

ALEX WOLF

# FOR GLORY

THE GAME OF GLADIATORIAL COMBAT AND DECK BUILDING

# RULE BOOK



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# WELCOME TO THE AGE OF GLADIATORS...

Blood and sweat spill in the arena while lanistas, owners of gladiator schools, machinate to improve their ludus. Their ultimate pursuit... glory, and to be forever remembered as one of the greatest lanistas of all time.

## GAME OVERVIEW

For Glory is the game of gladiatorial combat and deck building for two players. Each player plays as the owner of a gladiator school, called a ludus, in ancient Rome. The object of the game is to be the first player to gain 6 Glory Tokens by winning Arena Battles. You will build your Deck to prepare for combat during the Machinations Phase and clash with your opponent's Gladiators during the Arena Phase.

Who will be forgotten... and who will be remembered for all eternity?

## CREDITS

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## SPECIAL THANKS

Without the countless playtesters who graciously spent their gaming time playing through iterations of For Glory, this game would not have developed into what it is today. There are too many playtesters who contributed to the game's development to list here individually, but I would like to express my gratitude to each and every one of them. A few individuals playtested For Glory more times than I can count, and repeatedly provided me with invaluable analysis of the game, as well as moral support. Thank you Ari Anisfeld, Eric Davis, Anthony Baxter, William Ten Kate, Marcus Ross, Floyd Pretz, Jon Hall, Craig Schwenke, Jay Cochrane, Daniel Kokesh, Cody Sahs, Kyle Rackley, Tam Myaing, Douglas Montgomery, Elizabeth Montgomery, and Bryce Journey for all of your contributions. A double thank you goes to Bryce Journey for helping edit the rule book. Christina Bakewell, Ryan Sorensen, Leanne Prewitt Sorensen, Cody Rathman, Andrew Chesney, Jay Little, and Lev Kamenetsky also contributed greatly to For Glory.

Thank you Spielbound Board Game Cafe in Omaha, Nebraska for organizing the Spielmasons, without whom For Glory would not have been a success.

## USING THIS RULE BOOK

This rule book will teach you to play For Glory. If you have any questions while playing, your Player Board will often have the answer. The reference section at the end of this rule book will also have many answers.

If you would prefer to learn to play For Glory by watching a video, visit [spielcraftgames.com](http://spielcraftgames.com) and watch the official For Glory How To Play video.

## CONNECT

Join the For Glory community and find videos, social media groups, and other resources at [spielcraftgames.com](http://spielcraftgames.com).



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# COMPONENTS

These are the components of the game. Each deck can be identified by the icon in the upper right corner. Note that these components may not exactly match your game depending on the edition.




 **Gladiator Supply Deck**  
of 57 Cards




 **Training Supply Deck**  
of 45 Cards




 **Economy Supply Deck**  
of 50 Cards



 **Arena Deck**  
of 16 Cards



 **Boast Deck**  
of 5 Cards



24 Coin Tokens



24 Damage Tokens



14 Glory Tokens



1 Crowd's  
Favor Token



2 Reigning  
Champion Tokens



2 Player  
Boards  
with Rules  
Reminders



Two identical Starting Decks each with 9 Business as Usual Cards, 1 Cull Card, 1 Crooked Senator Card, 1 Fresh Perspective Card, 1 Cestus Card, and 1 Andabata Card

# IMPORTANT CONCEPTS

Here are a few overarching concepts that are important to understand while learning the rules.

## DECK BUILDING

- Each player starts with a personal Starting Deck that mostly consists of Income Cards worth 1 Coin each.
- Income Cards generate Coin which you can spend to buy cards from the Public Supply to add to your Deck.
- **When you buy a card, place it on top of your Discard Pile.**
- At the end of each Machinations Turn, you will Draw 7 cards from your Deck.
- **If you ever run out of cards in your Deck but still need to Draw, shuffle your Discard Pile, and place it face down as your new Deck. Then Draw the card(s) you need from your new Deck.** Never shuffle if you don't need to Draw immediately.
- **You will cycle through your Deck numerous times as it grows throughout the game.**

## CARD TEXT OVERRULES

If the text on a card contradicts a rule in this rule book, the text on the card wins. All text on cards that are in play is mandatory unless a card specifies otherwise.

## INTERPRETING CARD TEXT

Take all card text literally. If a card's text does not say something explicitly, then it does not say it at all. For instance, if a card affects "Gladiators," this is not limited to "your Gladiators." If the text intends to refer to "your Gladiators," then it will say, "your Gladiators."

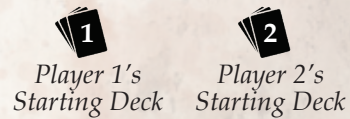
## WINNING THE GAME

The object of the game is to be the first player to have 6 Glory, which you gain by winning Arena Battles. You will gain Coin and Influence throughout the game, but in the end, only Glory matters.

# SETUP

To set up the game, complete the following steps:

1. Give each player a Player Board.
2. Give each player a Starting Deck, identified by the icons in the top right corner:



**Note that each starting Deck has 2 Gladiators marked with the Starting Deck icon: Cestus and Andabata.**

3. Give each player 5 Coin Tokens.
4. Shuffle each of the 3 Public Supply Decks separately and place them off to 1 side of the table, face down, within reach of both players. Draw the top 3 cards of each deck and display them face up in front of the decks. These cards form the Supply. The 3 Public Supply Decks can be identified by the icon in the top right corner of each of their cards:



5. Shuffle the deck of Arena Cards. Deal 3 of the Arenas face up in a line in the center of the table between the 2 players (players should sit across from each other). If you imagine a line from you to your opponent, it will be perpendicular to the line of Arenas. Place the rest of the deck face down under the face-up Arena Card that is furthest from the Supply. Place a Reigning Champion Token on top of each of the other 2 face-up Arena Cards. These are the Fleeting Glory Arenas. The Arena Card with the deck under it should not have a Reigning Champion Token. That is the Lasting Glory Arena and the deck under it is the Last Glory Arena Deck.
6. Place 2 Glory Tokens on the top Lasting Glory Arena, and place 1 Glory Token on each of the 2 Fleeting Glory Arenas.
7. Place the 5 Boast Cards face up next to the Lasting Glory Arena Deck. Each Boast Card has a number in the top right corner. Order the deck from smallest (6) on top, to largest (24) on bottom.
8. Place the Damage Tokens, remaining Glory Tokens, and Coin Tokens off to 1 side of the table to form the general token Supply.
9. Shuffle your 14-card Starting Deck face down, and put it in front of you as indicated on your Player Board, then Draw 7 cards from it into your Hand. (You and your opponent each start the game with 7 cards in your Deck and 7 cards in your Hand.)
10. The player who produces the most interesting piece of Roman trivia goes first. Give the Crowd's Favor Token to the player who goes second.

# EXAMPLE: TABLE SETUP

Set up your table to look like the example below before you begin play.



