

Heroes



A BATTLELORE
EXPANSION SET

BattleLore: Heroes

Welcome to the Heroes Expansion Pack!

This is the Age of Heroes... An age where your troops are battle savvy veterans that have honed their combat skills by participating in countless battles. From these ranks, Heroes rise to prove themselves as Leaders on the battlefield or in single combat as Champions. Experienced troops along with the power of your Heroes are going to make the battlefields of BattleLore a great deal more bloody and dangerous.

Players assume the role of a young Hero fresh out of the Academy, preparing for his first adventure. The Hero starts his career of adventuring with only a few traits, one class-specific skill, and an artifact he received upon completion of his training. A player's Hero is a unique individual who grows and progresses over the course of multiple adventures.

Two Paths of the Hero

A Hero has the ability to assume either of the following roles:

Champion – This is a single figure fighting alone and occupying a hex of his own.

OR

Leader – This is a single figure that joins forces

with a friendly troop. This combined unit of Leader and troop shares the same hex.

Players should note that the role of a Hero may change many times during an adventure and can even change during the course of a single turn.

A Champion behaves like, and is subject to the same rules and limitations as, any other unit in the game. This means that a Champion can only be ordered once per turn, blocks line of sight, can offer and receive support, etc. A Champion relies on his own individual traits and skills (movement, combat, etc.) as listed on his character sheet.

A Leader behaves like, and is subject to the same rules and limitations as, the troop he is accompanying. The Leader and the troop he is with are considered to be a single unit for game purposes even though the combined unit has two banners – the Leader's banner and the troop's banner.

Hero Character Sheet

Each Hero has a character sheet that details the Hero's name and characteristics including movement, weapon of choice, and other basic traits. The lower portion of a character sheet has a place to list the skills, artifacts, experience, treasure, and wounds a Hero acquires during his adventures.

PART I – THE BASICS

The following sections describe how a player creates a new Hero as well as how these Heroes function on the battlefield.

Hero Creation

Before the start of the Hero's first adventure, his player completes the following steps of Hero creation using a blank character sheet:

1) The player fills in the Hero's name.

2) He selects the character class for the created Hero. Available classes are: Commander, Warrior, Rogue, Wizard, or Cleric. The player places a check in the box beside the appropriate class symbol.

3) The player writes in the weapon of preference and its damage number according to his Hero's class:

Commander – sword, battles with 1d

Warrior – sword, battles with 2d

Rogue – sword, battles with 1d

Wizard – staff, battles with 1d

Cleric – mace, battles with 1d

4) The player notes the number of wounds his Hero can sustain according to the Hero's class:

Commander – 4

Warrior – 5

Rogue – 4

Wizard – 3

Cleric – 3

The player crosses out any extra skulls on the Character sheet. For example, a Cleric would begin with with two of his five skulls crossed out, indicating he can sustain up to three wounds.

5) The player takes the corresponding class figure from among the Hero figures. He should only take a mounted figure if he chooses the "Riding" skill for his Hero. Also the player takes the corresponding class banner from among those available. He places the banner in the base of his Hero figure.



6) The player chooses one skill for the Hero. He looks through the Skill cards for his Hero's class and chooses one skill. Certain Skill cards have prerequisites that must be met before the Hero can gain the skill. Prerequisites are noted on the Skill card. The player places the Skill card next to his character sheet.

The following are recommended starting skills for each character class:

Field Commander – "Riding"

Warrior – "Hack-and-Slash"

Rogue – "Thievery"

Wizard – "Ball Lightning"

Cleric – "Herbal Remedy"

7) The player chooses one artifact for his Hero. A Hero fresh out of the academy possesses one

artifact. To determine what the artifact is, the player shuffles the Artifact cards and takes the top three cards from the deck. He selects one card to keep and returns the others to the Artifact deck. If a player draws an Artifact card that has a requirement the Hero does not fulfill, the player may discard the Artifact card and draw a new one to replace it. The player places the Artifact card next to his character sheet.

Ongoing Hero

Once a player's Hero has participated in one or more adventures, the player should take the Hero's character sheet and note his Artifact and Skill cards along with any tokens gained to preserve the state of his Hero for future adventures (see Step 8 of After Adventure Actions).



Hero Deployment

Each player may normally only deploy one Hero onto the battlefield. Heroes are deployed onto the battlefield prior to the starting player's first turn. The camp that goes first deploys its Hero first.

A player must have a Lore Master of the same class as the Hero on his camp's War Council or the Hero may not be deployed.

A Hero, when deployed, is placed on a hex that is occupied by a friendly troop with compatible movement status (i.e., a foot unit if the Hero is on foot; a foot or mounted unit if the Hero is riding a mount). Such a hex is called "Hero-friendly." Only one Hero may occupy a Hero-friendly hex.

Role of a Hero

Before ordering a Hero, it is important to note which role a Hero is currently assuming. If the Hero occupies a hex with no other unit in it, he is a Champion. If the Hero occupies a hex with a friendly troop in it, he is a Leader.



