fully Heal, all Wound Markers are removed from their Record Sheet.

Healing can be had under the following circumstances:

- If a Hero Camps Down he Fully Heals.
- A KO'd Hero (or Villain) Fully Heals.
- In a City each Glory spent Heals one Wound.
- Some other effects or cards might provide Healing as indicated on the relevant card.

BEING KO'D

If a Hero is KO'd:

- 1) Roll a die and discard the amount rolled in any mix of Gear cards, Allies cards, Glory and Fortune.
- 2) Roll a die for each Artifact currently carried. On the roll of 1, 2, or 3, that Artifact must be discarded.
- 3) Fully Heal and place the Hero in his Starting City with the figure laid down on its side.

The Hero may choose what Gear, Allies, Glory, and Fortune they lose, but they must lose the full amount rolled if possible. For this reason, it is good to try and keep a little extra Glory as a buffer in case you are KO'd (as Glory tends to be easier to get than Gear, Allies or Fortune). It is generally a good idea to sell Artifacts as soon as you can once you recover them.

KO'd Heroes with their figure laid down on its side in their Starting City do not participate in the game in any way (but may still play Event Cards on other Heroes) until they Recover during the upcoming End Phase.

If a solo Hero or a Hero on a Team is KO'd Fortune cannot be lost.

KO'D WHILE ON AN ARTIFACT ADVENTURE

If a Hero is KO'd while on an Artifact Adventure, they must discard any Danger Markers they had collected (except those placed on a Temple), losing any progress they had made toward recovering the Artifact. When the Hero returns to the same or a different Artifact Adventure, they must start over from the beginning.

KO'D ACTIVE VILLAINS

An Active KO'd Villain Fully Heals and Returns to Base in the KO'd State (see the Villain rules below).



ADVENTURES

Going on Adventures is the main task of a true Hero. In **Fortune and Glory** the goal of an Adventure is most often to obtain an Artifact. Adventures are resolved using Danger cards.

In addition to this, Artifacts in Deep Jungles have to be found before a Hero can try to obtain them. In many cases Adventures will also lead to Fights and sometimes Heroes will find themselves in Cliffhangers. If a Villain is present at an Adventure site Heroes will have to try to Sneak Past them. The following rules handle all this.

ADVENTURE SEQUENCE

The basic sequence for having Adventures is thus:

- 1) Search for the Adventure if in a Deep Jungle and not already found.
 - Phase ends if unsuccessful.
- 2a) On standard Adventure: Draw Danger and attempt it.
 - If unsuccessful turn card to Cliffhanger and phase ends.
 - If successful and number of passed Dangers matches Adventure Card get Artifact and phase ends.
 - If successful may Camp Down or Press On.
 - If Camp Down get Glory, Fully Heal and phase ends.
- 2b) On Temple Adventure: Draw Danger and attempt it.
 - If unsuccessful turn card to Cliffhanger, check for Collapse and phase ends.
 - If successful and number of passed Dangers matches Adventure Card, check for Collapse.
 - If successful and last Fortune collected, get Temple Treasure and phase ends.
 - If successful may Camp Down or Press On.
 - If Camp Down get Glory, Fully Heal and phase ends.
- 2c) Attacking a Nazi Secret Base: Draw Danger and attempt it.
 - If unsuccessful turn card to Cliffhanger and phase ends.
 - If successful and three Dangers have been passed the Outpost is destroyed and phase ends.
 - If successful may Camp Down or Press On.
 - If Camp Down get Glory, Fully Heal and phase ends.
- 2d) Attacking the War Zeppelin, the Mob HQ, a Mob Hideout or a Dark Sanctuary: Attempt Sneak Test.
 - If unsuccessful must Fight Enemies.
 - If successful or all Enemies defeated Outpost is destroyed and phase ends.
 - If Escaped phase ends.
- 3a) If Pressing On and Villain present: Try to Sneak Past.
 - Fight Villain if unsuccessful.
 - Return to step 2).
- 3b) If Pressing On and no Villain present: Return to step 2).



DEEP JUNGLE

There are 5 Spaces on the board that have a red ring around their Jungle Terrain Icon, making it a **Deep Jungle** (these still count as Jungle Spaces). The Deep Jungles on the board are – *Amazon Jungle, Amazon Falls, Heart of Africa, Congo Jungle, and Indonesia Jungle*.



You'll notice that on the Location cards for these Spaces there are vines hanging down over the map and they have a Bonus Fortune Icon and a Shuffle Icon on them.

BONUS FORTUNE

When an Artifact is placed in a Deep Jungle Space, it is worth **+2 Fortune**. Place the 2 Fortune coins under the Skull Marker on the board. When a Hero collects the Artifact, they get to take the 2 Fortune coins as well. If the Artifact is a Temple (see Temples below), the extra 2 Fortune are simply added to the Temple Fortune itself.

EXPLORATION

Artifacts located in a Deep Jungle Space are worth more because they are a little harder to find. When a Hero is in a Deep Jungle Space during their Adventure Phase, before they can go on an Artifact Adventure there, they must first find it! Take an Exploration Marker and roll a die.



If the roll is 4, 5, or 6, you have found the Adventure and may start drawing Dangers as normal.

If the roll is only 1, 2, or 3, you are lost in the Jungle and may not start the Adventure this turn. If you did not find it, in your following Adventure Phase (assuming you did not move away), take another Exploration Marker and roll as many dice as you have Exploration Markers. If any die gets a 4, 5, or 6 you have found the Adventure and can start drawing Dangers. This process continues from turn to turn until you either find and start the Adventure or leave the Space.

Once you find the Adventure and start drawing Dangers, you do not need to explore any more, this Exploration is just to get started (you can discard any Exploration Markers). If you leave the Space by moving away or being KO'd, and then return, you will need to start over and Explore to find the Adventure again.

THE ARTIFACT/ADVENTURE CARD

An Artifact Adventure has two main values on it – The **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). There is also a set of Black and White *Artifact Type* icons and occasionally some *Special Text* below the Artifact's name.



DANGERS AND CLIFFHANGERS

A key element to the pulp adventure genre is the dangerous situations that can arise while the daring Heroes explore exotic locales and fight off deadly enemies. In **Fortune and Glory** this is represented by Danger cards! Danger cards are double-sided with a **Danger** on one side (a perilous situation) and the **Cliffhanger** that can result (when things go wrong and it looks like it could be curtains for the valiant Hero) on the other side.

ENCOUNTERING A DANGER

To encounter the first **Danger** of the Adventure, draw a Danger card from the deck and make sure it is Danger side up (the first Keyword below the card image should be Danger). To overcome the Danger you will likely have to make one or more Tests and/or Fight some enemies.

A Danger will usually have one or more Tests listed on it that the Hero must pass to overcome it. Often these Tests will have the word 'or' between them meaning that the player may choose which of the Tests to take. If the word 'and' appears between two Tests, it means that the player will have to pass both of the Tests to overcome the Danger. They may decide in what order to take the Tests.

Skill Tests are described previously in the *Skills* section of the rules.

FIGHT OPTION

Often alongside the Skill Test options of a Danger there will be an option to instead go directly to a Fight. Fights are described in detail below. If the Hero chooses a Fight option rather than a Test, the Danger is overcome if the Hero defeats the Enemy or if the Hero can Escape from the Enemy. Note that in a Fight, the Glory Value of the Danger card is not used, but rather the Enemy itself has a Glory Value associated with it.

FAILING A DANGER

If the Danger is failed, your turn will immediately end and the Danger card will flip over to its **Cliffhanger** side, leaving you in a very precarious situation until your following turn. Any other Dangers you have overcome this turn will also be discarded without collecting any of the Glory for them.

OVERCOMING A DANGER

If the Danger is overcome, place a **Danger Marker** by your Hero (or on the Adventure if you are at a Temple) to show that you are one step closer to recovering the Artifact. You now have an important decision to make; you can either **Camp Down** or **Press On** to the next Danger.