# GAME FLOW

For Glory is played over the course of several rounds. Each round consists of 2 phases as follows:

1. **Machinations Phase:** Players take turns preparing for Battle using the deck-building concept discussed on page 3. You will buy cards from the Supply to add to your Deck, and play cards from your Hand. The Machinations Phase ends when the total Bloodlust value of all Gladiators in play meets or exceeds the Bloodlust value on the top Boast Card, thus triggering the Arena Phase (see page 11).

2. **Arena Phase:** You will control your Gladiators in up to 2 Arena Battles against your opponent. The winner of each Arena Battle will gain Glory. After resolution of the Arena Phase, play proceeds to the next round, starting again with the Machinations Phase.

This process continues until 1 player has at least 6 Glory at the end of an Arena Battle (See "Winning the Game" on page 18).

## MACHINATIONS PHASE SUMMARY

Players alternate taking Machinations Turns. 1 player's Machinations Turn consists of the following steps:

- 1 **READY PATRONS & ARENAS**
- 2 **TAKE ACTIONS**
- 3 **DISCARD REMAINING HAND**
- 4 **REFILL SUPPLY**
- 5 **DRAW 7 CARDS**
- 6 **CHECK FOR ARENA PHASE**

### CARD OWNERSHIP

You are the owner of a card if that card is in your Deck, Discard Pile, Reserve, Hand, or Villa, or in an Arena on your side.

The first player goes through all of the steps in order, then the next player goes through all of the steps in order. Players alternate taking Machinations Turns in this manner until the Arena Phase is triggered.

## MACHINATIONS TURN DETAILS

On your Machinations Turn, perform the following steps, in order:

### 1 READY PATRONS & ARENAS

Ready all of your exhausted Patron and Arena cards.

### READYING & EXHAUSTING CARDS

Throughout the game, many card abilities require a player to Exhaust a card. In order to Exhaust a card, turn that card horizontal relative to its owner. In order to Ready a card, turn that card vertical relative to its owner. Exhausting a card generally signifies that some or all of its functions cannot be used again until it is Readied.



*Ready*



*Exhausted*

### THE ACTIVE PLAYER

The Active Player is the player who is currently taking a turn in any phase of the game.

## 2 TAKE ACTIONS

Perform each of the following actions as many times as you want, in any order (you will often use every card in your Hand). Card Type Icons on your Player Board indicate which cards can be played for each action, and during each phase of the game.



## ACTION: BUY

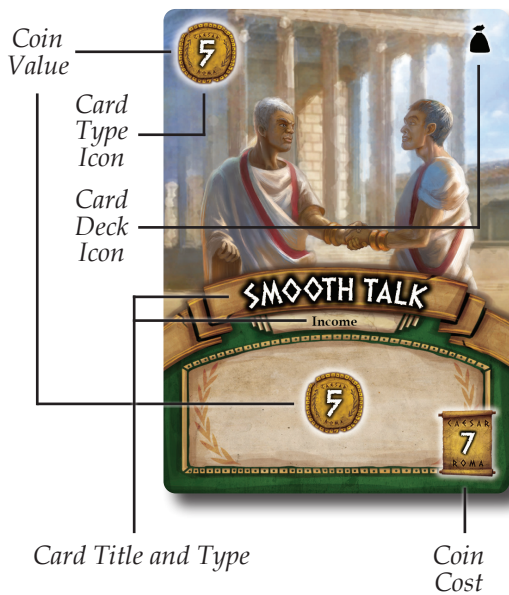
Buy a card from the Public Supply.

Pay the Coin Cost in the bottom right corner of the card you are buying by playing Income Cards from your Hand with a total sum value equal to or greater than the Coin Cost of the card you are buying. You may use Coin Tokens to pay for all or part of the cost. Each Coin Token is worth 1 Coin.

**Put the purchased card on top of your Discard Pile.** Remember that your Discard Pile will eventually be shuffled and will become your new Deck, so you will eventually Draw cards that you had previously purchased.

When you play an Income Card, it goes on top of your Discard Pile immediately after you use it.

## INCOME CARDS & COIN TOKENS



### Income Cards

- Play only when you need to spend Coin during any phase of the game.
- Income Cards generate Coin when you play them.
- You can't save any of the Coin that they generate. This Coin must be spent immediately.
- Do not take Coin Tokens when you play an Income Card.

- You don't get change back if you use an Income Card that generates more Coin than you need.
- When buying cards from the Supply, you must buy each card separately. In other words, you cannot spend an Income Card worth 5 Coin to buy 2 cards, even if their costs add up to 5 or less.
- Actions that cost Coin must also be taken separately. **For example, you cannot pay for the Scheme Ability on 2 separate copies of Treacherous Augur by using a copy of Shady Dealings (worth 3 Coin) and a copy of Business as Usual (worth 1 Coin).**
- You may not use an Income Card if you don't need to play it to generate the amount of Coin that you need. In other words, you cannot voluntarily Discard an Income Card by saying that you spent it on nothing (this mainly only matters during the Arena Phase).

### Coin Tokens

- Certain cards allow you to gain Coin Tokens, and you gain a Coin Token whenever 1 of your Gladiators is Defeated.
- **Coin Tokens and Income Cards can be used interchangeably and in any combination when you need to spend Coin on anything.**
- You may save Coin Tokens as long as you want. When you spend a Coin Token, return it to the Coin Token Supply.



## ACTION: PLAY

Play a card from your Hand.

A card's type is listed below the card's title, and determines when and how it is played. For all types, cost to buy is in the bottom right corner, and benefits are printed in the text box (in the case of Gladiators, stats are also printed below the text box, and the Bloodlust value is in the top right corner).

There are 6 types of cards. While you use Income Cards to Buy during the Take Actions step and you Reserve

Tactic and Reaction Cards, you may actually 'Play' 3 card types during the Take Actions step of your Machinations Turns: Gladiator, Patron, and Scheme Cards.

Generally, there is no cost to play any card from your Hand.

The most important card type is the Gladiator. Gladiators fight Arena Battles, and ultimately win or lose the game. All of the other card types support a player's Gladiators in some way.

## SCHEME CARDS & SCHEME ABILITIES

A Scheme Card



Schemes appear in the form of Scheme Cards and Scheme Abilities on Patron Cards.

When you play a Scheme Card, first pay any cost specified on the card in order to use the Scheme (such as Exhausting a card). Then Resolve the effect(s) in the text box, in order, then place the Scheme Card on top of your Discard Pile. Note: a cost to use a Scheme will be followed by the word "to." **For example:** "Exhaust Aedile *to* Draw a card..." - the part

A Patron Card with a Scheme Ability



before "to" is the cost, and the part after "to" is the effect of the Scheme.

You may use Schemes only during the Take Actions step of your Machinations Turn. You may never use a Scheme during the Arena Phase.

