



REFERENCE BOOK

using this book

This document provides players with a detailed guide containing advanced concepts and rules clarifications to help resolve game situations that may arise.

It is recommended that players first read the rulebook and play the learning scenario. As questions arise during gameplay, they should reference this document's glossary **instead of the rulebook**. Though the rulebook is a great learning tool, it intentionally omits many rules exceptions and rare situations.

glossarypages 2–10

This section provides additional details relating to specific rules described in the rulebook. All entries are organized alphabetically.

Additionally, this section includes clarifications and additional details for complex unit abilities, command cards, and lore cards.

optional rules..... page 10

This section includes options for a playing a campaign variant, playing with preset command card hands, and using multiple copies of the game.

index page 11

This section lists page numbers for all rules topics, as well as other topics that players may need to reference throughout the game.

quick reference.....page 12

The back page of this rulebook lists the phases and steps of the game in an easy-to-reference format. It also includes an overview of terrain rules, dice results, and frequently overlooked rules.

golden rules

This reference book overrides and expands on rules information in the rulebook. If something in this book contradicts the rulebook, this reference book takes precedence.

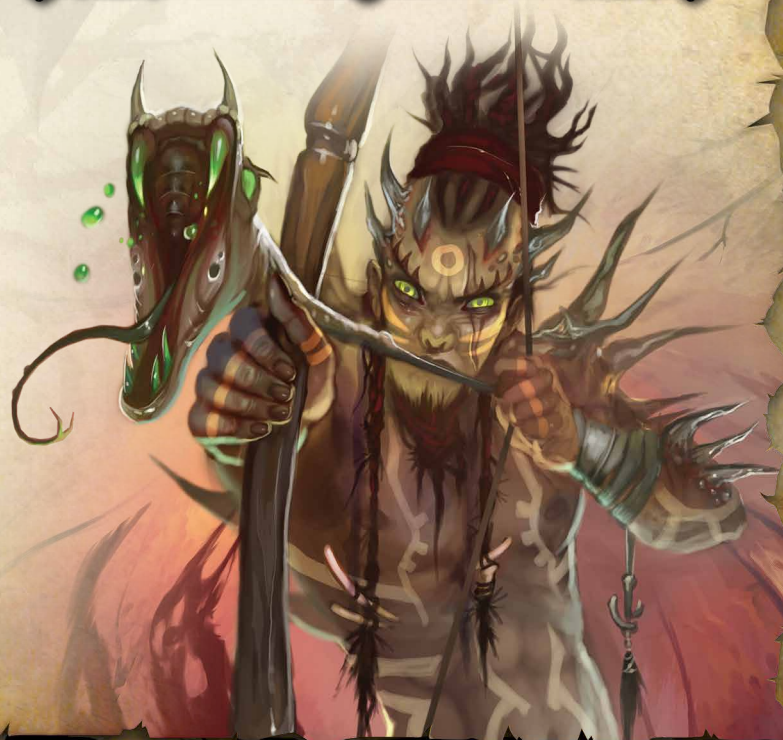
However, if the rules text of a card or other game component contradicts the text of the rulebook or this reference book, the rules of the card or component take precedence.



stop!

It is recommended that players begin playing *BattleLore Second Edition* without reading this book. Rather, players use this document as a reference when rules questions not addressed in the rulebook arise (see “Using this Book” to the left). However, if players desire to learn and understand all of the game’s advanced rules and nuances immediately, they may read this book from beginning to end.





glossary

This section provides additional details to the rules found in the rulebook. The rules in this section are presented in alphabetical order so players can easily reference them during gameplay.

If a player cannot find a specific entry in this guide, he can consult the “Index” on page 11.

foundational rules

There are some broad rules that players may need to reference in order to fully understand the interactions between other rules and abilities. These foundational rules can be found on the following pages:

| | |
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| Combat..... | page 2 |
| Committing Dice..... | page 3 |
| Component Limitations | page 3 |
| Game Board | page 5 |
| Line of Sight | page 6 |
| Timing..... | page 9 |

active player

The player currently resolving his turn is the active player.

additional attacks

If a game effect allows a unit to resolve an additional attack, the unit must resolve that attack before attacking with any additional units during the Attack Step. An additional attack may target a different unit than that unit’s normal attack.

advance

After an attack eliminates an adjacent target unit or forces an adjacent target unit to move from its original hex during combat, the attacking unit may **ADVANCE**. To advance, the attacking unit moves into the target unit’s original hex.

- A unit cannot advance if it is resolving a counter.

battle cry (lore card)

When a player plays the Battle Cry card, he chooses a friendly unit. All enemy units adjacent to the chosen unit must move 1 hex directly away from the friendly unit, if able.