CAMPING DOWN

If you decide to **Camp 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 not discarded, but kept from turn to turn toward recovering the Artifact). You may also **Fully Heal** any Wounds you might have. Next turn, if you do not move away, you may continue on your hunt for the Artifact during the Adventure Phase, picking up where you left off by drawing the next Danger.

When Heroes from the same Team collect Glory for overcoming Dangers, each Hero collects the **FULL** Glory amount, regardless of who actually passed the Test.

PRESSING ON

If you decide to **Press On**, you do not collect any Glory yet, but instead continue on and 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. It is important to note that this creates a 'pushing it' style of risk and reward as Pressing On will get you closer to recovering the Artifact, but if you fail at any of the Dangers, you will not get to collect any of the Glory from the Dangers you have already overcome!

If you are Pressing On while a Villain is present at your Adventure you will have to Sneak Past before drawing the next Danger (see the rules for Sneaking Past Villains).



CLIFFHANGERS

If a Hero fails a Test on a Danger, their turn immediately ends and the Danger is flipped over to reveal the **Cliffhanger** side of the card. This creates the classic movie cliffhanger moment! Players should **NOT** look at the Cliffhanger side of a card unless they actually fail the Danger (you shouldn't get to know ahead of time what is in store if you get in trouble).

A Hero that is currently in a Cliffhanger may NOT move away during the Move Phase. They may still roll for movement however, getting a free Event card on the roll of 1.

During the Adventure Phase of the next Game Round, instead of moving on to the next Danger, the Hero must overcome the Cliffhanger by passing any Tests or special game text listed.

If the Cliffhanger is failed, the Hero is KO'd (remember that a Hero in a Cliffhanger may Exert to gain extra Adventure Dice on a Test as noted above in the *Skill Tests* section of the Rules).

If the Cliffhanger is overcome, the Hero immediately gains the Glory for that Cliffhanger card and takes the Danger Marker for completing it. The Hero now has the option once again to Press On or Camp Down this turn.

BEING KO'D

If a Hero is KO'd while on an Artifact Adventure (or if they leave during the Move Phase), they must discard any Danger Markers they had collected (except those placed on a Temple), losing any progress they had made toward recovering the Artifact. When the Hero returns to the same or a different Artifact Adventure, they must start over from the beginning.



RECOVERING THE ARTIFACT

Once a Hero has collected Danger Markers (by overcoming Dangers) equal to the Danger Value of the Artifact, they have reached the Artifact itself and recovered it (except at Temples - see below)! Take the Artifact Adventure pair of cards and place them by your Hero Character Sheet (removing the skull-shaped Artifact marker from the board and discarding all of the Danger Markers you collected). At this point you may also collect the Glory for any Dangers overcome this turn.

Some Adventures require you to Fight an Enemy before collecting the Artifact. In these cases the Glory for the Dangers is collected before Fighting the Enemy.

If you defeat the final Enemy in the same Fight Round that you are KO'd you still recover the Artifact, but you must however then roll to see if you lose the Artifact for being KO'd with it.

When a group of Heroes from the same Team recover an Artifact, they must decide which of them is going to carry it.

If a Hero recovers an Artifact and an Active Villain is present, the Villain Returns to Base in the Delayed State.

Inactive Villains are returned to the deck.

CRIMSON HAND ACOLYTES

A Hero does not automatically need to fight a Crimson Hand Acolyte that is on an Artifact Adventure in his space, nor do Acolytes block movement in any way (think of it as though the Acolyte is working in the shadows to hunt down the Artifact, racing against the Hero). 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 one 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 from.

TEMPLES

Some of the Artifact cards actually represent a place rather than an object. These are called Temples and have a Temple Icon in the lower right corner. When a Temple Artifact is placed on the board, in addition to the Skull Marker, a Temple Figure should be placed in the same Space.

In one special case the 'of Time' Adventure special effect only applies to non-Temple Artifacts.



TEMPLE FORTUNE

Temples have a higher Fortune Value printed on them than normal Artifacts. When a Temple enters play, place the listed number of Fortune Coins onto the Temple Artifact card. Instead of only getting Fortune by collecting and selling the Artifact, with a Temple Heroes get to collect the Fortune as they pass through the Dangers.

Every time a Hero overcomes a Danger (or Cliffhanger) they may immediately take 1 Fortune from the Temple card.

THE TEMPLE TREASURE

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, stolen, lost, etc.



The Temple Treasure may be sold in a City just like a normal Artifact and has a Fortune Value of 3.

Some of the Artifact Adventure cards have Special Text listed below the card title. These are curses or modifiers to Heroes on that Adventure. Where this Special Text refers to the 'Artifact', with Temples this specifically means the final Temple Treasure.



DANGERS AND INSTABILITY

One downside of ancient Temples is that they have a tendency to always be on the verge of collapse (they are quite old after all). The Danger Value of the Temple (in the red tribal shield icon) works a little differently than a normal Artifact. Instead of representing how many Dangers the Hero must pass through to recover the Artifact, it represents how frequently you will need to roll to see if the Temple falls apart around you.

When a Hero is adventuring at a Temple, instead of collecting a Danger Marker for each Danger overcome, these Danger Markers are placed 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. At this point 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.

Note that unlike a normal Artifact, the Danger Markers from each Hero (and Villain) present are all adding to the same pile on the Temple, and therefore rolling for Collapse that much more frequently.

CLIFFHANGERS AT A TEMPLE

If a Hero fails a Danger and flips 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.

COLLAPSE

When a Temple Collapses, discard any remaining Fortune coins on that Temple, remove the Temple Figure from the board and discard the Artifact Adventure Cards. Any Hero in the Space will now have to try and Escape (even if you haven't found the Temple or are at a Cliffhanger)!

In the lower right corner of the Temple Artifact card there is an Escape Test. Every Hero in the Space must pass the Escape Test or be KO'd. It is important to note that Heroes may Exert to add extra Adventure Dice to an Escape Test as detailed in the Skills section of the rules (whether it is Escaping from an Enemy or a Collapsing Temple).

If a Temple Collapses, you immediately get any Glory for Dangers that you have overcome this turn unless it Collapsed due to failing a Danger and going to the Cliffhanger - then the Glory is lost as normal.

Even if you escape the Collapsing Temple you will still need to resolve any Cliffhanger in your next Adventure Phase.

If an **Active Villain** is at a Temple that Collapses, he takes D6 Hits and Returns to Base in the **Delayed State**.

Inactive Villains are returned to the deck.

ATTACKING AN OUTPOST OR THE WAR ZEPPELIN

MOB OUTPOSTS

Attacking a Mob Outpost involves making a Sneak Test as outlined on the relevant card. Failing the Sneak Test means that the Hero will have to fight a number of opponents.



Any Mobsters fought at an Outpost are Defense +1.

If you succeed in Sneaking or defeating the opponents the Outpost is destroyed (see below). If you defeat the last opponents that discover you in the same Fight Round that you are KO'd you still get to destroy the Outpost.

NAZI OUTPOSTS

Attacking a Nazi Outpost works just as a normal Adventure and is described on the back of the Nazi Tactics Card.

If you succeed the Outpost is destroyed (see below).



THE WAR ZEPPELIN

Attacking the War Zeppelin involves making a Sneak Test as outlined on the relevant card. Failing the Sneak Test means that the Hero will have to fight a number of opponents.



Any Nazis fought in the same or adjacent Space to the War Zeppelin have +2 Fight Dice.

If you succeed in Sneaking or defeating the opponents the Outpost is destroyed (see below). If you defeat the last opponents that discover you in the same Fight Round that you are KO'd you still get to destroy the War Zeppelin.

DARK SANCTUARY

Attacking a Dark Sanctuary involves making a Sneak Test as outlined on the relevant card. Failing the Sneak Test means that the Hero will have to fight a number of opponents.