Ordering a Champion

A Champion is ordered in one of the following two ways:

1) A Champion can be ordered to move and battle by himself at the cost of a single order.

OR

2) A Champion can be ordered to join a friendly troop by ending his movement in the hex of a friendly troop. If moving and battling, the Champion cannot choose this option.

Ordering a Leader

A Leader is ordered in one of the following two ways:


1) A Leader can be ordered to move and battle along with his troop as a single unit (at the cost of a single order for the combined unit).

OR

2) A Leader can be ordered to split from his troop at the cost of a single order if the Leader is ordered but the troop is not, or for the cost of two orders if both the Leader and the troop are ordered separately.

Changing a Hero's role during a turn does not allow the Hero to bypass the one order per unit per turn limit. Ordering the Hero does not cause the troop he joins or leaves to be ordered.

Notes on Tactic Cards and Heroes

"BattleLore" – A  symbol rolled may be used to order a Champion or used to order a Leader to split from the unit he is leading.

"Foot Onslaught" – A Champion on foot may be issued an order. A Leader on foot may be ordered to split from the unit he is leading as an order.

"Leadership" – In addition to the one unit ordered by the Command card, all Leaders and their units are also ordered. These combined units also receive an additional battle die for the entire turn.

"Mounted Charge" – A mounted Champion may be issued an order. A mounted Leader may be ordered to split from the unit he is leading as an order.

Champion Movement

A Champion moves according to the statistic on his own character sheet. By default, a Champion may move up to two hexes and battle when on foot, and may move up to four hexes and battle when mounted.

A Champion is subject to the same movement rules and terrain limitations as any other unit in the game, except as follows:

- A Champion may move into or through any hex occupied by another friendly unit (including a troop, a troop with a Leader, a Creature, or another Champion).

- If the Champion is moving into a hex with a friendly troop with a compatible movement status (i.e., a Hero-friendly hex), the Champion may choose to stop in the hex and join the troop as a Leader.

- A Champion may not stop in a hex with an enemy unit, enemy Creature, another Champion (friendly or otherwise), or a troop that does not have a compatible movement status.

- A Champion may retreat off of his camp's side of the battlefield to save his skin. Doing so prevents his banner from falling into the enemy's clutches, but removes the Hero from the battle for the rest of the adventure.


- A friendly troop may move or retreat into a hex containing a Champion if the troop does not already have a Leader and its movement status is compatible with that of the Champion. Upon moving onto the Champion's hex, the troop must stop and join the Champion (who becomes a Leader) even if the troop has not fulfilled its retreat movement.

Leader Movement

A Leader must follow the movement of the troop he is with unless the Leader is ordered to split from the troop during the Orders Phase. A Leader may split from a troop and move to join another troop with a compatible movement status during the same movement.

Hero Combat

A Champion battles according to his own individual combat characteristics, as detailed on his character sheet. A Champion may also conduct normal follow-on actions for a combat unit: gain ground (while on foot), give and receive support, battle back, and pursue with a bonus melee attack (while mounted).




A Champion on foot in melee combat against a mounted unit is at a disadvantage, and the mounted unit ignores one  hit from the Champion.


A Leader must follow the combat rules of the troop he is accompanying, including battle backs and/or retreats.

A Hero's artifacts or skills that increase the number of battle dice rolled in combat are not subject to terrain limitations during battles that impose a cap on the number of battle dice rolled.

Hero Casualty Check

There are a number of situations that force a Hero to take a casualty check:

- A Champion must take a casualty check when one or more  hits are scored against him. Unlike other mounted units, a mounted Champion does not ignore one  hit rolled in melee from foot troops unless he is fighting an enemy Champion on foot. Ignored  do not cause casualty checks.

- A Leader must take a casualty check when one or more  hits are scored against the troop that the Leader is leading.

- A Leader must take a casualty check when the banner bearer of the troop he is leading is eliminated.

- When a Hero is searching for treasure, the Hero must take a casualty check if the chest is a trap.





A rolled by the Red Banner unit causes the Champion to take a casualty check (1d).



A Lore card modifies the troop's die roll turning the into a hit. The Champion must take a casualty check (2d).



The Leader's Blue Banner unit is hit 2 times and must lose 2 figures. No were rolled, so the Leader does not take a casualty check.



The Leader's Blue Banner unit is eliminated so the Leader must take a casualty check (2d: 1d because the troop took a hit and 1d because the troop was eliminated).

- A Hero must take a casualty check if a symbol rolled causes a hit against him or his unit.

Casualty Check Procedure

- 1) The Hero's opponent rolls one die for each hit and hit scored in combat, plus one die if the troop the Hero was leading was eliminated, or the number of dice shown on a revealed trap token.
- 2) The players then check to see if at least one symbol is rolled. If so, the Hero is wounded.

