



BATTLELORE: HORRIFIC HORDE

Welcome to the Goblinoid Army Pack!

This pack introduces two new types of troops for use in Goblinoid armies:

- Two units of **Red Banner** Ogres
- Three units of **Green Banner** Goblin Halberdiers

This pack also includes three types of previously released troops in order to bolster the ranks of a Goblinoid army.

- Three units of **Blue Banner** Goblin Swordsmen (core set)
- Two units of **Green Banner** Hobgoblin Cavalry (core set)
- Two units of **Blue Banner** Hobgoblin Hyena Riders (**Goblin Marauders** expansion)

This pack comes with enough banners to field the Goblinoid troops for the Pennant camp and enough banners for the Ogre units to be fielded by either camp (Pennant or Standard). It also contains Weapon Summary cards (including the updated Sling card for use with Goblin Slinger units), new Unit Summary cards, Specialist cards,

the Deployment cards required to deploy Goblinoid troops using the **BattleLore: Call to Arms** expansion custom army deployment system, and ready-to-play five new adventures.

The 15 new **Call to Arms** Goblin Deployment cards require units from this pack and troops from the **Goblin Skirmishers** and **Goblin Marauders** expansion packs. The cards can be used whenever players wish to play an existing adventure using a customized Goblinoid army of their own choosing, rather than the unit mix and deployment dictated by the adventure's battle map.

A Word about the Goblinoid Army

The Goblinoid units introduced in this booklet share the same traits common to all Goblinoid units, as detailed on pages 38–39 of the **BattleLore** Player's Guide. In particular, the Goblinoid units possess the traits **Goblin Rush** (blue Goblinoid infantry may move two hexes and battle when moving to engage an enemy in Melee) and **Goblin Run** (when forced to retreat, all Goblinoid

units retreat two hexes for each flag they cannot ignore, and check for panic losses).

Ogres

Two units with three Ogre figures each.



Ogre Specialist Card



Ogre Summary Card

These Ogres are not as large as Giant Ogres, but are larger and stronger than most Hobgoblins. They have learned that there is strength in numbers and, thus, always fight as a group. Because of their numbers, when encountered, they are very dangerous.

Unlike Creature units, Ogres may not ignore a flag unless supported. When they are forced to retreat, Ogres break into a fit of rage and **rampage** before retreating. All units (friends or foes) in hexes adjacent to the Ogres must check to see if they take any hits from the rampage. Roll two dice for each adjacent hex with a unit. During a rampage, each player rolls for hits on his opponent's units. A hit is scored when a banner

color is rolled that matches the unit. All other symbols rolled are ignored. After all rampage rolls, the Ogres make their retreat movement. If their retreat path is blocked, they take one hit for each retreat hex of movement the unit cannot complete.

Like normal foot units, the first  result from an Ogre's attack is ignored.

Note the Ogre's unit symbol on Battle Maps and **Call to Arms** Deployment cards is a single paw on a red banner.

Goblin Halberdiers

Three units with four Halberdier figures each.



Halberdier Specialist Card



Halberd Summary Card



Goblin Halberdiers are speedy, highly mobile units that are armed with the medieval equivalent of a giant can opener. When they do stand and fight, they can battle toe-to-toe against most mounted units with some success.

Hobgoblin Hyena Riders

Two units with three Hyena Rider figures each.



Hyena Rider Summary Card



Despite being equipped with the same Long Swords as their lizard-riding brethren, the Hyena Riders are even fiercer hunters! Once they have tasted blood, these Hobgoblins rarely let go of their prey. In pursuit, they push their mount two hexes beyond the just vacated hex, instead of one.

The Goblin Swordsman and Hobgoblin Cavalry units included in this expansion are described in detail in the **BattleLore** core game.

Call to Arms Deployment Cards

Three deployment cards are included to replace the Pennant cards that have a creature (so that players can field any creatures of any banner type). Replace cards A7, B7, C7 with the new cards that have the same numbers. The green creature banner on these cards is changed to a grey banner to indicate any creature may be deployed.

Also, six new Pennant **Call to Arms** Deployment cards are included in this expansion (A8, A9, B8, B9, C8, C9) that feature units from this army pack. These cards have a **Goblinoid** icon at the top of the card and can be added to your Pennant **Call to Arms** Deployment card sets.

Six new Pennant **Call to Arms** Deployment cards are included (A10, A11, B10, B11, C10, C11) that feature units from the **Goblin Marauders** and **Goblin Skirmishers** expansion packs. These cards have a **Goblinoid** icon at the top of the card and can be added to the Pennant **Call to Arms** Deployment card sets (only if players already own these two expansions).

These new cards, when added to the **Call to Arms** Deployment cards that already deploy **Goblinoid** units, make up sets of **Goblinoid** Army Deployment cards that allow players to field a **Goblinoid** force in either drafting mode.

For your reference, the Deployment cards with Goblinoid units already in *Call to Arms* are:

A5, A6, A7

B1, B2, B5

C1, C3, C4, C5

Battle Savvy Troops

Scenarios in this expansion utilize rules for Battle Savvy troops that represent advanced fighting techniques. Battle Savvy units use 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.