Any Order of the Crimson Hand fought at an Outpost get +2 Fight Dice for each Wound they have taken (instead of the normal +1).

If you succeed in Sneaking or defeating the opponents the Outpost is destroyed (see below). If you defeat the last opponents that discover you in the same Fight Round that you are KO'd you still get to destroy the Outpost.

DESTROYING AN OUTPOST

If a Hero destroys one of the Vile Organization's Outposts (or the War Zeppelin) he gains an extra bonus in addition to removing the Outpost from play.

The Hero may choose to:

Either steal (take) any one Artifact that the Villains have collected.

OR

Take any Fortune (this will be 1 or 2) the Villains currently have as well as to move the Villain Track Marker D3 steps back from its current position.

Note that the Villain Track marker may not go below 0.

Also if the Mob HQ is ever destroyed, it will be placed back in a Random City during the End Phase.

SNEAK TESTS

While a Villain is at an Adventure, anytime a Hero there wishes to Press On after overcoming a Danger, they must first make a Sneak Test to get past the Villain without being discovered.

Sneak Tests are also made while attacking the War Zeppelin or a Mob Outpost.

If several Heroes from the same Team are involved they each choose the number they want to sneak through on, and then the dice are rolled once for everyone. Heroes may all choose the same number or try to sneak through individually by choosing different numbers.

To make a Sneak Test the Hero must choose a number between 1 and 6 and then roll a number of dice equal to the Enemy's Search Skill.

If any of the dice rolled the chosen number, the Test is failed and the Hero has been discovered.

SNEAKING PAST VILLAINS

For every die that rolled the chosen number, the Hero 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, the Hero has successfully passed the Sneak Test and may continue on to the next Danger.

Note that a Hero only needs to Sneak past a Villain when they are Pressing On, so if they only complete one Danger at a time and then Camp Down, they do not need to Sneak past (it is assumed they are going slow enough to avoid detection).



SEVERAL HEROES ON THE SAME ADVENTURE

COMPETING HEROES

When two or more Heroes from different Teams are in the same Space together, hunting after the same Artifact, they are considered to be racing one another. These Heroes should trade off drawing and encountering their Dangers one at a time. So, whenever a Hero overcomes a Danger, they must decide if they are Pressing On or Camping Down as normal. If they decide to Press On, before drawing their next Danger, the next Hero racing them in the Turn Order (clockwise) gets to draw their Danger first. In this way, Heroes that are racing each other for the same Artifact will be pushed to go a little faster and a little riskier as they must decide to Press On or not before seeing if the other Hero has been tripped up by a Danger.

For example - Jake Zane and Shelly Hargrove are racing each other on the hunt for the Spear of the Ancients. Jake Zane goes first in the Turn Order so he gets his Danger first and overcomes it. He then decides he wants to Press On. Before drawing his next Danger, it is Shelly Hargrove's turn to draw a Danger. She draws a Danger and fails it, slipping to the Cliffhanger. Because Jake Zane already committed to Pressing On, it comes back to him and he draws his next Danger.

It is possible for a Hero that is racing like this to commit to Pressing On and then have another Hero end up recovering the Artifact first. If this occurs, the Hero that committed to Pressing On must still draw and complete another Danger, even though there is no Artifact left to recover.

Deep Jungle - If a competing Hero has to search for the Adventure before drawing his first Danger, the search is

considered part of that first Danger and does not delay the competitor (unless he can't find the Adventure of course).

TEAMMATES

When two or more Heroes from the same Team are at the same Artifact Adventure, they work together to overcome the Dangers and Fight off any Enemies.

It does not matter when the additional Hero arrives - as soon as two or more Teammates start the Adventure Phase on the same Adventure they may work together.

The Heroes draw a single Danger for all of them and get to choose which Hero is going to make the Test. If there are multiple Tests that need to be taken on the Danger, they may choose which Hero does each of the Tests needed (they can be all done by the same Hero or split as you see fit).

Any Heroes present that are not the one taking the current Test are allowed to Exert to add extra Adventure Dice (even if it is not a Cliffhanger).

If a Test is failed, it is failed for all of the Heroes and the Danger is flipped to the Cliffhanger. If it is passed, the Heroes proceed on and may choose to Press On or Camp Down as normal. It is possible for individual Heroes to Camp Down while others Press On. Any Heroes that Camp Down take no further part in the Adventure this turn, but may join the Adventure again the next turn.

Individual Cliffhanger - If a Hero ends up in a Cliffhanger he will have to overcome that himself. Any Teammates on the same Adventure may still help him by Exerting.

Deep Jungle - If a Teammate has to search for the Adventure before assisting with a Danger, the search is considered part of that Danger and does not delay the Teammate (unless he can't find the Adventure of course).

FIGHTS

When hunting down ancient artifacts, Heroes will often find themselves facing off with bad guys. Whether it's a bare-fisted bar fight with thugs, or a shootout with Nazis in crumbling ruins, Fighting is handled more or less the same.

DRAWING AN ENEMIES CARD

Whenever a Hero gets into a Fight, it will always say what he is fighting. This may be a specific Enemy (such as *Mobsters* or *Zombies*) in which case you should use the Enemy Reference card that represents that Enemy. Most of the time however, it will say to draw a card from the Enemies deck or from the Nazi Enemies deck to find out what you are up against.



Every Enemy will have a **Glory** Value that the Hero gains if the Enemy is defeated, **Fight Dice**, **Wounds**, and any special abilities. Every Enemy also has an **Escape Test** at the bottom in case the Hero would rather try to Escape than Fight.

KEYWORD 'INFANTRY' ONLY

Occasionally when you get into a Fight in a confined area (such as on a U-Boat or Zeppelin) it will say that if the card drawn is not Keyword Infantry it should be discarded and drawn again. The Keywords of an Enemy are listed below the image and the first Keyword is always the Type of Enemy that the card represents. In these cases, if the card is not an Infantry Type, it should be discarded and you should draw a new card.



NAZI GOLD

Some cards are listed as Keyword **Escorted** as the Type. **Escorted** is not a full Type of Enemy, but rather a modifier. As noted on these cards, when drawn, another card should be drawn as well to find the actual Enemy that must be fought. It is possible to have multiple **Escorted** cards drawn in a row, just keep drawing and adding them together until you get to a normal Type of Enemy.

Note also that **Escorted** cards are NOT re-drawn in 'Infantry Only' cases as noted above (as they are only a modifier, not the actual Enemy).

ENEMY HENCHMEN FIGURES

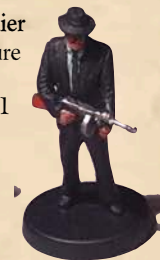
Occasionally an Enemy Henchmen Figure will be placed on the board. These are **Nazi Soldier** Figures which represents a *Nazi Soldiers* Enemy, **Mobster Thug** Figures which represents a *Mobsters* Enemy or **Crimson Hand Acolytes** Figures which represents an *Order of the Crimson Hand* Enemy. You use the Enemy Reference cards to find the details on these Enemies.



NAZI SOLDIERS AND MOBSTER THUGS

There may never be more than one **Nazi Soldier** Henchman or **Mobster Thug** Henchman Figure placed in the same Space on the map. If this ever would happen, advance the Villain Track 1 step instead.

If a Hero moves into a Space with a **Nazi Soldier** Henchman or **Mobster Thug** Henchman Figure, that Hero's move ends and they must immediately Fight that Henchman (during the Move Phase). In this way, these Henchmen Figures can block Hero movement, slowing them down.



If a **Nazi Soldier** or **Mobster Thug** Henchman Figure ever appears in a Hero's Space, that Hero must immediately Fight the Henchman outside of the normal turn sequence.

