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Game: **BATTLELORE**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

BATTLELORE

Setup

Setup the terrain, game pieces and figures according to the **Adventure** (or use *Call to Arms* if desired).

Shuffle the **Command** deck and deal Command cards as required by the Adventure. If playing a **Lore Adventure**, set up your **War Council**, prepare the **Lore deck** and deal/select cards, and take **Lore tokens**.

Turn Sequence

Players alternate turns, starting with the player listed in the Adventure's battle notes.

1. Command

Play a Command card.

2. Order

Announce units the player intends to order.

3. Movement

Move ordered units, one at a time.

4. Combat

Battle one ordered unit at a time.

5. Draw and End of Turn

Draw a new Command card, new Lore cards and/or Lore tokens.

Command & Ordering

Command cards order units to move and/or battle. **Section** cards order a set number of units from the sections shown on the card. **Tactic** cards order units as described on the card.

If the number of units to be ordered is *Equal to Command*, this is equal to the number of Command cards in the player's hand (including the one played).

After playing a Command card, announce which units you intend to **order**. Only units issued an order this turn may *move*, *battle* or take a *special action*. Only one order may be given to each unit per turn.

Units on a section divider hex may be ordered from either section. If a Command card allows you to issue more orders than you have units in that section, additional orders are lost.

Movement

Move units one at a time and only once per ordered unit per turn. Movement for one unit must be completed before moving another. An ordered unit does not have to move.

Two units may not occupy the same hex, and units may not move into or through occupied hexes. Figures always stay together as a unit and cannot combine with other units.

Terrain may impact movement. Dimmed half-hexes bordering the battlefield cannot be entered.

Combat

Resolve battles one at a time and—with the exception of **Bonus Melee Attacks**—only once per ordered unit per turn. One unit's battle must be completed before the next battle. An ordered unit does not have to battle.

A unit always fights at full strength despite casualties.

Combat Procedure

1. Verify that the target is within **Range** and **LOS**.
2. Calculate the number of **Battle dice** you may roll according to unit's troop and weapon type, adjust due to terrain effects, and roll. Score hits, then resolve retreats.
3. If appropriate, conduct **follow-on actions** (*Gaining Ground*, *Pursuit Action*, *Bonus Melee Attack* or enemy *Battle Back*).

Range and Line of Sight

A unit attacking an adjacent unit (or a unit with a missile weapon used at **Point Blank** range) is in **Melee**.

Attacks beyond the range of adjacent hexes are **Ranged**. Count the hexes to the target (not counting the attacker's hex but counting the target's hex) and verify that the distance is within the weapon's range.

A unit adjacent to an enemy unit must engage it if it chooses to battle (it cannot target a more distant unit).

The target of a ranged attack must be within **Line of Sight** (LOS). Draw a line between the centres of the hexes; LOS is blocked if any part of a hex containing an obstruction or unit crosses this line. If the line runs along the edge of hexes it is only blocked if the obstructions stand somewhere along both sides of the line.

Terrain Modifiers

When present, terrain restrictions impose a cap on the default number of dice a unit attacking *in* or *from* the terrain type will roll. Bonuses from Lore or Command cards etc are not subject to this limit. Where effects combine, the lowest of the terrain maximums apply.

Hits and Misses

The number of Battle dice rolled is determined by the color of the unit's banner. The attacker scores 1 **Hit** for each colored **Helmet** symbol rolled that matches the banner color of the *target* unit.

Unless specified otherwise, the **Sword on Shield** (**Bonus Strike**) symbol and the **Lore** symbol are misses.

For each hit scored remove a figure from the target unit. The **Banner Bearer** is removed last and placed on the attacker's **Victory** track.

When playing **Lore Adventures**, take 1 Lore token for each Lore symbol rolled (even when *Battling Back*) if the rolled Lore does not trigger some other effect.

Retreats

For *each* **Retreat** flag counted against it, the target unit must move 1 movement (typically 1 or 2 hexes) back towards its own side of the battlefield.

Terrain has no effect on retreat moves, though impassable terrain is still impassable. If a unit's retreat path is blocked, one figure is removed for each retreat hex of movement that cannot be completed.

Morale

Morale values can 'stack' (eg. supported Dwarves on a rampart adjacent to a Stronghold = *Bold 4*) and are not mutually exclusive.

Bold A Bold unit may ignore a flag rolled against it in battle for each level of Bold that it has (but is never forced to do so).

A Bold unit may **Battle Back** when attacked in melee and *not forced to vacate its hex* as soon as the attacker's dice roll is fully resolved. There are no further battle back actions, and units that battle back are never entitled to *Gain Ground*, make *Pursuit Actions* or *Bonus Melee Attacks*.

Frightened A Frightened unit retreats 2 hexes for each flag rolled against it.

A Frightened unit must also check for **Panic Losses** when retreating: roll 1d for each hex of retreat ground actually covered. Any dice that match the retreating unit's banner color kill a figure of that unit (all other results are ignored).

Support

A unit adjacent to at least 2 friendly units receives **Support**, and is considered *Bold*. It may not *Battle Back* if forced out of its initial supported position.

Follow-on Actions

Gain Ground An attacker that forces a defending unit to vacate its hex may **Gain Ground** and move into the just-vacated hex.

Pursuit If the successful melee attacker is a **mounted** unit, it may **Pursue** by gaining ground and then moving 1 *additional* hex. If the unit just moves into the vacated hex, or then moves back into its original hex, it is still considered a Pursuit.

The unit may *then* make an optional **Bonus Melee Attack** against the same or any other target adjacent to it. If this attack is successful and eliminates or pushes back the target, the attacker may then *Gain Ground*, but cannot make another *Pursuit* or *Bonus Melee Attack*.

Follow-on Actions are never mandatory and are subject to normal terrain restrictions.

Defending units allowed to battle before an attacking unit (due to magic or a special action) may not *Gain Ground* or *Pursue*.

Draw and End of Turn

Discard the Command card played this turn and draw another.

If playing a **Lore Adventure**, choose one of the following actions:

- Draw 2 Lore cards, keep one and discard the other
- or
- Draw 1 Lore card and take 1 Lore token
- or
- Take 2 Lore tokens

Players alternate turns until one player reaches the required number of **Victory Banners**, at which time the game immediately ends.

Lore

Lore tokens power spells and legendary actions. There is no limit to the number that can be stored, but players are limited by the number in the supply.

A **Lore card** must be played during the phase specified. **Reaction** Lore cards (light background), can be played during your opponent's turn or in reaction to one of his actions or Lore card play.

Spend the required number of Lore tokens, choose a target, resolve the effects and discard the card.

Only 1 Lore card can be played during a player's turn and 1 during his opponent's turn.

Anytime an odd value is halved, round the result up.

You may never have a number of Lore cards more than your **highest Lore Master level +1**. If you have more, discard either from the card(s) just picked or your existing hand.

Lore cards can be played **out of character** if the corresponding Lore Master is not on your Council, by paying an additional 3 Lore. Level-dependent Lore cards played in this way are cast at Level 1.

Battle Savvy Troops

A **Battle Savvy** unit attacked in melee combat and not eliminated or forced to retreat may *battle back*.

A retreating Battle Savvy unit may *never* battle back.

When a Battle Savvy unit in melee is unable to fulfill a retreat move, the unit may *battle back* (after it takes losses and if it is still in its original hex).