Scheme Abilities are Schemes that are listed in the text boxes of Patron Cards. When you use a Scheme Ability, simply pay the cost, and Resolve the effect printed after the word "Scheme:"



## PATRON CARDS



- Patrons grant Influence. See the section on the next page regarding Influence.
- You may play Patron Cards only during the Take Actions step of your Machinations Turn. You may never play a Patron Card during the Arena Phase.
- When you play a Patron Card from your Hand, place it in front of you next to your Player Board in your Villa. **It will remain in your Villa for the rest of the game.** Your Villa is the area next to your Player Board where you keep your Patrons and the Arena Cards that you will eventually win.
- Exhausted Patrons are considered to be blank cards. They do not grant Influence, and they do not grant any abilities as long as they remain Exhausted. Remember that you Ready all of your Exhausted Patrons at the beginning of each of your Machinations Turns.

## GLADIATOR CARDS



- Gladiators require Influence to enter and remain in Arenas. See the section on the next page regarding Influence.
- You may only play Gladiator Cards during the Take Actions step of your Machinations Turn, or during Late Registration at the beginning of each Arena Phase.
- When you play a Gladiator Card from your Hand, put it on your side of 1 of the Arena Cards. It is considered to be in that Arena. It will remain in that Arena until the end of the next Arena Phase, or until it is Defeated. You can't move it to another Arena after you play it, so choose wisely.
- There are always 3 Arenas visible. At any given time, there can only be Gladiators in at most 1 Fleeting Glory Arena (the Arenas that start with the Reigning Champion Tokens on them). While there is at least 1 Gladiator in a Fleeting Glory Arena, the other Fleeting Glory Arena is off limits. The Lasting Glory Arena can always have Gladiators in it.
- There is no limit to the number of Gladiators you may have in any single Arena (as long as you have enough Influence for all of your Gladiators).

## INFLUENCE



Influence is an important concept in the game. In short, Patrons grant Influence to allow Gladiators to enter and remain in Arenas.

Most Gladiators have an Influence requirement which must be met in order to be in an Arena. This is depicted by the number of Influence icons under the Gladiator's card type icon in the top left corner.

Patrons grant Influence. Your total Influence equals the total number of Influence icons in the text boxes of all of the Ready Patrons that you have in your Villa.

The total Influence requirement of your Gladiators may never exceed your total Influence. If playing a Gladiator Card would cause the total Influence requirement among your Gladiators to exceed your total Influence, you may not play that Gladiator Card.

You may not voluntarily remove a Gladiator from play in order to free up Influence.

### Losing Influence

If a Patron that you have in play becomes Exhausted, you immediately lose any Influence that it was granting (because Exhausted Patrons are treated as if they were blank cards). If this causes your total Influence to fall below the total Influence requirement of your Gladiators, you must immediately choose and Discard Gladiators from Arenas until the total Influence requirement of your Gladiators no longer exceeds your total Influence. This can happen during a battle. If this happens during a Lasting Glory Arena Battle, you may not Discard any Gladiators from a Fleeting Glory Arena in order to meet your Influence requirement. A Gladiator Discarded this way is considered to be Defeated for all game purposes. You gain a Coin Token whenever a Gladiator you own is Defeated by any means.

## ACTION: RESERVE

Reserve any number of Tactic and Reaction Cards from your Hand.

This is a way to save cards for later. Your Reserve is a face-down pile of cards that is separate from your Deck and Discard Pile.

Tactic Cards may only be played on your Combat Turn during the Arena Phase, and Reaction Cards may only be played at specific times (See page 16). If you Draw 1 of these types of card on your Machinations Turn, you can save it for later by adding it to your Reserve.

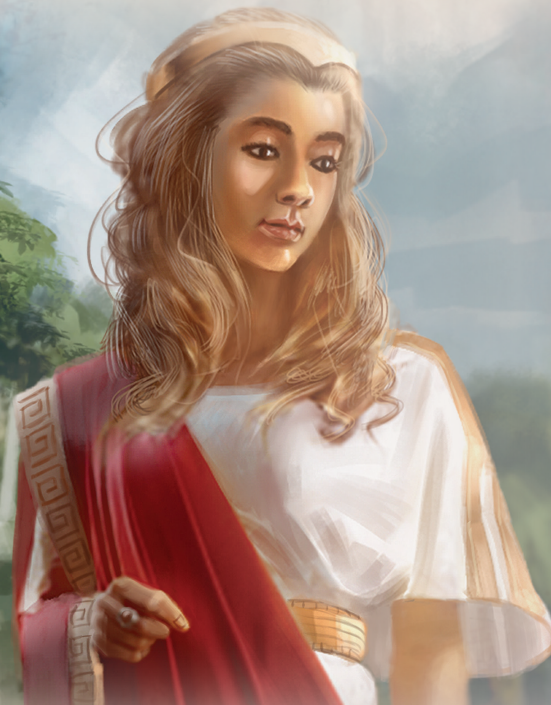
You can Reserve as many cards as you want by placing them from your Hand face down in your Reserve (at no cost).

You may only reserve Tactic and Reaction cards.

You can buy your Reserve back into your Hand at **absolutely any time** by paying Coin equal to the number of cards in your Reserve. You will usually want to buy your Reserve back during the Arena Phase.

When you buy your Reserve back into your Hand, you must buy all cards in your Reserve. You do not have the option of only returning some of the cards to your Hand.

For example, if you have 6 cards in your Reserve, you must pay 6 Coin to buy your Reserve back. You do not have the option to pay 5 Coin to buy 5 of the cards back.



# EXAMPLE: TAKE ACTIONS

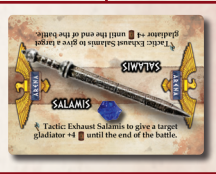
Let's take a zoomed in look at the table after a player named Paul has completed the Take Actions step of a Machinations Turn. Paul took 4 actions in the following order: 1) he bought a Tactic Card, 2) he played a Patron Card into his Villa, 3) he played a Gladiator Card into an Arena, and 4) he Reserved a Reaction Card.

## ACTION #3

Paul played the Gladiator Card, *Hoplomachus*, from his hand into the Arena, *Capua*. He was able to do this because his total Influence granted by his Patrons met (and in this case exceeded) the total Influence requirement of his Gladiators.

### Arena Note:

Remember, at any given time, there can only be Gladiators in at most 1 Fleeting Glory Arena. Since there is at least 1 Gladiator in the other Fleeting Glory Arena, this Fleeting Glory Arena is currently off limits to both players.

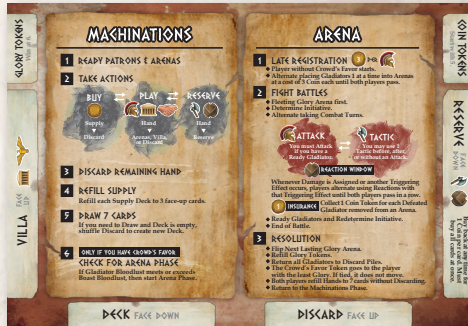


## ACTION #4

Paul Reserved a Reaction Card from his hand into his Reserve face down.



**Influence Note:**  
Paul's Patrons below are granting 3 Influence and his Gladiators above currently require only 2.



## ACTION #2

Paul played the Patron Card, *Unscrupulous Consul*, from his hand into his Villa. The other Patron Card, *Crooked Senator*, had already been played into his Villa on a previous turn.