CRIMSON HAND ACOLYTES

The Order of the Crimson Hand has countless followers around the world, each just waiting for the word to don the cloak and mask to carry out whatever nefarious task their masters command. These followers are represented in the game as **Crimson Hand Acolytes**, the Henchmen for the Order of the Crimson Hand Vile Organization.



PLACING AN ACOLYTE

Acolytes are similar to Nazi Soldiers or Mobster Thug figures, but are deployed in a slightly different way. Instead of being placed on the board in a land or city Space, when a **Crimson Hand Acolyte** figure comes into play, it is placed directly onto an Artifact Adventure. This represents an Acolyte being sent directly to try and collect an Artifact for the Villains! This can happen 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. Acolytes can also be dispatched by the **Crimson Hand Dark Sanctuary Outposts** (as described on the **Order of the Crimson Hand Outpost** chart).

FIGHTING AN ACOLYTE

A Hero does not automatically need to fight a **Crimson Hand Acolyte** that is on an Artifact Adventure in his space, nor do Acolytes block movement in any way (think of it as though the Acolyte is working in the shadows to hunt down the Artifact, racing against the Hero). 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 one Acolyte figure on an Artifact, the Hero must Fight each of them to recover that Artifact. If the Acolyte is defeated or Escaped from, remove it's figure.

When fighting a **Crimson Hand Acolyte** figure, use the **Order of the Crimson Hand Enemy Reference Card**.



FIGHT ROUNDS

Each Fight is split into a number of Fight Rounds. During each Fight Round, both the Hero and the Enemy will simultaneously attack. Sometimes a card will say that it cannot be used 'during a Fight Round'. Cards like this may however, still be used between Fight Rounds.

FIGHT DICE

Fight Dice are the dice that the Hero or Enemy gets to roll to try and damage his opponent. 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 listed.

Every Fight Dice roll of 4, 5, or 6 does one Hit.

Any **Nazi Enemies** in the same or adjacent Spaces to the **War Zeppelin** gain +2 Fight Dice.

DEFENSE AND WOUNDS

As noted earlier, a Hero's (or Enemy's) **Defense** is the number of Hits that are prevented anytime they take one or more Hits (so during each Fight Round, a Hero with Defense 1 will prevent the first Hit taken from an Enemy). Each Hit that is not prevented goes through and adds 1 **Wound Marker** to the Hero or Enemy. If the Hero or Enemy ever has **Wound Markers** on them equal to or greater than their **Wounds** value, they are defeated (or KO'd if the Hero).

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.

COLLECTING GLORY

When an Enemy is defeated, the Hero immediately gets the Glory listed on that Enemy's card.

This occurs even if the Hero is also KO'd in the same Fight Round and even if the Fight replaces a Danger on an Adventure.

When Heroes from the same Team collect Glory for defeating Enemies or overcoming Dangers, each Hero collects the FULL Glory amount, regardless of who actually passed the Test.

ESCAPING FROM A FIGHT

Most Enemies have an Escape Test listed at the bottom of the card. At the start of any Fight Round, a Hero may decide to try and Escape instead of Fighting. The Hero rolls the Escape Test just like any other Test. If successful, the Enemy is discarded (without rolling Fight Dice) and the Hero may continue on with their turn, though no Glory is gained for the Enemy.

Escape Tests are always made individually for each Hero (both for Enemies and Collapsing Temples) Even if they are on the same Team.

If the Escape Test is failed, the Enemy gets to roll their Fight Dice for the round as normal against the Hero. Note that the Hero does NOT get to roll her Fight Dice as she was attempting to Escape instead. At the start of the next Fight Round, the Hero gets to decide again whether to try and pass another Escape Test or simply Fight as normal.

Heroes may NOT Escape from a Fight with a Villain.

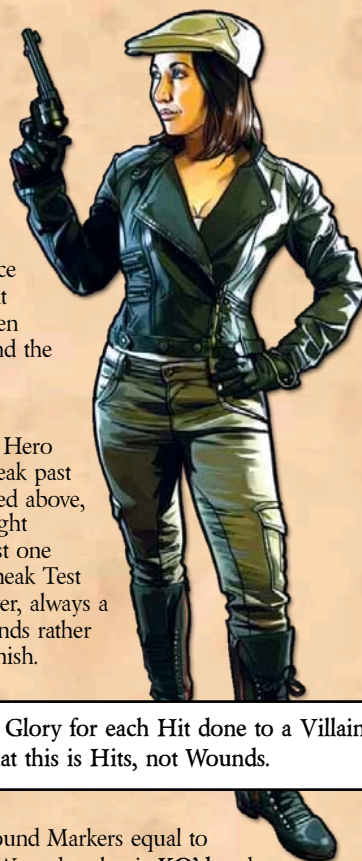
ESCAPING FROM A FIGURE

If you Escape from a Fight with an enemy that is represented by a **Nazi Soldier** or **Mobster Thug** Figure on the board, the figure remains in the Space and you must immediately move to an adjacent Space of your choice. If that Space also contains an Enemy **Nazi Soldier** or **Mobster Thug** Figure (but not a Villain), it must be fought immediately.

FIGHTING A VILLAIN

Unlike normal Enemies, a Fight with a Villain is only a set number of Fight Rounds (not a fight to the finish). The Hero rolls their Fight Dice at the same time as the Villain rolls Fight Dice equal to their Combat Skill. The Hits are then resolved as normal and the Fight is over.

Note that if the Fight occurred because the Hero was attempting to Sneak past the Villain as described above, it may be multiple Fight Rounds instead of just one (depending on the Sneak Test roll). It is still, however, always a fixed number of Rounds rather than a Fight to the finish.



The Hero gains 1 Glory for each Hit done to a Villain.
Note that this is Hits, not Wounds.

A Villain that has Wound Markers equal to or greater than their Wounds value is KO'd and removed from the board. Active Villains return Base and Fully Heal, while inactive Villains are discarded.

MULTIPLE HEROES IN A FIGHT

If several Heroes from the same Team find themselves in a Fight with an Enemy, they must trade off doing individual Fight Rounds with that Enemy until it is defeated or until they are all KO'd or each Escape. The Heroes may choose in which order they Fight.

When it comes to a Fight with a Villain, each Hero must Fight on their own in Play Order or as selected by the Team.

CITIES

The first thing the Hero must always do during the Adventure Phase in a City is draw a City card. Most City cards are read aloud when they are drawn, though some have a Secret icon in the upper left corner meaning that the card should be kept secret and taken into hand to play later like an Event card.



Teammates may not assist each other during City Dangers, but must all draw their own City cards.

Generally a Hero in a City during the Adventure Phase follows this procedure:

- Draw and resolve a City card (unless already in a City Cliffhanger)
- May investigate the Docks (in a Port City with a Docks marker)
- May interact with the City (sell Artifacts, buy Gear/Allies, heal wounds, draw Personal Mission) and/or attack a Mob Outpost



CITY DANGERS

Some City cards are actually Dangers! When a City Danger is drawn, the player must take the Tests on the card just like any other Danger. Note though that as it is a City card, this Danger cannot be double-sided and so the Cliffhanger is actually included on the front face of the card at the bottom.

CITY CLIFFHANGERS

A Hero that fails the Tests on a City card Danger ends their turn and goes to the Cliffhanger as normal. They cannot interact with the City in any other way this turn. On the following turn's Adventure Phase, the Hero must resolve the Cliffhanger instead of drawing another City card, but can then interact with the City afterward (assuming they are not KO'd).

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 then roll a D6 on the Major City Epic Event chart for the specific Major City they are in, and work out the result. Note that this only applies to a Hero in a Major City. If "Just

Another Day in the City" is drawn at a Minor City, there is no special effect. It is also important to note that the Hero must roll on the chart and resolve its effects before doing anything else in the City (like selling Artifacts, buying Gear or healing).

INVESTIGATING THE DOCKS

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, simply flip over the Docks Marker and see what you have discovered (returning the marker to the pool). The results for each Marker type can be found below.