When wounded, the Hero is removed from the battlefield and placed on the opponent's Victory Track. The Hero also loses the artifact(s) he currently has equipped. These Artifact cards are returned to the Artifact deck. Artifacts facedown under a Hero's character sheet and Skill cards are not lost when the Hero is wounded.

If a symbol is not rolled, the Hero withstands the casualty check and is not wounded.

Remember that during a casualty check, all results rolled (helmets, Lore, and flags) other than are ignored.

An attacking Hero may be able to modify the number of dice rolled during a casualty check against an enemy Hero as detailed on a Skill or Artifact card he holds. Likewise, a Hero that must take a casualty check may be able to modify the number of dice rolled on the casualty check as detailed on a Skill or Artifact card he holds.

Troops Wounding a Hero

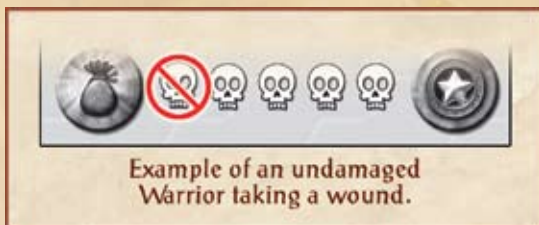
A troop without a Leader that wounds an enemy Hero in melee combat gains one Lore token from the Lore pool. The troop's player places the Lore token in the hex with the troop to indicate the unit has accomplished a great deed of valor.

The troop may spend its Lore token and return it to the Lore pool to do one of the following:

- Move one additional hex when moving or retreating.
- Battle with one additional die.
- Ignore one flag.

Hero Life

When a Hero is wounded, his player crosses out one of the skull images on his character sheet.



A wounded Hero recovers enough between adventures that he may be deployed in the next adventure as normal. However, a Hero's wounds remain as marked by the crossed-out skull images on the character sheet. When all of a Hero's skull images are crossed off, the Hero cannot take any more punishment and the Hero's adventuring days are over. Such a Hero may not be used in any further adventures.

Hero Morale

A Champion is considered Bold as noted on his character sheet and may ignore one flag. A Champion provides support and receives support from adjacent friendly units.

A Leader inspires the troops he is leading to be Bold, and the unit may ignore one flag.

Retreating – Champion

When forced to retreat, a Champion retreats one to three spaces as decided by the Champion's player. A Champion is otherwise subject to the same retreat rules and terrain limitations as any other unit in the game with two additional exceptions:

- 1) A Champion may retreat through any unit (friend, enemy, Creature, Champion, etc.) that blocks his retreat path even if there are vacant hexes available as an alternative. A Champion must also be able to finish his retreat movement on a Hero-friendly hex or passable terrain hex.
- 2) A Champion that survives a melee attack and is not forced to retreat may choose to retreat



A Champion chooses to retreat through an enemy hex.



The enemy unit gets a free melee attack and rolls 1 flag and 2 flags. The Hero must sustain a casualty check (2d).

voluntarily instead of battling back. In this case, the Champion retreats one to three hexes as determined by the Champion's player.



The Champion takes a casualty check (1d) from the roll above, which fails to wound him. The Champion can ignore the flag. The Champion chooses to stay and battle back.



The Champion, even though no flags were rolled, chooses to retreat instead of battling back and facing a third combat.

Champion Escape

When a Champion retreats through an enemy-occupied hex, the enemy unit has an opportunity to strike at the Hero as he is escaping through the hex. This special strike against the escaping Hero is treated like a melee attack with all rules governing a melee. As such, weapons, terrain in the hex, Lore cards, etc. all affect the number of battle dice rolled.

If the enemy unit scores a hit against the Champion, the Hero must take a casualty check. If the Hero is not wounded, he must continue to retreat into the next hex, which could also be

an enemy-occupied hex, necessitating another special strike. A Champion that is escaping may not battle back.

Champion Retreat from the Battlefield

As part of his normal retreat, a Champion may retreat off his camp's side of the battlefield provided he has enough movement. The move off of his side of the board from a square adjacent to the board side is considered one hex of movement. A camp does not gain a Victory banner when an enemy Champion retreats off the battlefield. A Champion that has retreated from the battlefield is out of the adventure and may not return on a later turn.

Retreating – Leader

When a troop with a Leader is forced to retreat, the Leader must stay with the troop through the troop's entire retreat movement.

If the combined unit's retreat is blocked and the unit must take hits for each retreat movement it cannot complete, all hits are applied to the troop, not to the Leader.

If the troop with the Leader loses its banner bearer during a retreat (as a result of casualties due to its retreat path being blocked or as a result of panic losses), the Hero (now a Champion)



The melee dice results are 2 flags and 2 green helmets. While the troop ignores one flag, it cannot ignore both and is eliminated, causing a Hero casualty check.



If the Hero survives, he must retreat and try to escape through an enemy controlled hex. After moving through the enemy, the Hero sustains a free melee attack before continuing.

must take a casualty check (1d). If the Champion survives the check, he must retreat if able.

