



Tarnished Glory

"Fight for Glory, Slay the Dragon"

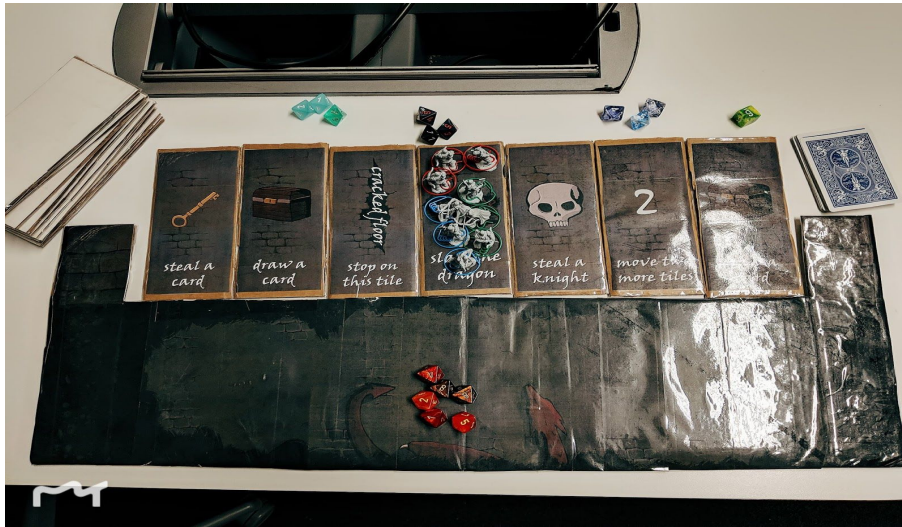
In Tarnished Glory, three disgraced royal houses are sent by their king to kill a ferocious Dragon. That is their only way to redeem their house's glory. There are four players in total. One plays as the Dragon who controls their dungeon in an attempt to kill any knight that enters their domain. The other three players act as the a Commander of their house's knights. The Commanders share a common goal, but no one said they had to work together; all that matters is that they recover their Tarnished Glory!

Contents of the Box

- 1 set of rules
- 9 knights - 3 knights each for 3 players, each group is of different color (i.e. 3 red knights, 3 green knights, 3 blue knights)
- 19 board tiles - 3 "Steal a Knight" tiles, 2 "Cracked Floor" tiles, 3 "Move Two More" tiles, 4 "Steal a Card" tiles, 6 "Draw a Card" tiles, 1 "Slay the Dragon" tile
- 15 D8 dice - 6 brown/orange, 3 black, 3 blue, 3 green
- 1 D6 die
- 13 cards - 2 "+3 mod" cards, 3 "+2 mod" cards, 5 "+1 mod" cards, 3 "reroll" cards
- Game board

Setup

- Lay out the board on a flat surface or table.
- Decide which players are playing as the Commanders and which one is the Dragon.
 - The Commanders should each choose a color and collect their corresponding D8 dice and Knight Units.
 - The red Knight Units use the black dice.
 - The Dragon now takes the rest of the red/orange D8 dice.
- The Dragon should now place "Fight For Glory!" tile at the center of the slot in the board.
- The rest of the tiles should be shuffled and placed in a pile, face down and near the Dragon.
 - The discard pile will be face up right next to it. Once the tiles get used up, shuffle the tiles and reset the pile.
- There is also a card pile that should be shuffled and placed face down near the game board.
 - Same rules of the deck as the tile pile when regarding discards and running out of cards.
- The Dragon then draws 6 tiles from the top of the tile deck and places 3 tiles on each side of the "Fight For Glory!" tile in whatever order they want.



- The Dragon then draws 5 new tiles from the top of the tile deck, hiding their hand from the rest of the players.
- Commanders should now place their 3 Knights Units of their color on the “Fight For Glory!” tile.
 - Knight Units act as Hit Points for each Commander. That is, once a player loses all of their Knight Units, they are out of the game. (see **Combat** section for info on how Knight Units are lost)
- Each Commander rolls a D8 die to decide who goes first.

Three-Player Game Variant:

- If only 3 players are involved then the setup changes slightly.
- There is still 1 Dragon player and the other 2 players are Commanders. But instead start with 5 tiles: The “Fight for Glory” tile in the center with 2 tiles at each side.
- Also the Dragon starts with 5 hit points instead of 6.

Rounds

- Each round begins with the same Commander won the die roll during the **Setup** of the game..
- Every Commander will play in a clockwise order, then the Dragon takes their turn.
 - If a Commander’s Knight Unit(s) ends up in the Dragon’s Lair during their turn, combat doesn’t happen until the end of the Dragon’s turn. (see **Combat** section for more)
- The round ends after the Dragon’s turn.