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.

THE DOCKS MARKER RESULTS

Shanghaied - Knocked over the head and carried across the sea, the Hero's turn ends and they are moved to the city of Shanghai.



Shakedown - Cornered in a warehouse by Mob goons, the Hero must immediately lose 1 Fortune or discard a Gear.



Fight - The Hero must immediately fight the listed enemy.



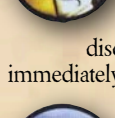
Double-Cross - Double-Crossed by a trusted contact, the Hero must immediately lose 1 Fortune or discard an Ally.



Draw Gear/Ally - The Hero may draw a Gear/Ally card as noted on the counter.



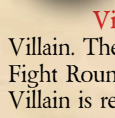
Fortune - Foiling a dirty Mob deal at the Docks, the Hero immediately gains the listed amount of Fortune.



Discovery - Making a shocking discovery at the Docks, 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 - Intercepting a cargo crate with a stolen Artifact from a distant land, the Hero "liberates" it from the Mob. Gain a Temple Treasure Artifact (use a Temple piece to represent this). The Temple Treasure may be sold as an Artifact for 3 Fortune.

INTERACTING WITH THE CITY

Once the Hero has drawn and resolved their City card, they may now interact with the City by Selling Artifacts, buying Gear and Allies, Healing Wounds and/or drawing a new Personal Mission (in any order they wish).

The Hero may sell any Artifacts they have collected. To sell an Artifact, simply discard the Artifact and gain Fortune equal to the Fortune Value listed on the card.

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 to only one Mission.

When interacting with a City, a Hero may:

Sell an Artifact or Temple Treasure at the listed value (a Temple Treasure has a Fortune Value of 3).

Purchase any number of Gear and/or Allies cards for 5 Glory each

Purchase any Common Items for the cost listed on the card.

Heal any number of Wounds that they have for 1 Glory each.

Once per turn, spend 2 Glory to draw a new Personal Mission, then discard back to only one Mission.

When interacting with a Major City, a Hero may sell an Artifact or Temple Treasure (even at an Auction) at +1 Fortune to the listed value.

If the Mob is the Vile Organization in play, the *Extortion* ability of the Mob makes all Gear and Common Items cost an extra 2 Glory to buy.

When fighting the Order of the Crimson Hand as the Vile Organization, the *Keep Your Friends Close...* ability allows a Hero in a City to buy one Ally per turn for 2 less Glory than normal, to a minimum of 1 Glory.



MOB OUTPOSTS

A Hero that is in a City with a Mob Outpost may attack it after drawing and resolving the City card, but may choose to interact with the City before or after the attack.



OCCUPIED CITIES

If the Heroes are up against the Nazi Vile Organization, Cities on the map may become Occupied (as a result of rolling on the Nazi Tactics Chart). Anytime a Hero moves into an Occupied City, their move immediately ends and they must draw a Nazi Enemies card to Fight. If Heroes find themselves in Occupied Cities at other times (such as when the Occupation Marker is placed during the Villain Phase) they do not have to have a Fight.



GEAR, ALLIES AND COMMON ITEMS

Gear, Allies and Common Items are cards that a Hero can acquire to increase their Skills and Abilities.

BUYING STUFF

Gear and Allies cards may be purchased using Glory while in a City. When purchased, draw the top card from the deck and place it face up on the table next to the Hero's Record Sheet.

It costs 5 Glory to buy a Gear or Allies card.

When the Mob is the Vile Organization in play, all Gear and Common Items cost an extra 2 Glory.

When the Order of the Crimson Hand is the Vile Organization in play, one Ally per turn costs 2 less Glory than normal, to a minimum of 1 Glory.

ALLIES

UNUSABLE ALLIES

In some cases a Hero will not be allowed to use a newly acquired Ally. If that is the case immediately discard that Ally and draw another.

IMMOBILE ALLY

An Immobile Ally is not considered to be 'with the Hero', but is located in the listed City. This may mean that some effects do not apply to that Ally (the *Avalanche Cliffhanger* for example). Immobile Allies still count toward a Hero's carrying limit.

LOYALTY TESTS

Allies have a special Skill in the lower left corner of their card called **Loyalty**. This is used when an Ally is called on to make a Loyalty Test. To make the Test, roll a number of dice equal to the Ally's Loyalty Skill. If any of the dice roll the number needed for the Test, the Test is passed. If not, the Test is failed and the Ally must be discarded (there is often an additional effect as well, based on whatever caused the Test).



INTIMIDATION

If The Mob is the Vile Organization in play, anytime an Ally uses an Activate ability a Loyalty 4+ Test must be made. If failed, the Ally has been bumped off by The Mob and is discarded.



COMMON ITEMS

Common Items are available to purchase in Cities using Glory. Common Items work just like Gear and Allies with the exception that they are not a deck but rather a stack of cards. This means that Heroes do not get them randomly but instead may pick and choose the specific card that they would like to purchase (the cost in Glory is shown in the upper right corner of the Common Item card). There is also no discard pile for the Common Items stack as any time one would be discarded, it is instead just returned to the stack.

Cards and Special Abilities may increase or decrease the cost of Common Items, but the cost of a Common Item can never fall below 1.

Availability of Common Items is limited by the number of cards in the deck.

When purchased, Common Items are placed face up next to a Hero's Record Sheet and count toward the carrying limit of either Gear or Allies, depending on the Common Item (the first Keyword on a Common Item will always be Gear or Ally).

CARRYING LIMIT

A Hero may carry up to 3 Gear and up to 3 Allies at a time (a total of 6 cards)

If a Hero ever has too many Gear or Allies, they must discard down to their limit. A Hero may use any and all Gear and Allies they are carrying.

ACTIVATE

Some Gear and Allies must be **Activated** to use one or more of their abilities. This just means that the ability is one use per turn. When Activated, flip or rotate the card to show that it may not be Activated again this turn. While Activated, any other Skill Bonuses or non-Activate abilities on the card MAY still be used.

VILE ORGANIZATIONS

One of the Vile Organizations is always in play when using these rules.

THE MOB

If the Mob is in play there will be a Mob HQ and there may be a number of Hideouts.

By using their *Intimidation* ability the Mob forces Allies to make Loyalty tests when using *Activate* abilities as described on the Mob Vile Organization Sheet.

The *Extortion* ability of the Mob makes all Gear and Common Items cost an extra 2 Glory to buy.



THE NAZIS

If the Nazis are in play there will be a number of Secret Bases and the War Zeppelin will be cruising the world.



ORDER OF THE CRIMSON HAND

If the Order of the Crimson Hand is in play there will be a number of Dark Sanctuaries.

DARK KNOWLEDGE

The Order of the Crimson Hand gain special bonuses for each type of Artifact they have collected (Myth, Fate, Magik and Death). It is important to note that each of those bonuses is only granted once, regardless of how many Artifacts the Villains have with that Icon. The Crimson Hand either have the bonus for an Icon type, or they don't; they can't have the bonus multiple times.



KEEP YOUR FRIENDS CLOSE... AND THE ORDER'S INFLUENCE

The Order of the Crimson Hand has its dark tendrils in every level of society, influencing people all over the globe, from the humblest cab driver in Bombay to the most powerful leaders in the world. When fighting the Order of the Crimson Hand as a Vile Organization, often times the Loyalty of your Allies will be tested (and reduced) by threats and bribes. With the *Keep Your Friends Close...* ability, a Hero in a City is allowed to buy one Ally per turn for 2 less Glory than normal, to a minimum of 1 Glory. However with *The Order's Influence* ability (found on the Tactics chart), anytime the Villains get to roll on their Tactics chart, they also have the opportunity to corrupt any Allies currently in play (as noted in the ability). This makes Allies easier to get, but slightly more dangerous to use when fighting the Order of the Crimson Hand.