- The movement caused by this card is **not** a retreat. If this effect would cause an enemy unit to move into a hex that it cannot move into, the unit does not move and does not suffer damage.
- Ordered units that are forced to move in this way can still perform an attack during the Attack Step.

blocking terrain

If terrain is categorized as blocking terrain (see “Terrain Rules” on page 12), units cannot trace line of sight through the hex that contains blocking terrain.

building hexes (terrain)

- Building hexes are categorized as blocking terrain.
- A unit occupying a building hex may ignore one damage each combat and one damage from each game effect that occurs outside of combat.
- When a unit moves into a building hex, it must immediately end its movement. That unit may move again later during the turn using a unit ability or another effect, such as advance.
- A unit that retreats into a building hex cannot retreat further during that combat; any additional retreats cause damage to the unit normally. However, a unit that retreats into a building hex may ignore one damage that would be caused by additional retreats as stated below.

bridge tokens (terrain)


- Some scenario cards instruct players to place bridge tokens on water hexes.
- Units can move into water hexes that contain bridge tokens; those hexes no longer contain impassible terrain.
- The orientation of a bridge token has no game play effect. A unit may move into and out of a hex containing a bridge token from any direction.
- There is a limit of one bridge or ford token in each hex.

clear hexes (terrain)

- Any hex on the game board that does not contain a terrain hex is clear terrain.
- Clear hexes have no terrain effects.

combat

This section provides a detailed structure for resolving combat.

1. **Declare Target:** The player controlling the unit chooses a unit to be the target of the attack following the rules for range and line of sight.
 - A unit cannot perform an attack if there is no legal target.
2. **Perform Combat Roll:** The player performs a combat roll, which produces a number of die results equal to the number of dice he rolled.
3. **Reroll and Change Die Results:** The player may use game abilities or effects to change any of his die results and/or reroll dice.
4. **Commit Dice:** The player commits each die result that he is choosing to use for something other than its normal effect, such as a  result used to trigger a dice ability.
 - If there are multiple effects that commit dice, the player who rolled the dice chooses the order in which he commits them.
 - If the player commits dice to cause damage, cause retreats, or gain lore, he resolves those effects during the steps below.
5. **Ignore Damage:** The opponent may use any game abilities or effects to ignore any damage.
6. **Suffer Damage:** The target unit suffers damage.
7. **Ignore Retreat Effects:** The opponent may use any game abilities or effects to ignore any retreats.

8. **Resolve Retreats:** The target unit must resolve retreat effects, which includes suffering damage for each retreat effect it cannot resolve.
9. **Gain Lore:** The player gains one lore token for each ♦ result he did not commit in step 4.
10. **Counter:** If the target unit is adjacent to the attacking unit and was not eliminated, the opponent may choose to counter by resolving steps 2–9, targeting the attacking unit.
11. **Advance:** If the target unit was eliminated or forced to retreat, the player may move the attacking unit into the hex that the target unit originally occupied.

command cards

- The active player must play a command card from his hand during his command step.
- The active player may choose not to resolve the text on his played command card and instead order one of his units in any section.

command tent (terrain)

A command tent hex is terrain that a player can muster as a part of his army.

- A player must deploy his command tent hex on a clear hex, and he cannot deploy any units in a row farther from his faction edge than his command tent.
- A command tent is not a building, it is its own type of terrain.
- A command tent hex is categorized as blocking terrain.
- When a unit moves into a command tent hex, it must immediately end its movement. That unit may move again later during the turn using a unit ability or another effect, such as advance.
- A unit that retreats into a command tent hex cannot retreat further during that combat; any additional retreats cause damage to the unit. The unit may retreat out of the command tent hex if forced to retreat during a different combat later during the turn.
- If, at the start of his turn, a player's unit occupies an enemy command tent hex, he removes the command tent hex from the game board and gains 2 VP.

committing dice

Many unit abilities or game effects allow a player to commit one or more dice to trigger an effect.

- Multiple dice can be committed for the same ability.
- Each die can be committed for only one effect.
- After committing a die, the die result is ignored and cannot be used again for the remainder of the combat. For example, if the player committed a ♦ result to use a unit ability, he cannot gain one lore from that die result.
- If a player has multiple dice results he can commit, he chooses the order in which he commits them.
- A player can only commit dice during step 4 of combat (see "Combat" on page 2); however damage and retreats caused by committing dice are not suffered at this time. All damage and retreats are suffered during steps 5 and 8 of combat, respectively.

component limitations

Players are not limited by the number of tokens and markers included in the game. If a particular component (lore token, victory point token) is depleted, players can substitute it with any other available marker as necessary.

