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Peter (Universal Head)

v2

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Game: **BATTLELORE 2ND EDITION**
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BATTLELORE

SECOND EDITION

SETUP

Place the **board** in the center of the play area. Players choose or randomly determine their faction: **Daqan** (blue) or **Uthuk** (red), and take their **figures, unit reference cards and deployment cards**. Shuffle the **command cards** into a deck.

Organise the **VP tokens, lore tokens, and markers**. You are not limited by the number included in the game.

Scenarios

Each player shuffles their **scenario card** deck, draws 3 scenario cards, chooses 1, and returns the rest to the box. Both players simultaneously reveal their chosen scenario card.

Read the cards aloud then follow these steps:

1. Each player chooses a **lore card deck** and shuffles it.
2. The **first player**, the player with the scenario card that is alphabetically first (and, if necessary, has the lowest number), takes the **first player token**.
3. Each player takes the required **terrain tiles, terrain tokens, and banner markers** and places them on the indicated hexes. If water hexes are placed adjacent to each other, the first player must replace them with river tiles so the rivers connect. If there is a river tile that creates an open river away from a board edge, replace that river tile with a lake tile (if able).
4. Starting with the first player, each player places 1 **ford token** on any water hex shown on their scenario card that does not already contain a ford or bridge token.

Mustering and deployment

The 18 hexes shaded in your faction's color are your **deployment hexes**. Each player spends **muster points** to purchase deployment cards, then deploys their units on the board.

1. Choose deployment cards: Each player takes 11 **decoy deployment cards** and adds them to their faction's deployment cards. Then, players simultaneously build their armies. Each deployment card has a **muster value** which is the number of muster points you must spend to include that card in an army. Your army can cost a total of 50 muster points and must consist of exactly 18 deployment cards comprising any combination of units, terrain, and decoys.

Alternatively you may use an army card with a preconstructed 50 point army.

When you have finished choosing your unit cards, you must have a stack of 18 deployment cards, which represents your army. Return remaining deployment cards to the box.

You may add 1 **command tent** to your army to receive 5 extra muster points to muster your army.

2. Place deployment cards: Each player places their 18 deployment cards on the board, 1 facedown on each of the 18 shaded deployment hexes on their scenario card. You must place deployment cards that feature terrain (such as command tents) on deployment hexes that do not contain terrain.

3. Reveal deployment cards: Players simultaneously flip their placed deployment cards faceup. All revealed decoys are immediately removed from the board and returned to the box.

Each player then takes 1 lore token, to a maximum of 5, for each unspent muster point.

4. Place units and terrain: Each player removes their deployment cards one at a time from the board and replaces them with the appropriate figures and terrain tiles. Units consist of a number of figures equal to their health value (except **legend** units, which are 1 figure).

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

Each player replaces their deployment card corresponding to a command tent with a command tent terrain tile. Then, both players return all deployment cards to the box.

Command and lore cards

Each player draws 6 **command cards** from the command deck and 3 **lore cards** from their faction's lore deck, then both secretly and simultaneously choose 2 command cards and 1 lore card to return to the bottom of their respective decks.

Each player's final hand consists of 4 **command cards** and 2 **lore cards**.

GAME PHASES

The **active player** is the player currently taking their turn.

Each turn is divided into 2 phases which the active player performs in order.

After you complete your turn, your opponent becomes the new active player. Turns alternate until one player wins the game.

1. MAIN PHASE

Command step

You must **play 1 command card** from your hand by reading its text aloud and placing it faceup on the command card discard pile.

Then, either resolve the text on the played card or order 1 friendly unit anywhere on the board.

Order step

To **order** a unit, point to a unit on the board and declare it as **ordered**. You can only order each unit once per turn.

An ordered unit may **move** during the Move step and **attack** during the Attack step (but is not required to do either).

Command card text describes which units you may order this turn. Each ordered unit must be within the section of the board specified by the command card (right, left, or center). If the command card doesn't specify a section, you may order units in any section.

You can order a unit in a hex divided by a section line using a command card that specifies either section.

Units cannot move into or occupy **impassable** terrain hexes or incomplete hexes along the board edges.

Move step

Each unit may **move a number of hexes up to its movement value** as shown on its reference card. Only 1 unit can occupy a hex at a time.

When you move a unit, it cannot move into or through a hex occupied by another unit. Units cannot be split or combined.

Units move one at a time in an order of your choice. A unit's movement must be completed before you can resolve another unit's movement, and you must resolve movement for all ordered units before proceeding to the Attack step.

Attack step

Each of your ordered units **may perform 1 attack** against 1 target unit.

To perform an attack, declare a target, roll a number of dice equal to your attacking unit's **combat value** (as shown on its reference card), and resolve the dice results.

2. UPKEEP PHASE

Victory point step

 You earn the number of **victory points** (VPs) shown on the marker for each hex containing a banner marker that is occupied by a friendly unit. You also earn VPs as described on your scenario card.

Each time you earn a VP, take a **VP token** from the supply.

Draw step

Draw 1 card from the command deck.

If you need to draw a command card and the deck is depleted, shuffle the discarded command cards to form a new command deck.

Lore step

Replenish your lore by resolving **one** of the following:

- Take 2 lore tokens from the supply.
- Take 1 lore token and draw 1 lore card from your faction's lore deck.
- Draw 2 lore cards from your lore deck. Then, discard 1 lore card from your hand (this includes the cards just drawn).

If you need to draw a lore card and the deck is depleted, shuffle the discarded lore cards to form a new lore deck.

You cannot have more than 4 lore cards in your hand at the end of the Lore step. You must discard any excess lore cards of your choice at the end of this step.

COMBAT

1. Declare attack

Declare the attack type for your attacking unit: **melee** or **ranged** (as shown on its reference card). Declare an enemy unit as the **target** of the attack.

A unit with the **melee** trait can only perform a melee attack against a target unit in an adjacent hex. A unit with the **ranged** trait can only perform a ranged attack against a target unit that is within **range** and in **line of sight** (LOS).

Count the hexes from the attacking unit to the target unit (excluding the attacking unit's hex and including the target unit's hex). The target is within range if the number of hexes is within the attack range (shown on the attacking unit's reference card).

A unit with a minimum range of 1 can perform a ranged attack against a target unit in an adjacent hex.

Trace an imaginary line joining the centers of the attacking unit's and target unit's hexes. If the line crosses through any part of a hex occupied by another unit or blocking terrain, LOS is **blocked** and the unit cannot be targeted. If the line goes along the edge of a hex, LOS is blocked if there are hexes of blocking terrain on both sides anywhere along the line. LOS is not blocked by the attacking unit's hex or the target unit's hex.

2. Perform combat roll

When resolving an attack or counter, **roll dice equal to your unit's combat value** as shown on its reference card.

You may use abilities or effects to change any of your die results and/or reroll dice. Apply dice modifiers after applying relevant terrain effects.

