



using this expansion

This section describes how to incorporate the *Great Dragon 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 *Great Dragon 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.

GREAT DRAGON REINFORCEMENT PACK

expansion overview

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



components

1 Great Dragon



3 Lore Cards



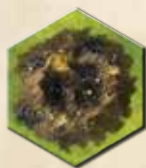
1 Unit Reference Card



1 Deployment Card



1 Terrain Tile



3 Inferno Markers



1 Damage Token



1 "3" Damage

1 Neutral Marker



Double Sided - Black/White



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.

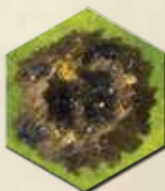
However, if the rules text of a card or other game component contradicts the text of the core rulebook, reference book, or this rulesheet, the rules of the card or component take precedence.

new terrain

The *Great Dragon Reinforcement Pack* expansion adds a new terrain type that alters the landscape of the battlefield. Fierce protectors of their treasure, Great Dragons can immediately return to hoard hexes when ordered.

hoard hexes [terrain]

After a player's Order Step, an ordered Great Dragon unit may return to any unoccupied hoard hex on the active player's half of the game board. If it does, that Great Dragon unit cannot move or attack during the turn.



- If, at the start of his turn, a player's unit occupies a hoard hex on his opponent's half of the game board, he removes the hoard hex from the game board and gains 3 VP.
- After replacing deployment cards, starting with the first player, players must place a hoard tile in each clear hex occupied by a Great Dragon unit. If a Great Dragon unit occupies a clear hex in the center row, a hoard tile cannot be placed. If the Great Dragon unit occupies a non-clear hex, the hoard tile cannot be placed.
- When a unit moves into a hoard 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 hoard hex cannot retreat further during combat; any additional retreats cause damage to the unit. The unit may retreat out of the hoard hex if forced to retreat during a different combat later during the turn.

new markers

This section describes the rules for the new markers included in this expansion and their effects.

neutral markers

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

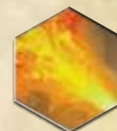


After deploying armies and placing units, the first player places a neutral marker with the white side up in each hex occupied by his friendly neutral units. Then, his opponent follows the same process for each of his neutral units, using the black side of the neutral marker.

- 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.

inferno markers

Inferno markers are used by the Firestorm lore card. When a non-Flying unit moves into a hex containing an inferno marker, that unit must immediately end its movement and suffer 1 damage. The inferno marker is then removed from the game board.



- A unit that retreats into a hex containing an inferno marker cannot retreat further during 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.

rules clarifications

This section provides additional details to the new rules introduced in this expansion.

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

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.



into the fire

The passing days have seen our forces entrenched in battle. Daqan and Uthuk soldiers continue to fight in a wave of bloodshed, crashing through these mountains in a violent fury. But now the tides are changing. Something as high as the heavens has awoken. A temporary lull in battle has surfaced as we stare at this new, terrifying force threatening to end our war.

setup

The Daqan player is the first player and performs his scenario setup first.

Players cannot muster Legend units.

Daqan and Uthuk Setup: Each player musters an army consisting of 30 muster points (not including pre-deployed units), and places each of those units on any of the blue (Daqan) or red (Uthuk) deployment hexes. Each player receives 1 lore token, to a maximum of 5, for each unspent muster point.

Place the hoard tile and Great Dragon figure on the yellow deployment hex containing a “1.”

special rules

The Great Dragon unit is not controlled by either player and is considered an enemy unit to both players. During combat, if a player’s unit is the target of an attack or counter by the Great Dragon unit, his opponent resolves combat for the Great Dragon unit.

Each player separately tracks the damage he has caused to the Great Dragon by placing damage tokens near his play area.

The Great Dragon unit ignores all retreats, and cannot be moved from a yellow hex by any means.

When a player has caused damage equal to or exceeding the Great Dragon’s health value, it is **OVERPOWERED**. When both players have overpowered the Great Dragon unit, it is removed from the game board.

The hoard tile is never removed from the game board.

When a player’s unit is eliminated, he immediately deploys that unit into any unoccupied deployment hex belonging to his faction.

Daqan and Uthuk VP Step: Remove all effect markers from the Great Dragon unit’s hex. Then, the Great Dragon unit moves to the next unoccupied yellow hex in ascending numerical order. If the Great Dragon unit is already at the hex with the highest available number, it moves to the lowest-numbered unoccupied hex. If there is no available unoccupied yellow hex, the Great Dragon does not move.

Finally, the Great Dragon unit must perform an attack against a unit adjacent to the Great Dragon unit, if able. If there are no units adjacent to the Great Dragon unit, the Great Dragon performs a melee attack with a range of 2. In either case, the active player chooses the target.

objective

Daqan and Uthuk Victory: To win, a player must first overpower the Great Dragon unit. Then, he must have a friendly unit occupy the hoard hex at the start of his turn.

If a player overpowers the Great Dragon unit while it occupies the hoard hex, he immediately wins.