VILLAINS

One of the more exciting elements of the game is the ruthless Villains that can show up to give the Heroes a hard time. There are eleven Villains included in the game, each with a unique figure and card to represent them. Each Villain has a Faction Icon in the upper left corner of their card to show which Vile Organization they belong to.

When a Villain enters play, place the unique figure for that Villain in the relevant Space.

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, instead use the Villain that is already present.

Depending on how many players there are the Villains will be in various modes which may also change during the game:

Active Villain - An Active Villain is one of two or three Villains from the currently used Vile Organization with her card placed on the Villain Board. Active Villains will also be in one of several Villain States as detailed below.

Inactive Villain - An inactive Villain is any Villain that is not Active. Inactive Villains removed from the board for any reason are Fully Healed. Their Villains Card is returned to the deck, but any Remains in Play cards on them are kept with their figure in case they return to the game.

Villain in Play - A Villain in Play is any Active Villain or an inactive Villain with her figure currently on the map.



VILLAIN ABILITIES

Villains have Skills, Defense, Wounds, and Special Abilities just like Heroes, though a Villain's Skills are a bit different.

Search (Green) – This represents how good the Villain is at hunting down Artifacts and finding Heroes that try to Sneak Past them.

Combat (Red) – This is how good the Villain is in a Fight.



NAZI VILLAINS

Villains that are part of the Nazi Faction have an additional bonus as they always travel with a group of soldiers as **Bodyguards**.

Anytime a Nazi Villain is placed on the board, they are always placed with 2 Nazi Soldier Henchmen Figures as Bodyguards.

Place the Bodyguards on the Villain card.

These Henchmen Bodyguards do not act like the 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 currently with them. Also, as long as the Nazi Villain has one or more Bodyguards with them, the Villain does not suffer the -1 Adventure Dice for Heroes in their Space.

Anytime the Villain takes damage, the first Wounds they take will always be assigned to the Bodyguards first, removing one 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 (or if another is added later), the Villain will take him on, converting him over to a Bodyguard (and moving the model to the Villain card). If there are not enough Henchmen figures available, the Villain will come into play with fewer or no Bodyguards. If there are not enough Nazi Soldier figures available and a Nazi Villain comes into play with fewer than the normal 2 Bodyguards, this does not move the Villain Track.

Any Henchmen Bodyguards still with the Villain when he is removed from the board are simply returned to the figure pool.

NAZI GOLD WITH A VILLAIN

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. Because a Fight with a Villain is not a fight to the finish, this works a bit differently than normal. If the Hero does more Wounds to the Villain (including killing off Bodyguards) than the Villain does to the Hero, the Hero gets to steal the Nazi Gold Fortune. If not, the Fortune is not collected.

ANGELICA HAMILTON

The Crimson Hand Villain Angelica Hamilton has an ability that makes all Tests made in her space count as Deadly Tests. This can be really brutal, however, if you can defeat her in a Fight or through the use of cards (like "Blizzard", "Sandstorm" etc), any further Tests in that space revert to normal (no longer Deadly).

Many times this means that you will want her to find you when you try to Sneak past, so that you can Fight her. Just remember that you cannot choose to Fight the Villain directly, you must still make the Sneak Test as normal for Sneaking past a Villain (consider that she may in fact be intentionally staying in the shadows to avoid direct conflict).

AGENTS OF EVIL

It is important to note that on the Danger card *Agents of Evil*, the Danger's Test is to Sneak past a Villain. Once this Danger is overcome (either by passing the Sneak Test or by completing the Cliffhanger in the next turn), the Villain will still be at the Adventure and the Hero will need to Sneak past them again if they wish to Press On, just as though it were any other Danger.



VILLAIN STATES

Active Villains have four states that they can be in:

Deployed – The Villain figure is on the board at an Artifact Adventure and searching for that Artifact.

Ready – The figure is by the Villain's card and waiting to be deployed to the board.

Delayed – The figure is by its Villain card, but in the 'Delayed' circle on the Villain Board to show that the Villain is not ready.

KO'd – The figure is by its Villain card in the 'KO' circle on the Villain Board to show that she is currently out of action.

RETURNING TO BASE

Anytime a Villain figure is removed from the board, if they are an Active Villain, the figure goes Back to Base and is placed by their Villain card on the Villain Board.

If the Villain was removed because they took Wound markers equal to or greater than their Wounds value, the Villain becomes KO'd (and is Fully Healed).

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.

SELECTING A RANDOM VILLAIN

When a card tells you to draw a **Random Villain**, shuffle up all of the Villain cards that are not currently in play and draw one at Random for the encounter. If this occurs during an Adventure, the Villain will actually stay out on the board and join the hunt for the Artifact (as detailed under *Villains Adventuring*).

Occasionally a card will ask for a Random Villain of a Particular Faction (for instance a **Random Nazi Villain**). When

this happens, only shuffle in Villains of that Faction not currently in play to draw from.

Occasionally a card will need to select a **Random Villain in Play**. When this happens, just assign a number to each of them and roll a die to randomly select one (for instance, if there are three Villains in play you would number them aloud 1-2, 3-4, and 5-6 and then roll a die to see which is selected). Note that 'in play' includes all Villains that are on the board as well as those that are Back at Base (Active Villains in the row near the Vile Organization's Record Sheet).

THE VILLAIN TRACK

The Villain Track represents how much power the Vile Organization has gained throughout the game. It is not a turn track, but rather only moves when specifically called on to do so. The Track Marker starts the game at 0. If the Track Marker ever reaches the number needed for the Villains to win (based on the number of Heroes playing and listed on the Victory Chart), the Villains have acquired enough power to conquer the globe and immediately win the game, defeating the Heroes.

The Villain Track moves as follows:

- The Track Marker moves 2 steps forward whenever the Villains collect an Artifact
- The Track Marker moves 1 step forward for every full 3 Fortune coins the Villains collect. This Fortune is then returned to the coin pool.
- 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 for them available), instead the Track Marker moves 1 step forward.
- Some other cards and abilities also move the Track Marker as listed.

It doesn't matter if an Artifact and/or Fortune is collected by an Active or inactive Villain.

VILLAIN EVENTS

At the start of the Villain Phase a Villain Event is drawn.

VILE TACTICS

One Villain Event, that there are several copies of in the deck, is called *Vile Tactics*. This card has the players roll once on the Vile Organization's Tactics Chart and work out the result. The Tactics Chart is a way for the different Vile Organizations to each have some special and characterful events that occur when battling them.

NAZI OCCUPATION

With the Nazi Tactics Chart result *Occupation*, Nazi Soldier figures that are currently being used as Bodyguards for a Villain are NOT included.

If there is a Mobster Thug figure in a City and the Nazis try to place an Occupation marker on that City the Occupation marker is not placed. It is assumed that the Mob protects their turf from the Nazis.

NAZI TACTICS	
D6 Roll	Result
1-2	New Secret Base Place a new Nazi Secret Base in a Random Location (until 1 per Space). If there is already a Secret Base there, remove the Random Location.
3-4	Blitz! Place 2 Nazi Soldier figures on the board in Random Locations. Any Hero in a space adjacent to one or more Nazi Soldier figures must immediately fight Nazi Soldiers (unless at the normal turn sequence). (Note that this does not remove or affect the Nazi Soldier figure themselves; they remain in place where they are.)
5-6	Occupation The Nazis have started pushing their way into nearby cities as a show of force! Place a Nazi Occupation marker in any City that is touched by a Space with a Nazi Soldier figure in it. These Cities have become Occupied by the Nazis! Anytime a Hero moves into an Occupied City, their move immediately ends and they must draw a Nazi Reaction card to fight. If defeated, the Occupation marker is removed and the City is liberated, as the Nazis have been driven out.