3. Resolve dice results

Commit die results to unit abilities, or apply these normal effects:

 **Strike:** For each  produced during a melee attack, the target unit suffers 1 damage.

 **Cleave:** For each  produced during a melee attack, the target unit suffers 1 damage. A **weak** attacking unit cannot cause damage from these results.

 **Pierce:** For each  produced during a ranged attack, the target unit suffers 1 damage.

 **Morale:** For each  produced by a combat roll, the target unit must retreat one hex. Retreat effects are applied after all damage is suffered.

 **Lore:** For each  produced by a combat roll, the player who performed the combat roll takes 1 lore token.

 **Heroic:**  results produced by combat rolls are often used to trigger unit abilities.

Weak units: A unit that has been reduced to 1 figure. Weak units cannot cause damage from  results produced by combat rolls. Units that have the damage token icon on their reference card consist of a single figure and are never weak.

4. Suffer damage

The opponent may use any abilities or effects to ignore any damage. The target unit then suffers damage.

5. Resolve retreats

The opponent may use any abilities or effects to ignore any retreats. The target unit then resolves retreat effects, including suffering damage for each retreat effect it cannot resolve.

6. Gain lore

Gain 1 lore token for each  result you did not commit.

7. Counter

If the target unit is adjacent to the attacking unit and was not eliminated, the opponent may **counter**.

8. Advance

If the target unit was adjacent and eliminated or forced to retreat, you may move the attacking unit into the target unit's original hex.

Damage

When a unit suffers 1 **damage**, remove 1 figure from that unit.

When a unit with a **damage token icon** next to its health value suffers damage, place **damage tokens** of an equal value to the amount of damage suffered in the unit's hex instead of removing figures.

When a unit's final figure is removed, or its damage tokens equal its health value, that unit is removed from the game.

Retreat

Specific card effects and unit abilities, as well as  results produced during combat rolls, can force a unit to **retreat**.

The unit must move 1 hex in the direction directly opposite the attacking unit for each retreat effect resolved.

If retreating due to a ranged attack, the unit must move directly opposite the hex edge the LOS was traced through.

If a unit is forced to retreat off the board or into a hex containing impassable terrain or enemy units, or into terrain which ends its movement, it ends its movement and suffers 1 damage for each unresolved retreat.

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

Counter

After a unit is attacked, if that unit is not eliminated and remains adjacent to the attacking unit, it may **counter**.

The unit follows the combat sequence targeting the attacking unit. A counter is *optional*, and cannot trigger an additional counter. The countering unit cannot advance or pursue.

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**. The attacking unit moves into the target unit's original hex.

A unit cannot advance if it is resolving a counter.

UNIT ABILITIES

Unit abilities with a die icon before their name are **dice abilities**. The icon indicates the die results that unit must produce during a combat roll to trigger the ability. You can commit a die result produced during a combat roll to trigger a dice ability once for each die result that you commit. Multiple dice can be committed to the same ability.

If you commit a die result to trigger a dice ability, do not resolve the die's normal effect.

If an effect allows a unit to resolve an **additional attack**, 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.

LORE CARDS

To use a lore card, perform the following steps:

1. **Spend lore tokens:** Take a number of your lore tokens equal to the card's lore cost and return them to the supply.
2. **Read lore card:** Read the card's text aloud.
3. **Resolve effect:** Resolve the card's lore effect.
4. **Discard lore card:** Place the lore card in a faceup discard pile next to your lore deck.

You may use 1 lore card per turn.

If both players play a lore card with the same timing, the active player resolves their lore effect first.

TERRAIN

Bridge tokens



There is a limit of 1 bridge or ford token in each hex. Units can move into water hexes that contain bridge tokens (those hexes no longer contain impassable terrain).

The orientation of the token has no effect. A unit may move into and out of a hex containing a bridge token from any direction.

Buildings



Building hexes are **blocking terrain**. A unit occupying a building hex may ignore 1 damage each combat and 1 damage from each game effect that occurs outside of combat.

A unit that moves into a building hex must immediately end its movement. It 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 as normal.

However, a unit that retreats into a building hex may ignore 1 damage caused by additional retreats.

Command tents



A command tent hex is terrain you can muster as a part of your army. They must be deployed on a clear hex, and you cannot deploy any units in a row farther from your faction edge than your command tent.

They are their own type of terrain (they are not a building hex) and are **blocking terrain**.

A unit must end its movement when it moves into the hex (the 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 as normal. 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 their 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.

Ford tokens



Units can move into water hexes that contain ford tokens (those hexes no longer contain impassable terrain).

The unit must immediately end its movement, but may move again later during the turn using a unit ability or another effect, such as advance.

There is a limit of 1 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. 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



Forest hexes are **blocking terrain**. A unit that moves into a forest hex must immediately end its movement. The unit may move again later during the turn using a unit ability or another effect, such as advance.

A unit in a forest hex rolls a maximum of 2 dice (before modifiers) when attacking. A unit rolls a maximum of 2 dice (before modifiers) when attacking a target unit in a forest hex.

A unit that retreats into a forest hex cannot retreat further during that combat. 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.

Hill hexes



Hill hexes are **blocking terrain**.

Units occupying hill hexes ignore all units when tracing LOS. However, blocking terrain still blocks LOS for units occupying hill hexes.

Water hexes



Water hexes are **impassable terrain**. A unit cannot move into or through a water hex, or be deployed in one, unless the hex contains a ford or bridge token. Ford and bridge tokens can be placed in any water hex, even lakes.

Some effects, such as the *Flying* ability, allow units to move into or through water hexes that do not contain ford or bridge tokens.

OTHER RULES

Poison

When resolving an attack against a poisoned unit, each  produced during a combat roll may be committed to cause 1 damage. Put a **poison token** with the poisoned unit.

When the unit is eliminated, remove the poison token from the board. Causing a poisoned unit to become poisoned again has no effect.

If a unit becomes poisoned during a combat roll,  produced during that roll may be committed to cause 1 damage each.

During the Order step, **the active player may spend 2 lore to remove the poison token from an ordered unit.**

Stun

You cannot move, attack, counter, or retreat using a stunned unit. Put a **stun token** with the stunned unit.

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 1 damage each (unless the stunned unit is supported or can otherwise ignore retreats).

During the Order step, **the active player may spend 2 lore to remove the stun token from an ordered unit.**

Removing figures

A game effect that removes a figure is *not* damage and cannot be ignored.

Recovering health

When a unit with the damage token icon above its health value recovers 1 health, remove 1 damage token from the unit's hex. When any other unit recovers 1 health, add 1 figure to the unit.

A unit with the damage token icon cannot have more health than its health value, and a unit cannot have a number of figures that exceeds its health value.

Timing

If multiple effects have the same timing, the active player chooses the order in which those effects are resolved.

'After' means immediately after the indicated step or event, before any other step or effect is resolved.

Command card clarification

Onslaught: The additional movement occurs during the Attack step, therefore it does not prevent you from using a *Double Shot* unit ability.