Battle Savvy units with ranged weapons do not collect Lore tokens in ranged combat, but do collect Lore tokens in melee combat.

War Councils

If playing a **Lore Adventure**, each player receives a **War Council** sheet. The **Commander** level dictates the number of Command cards you hold during the game.

Your highest level **Lore Master** (Cleric, Wizard, Warrior or Rogue) determines your starting hand of Lore cards, initial reserve of Lore tokens and maximum number of Lore cards.

Place **Lore Master tokens** on the spots matching your Lore Masters, either as detailed in the Adventure or as chosen by the players (usually 6 levels total each, with levels secretly assigned among the Council members). An appropriate Lore Master token is placed face up on a space, with 0-2 tokens (generic face up) under it to indicate his level of 1-3.

Sort the **Lore cards** by Lore Master class and shuffle each of the 4 decks separately. For each Lore Master class (Cleric, Wizard, Warrior or Rogue) present in both sides' War Councils, randomly take 14 cards from that class deck. For each class present on only one Council, take 8 cards. For each class on neither Council, take 5 cards.

Shuffle all of these cards together to form the game's **Lore deck** and deal 4 to each side; players choose the number they will keep according to the player's highest Lore Master level.

Landmarks

When Lore Master **Landmark** rules are in effect, a player with a 3rd level Lore Master (Cleric, Wizard, Warrior or Rogue) receives the corresponding **Lore Master's Landmark**. If both players have a Lore Master of that class neither receives it. At setup, starting with the player moving first in the Adventure, place the Landmark on an empty hex on the 3rd or 4th row of hexes from the controlling player's side.

A player with a 3rd level Commander must place a **Stronghold Landmark** in a countryside hex occupied by one of his units at the start of the Adventure. Both sides may deploy a Stronghold.

A Landmark's special effects only benefit the controlling player's units, but these common rules apply to both side's units:

A unit occupying a Landmark is **Bold**.

A unit entering a Landmark must *stop*, may move no further that turn and may not battle that turn. It battles with a maximum of 2d. A unit attacking a unit on a Landmark hex battles with a maximum of 2d. A Landmark blocks LOS.

Creature Lair

At setup, starting with the player moving first in the Adventure, place a **Lair** on an empty hex on the 3rd or 4th row of hexes from the controlling player's side.

Creatures

A single **Creature** figure is considered a unit for game purposes, but is neither a foot nor a mounted unit.

When playing a Section card you may order a creature in a *different* section by paying 3 Lore tokens.

Creatures are eliminated only on a **Critical Hit**. When a creature takes one or more hits from any source, roll only these dice again. If the creature's banner color is then rolled (ignore all other symbols), it receives a Critical Hit and is killed. The victor places it on his Victory track and receives 1 Lore token (see below).

Creatures are **Bold**, but *must* always ignore 1 flag rolled against them, rather than retreating instead.

Creatures provide *support* but never benefit from it, and do not receive a Morale boost from Landmarks.

Retreat and Trampling

For each *Retreat* flag a creature must resolve, it must retreat 2 hexes (unless otherwise stated). If it cannot do so it receives 1 hit for each hex of retreat movement it cannot take. As usual, make a Critical Hit check if necessary.

When 2 units, or a unit and obstacle, block a creature's retreat, each unit in its path may be **trampled**. Make a Critical Hit check; if it survives, it remains in the hex and each unit in its retreat path takes 1 hit.

Special Powers and Power-Ups

Most creatures have **Special Powers** or unique attacks. As soon as the Creature meets the necessary Lore requirement for a power upon seeing the results of a dice roll, it *must* unleash it.

Lore rolled by a creature may never be held or stored.

Dragons

Flight The last hex of movement must be an empty hex (it is then considered to be on the ground).

When used against a flying dragon, Lore cards that *Hold* or *Web* cause it to fall to the ground and take a 1d Critical Hit check, and the creature stops in its current space (if the space is occupied, it must *retreat* until it reaches an empty hex).

Morale A dragon may ignore 1 flag. When forced to retreat, it *must* retreat 3 hexes, and flies over any units in its retreat path. The last hex must be an empty hex.

If a retreat cannot be completed, 1 hit is scored for each hex of the retreat that cannot be completed. After 2 or more hits, a Critical Hit check occurs.

Critical Hits A dragon only takes a **Critical Hit** check any time it suffers 2 or more hits. The first 2 hits scored on a dragon cause a 1d Critical Hit check, and each additional hit adds 1d to the Critical Hit check.

The dragon dies immediately if its banner color is rolled on the Critical Hit check. Ignore all other results. A dragon counts as 2 Victory banners.

Combat To use a **breath attack**, spend Lore prior to movement equal to the Lore cost. The dragon may then attack a maximum of 3 enemy hexes during movement.

A breath weapon may only be used when flying above an enemy unit, and only on any given unit once during a turn. Place an appropriate **Breath token** (target side) in the enemy unit's hex.

After all of your movement is completed, resolve all of your breath attacks (prior to any other combat). Roll the dragon's damage dice against each enemy unit with a Breath token. Lore symbols activate the dragon's **special effect** (flip the Breath token over to the effect side). If more than 1 Lore is rolled, place additional tokens, effect side up, in the unit's hex. If no Lore is rolled, the token is removed. Terrain combat restrictions do not apply to a breath attack, and Lore rolled is never taken.

A Breath effect token stays with a unit until the unit is eliminated or the token is removed. To remove a token, the unit's player must order the unit and spend 2 Lore per token; it may then move and battle as normal on that turn.

Hydras

The Hydra does not have to suffer a critical hit in order to be wounded. Instead, for each hit choose one neck piece attached to the Hydra to remove from the game. When rolling battle dice for the Hydra, you may use Lore to place a neck piece with 3 heads into an empty neck slot (otherwise, the Lore is lost).

Defeating a Creature

A troop that defeats a creature or dragon has 1 Lore token placed its hex. The troop may spend the token to do one of the following:

- Move one additional hex when moving or in a retreat
- Battle with one additional die
- Ignore one flag

BATTLELORE

HEROES

Role of a Hero

Before ordering a Hero, note his current **role**:

Champion A single figure fighting alone in a hex of his own; behaves like any other unit in the game.

Leader A single figure that joins forces and shares the same hex as a friendly troop; behaves like that troop. They are considered a single unit for game purposes.

The Basics

Before a Hero's first adventure, take a character sheet, fill in his name, and select his class:

Commander, Warrior, Rogue, Wizard, or Cleric.

Note the Hero's **weapon**, its damage number, and the Hero's **wounds** (by crossing out extra skulls) as follows:

Class	Weapon	Battles With	Wounds
Commander	sword	1d	4
Warrior	sword	2d	5
Rogue	sword	1d	4
Wizard	staff	1d	3
Cleric	mace	1d	3

Take the corresponding figure (only take a mounted figure if you choose the *Riding Skill*) and banner.

Choose 1 **Skill** from among his classes' Skill cards. Certain Skills have **prerequisites** that must be met before the Hero can gain the Skill. Recommended starting Skills for each character class are:

Commander: *Riding* **Wizard:** *Ball Lightning*
Warrior: *Hack-and-Slash* **Cleric:** *Herbal Remedy*
Rogue: *Thievery*

Choose one **Artifact** by shuffling the Artifact cards, drawing the top 3, selecting one and returning the rest to the deck. If you draw a card with a requirement the Hero does not fulfill, discard it and draw another.

