



BATTLELORE: CREATURES

Updated Rules

In these updated rules for using Creatures in BattleLore, we have focused on the specific rules sections that have generated the most player questions. Therefore, much of this material will be familiar to you, and the rest has been streamlined to help increase gameplay balance and improve clarity.

Welcome to the Creatures update, and enjoy!

In BattleLore, monstrous Creatures aren't simply a figment of your imagination. These powerful beasts are both real and incredibly dangerous. Fortunately, they are also very rare.

On the battlefield, a Creature is represented by a single figure and displays a distinctive Banner shape. For all gameplay purposes, this single figure is considered a unit.



Creatures move and battle as specified on each Creature's Summary card. As with troops, Creatures may not move on to, or through, occupied hexes. They are also subject to the same terrain movement and combat restrictions.

A Creature blocks line of sight, but is neither classified as a foot unit nor as a mounted unit. Therefore, any Tactic Command card that applies specifically to a foot or mounted unit cannot be applied to a Creature. For example, a Creature cannot participate in a Mounted Charge.

Ordering a Creature Out-of-section

Creatures are very special units. In addition to being more resistant to attacks in combat (see Critical Hit below), they can also be ordered at the will of their master.

When playing a Section card, you may issue an order to a Creature that is in a section different than the one declared on that Section card, simply by immediately paying 3 Lore Tokens out of your goblet. To learn more about Lore tokens, and how to collect or use them, please refer to p.54 (Chapter 8 - Lore) in the main BattleLore rulebook.

A Creature thus ordered will still count as 1 unit towards the total count of units ordered for the turn, but it is ordered Out-of-section.



Spending 3 Lore, the player sends his Giant Spider on a patrol, along with his Left Wing unit.

Killing A Creature - Critical Hits

Creatures are immune from the wear and tear of normal combat. Instead, they are eliminated only when they receive a Critical Hit. Any time a creature takes one or more hits, it must make a Critical Hit check.

After an attacking unit scores one or more hits against a Creature by successfully rolling battle dice that match the Creature's banner color (or Sword on Shield symbol if appropriate), set the dice aside in preparation for the Critical Hit check.

Roll this original set of successful hits a second time. A Critical Hit will be struck if, and only if, one or more of this second set of dice successfully matches the Creature's banner color. All other possible results, i.e. Flags, Lore, Sword on Shield symbols, and other helmet colors, are ignored.

The moment a Creature receives a Critical Hit, it dies immediately. Remove it from the battlefield and place it on the Victory Track of its opponent. If the Creature's banner color does not come up on this second roll of the dice, the Creature passes the Critical Hit check, and survives the attack.

A troop that defeats a Creature is awarded one Lore token from the Lore pool for its brave kill. Place the Lore token in the hex with the troop, to indicate that unit has accomplished a great deed of valor.



The Archers arrows bounce off the spider...



but the Cavalry's heavy sword-blows kill it off!

The troop may spend the Lore token by returning it to the Lore pool and choosing one of the following:

- Move 1 extra hex if moving or retreating
- Battle with 1 additional die
- Ignore 1 flag

A Critical Hit check is made any time the creature takes one or more hits, no matter the source of the hit. For example, a Creature must make a Critical Hit check after suffering a hit from a Lore card attack, as well as when the creature cannot complete a required retreat movement.

Morale and Support

Creatures are not easily routed from battle, and must always ignore one flag result. They may never choose to retreat, even when a retreat seems preferable.

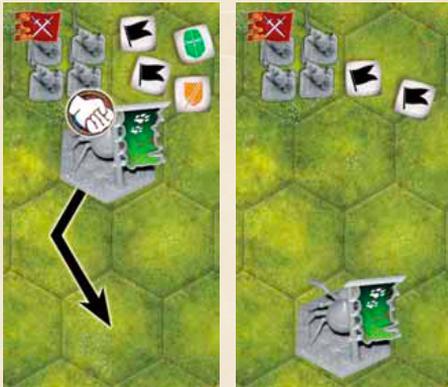
Creatures also provide support to adjacent friendly units, but may never receive support from adjacent friendly units. Creatures also do not gain a Morale boost from landmark hexes or terrain.