You do not need to perform an attack with an infantry unit to use the additional movement.

WINNING THE GAME

Each time the first player starts a new turn, check if either player has won the game. **You win if you have 16 or more VPs and more VPs than your opponent.**

Alternatively, you win the game if all of your opponent's units have been eliminated. This happens immediately, regardless of the number of VPs each player has, and overrides all other victory conditions.

OPTIONAL RULES

Preset starting hands

Instead of each player drawing 4 random cards during setup, each player receives these 4 cards: *Patrol Left*, *Patrol Right*, *Patrol Center*, and *Line Advance*. Shuffle the command deck after removing these 8 cards from the deck.

Playing with extra core games

You can use multiple copies of the game to add variety to your army building. However, 2 players cannot play using the same faction. Players are only restricted to mustering units equal to the deployment cards they have available.

Campaign variant

Use scenario cards to form a 4 scenario campaign. Each player begins the first scenario using their faction's A1 scenario card and players randomly determine who is the first player.

At the end of each scenario, record the number of VPs each player earned.

For the next scenario, the winner of the previous scenario can choose any of their scenario cards with an initiative indicator containing the next letter in alphabetical order. The losing player must choose their faction's scenario card with an initiative indicator containing a 1 and the appropriate letter designation.

After the fourth scenario, each player calculates their total number of VPs to find their **campaign total**. Additionally, the player that wins the final scenario gains 1 additional VP for each scenario (added to their campaign total) he won during the campaign, including the final scenario.

The player with the highest campaign total is the winner of the campaign. On a tie, winner of the final scenario is the winner.

PRE-BUILT SCENARIOS

Instead of using scenario cards, players may choose to play a **pre-built scenario**.

Instead of drawing scenario cards, set up the board and the units as shown on the scenario map, following any additional instructions in its setup section.

A pre-built scenario may contain a number of hexes shaded in various colors. These shaded hexes often represent a faction's deployment hexes for that scenario, but alternate uses may be described.

Players cannot muster command tents when playing pre-built scenarios.

Pre-built scenarios are played as normal, though there may be special rules; if these contradict the normal rules, the special rules take precedence. Unless specifically noted, special rules apply to both factions.

The scenario describes how each player can achieve victory. Alternatively, a player wins a pre-built scenario if all of their opponent's units have been eliminated. This happens immediately, regardless of the number of VPs each player has.

BATTLELORE

SECOND EDITION

GAME PHASES

1. MAIN PHASE

Command Play 1 command card. Resolve the card or order 1 friendly unit anywhere on the board.

Order Declare ordered units.

Move Each unit may move a number of hexes up to its movement value.

Attack Each ordered unit *may* perform 1 attack.

2. UPKEEP PHASE

Victory Points Earn VPs for occupying hexes that contain banner markers and for resolving any scenario-specific objectives.

Draw 1 card from the command deck.

Lore Resolve **one** of the following:

- Take 2 lore tokens.
- Take 1 lore token and draw 1 lore card.
- Draw 2 lore cards, then discard 1 lore card.

You cannot have more than 4 lore cards in your hand at the end this step.

COMBAT

1. Declare Attack Declare a **melee** (target in adjacent hex) or **ranged** (target in range and LOS) attack and your target.

2. Perform Combat Roll Roll dice equal to your unit's **combat value**. Apply dice modifiers after applying relevant terrain effects.

3. Resolve Dice Results Commit die results to unit abilities, or apply these effects:

-  **Strike:** If the attack was melee, the target unit suffers 1 damage.
-  **Cleave:** If the attack was melee and the attacker was not weak (reduced to 1 figure), the target unit suffers 1 damage.
-  **Pierce:** If the attack was ranged, the target unit suffers 1 damage.
-  **Morale:** The target unit must retreat 1 hex. Apply retreats after all damage is suffered.
-  **Lore:** The player who performed the combat roll takes 1 lore token.
-  **Heroic:** These results are often used to trigger unit abilities.

4. Suffer Damage Opponent may use abilities or effects to ignore any damage. The target then suffers damage.

5. Resolve Retreats Opponent may use abilities or effects to ignore any retreats. The target then resolves retreats.

6. Gain Lore Gain 1 lore token for each  result you did not commit.

7. Counter If the target is adjacent to the attacking unit and was not eliminated, the opponent may **counter**.

8. Advance If the target was adjacent and eliminated or retreated, you may move into the target unit's original hex.

TERRAIN = blocking terrain)

Forest



Movement: A unit that moves into a forest hex must immediately end its movement.

Combat: A unit in forest rolls a maximum of 2 dice (before modifiers) when attacking. Units roll a maximum of 2 dice (before modifiers) when attacking a unit in forest.

Hill



Combat: A unit in a hill hex ignores all units when tracing LOS.

Blocking terrain still blocks LOS for a unit in a hill hex.

Building



Movement: A unit that moves into a building hex must immediately end its movement.

Combat: A unit in a building hex may ignore 1 damage each combat.

Command Tent



Movement: A unit that moves into a command tent hex must immediately end its movement.

Water



Impassable

Movement: A unit cannot move into or occupy a water hex that does not contain a ford or bridge token.

Ford



Movement: A unit can move into a water hex that contains a ford token.

A unit that moves into a water hex that contains a ford token must immediately end its movement.

Bridge



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

BATTLELORE

SECOND EDITION

GAME PHASES

1. MAIN PHASE

Command Play 1 command card. Resolve the card or order 1 friendly unit anywhere on the board.

Order Declare ordered units.

Move Each unit may move a number of hexes up to its movement value.

Attack Each ordered unit *may* perform 1 attack.

2. UPKEEP PHASE

Victory Points Earn VPs for occupying hexes that contain banner markers and for resolving any scenario-specific objectives.

Draw 1 card from the command deck.

Lore Resolve **one** of the following:

- Take 2 lore tokens.
- Take 1 lore token and draw 1 lore card.
- Draw 2 lore cards, then discard 1 lore card.

You cannot have more than 4 lore cards in your hand at the end this step.

COMBAT

1. Declare Attack Declare a **melee** (target in adjacent hex) or **ranged** (target in range and LOS) attack and your target.

2. Perform Combat Roll Roll dice equal to your unit's **combat value**. Apply dice modifiers after applying relevant terrain effects.

3. Resolve Dice Results Commit die results to unit abilities, or apply these effects:

-  **Strike:** If the attack was melee, the target unit suffers 1 damage.
-  **Cleave:** If the attack was melee and the attacker was not weak (reduced to 1 figure), the target unit suffers 1 damage.
-  **Pierce:** If the attack was ranged, the target unit suffers 1 damage.
-  **Morale:** The target unit must retreat 1 hex. Apply retreats after all damage is suffered.
-  **Lore:** The player who performed the combat roll takes 1 lore token.
-  **Heroic:** These results are often used to trigger unit abilities.