As your Hero participates in adventures, record his Artifact cards, Skill cards, and tokens on his character sheet.

Hero Deployment

You may normally only deploy 1 Hero, prior to the starting player's first turn, starting with the camp that goes first. Place the Hero on a hex occupied by a friendly troop with a compatible movement status (foot or mounted). Such a hex is called **Hero-friendly**. Only 1 Hero may occupy a Hero-friendly hex.

You must have a Lore Master of the same class as the Hero on your War Council or he may not be deployed.

Ordering

Ordering a Champion

1. **Move and battle solo** at the cost of a single order.
OR
2. **Join a friendly troop** by ending his movement in the hex of a friendly troop. If moving and battling, the Champion cannot choose this option.

Ordering a Leader

1. **Move and battle with his troop** as a single unit (at the cost of a single order for the combined unit).
OR
2. **Split from his troop** for a single order if the Leader is ordered but the troop is not, or for 2 orders if the Leader and the troop are ordered separately.

Changing a Hero's role does not allow him to bypass the 1 order per unit per turn limit, and ordering him does not order the troop he joins or leaves.

Tactic Cards and Heroes

BattleLore A ♠ symbol rolled may be used to order a Champion, or to order a Leader to split from his unit.

Foot Onslaught A Champion on foot may be issued an order. A Leader on foot may be ordered to split from his unit as an order.

Leadership In addition to the 1 unit ordered, all Leaders and their units are also ordered. They also receive an additional battle die for the entire turn.

Mounted Charge A mounted Champion may be issued an order. A mounted Leader may be ordered to split from his unit as an order.

Movement

Champions may move up to **2 hexes and battle on foot, and up to 4 hexes and battle while mounted.**

A Champion may move into or through any hex occupied by another friendly unit. If the troop has a compatible movement status, he may choose to stop in the hex and join the troop as a Leader.

He may not stop in a hex with an enemy unit, enemy creature, any another Champion, or a troop without a compatible movement status.

A Champion may retreat off his side of the field. A friendly troop may move or retreat into a hex containing a Champion if the troop does not already have a Leader and it has a compatible movement status. Once in the Champion's hex, the troop must stop and join him (he becomes a Leader) even if the troop has not completed its retreat.

Leaders must follow the movement of the troop they are with unless ordered to split from the troop during the Orders Phase. A Leader may split from a troop and move to join another troop with a compatible movement status during the same movement.

Hero Casualty Check

A **Hero** must take a casualty check if a ♠ symbol rolled causes a hit against him or his unit. When a Hero is searching for treasure, he must take a casualty check if the chest is a **trap**.

Champions take a casualty check when ♣ hits are scored against them. A mounted Champion does *not* ignore 1 ♣ hit rolled in melee from foot troops unless he is fighting an enemy Champion on foot. Ignored ♣ do not cause casualty checks.

Leaders take a casualty check when ♣ hits are scored against the troop they are leading. A Leader must also take a casualty check when the banner bearer of the troop he is leading is eliminated.

Casualty Check Procedure

1. Your opponent rolls 1d for each ♣ and ♠ hit scored in combat, plus 1d if the troop the Hero was leading was eliminated; or the number of dice shown on a revealed trap token.
2. The players then check to see if at least 1 ♣ symbol is rolled (ignore all other results). If so, the Hero is **wounded**.

Wounds

A wounded Hero is placed onto your opponent's Victory Track. His currently equipped Artifact(s) are returned to the deck. Skill cards, and Artifacts facedown under a Hero's character sheet, are not lost.

Heroes may be able to modify the dice rolled on a casualty check, as detailed on relevant cards.

When a Hero is wounded, cross out one of the skulls on his character sheet. He recovers between adventures and may be deployed in the next adventure (his wounds remain as marked). When all of his skulls are crossed off, he may no longer be used.

Troops Wounding a Hero

A troop without a Leader that wounds an enemy Hero in melee combat gains 1 **Lore token**, which it may spend to do one of the following:

- Move one additional hex when moving or retreating.
- Battle with one additional die.
- Ignore one flag.

Hero Morale

Champions are **Bold**: they ignore 1 flag, and provide and receive support from adjacent friendly units.

A Champion **retreats** 1-3 hexes. He may retreat through *any* unit blocking his retreat path even if there are alternative vacant hexes. He must finish his retreat on a Hero-friendly hex or passable terrain hex.

A Champion that survives a melee attack and is not forced to retreat may choose to retreat voluntarily instead of *battling back*.

When a Champion retreats through an enemy-occupied hex, the enemy has an **opportunity to strike** at the Hero. This is treated like a melee attack.

If the enemy unit scores a hit, the Hero must take a casualty check. If he is not wounded, he must continue to retreat into the next hex, possibly necessitating another special strike. An escaping Champion may *not battle back*.

A Champion may **retreat off his battlefield**. The move off the board is considered 1 hex of movement. The opposing camp does not gain a Victory banner, and the Champion may not return on a later turn.

Leaders inspire the troops they are leading to be **Bold**, and the unit may ignore 1 flag.

A Leader **retreats** through the entire retreat movement when the troop they are leading retreats.

If the combined unit must take hits for an uncompleted retreat, hits are applied to the troop, not to the Leader.

If the troop loses its banner bearer during a retreat, the Hero (now a Champion) must take a 1d casualty check. If he survives, he must retreat if able.

Hero Quests

After completing a **quest**, a Hero is awarded the value of the assigned **Chest** token.

When there is **hidden treasure**, mix all the Chest tokens facedown. Randomly select the number of tokens indicated and place them on the hex, facedown. Unused tokens are returned to the box unseen.

A Hero entering a hex with a Chest token must stop and may not move any further that turn. Instead of battling, he may **search** the hex (a hex may not be searched if there is an enemy unit in an adjacent hex). Select and reveal 1 token; remaining tokens are returned to the box.

If the chest shows the **Experience** or **Treasure** symbol, take the number of matching tokens. If it shows the **Artifact** symbol, take that number of cards from the Artifact deck. If it is a **trap**, the Hero must take a casualty check, rolling the number of dice shown.

Artifacts

A Hero can own a **maximum of 6 Artifact cards**. If this limit is exceeded, immediately discard excess cards. Treasure and Experience tokens do not count.

Shuffle the Artifact deck before drawing cards.

Each Artifact has a **target**. If you receive an Artifact you cannot use because your Hero cannot fulfill the requirement (even if he were to change *roles*), return the card to the deck and draw a replacement.

A symbol in the card's upper left shows what kind of **role** a Hero must assume to use the Artifact:

Green: any Hero can use the Artifact.

Yellow: can only be used by a Champion.

Blue: can only be used by a Leader.

During an adventure, any Artifact gained is placed next to the Hero's sheet as an extra equipped Artifact and can be used for the rest of the adventure.

When a Hero defeats (wounds) an enemy Hero, the wounded Hero returns his equipped Artifact cards to the deck and the victor draws the top artifact card from the deck for his Hero.

Equipping and Using Artifacts

Before the start of each adventure, a Hero may be **initially equipped** with a maximum of 2 Artifacts (placed next to his character sheet). Cards not used are placed under the sheet facedown.

To use an Artifact, declare the target (as stated on the card) and resolve the effect. If there is no legal target or if the Hero is not assuming the role dictated by the card symbol, the Artifact cannot be used. Each Artifact's effect takes place during a phase of play specified on the card.

