

BATTLELORE[®]

SECOND EDITION

HERNFAR GUARDIANS

expansion overview

Hernfar Guardians is an expansion for *BattleLore Second Edition*. This box introduces powerful new units, terrain, lore cards, and scenario cards for the Daqan Lords, opening up a suite of exciting choices to enhance your gameplay experience. The components contained within this box 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 *Hernfar Guardians* expansion icon to distinguish these cards from the cards in *BattleLore Second Edition*.



components

9 Citadel Guard



9 Greyhaven Battlemages



9 Citadel Lancers



6 Ironbound



1 Siege Golem



4 Terrain Tiles



2 Barricade
2 Crystal Spire

20 Lore Cards



2 Army Cards



4 Unit Reference Cards



5 Scenario Cards



16 Deployment Cards



14 Daqan
2 Barricade

1 Faction Banner Marker



2 Victory Point Tokens



2 "10" VP

2 Damage Tokens



2 "3" Damage

3 Shield Markers



using this expansion

This section describes how to incorporate the *Hernfar Guardians* components into the core game.

When using the *Hernfar Guardians* expansion, players have access to new units, tokens, terrain, scenarios, and lore cards. Most components found in this expansion are simply mixed in with their corresponding components found in the core game (see “Expansion Setup” below).

expansion setup

Before playing with this expansion, players perform the following steps:

1. **Incorporate New Cards:** Take the new unit reference, scenario, army, and Daqan deployment cards and add them to the Daqan faction’s pool of available cards.

Note: The new lore cards are not mixed into the Daqan lore deck from the core game (see “Lore Decks” below).

2. **Incorporate Other Components:** Add the plastic figures, terrain tiles, and all tokens from this expansion to their respective supplies.

lore decks

Included in this expansion is the *Hernfar Guardians* lore deck for the Daqan faction. The cards in this deck are each marked with the *Hernfar Guardians* expansion icon and a unique identification number.

During the “Create Lore Decks and Scenario Decks” step of “Complete Setup” (found on page 14 of the core rulebook), the Daqan player may choose to use either the Daqan lore deck included in the core game or the *Hernfar Guardians* lore deck. Then, he places the chosen lore deck facedown in his play area and sets the unused lore deck aside.

lore customization

While mustering armies, players now have the option of customizing their lore decks by replacing a number of cards from their chosen deck with available lore cards.

During the “Mustering Armies” step of “Complete 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.

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 *Hernfar Guardians* expansion adds two new terrain types that alter the landscape of the battlefield. Using deployment cards, players can now muster barricade and crystal spire terrain tiles as part of their army. Certain scenario cards also use the new terrain in unique ways.

- Players cannot choose terrain deployment cards if there are no corresponding terrain tiles available in the game box.

barricade hexes [terrain]

Before choosing deployment cards, each player takes an equal number of barricade deployment cards and adds them to his faction’s deployment cards.



When a unit moves into a barricade hex, it must either immediately end its movement or suffer one damage to continue moving. If the unit ends its movement, that unit may move again later during the turn using a unit ability or another effect, such as advance.

- After replacing deployment cards, starting with the first player, each player may move any number of his barricade tiles to clear hexes on his half of the game board.
- Each player can muster a maximum of three barricade hexes.
- A unit that retreats into a barricade 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.

crystal spire hexes [terrain]

If a player’s unit begins his Move Step on a friendly crystal spire hex, he rolls one additional die for each combat roll performed for that unit during the turn.



- A player must deploy his crystal spire hex on a clear hex.

new markers

This expansion also adds new markers and effects to expand the game experience. Faction banner markers are used by scenario cards to give players an additional way to gain VP, while shield is a new effect used by unit abilities and lore cards.

faction banner markers

Faction banner markers are similar to the banner markers found in the core game, but they award victory points only to the faction they belong to.



- During a player's VP Step, that player gains 1 VP for each hex containing a friendly faction banner marker that is occupied by a friendly unit.
- A faction banner marker may share the same hex as a banner marker. This does not restrict an opponent from gaining VP from the banner marker in that hex.

shield

When a combat roll is performed against a shielded unit, the shield marker is removed from the shielded unit's hex, and that unit ignores one damage. The shield marker is removed even if the shielded unit does not suffer damage during combat.