4. Suffer Damage Opponent may use abilities or effects to ignore any damage. The target then suffers damage.

5. Resolve Retreats Opponent may use abilities or effects to ignore any retreats. The target then resolves retreats.

6. Gain Lore Gain 1 lore token for each  result you did not commit.

7. Counter If the target is adjacent to the attacking unit and was not eliminated, the opponent may **counter**.

8. Advance If the target was adjacent and eliminated or retreated, you may move into the target unit's original hex.

TERRAIN = blocking terrain)

Forest



Movement: A unit that moves into a forest hex must immediately end its movement.

Combat: A unit in forest rolls a maximum of 2 dice (before modifiers) when attacking. Units roll a maximum of 2 dice (before modifiers) when attacking a unit in forest.

Hill



Combat: A unit in a hill hex ignores all units when tracing LOS.

Blocking terrain still blocks LOS for a unit in a hill hex.

Building



Movement: A unit that moves into a building hex must immediately end its movement.

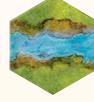
Combat: A unit in a building hex may ignore 1 damage each combat.

Command Tent



Movement: A unit that moves into a command tent hex must immediately end its movement.

Water



Impassable

Movement: A unit cannot move into or occupy a water hex that does not contain a ford or bridge token.

Ford



Movement: A unit can move into a water hex that contains a ford token.

A unit that moves into a water hex that contains a ford token must immediately end its movement.

Bridge



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

TERRAIN (⊗ = blocking terrain)

○ Hoard



Movement: A unit that moves into a hoard hex must immediately end its movement.

After your Order step, an ordered Great Dragon unit may return to any unoccupied hoard hex in your half of the board. If it does, it cannot move or attack that turn.

If, at the start of their turn, a player's unit occupies a hoard hex on their opponent's half of the board, they remove the hex from the board and gain 3 VP.

Retreats: A unit that retreats into a hoard hex cannot retreat further during combat; any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Deployment: After replacing deployment cards, starting with the first player, players must place a hoard tile in each clear hex occupied by a Great Dragon unit. If a Great Dragon unit occupies a clear hex in the center row, a hoard tile cannot be placed. If the Great Dragon unit occupies a non-clear hex, the hoard tile cannot be placed.

⊗ Rubble



Movement: A unit that moves into a rubble hex must immediately end its movement and suffer 1 damage.

Retreats: A unit that retreats into a rubble hex suffers 1 damage and cannot retreat further during that combat.

Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later during that turn.

Deployment: If you must place more rubble tiles than are available, you may substitute them with any other available substitutes. Rubble hexes are treated as building hexes for scenario specific rules *only*.

⊗ Cavern



Movement: A unit that moves into a hoard hex must immediately end its movement.

Combat: A unit occupying a cavern hex (including flying units) can be targeted only by adjacent units.

During the Attack step, ordered Razorwings that occupy a cavern hex and did not move during the Move step may move to 1 adjacent unoccupied hex and perform an attack that cannot be countered. Then, instead of advancing, the unit may return to the cavern hex.

Retreats: A unit that retreats into a cavern hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Deployment: After replacing deployment cards, starting with the first player, each player may replace 1 hill tile on their half of the board with a cavern tile for each Razorwings unit they mustered. Cavern hexes are treated as hill hexes for scenario specific rules *only*.

○ Barricade



Movement: A unit that moves into a barricade hex must either immediately end its movement or suffer 1 damage to continue moving.

Retreats: A unit that retreats into a barricade hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Retreats: A unit that retreats into a hoard hex cannot retreat further during combat; any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later during the turn.

Deployment: Before choosing deployment cards, each player takes an equal number of barricade deployment cards (maximum 3). After replacing deployment cards, starting with the first player, each player may move any number of their barricade tiles to clear hexes on their half of the board.

○ Crystal Spire



Combat: A unit that begins its movement on a friendly crystal spires hex rolls 1 additional die for each combat roll it performs during the turn.

Deployment: You must deploy your crystal spire hex on a clear hex.

○ Graveyard



Deployment: A player must place a graveyard hex on a clear hex. When a friendly minion unit is eliminated, the player may spend 1 lore to immediately deploy that unit in any friendly unoccupied graveyard hex.

Then, remove that graveyard tile from the board. The minion unit is deployed at full health, and all effect markers in its original hex are removed from the board. If the minion unit was ordered, it is no longer considered an ordered unit.

○ Plaguelands



Combat: Enemy units occupying a plaguelands hex are considered weak even if they have more than 1 figure remaining.

When the Undead player resolves an attack for a friendly unit occupying a plaguelands hex, he may commit any number of ✓ to cause 1 damage each.

Units that have the damage token icon on their unit reference card are still considered weak while occupying a plaguelands hex.

Deployment: A player must place a plaguelands hex on a clear hex.

○ Blood Field



At the start of your turn, if your unit occupies a friendly blood field hex, it unit recovers 1 health.

Deployment: A player must place a blood field hex on a clear hex.

TERRAIN (⊗ = blocking terrain)

○ Hoard



Movement: A unit that moves into a hoard hex must immediately end its movement.

After your Order step, an ordered Great Dragon unit may return to any unoccupied hoard hex in your half of the board. If it does, it cannot move or attack that turn.

If, at the start of their turn, a player's unit occupies a hoard hex on their opponent's half of the board, they remove the hex from the board and gain 3 VP.

Retreats: A unit that retreats into a hoard hex cannot retreat further during combat; any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Deployment: After replacing deployment cards, starting with the first player, players must place a hoard tile in each clear hex occupied by a Great Dragon unit. If a Great Dragon unit occupies a clear hex in the center row, a hoard tile cannot be placed. If the Great Dragon unit occupies a non-clear hex, the hoard tile cannot be placed.

⊗ Rubble



Movement: A unit that moves into a rubble hex must immediately end its movement and suffer 1 damage.

Retreats: A unit that retreats into a rubble hex suffers 1 damage and cannot retreat further during that combat.

Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later during that turn.

Deployment: If you must place more rubble tiles than are available, you may substitute them with any other available substitutes. Rubble hexes are treated as building hexes for scenario specific rules *only*.

⊗ Cavern



Movement: A unit that moves into a hoard hex must immediately end its movement.

Combat: A unit occupying a cavern hex (including flying units) can be targeted only by adjacent units.

During the Attack step, ordered Razorwings that occupy a cavern hex and did not move during the Move step may move to 1 adjacent unoccupied hex and perform an attack that cannot be countered. Then, instead of advancing, the unit may return to the cavern hex.

Retreats: A unit that retreats into a cavern hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Deployment: After replacing deployment cards, starting with the first player, each player may replace 1 hill tile on their half of the board with a cavern tile for each Razorwings unit they mustered. Cavern hexes are treated as hill hexes for scenario specific rules *only*.

○ Barricade



Movement: A unit that moves into a barricade hex must either immediately end its movement or suffer 1 damage to continue moving.