Credits

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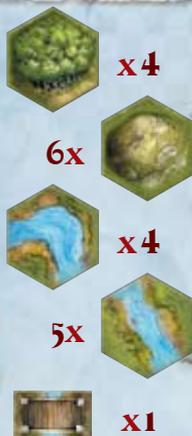
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GOBLIN REINFORCEMENTS

Iberian Peninsula - 1212

After years of fighting Goblinoïd troops, the task of removing them from all of Castile and Aragon seemed almost finished. King Alfonso split his army and marched south through the mountains, unaware that Muhammad al-Nasir had crossed the Strait of Gibraltar with reinforcements. My division was approaching a small stream when confronted by Goblins. Given a mount I was ordered to ride for help.

BRIEFING



Conditions of Victory

The Standard camp gains one Victory Banner for each unit that occupies a purple highlighted hex.

Special Rules

- All units are considered Battle Savvy.
- The river is fordable.
- The hills are impassable.

Lieutenant of
Muhammad al-Nasir
of Egypt



x6

Victory
Conditions

5

WAR COUNCIL Level 1

Lieutenant of King
Alfonso VIII
of Castile



x6

Victory
Conditions

5

WAR COUNCIL Level 1



RELUCTANT ALLIES



Iberian Peninsula - 1212

I had only traveled a short distance when I found the Dwarves. They had formed a defensive line on a ridge with cavalry guarding their flanks. A large Goblin force was formed up in the valley opposing them. I had just dismounted, when a cavalry officer rode up. I told him of my mission. "No troops can be spared here," he said, and then he suggested I ride further west to King Alfonso for help.

BRIEFING

Conditions of Victory

The camp that occupies the majority of the hill hexes, gains one Victory Banner. The Standard camp is in control of the majority of hill hexes (has more hill hexes occupied by a unit of that camp than the Pennant camp) at the start of the battle and starts with one Victory Banner.

Special Rules

- All units are considered Battle Savvy.

Lieutenant of
Muhammad al-Nasir
of Egypt

X 3+ Victory Conditions **5**

WAR COUNCIL Level 4

Lieutenant of King
Alfonso VIII
of Castile

X 3+ Victory Conditions **5**

WAR COUNCIL Level 4

KING ALFONSO VIII OF CASTILE

Iberian Peninsula - 1212

I had ridden for almost the entire morning, before I found King Alfonso's main force. A bowman directed me toward the King's tent, but just then the woods and hills came alive. "Goblins!" the bowman shouted. Men were up and running. The bowman and his troop moved forward, and a cavalry officer ordered me to join ranks. It seemed to me that neither army had expected a battle. With that, the fighting commenced and I never did deliver my message for help.

BRIEFING



x6

7x



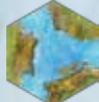
x4



8x



x1



2x



x2



Special Rules

- All units are considered Battle Savvy.
- The river is impassable except at the bridges and shallow fords. In addition, the shallow fords do not stop movement.

Muhammad
al-Nasir
of Egypt



x3+

Victory
Conditions

6

WAR COUNCIL Level 4

King Alfonso VIII
of Castile



x3+

Victory
Conditions

6

WAR COUNCIL Level 4

MARCH TO LAS NAVAS

75



x10

11x



Iberian Peninsula - 1212

When we somehow managed to hold the field, and the Goblins were in full retreat. After the battle, the King sent couriers out to contact his allies, but after a day none returned. I believe the King feared that the Goblins would rally if we waited any longer, so we began the pursuit the next morning. After three days of hard marching, we caught them. Perhaps we should have waited for the couriers, for the Goblins had received additional reinforcements, while our numbers had only slightly increased.

BRIEFING

Special Rules

- This scenario is to be used with the *BattleLore: Goblin Marauders* and *BattleLore: Goblin Skirmishers* expansions.
- All units are considered Battle Savvy.

7

Muhammad al-Nasir
of Egypt

x3+ Victory Conditions **7**

WAR COUNCIL Level 6

King Alfonso VIII
of Castile

x3+ Victory Conditions **7**

WAR COUNCIL Level 6

IBERIAN PENINSULA

Iberian Peninsula - 1212

The King had no choice. We fell back into the mountains, while the overconfident Goblins celebrated their victory. King Alfonso devised a clever plan and we moved out during the night through the Despenaperros Pass, surprising the Goblins. The battle was hard fought, but it was a King's victory and he did not wait to order the pursuit. The Goblins' force could not outrun us and turned and made a stand near a watercourse and a large hill.



x4

8x



x2

7x



x2

2x



BRIEFING

Muhammad al-Nasir
of Egypt



x3+

Victory
Conditions

7

WAR COUNCIL Level 6

King Alfonso VIII
of Castile



x3+

Victory
Conditions

7

WAR COUNCIL Level 6

Special Rules

- This scenario is to be used with the BattleLore: Call to Arms deployment rules.
- All units are considered Battle Savvy.
- The river is impassable except at the bridges and shallow fords. In addition, the shallow fords do not stop movement.