



using this expansion

RAZORWINGS REINFORCEMENT PACK

expansion overview

Razorwings Reinforcement Pack is an expansion for BattleLore Second Edition. This pack introduces the Razorwings, 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 Razorwings Reinforcement Pack expansion icon to distinguish these cards from the cards in BattleLore Second Edition.



components

3 Razorwings



3 Figures and 3 Plastic Pegs

3 Lore Cards



1 Unit Reference Card



1 Deployment Card



1 Terrain Tile



3 Stun Markers



1 Neutral Marker



Double Sided – Black/White

This section describes how to incorporate the *Razorwings 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 *Razorwings 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 *Razorwings Reinforcement Pack* expansion adds a new terrain type that alters the landscape of the battlefield. When a player musters a Razorwings unit as part of his army, he may replace a hill tile on his half of the game board with a cavern tile.

cavern hexes [terrain]

A unit occupying a cavern hex (including units with the Flying ability) can be targeted **only** by adjacent units.



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

- After replacing deployment cards, starting with the first player, each player may replace one hill tile on his half of the game board with a cavern tile for each Razorwings unit he mustered.
- Cavern hexes are considered hill hexes for scenario-specific rules only. They are not considered hill hexes for any other purpose.
- Cavern hexes are categorized as blocking terrain.
- When a unit moves into a cavern 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 cavern hex 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.

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.

claw sweep (unit ability)

After a unit with the Claw Sweep ability advances, it may cause one enemy unit adjacent to it to become stunned.

flying (unit ability)

These rules are in addition to the rules for Flying found in the core game, and apply to all units with the Flying ability.

- Non-Flying refers to any unit that does not have the Flying ability.
- A unit with the Flying ability performing a melee attack does not roll one fewer die when performing combat rolls against a unit with the Flying ability.

PRE-BUILT SCENARIOS

Also included in this expansion is a pre-built scenario found on page 4 of this rulesheet. Instead of using scenario cards, players may now 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

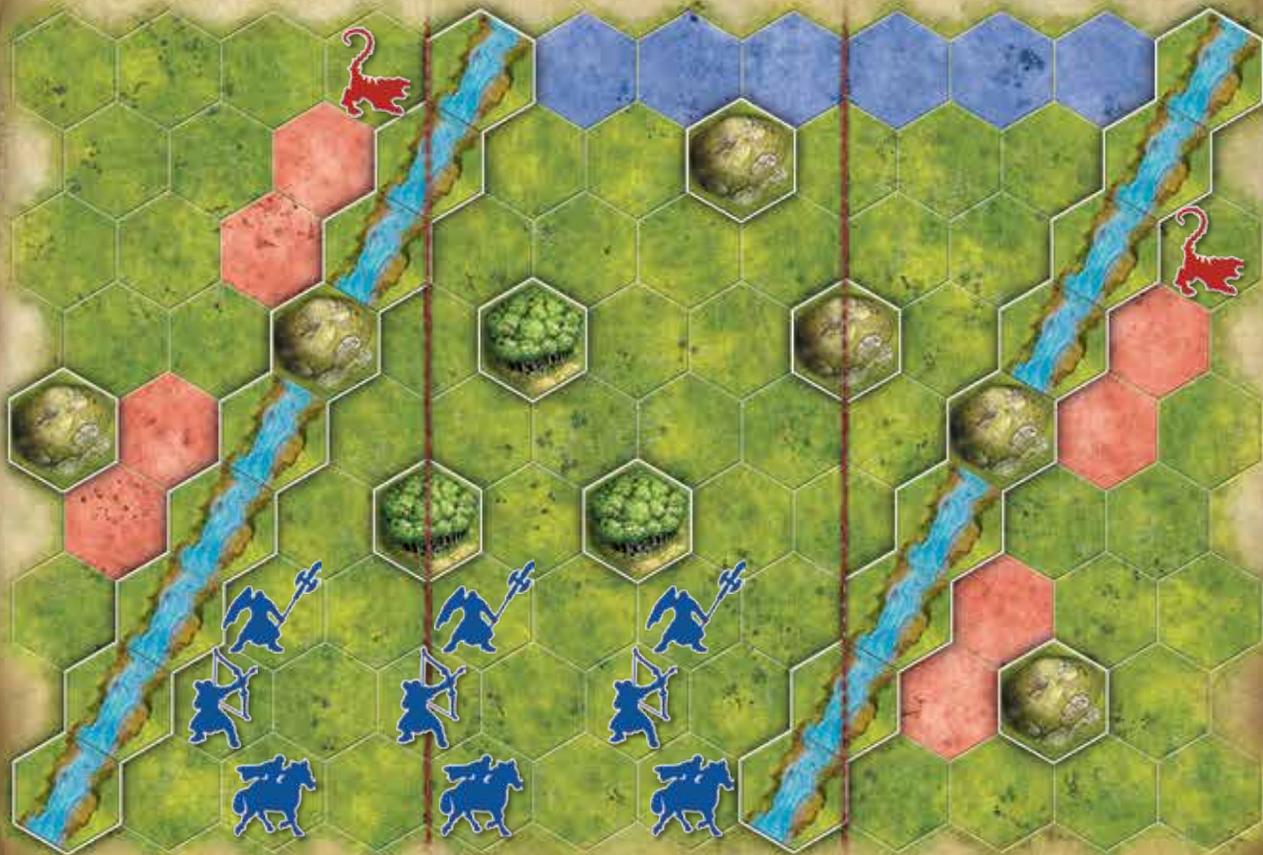
Pre-built scenarios are played using the same phases and steps as a normal game. Some pre-built scenarios have a “Special Rules” section that contains rules information which may vary from the normal rules. If something in the “Special Rules” section contradicts the normal rules, the special rules take 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.