Retreats: A unit that retreats into a barricade hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later that turn.

Retreats: A unit that retreats into a hoard hex cannot retreat further during combat; any additional retreats cause damage to the unit. It may retreat out of the hex if forced to retreat during a different combat later during the turn.

Deployment: Before choosing deployment cards, each player takes an equal number of barricade deployment cards (maximum 3). After replacing deployment cards, starting with the first player, each player may move any number of their barricade tiles to clear hexes on their half of the board.

○ Crystal Spire



Combat: A unit that begins its movement on a friendly crystal spires hex rolls 1 additional die for each combat roll it performs during the turn.

Deployment: You must deploy your crystal spire hex on a clear hex.

○ Graveyard



Deployment: A player must place a graveyard hex on a clear hex. When a friendly minion unit is eliminated, the player may spend 1 lore to immediately deploy that unit in any friendly unoccupied graveyard hex.

Then, remove that graveyard tile from the board. The minion unit is deployed at full health, and all effect markers in its original hex are removed from the board. If the minion unit was ordered, it is no longer considered an ordered unit.

○ Plaguelands



Combat: Enemy units occupying a plaguelands hex are considered weak even if they have more than 1 figure remaining.

When the Undead player resolves an attack for a friendly unit occupying a plaguelands hex, he may commit any number of ✓ to cause 1 damage each.

Units that have the damage token icon on their unit reference card are still considered weak while occupying a plaguelands hex.

Deployment: A player must place a plaguelands hex on a clear hex.

○ Blood Field



At the start of your turn, if your unit occupies a friendly blood field hex, it unit recovers 1 health.

Deployment: A player must place a blood field hex on a clear hex.



UNIT ABILITIES

Armor: When you perform a combat roll against a unit with armor, that unit ignores a number of \surd rolled up to the number indicated. If an effect from a lore card, unit ability, or a command card would allow a unit to cause damage from \surd , an armored unit may ignore a number of \surd rolled up to the number indicated.

Automaton: When you play a command card, you may spend 1 lore token to order a friendly unit with this ability as if it were in any section. Then it gains 1 additional movement. The unit does not need to be in the appropriate section of the board, but it counts toward the total number of ordered units.

Burrow: This unit can move through both impassable terrain and hexes that contain other units, but it cannot end its movement in such hexes. If the unit is forced to retreat, it must follow the movement restrictions of hexes it occupies or moves into.

Claw sweep: After the unit advances, it may cause 1 enemy unit adjacent to it to become *stunned*.

Compelled: After you resolve your Move step, you may spend 1 lore to move a friendly unit with this ability 1 hex (the unit does not need to be ordered). You can use a unit's compelled ability only once per turn.

Ethereal: The unit can move into or through hexes that contain other units, but it cannot end its movement in a hex occupied by another unit. Non-caster units roll 1 fewer die when performing combat rolls against an ethereal unit. An ethereal unit 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.

Executioner: When you resolve this unit's attack, you may commit a \heartsuit to cause the target unit to be unable to retreat during the combat. If that unit is forced to retreat, it suffers damage instead (unless it is supported).

Ferocity: The counter is resolved completely before the attacking unit resolves retreats or any steps of combat that follow. You may perform the counter even if retreats would cause the unit to move or be eliminated. If the ferocious unit forces the target of its counter to retreat, it cannot advance or pursue.

Flanking: If the attacking unit has flanking, you do not gain the benefits of that ability for the attack. You cannot roll more than 1 additional die from flanking abilities, even if there are multiple friendly units with the ability adjacent to the target unit. Ranged attacks may receive the benefits of flanking.

Flying: A flying unit 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. It 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.

A flying unit can retreat into and through impassable terrain and ignores the effects of the hex it occupies or moves into. It 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.

A flying unit performing a melee attack does not roll 1 fewer die when performing combat rolls against another flying unit.

Flying units still gain VPs for occupying hexes that contain banner markers.

Frenzy: When you resolve this unit's attack, you may commit any number of \heartsuit to cause 1 damage each (regardless of the number of figures left in the unit).

After resolving the frenzied attack or counter, remove 1 figure from your unit for each time you used the ability (this may eliminate your unit).

Heavy swing: When you resolve this unit's attack, you may commit any number of \heartsuit to cause 1 retreat each any adjacent enemy unit (including the target). If the target unit is retreated, and has not suffered damage prior to this combat, it suffers 1 damage.

Immobilize: If you order a non-legend unit adjacent to an enemy unit with this ability, the ordered unit cannot move during its Move step. If a non-legend unit moves into a hex adjacent to an enemy unit with this ability, that unit must immediately end its movement.

Immovable: When this unit would be forced to retreat, you may ignore a number of those retreats up to the number indicated.

Influence: When you resolve an attack for an influenced unit, you may commit any number of \heartsuit to choose an equal number of friendly minion units. After combat resolves, each of those units may move up to 1 hex and perform an attack. You may choose not to perform the additional attack, and you cannot choose the same minion unit more than once per attack.

Possess: When you resolve this unit's attack, you may commit a \heartsuit to remove both the attacking unit and the target unit from the board. The attacking unit is placed in the target unit's original hex and the target unit is placed in the attacking unit's original hex. This ability can be triggered multiple times per attack. Both units must be able to legally occupy each other's hexes. The target unit cannot perform a counter this combat.

Pursue: You can use this ability only once per turn. You must move the attacking unit at least 1 hex into the hex the target unit occupied before moving any further. You cannot move the attacking unit into the hex it originally occupied. You may choose not to perform the additional attack.

Regenerate: When you resolve this unit's attack, you may commit any number of \surd to recover 1 health each.

Thousand cuts: When you resolve an attack for this unit, you may commit any number of \heartsuit to cause 1 damage each to an adjacent enemy unit (including the target). Each \heartsuit may be committed to cause 1 damage to a different enemy unit adjacent to the attacking unit.

Throw boulder: The unit may perform melee attacks with an attack value of 2 against units up to 2 hexes away and in LOS. Each \spadesuit and \surd that is not committed for another effect causes 1 damage to the target unit.

Unyielding: This unit is never weak and cannot resolve retreat effects. If the unit is forced to retreat, it suffers damage instead (unless it is supported).



UNIT ABILITIES

Armor: When you perform a combat roll against a unit with armor, that unit ignores a number of \surd rolled up to the number indicated. If an effect from a lore card, unit ability, or a command card would allow a unit to cause damage from \surd , an armored unit may ignore a number of \surd rolled up to the number indicated.

Automaton: When you play a command card, you may spend 1 lore token to order a friendly unit with this ability as if it were in any section. Then it gains 1 additional movement. The unit does not need to be in the appropriate section of the board, but it counts toward the total number of ordered units.

Burrow: This unit can move through both impassable terrain and hexes that contain other units, but it cannot end its movement in such hexes. If the unit is forced to retreat, it must follow the movement restrictions of hexes it occupies or moves into.