If 2 players wish to use Artifacts in combat and there is a timing question, the attacking player acts first.

A **potion** is only used once. After its effect has been completely resolved, the card is returned to the deck.

An Artifact card that increases the number of battle dice is not subject to terrain battle limitations that cap the number of battle dice rolled.

Hero Skills

A Hero starts with only one class-specific Skill. When he has 5 **Experience tokens** stacked on his character sheet after multiple adventures, he may **level-up** by exchanging them for an additional common or class-specific Skill of choice.

A Hero may only level-up once during each *After Adventure Actions* stage.

A Hero may gain an Experience token as follows:

When a Hero defeats (wounds) an enemy Hero.

When a Hero defeats a Creature.

When a Hero accomplishes some Quests.

When a player keeps the *Experience* Artifact card, he exchanges the card for a token during *After Adventure Actions*.

All Heroes in an adventure gain 1 token during *After Adventure Actions*.

Using Skills

A Hero may always use the special actions or abilities of his **Skill cards**. Each Skill effect takes place during the phase of play specified on the card.

If 2 Heroes are opposing each other in melee combat, the attacker declares his Skills first, followed by the defender. A Skill card that increases the number of battle dice is not subject to terrain battle limitations that cap the number of battle dice rolled.

A Hero may have a maximum of 3 Skills. Skill cards are not at risk when a Hero is wounded.

After Adventure Actions

1. Exchange or Ransom the Return of Heroes

Any Hero on a Victory Track is returned to its owner.

When both camps have one or more Heroes on the opponent's Victory Track, *all* Heroes are exchanged.

If only one camp has a Hero on its Victory Track, a **ransom** of 1 Treasure token must be given by the Hero's owner to get him back. If ransom is not possible, he must still be returned, but cross out 1 skull on the Hero's character sheet.

2. Spoils of War

All Heroes still on the battlefield at the end of the adventure receive 1 Treasure token.

3. Gain Experience

All Heroes that participated receive 1 Experience token, even if a Hero is wounded or retreated.

4. Shopping for Artifacts

A Hero that has 5 Treasure tokens may return them to look through the entire Artifact deck and take 1 card.

5. Draw Artifact Cards

All Heroes that participated gain Artifact card draws. The victor draws first. Each Hero receives 1 Artifact card draw for each of the following that applies:

A Hero that participated in the battle.

A Hero that is present on the battlefield (not wounded or retreated) when the adventure ends.

All Heroes that fought for the camp that won the adventure.

A Hero may turn in 2 of his Artifact cards and gain 1 draw (he may do this multiple times).

A Hero may turn in 2 Experience tokens and gain 1 draw (he may do this multiple times).

No matter how many cards are drawn, **only 1 of these cards is kept by the Hero**.

Treasure is exchanged for a Treasure token.

Experience is exchanged for an Experience token.

Master Physician is exchanged for a visit to the Master Physician. The Master Physician heals one of the Hero's wounds in exchange for one Treasure and 4 Experience tokens. The Hero's number of wounds cannot exceed their starting number.

6. Return Artifact Cards

Return any unselected Artifact cards, and cards in excess of their Hero's Artifact limit to the deck.

7. Level-up

A Hero with 5 Experience tokens may spend them to select a new Skill. The victor selects first.

8. Update Hero's Character Sheet

After every game, record the Artifact and Skill cards, Treasure and Experience tokens a Hero has gained.

Hero's Legacy

A Hero that has acquired 3 Skill cards and has gained at least 3 Experience tokens may **join the War Council** before starting a new adventure.

Take a **Hero's Advisor** token of your Hero's class in exchange for all of his Experience tokens during the *After Adventure Actions* Level-up step. Return all of his Skill or Artifact cards to their decks. The Hero no longer gains Experience or Treasure.

Record the date the Hero received his Advisor token on his character sheet, bringing the Hero's days of fighting on the field of battle to an end.

At the start of an adventure, when a Hero is on a camp's War Council, his player places the Hero's Advisor token on the **guest** spot. The Advisor token is in addition to the number of levels listed for the camp in the battle notes. The presence of the token on the guest spot increases the level of the corresponding Lore Master sitting on a War Council by 1 level.

If the Lore Master spot for that class is vacant, the council is considered to have a level 1 Lore Master of that class because of the Advisor token. A camp's War Council may only have one Hero Advisor token on its guest spot.

After the Hero has suffered 5 defeats while on the War Council, he steps down and becomes an **Instructor**. A player's next Hero starts his career with 2 Artifacts, one received as a gift from the Instructor (*ie*, one of the Artifacts listed on the Hero Instructor's character sheet).

A Hero Instructor may only provide this benefit once, and after it occurs, the Hero's character sheet is retired.

BATTLELORE



Epic Adventures are played over the reverse of two game boards combined into a single epic-sized battlefield of 13 by 17 hexes.

Epic Game Set-Up

Choose an Epic adventure and set up as normal.

Combine the Lore tokens from one game and the Epic set to form a single, giant Lore Pool (55 tokens).

A single deck of 60 Command cards is used.

Take one cardholder from each Camp to form a common **Epic Command rack** to the side of the battlefield next to the Command card deck.

Fill the Epic rack with **three** Command cards, visible to all players, drawn from the Command deck.

Cards in the Epic rack represent common maneuvers and tactics available to both Camps.

Landmarks may be placed on any empty hex on the 4th through 8th row from the controlling players' side.

The Camp with the most green banner units on the battlefield at the start of the game takes the first turn.

Epic Game Turn

During each turn's Command phase, a Camp may either:

Play up to two Section cards

One must come from the 3 cards on the Epic Command rack, and the other from the Camp's own set of Command cards.

If only one card is played, it may come from either the Camp's own Command cards or from the Epic Command rack.

OR

Play a single Tactic card

from either the Camp's own Command cards or a Tactic card on the Epic Command rack.

Lore cards are played as normal, in combination with or in lieu of Command cards.

A Camp may never play any other combination of Command cards during its turn.

Replenishing the Epic Command Rack

At the start of each game turn, there should always be 3 Command cards on the Epic Command rack.

Once a Camp has finished its turn and replenished its Camp's cardholders, the Epic rack must be replenished back to 3 cards, if necessary.

When a Camp chooses to play a single Tactic card from the Epic rack, only the card missing from that rack is replenished.

When you draw a new Command card for the Epic rack, if all 3 cards now on the rack are Tactic cards, discard them all and draw 3 new cards.

Once replenished the Epic rack must always contain at least 1 Section card.

If the Command card deck runs out, shuffle the discards to form a new Command draw deck.

Equal to Command

When a Section or Tactic card activates a number of units **Equal to Command**, the cards located on the Epic Command rack do not apply toward this number.

Playing Two Section Cards

When playing two Section cards, the orders on both section cards are carried out.

Scouting actions do not double up: You still only draw two cards, even though you played two Scout cards.

Playing a Tactic Card

The following Tactic cards are slightly modified:

BattleLore

Ordered units battle at +2d for the entire turn. When the decks and discards are reshuffled, the Command cards are left in the Epic rack are not shuffled.

Counter Attack

When countering a section card played by the other Camp, **only one of the two section cards is countered.**

Leadership

All ordered units battle at +1d for the entire turn. In addition to the one unit ordered by the card, **you may also order additional units equal to the level of the Commander on your War Council.**

Playing with Lore and Lore Cards

Lore tokens are gained only when rolled in Melee Combat (including Point Blank), but never when rolled in Ranged Combat.