## ACTION #1

Paul bought a Reaction Card, *Evade*, from the Supply, paying for it with 4 Coin from Income Cards plus 3 Coin Tokens because the *Evade* card has a cost of 7. He placed it into his Discard Pile.



### 3 DISCARD REMAINING HAND

Discard all remaining cards from your Hand by placing them face-up on top of your Discard Pile. This is mandatory. You may not save any cards in your Hand. You will often use every card in your Hand during the Take Actions step, and not have any left to Discard.

### 4 REFILL SUPPLY

Refill the Supply by replacing each card that was purchased with the top card of the deck that the purchased card came from. In this way, there will always be 9 cards available for purchase at the beginning of a player's turn.

If a Public Supply Deck runs out, shuffle that deck's Discard Pile and place it face down, then continue to refill the Supply using that deck.

### 5 DRAW 7 CARDS

Draw 7 cards from your Deck. Whenever you need to Draw a card for any reason, but your Deck is empty, then and only then you must shuffle your Discard Pile and place it face-down as your new Deck. Then you must continue Drawing cards until you have Drawn the number of cards that were needed.

### 6 CHECK FOR ARENA PHASE

If you have the Crowd's Favor, add up the total Bloodlust value of all Gladiators in all Arenas, including both players' Gladiators. If this total meets or exceeds the top Boast Card's Bloodlust value, an Arena Phase begins after this step. If the total Bloodlust value of all Gladiators in all Arenas is less than the top Boast Card's Bloodlust value, proceed to the next player's Machinations Turn.

If you do not have the Crowd's Favor, do not check for an Arena Phase. Simply proceed to the next player's Machinations Turn.

## EXAMPLE: CHECK FOR ARENA PHASE

Let's take a zoomed in look at the table during step 6 of Tina's Machinations Turn. Tina has the Crowd's Favor, so she is checking for an Arena Phase.



*It is indeed time to start the Arena Phase because the Bloodlust value of all the Gladiator Cards in all Arenas (23) meets, and in this case exceeds, the Bloodlust requirement of the top Boast Card (19).*

## ARENA PHASE SUMMARY

Each Arena Phase consists of the following steps, in the following order:

- 1 LATE REGISTRATION
- 2 FIGHT BATTLES
- 3 RESOLUTION

Players move through the steps of the Arena Phase together, unlike the Machinations Phase where players alternate taking Machinations Turns.

Remember that you can buy your Reserve back at **absolutely any time**.

## ARENA PHASE DETAILS

### 1 LATE REGISTRATION

- ◆ **Player without Crowd's Favor starts.**

Players take turns as follows:

- ◆ **Alternate placing Gladiators 1 at a time into Arenas at a cost of 3 Coin each until both players pass.**

So, on your Late Registration turn you either:

#### *Register a Gladiator*

Pay 3 Coin to add a Gladiator from your Hand to an Arena. You can add a Gladiator to any available Arena. Remember that only 2 Arenas can have Gladiators at a time – 1 Fleeting Glory Arena and the Lasting Glory Arena. Also, Influence rules apply as normal (see Influence section on page 9). **Remember that Income Cards and Coin Tokens can be used interchangeably and in combination with one another any time you spend Coin.**

- or -

#### *Pass*

Once you pass, your opponent can then add as many Gladiators as he or she can pay for and has the Influence to support. You will not have another turn during Late Registration after you pass.

In this way, players alternate playing 1 Gladiator at a time until both players pass. Once both players have passed, Late Registration ends and you move on to Fight Battles.

### 2 FIGHT BATTLES

Every Arena with at least 1 Gladiator in it will have a Battle (there will be 1 or 2 battles each Arena Phase).

- ◆ **Fleeting Glory Arena first.**

The first Battle is always fought in a Fleeting Glory Arena (if there are any Gladiators in a Fleeting Glory Arena). The last Battle is always fought in the Lasting Glory Arena.

If there are 2 Arena Battles, the battles are completely separate from each other (an Attack or an effect that happens in 1 Battle does not affect the other). Resolve the first Battle completely before starting the second Battle. In other words, determine a winner of the first Battle before starting the second Battle. To fight a Battle, the players go through the following steps in order:

### THE ACTIVE ARENA

The Arena where a Battle is being fought is called the Active Arena. Cards and Abilities used in the Active Arena only affect the Active Arena. So, for example, a Tactic that affects all Gladiators only affects Gladiators in the Active Arena. If the effects of a Card or Ability are not explicitly limited, then there are no other limitations.

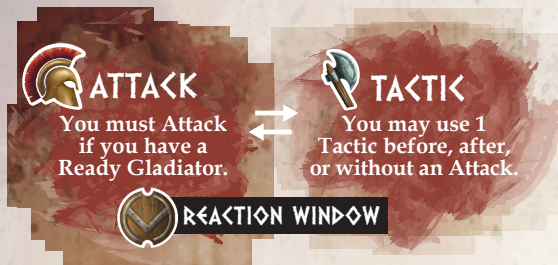
- ◆ **Determine Initiative.**

Add up the Agility values (taking into account any modifiers) of all of your Gladiators in the Active Arena. Compare that total to your opponent's total. The player with the highest total Agility value gains the Initiative. **In the case of a tie, the player with the Crowd's Favor gains the Initiative.**



Agility Icon

## ◆ Alternate Taking Combat Turns.



Starting with the player with the Initiative, alternate taking Combat Turns until both players pass in a row. Then either proceed to the Ready Gladiators and Redetermine Initiative step or to the End of Battle step.

On your Combat Turn, you may take the following 2 actions once each, **in either order**:

- Attack
- Tactic

### *Attack*

If you have at least 1 Ready Gladiator in the Active Arena, you must Attack with 1 of your Ready Gladiators. Complete the following steps, in this order (Gladiators may only Attack other Gladiators in the Active Arena):

- Exhaust the Gladiator (by turning it so that it is horizontal relative to you).
- Resolve any “When [Gladiator name] attacks” Reactions (see Reaction Window section on page 16). This Reaction Window Resolves and closes before Attack Damage is dealt. If this Reaction Targets a Gladiator, it does not have to Target the Gladiator that is dealt Damage by this Attack.
- Deal Attack Damage (see Damage section on page 15). Deal Damage equal to the Attacking Gladiator’s Attack value to a single opposing Target Gladiator (Attacker chooses) in the Active Arena. You may not split up Damage.

### *Tactic*

Use a Tactic (Tactics may only affect the Active Arena). Either play a Tactic Card from your Hand, or declare that you are using a Tactic Ability on a card that is in play. See the Tactic Cards and Tactic Abilities section on the next page for more information.

Complete these steps in this order:

- Declare which Tactic Ability you are using, or reveal the Tactic Card from your Hand.
- Pay any cost specified on the card in order to use the Tactic (such as Exhausting a card).

Note: A cost to use a Tactic will be followed by the word “to.” For example: “Exhaust Aedile to Draw a card...” - the part before “to” is the cost, and the part after “to” is the effect of the Tactic.

- Resolve Tactic effects.