Claw sweep: After the unit advances, it may cause 1 enemy unit adjacent to it to become *stunned*.

Compelled: After you resolve your Move step, you may spend 1 lore to move a friendly unit with this ability 1 hex (the unit does not need to be ordered). You can use a unit's compelled ability only once per turn.

Ethereal: The unit can move into or through hexes that contain other units, but it cannot end its movement in a hex occupied by another unit. Non-caster units roll 1 fewer die when performing combat rolls against an ethereal unit. An ethereal unit 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.

Executioner: When you resolve this unit's attack, you may commit a \heartsuit to cause the target unit to be unable to retreat during the combat. If that unit is forced to retreat, it suffers damage instead (unless it is supported).

Ferocity: The counter is resolved completely before the attacking unit resolves retreats or any steps of combat that follow. You may perform the counter even if retreats would cause the unit to move or be eliminated. If the ferocious unit forces the target of its counter to retreat, it cannot advance or pursue.

Flanking: If the attacking unit has flanking, you do not gain the benefits of that ability for the attack. You cannot roll more than 1 additional die from flanking abilities, even if there are multiple friendly units with the ability adjacent to the target unit. Ranged attacks may receive the benefits of flanking.

Flying: A flying unit 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. It 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.

A flying unit can retreat into and through impassable terrain and ignores the effects of the hex it occupies or moves into. It 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.

A flying unit performing a melee attack does not roll 1 fewer die when performing combat rolls against another flying unit.

Flying units still gain VPs for occupying hexes that contain banner markers.

Frenzy: When you resolve this unit's attack, you may commit any number of \heartsuit to cause 1 damage each (regardless of the number of figures left in the unit).

After resolving the frenzied attack or counter, remove 1 figure from your unit for each time you used the ability (this may eliminate your unit).

Heavy swing: When you resolve this unit's attack, you may commit any number of \heartsuit to cause 1 retreat each any adjacent enemy unit (including the target). If the target unit is retreated, and has not suffered damage prior to this combat, it suffers 1 damage.

Immobilize: If you order a non-legend unit adjacent to an enemy unit with this ability, the ordered unit cannot move during its Move step. If a non-legend unit moves into a hex adjacent to an enemy unit with this ability, that unit must immediately end its movement.

Immovable: When this unit would be forced to retreat, you may ignore a number of those retreats up to the number indicated.

Influence: When you resolve an attack for an influenced unit, you may commit any number of \heartsuit to choose an equal number of friendly minion units. After combat resolves, each of those units may move up to 1 hex and perform an attack. You may choose not to perform the additional attack, and you cannot choose the same minion unit more than once per attack.

Possess: When you resolve this unit's attack, you may commit a \heartsuit to remove both the attacking unit and the target unit from the board. The attacking unit is placed in the target unit's original hex and the target unit is placed in the attacking unit's original hex. This ability can be triggered multiple times per attack. Both units must be able to legally occupy each other's hexes. The target unit cannot perform a counter this combat.

Pursue: You can use this ability only once per turn. You must move the attacking unit at least 1 hex into the hex the target unit occupied before moving any further. You cannot move the attacking unit into the hex it originally occupied. You may choose not to perform the additional attack.

Regenerate: When you resolve this unit's attack, you may commit any number of \surd to recover 1 health each.

Thousand cuts: When you resolve an attack for this unit, you may commit any number of \heartsuit to cause 1 damage each to an adjacent enemy unit (including the target). Each \heartsuit may be committed to cause 1 damage to a different enemy unit adjacent to the attacking unit.

Throw boulder: The unit may perform melee attacks with an attack value of 2 against units up to 2 hexes away and in LOS. Each \spadesuit and \surd that is not committed for another effect causes 1 damage to the target unit.

Unyielding: This unit is never weak and cannot resolve retreat effects. If the unit is forced to retreat, it suffers damage instead (unless it is supported).



LORE CARDS

Battle Cry: Ordered units that are forced to move in this way can still perform an attack during the Attack step. The movement is not a retreat. If it would cause an enemy unit to move into a hex it cannot move into, it does not move and takes no damage.

Deadeye Marksmen: Roll 4 dice. For each ☉, ☼, and ☽, choose an enemy unit within 3 hexes of a friendly skeleton archers unit (it does not have to be in LOS) to suffer 1 damage. You cannot choose the same unit more than once.

Fury of Y'Ilan: You may commit a ✂ die result to cause 1 damage even if the unit is weak or performing a ranged attack.

Intercede: Choose any friendly unit adjacent to the attacking unit to become the target of the attack. You may choose 1 die result produced during that combat; all dice showing the chosen result are ignored. The chosen unit must be a legal target. If no legal target is available, the card cannot be played during this attack.

Lightning Surge: Your knight units may move through hexes occupied by enemy units until the end of the turn. When one of them moves into a hex occupied by an enemy unit, the knight unit causes the enemy unit to be *stunned*. You cannot end a unit's movement in a hex occupied by another unit. You cannot move a unit into a hex occupied by another unit if that hex's terrain would end the movement of the active player's unit.

Mana Break: When you play this card, your opponent must choose one of the following effects:

- your opponent skips their VP step and 1 of their units (chosen by the player who played the Mana Break card) suffers 2 damage.
- the opponent discards their lore card without resolving its effects.

If the opponent chooses to discard their lore card, they must also pay the lore cost. The player's opponent cannot play another lore card during a turn in which the Mana Break card is played.

Override: You cannot end a unit's movement in a hex occupied by another unit. You may move a cavalry unit into the same hex multiple times, rolling 1 die each time it moves into a hex occupied by an enemy unit. You cannot move into an occupied hex if that hex's terrain would end your unit's movement.

Raise Dead: When you play this card after an enemy unit is eliminated, choose 1 friendly minion unit, remove it from the board, then deploy that unit in the hex the target unit occupied when it was eliminated. The chosen unit must be able to legally occupy the chosen hex. It is deployed at full health and all effect markers in its original hex are removed. The chosen unit is not considered ordered, even if the original unit was ordered.

Rune Blade: You always use all 4 dice, and this number cannot be affected by other effects, such as the terrain effect of forest hexes.

Runic Barrier: Your opponent cannot play another lore card during a turn this card is played.

Scatter: When you play this card, choose any unoccupied hex. All adjacent enemy units must move 2 hexes directly away from that hex, if able (not a retreat). If this would cause an enemy unit to move into a hex it cannot move into, it does not move further and does not suffer damage.

Shadow Assault: When you play this card, choose 1 friendly unit, remove it from the board, and place it in an unoccupied hex adjacent to an enemy unit. Then add 2 dice to each of the chosen unit's combat rolls during that turn. The unit must be able to legally occupy the chosen hex, and it takes effect markers and damage tokens with it.

Spirit possession: When you play this card, choose 1 enemy unit, then roll a number of dice equal to its combat value. For each ✂ and ✂, that unit suffers 1 damage. For each ☼, the player may move that unit 1 hex in any direction (this is not a retreat). If this effect would cause an enemy unit to move into a hex it cannot move into, it does not move and does not suffer damage.