Retreat & Trampling

For each retreat flag a Creature must resolve, it will retreat two hexes unless explicitly stated differently on its Creature Summary card.

If ever a Creature cannot retreat the total required number of hexes – regardless whether this is due to impassible terrain, interposing units in the way, edge of board, etc. – the Creature receives 1 hit for each hex of retreat movement it did not complete.

As with any other damage, a Creature must make a Critical Hit check for the total hits suffered during the retreat, rolling 1 die for each hit. If any of the dice match the banner color of the Creature, it dies immediately.



The Green helmet and Sword on Shield are hit results on the Spider. Both are re-rolled for the Critical Hit check, which fails. The Spider lives! Now it will resolve the flag results and retreat. The first flag is ignored as normal, and the second causes the Spider to retreat two hexes.

When two units, whether friend or foe or a combination of unit and obstacle, block a Creature's retreat, each unit situated in the Creature's retreat path may be trampled. First, the Creature must make a Critical Hit check. If it survives, it will remain in the hex, then each unit in the Creature's retreat path takes 1 hit, no matter how many hexes the Creature was due to retreat.



The Spider ignores one flag, but cannot complete its retreat move of 2 hexes.



It takes two hits for having not completed its retreat, and a Critical Hit check of 2 dice. One die result is Green, and the Spider is killed.



Spider must take a Critical Hit check of 1 die, will ignore 1 flag result for being a Creature, and will need to retreat two spaces.



The initial Critical Hit check comes up blue, which is a failure. Since the Spider's retreat path is blocked, it will need to make 1 Critical Hit roll for each retreat hex not taken.



Two dice are rolled for the retreat Critical Hit check, and both also miss. The Spider survives, and therefore also tramples the units in its way, causing one hit to each.



Final result is that each unit loses 1 figure, however, if the Creature would have been killed by the Critical hit, the troops blocking its path would not have lost any figures.

Special Powers

Most Creatures have either special powers or unique attacks they can unleash during a battle. A Creature's special powers are described on its Summary card, along with the requirements for invoking these powers – a set number of Lore symbols that must be rolled by the Creature during its battle to trigger the power.

As soon as a Creature meets the necessary Lore requirement for a given special power, it will unleash that power. Therefore, if a Creature is lucky enough to roll multiple Lore symbols in a battle, it must immediately unleash the effect of its corresponding Lore special power (if any). Triggering a Creature's special power is not optional, and it occurs immediately upon seeing the results of the die roll.

Lore rolled by a Creature may never be held by the creature to be used later, or stored in a player's Lore Goblet.

Anatomy of a Creature Summary Card

Each Creature has its own individual double-sided Summary card, describing its characteristics and special powers. A Creature's Summary card bears the following information:

- Creature Name and Illustration
- Creature Level (top left)
- Creature Banner Color (banner picture at bottom right)
- Movement

- Retreat - the number of hexes the Creature must retreat on each flag it takes
- Attack / Weapon
- Damage - The Creature's standard damage, expressed in number of battle dice rolled. Usually, this is dictated by the Creature's Banner color, as per Table - Battle Dice rolls for Standard Troops
- Bonus Strike - Indicates whether Sword on Shield symbols rolled will score a hit or not
- Special Powers & Unique Abilities - Creature's special powers, ranked by increasing Lore levels.

Creature Compendium (as of January, 2010)

BattleLore Core Set

- Giant Spider

Creatures Expansion

- Hydra
- Rock Elemental
- Wood Giant
- Blue Widow Spider (card only)

Dragons Expansion

- Fire Dragon
- Ice Drake
- Wood Wyvern
- Troll (card only)

Promotional Figures

- Earth Elemental
- Hill Giant

Troll and Country

- Troll