Turn Order (Commander):

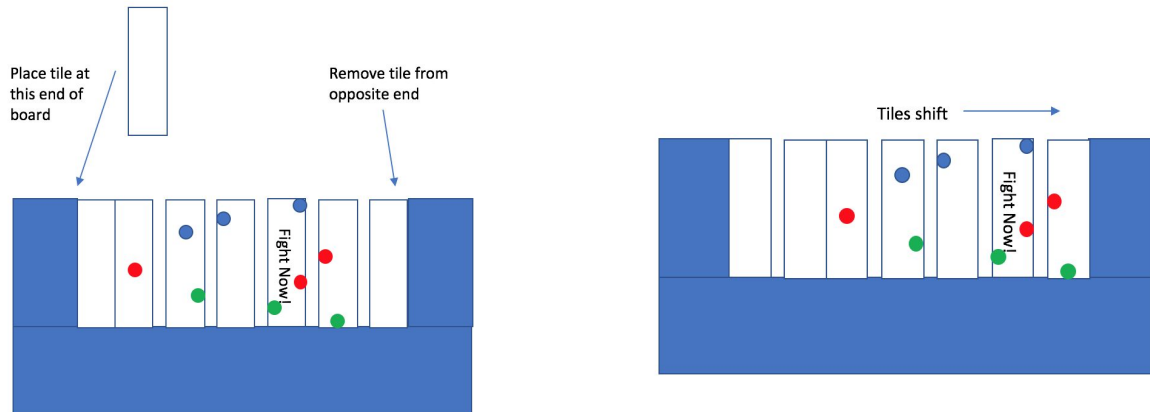
- First, decide what direction you will move one of your Knight Units along the tiles; left or right..
 - As a rule-of-thumb: if you are having trouble figuring out which side is left or right, base it off of the Dragon’s perspective.
- Then, roll the D6 die to move.



- If you roll a 6, you must choose a Knight Unit on the board (even your own), to move off the board and into the Dragon's Lair. This roll doesn't move your Knight Units (unless you moved one of yours into the Dragon's Lair).
- Otherwise, choose any one of your Knight Units to move down the tiles in the previously decided direction.
- The "Cracked Floor" tile stops movement if you pass it. (see **Tile Section**)
- If the Knight Unit you are moving runs out of tiles to move through, then they fall off the board and into the Dragon's Lair. (see **Combat**)
- Else, when you end your turn on a tile, do whatever the tile's effect demands.

Turn Order (Dragon):

- The first thing the Dragon should do is to choose a tile from their hand to add to either end of the board.
- Once the Dragon has decided which end of the board the new tile will be placed, the tile on the opposite end should be removed in order to keep a consistent amount of tiles.



- Ex: There are 7 tiles on the and one tile gets added to the left side by the Dragon. The tile on the right end must now be removed, keeping the total number of tiles in play at 7.
- If there are any Knight Units on the removed tile, then those Knight Units fall off the board and into the Dragon's lair.
- If there are no more tiles in the Dragon's hand, they should draw tiles until they have 5 tiles in their hand.
- If there are Knight Units in the Dragon's Lair then initiate combat (see **Combat** section). If not, the round ends and next one begins.

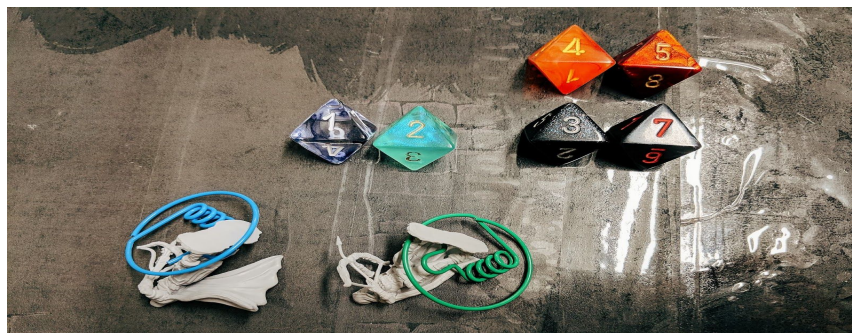


Combat (Falling Off the Board into the Dragon's Lair):

- When Knight Units fall off the tiles, place them in the “Dragon's Lair” area.
- At the end of the Dragon's turn, if there are any Knight Units in the Dragon's Lair, then combat initiates.
- Commanders get the same amount of their D8 dice as the number of their Units in the Dragon's Lair. If a Commander has no Units in the Lair, then they do not participate in combat.
- The Dragon's amount of D8 dice is equal to the number of hit points it has left. So, for example: if the Dragon still has all 6 hit points then they use 6 D8 dice.
- Let the Dragon roll the appropriate amount of dice first, then let the Commanders have their dice rolls.