Take to the Skies: You may choose a friendly or enemy unit. You cannot choose the same roc warrior unit that moved. Placing a unit is not movement for the purposes of unit abilities, lore effects, or terrain effects.

Unstoppable: 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). You cannot perform the counter if the target unit was forced to retreat 1 or more hexes before being eliminated. If the counter forces the enemy unit to retreat 1 or more hexes, the enemy unit cannot advance or use a pursue ability.

POISON



When resolving an attack against a poisoned unit, each ☼ produced during a combat roll may be committed to cause 1 damage. Put a **poison token** with the poisoned unit.

When the unit is eliminated, remove the poison token. Causing a poisoned unit to become poisoned has no effect.

If a unit becomes poisoned during a combat roll, ☼ may be committed to cause 1 damage each.

During the Order step, the active player may spend 2 lore to remove the poison token from an ordered unit.

STUN



You cannot move, attack, counter, or retreat using a stunned unit. Put a **stun token** with the stunned unit.

Causing a stunned unit to become stunned has no effect. If a unit becomes stunned during a combat roll, retreats caused by that roll cause 1 damage each (unless the unit is supported or can otherwise ignore retreats).

During the Order step, the active player may spend 2 lore to remove the stun token from an ordered unit.



LORE CARDS

Battle Cry: Ordered units that are forced to move in this way can still perform an attack during the Attack step. The movement is not a retreat. If it would cause an enemy unit to move into a hex it cannot move into, it does not move and takes no damage.

Deadeye Marksmen: Roll 4 dice. For each ☉, ☼, and ☽, choose an enemy unit within 3 hexes of a friendly skeleton archers unit (it does not have to be in LOS) to suffer 1 damage. You cannot choose the same unit more than once.

Fury of Y'Ilan: You may commit a ✂ die result to cause 1 damage even if the unit is weak or performing a ranged attack.

Intercede: Choose any friendly unit adjacent to the attacking unit to become the target of the attack. You may choose 1 die result produced during that combat; all dice showing the chosen result are ignored. The chosen unit must be a legal target. If no legal target is available, the card cannot be played during this attack.

Lightning Surge: Your knight units may move through hexes occupied by enemy units until the end of the turn. When one of them moves into a hex occupied by an enemy unit, the knight unit causes the enemy unit to be *stunned*. You cannot end a unit's movement in a hex occupied by another unit. You cannot move a unit into a hex occupied by another unit if that hex's terrain would end the movement of the active player's unit.

Mana Break: When you play this card, your opponent must choose one of the following effects:

- your opponent skips their VP step and 1 of their units (chosen by the player who played the Mana Break card) suffers 2 damage.
- the opponent discards their lore card without resolving its effects.

If the opponent chooses to discard their lore card, they must also pay the lore cost. The player's opponent cannot play another lore card during a turn in which the Mana Break card is played.

Override: You cannot end a unit's movement in a hex occupied by another unit. You may move a cavalry unit into the same hex multiple times, rolling 1 die each time it moves into a hex occupied by an enemy unit. You cannot move into an occupied hex if that hex's terrain would end your unit's movement.

Raise Dead: When you play this card after an enemy unit is eliminated, choose 1 friendly minion unit, remove it from the board, then deploy that unit in the hex the target unit occupied when it was eliminated. The chosen unit must be able to legally occupy the chosen hex. It is deployed at full health and all effect markers in its original hex are removed. The chosen unit is not considered ordered, even if the original unit was ordered.

Rune Blade: You always use all 4 dice, and this number cannot be affected by other effects, such as the terrain effect of forest hexes.

Runic Barrier: Your opponent cannot play another lore card during a turn this card is played.

Scatter: When you play this card, choose any unoccupied hex. All adjacent enemy units must move 2 hexes directly away from that hex, if able (not a retreat). If this would cause an enemy unit to move into a hex it cannot move into, it does not move further and does not suffer damage.

Shadow Assault: When you play this card, choose 1 friendly unit, remove it from the board, and place it in an unoccupied hex adjacent to an enemy unit. Then add 2 dice to each of the chosen unit's combat rolls during that turn. The unit must be able to legally occupy the chosen hex, and it takes effect markers and damage tokens with it.

Spirit possession: When you play this card, choose 1 friendly unit, then roll a number of dice equal to its combat value. For each ✂ and ✂, that unit suffers 1 damage. For each ☼, the player may move that unit 1 hex in any direction (this is not a retreat). If this effect would cause an enemy unit to move into a hex it cannot move into, it does not move and does not suffer damage.

Take to the Skies: You may choose a friendly or enemy unit. You cannot choose the same roc warrior unit that moved. Placing a unit is not movement for the purposes of unit abilities, lore effects, or terrain effects.

Unstoppable: 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). You cannot perform the counter if the target unit was forced to retreat 1 or more hexes before being eliminated. If the counter forces the enemy unit to retreat 1 or more hexes, the enemy unit cannot advance or use a pursue ability.

POISON



When resolving an attack against a poisoned unit, each ☼ produced during a combat roll may be committed to cause 1 damage. Put a **poison token** with the poisoned unit.

When the unit is eliminated, remove the poison token. Causing a poisoned unit to become poisoned has no effect.

If a unit becomes poisoned during a combat roll, ☼ may be committed to cause 1 damage each.

During the Order step, the active player may spend 2 lore to remove the poison token from an ordered unit.

STUN



You cannot move, attack, counter, or retreat using a stunned unit. Put a **stun token** with the stunned unit.

Causing a stunned unit to become stunned has no effect. If a unit becomes stunned during a combat roll, retreats caused by that roll cause 1 damage each (unless the unit is supported or can otherwise ignore retreats).

During the Order step, the active player may spend 2 lore to remove the stun token from an ordered unit.



EXPANSIONS

REINFORCEMENTS

Neutral units do not belong to any faction, and can be mustered as part of any player's army.

Before the game, combine the **deployment cards** for all neutral units (from both players) to form a draft pool. You may have more than 1 card for a particular unit.

Drafting units

When mustering armies during setup, players may spend muster points to purchase the deployment cards of neutral units. The first player starts by choosing one of the available neutral units to muster. If they do not wish to muster any neutral units or are unable, they pass. Then, their opponent chooses up to 2 neutral units to muster, or passes. Then, starting with the first player again, each player alternates mustering 1 neutral unit.

If a player passes immediately after their opponent passed, the drafting phase is done and no additional neutral units may be mustered.

After the drafting phase is complete, players may purchase units as normal using their remaining muster points.

Drafted units belong to a player's own faction until the end of the game. The 3 lore cards belonging to each drafted unit become available lore cards.

Lore customization

While mustering armies, players have the option of customizing their lore decks by replacing a number of cards from their lore deck with available lore cards.