- If a player must roll more dice than are available, he must reroll any of the previously rolled dice, writing down or remembering the previous results.

counters

After a unit is attacked it may perform a COUNTER against the attacking unit if all of the following conditions are met:

- The target unit is **adjacent to the attacking unit** after resolving the attacking unit's combat sequence.
- The target unit remains in the same hex after resolving the attacking unit's combat sequence.
- The target unit is not eliminated after resolving the attacking unit's combat sequence.

Performing a counter is optional and a counter cannot trigger another counter. Players perform counters by following the combat sequence for a normal attack with the following changes:

- The target unit must be the original attacking unit.
- The player performs a **COMBAT ROLL** for the countering unit following all the normal rules for a combat roll.
- A unit performing a counter **cannot** advance or use the Pursue ability.

damage

- When a unit suffers damage, remove one figure from the unit for each damage suffered.
- Some units have a damage token icon adjoined to their health value on their unit reference cards. When such a unit suffers damage, place damage tokens of an equal value to the amount of damage suffered in the hex that unit occupies instead of removing figures from that unit.

decks

- When a player plays a command or lore card, he places it in a discard pile next to the deck from where the card was initially drawn.
- If a deck of command or lore cards is depleted and the player needs to draw a card, he shuffles the discard pile of the appropriate deck to create a new deck and then draws a new card.

deploying units

- A unit can be deployed only in a deployment hex it can occupy.
- If a unit can occupy impassable terrain, that unit can be deployed in a deployment hex containing impassable terrain.

DICE ABILITIES

Some unit abilities are preceded by a die result (such as ☉). Players can only use these abilities by committing dice.

DICE RESULTS

There are six dice results: strike (✕), cleave (✓), pierce (◎), lore (◆), morale (♣) and heroic (♠).

- If an effect adds a specific die result to a roll, treat that roll as if you had rolled one additional die with the specified result.

DOUBLE SHOT (UNIT ABILITY)

During the Attack Step, the active player may perform one additional attack with each ordered unit that has the Double Shot ability that did not move during the current turn's Move Step.

EARNING VICTORY POINTS

During the Victory Point (VP) Step, in addition to earning victory points for occupying hexes that contain banner markers, the active player can also earn victory points following the text on his faction's scenario card.

ENEMY UNITS

All figures, cards, and tokens belonging to a player's opponent are enemy components.

FEROCITY (UNIT ABILITY)

When a unit with the Ferocity ability is attacked, it may perform its counter immediately before the attacking unit resolves retreats.

- The counter is resolved completely before the attacking unit resolves retreats or any steps of combat that follow, such as advancing.
- The target unit may perform its counter even if retreats would cause it to move or be eliminated.
- If a unit with the Ferocity ability forces the target of its counter to retreat one or more hexes, the unit with the Ferocity ability cannot advance or use a Pursue ability.

FIRST PLAYER

The player who has the first player token is the first player.

- The first player is determined during setup by the initiative indicator on players' scenario cards.
- The first player keeps the first player token for the entirety of the game.
- If the first player accumulates 16 victory points, he does not immediately win the game. Players only check to determine a winner at the start of the first player's turn.

FLANKING (UNIT ABILITY)

When a player performs a combat roll for a friendly unit, he rolls one additional die if a friendly unit with the Flanking ability is adjacent to the target unit.

- If the attacking unit has the Flanking ability, the player does not gain the benefits of that Flanking ability for the attack.
- The player cannot roll more than one additional die from Flanking abilities, even if there are multiple friendly units with the Flanking ability adjacent to the target unit.
- Ranged attacks are eligible to receive the benefits of the Flanking ability.

FLYING (UNIT ABILITY)

- A unit with the Flying ability does not apply the terrain effects of the hex it occupies or any hex it moves into during movement. For example, a unit with the Flying ability that moves into a forest hex does not need to end its movement.
- A unit with the Flying ability can move into or through impassable terrain and hexes that contain other units, but it cannot end its movement in a hex occupied by another unit.
- A unit performing a melee attack rolls one fewer die when performing combat rolls against a unit with the Flying ability.
- A unit with the Flying ability does not apply the terrain effects of the hex it occupies during combat, nor does an attacking unit apply the terrain effects of the hex the flying unit occupies during combat. For example, a unit with the Flying ability occupying a forest hex is not restricted to rolling two dice before attacking. Likewise, when that unit is targeted by an attack, the attacker is not limited to rolling two dice.
- If a unit with the Flying ability is forced to retreat, it can retreat into and through impassable terrain and ignores the effects of the hex it occupies or moves into.
- A unit with the Flying ability can retreat through hexes that contain other units, as long as it ends its movement in an unoccupied hex. Any retreats that cannot be resolved cause damage as normal.
- Though flying units are unaffected by terrain effects, they still occupy hexes. As such, they gain victory points for occupying hexes that contain banner markers.