The following Lore cards are also modified:

Rogue's False Orders

If your opponent played two Section cards or a single Section or Tactic card from the Epic rack, he must return the Command card that came from the Epic rack.

After you select a new Command card for him to play from his rack, if it is a Section card, he may then choose to also play a Section card from the Epic rack (and even select the card he had initially picked as his second Section card).

Warrior's Assault

When this card is played, its player does *not* collect Lore tokens in any combat.

Epic Victory Conditions

The Victory banner count is usually set at 7 banners.

A **decisive victory** is achieved if the winning Camp holds a margin of at least 2 Victory banners over its opponent.

Otherwise, a **marginal victory** is achieved when one Camp first reaches 9 Victory banners.

Increased Number of Players

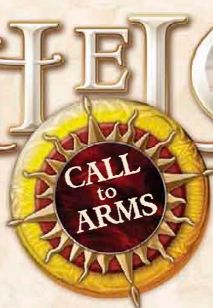
In 6 player games, each Camp is composed of 3 players—a **Lord Commander** usually sitting in the Center, and 2 **Field Marshals** on either side.

The Lord Commander consults with his Marshals and then decides which cards are played by his Camp. He also controls the units in the Center section, while his Marshals control the units on their respective Wings.

If a unit crosses the line separating two sections during a turn, the player who initiated the unit's movement controls and plays it for the entire turn. Next turn, the unit is controlled by the player controlling the section in which the unit now stands.

If there is less than 3 players to a side, the Lord Commander also controls the units of the Wing(s) of his Camp without Field Marshals.

BATTLECORE



Call to Arms is a card-driven army selection and deployment system for use when only a battle map's terrain has been defined.

1. Choose a Battle Map

Choose a battle map from the *Call to Arms* booklet or elsewhere (ignoring units marked on the map).

Most battle maps are printed with the Pennants Camp on top and the Standards Camp on the bottom.

2. Set Up Terrain Hexes

Set up terrain hexes as shown on the map.

Players can then choose the **Impromptu mode** or the **Organized mode** to deploy their armies.

Impromptu Mode

Impromptu mode is designed for quick friendly games with a short set-up.

3. Select an Order of Battle

Each player selects a **Camp** (Pennant or Standard) and the banners, banner bearers and figures that come with it.

Each player takes the 3 **Deployment card** sets illustrated with his banner, selects one set and shuffles it, draws 4 cards, and puts the remaining cards and the other sets aside.

From the 4 cards drawn, each player selects one as a **Guard** for each section of the battlefield and places it face down next to that section. The remaining card is the player's **Reserve**.

4. Deploy Your Guards

Both players reveal their Guards and deploy the corresponding units on the board.

A unit on impassable terrain must be repositioned on a vacant hex on that section's baseline (or lose it outright if there are none).

5. Scout Ahead

The player with the highest number of Green banners on the battlefield becomes the **starting player**.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

6. Call the Reserve

The player who was out-scouted deploys **2 units only** of his choice from those on his Reserve Deployment card.

These units must be deployed on vacant hexes on the player's baseline (or are lost outright if there are none).

The other player then does the same.

7. Call the War Council

Players select their War Councils if necessary.

Organized Mode

Organized mode is designed for greater unit customization and better planning opportunities.

3. Select an Order of Battle

Each player selects a **Camp** (Pennant or Standard) and the banners and banner bearers that come with it. Put the remaining figures into a common army pool.

Each player takes a set of 2 red, 2 blue and 2 green **Feudal Levy** tokens.

Each player selects *any* 2 **Deployment** card sets from either of the Camps and shuffles them together, draws 4, and puts the remaining cards and sets aside. In a conflict, the expansion owner selects his 2 sets first.

From the 4 cards drawn, each player selects one as a **Guard** for each section of the battlefield and places it face down next to that section. The remaining card is the player's **Reserve**.

4. Deploy Your Guards

Players take turns—starting with their Right Wings, then Centers, then Left Wings—revealing their Guards and deploying the corresponding units on the board. If a unit is not available, place a **Feudal Levy** token of matching banner color on the hex, in lieu of the unit.

A unit on impassable terrain must be repositioned on a vacant hex on that section's baseline (or lose it outright if there are no vacant baseline hexes).

5. Scout Ahead

The player with the highest number of Green banners (including green **Feudal Levy** tokens) on the battlefield becomes the **starting player**.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

6. Call the Reserve

The player who was out-scouted deploys **2 units** of his choice from those on his Reserve Deployment card.

These units must be deployed on vacant hexes on the player's baseline (or are lost outright if there are none).

He then replaces any **Feudal Levy** tokens on the board with Troops of matching or lower ranked banner color, using available figures. Mounted troops can replace a token in lieu of a missing Foot unit, and vice-versa.

The *starting player* then does the same.

7. Call the War Council

Players select their War Councils if necessary.

8. Call the Specialists

Players may now select and play, in any order, up to 2 **Specialist** cards of their own choosing and deploy the units, if applicable.

In case of conflict the cards' owner chooses a card, then his opponent chooses 2 cards, then the owner chooses his final card.

When playing a *Medieval Adventure* players may not choose cards marked as **Lore** only.

Notes

The map on each Deployment card shows the first 4 rows of hexes from the player's side.

Goblin bands benefit both allies.

A **Lore symbol** identifies a Specialist card as being for *Lore Adventures* only. A card with a **LoreMaster class symbol** will only benefit players with a Lore Master of that class.

Specialist cards that deploy additional figures or new units still require the card's player to have those figures and banners available to him for deployment.

A card's effects are never compulsory unless stated, and can be used partially if they affect multiple units.

Specific Card Effects

Archers Stakes The hex in which they are deployed must be Countryside or Elevated terrain. They cannot be deployed in Rivers, Fords, Marshes or Woods.

Bow Upgrade Other races (eg Hobgoblin archers) still use the Common Bow, even if this card is played.

Forced Enrollment The third unit is subject to the usual Reserve deployment restraints and must be placed on an empty baseline hex.

Infiltration Cannot be used to move the same unit multiple times. Each legal move must be made by a different unit.

Illusory Troops Can only be played on Troops (not Heroes or Creatures etc).

King's Allies May be used to add 2 figures to the same unit, or a single figure to 2 different units, when played with a Level 3 Warrior in the player's War Council.

Vantage Point The card refers to reserve units already deployed.

Heroes

Each player may deploy a single Hero to a Hero-friendly hex in any section of the battlefield.

Heroes are deployed onto the battlefield prior to the starting player's first turn at the same time as a camp's reserves.

BATTLECORE



Reluctant Allies Variant

Each Camp has 2 allied players sharing the same banner type but controlling their own units and forming their own War Councils.

One player places **Alliance tokens** next to his units to identify them.

Assigning Game Turn Markers

The player controlling the most green banner units in the Camp with the most green banner units on the board receives Turn Marker #1; his ally Marker #3.

The player with the most green banner units in the opposite Camp receives Marker #2 and his ally Marker #4.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

Game Modifications

Each Camp alternates taking turns in order of Turn Marker.

At the end of his turn the active player places his Marker by the board and does not take it back in hand until all players have completed their turns.