REMAINS IN PLAY VILLAIN EVENTS

If a Remains in Play Villain Event card (like *Forbidden Knowledge*) is played on a non-Active Villain and that Villain then leaves play the card should be kept aside with the figure for that Villain. In this way, if that Villain comes back into play at a later time, they still have the Remains in Play card on them.

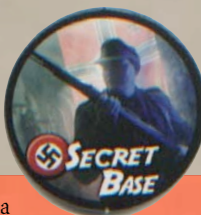
OUTPOSTS

In each Outpost/Zeppelin step do the following depending on which Vile Organization is in play.

The Mob - Roll a D6 if the Mob HQ is on the Board. On a roll of 4, 5 or 6, place a Mobster Thug Henchman figure in a Random City. If there is already a Mobster Thug figure there, instead move the Villain Track 1 step forward. Each Hideout on the Board also generates 1 Fortune for the Villains.



The Nazis - Roll a D6 for each Secret Base on the Board. On a roll of 4, 5 or 6, place a Nazi Henchman figure in a Random Location. If there is already a Nazi figure there, instead move the Villain Track 1 step forward.



The Order of the Crimson Hand - Roll a D6 for each Dark Sanctuary on the Board. On a roll of 4, 5 or 6, place a Crimson Hand Acolyte figure on the Artifact Adventure with the lowest Fortune Value and no other Acolytes there. If all Artifact Adventures already have an Acolyte figure on them, place the new figure on the Artifact with the lowest Fortune Value and the fewest Acolyte figures already there.



The rules for a Vile Organization's Outposts can also be found on the back of its Tactics Chart.



THE ZEPPELIN MOVES

Skip the Zeppelin Moves Step if the War Zeppelin is not in play.

Zeppelins are an epic part of the pulp genre; massive airships that darkened the sky for a time. The War Zeppelin Figure allows the Heroes to further their adventures into the skies, sneaking aboard a Nazi Zeppelin to loot stolen gold and fight off the vile Nazi soldiers guarding it.

The War Zeppelin figure is placed in a Random Location on the board during Set Up and will move around each turn in the Villain Phase, possibly even dropping off a Nazi Soldier.

When it is time to move the War Zeppelin draw a Random Location and roll a D6 for the War Zeppelin's movement. It will move along the shortest path toward the Location drawn. The First Player decides if there are several equidistant paths. If the War Zeppelin reaches the Location it was headed toward, a Nazi Soldier is placed there (unless there already is one - in which case the Villain Track moves 1 step forward instead). If there is a Hero in the Space he is immediately attacked.



Any Nazi Enemies in the same or adjacent Spaces to the War Zeppelin gain +2 Fight Dice.

The full rules for the War Zeppelin can be found on the War Zeppelin Record Sheet (note that this sheet is double-sided and that only the War Zeppelin side is used when fighting the Nazis Vile Organization).

VILLAIN ACTIONS

During the Villain Adventure Step every turn, each Villain in play is allowed to act, starting with the Active Villain card on the left of the row and proceeding right. After the Active Villains have taken their actions, any other Villains on the map will also Adventure.

When a Villain is being Deployed to an Artifact with the highest Fortune Value Always use the Fortune Value actually printed on the card (do not include any bonuses, etc). If there is more than one Artifact with the highest value, place the Figure at the Artifact with the highest Fortune and the lowest Dangers Value. If still tied, the First Player may choose at which Artifact to place the Figure.

An Active Villain takes one action based on its current state as follows:

KO'd – A Villain that is currently KO'd will move to the 'Delayed' circle and become Delayed.

Delayed – A Villain that is currently Delayed will move to the 'Ready' circle and become Ready.

Ready – A Villain that is currently Ready will be Deployed to the board at the Artifact with the highest Fortune Value and with no other Villain there.

Deployed – A Villain that is already Deployed to the board will get to Adventure and roll to further their hunt for the Artifact.

Note that Ready Nazi Villains will Deploy to the board with a new complement of Bodyguards.



VILLAINS ADVENTURING

In the Villain Phase of each turn, every Villain currently on the board will actually get to Adventure and work toward recovering the Artifact for himself.

A Villain at a **Deep Jungle** will need to Explore to find the Artifact Adventure just like a Hero would (Exception: If the Villain was added by a card to an Adventure in a Deep Jungle, they are assumed to already have found it).

For each Villain that is currently at an Artifact Adventure, roll a number of Adventure Dice equal to that Villain's Search Skill.

A Villain is -1 Adventure Dice for each Hero in their Space.

Note that Nazi Villains with one or more Bodyguards with them do not suffer the penalty to Adventure Dice for Heroes in their Space.

Roll all the Villain Adventure dice at once and then apply the results.

For each roll of 4, 5, or 6, the Villain gets a Success and places a Danger Marker by their Villain card (and gets a Fortune if at a Temple). For any rolls of 1, the Villain is hurt in his adventures and immediately takes a Wound (ignoring Defense).

SEARCHING FOR ARTIFACTS

If a Villain collects Danger Markers equal to the Danger Value of the Artifact (or the last Fortune at a Temple), they have recovered it. Place the Artifact on the Villain Board to show

that the Villains have it in their possession. Villains ignore any Special Text on an Artifact Adventure card.

All of the Villains are assumed to be working together. This means that any Artifact collected by a Villain is given to the current Vile Organization, regardless of which Villain recovers it.

A Villain at a **Temple** will add a Danger Marker to the Temple and collect a Fortune from it for each Success rolled, just like a Hero would for overcoming a Danger. Any Fortune collected should also be placed on the Villain Board to show that the Villains have it.

Temple Treasure pieces count as an Artifact when collected and will move the Villain Track as such, however, the Artifact Adventure cards do not remain and are simply discarded upon collection. As with other Artifacts collected by Villains, a Temple Treasure is placed on the Villain Board.

Any Fortune collected by a Villain is placed on the Villain Board, as are any Artifacts (and Temple Treasures) recovered by a Villain.

Any Villain at an Adventure when the Artifact is collected (either by a Hero or the Villain himself) is removed from the board.

If an Active Villain was removed because they recovered an Artifact, they return to Base in the Ready State. If an Active Villain was removed because a Hero recovered the Artifact, they return to Base in the Delayed State.

Inactive Villains are just removed from the board and placed back in the deck.



VILLAINS AND COLLAPSING TEMPLES

If a Villain is in a Space with a Temple when it Collapses, they do not get to make an Escape Test like a Hero would. Instead the Villain simply takes D6 Hits and is removed from the board Delayed (if inactive they are simply removed).

APPENDIX I

The following rules are optional and should be agreed on before the game is set up.

THE DANGERS DECK

There are two alternate ways to handle the Dangers deck depending on player preference.

Shuffle Before Each Draw - The Dangers deck should be hand shuffled a bit to mix all of the cards together before each draw. When a card is drawn, it should be drawn from the bottom or middle of the deck. When discarded, the cards should be shuffled back into the deck. In this way, all of the Danger cards are always in the mix and you never know what you are going to get when you draw.

Draw from the Bottom and Cycle - Another way to handle the Dangers deck is to keep the 'Dangers side' face down. When a card is drawn, it should be drawn from the bottom of the deck and flipped over to lie on the table with the Danger side up. Danger cards should be discarded back to the top of the deck with the Danger side down. With this method, you will cycle through all of the Danger cards before you start hitting the same Dangers again (note that there are some duplicate Dangers that have different Cliffhangers on the back). This way you will get to see more of the Dangers in any given game, but players might be able to count cards and know that they are safe from certain Dangers that have already passed by.

RANDOM CITY AFTER KO

Any KO'd Hero is moved to a Random City instead of his Home City. This rule will prevent Heroes from trying to get KO'd for a free ride home. A variation of this optional rule is that any KO'd Hero is moved to the nearest City instead of his Home City."