ford tokens (terrain)


- After placing terrain tiles during scenario setup, each player **must** place one ford token on a water hex shown on his scenario card (if able).
- Units can move into water hexes that contain ford tokens; those hexes no longer contain impassable terrain.
- When a unit moves into a water hex containing a ford token, it must immediately end its movement. That unit may move again later during the turn using a unit ability or another effect, such as advance.
- There is a limit of one ford or bridge token in each hex.
- A unit that retreats into a water hex containing a ford token cannot retreat further during that combat. Any additional retreats cause damage to the unit. The unit may retreat out of the hex if forced to retreat during a different combat later during the turn.

forest hexes (terrain)

- Forest hexes are categorized as blocking terrain.
- When a unit moves into a forest hex, it must immediately end its movement. That unit may move again later during the turn using a unit ability or another effect, such as advance.
- A unit occupying a forest hex rolls a maximum of two dice (before modifiers) when attacking. Additionally, a unit rolls a maximum of two dice (before modifiers) when attacking a target unit that occupies a forest hex.
- A unit that retreats into a forest hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. The unit may retreat out of the forest hex if forced to retreat during a different combat later during the turn.

frenzy (unit ability)


When a player resolves an attack for a unit with the Frenzy ability, he may commit any number of  die results to cause one damage each.


- The player may use the Frenzy ability once for each  die result committed, regardless of the number of figures remaining in the unit.
- After resolving an attack or counter in which a player uses the Frenzy ability, he removes one figure from his unit for each time he used the Frenzy ability; this may eliminate his unit.

friendly components

All figures, cards, and tokens belonging to a player's own faction are friendly components.

fury of y'llan (lore card)

When a player plays the Fury of Y'llan card, he rolls three additional dice when performing a combat roll. He may commit any number of  die results produced during that combat roll to cause one damage each.

- The player may commit a  die result to cause one damage even if the unit is weak or performing a ranged attack.

game board

Below are a number of game terms that relate to the game board and their definitions.

- A player's **FACTION EDGE** is the edge of the game board closest to him. Likewise, his opponent's faction edge is the edge of the game board closest to the other player.
- A player's **HALF OF THE GAME BOARD** includes the five rows closest to his faction edge. The center row is shared, and is considered part of both players' halves of the game board.
- The game board contains two red **SECTION LINES** that divide it into three **SECTIONS**. Most command cards instruct a player to order units in specific sections. A unit occupying a hex that is split by a section line is in both of the sections that the section line divides.

hill hexes (terrain)

- Hill hexes are categorized as blocking terrain.
- Units occupying hill hexes ignore all units when tracing line of sight. However, blocking terrain still blocks line of sight for units occupying hill hexes.

ignoring results and effects

Some effects allow units to ignore damage and/or retreats.

- A unit does not suffer damage or resolve retreats if it ignores those effects.
- If a unit must suffer more damage or resolve more retreats than it can ignore, it ignores as much as allowed before suffering the effects of the remaining damage or resolving the remaining retreats. For example, if a unit occupying a building hex would suffer two damage, it may ignore one damage and suffer only one damage instead.

immovable (unit ability)

When a unit with the Immovable ability would be forced to retreat, the player may ignore a number of those retreats up to the number following the unit's Immovable ability.

impassable terrain

If terrain is categorized as impassable terrain (such as a water hex), units cannot move into or occupy that hex.

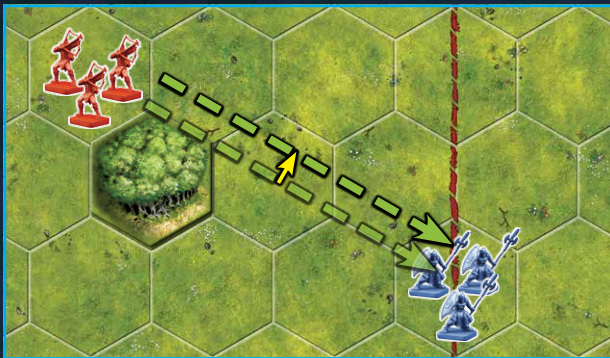
line of sight

To perform a ranged attack, the player must be able to trace an imaginary line from the center of the attacking unit's hex to the center of the target unit's hex. If the line crosses through any part of a hex occupied by another unit or blocking terrain, line of sight is blocked and the unit cannot be targeted (see diagram below).