When mustering armies during setup, each player may secretly remove up to 5 lore cards from their lore deck and replace them with an equal number of available lore cards.

Available lore cards are any unused lore cards that belong to a player's chosen faction, or lore cards belonging to neutral units in their army.

After you have replaced your cards, reshuffle your lore deck and return it to the play area. Then, return all of your unused lore cards to the box without showing your opponent.

A lore deck cannot contain more than 2 copies of any lore card with the same name.

MARKERS

Bleed



When you perform a combat roll for a **bleeding** unit, roll 1 fewer die, to a minimum of 1. Place a bleed marker in a bleeding unit's hex.

Bleed markers move, and are removed, with their unit. Causing a bleeding unit to bleed again has no effect.

During the Order step, the active player may spend 2 lore to remove the bleed marker from an ordered unit.

Blight



Blighted units have a movement of 1 and are *weak* even if they have more than 1 figure remaining. Blighted units with the damage token icon on their unit card are still weak.

When a unit is blighted, place a blight marker in its hex. Blighted markers move, and are removed, with their unit. Causing a blighted unit to become blighted has no effect.

During the Order step, the active player may spend 2 lore to remove the blight marker from an ordered unit.

Inferno



Inferno markers are used by the *Firestorm* lore card. When a non-flying unit moves into a hex containing an inferno marker, that unit must immediately end its movement and suffer 1 damage; then remove the marker.

A unit that retreats into a hex containing an inferno marker cannot retreat further during 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.

Faction banner markers



Faction banner markers award VPs only to the faction they belong to. They may share the same hex as a banner marker, and do not restrict an opponent from gaining VP from the banner marker.

During your VP step, you gain 1 VP for each hex containing a friendly faction banner marker occupied by a friendly unit.

Neutral markers



If both players are using neutral units, use **neutral markers** to distinguish the owner of each neutral unit.

After placing units, the first player places a neutral marker with the white side up in each hex occupied by their friendly neutral units. Then, their opponent does the same for their neutral units, using the black side of the marker.

Neutral markers move, and are removed, with their unit.

Panic



When you resolve a **panicked** unit's attack, each must be committed to cause the panicked unit to suffer 1 damage after combat resolves (this damage cannot be ignored).

When a unit becomes panicked, place a panic marker in that unit's hex. Panic markers move, and are removed, with their unit. Causing a panicked unit to become panicked has no effect.

During the Order step, the active player may spend 2 lore to remove the panic marker from an ordered unit.

Shield



When a combat roll is performed against a **shielded** unit, the shield marker is removed from that unit's hex (even if it didn't suffer damage), and that unit ignores 1 damage.

When a unit becomes shielded, place a shield marker in its hex to indicate that the unit is shielded. Shield markers move, and are removed, with their unit. Causing a shielded unit to become shielded again has no effect.

If an effect from a lore card, unit ability, command card, or terrain hex would cause a shielded unit not currently in combat to suffer damage, remove the shield marker from that unit's hex, and that unit ignores 1 damage.



EXPANSIONS

REINFORCEMENTS

Neutral units do not belong to any faction, and can be mustered as part of any player's army.

Before the game, combine the **deployment cards** for all neutral units (from both players) to form a draft pool. You may have more than 1 card for a particular unit.

Drafting units

When mustering armies during setup, players may spend muster points to purchase the deployment cards of neutral units. The first player starts by choosing one of the available neutral units to muster. If they do not wish to muster any neutral units or are unable, they pass. Then, their opponent chooses up to 2 neutral units to muster, or passes. Then, starting with the first player again, each player alternates mustering 1 neutral unit.

If a player passes immediately after their opponent passed, the drafting phase is done and no additional neutral units may be mustered.

After the drafting phase is complete, players may purchase units as normal using their remaining muster points.

Drafted units belong to a player's own faction until the end of the game. The 3 lore cards belonging to each drafted unit become available lore cards.

Lore customization

While mustering armies, players have the option of customizing their lore decks by replacing a number of cards from their lore deck with available lore cards.

When mustering armies during setup, each player may secretly remove up to 5 lore cards from their lore deck and replace them with an equal number of available lore cards.

Available lore cards are any unused lore cards that belong to a player's chosen faction, or lore cards belonging to neutral units in their army.

After you have replaced your cards, reshuffle your lore deck and return it to the play area. Then, return all of your unused lore cards to the box without showing your opponent.

A lore deck cannot contain more than 2 copies of any lore card with the same name.

MARKERS

Bleed



When you perform a combat roll for a **bleeding** unit, roll 1 fewer die, to a minimum of 1. Place a bleed marker in a bleeding unit's hex.

Bleed markers move, and are removed, with their unit. Causing a bleeding unit to bleed again has no effect.

During the Order step, the active player may spend 2 lore to remove the bleed marker from an ordered unit.

Blight



Blighted units have a movement of 1 and are *weak* even if they have more than 1 figure remaining. Blighted units with the damage token icon on their unit card are still weak.

When a unit is blighted, place a blight marker in its hex. Blighted markers move, and are removed, with their unit. Causing a blighted unit to become blighted has no effect.

During the Order step, the active player may spend 2 lore to remove the blight marker from an ordered unit.

Inferno



Inferno markers are used by the *Firestorm* lore card. When a non-flying unit moves into a hex containing an inferno marker, that unit must immediately end its movement and suffer 1 damage; then remove the marker.

A unit that retreats into a hex containing an inferno marker cannot retreat further during 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.

Faction banner markers



Faction banner markers award VPs only to the faction they belong to. They may share the same hex as a banner marker, and do not restrict an opponent from gaining VP from the banner marker.

During your VP step, you gain 1 VP for each hex containing a friendly faction banner marker occupied by a friendly unit.

Neutral markers



If both players are using neutral units, use **neutral markers** to distinguish the owner of each neutral unit.

After placing units, the first player places a neutral marker with the white side up in each hex occupied by their friendly neutral units. Then, their opponent does the same for their neutral units, using the black side of the marker.

Neutral markers move, and are removed, with their unit.

Panic



When you resolve a **panicked** unit's attack, each must be committed to cause the panicked unit to suffer 1 damage after combat resolves (this damage cannot be ignored).

When a unit becomes panicked, place a panic marker in that unit's hex. Panic markers move, and are removed, with their unit. Causing a panicked unit to become panicked has no effect.

During the Order step, the active player may spend 2 lore to remove the panic marker from an ordered unit.

Shield



When a combat roll is performed against a **shielded** unit, the shield marker is removed from that unit's hex (even if it didn't suffer damage), and that unit ignores 1 damage.

When a unit becomes shielded, place a shield marker in its hex to indicate that the unit is shielded. Shield markers move, and are removed, with their unit. Causing a shielded unit to become shielded again has no effect.

If an effect from a lore card, unit ability, command card, or terrain hex would cause a shielded unit not currently in combat to suffer damage, remove the shield marker from that unit's hex, and that unit ignores 1 damage.