A player may usually order only his own units. **If a player wishes to order his ally's units, he may do so at a cost of two orders for each allied unit.**

When a player orders units, he decides how to use them, rolls dice for them, and collects Victory Banners for them.

All **battle backs** are the responsibility of the player controlling the unit who battles back. Players may therefore get a chance to battle back and roll dice during another player's turn.

Only the active player may play a Lore card but either of the other Camp players may play a Lore card as a Reaction. **Only one Lore card may be played by each Camp during a turn.**

Players may not share Command/Lore cards or Lore tokens with their allies.

Darken the Sky

This Command card activates all units equipped with ranged weapons, the active player's and his ally's.

Lore Cards

Lore cards, when applicable, may be targeted at either of the active player's opponents.

When Lore cards would normally target his own units, the active player may target some of his ally's units instead at a cost of 1 additional Lore token for each allied unit targeted instead of his own.

Game End

The game ends *at the end* of the turn during which a Camp collectively holds 8 or more Victory Banners between its two players.

The winning Camp is the one with the most Victory Banners at the end of the game. The player with the most Victory Banners in that Camp is the overall winner.

Heroes

Each player may deploy a single Hero to a Hero-friendly hex in a section of the battlefield that is under his command.

When using Heroes and there are more players on one side, the camp with more Heroes has its War Council reduced by one level for each extra Hero deployed.

Heroes are deployed onto the battlefield prior to the starting player's first turn. The camp that goes first in the game deploys all of its Heroes first.

When using **Reluctant Allies** rules, players may not order the Champion or combined unit (Leader and troop) of his allied player.

When a ransom is paid to free a Hero after an adventure, all players in the camp receiving the ransom compete for the ransom. Each player competing rolls 6 dice. The player that rolls the most Lore symbols receives the Treasure token being paid as the ransom.

Medieval Lore Adventures

The historical atmosphere of Lore battles may be enhanced by using the following rules:

Each camp has a Commander but no War Council. The usual number of Command cards are dealt to each player.

The Medieval Lore deck is built as follows:

All **Warrior** cards

All **Rogue** cards except *Pick Pocket*, *Déjà Vu!*, *False Order*, *Terrified!* and *Foiled!*

The **Wizard** cards *Eagle Eye* and *Mass Speed*.

The **Cleric** cards *Bless* and *Move as the Wind*.

Neither player starts the game with any Lore cards or tokens. Lore tokens are gained in battle as per the normal rules.

The End of Turn phase is played as it is in a normal Lore adventure, however players may hold only a maximum of 1 Lore card.

All Lore cards are considered as played **Out of Character**: 3 more Lore tokens than the listed cost must be paid, and the card is always played at Level 1.

Epic Call to Arms

The baseline for each Camp is the second row of hexes on each side.

Each player draws **5 Deployment cards** for his Guards rather than 4.

The 5th card is the player's **Scout Guard** and is deployed *first* on vacant hexes of the player's choice in the 5th row of hexes from the player's side.

If there are no vacant hexes left units must be deployed on the baseline.

The Guards and Reserve are then deployed as usual.

Guards must be deployed either 1 hex to the left or 1 hex to the right of all the board's sections; see page 7 of the Epic booklet for a diagram.

All units on the **Reserve** card may be deployed on the player's baseline, if possible.

Epic Call to Arms Reluctant Allies Variant

Each player selects a single set of **7 Deployment cards** from his Camp and draws 3 cards from it.

These cards are the player's **Guards**. No Reserve or Scout Guard is deployed.

In each Camp the players select or draw a color each: one player deploys in the Red Zones, the other in the Blue Zones (see page 7 of the Epic booklet for a diagram).

If unit deployments overlap, the player with the lowest card index number (if tied, use lowest Set letter in alphabetical order) deploys, forcing his ally to deploy on a vacant baseline hex instead.

Each player gets **2 Specialist cards** of his choice.

Certain Specialist cards (eg. those that refer to the Reserve) cannot be used in the *Reluctant Allies Call to Arms* variant.

Players of the same Camp should not consult with each other during assignment of their Deployment cards or selection of Specialist cards or War Council.

Basic Terrain

Countryside

Move: No restrictions.

Battle: No restrictions.

Wooded

Move: Must stop for entire turn.

Battle: May still battle.



2d max



2d max

Elevated

Does not block LoS if adjacent elevated terrain of same height.

Move: No restrictions.

Battle: May still battle.



2d max



3d max

3d max if also elevated

Waterways

Move: Impassable unless otherwise noted.

Other Terrain

Cliffs

Does not block LoS if from contiguous cliffs or other elevated terrain of same height.

Move: No restrictions except for impassable cliff sides.

Battle: Melee and Point Black fire impossible across cliff sides.



2d max



3d max

3d max if also elevated

Marshes

Move: Must stop for entire turn.

Battle: May still battle.



2d max



2d max

Fords & Fordable Streams

Move: Must stop.

Battle: May still battle and follow-on move.



2d max

Bridges

Move: No restrictions.

Battle: Unit on bridge is **Bold**.

Archers Stakes

Move: Must stop for entire turn.

Battle: No battle on entry. Ranged weapon foot unit may battle on entry, ignore 1 in Melee, and is **Bold**.

Ramparts

Move: Must stop.

Battle: No battle on entry unless moving in from adjacent rampart. Unit on rampart is **Bold**.



2d max



2d max

Landmarks - General Rules

Move: Must stop for entire turn.

Battle: No battle on entry.

All occupants are **Bold**. Only friendly units can use the landmark's special function.



2d max



2d max

Stronghold (Commander)

Battle: Any adjacent unit is also **Bold**.

Only friendly units get morale boost.

Special: If lost to your opponent, play with 1 less Command card, discarded at random. Draw a card back when Stronghold is reclaimed.

Training Camp (Warrior)

Special: Ordered troop unit may upgrade its banner to the next higher color.

Unit cannot move or battle this turn. Camp disappears when used.

Healing Pool (Cleric)

Battle: May battle only if unit doesn't choose to heal.

Special: Weakened unit is automatically healed back to full figure count. Cannot move further or battle this turn. Once used, Pool disappears.

Rogue's Den & Passage (Rogue)

Special: Establish or use **secret passage** to vacant Wooded or Elevated hex of your choice, at a cost of 1 Lore per travelling unit. Passage is one-way, from Den to exit, and counts as unit's full turn move, though unit may still battle.

Magic Pentacle (Wizard)

Move: No restrictions.

Battle: No restrictions.

Special: Collect 1 Lore token at the end of each of your turns during which your troops occupy the pentacle.

Summoning Circle (Earth Elemental)

Special: Ordered troops may roll Melee dice to attempt summoning; if Lore is rolled, EE is summoned onto adjacent hex and Circle disappears.

Magic Vortex (Rock Elemental)

Move: No unit can enter.

Special: See Rock Elemental rules.

Rock Pile (Hill Giant)

Battle: No movement or combat restrictions for the Giant.

Special: A Hill Giant on this tile can throw rocks at units up to 3 hexes away. Rocks: 3d Ranged weapons; hit on banner colors only.

Forest Lair (Wood Giant)

Battle: No movement or combat restrictions for the Wood Giant.

Special: A Wood Giant on this tile or any wooded tile can throw logs at units 2-3 hexes away. Logs: 3d Ranged weapons; hit on banner colors only.

Foot Units

Green

Move up to 2 hexes and battle with 2d.

Blue

Move up to 1 hex and battle with 3d or move up to 2 hexes but no battle.