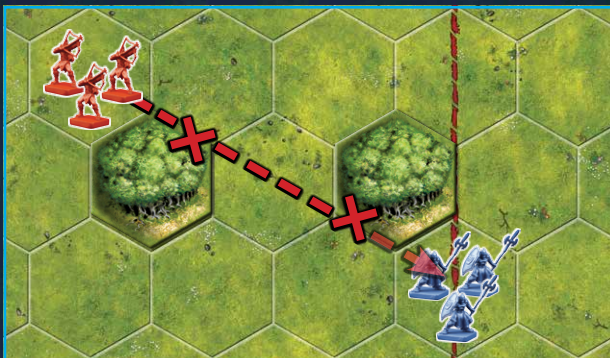
- Line of sight is not blocked by either the attacking unit's hex or the target unit's hex.
- When line of sight is traced along the edge of one or more hexes, the attacker shifts the line away from the hex edge in one direction. Line of sight line is not blocked unless there is either a hex of blocking terrain or a hex containing units along this new line.



line of sight & hex edges



Line of sight is traced along one or more hex edges. The line is shifted and not blocked.



Line of sight is traced along one or more hex edges and there are hexes of blocking terrain on both sides of the line. Line of sight is blocked.

lore

Players accumulate lore tokens throughout the game and spend these tokens to play lore cards.

- A player gains one lore token for each ♦ result produced during a combat roll that is not committed for another effect.
- During a player's lore step, he chooses one of the following:
 - He gains two lore tokens.
 - He gains one lore token and draws one lore card.
 - He draws two lore cards, then discards one lore card of his choice from his hand.
- When a player gains a lore token, he takes one lore token from the supply and places it in his play area.
- When a player spends a lore token, he takes one lore token from his play area and returns it to the supply.

massive (unit ability)

A unit with the Massive ability cannot move into, be moved into, or occupy a building hex.

melee attack

Units with the melee trait can perform melee attacks. Melee attacks can only target a unit adjacent to the attacking unit.

- When a unit performs a melee attack, each ✕ and ✓ result produced during the combat roll that is not committed for another effect causes one damage to the target unit.

mobility (unit ability)

At the end of the Attack Step, the active player may move each ordered unit that has the Mobility ability. The maximum number of spaces a unit can move using this ability is displayed on its unit reference card after the ability name. For example, a unit with "Mobility 2" can move up to two spaces when using the Mobility ability.

modifiers

The number of dice a player can roll for a unit during combat can be modified by lore effects and unit abilities. Players apply dice modifiers during combat **after** applying relevant terrain effects.

movement

Units typically move during their Move Step; however, many game effects allow units to move during other steps throughout the game.

The following is a list of general movement rules:

- A unit can move into or through a hex containing a section line.
- A unit cannot move into or through a hex containing another unit or impassible terrain.
- A unit cannot move into or through incomplete hexes along the game board's edges.
- A unit cannot move off of the game board.
- If a unit would be forced to move in a direction that it cannot, it does not move.

onslaught (command card)

When a player plays the Onslaught card, he orders up to three infantry units. At the beginning of his Attack Step, he moves each ordered infantry unit up to one hex before resolving any attacks.

- This card's additional movement occurs during the Attack Step. As such, it does not prevent the active player from using a Double Shot unit ability.
- The player does not need to perform an attack with an infantry unit to use this card's additional movement.

ordering units

When a player orders a unit, he points to a unit on the game board and declares that unit as ordered. Ordered units are able to move during the Movement Step and attack during the Attack Step.

- Units are usually ordered using command cards during a player's order step.
- Each player can only order his own units.
- Each unit can be ordered only once per turn.
- Ordered units are not required to move or attack.
- If a command card allows a player to order more units than are eligible any additional orders are lost.

overrun (lore card)

When a player plays the Overrun card, his cavalry units may move through hexes occupied by enemy units until the end of the turn. When a one of his cavalry units moves into a hex occupied by an enemy unit, he rolls one die. If he rolls a ✕ or ✗ result, that enemy unit suffers one damage.

- The player cannot end a unit's movement in a hex occupied by another unit.
- The player may move a cavalry unit into the same hex multiple times, rolling one die each time it moves into a hex that is occupied by an enemy unit.
- The player cannot move a unit into a hex that is occupied by another unit if that hex's terrain would end the movement of the active player's unit, such as a building or forest.

placing tokens

Some tokens are placed "with" units (e.g. damage and poison tokens). When this happens, players place the token in the same hex as the unit. When the unit moves or is placed in a new hex, the player must move the token as well.

poison

When a unit is resolving an attack against a poisoned unit, each ♦ result produced during a combat roll may be committed to cause one damage.

- When a unit is poisoned, place a poison token in that unit's hex to indicate that the unit is poisoned. When a poisoned unit moves, move the poison token with that unit. When the unit is eliminated, remove the poison token from the game board.
- Causing a poisoned unit to become poisoned again has no effect.

