BATTLELORE
SECOND EDITION

MOUNTAIN GIANT REINFORCEMENT PACK

expansion overview

Mountain Giant Reinforcement Pack is an expansion for *BattleLore Second Edition.* This pack introduces the Mountain Giant, a new type of unit that you may call upon to fight alongside any army. In addition, new lore cards and a unique terrain tile give you even greater options on the battlefield. The components contained in this pack are designed to function smoothly with the core game, allowing you to begin playing immediately.

expansion icon

Each card in this expansion is marked with the *Mountain Giant Reinforcement Pack* expansion icon to distinguish these cards from the cards in *BattleLore Second Edition.*

components

1 Mountain Giant

3 Lore Cards

1 Unit Reference Card

1 Deployment Card

1 Terrain Tile

5 Damage Tokens

1 Neutral Marker

Double Sided – Black/White

using this expansion

This section describes how to incorporate the *Mountain Giant Reinforcement Pack* components and rules into the core game.

neutral units

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

Included in this expansion are three lore cards each marked with the *Mountain Giant Reinforcement Pack* expansion icon and a unique identification number.

Before playing with neutral units, take the deployment cards for **all** neutral units (from both players) and combine them to form a draft pool. The draft pool may contain more than one deployment card for a particular unit.

drafting units

At the start of the "Muster Armies" step of setup, players may spend muster points to purchase the deployment cards of neutral units to include in their army. The first player starts by choosing one of the available neutral units to muster. If he does **not** wish to muster any neutral units or is unable, he passes. Then, his opponent chooses up to two neutral units to muster, or passes. Then, starting with the first player again, each player alternates mustering one neutral unit.

If a player passes immediately after his opponent passed, the drafting phase is complete 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 three lore cards belonging to each drafted unit become available lore cards (see below).

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.

During the "Muster Armies" step of setup, each player may secretly remove up to five lore cards from his 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 his army.

After a player has replaced his cards, he reshuffles his lore deck and returns it to the play area. Then, he returns all of his unused lore cards to the game box without showing his opponent.

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

Golden Rules

This rulesheet overrides and expands on the rules information found in the core rulebook and reference book. If something in this rulesheet contradicts the core game rulebook or reference book, this expansion rulesheet takes precedence.

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

New Terrain

The *Mountain Giant Reinforcement Pack* expansion adds a new terrain type that alters the landscape of the battlefield: Rubble. These hexes are buildings that have been destroyed and can cause damage to units that occupy them.

Rubble Hexes (Terrain)

When a player plays a Crushing Force lore card, he replaces a building tile with a rubble tile.

- When a unit moves into a rubble 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.

- When a unit ends its movement in a rubble hex, it suffers 1 damage.

- 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. The unit may retreat out of the hex if forced to retreat during a different combat later during the turn.

- Rubble hexes are treated as building hexes for scenario-specific rules only. They are not considered building hexes for any other purpose.

- Rubble hexes are categorized as blocking terrain.

- If a player must place more rubble tiles than are available, he may substitute them with any other available tiles or markers as necessary, treating the substitute as if it were a rubble tile.

New Markers

This section describes the rules for the new marker included in this expansion and its effects.

Neutral Markers

If both players are using neutral units, neutral markers are used to distinguish the player to which each neutral unit belongs.

After deploying armies and placing units, the first player places a neutral marker with the white side up in each hex occupied by his friendly neutral units. Then, his opponent follows the same process for each of his neutral units, using the black side of the neutral marker.

- When a neutral unit moves, move the neutral marker with that unit. When a neutral unit is eliminated, remove the neutral marker from the game board.

Rules Clarifications

This expansion contains new rules as described below. The rules in this section are presented in alphabetical order so players can easily reference them during gameplay.

Heavy Swing (Unit Ability)

When a player resolves an attack for a unit with the Heavy Swing ability, he may commit any number of ♞ die results to cause one retreat each to an adjacent enemy unit. If a unit is reatreated by Heavy Swing, and has not suffered damage prior to this combat, it suffers one damage.

• The player may use the Heavy Swing ability on the target unit.

• Each ♞ die result may be commited to cause one retreat to a different enemy unit adjacent to the attacking unit.

Throw Boulder (Unit Ability)

Units with the Throw Boulder ability may perform melee attacks with an attack value of 2 against units up to two hexes away.