- When a unit becomes shielded, place a shield marker in that unit's hex to indicate that the unit is shielded. When a shielded unit moves, move the shield marker with that unit. When the unit is eliminated, remove the shield marker from the game board.
- Causing a shielded unit to become shielded again has no effect.
- If an effect from a lore card, unit ability, command card, or terrain hex would cause a shielded unit not currently in combat to suffer damage, remove the shield marker from that unit's hex, and that unit ignores one damage.

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.

armor (unit ability)

When a player performs a combat roll against a unit with the Armor ability, that unit ignores a number of \surd die results rolled up to the number following the unit's Armor ability.

- If an effect from a lore card, unit ability, or a command card would allow a unit to cause damage from \surd die results, a unit with Armor may ignore a number of \surd die results rolled up to the number following that unit's Armor ability.

automaton (unit ability)

When a player plays a command card, he may spend 1 lore token to order a friendly unit with the Automaton ability as if it were in any section. Then it gains one additional movement.

- The unit with the Automaton ability does not need to be in the appropriate section of the game board as dictated by the command card.
- The unit with the Automaton ability counts toward the total number of ordered units as specified by the active player's command card.

intercede (lore card)

When a player plays the Intercede card, he chooses any friendly unit that is adjacent to the attacking unit. The chosen unit becomes the target of the attack. That player may choose one die result produced during that combat. All dice showing the chosen result are ignored.

- The chosen unit must be a legal target. If no legal target is available, the Intercede card cannot be played during this attack.



LIGHTNING SURGE [LORE CARD]

When a player plays the Lightning Surge card, his knight units may move through hexes occupied by enemy units until the end of the turn. When one of his knight units moves into a hex occupied by an enemy unit, the knight unit causes the enemy unit to be stunned.

- The player cannot end a unit's movement in a hex occupied by another unit.
- The player cannot move a unit into a hex that is occupied by another unit if that hex's terrain would end the movement of the active player's unit, such as a building or forest.

SCENARIO DECKS

The new scenario cards included in this expansion are added to the scenario deck found in the core set. If multiple copies of the core game or this expansion are available, scenario decks cannot contain more than one scenario card with the same name.



CREDITS

Original BattleLore Game Design: Richard Borg

BattleLore Second Edition Game Design: Robert A. Kouba

Expansion Game Design: Robert A. Kouba

Expansion Development: Derrick Fuchs

Producer: Derrick Fuchs

Technical Editing: Brian Mola and Adam Baker

Proofreading: Christopher Meyer

Graphic Design: WiL Springer and Chris Beck with Michael Lanzel

Graphic Design Manager: Brian Schomburg

Managing Art Director: Andy Christensen

Art Direction: John Taillon

Cover Figures: Jon Bosco and David Keggs

Interior Art: Tey Bartolome, Yoann Boissonnet, Sam Manley, Diana Martinez, Jake Probelski, Firat Solhan, and Wen Xiodong

Figure Design: Jacob Atienza and Jon Bosco

Plastic Sculpting: Benjamin Misenar

Production Manager: Eric Knight

Production Coordinator: John Britton

Lead Game Producer: Steven Kimball

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Simone Biga, Jonathan Bove, Andrea Dell'Agnese, Julia Faeta, Silvia Faeta, Tony Fung, Jonathan Hirsch, Andy Leber, Angus Lee, Josh Lewis, Scott Lewis, Samuel Newman, Niko Simmons, Samuel Stuart, Nate Tripp, Jonathan Ying, and Brandon Zimmer

© 2014 Fantasy Flight Publishing, Inc. No part of this product may be reproduced without specific permission. Fantasy Flight Supply is a TM of Fantasy Flight Publishing, Inc. Fantasy Flight Games, *BattleLore*, and the FFG logo are ® of Fantasy Flight Publishing, Inc. All rights reserved. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Actual components may vary from those shown. Made in China. **THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.**