Hero Quests

When the adventure's special rules indicate there is a quest to complete or that there is hidden treasure, the players place tokens onto the board as indicated by the instructions/adventure map during Setting up the Game (Step 3).

Questing

After completing a quest where the amount of treasure has been predetermined, the Hero

completing the quest is awarded the value of the assigned Chest token.

Searching for Hidden Treasures

When there is hidden treasure, players set all the tokens with the image of the chest faceup (value side hidden) and mix the tokens. Players select the number of Chest tokens indicated on the adventure map and place them on the hex at random, keeping the value side facedown. Any unused Chest tokens are returned to the box, their values still hidden.



When a Hero enters a hex with a Chest token, he must stop and may not move any further that turn. Instead of battling, he may search the hex. A hex may not be searched if there is an enemy unit in an adjacent hex. To search a hex, the player of the searching Hero selects one token from the hex and reveals its value. After the search, any remaining Chest tokens are returned to the box.

If the chest shows the experience or treasure symbol, the player takes the number of tokens

shown of the matching type. If the chest shows the artifact symbol, the player takes the number of cards shown on the token from the Artifact deck. If the chest shows a trap, the Hero must take a casualty check rolling dice equal to the number shown.

PART II – ARTIFACTS

The following sections describe the use of artifacts by Heroes on the battlefield.

Artifact Card

Artifacts include a large variety of items and equipment. Many have magical powers that modify different game elements. Each artifact has a specific target. If a player receives an Artifact card that he cannot use because his Hero cannot fulfill the target requirement (even if he were to change roles), he returns the Artifact card to the Artifact deck and draws a replacement. Additionally, a symbol in the upper left of the Artifact card shows what kind of role a Hero must be assuming in order to use the Artifact card.



Any Hero can use an Artifact card with a green symbol.



Artifact cards that have a yellow symbol can only be used by a Hero that is acting as a Champion.



Artifact cards that have a blue symbol can only be used by a Hero that is acting as a Leader.

Gain Artifacts

There are a number of times that a Hero may gain Artifact cards. Players should always shuffle the Artifact deck before drawing one or more Artifact cards.

During Hero Creation

Before a Hero's first adventure, his player draws the top three Artifact cards. The player selects one artifact for his Hero and returns the others to the Artifact deck.

During an Adventure

An artifact that is gained during an adventure is placed next to the Hero's character sheet as an extra equipped artifact and can be used for the remainder of the adventure. If this artifact causes the Hero to exceed his Artifact Limit, he will have to discard an artifact to make room.

When a Hero defeats (wounds) an enemy Hero, the wounded Hero returns his equipped Artifact cards to the Artifact deck. Then the victor draws the top Artifact card from the Artifact deck for his Hero.

When a Hero accomplishes a Quest, as detailed in the adventure's special rules, the Hero may gain Artifact cards.

After an Adventure

All Heroes that participated in the current adventure gain one or more Artifact cards during After Adventure Actions. Each player draws the proper number of Artifact cards (see Part IV – After Adventure Actions). A player may only keep one of these Artifact cards for his Hero, and

the other drawn Artifact cards are returned to the Artifact deck. During After Adventure Actions, a player may also shop for an Artifact card in exchange for Treasure tokens (see Part IV – After Adventure Actions).

Artifact Card Limits

A Hero can own a maximum of six Artifact cards. If the Artifact Limit is exceeded at any time, the player must immediately discard Artifact cards to get down to the limit of six. A Hero's Treasure and Experience tokens do not count toward the Artifact Limit.

Equipping Artifacts

Before the start of each adventure, each player may equip his Hero with artifacts obtained thus far (maximum of two). Any equipped Artifact cards are placed next to the Hero's character sheet. Artifact cards not used in the current adventure are placed under the Hero's character sheet facedown. Artifacts acquired during an adventure do not count against this maximum of two for the duration of that adventure.

Using Artifacts

When using an artifact, a player declares the target (as stated on the card) and then resolves the effect of the artifact. If there is no legal target or if the Hero is not assuming the role dictated by the symbol on the card, the artifact cannot be used.

If two players both wish to use artifacts in combat and there is a question of timing, the attacking player acts first.

A potion is an Artifact card that is only used once. After its effect has been completely resolved, the card is returned to the Artifact deck. An Artifact card that increases the number of battle dice is not subject to terrain battle limitations that impose a cap on the number of battle dice rolled.

Each artifact's effect takes place during a phase of play specified on the card. The phase of play is identified by the following symbols:

-  Command Phase
-  Orders Phase
-  Movement Phase
-  Combat Phase
-  Effect During Melee Combat Only
-  Effect During Ranged Combat Only
-  Lore Card
-  After Adventure Actions
-  Before Adventure Actions

PART III – HERO SKILLS

The following sections describe the use of skills by Heroes on the battlefield.