Do what the Tactic says. Damage dealt by a Tactic works just like Damage dealt by a Gladiator’s Attack.

A Tactic can only affect the Active Arena. A Tactic may not Target a Gladiator or anything else in any other Arena. Similarly, cards in another Arena cannot affect a Tactic.

- Place the Tactic Card on top of your Discard Pile (if you played a Tactic Card). Using a Tactic Ability on a Gladiator, Patron, or Arena Card does not cause that card to be Discarded.

You don’t have to do both actions (Attack and Tactic) on a given Combat Turn.

You cannot do either action twice in a single Combat Turn. In other words, you can never use 2 Tactics in a single Combat Turn or Attack twice in a single Combat Turn. If all of your Gladiators are Exhausted, you can still use a Tactic, but you may not be able to Attack with a Gladiator. Similarly, if you have no Tactics available, you can still Attack with a Gladiator, but you will not be able to use a Tactic.

Keep taking Combat Turns until both players pass in a row. (After you pass, if your opponent does not pass, then you will have another Combat Turn after your opponent’s, where you once again take action(s) or pass.)

**Note that, after all Gladiators are Exhausted, players continue to take Combat Turns. You may still use Tactics after your Gladiators are all Exhausted.** If you manage to have a Ready Gladiator after using a Tactic, then you will be able to Attack as well.

## TACTIC CARDS AND TACTIC ABILITIES

Tactics appear in the form of Tactic Cards and Tactic Abilities. Playing a Tactic Card, or using a Tactic Ability on a Gladiator, Patron, or Arena Card both count as using a Tactic.

When you play a Tactic Card from Hand, simply Resolve the effect in the text box.

Tactic Abilities are Tactics that are listed in the text box of a Gladiator, Patron, or Arena Card. When you use a Tactic Ability, simply pay the cost, and Resolve the effect printed after the word "Tactic:"

You may only use a Tactic Ability on a Gladiator or Patron Card when the card is already in play. A Tactic Ability on a Gladiator Card can only be used in the Arena where the Gladiator is located.

You may not play a Gladiator or Patron Card from your Hand as if it was a Tactic just because it has a Tactic Ability.

Card Type Icon

Card Deck Icon

Card Title and Type

Card Text



Coin Cost

You may only use the Tactic Ability on an Arena Card when you have access to it. See Arena Abilities section on page 18 for more on Arena Abilities.

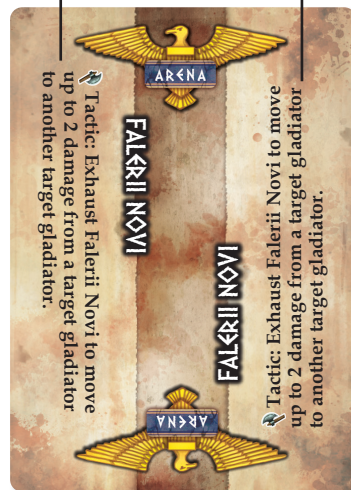
A Gladiator Card with a Tactic Ability



A Patron Card with a Tactic Ability



An Arena Card with a Tactic Ability



## DAMAGE

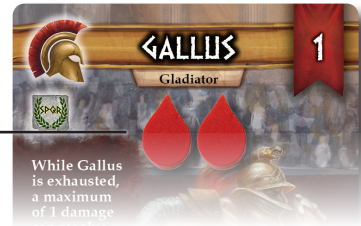
When Damage is dealt for any reason, complete the following steps, in this order:

1. **Assign Damage.** Place a number of Damage Tokens equal to the Damage being dealt above the Gladiator or Gladiators that are being dealt Damage.
2. **Reaction Window.** See the Reaction Window section on the next page for explanation.
3. **Resolve Damage.** Take all Damage Tokens that are currently Assigned and place them on the Gladiator Cards to which they are Assigned. Damage that has Resolved on a Gladiator is considered to be *on* that Gladiator. Damage *on* a Gladiator remains on that Gladiator until that Gladiator is Defeated, or until the end of an Arena Phase.

Assigned  
Damage



Resolved  
Damage



Only Damage that has been Assigned but not yet Resolved can be Prevented or Reassigned. On the other hand, only Damage that has already Resolved can be Moved or Removed.

Reactions can deal additional Damage, Reassign Damage, or Prevent Damage. All Damage that is currently Assigned at the beginning of the Resolve Damage step Resolves simultaneously, no matter how it was Assigned, or whether it was Reassigned or not.







## REACTION WINDOW REACTION CARDS AND REACTION ABILITIES

A Reaction is an effect that can only be used at particular times throughout the game. Each Reaction has a Triggering Effect clause, which begins with the word “when.” This tells you what needs to happen in order to open a Reaction Window in which you can use this particular Reaction. “When Damage is assigned” is the most common Triggering Effect clause.

During a Reaction Window, both players may use any number of Reactions with a Triggering Effect that matches the Triggering Effect that opened the Reaction Window.

When a Reaction Window opens, starting with the inactive player, players alternate using 1 Reaction at a time, back and forth, until both players pass in a row. Once both players pass in a row, the Reaction Window is closed, and no more Reactions can be used.

If you have more than 1 Reaction that you want to use during a Reaction Window, you may choose the order in which you use them.

If the Triggering Effect that opens the Reaction Window occurs in an Arena, the Reaction can only Target or affect cards or tokens in that Arena.

A Reaction can be a Reaction Card, or a Reaction Ability in the text box of a Gladiator, Patron, or Arena.

Card Type Icon

Card Deck Icon

Card Title and Type

Card Text  
Coin Cost



A non-Reaction Card with a Reaction Ability in its text box must already be in play in order to use its Reaction Ability. You cannot use its Reaction Ability from your Hand.

Note: “When a Gladiator attacks” refers specifically to the moment that the Gladiator Exhausts, before it deals Attack Damage. The resulting Reaction Window will open and close before Attack Damage is assigned.

A Gladiator Card with a Reaction Ability



A Patron Card with a Reaction Ability



An Arena Card with a Reaction Ability



## DEFEATING A GLADIATOR

When the total Damage on a Gladiator is equal to or greater than its Health, that Gladiator is Defeated. When a Gladiator you own is Defeated, immediately place it on top of your Discard Pile.



### INSURANCE

When a Gladiator you own is Defeated, take 1 Coin Token

from the Coin Token Supply and add it to your personal Supply (this represents a payout from your Gladiator insurance policy).

Note: It is possible for multiple Gladiators to be Defeated simultaneously. Sometimes this results in an Arena Battle ending in a tie.

Resolved  
Damage



Health

Since the Resolved Damage (3) on Samnite is equal to his Health value (3), Samnite is Defeated.

### ◆ Ready Gladiators and Redetermine Initiative.

If both players each have at least 1 Gladiator left in the Active Arena after both players pass in a row, then Ready all Gladiators in the Active Arena, and continue the Battle by going back to the Determine Initiative step, then alternate taking Combat Turns again. Note that, when determining Initiative at this point, the player who had the Initiative at the beginning of the Battle may not have the Initiative this time, as some Gladiators may have been Defeated. Do not Remove Damage from Gladiators when Readying Gladiators at this point. Repeat this process until 1 player has no Gladiators left in the Active Arena.