Red

Move up to 1 hex and battle with 4d.



Mounted Units

Green

Move up to 4 hexes and battle with 2d.

Blue

Move up to 3 hexes and battle with 3d.

Red

Move up to 2 hexes and battle with 4d.

Special Troop Types

Humans

Mounted Knights

Knights are **Bold**.

Iron Dwarves



Iron Morale

All Dwarven Foot units are **Bold**.

Clan Chiefs

Clan Chiefs may charge up to 2 hexes and still battle when engaging in Melee. A unit battles at 1 additional die and is **Bold2** when at full strength.

Cattle Riders

Trot Cattle Riders can only move up to 2 hexes and battle despite being Blue Banner units. They are **not Bold**.

Bull Rush When ordered by the *Mounted Charge* card, they may move 3 hexes and still battle.

Raging Bull After a successful melee, they may only *Gain Ground* and make a Bonus Melee attack (at +1d).

Goblinoids



Goblin Rush

All Goblinoid Foot units may **rush** up to 2 hexes to engage an enemy unit in Melee that turn.

Goblin Run

Goblinoid units are **Frightened**. They retreat 2 hexes for each flag, and must check for *Panic Losses*. Opponent rolls 1d per hex of retreat ground covered, killing a figure for each die matching the retreating unit's banner color.

Hyena Riders

In Pursuits, Hyena Riders may move 2 hexes beyond the just vacated hex instead of 1.

Melee Weapons



Battle Axe

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes, on ☑ and Special.

Spec: Against Mounted units, one ☑ ignored.

Axe Swing: in addition to hit, one ☑ is re-rolled once for an additional hit or flag.



Halberd

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes, on ☑ even vs. Mounted units.

Spec: When *battling back*, roll 1 extra die.



Knight's Lance

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes.

Spec: Deflects 1 additional ☑ rolled against Knight in Melee.



Spear

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes.

Spec: Against Mounted units, one ☑ ignored. When *battling back*, roll 1 extra die.



Sword, Short

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes.

Spec: Against Mounted units, one ☑ ignored.



Sword, Long

Type: Melee (adjacent hex only).

Dmg: Per Unit's banner color.

☑ : Yes.

Ranged Weapons



Arbalest

Type: Melee (Point Blank) and Ranged (up to 3 hexes).

Dmg: Per Unit's banner color.

☑ : Yes, on ☑ except at Point Blank.

Spec: Cannot be used on the move, even at Point Blank. Do not collect Lore tokens.



Bow, Common

Type: Melee (Point Blank) and Ranged (up to 4 hexes).

Dmg: Per Unit's banner color.

☑ : None.

Spec: When used on the move, reduce dice rolled by 1.



Bow, Long

Type: Melee (Point Blank) and Ranged (up to 4 hexes).

Dmg: Per Unit's banner color.

☑ : Yes, on ☑ except at Point Blank.

Spec: When used on the move, reduce dice rolled by 1. Do not collect Lore tokens.



Bow, Reflex

Type: Melee (Point Blank) and Ranged (up to 3 hexes).

Dmg: Per Unit's banner color.

☑ : None.

Spec: When used on the move, dice not reduced. Do not collect Lore tokens.



Crossbow

Type: Melee (Point Blank) and Ranged (up to 3 hexes).

Dmg: Per Unit's banner color.

☑ : Yes, on ☑ except at Point Blank.

Spec: When used on the move, reduce dice rolled by 1.



Sling

Type: Melee (Point Blank) and Ranged (up to 2 hexes).

Dmg: Per Unit's banner color.

☑ : None.

Spec: When used on the move, dice not reduced.


When standing still, *t* the number of battle dice rolled by 1.

Heroes

Heroes are either **Champions** (fight alone like any other unit) or **Leaders** (share a hex with—and behave like—a friendly troop, and is considered a single unit).

An ordered Champion may either **move and battle solo** or **join a friendly troop** by ending his move in a friendly troop's hex. An ordered Leader may either **move and battle with his troop** or **split from his troop**.

Tactic Cards

BattleLore  may be used to order a Champion, or to order a Leader to split from his unit.

Foot Onslaught A Champion on foot may be ordered. A Leader on foot may split from his unit as an order.

Leadership In addition to the unit ordered, all Leaders and their units are also ordered and receive an additional battle die for the turn.


Mounted Charge A mounted Champion may be ordered. A mounted Leader may split from his unit as an order.



Movement


Champions may move up to 2 hexes and battle on foot, and up to 4 hexes and battle while mounted.




Leaders must follow the movement of the troop they are with unless ordered to split from the troop.

Casualty Checks

A Hero must take a casualty check if a  rolled causes a hit against him or his unit.

Champions take a casualty check on  hits. A mounted Champion does *not* ignore 1  melee hit from foot troops unless fighting an enemy Champion on foot.

Leaders take a casualty check on  hits against the troop they are leading. A Leader must also check when the banner bearer of the troop he is leading is eliminated.

Casualty Check: Opponent rolls 1d for each  and  hit in combat, plus 1d if the troop the Hero was leading was eliminated. If at least 1  is rolled the Hero is **wounded**. Cross out one of the skulls on his character sheet.

A Leaderless troop that wounds a Hero in melee gains **1 Lore token**. It may spend this to move or retreat 1 additional hex; add 1d to a battle; or ignore 1 flag.

Morale

Champions are **Bold** and retreat 1-3 hexes through *any* unit. When retreating through an enemy-occupied hex, the enemy has an **opportunity to strike** (melee) attack.

Leaders inspire their troops to be **Bold**, and the unit may ignore 1 flag.

Artifacts & Skills

A Hero can own a maximum of 6 **Artifact** cards. **Green:** any Hero can use the Artifact. **Yellow:** can only be used by a Champion. **Blue:** can only be used by a Leader.

A Hero gains an **Experience token** when he wounds an enemy Hero; defeats a Creature; after some Quests; when a player exchanges the **Experience Artifact** card. All Heroes in an adventure gain 1 token during *After Adventure Actions*. A Hero may have a maximum of 3 Skills.

Special Troop Conditions

Battle Savvy

Battle Savvy units attacked in melee combat and not eliminated or forced to retreat may *battle back*. If unable to fulfill a retreat move, the unit may battle back (after it takes losses and if it is still in its original hex).

Battle Savvy units with ranged weapons collect Lore tokens in melee combat, but *not* in ranged combat.

Musicians



Bagpipe

Type: Melee (Point Blank) and Ranged (up to 3 hexes).

Dmg: Per Unit's banner color and *Special*.

Wpn: Yes, on Special.

Spec: **Fear:** All hits rolled (including Bonus Strikes) are treated as flags rolled.

Otherwise, bagpipes are a normal ranged weapon.



Bass Drum

Type: Melee and *Special*.

Dmg: Per Unit's banner color.

Wpn: None.

Spec: **Support:** In addition to hitting in Melee, gives one Support presence to friendly units in same section (*sections* if on a divider). LOS not required.

A **Goblin Band** must have 1 **Bass Drummer** banner bearer and 3 **drummers**. It is **Bold** as long as it has 1 Drummer.



Goblin Drum

Type: Same as unit and *Special*.

Spec: Can be part of a Goblin Band or replace 1 figure in a Goblinoid Foot unit (not banner bearer).