Skill Cards

A Hero starts his career of adventuring with only one class-specific skill. Over the course of multiple adventures, a Hero gains Experience tokens, and when five Experience tokens are gained, the player may turn them in to acquire an additional common or class-specific skill of his choice for his Hero. The maximum number of skills each Hero may have is three.

There is a large variety of skills for a player to choose from. The skills a player selects give his Hero a unique personality and allow the Hero to modify a number of game elements. Certain skills have prerequisites that must be met before a Hero can gain the skill. These prerequisites are noted on the Skill cards.



Gaining Experience Tokens



An Experience token marks combat knowledge attained on the battlefield. A Hero may gain an Experience token in the following situations:

- When a Hero defeats (wounds) an enemy Hero, the victorious Hero gains one Experience token.
- When a Hero defeats a Creature, he gains one Experience token.
- When a Hero accomplishes a Quest, he may gain an Experience token depending on the details of the adventure.
- When a player gains the "Experience" Artifact card and chooses to keep it, he exchanges the card for an Experience token during After Adventure Actions.
- All Heroes that participated in the adventure gain one Experience token when the adventure is completed (during After Adventure Actions).

Collected experience is stacked in the appropriate area of the character sheet.

Leveling-up

When a Hero has collected five Experience tokens, he may "level-up" during After Adventure Actions. When leveling-up his Hero, the player returns five Experience tokens to the Experience token pool; then, the player looks through the Skill cards corresponding to his Hero's class or the common skills and selects one card for his Hero. The Skill card is placed next to the Hero's character sheet.

A Hero may only level-up once during each After Adventure Actions stage. Additional Experience tokens in a Hero's possession may be held and used later.

Using Skills

It is assumed that a Hero may always use the special actions or abilities of his Skill cards. Prior to use, the player should announce what his Hero is doing and how any of his skills affect the situation. If two Heroes are opposing each other in melee combat, the attacker declares his skills being used followed by the defender.

A Skill card that increases the number of combat dice is not subject to terrain battle limitations that impose a cap on the number of battle dice rolled.

Skill cards, unlike Artifact cards, are not at risk when a Hero is wounded.

Each skill effect takes place during the phase of play specified on its card. The phase of play is identified by its matching symbol (see page 10).

PART IV – AFTER ADVENTURE ACTIONS

When your Hero participates in the adventure, there are a number of actions that must be completed once the adventure's victor has been determined.

1. Exchange or Ransom the Return of Heroes

At the end of the adventure, any Hero on a Victory Track must be returned to its owner's camp.

Exchange – When both camps have one or more Heroes on the opponent's Victory Track, all Heroes are exchanged. One camp, therefore, could possibly have two Heroes returned in exchange for a single Hero.

Ransom – If only one camp has a Hero on its Victory Track, a ransom of one Treasure token must be given by the Hero's owner to get the Hero back. If ransom is not possible, the Hero must still be returned. However, in that case, the Hero's owner must cross out one skull image on the Hero's character sheet due to ill treatment.

2. Spoils of War

All Heroes that participated in the adventure and are still on the battlefield at the end of the adventure receive one Treasure token. If a Hero is wounded or retreats from the battlefield, the Hero does not receive his spoils of war.

3. Gain Experience

All Heroes that participated in the adventure receive one Experience token, even if a Hero is wounded or retreats from the battlefield.

4. Shopping for Artifacts

A Hero that has five Treasure tokens may return them to the supply to look through the entire Artifact deck and take one Artifact card.

5. Draw Artifact Cards

All Heroes that participated in the adventure gain one or more Artifact card draws. The victor draws first. Each Hero receives an Artifact card draw for each of the following that applies:

- A Hero that participated in the battle gains one Artifact card draw.
- A Hero that is present on the battlefield when the adventure ends gains one Artifact card draw. A Hero that is wounded or that has retreated off the battlefield does not gain this draw.
- All Heroes that fought for the camp that won

the adventure gain one Artifact card draw.

- A Hero may turn in two Artifact cards he has in his possession and gain one Artifact card draw. The Hero may do this multiple times
- A Hero may turn in two Experience tokens and gain one Artifact card draw. The Hero may do this multiple times.

When a player draws Artifact cards, the Artifact card deck is shuffled and the appropriate number of Artifact cards are taken from the top of the deck. However, no matter how many cards are drawn, only one of these cards is kept by the Hero.

A "Treasure" Artifact card that a Hero selects is exchanged for a Treasure token. The card is returned to the Artifact deck after the exchange.

An "Experience" Artifact card that a Hero selects is exchanged for an Experience token. The card is returned to the Artifact deck after the exchange.

A "Master Physician" Artifact card that a Hero selects is exchanged for a visit to the Master Physician. The Master Physician heals one of the Hero's wounds in exchange for one Treasure and four Experience tokens. The player returns the tokens to the supply and the Artifact card to the Artifact deck after he has erased the

marks crossing out one of the skulls on his Hero's character sheet. The Master Physician cannot raise a Hero's capacity to sustain wounds above the Hero's starting number.