- If a unit becomes poisoned during a combat roll, ♦ results produced during that roll may be committed to cause one damage each.
- During the Order Step, the active player may spend two lore to remove the poison token from an ordered unit. That unit is no longer poisoned.

portal (lore card)

When a player plays the Portal card, he places two portal tokens in hexes of the game board within 8 hexes of each other.

- When moving a unit, the active player may move a friendly unit from one hex contain a portal token to the other hex containing a portal token as if those two hexes were adjacent.
- When the active player moves a unit into a hex that contains a portal token, he does not apply the terrain effects of that hex to the unit's movement. For example, a unit that moves into a forest hex containing a portal token does not need to end its movement.
- The active player removes the portal tokens from the game board at the end of his Move Step.

pursue (unit ability)

When a unit with the Pursue ability can advance, the player may instead move the attacking unit and perform one additional attack.

- The player must move the attacking unit at least one hex. The maximum number of spaces a unit can move using this ability is displayed on its unit reference card after the ability name. For example, a unit with "Pursue 2" can move one or two spaces when using the Pursue ability.
- The player must move the attacking unit into the hex the target unit occupied before moving it any further.
- The player cannot move the attacking unit into the hex it originally occupied.
- The player may choose not to perform the addition attack.
- A player can use a unit's Pursue ability only once per turn.

rage (unit ability)

When a player performs a combat roll with a unit with the Rage ability, he rolls one additional die for each damage the unit has suffered.

range

Range is the number of hexes between an attacking unit and a target unit and includes the hex containing the target unit but not the hex containing the attacking unit.

- Each unit with the ranged trait has minimum and maximum range at which it can perform attacks. These values are displayed above the unit's combat value on its unit reference card.
- If a unit has a minimum range of one, it can perform a ranged attack against a target unit in an adjacent hex.
- Each unit with the melee trait has a range of one. As such, a unit with the melee trait can perform an attack only against a target unit in an adjacent hex.

Ranged attack

Units with the ranged trait can perform ranged attacks. Ranged attacks can target any unit within range and line of sight of the attacking unit.

- When a unit performs a ranged attack, each ☉ result produced during the combat roll that is not committed for another effect causes one damage to the target unit.
- Ranged units may perform attacks against adjacent units if the minimum range displayed on their unit reference card is one. These attacks are ranged attacks and not melee attacks.

Recovering health

Some game effects allow units to recover health.

- When a unit that has the damage token icon displayed above its health value recovers one health, remove one damage token from the unit's hex.
- When any other unit recovers one health, the player adds one figure to the unit.
- A unit cannot have a number of figures that exceeds its health value.
- If a game effect allows a unit to recover more health than it is able, the player may still add figures to (or remove damage tokens from) the unit up to, but not exceeding, that unit's health value.

Removing figures

Some game effects remove figures from units.

- Removing a figure is **not** damage and cannot be ignored.
- If all figures have been removed from a unit, that unit is eliminated.

Retreats

Specific card effects and unit abilities, as well as ☙ results produced during a combat roll, can force a unit to **RETREAT**.

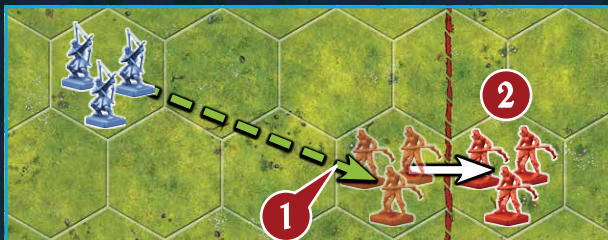
- To resolve a retreat, the unit must move one hex in the direction directly opposite the attacking unit. If the attacking unit is performing a ranged attack, the target unit must move in the direction directly opposite of the hex edge that line of sight is traced through (see "Line of sight & hex edges" on page 6).
- If a retreating unit would be forced to retreat into an adjacent hex containing a friendly unit, it becomes **SUPPORTED**. The retreating unit ends its movement and ignores all remaining retreats.
- Retreating units cannot move off the game board or into a hex containing either impassible terrain or enemy units. A unit that would be forced to retreat into one of these hexes instead ends its movement and suffers one damage for each retreat it could not resolve (unless it is supported).
- If a retreating unit is forced to end its movement because of terrain, such as a forest hex, the unit cannot retreat farther and suffers one damage for each retreat it cannot resolve (unless it is supported).
- Players resolve retreats produced during a combat roll after suffering all damage from that combat roll.

Retreat example



1. The Uthuk player produced two ☙ results from a combat roll performed against the Yeoman Archers unit. The Yeoman Archers unit must retreat two hexes.
2. The Yeoman Archers must move two hexes in a straight line away from the attacking unit.
3. The water hex prevents the Yeoman Archers from retreating. The Yeoman Archers unit suffers one damage and remains in the first hex it retreated into.