### ◆ End of Battle.

At any time, if your opponent does not have any Gladiators in the Active Arena, and you have at least 1 Gladiator in the Active Arena, then you immediately win the Battle. **Note that if a Battle starts and your opponent doesn't have any Gladiators in the Active Arena, you will automatically win the Battle, and your opponent will not have a chance to use any Tactics.**

### Winning a Battle

When you win a Battle, complete these steps:

- **If you win a Battle in a Fleeting Glory Arena,** take the Glory Token from that Fleeting Glory Arena Card and add it to the space marked 'Glory' on your Player Board. Then move the Reigning Champion Token for that Arena to your side of the card. If the Reigning Champion Token is already on your side, do

not move it. Either way, do not take a Boast Card. Leave your victorious Gladiators in the Fleeting Glory Arena for now.

- **If you win a Battle in a Lasting Glory Arena,** then take both Glory Tokens from that Lasting Glory Arena Card and add them to the space marked 'Glory' on your Player Board. **Then take that Lasting Glory Arena Card, and add it to your Villa.** Then take the top Boast Card and place it into your Discard Pile. When a Boast Card is in your Deck, it acts as a Scheme Card that does nothing. Its Bloodlust value is irrelevant while it is in your Deck. Remember that Scheme Cards, including Boast Cards, may only be played during the Machinations Phase.
- Check to see if you have won the game. If you have at least 6 Glory, you have won the game.

Note: A player may win the game after the first Battle in a given Arena Phase. In that case, you will not fight a second Battle.

### Ending a Battle in a Draw

If more than one Gladiator is Defeated simultaneously, and both players lose their last Gladiator simultaneously as a result, the Battle ends in a Draw and nobody takes any Glory Tokens, Arena Card, or Boast Card. The Reigning Champion Token for the Arena (if applicable) does not move.

After the first Battle is completely finished, move on to the second Battle, if applicable. Otherwise, move on to Resolution. If there is a second Battle, move on to Resolution after the second Battle.

## 3 RESOLUTION

### ◆ Flip next Lasting Glory Arena.

Flip the next card in the Lasting Glory Arena Deck face up as the Lasting Glory Arena for the next Arena Phase. Do not replace the Fleeting Glory Arenas.

### ◆ Refill Glory Tokens.

Refill Glory Tokens on each Arena in the center of the table such that the 2 Fleeting Glory Arenas each have 1 Glory Token, and the Lasting Glory Arena has 2 Glory Tokens.

### ◆ Return all Gladiators to Discard Piles.

Both players put any of their Gladiators that remain in Arenas on the top of their Discard Piles.

### ◆ The Crowd's Favor Token goes to the player with the least Glory. If tied, it does not move.

### ◆ Both players refill Hands to 7 cards without Discarding.

You may not voluntarily Discard cards during the Arena phase.

### ◆ Return to the Machinations Phase.

After resolution of the Arena Phase, play proceeds to the next round, starting again with the Machinations Phase. **Machinations Phase turn order is not affected by the Arena Phase, so the player who did not take the last turn in the last Machinations Phase goes first this time. In other words, don't skip anyone's Machinations turn.**

## WINNING THE GAME

When 1 player has at least 6 Glory after winning an Arena Battle, that player immediately wins the game. The winner will be remembered for all time as the greatest lanista of Rome, while the loser will be forgotten. If you win, be sure to savor the moment.

## ARENA ABILITIES

As your Gladiators win battles, they will become stronger, better fighters. Each Arena Card has an ability printed on it.

You have permanent access to all abilities on the Lasting Glory Arenas you have won. You have access to the ability on a Fleeting Glory Arena as long as the Reigning Champion Token for that Arena is on your side. Never move a Fleeting Glory Arena from its place in the center of the table. Mark that you have a Fleeting Glory Arena's ability by using the Reigning Champion Token.

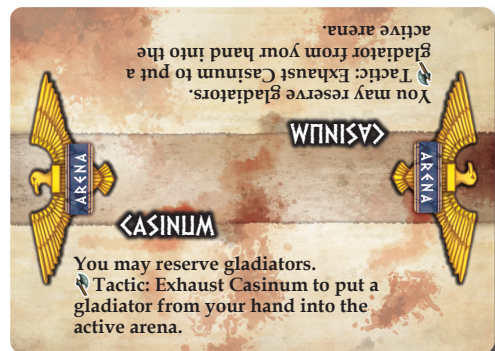
Some Arena Abilities are static abilities that apply constantly. Other Arena Abilities are Tactic Abilities or Reaction Abilities. Those are used the same way as other Tactic or Reaction Abilities (such as those on Patrons or Gladiators). Other Arenas have free action abilities. These are similar to Tactics, but can be used any time and do not count as Tactics.

**Arena Abilities can be used in any Arena.** (In other words, if you have the Reigning Champion Token for a Fleeting Glory Arena with a Tactic Ability, you can use that Tactic in that Fleeting

Glory Arena or in any other Arena).

Your Exhausted Arenas are Readied at the beginning of each of your Machinations Turns during the Ready Patrons & Arenas step.

Note that when you take the Reigning Champion Token after winning a Battle in a Fleeting Glory Arena, you gain access to that Arena's ability immediately, and can use it in the ensuing Lasting Glory Arena Battle.



*Casinum provides both a static ability and a Tactic Ability.*

# REFERENCE

You now know how to play For Glory. Use the following section of the rule book as a reference if you have questions while playing. Terms are listed alphabetically.

## Arena

- **Active Arena**  
The Arena where a Battle is currently being fought. Cards and Abilities that are used in the Active Arena may only affect the Active Arena. Gladiators may only Attack Gladiators that are in the Active Arena.
- **Fleeting Glory Arena**  
There are 2 Fleeting Glory Arenas. Each has a Reigning Champion Token. When you win in 1 of these Arenas, take the Reigning Champion Token (either from on top of the card, or from your opponent's side), and place it on your side of the Arena. You have the ability on the Arena as long as you have the Reigning Champion Token on your side. This applies immediately, so if you gain this ability by winning the first Battle of the Arena Phase, the ability applies during the second Battle of that Arena Phase. The 2 Fleeting Glory Arenas will never change throughout the game. Don't replace them or move them to your Villa.
- **Lasting Glory Arena**  
This is the face-up Arena Card on the top of the face-down deck of Arenas. When you win a Battle in this Arena, put this card in your Villa, then flip over the top Arena of the deck. You have access to a Lasting Glory Arena's ability for the rest of the game once you add it to your Villa. This Arena's Battle is always fought last (if there are Gladiators here).

## Active Player

The Active Player is the player who is currently taking a turn in any phase of the game.

## Attack

1 of your Ready Gladiators may Attack during each of your Combat Turns. When a Gladiator Attacks, go through these steps:

1. Exhaust the Gladiator.
2. Resolve any "When [Gladiator Name] attacks" Reactions.
3. Deal Attack Damage. Remember that a Gladiator may only Attack another Gladiator in the same Arena.