• When a unit performs an attack with the Throw Boulder ability, each ⚔ and ⚔ die result produced during the combat roll that is not committed for another effect causes one damage to the target unit.

• The target unit must be in line of sight of the attacking unit.

Pre-Built Scenarios

Included in this expansion is a pre-built scenario found on page 4 of this rulesheet. Instead of using scenario cards, players may choose to play a pre-built scenario. The rules for using pre-built scenarios are found below.

Setting Up a Pre-Built Scenario

To set up a pre-built scenario, players follow the "Complete Setup" section beginning on page 14 of the core rulebook. However, instead of resolving the "Draw, Reveal, and Resolve Scenario Cards" step during setup, players set up the board and the units as depicted on the scenario map provided, following any additional setup instructions found in the "Setup" section of the scenario.

Pre-built scenarios contain an image of the entire game board, depicting the location of various terrain tiles, terrain tokens, banner markers, and preset units represented by the unit's icon. Additionally, 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 in the "Setup" section of the scenario.

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

Playing a Pre-Built Scenario

Pre-built scenarios are played using the same phases and steps as a normal game. Some pre-built scenarios have a "Special Rules" section that contains rules information which may vary from the normal rules. If something in the "Special Rules" section contradicts the normal rules, the special rules take precedence. Unless specifically noted, special rules apply to both factions.

Winning a Pre-Built Scenario

The "Objective" section in a scenario's instructions describes how each player can achieve victory.

Alternatively, a player wins a pre-built scenario if all of his opponent's units have been eliminated. This happens immediately, regardless of the number of victory points each player has.

the sound of thunder

We have captured a handful of the Uthuk forces. Fate has favored us: these monsters are more human than the others. We are hopeful that they will provide us with information to aid in tomorrow's moonlit assault. The captives have been secretly split among our strongholds; not even I know their exact whereabouts. Many Daqan think this secrecy unnecessary, but news has spread of a Giant joining the enemy. It seems tomorrow's assault has turned into today's battle.

setup

The Uthuk player is the first player, but the Daqan player performs his scenario setup first.

Daqan Setup: The Daqan player takes two Citadel Guard deployment cards and three Blood Harvester deployment cards. He randomly places one deployment card **facedown** on each building hex. These remain facedown until revealed. Then, he musters an army consisting of 26 muster points (not including the pre-deployed Citadel Guard units), and places each of those units on any of the blue deployment hexes. Finally, the Daqan player receives 1 lore token, to a maximum of 5, for each unspent muster point.

The Daqan player cannot muster Mountain Giant units.

Uthuk Setup: Before the Uthuk player has drawn lore cards, he takes the "Crushing Force" lore card and places it on top of his lore deck. Then the Uthuk player places the Mountain Giant unit on any of the red deployment hexes. Finally, he receives 1 lore token.

The Uthuk player may use the Mountain Giant lore cards when customizing his lore deck.

special rules

Each time a Daqan unit eliminates an Uthuk unit, the Daqan player receives 1 VP. If the Mountain Giant unit is eliminated, the Daqan player receives 2 VP instead.

If a building hex is replaced with a rubble tile, the deployment card on that building is flipped faceup.

If a Blood Harvester deployment card is flipped faceup, the Uthuk player immediately places a Blood Harvester unit on an adjacent hex (or the closest hex possible if those hexes are occupied) and the deployment card is removed from the game board.

If a Citadel Guard deployment card is flipped faceup and there are 4 or fewer Citadel Guard units on the map, the Daqan player immediately places a Citadel Guard unit on an adjacent hex (or the closest hex possible if those hexes are occupied) and the deployment card is removed from the game board. Otherwise, the Daqan player does **not** place a Citadel Guard unit and the deployment card is removed from the game board.

Daqan VP Step: The Daqan player may spend 2 lore to look at one facedown deployment card.

Uthuk VP Step: If at least one Uthuk unit is adjacent to a building hex that is occupied by another Uthuk unit, the deployment card on that building is flipped faceup.

objective

Daqan Victory: If the Daqan player has 8 or more victory points at the start of his turn, he immediately wins.

Uthuk Victory: If all three Blood Harvester deployment cards have been flipped faceup, the Uthuk player immediately wins.