Retreating from a ranged attack



1. Line of sight is traced through the left vertical hex edge of the target unit's hex.
2. The target unit must retreat in the direction directly opposite the left vertical hex edge.

RUNE BLADE [LORE CARD]

When a player plays the Rune Blade card, he resolves the following steps instead of performing a combat roll normally.

1. Roll four dice.
 2. Place one or more of the dice rolled on the Rune Blade card, preserving its die result. Then, reroll any dice that are not on the Rune Blade card.
 3. Repeat step 2 until all four dice are placed on the Rune Blade card. Then, resolve the attack using the dice on the Rune Blade card as the result of the combat roll.
- The player uses all four dice, even if the attacking unit would normally roll fewer dice when performing a combat roll.
 - The number of dice the active player rolls cannot be affected by other effects, such as the terrain effect of forest hexes.

RUNIC BARRIER [LORE CARD]

When a player plays the Runic Barrier card, his opponent discards the lore card he is playing without paying its lore cost or resolving its effects.

- The player's opponent cannot play another lore card during a turn the Runic Barrier card is played.

stun

A player cannot move, attack, counter, or retreat using a stunned unit. If a stunned unit is forced to retreat, it suffers damage instead (unless it is supported).

- When a unit is stunned, place a stun token in that unit's hex to indicate that the unit is stunned. Remove the stun token from the game board when the unit is eliminated.
- Causing a stunned unit to become stunned again has no effect.
- If a unit becomes stunned during a combat roll, retreats caused by that roll cause one damage each (unless the stunned unit is supported or can otherwise ignore retreats.).
- During the Order Step, the active player may spend two lore to remove the stun token from an ordered unit. That unit is no longer stunned.

support

A unit is supported if it is forced to retreat into a hex occupied by a friendly unit. While supported, a unit ignores all retreats; ignored retreats do not cause damage.

- A supported unit ignores all retreats even if it could not move into the adjacent hex for other reasons. For example, a stunned unit or a unit that cannot retreat due to a terrain effect ignores all retreats if it is supported.

take to the skies [LORE CARD]

When a player plays the Take to the Skies card, he chooses a unit in a hex that a friendly Roc Warrior unit moved through. He removes the chosen unit from the game board and places it in an unoccupied hex that unit can occupy within two hexes of the Roc Warrior unit.

- The player may choose either a friendly or enemy unit.
- The player cannot choose the same Roc Warrior unit that moved.
- Placing a unit is not movement for purposes of unit abilities, lore effects, or terrain effects.

timing

If multiple effects have the same timing, the active player chooses the order in which those effects are resolved (except as noted below).

- If both players play a lore card with the same timing, the active player resolves his lore effect first.
- A timing clause that uses "after" means **immediately** after the indicated step or event, before any other step or effect is resolved.

unit

All figures in a single hex form a unit.

- When a unit moves, all figures in the unit move together.
- Figures in a unit cannot be split into different hexes.
- A player cannot combine figures from one unit with figures from another unit.
- A hex containing a unit is occupied by that unit.

unoccupied hex

Any hex that does not contain a unit is an unoccupied hex.



unstoppable (lore card)

When a player plays the Unstoppable card, he performs a counter for a friendly target unit immediately before the step of combat in which that unit is eliminated.

- The counter is resolved completely before the attacking unit resolves any steps of combat that follow the combat step that caused the friendly unit to be eliminated, such as advancing.
- The player cannot perform the counter if the target unit was forced to retreat one or more hexes before being eliminated.
- If the counter forces the enemy unit to retreat one or more hexes, the enemy unit cannot advance or use a Pursue ability.

victory points

A player wins the game by accumulating victory points (VP).

- During a player's VP Step, that player gains victory points for each hex containing a banner marker that a friendly unit occupies. The player gains the number of victory points shown on each such banner marker.
- Scenario cards describe additional ways in which players can gain victory points.
- When a player gains a victory point, he takes a victory point token from the supply.

water hexes (terrain)

- Water hexes are impassable terrain. As such, a unit cannot move into or through a water hex unless the hex contains a ford or bridge token.
- Units cannot be deployed in water hexes unless the hex contains a ford or bridge token.
- Some effects, such as the Flying unit ability, allow units to move into or through water hexes that do not contain ford or bridge tokens.
- Ford and bridge tokens can be placed in any water hex, even lakes.

weak units

A unit that has only one figure remaining is a WEAK unit.