Bold: With the drummer, the unit is **Bold** and may ignore 1 (additional) flag. If forced to retreat, the unit still flees in a *Goblin Run*.



Horn

Type: Same as unit and *Special*.

Spec: Replaces 1 figure in a Human Foot unit (not banner bearer).

Call for Help: A unit with a Horn may call 1 adjacent, friendly ordered unit to battle along with it in melee.


Both units must be adjacent to the target. Add together and roll all Battle dice after individual combat restrictions, if any.

Only the Horn unit is the attacker in regards to any enemy reactions or follow-on actions.



Dragons

Special Rules

Breath Attacks Place token of the appropriate type (target side) on each enemy the dragon flies over. After landing and before combat, roll 4d (Fire) / 3d (Frost) / 2d (Poison) as appropriate against each enemy with a target token. For each  rolled, place a Fire / Frost / Poison token (effect side up) on the enemy unit.

Critical Hits Any time a dragon suffers 2 or more hits it takes a 1d Critical Hit check; each additional hit adds 1d to the check. It dies immediately if its banner color is rolled (ignore other results), and counts as 2 Victory banners.


Fire Dragon

Move: Up to 2 hexes and battle, or **fly** 2-4 hexes and use breath attack.

Rtreat: 3 hexes/flag. May ignore first flag.

Wpn: Bite/Tail (Melee only).

Breath: **Fire** 4d (Flying only). Cost 3 Lore.

Wpn: Yes, on .

Fire Attack

A unit with at least 1 Fire token takes 1 hit at the start of its Order phase, battles with a maximum of 2d and has a movement of 1 hex. Remove tokens by spending 2 Lore per token when ordered. Units in fords cannot be set on fire, and a unit on fire may move onto a waterway hex and remove all Fire tokens.


Ice Drake

Move: Up to 2 hexes and battle, or **fly** 2-4 hexes and use breath attack.

Rtreat: 3 hexes/flag. May ignore first flag.

Wpn: Bite/Tail (Melee only).

Breath: **Frost** 3d (Flying only). Cost 2 Lore.

Wpn: Yes, on .

Frost Attack

A unit with at least 1 Frost token battles with a maximum of 2d and may not move. Remove tokens by spending 2 Lore per token when ordered. Frozen units may not ignore flags and take hits if forced to retreat.


Wood Wyvern

Move: Up to 2 hexes and battle, or **fly** 2-4 hexes and use breath attack.


Rtreat: 3 hexes/flag. May ignore first flag.

Wpn: Bite/Tail (Melee only).

Breath: **Poison** 2d (Flying only). Cost 1 Lore.

Wpn: Yes, on .

Poison Attack

A unit with at least 1 Poison token takes a hit for each  rolled against it or by it in combat. Remove tokens by spending 2 Lore per token when ordered.



Creatures

General

Killed only by *Critical Hits*.

Bold, but must ignore 1 flag. Provide, but do not receive, *Support*. *Trample* units blocking their retreat path.

May be *ordered out-of-section* at a cost of 3 Lore.

Spider, Giant

Move: Up to 4 hexes and battle.

Rtreat: 2 hexes/flag.

Wpn: Bite (Melee only).

Dmg: 2d.

: Yes, on .

Web

Place a Web token on the target unit. Until freed, it may not move, battle, or retreat. All flags rolled against it count as hits. To remove a Web token, order unit and pay 1 Lore.

Poison

Place a Poison token and a Web token on the target unit. A poisoned unit suffers a hit for each rolled against and by the unit. To remove a Poison token, order the unit(it must not have a Web token) and pay 2 Lore.

Spider, Blue Widow

Move: Up to 3 hexes and battle.

Rtreat: 2 hexes/flag.

Wpn: Bite (Melee only).

Dmg: 3d.

: Yes, on .

Web

See above.

Poison

See above.

Hydra

Move: Up to 2 hexes and battle.

Rtreat: 2 hexes/flag.

Wpn: Bite (Melee only).

Dmg: 1d + 1d/head.

: Yes, on .

Head Regeneration

When the Hydra rolls a in melee, place a neck with 2 heads into the body if it is missing one.

Critical Hits

None; hit only on its banner color. Remove one neck for each hit. If the last neck is removed, the hydra is eliminated. When a neck is removed, it is not used for the rest of the game.

Giant, Wood

Move: Up to 2 hexes and battle.

Rtreat: 2 hexes/flag.

Wpn: Giant Hammer (Melee only).

Dmg: 2d.

: Yes, on Special*.

***Special Bonus Strike**

In addition to scoring hits, each is re-rolled for additional hits or flags, until the unit is out of range, dead, or no more are rolled.

Terrain

A Wood Giant on a wooded terrain hex ignores its movement and combat restrictions.

Giant Pushback

Target *must* retreat 2 hexes for each rolled.

Giant, Hill

Move: Up to 1 hex and battle or 2 hexes and no battle.

Rtreat: 2 hexes/flag.

Wpn: Giant Hammer (Melee only).

Dmg: 3d.

: Yes, on Special*.

***Special Bonus Strike**

In addition to scoring hits, each is re-rolled for additional hits or flags, until the unit is out of range, dead, or no more are rolled.

Giant Pushback

Target *must* retreat 2 hexes for each rolled.

Troll

Move: Up to 1 hex and battle, or 2 hexes and no battle.

Rtreat: 2 hexes/flag.

Wpn: Giant Cleaver (Melee only).

Dmg: 6d.

: No.

Critical Hits

None; and immune to . Instead, the Troll uses Lore token **life points**, starting with 2 tokens. He loses 1 token each time a Blue helmet symbol is rolled against him. When he has none, another Blue helmet symbol kills him.

Regeneration

Each time the Troll rolls a in Melee, he gains 1 Lore token life point back. He can never have more than 2 (and they never go in the player's goblet).

Elemental, Earth

Move: Move X spaces, where X is Lore spent, ignoring movement and terrain restrictions

Rtreat: None. All flags ignored.

Wpn: Earth Shakes (Melee only).

Ignores all terrain combat restrictions.

Dmg: 3d.

: Yes, on .

Tremor

All surrounding units, friend or foe, *must* retreat 1 hex for each Lore rolled. Defender retreats first. Unit retreat order is chosen by the units' controlling player.

Earthquake

All surrounding units, friend or foe, take 1 hit and retreat as if in a *Tremor*.

Elemental, Rock

Move: Move X spaces, where X is Lore spent, ignoring movement and terrain restrictions.

Rtreat: None. All flags ignored.

Wpn: Rock Fist (Melee only).

Ignores all terrain combat restrictions.

Dmg: 4d.

: Yes, on .

If the Elemental is not ordered on a turn, it is removed from the battlefield until summoned again.

Tremor

All surrounding units, friend or foe, *must* retreat 1 hex for each Lore rolled. Defender retreats first. Unit retreat order is chosen by the units' controlling player.

Earthquake

All surrounding units, friend or foe, take 1 hit and retreat as if in a *Tremor*.

Rock Elemental Summoning

Lore cost for the Wizard to place the Magic Vortex and Rock Elemental on any vacant countryside hex: 10 (Level 1), 9 (Level 2), or 8 (Level 3). The Rock Elemental may battle but not move on the turn it appears.

Place a **Conjure token** on the Wizard when the Elemental comes into play. Lore cards are played at *Out of Character* cost by a Wizard with a Conjure token.

Remove the token and the Magic Vortex if the Elemental is removed from the board.