## Bloodlust

See Check for Arena Phase step on page 11. Bloodlust does not have any other purpose.

## Boast

Take a Boast Card whenever you win a Lasting Glory Arena. **Boast Cards do absolutely nothing when they are in your Deck.** Boast Cards represent the fact that you are kind of a jerk, and you can't help but to Boast about past victories. Boasting is a waste of time, so it only slows down your Deck. The Bloodlust level on a Boast Card has no significance when a Boast Card is in your Deck. Note that Boast Cards are Schemes. They cannot be played during the Arena Phase. Like other card types, you also can't voluntarily Discard a Boast Card from your Hand during the Arena Phase. You may use Cull to remove a Boast Card from the game, just like any other card.

## Coin

Coin is the currency in For Glory. You will spend Coin to buy cards from the Supply, Late Register Gladiators, and on other miscellaneous costs. Coin can be generated by Coin Tokens and Income Cards. You can always use Coin Tokens and Income Cards interchangeably to generate Coin.

### Coin Cost

The number in the scroll icon in the bottom right corner of each card. Pay this when buying a card from the Supply. Do not pay this cost at any other time. There is generally no cost to play a card from your Hand.

### Coin Token

Use these just like Income Cards. Each Coin Token is worth 1 Coin. When you spend a Coin Token, return it to the Supply. You gain a Coin Token each time 1 of your Gladiators is Defeated. Some cards also allow you to gain Coin Tokens.

### Income Card

Play only when you need to pay a cost. You may not voluntarily play an Income Card without using all or part of the Coin that it generates to pay a cost. **For example, when you pay a Late Registration cost, you may not use 4 copies of Business as Usual, because 1 of the copies would not be used to pay any part of the cost.** You will never receive change if you use an Income Card that generates more Coin than needed to pay a cost. You can never pay two costs at once **(For example, you can't buy Pierce (1 Coin) and Vestalis (4 Coin) with a single copy of Smooth Talk).**

## Combat Turn

The player with the Initiative takes the first Combat Turn. On your Combat Turn, you may use 1 Tactic and Attack with 1 Gladiator. Do these 2 actions in either order. Never Attack with 2 Gladiators or use 2 Tactics on the same Combat Turn. Whichever action you do first completely Resolves before the second action begins.

### Crowd's Favor

Starts with the second player. At the end of each Arena Phase, give the Crowd's Favor Token to the player with the least Glory. If there is a tie, then leave the Crowd's Favor Token with the player who already has it.

### Cull (Starting Deck Card)

You may use Cull to take a card from your Hand and remove it from the game permanently. You may not use the card for its effect on the same turn that you Cull it. **For example, if you Cull a copy of Business as Usual (1 Coin), you may not use that copy of Business as Usual to pay part of the cost to buy a card.** You may not use Cull's ability on itself.

### Damage

Whenever Damage is dealt, go through the steps detailed on page 15:

1. Assign Damage
2. Reaction Window
3. Resolve Damage

- **Assign Damage**

Place a number of Damage Tokens equal to the Damage being dealt above the Gladiator or Gladiators that are being dealt Damage

- **Move Damage**

When Damage is Moved, take a number of Damage Tokens that are on a Gladiator equal to the amount of Damage being Moved, and Assign them to the Gladiator to which they are to be Moved. Note: Unless legal Targets are specifically limited on a card, there are no limitations (besides the fact that Gladiators, Tactics and Reactions cannot Target cards outside the Arena in which they are used). **For example, Parmularius may Move a Damage from a friendly Gladiator to an opposing Gladiator.**

- **Prevent Damage**

When Damage is Prevented, simply take a number of Damage Tokens that are Assigned equal to the amount of Damage being Prevented, and return them to the Damage Token Supply.

- **Reassign Damage**

Take a number of Damage Tokens that are currently Assigned to a Gladiator, and Assign them to another Gladiator. Unless legal Targets are specifically limited on a card, there are no limitations (besides the fact that Gladiators, Tactics and Reactions cannot Target cards outside the Arena in which they are used). **For example, Counterattack may Reassign Damage from a friendly Gladiator to an opposing Gladiator.**

- **Remove Damage**

When Damage is Removed, take a number of Damage Tokens that are on a Gladiator equal to the amount of Damage being Removed, and return them to the Damage Token Supply.

- **Resolve Damage**

Take all Damage Tokens that are currently Assigned and place them on the Gladiator Cards to which they are Assigned. Damage that has Resolved on a Gladiator is considered to be on that Gladiator. Damage on a Gladiator remains on that Gladiator until that Gladiator is Defeated, or until the end of an Arena Phase.

Damage can only be Prevented or Reassigned after it is Assigned, but before it Resolves. Once Damage is Resolved on a Gladiator, that Damage can no longer be Prevented or Reassigned. Damage can only be Moved or Removed when it is on a Gladiator (in other words, after it has Resolved). When Damage is Moved to a Gladiator, it can be Prevented or Reassigned, because Damage that is Moved is considered to be Assigned to the Gladiator to which it Moves. Damage is considered to be on a Gladiator only after it Resolves.

### Deck

Your Deck is always face down. Players cannot look through either player's Deck.

### Defeated

A Gladiator is Defeated when Damage on the Gladiator is equal to or greater than the Gladiator's Health or when Influence is lost and the Gladiator's owner chooses to Discard it as a result. **When a Gladiator is Defeated, immediately place it on top of your Discard Pile and take a Coin Token.** This will free up Influence if the Gladiator has an Influence cost greater than zero.

### Discard

To Discard a card you own, place it on top of your Discard Pile. To Discard a card from a Supply Deck, place the card in a Discard Pile specific to that Supply Deck.

### Discard Pile

Your Discard Pile is always face up. Players may freely look through either player's Discard Pile at any time.

### Draw

To Draw a card, take the top card from your Deck, and add it to your Hand. If you must Draw at least 1 card, but there are no cards left in your Deck, immediately shuffle your Discard Pile, and it becomes your new Deck. Then continue Drawing

the card(s) that you must Draw. Never shuffle your Discard Pile and make a new Deck until all of the cards in your Deck are gone and you need to Draw at least 1 card. **For example, if you must Draw 7 cards, and you have 4 cards left in your Deck, first Draw the 4 cards from your Deck. Then, when you have zero cards in your Deck, shuffle your Discard Pile face down, and Draw the last 3 cards that you must Draw.** Remember to Draw until you have 7 cards in Hand at the end of each Arena Phase. You have no maximum Hand size, so don't worry about having more than 7 cards in Hand if you are able to Draw extra cards.

### **Exhaust/Exhausted**

An Exhausted card is turned horizontal relative to its owner. Exhausting a card shows that it has been used, and that it can't be used again until it is Readied. Some cards must Exhaust as a requirement to use certain abilities. Gladiators must Exhaust in order to Attack. If a card is already Exhausted, it may not be Exhausted again until it is first Readied. A card must be Ready in order for a player to Exhaust it. Unlike Patrons, Exhausted Gladiators are not considered to be blank.