6. Return Artifact Cards

After all Heroes have drawn their Artifact cards, players return any Artifact cards not selected to the Artifact deck. Players also return any Artifact cards in excess of their Hero's Artifact Limit.

7. Level-up

A Hero that has five Experience tokens may spend them to select a new skill. The victor selects first. The player selecting the new skill returns the five Experience tokens to the supply. The maximum number of skills a Hero can have is three.

A Hero that has acquired three Skill cards and has gained at least three Experience tokens may join the War Council (see Part V – Hero's Legacy).

8. Update Hero's Character Sheet

Keeping track of a Hero's progress between adventures is an important record keeping task and is especially important if the next game will not take place right away. It is suggested that, after every game, each player record what Artifact and Skill cards his Hero has gained by writing the

card numbers (found in the lower right of a card) in the proper boxes on his character sheet. The number of Treasure tokens and Experience tokens should also be noted in the proper areas.

The next time the player is setting up the game and wants to deploy this Hero, the player should gather the Artifact cards, Skill cards, and tokens noted on the character sheet.

Additional character sheets can be downloaded from www.FantasyFlightGames.com.

PART V – HERO'S LEGACY

Once a Hero has acquired a third Skill card and has gained at least three Experience tokens, the Hero may join the War Council before starting a new adventure. The player receives a Hero's Advisor token of his Hero's class in exchange for all of his Hero's Experience tokens. The exchange is made during the After Adventure Actions Level-up step. A Hero with an Advisor token no longer needs his Skill or Artifact cards, and they must be returned to their proper decks. A Hero on a War Council no longer gains experience or treasure, so any such tokens must be returned to the supply.

The player records the date the Hero received his Advisor token on his character sheet, which brings the Hero's days of fighting on the field of battle to an end.

At the start of an adventure, when a Hero is on a camp's War Council, his player places the Hero's Advisor token on the guest spot. The Advisor token is in addition to the number of levels listed for the camp in the battle notes. The presence of the token on the guest spot increases the level of the corresponding Lore Master sitting on a War Council by one level. If the Lore Master spot for that class is vacant, the council is considered to have a level 1 Lore Master of that class because of the Advisor token. A camp's War Council may only have one Hero Advisor token on its guest spot. After the Hero has suffered five defeats while on the War Council, he is asked to step down and his character sheet is retired.



Hero's Legacy

After a Hero steps down from the War Council, he takes up residency at the Academy and instructs and guides students in the arts of Lore. The final act of a Hero is to pass along his most prized artifact to a new Hero that has

recently graduated. A player's next Hero starts his career with two artifacts, one as a normal graduation present and one received as a gift from the Instructor. The gift is one of the artifacts listed on the Hero Instructor's character sheet. A Hero Instructor may only provide this benefit once, and after it occurs, the Hero's character sheet is retired.



The War Council above is using a level two Cleric Lore Master. However, the guest Cleric Advisor adds a level for a total of three Cleric Lore Master levels.

PART VI – HEROES IN OTHER BATTLELORE CONFIGURATIONS

The following sections describe how the **Heroes** expansion impacts BattleLore's various modes of play.

Heroes – Call to Arms Adventures

Each player may deploy a single Hero to a Hero-friendly hex in any section of the battlefield.

Heroes are deployed onto the battlefield prior to the starting player's first turn at the same time as a camp's reserves.

Heroes – Reluctant Allies and Multi-player Adventures

Each player may deploy a single Hero to a Hero-friendly hex in a section of the battlefield that is under his command.

When players are using Heroes and there are more players on one side, the camp with more Heroes has its War Council reduced by one level for each extra Hero deployed.

Heroes are deployed onto the battlefield prior to the starting player's first turn. The camp that goes first in the game deploys all of its Heroes first.

When using the "Reluctant Allies" rules, players may not order the Champion or combined unit (Leader and troop) of his allied player.

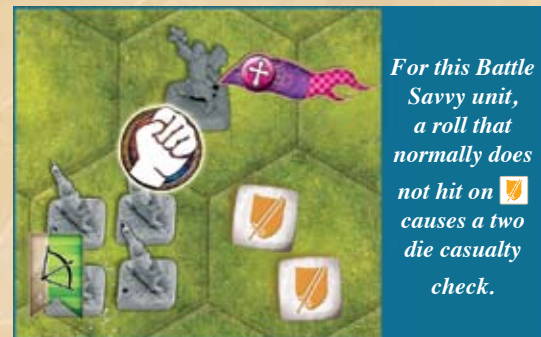
When a ransom is paid to free a Hero after an adventure, all players in the camp receiving the ransom compete for the ransom. Each player competing rolls 6 dice. The player that rolls the most Lore symbols receives the Treasure token being paid as the ransom.