a shot in the dark

A skirmish has depleted our forces. We have attempted to stay in formation as we retreat to our closest bastion. A large field is all that remains between our safe haven and us. Unfortunately, fringe units of the enemy's forces have spotted us. This retreat will take many days, and I fear most of us will fall. Night is what shall truly test our valor, for these parts hold stories of a most dangerous predator.

setup

Important: This scenario simulates day and night during the game using the first player token.

The Daqan player is the first player, regardless of which player has the first player token. The Daqan player starts with the first player token.

Daqan Setup: The Daqan player's lore deck cannot include the "Portal" lore card. He receives 3 lore tokens.

Uthuk Setup: The Uthuk player replaces one hill tile with a cavern tile. Then, he musters an army consisting of 24 muster points (not including pre-deployed units), and places each of those units on any of the red deployment hexes. The Uthuk player receives 1 lore token, to a maximum of 5, for each unspent muster point.

Players cannot muster Razorwings units, Legend units, or terrain hexes.

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

special rules

Each time a Daqan unit enters a blue deployment hex, the Daqan player immediately receives 1 VP and removes that unit from the game board. When a Daqan unit eliminates a Razorwings unit, the Daqan player receives 1 VP. The Daqan player cannot gain victory points from lore cards.

While the Daqan player has the first player token, it is day. While the Uthuk player has the first player token, it is night.

When it becomes night, the Uthuk player places a friendly Razorwings unit on the cavern hex at full health (or an adjacent hex if the cavern hex is occupied). Additionally, units can only target adjacent units during the night. When it becomes day, the Razorwings unit is removed from the game board.

Daqan VP Step: If the Daqan player has the first player token, he passes it to his opponent. If the Daqan player does not have the first player token, he takes it from his opponent.

After a player's Draw Step, the active player may spend 2 lore to discard all of his command cards, then he draws an equal number of command cards from the command deck.

objective

Daqan Victory: If the Daqan player has 4 victory points, or eliminates all Uthuk units (not including the Razorwings unit), he immediately wins.

Uthuk Victory: If the Daqan player needs more victory points to win than the number of units he currently has on the game board, the Uthuk player immediately wins.