- Units that have the damage token icon on their unit reference card only consist of a single figure. These units are never weak.
- Weak units cannot cause damage from ✂ die results produced by combat rolls.
- Other effects, such as effects caused by a lore card or a command card, may allow a weak unit to cause damage from ✂ die results.

winning the game

- Each time the first player starts a new turn, players must check if either player has won the game. A player wins the game if he has 16 or more victory points and has more victory points than his opponent.
- Alternatively, a player wins the game if all of his opponent's units have been eliminated. This happens immediately, regardless of the number of victory points each player has and overrides all other victory conditions.

optional rules

This section describes optional game rules. If both players agree, they can implement any number of these rules before playing a game.

preset starting hands

Instead of each player drawing four random cards during setup, each player receives the following four cards: "Patrol Left," "Patrol Right," "Patrol Center," and "Line Advance." Shuffle the command deck after removing these eight cards from the deck.

playing with extra core games

Players can use multiple copies of *BattleLore Second Edition* to add variety to their army building possibilities. However, two players cannot play using the same faction:

Players are only restricted to mustering units equal to the deployment cards they have available. For example, with two copies of the core game, the Uthuk player can muster two Chaos Lords and the Daqan player can muster two Rocs.

campaign variant

For this variant, players use scenario cards to form a four-scenario campaign.

Rather than resolving the scenario cards normally, each player begins the first scenario using his faction's scenario card with the "A1" initiative indicator. Then, players randomly determine which player is the first player and proceed with the game as normal. At the end of each scenario, players record the number of victory points each player earned.

For the next scenario, the winner of the previous scenario can choose any of his scenario cards with an initiative indicator containing the next letter in alphabetical order. For example, the winning player for the first scenario can choose his faction's "B1" or "B2" scenario card. The losing player of the previous scenario must choose his faction's scenario card with an initiative indicator containing a "1" and the appropriate letter designation. For example, the losing player from the first scenario must choose his faction's "B1" scenario card.

After the fourth scenario, each player calculates the total number of victory points he earned from all four scenarios; this is his CAMPAIGN TOTAL. Additionally, the player that wins the final scenario gains one additional VP for each scenario (added to his campaign total) he won during the campaign, including the final scenario. The player with the highest campaign total is the winner of the campaign. In the event of a tie, the player who won the final scenario is the winner.

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quick reference

game phases

1. Main Phase

- Command Step:** Play one command card.
- Order Step:** Declare ordered units.
- Move Step:** Move each ordered unit up to its movement value.
- Attack Step:** Perform one attack with each ordered unit.

2. Upkeep Phase

- Victory Point (VP) Step:** Gain victory points for occupying hexes that contain banner markers and for resolving any scenario-specific objectives.
- Draw Step:** Draw one card from the command deck.
- Lore Step:** Resolve **one** of the following:
 - Gain two lore tokens.
 - Gain one lore token and draw one lore card.
 - Draw two lore cards, then discard one lore card.

dice results



Strike: If the attack was melee, the target unit suffers one damage.



Cleave: If the attack was melee and the attacking unit is strong, the target unit suffers one damage.



Pierce: If the attack was ranged, the target unit suffers one damage.



Morale: The target unit must retreat one hex.



Lore: The player who performed the combat roll gains one lore token.



Heroic: This result has no inherent ability, but is often committed to trigger units' dice abilities.

frequently overlooked rules

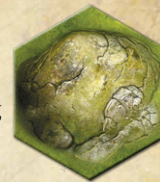
- All units can advance and counter.
- After constructing an army, each player receives one lore token, to a maximum of five, for each unspent muster point.

terrain rules

hill

Blocking Terrain

Combat: Units occupying hill hexes ignore all units when tracing line of sight. However, blocking terrain still blocks line of sight for units occupying hill hexes.

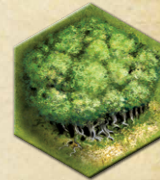


forest

Blocking Terrain

Movement: When a unit moves into a forest hex, it must immediately end its movement.

Combat: A unit occupying a forest hex rolls a maximum of two dice (before modifiers) when attacking. Additionally, a unit rolls a maximum of two dice (before modifiers) when attacking a target unit that occupies a forest hex.



building

Blocking Terrain

Movement: When a unit moves into a building hex, it must immediately end its movement.

Combat: A unit occupying a building hex may ignore one damage each combat.



command tent

Blocking Terrain

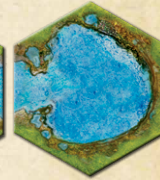
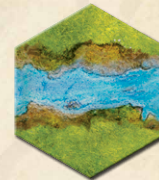
Movement: When a unit moves into a command tent hex, it must immediately end its movement.



water

Impassable Terrain

Movement: Units cannot move into or occupy water hexes that do not contain ford or bridge tokens.



ford

Movement: Units can move into a water hex that contains a ford token. When a unit moves into a water hex containing a ford token, it must immediately end its movement.



bridge

Movement: Units can move into a water hex that contains a bridge token.