SCALING THE VILLAIN TRACK AND FORTUNE TOTALS

An easy way to adjust the length or difficulty of the game is to change the amount of Fortune needed for a Hero or Team of Heroes to win the game. Instead of a Hero needing 15 Fortune, you can try needing 20 or even 25. This will lessen the effect of random benefits that an individual Hero might get (like a Secret Delivery or two), but beware as it will also increase the game length.

You can also adjust the number needed on the Villain Track for the Villains to win to make it easier or harder. The track goes up to 30 to allow for modification like this.

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.

FIXED MOVEMENT

Some players prefer to have a fixed movement value rather than a 'roll and move' style of play. If all players agree, you can use the following adjustment to the Move Phase:

During a Hero's Move, they now have two options; they may either take a fixed movement of **4 Spaces** (Sea Spaces still have a movement cost as listed), OR they may **roll a die for movement and if the roll is 1 or 2, they get a Free Event card**. Note that they must choose which to do before rolling the die. Another element of this system is that while in a Cliffhanger, the Hero is NOT allowed to move at all and so may not roll to see if they get an Event on a 1 like they could in the normal movement system.

REVISED TEMPLES

This is an optional way to handle Temples and Collapse meant to streamline Temples and make them more fun and a bit sturdier.

The following section is meant to completely replace the "Dangers and Instability" and "Cliffhangers at a Temple" sections. All other aspects of Temples remain the same (placement, Fortune collection, Temple Treasures, what happens when a Temple actually does Collapse etc). This only replaces how Collapse markers are placed on a Temple and how you determine when a Temple actually does finally Collapse.

Temple Instability: Temples can be a great source of fast Fortune, but the downside is, they have a tendency to be unstable. While a Hero is adventuring at a Temple, anytime they go to Cliffhanger from a Danger, they 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 the Temple ever has Collapse markers equal to or greater than its Danger Value, the Temple Immediately Collapses and any Heroes there must try to Escape.



APPENDIX II

These are the special texts of the Adventure Cards in a more legible font size. Adventure Cards not listed do not have special text.

ADVENTURE CARD SPECIAL TEXT

ADVENTURE	SPECIAL TEXT
OF THE CRIMSON HAND	After all Dangers, you must fight and defeat Order of the Crimson Hand to get the Artifact.
OF THE CURSED EYE	Curse – Allies with Loyalty 2 or less may not be used during this Adventure.
OF THE DAMNED	Curse – After completing each Danger here, roll a D6. On the roll of 1, 2 or 3, take a wound.
OF THE DARK FIRE	Curse – During this Adventure you are -1 Agility.
OF THE DEAD	After all Dangers, you must Fight and defeat Zombies to get the Artifact.
OF THE GOLDEN SUN	Curse – During this Adventure you are -1 Cunning.
OF HADES	When you complete this Adventure you may take any one Ally from the Discard Pile.
OF ILLUSION	After each Danger, roll a D6. On the roll of 1 or 2, discard that Danger and any Glory gained during it.
OF LOKI	Gear may not be used during this Adventure.
OF MEDUSA	When recovering this Artifact you must either take D6 Hits or discard an Ally that is with you.
OF THE MONKEY GOD	Curse – During this Adventure, your Defense is reduced to 0 and may not be increased.
OF PHAROX	While you have this Artifact, you may heal D6 Wounds when you defeat an Enemy in a Fight.
OF POSEIDON	While you have this Artifact, you may always move through Sea Spaces for 1 movement each.
OF TIME	Any Dangers not completed during the current Game Round do not count toward recovering this Artifact.
OF ZEUS	While on this Adventure, cancel any Event played during your Adventure Phase on the D6 roll of 3+.

APPENDIX III

VERSION HISTORY

VERSION 0.8

Version 0.8 added the rules from the Danger Pack 1 supplement, the Sands of Cairo supplement, the Rise of the Crimson Hand expansion and the Treasure Hunters expansion. It updated the rules on victory conditions and corrected and clarified lots of minor rules. Many changes to layout and sequencing of the rules were also made. The typeface for the rules text was changed to Beryllium.

VERSION 0.7

Version 0.7 corrected a few misprints and changed the layout for two sided printing.

CREDITS

The credits for the original game and its expansions are repeated here as presented in the original rulebooks.

Game Design - Jason C. Hill
Graphic Design and Layout - Jack Scott Hill
Music Composition - Mary Beth Magallanes
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Post Production Artwork - Jason C. Hill Jack Scott Hill
Game Board Illustration - Matthew Morgaine
Rules - Jason C. Hill
Miniature Concept Art - Christine Bian
Miniature Sculpts - Gael Goumon
Playtesters - Mary Beth Magallanes, Jeremy Hill, Joel Flamme, Chris Kemnow, Joe Fiala, Michelle Sanchez, Matt Auen, Joel Hills, Liz Spain, Austin Lamb, Matt Spain, Matthew Dudley, Lora Nelson, Kirk Tarrach, Ari D. Howard, Christopher Galvanin, Kevin O'Hara and many others.

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Li Mei Chen - C.C. Taska
Duke Dudley - Matthew Dudley
Sharon Hunter - Lora Nelson
Alexander Cartwright - Matthew Morgaine
Jacques Moreau - Brandon McCurry
Dr. Zhukov - Joel McCone
Shelly Hargrove - Jaime Soule
Nigel Harrington - Gordon E. Frye
Angel Espinoza - Elena Escobedo
Grant Jackson - Ari D. Howard
Jenny Butler - Emily Cohen

VILLAINS

Herr Teufel - Merric Shank
Tresa - Alysia Roe
Colonel Stahl - Joe Fiala
Franco Fedicci - Dominic Sodano
Vanessa Love - Heidi Costello
'Icebox' Eddie - Brad Lansford
The Inquisitor, Master of the Order - Jack W. Hill Jr.
Angelica Hamilton - Nancy E. Frye
Sir Benjamin Crowley - Joseph Stankowicz
Joey Smiles - Jason Southwick
Mickey 'The Hammer' - Michael Wilcox

ALLIES AND ENEMIES

Allison - Caryn Dudley
Reggie - Hideki Saito
Baxter - As Himself
Sam - Travis Guadan
Butler - Austin Lamb
Damsel - Liz Spain
Professor - Josh Lytle
Ship Captain - Jack W. Hill Jr.
Pilot - Todd Harry
Mechanic - Andrew Brown
Driver - Brother Chris Magallanes
Friend of the 'Family' - Ron Butcher
Reporter - Jeremy Hill
Museum Curator - Robert Scott

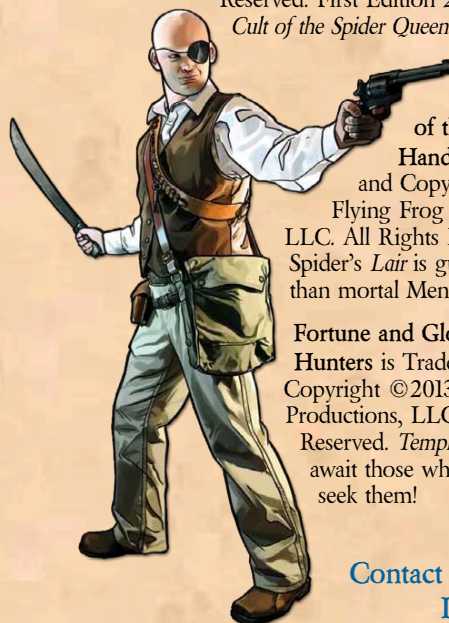
Occult Expert - Richard Thames Rowan
Nazi Demonologist - Kevin O'Hara
Dutch - Christopher Galvanin
Burglar - Aaron Frazier
Thugs, Nazis, Mobsters, Crimson Hand and other Enemies - Jeremy Hill, Bill Gross, Wayne Knerr, Chris Kemnow, Brad Lansford, Jason C. Hill, Austin Lamb, Joel Hills, Aaron Frazier, Kara Frazier

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