- Now line up all the Dragon's dice from highest roll to lowest. And then line up all of the Commander's dice in the same ordering, across from the Dragon dice. Don't distinguish between the Commander's dice here, so group them together.
 - If any of the Commander dice are tied, reroll the tied dice and re-order the Commander dice.
- Any cards the Commanders have may now be used here before evaluating rolls. More info on drawing cards can be found in the **Tile Effects** section.
 - The effect of the cards don't affect the dice ordering. For example: If a Commander's roll was the 2nd highest at 5 and a card increased it to 7, it is still only compared to the Dragon's 2nd highest roll.
- The combat plays out by comparing the highest Dragon roll with the highest Commander roll, the second-highest Dragon roll with the second-highest Commander roll, and so forth.
 - If there are more Commander dice in play than Dragon dice in play, then the Knight Units correlating to the excess lower dice are instantly out. The Dragon's traps killed them.
 - If there are more Dragon dice than Commander dice, then just disregard the lowest ones that don't have a Commander to compare against. Dragons are unfair, we know.





- For each Dragon vs. Commander dice roll comparison, the lower roll loses.
 - For each loss the Dragon receives, they lose a hit point. This leads to the Dragon having less dice during the next combat event.
 - For each loss the a Commander receives, the corresponding Knight Unit gets discarded and is out of the game. When you die, you die.
 - If there is a tie between comparing Commander and Dragon dice, reroll both dice in the comparison until the tie is broken.
- After the roll comparison, any surviving Knight Units get moved to the tile that is currently at the center of the board.
 - The placed Knight Units are not affected by the tile's effect.
- Now that combat is over, the next round starts.

Player Knockout and Win/Lose Conditions:

- When a Commander loses all their knights, that player loses and is knocked out of the game. They discard any cards they had in their hand into the card discard pile.
 - All the players can agree if a knocked-out player can still roll the D6 on their would-be turn, just to try to roll a 6 in order to throw others in the Dragon's lair.
 - If all the Commanders get knocked out, then the Dragon wins.
 - Every time a Commander gets knocked out, the Dragon permanently removes a tile from each end of the board. For example: after the first Commander is knocked out there are now.
 - If a Knight Unit was on the removed pieces, then they are thrown into the Dragon's Lair. They are included in the next round's combat.
- If the Dragon loses all their hit points then the Dragon player loses.
 - Any Commanders that aren't knocked out count their remaining Knight Units and the one with the most wins.

Tile Effects:





Steal Knight:

- An adversary Commander's knight becomes distressed and succumbs to paranoia. You convince him to join your ranks.
 - Take an alive Knight Unit from another Commander. Choose any from the board.
 - If you already have 3 Knight Units on your board, take their Unit and hold onto it as a reminder that you have an extra Knight. Once you have less than 3 Units on the board, place one of your Units back on the board at the start of your turn, then discard the extra knight you were holding on to.
 - If you steal from a Commander that has more than 3 Units, take the Knight they were holding on to instead of a Knight on the board.
 - You cannot steal a knight from a commander if they have only 1 Knight left. If all other players have 1 Knight left, then this tile does nothing.

Move Two More:

- A mysterious wind pushes you toward your doom.
 - Move two more spaces in the direction you decided on before your movement roll.
 - Isn't affected by the Cracked Floor tile.

Fight For Glory:

- Don't let your Glory be tarnished.
 - Send the unit that landed on this into the Dragon's Lair.

Cracked Floor:

- Stop in your tracks to avoid the cracks (don't want to break a mother's back).
 - If you pass this tile, immediately stop and land on it. The next turn, you can move normally either direction.
 - Does not affect any movement due to the "Move Two More" tile.

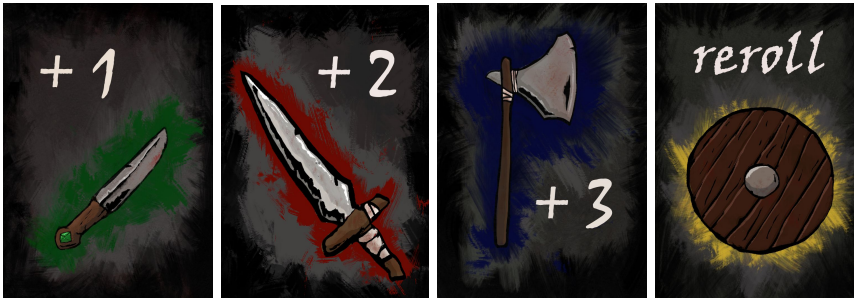
Draw a Card:

- Dragon's are dangerous, take this.
 - Draw a card from the draw pile if you land on this tile.

Steal a Card:

- Whatever's in your house, is mine.
 - Choose a commander that currently has a card. If no other commanders have a card, this tile does nothing.
 - The chosen commander spreads their cards out face down, pick one and keep it for yourself.

Cards:



The cards can be only collected through the tiles mentioned above. There are 4 different types of cards you can receive:

- +1 Modifier
- +2 Modifier
- +3 Modifier
- Reroll

All cards can only be played after dice are rolled for combat, and the ordering is set. If a commander uses a modifier card, they add that value to one of their dice. The reroll card allows the commander to reroll one of their dice, hoping to beat the die it is matched up against.

Doing this can change the outcome of the fight, and cause a player to win a matchup that they would have otherwise lost.

Once the card is used, it should be discarded.