PART VII – BATTLE SAVVY TROOPS

Battle Savvy troops are veteran fighters that understand the strike and counter strike of combat. Battle Savvy units have the following rules:

- A Battle Savvy unit attacked in melee combat that is not eliminated or forced to retreat from its hex may battle back.
- A retreating Battle Savvy unit may not battle back even if the retreat places the unit in a hex that is adjacent to the attacking unit.
- When a Battle Savvy unit in melee is unable to fulfill a required retreat movement, the unit may battle back (after it takes losses and if it is still in its original hex).
- Battle Savvy units with ranged weapons do not collect Lore tokens in ranged combat.
- Battle Savvy units with ranged weapons collect Lore tokens in melee combat.
- Battle Savvy ranged weapon troops and other units that do not normally score a hit when a 🗡️ is

rolled in melee still force a casualty check against a Champion when one or more 🗡️ symbols are rolled.



PART VIII – NEW LANDMARKS

The **Heroes** expansion set introduces the following three landmarks:

Command Tent



Movement

A unit that enters a Command Tent hex must stop and may move no further on that turn.

Battle

A Command Tent hex has no combat restrictions.

Line of Sight

A Command Tent hex blocks line of sight.

Morale

A unit in a Command Tent hex may ignore one flag.

Special Effect

An adventure's battle notes will state when Command Tent hex rules are in effect.

Each camp deploys one Command Tent hex onto the battlefield before the start of the adventure. The Command Tent hex is placed in a countryside hex adjacent to a friendly unit, unless the Command Tent hex placement is already denoted on the adventure's battle map. The camp that goes first will deploy its Command Tent hex first.

If a player's unit occupies his enemy's Command Tent hex at the start of the occupier's turn, he may remove the Command Tent hex and gain one Victory banner. He places the enemy's Command Tent hex on his Victory Track. A Hero, as noted in the adventure's battle notes,

may gain additional rewards when he captures an enemy's Command Tent.

Graveyard



Movement

A unit that enters a Graveyard hex must stop and may move no further on that turn.

Battle

A Graveyard hex has no combat restrictions.

Line of Sight

A Graveyard hex blocks line of sight.

Morale

Units in, or adjacent to, a Graveyard hex must retreat 2 hexes and check for panic losses if forced to retreat.

Special Effect

The adventure's battle notes state when Graveyard hex rules are in effect and detail any additional special rules. When noted in

the adventure's battle notes, a Hero may gain rewards when he searches a Graveyard hex.

Witch's Hut



Movement

- A foot unit that enters a Witch's Hut hex must stop and may move no further on that turn.

- A mounted unit or Creature may not enter a Witch's Hut hex.

Battle

- A unit entering a Witch's Hut hex may not battle that turn.

- A unit in a Witch's Hut hex battles with a maximum of two dice.

- A unit attacking an enemy unit in a Witch's Hut hex battles with a maximum of two dice.

Line of Sight

A Witch's Hut hex blocks line of sight.

Morale

A unit on a Witch's Hut hex may ignore one flag.

Special Effect

- An adventure's battle notes state when the Witch's Hut hex rules are in effect and detail any additional special rules.

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WITCH HUNT

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Briefing

Each camp rolls dice equal to its Commander's level; the camp that rolls the most Lore symbols takes the first turn.

Special Rules

- Battle Savvy rules are in effect.
- Witch's Hut rules are in effect. Place 3 Chest tokens on the Witch's Hut hex at the start of the adventure. A Hero may search for hidden treasure in the Witch's Hut hex (Quest).
- The River is only passable at the bridges and fords.

Setup Order



Scotland - 1314

Edward the Second, King of England, did not believe in the tales of the supernatural powers of the Scottish 'Witch' Witches. Yet on his march north to confront Robert the Bruce in 1314, he went to great lengths to destroy every small hut and village in his path.

BRIEFING



Edward II
King of England



x 3+

Victory Conditions

7

WAR COUNCIL Level 6



Robert the Bruce
King of Scotland



x 3+

Victory Conditions

7

WAR COUNCIL Level 6

SEASON OF THE WITCH

Scotland - 1314

Another river to cross, another small hut to burn, but this time Edward the Second has gone too far. He ordered us to destroy the nearby gravesites. Well I, nor any of the others, can bring ourselves to do a thing like this. Besides, the Bruce's army is deployed just a short distance on the other side of the river and would surely be upon us with their long spears before we could do much damage.

BRIEFING

Setup Order



Conditions of Victory

Capture of the majority of river crossings counts as one Victory banner as long as a camp occupies the majority of them.

Special Rules (Note: *The Hundred Years' War* expansion is necessary for this scenario.)

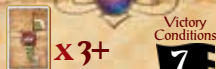
- Battle Savvy rules are in effect.
- Graveyard and Witch's Hut rules are in effect. Place 2 Chest tokens on both the Graveyard and Witch's Hut hexes at the start of the adventure. A Hero may search for hidden treasure in the Graveyard and Witch's Hut hexes (Quest). A Hero on the Graveyard at game's end receives an artifact.
- The River is only passable at the bridges and fords. In addition, there are no movement restrictions at the ford sections, which are very shallow.