### **Fleeting Glory Arena**

See Arena.

### **Fresh Perspective (Starting Deck Card)**

Gain 1 Coin Token. You may Discard all face-up cards from 1 Supply Deck and replenish the face-up cards for that deck. If there are only 1 or 2 face-up cards left from that deck, you would Discard them, and still Draw 3 new cards to place face up in the Supply. If there are 0 face-up cards for the chosen Supply Deck, simply Draw 3 new cards from that deck to replenish the Supply. Discard the cards into a Discard Pile specific to that Supply Deck.

### **Gladiator Card**

Play during the Take Actions step of your Machinations Turn, or during Late Registration (at a cost of 3 Coin). The total Influence requirement of your Gladiators may never exceed your total Influence. If playing a Gladiator Card would cause the total Influence requirement of all of your Gladiators to exceed your total Influence, you may not play that Gladiator Card. You may not voluntarily Discard a Gladiator Card from an Arena in order to free up Influence.

Gladiators may not Target Gladiators that are not in the same Arena. You may not voluntarily move a Gladiator from 1 Arena to another.

### **In Play**

Cards that are "in play" include Gladiators in Arenas, Patrons and Arenas in Villas, the 2 Fleeting Glory Arenas, and the Lasting Glory Arena on the top of the Lasting Glory Arena Deck.

### **Income**

See Coin.

### **Influence**

Influence is a requirement to have Gladiators in Arenas. The Influence requirement of a Gladiator is equal to the number of Influence icons on it. Some Gladiators require zero Influence. You may not play a Gladiator Card that would cause the total Influence requirement of your Gladiators to exceed your total Influence. You may not voluntarily Discard a Gladiator from an Arena in order to free up Influence. Exhausted Patrons do not grant Influence, since they are considered to be blank.

### **Initiative**

At the beginning of each Battle, and during each Ready Gladiators and Redetermine Initiative step of each Battle, determine Initiative. To determine Initiative, add up the total Agility of all of your Gladiators in the Active Arena. The player with the higher total Agility gains the Initiative. If tied, the player with the Crowd's Favor wins the tie and gains the Initiative. The player with the Initiative takes the first Combat Turn during this Battle.

### **Lasting Glory Arena**

See Arena.

### **Late Registration**

The player without the Crowd's Favor always goes first. Late register 1 Gladiator at a time. You must pay 3 Coin in order to Late Register a Gladiator. Once you pass, your opponent may then Late Register as many Gladiators as he or she is able to, and you may not un-pass.

### **May**

If an effect says that you "may" do something, it is voluntary. If an effect does not say "may," it is mandatory.

### **Move Damage**

See Damage.

### **Move Gladiator**

A Gladiator that moves from an Arena to another Arena leaves the first Arena and enters the second Arena. All "leaves an Arena" and "enters an Arena" abilities are triggered.

### **Owner**

See You Own.

## Patron

Play only during the Take Actions step of your Machinations Turn. When you play a Patron, place it in your Villa. It will remain there for the rest of the game. Exhausted Patrons are considered to be blank. They do not grant Influence or abilities.

## Reaction

Each Reaction tells you what needs to happen to let you use it. This is called a Triggering Effect. Reactions are not necessarily responses to your opponent's actions. For example, Retiarius has a Reaction Ability with the Triggering Effect, "When Retiarius attacks." This Reaction can only be used when Retiarius Attacks.

- **Reaction Card**  
Play only during a Reaction Window that opens as a result of the Reaction's Triggering Effect. When played, the Reaction's effect happens immediately. Then, only after its effect completely Resolves, place it on top of your Discard Pile.
- **Reaction Ability**  
A Reaction that is in the text box of a Patron, Gladiator, or Arena Card. Use a Reaction Ability just like you would use a Reaction Card. The card must already be in play in order for its owner to use its Reaction Ability.
- **Reaction Window**  
Opens when a Triggering Effect occurs that matches the Triggering Effect clause of a Reaction Card. Both players alternate using 1 Reaction at a time until both players pass in a row. Then the Reaction Window closes.

## Ready

A Ready card is turned vertical relative to its owner. Ready all of your Exhausted Patrons and Arenas during the Ready step of each of your Machinations Turns (Combat Turns do not have a Ready step). A card may only be Readied if it is Exhausted. You can't Ready a card that is already Ready.

## Reassign Damage

See Damage.

## Reserve

A face-down stack of cards that you can buy back into your Hand at any time. You may only place Tactics and Reactions into your Reserve. You may never place a Scheme, Gladiator, Patron, or Income Card into your Reserve. You may have any number of cards in your Reserve at any time. When you buy your Reserve back into your Hand, you must pay 1 Coin per card, and you must buy all of the cards in the Reserve. For example, if you have 4 cards in your Reserve, you may not pay 3 Coin to buy 3 of those cards back into your Hand. You may buy your Reserve back at literally any time. Doing so interrupts the game, and has no effect on anything else that is happening. You may use Income Cards and Coin Tokens in combination to buy back your Reserve. You have no maximum hand size, so don't worry about having more than 7 cards in Hand after buying your Reserve back.

## Resolution Order

See Simultaneous Resolution

## Scheme

- **Scheme Card**  
Play only during the Take Actions step of your Machinations Turn. The Scheme's effect happens immediately. Then, only after its effect completely Resolves, place it on top of your Discard Pile.
- **Scheme Ability**  
A Scheme that is in the text box of a Patron. Use a Scheme Ability just like you would use a Scheme Card. The Patron Card must already be in play in order for its owner to use its Scheme Ability

## Scheme/Tactic

May be used as either a Scheme or a Tactic.

## Simultaneous Resolution

When 2 or more effects Resolve simultaneously, the active player decides the order of resolution.

## Tactic

- **Tactic Card**  
Play only on your Combat Turn during the Arena Phase, either before or after your Attack. The Tactic's effect happens immediately. Then, only after its effect completely Resolves, place it on top of your Discard Pile.
- **Tactic Ability**  
A Tactic that is in the text box of a Patron, Gladiator, or Arena Card. Use a Tactic Ability just like you would use a Tactic Card. The card must already be in play in order for its owner to use its Tactic Ability. A Tactic Ability counts as your only Tactic for a Combat Turn, just like a Tactic Card would.

## Target

Some Tactics and Reactions Target cards. Attacks Target Gladiators. The owner of a card that requires Target(s) to be chosen chooses the Target(s). When a card cannot be Targeted, it refers to cards that specifically use the word "Target." Remember that Tactics, Reactions, and Gladiators can only Target Gladiators or affect things in the Arena where they are used. Unless legal Targets are specifically limited on a card, there are no other limitations. For example, you may use Turn the Tables to Reassign 1 Damage from a friendly Gladiator to an opposing Gladiator.

## You Own

You own any card that is in your Deck, Discard Pile, Reserve, or Hand. You own all cards in your Villa and all Gladiators in Arenas on your side. You own Lasting Glory Arenas in your Villa.



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