Edward II
King of England



WAR COUNCIL Level 6

Robert the Bruce
King of Scotland



WAR COUNCIL Level 6

GRAVE ADVENTURE

58



Conditions of Victory

Capture of the Graveyard counts as one Victory banner as long as a camp occupies it.

Special Rules (Note: *The Hundred Years' War* expansion is necessary for this scenario.)

- Battle Savvy rules are in effect.
- Graveyard and Witch's Hut rules are in effect. Place 2 Chest tokens on both the Graveyard and Witch's Hut hexes at the start of the adventure. A Hero may search for hidden treasure in the Graveyard and Witch's Hut hexes (Quest). A Hero on the Graveyard at game's end receives an artifact.
- The River is only passable at the bridges and fords. In addition, there are no movement restrictions at the ford sections, which are very shallow.

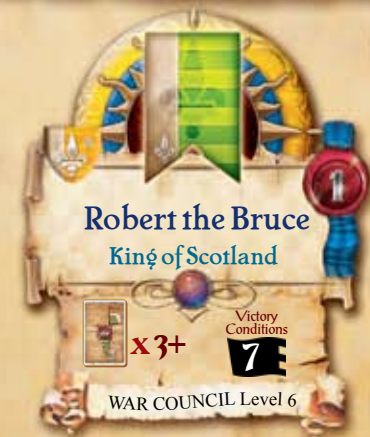
Setup Order



Scotland - 1314

The Scots stood before us in their battline with banners flying in the wind. Between them and us were a small graveyard and yet another hut. This hut looked the same as all the others we had already put to the torch during the march. The graveyard, this day, was to be a focal point of the battle, and our hero seemed especially interested in its capture.

BRIEFING



THE BRIDGE

France - 1356

Under King John's orders, we advanced forward on both sides of the stream. His Highness fielded a large force of archers and regular infantry supported by heavy cavalry. I was in the center near the bridge when we came upon the forces of the Black Prince...

BRIEFING

Setup Order



x7

7x



x2

8x



x1



Conditions of Victory

A Pennant unit that captures the bridge counts as one Victory banner. As long as the Pennant unit remains on the bridge hex, it continues to count toward a Pennant victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

- The entire stream is fordable and stops movement. The stream does not have any battle restrictions.
- Battle Savvy rules are in effect.

Edward of
Woodstock
the Black Prince



x3+

Victory
Conditions

6

WAR COUNCIL Level 6

John II of France
the Good



x3+

Victory
Conditions

6

WAR COUNCIL Level 6

PURSUIT NORTH

60



Briefing

Each camp rolls dice equal to it's Commander's level; the camp that rolls the most Lore symbols takes the first turn.

Special Rules

- Battle Savvy rules are in effect.
- Command Tent rules are in effect for both camps.
- The River is only passable at the ford.

Setup Order



x10

4x



x5

2x



x1

France - 1356

We followed the stream north for some time in pursuit of the Black Prince until it became a larger waterway. Our entire army crossed at a ford upstream without incident and made camp west of the river. The enemy's camp was just on the other side of a few woods, and it looked like they would make a stand on the morrow.

BRIEFING



**Edward of
Woodstock**
the Black Prince



x3+

Victory
Conditions

6

WAR COUNCIL Level 6



John II of France
the Good



x3+

Victory
Conditions

6

WAR COUNCIL Level 6

THE LINE OF BATTLE

France - 1356

A week later, the two armies were again deployed in a line of battle just a short distance from our last encounter with the Black Prince. Not much had changed: the river was on our left, the enemy had again taken up a rather weak defensive position, and our War Council's young apprentice was still trying to find his way around.

BRIEFING

Edward of Woodstock
the Black Prince



x 3+

Victory Conditions

6

WAR COUNCIL Level 6

John II of France
the Good



x 3+

Victory Conditions

6

WAR COUNCIL Level 6

Setup Order



x 6



7x



x 1



6x



Special Rules

- Battle Savvy rules are in effect.
- Command Tent rules are in effect for both camps.
- Hero's Quest – A Hero gains one experience if he captures the enemy's Command Tent. Place a 1-experience Chest token on each camp's Command Tent hex.
- The River is not passable.

LONG LIVE THE KING



Special Rules

- Battle Savvy rules are in effect.
- Command Tent rules are in effect for both camps.
- Hero's Quest – A Hero gains one experience and one treasure if he captures the enemy's Command Tent. Place a 1-experience and a 1-treasure Chest token on each camp's Command Tent hex.

Setup Order



France - 1356

The Black Prince's forces are in full retreat again. But instead of marching in pursuit, the King has ordered the army to hold while he attends to Kingly matters. We really need the rest after months of skirmishing with the army of the Black Prince.

BRIEFING

Edward of
Woodstock
the Black Prince



x3+

Victory
Conditions

7

WAR COUNCIL Level 6

John II of France
the Good



x3

Victory
Conditions

7

WAR COUNCIL Level 6

