BATTLELORE
SECOND EDITION

TERRORS OF THE MISTS

expansion overview

Terrors of the Mists is an expansion for *BattleLore Second Edition.* Introducing the terrifying forces of Waiqar the Undying, players can now battle the noble Daqan Lords and bloodthirsty Uthuk Y'llan using the new units, terrain, lore cards, and scenario cards of the Undead. 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 a *Terrors of the Mists* expansion icon to distinguish these cards from the cards in *BattleLore Second Edition*.

components

9 Reanimates

12 Bone Horrors

9 Necromancers

6 Barghests

1 Banshee

3 Terrain Tiles

2 Graveyard
1 Command Tent

20 Lore Cards

2 Army Cards

5 Unit Reference Cards

6 Scenario Cards

16 Deployment Cards

1 Faction Banner Marker

2 Victory Point Tokens

"10" VP

8 Damage Tokens

2 "3" Damage
6 "1" Damage

3 Phantasm Markers

3 Panic Markers

using this expansion

The faction-specific components included in this expansion belong to neither the Daqan Lords nor the Uthuk Y'llan. Instead, they belong to a new faction, the Undead of Waiqar the Undying.

During the "Choose Faction" step of "Complete Setup" (found on page 14 of the core rulebook), players can now choose to control the Undead (purple) faction.

Undead Faction Symbol

expansion setup

Before playing with this expansion, players perform the following:

1. **Incorporate New Cards:** Take the new unit reference, scenario, army, and deployment cards and add them to the Undead faction's pool of available cards, creating a new pool if necessary.

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 *Terrors of the Mists* lore deck for the Undead faction. This deck consists of 20 lore cards, each marked with the *Terrors of the Mists* expansion icon.

During the "Create Lore Decks and Scenario Decks" step of "Complete Setup" (found on page 14 of the core rulebook), the Undead player may choose to use either the Undead lore deck included in *Terrors of the Mists* or an Undead lore deck from another expansion. Then, he places the chosen lore deck facedown in his play area and sets the remaining lore deck aside.

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.

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 *Terrors of the Mists* expansion adds one new terrain type that alters the landscape of the battlefield. Through use of deployment cards, players can place graveyard terrain tiles as part of their armies. 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.

graveyard hexes (terrain)

When a friendly minion unit is eliminated, the player may spend one lore to immediately deploy that unit in any friendly unoccupied graveyard hex. Then, remove that graveyard tile from the game board.

- A player must deploy a graveyard hex on a clear hex.

- The minion unit is deployed at full health, and all effect markers in its original hex are removed from the game board.

- If the minion unit was ordered, it is no longer considered an ordered unit.

New Markers

This expansion 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 panic 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.

Panic

When a player resolves an attack for a panicked unit, each ☛ result produced during the combat roll **must** be committed to cause the panicked unit to suffer one damage after combat resolves. This damage cannot be ignored.

- When a unit becomes panicked, place a panic marker in that unit's hex to indicate that the unit is panicked. When a panicked unit moves, move the panic marker with that unit. When the unit is eliminated, remove the panic marker from the game board.

- Causing a panicked unit to become panicked again has no effect.

- During the Order Step, the active player may spend two lore to remove the panic marker from an ordered unit. That unit is no longer panicked.

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.

Compelled (Unit Ability)

After a player resolves his Move Step, he may spend one lore to move a friendly unit with the Compelled ability one hex.

- The unit with the Compelled ability does not need to be ordered.

- A player can use a unit's Compelled ability only once per turn.

Influence (Unit Ability)

When a player resolves an attack for a unit with the Influence ability, he may commit any number of ♛ die results to choose an equal number of friendly minion units. After combat resolves, each chosen minion unit may move up to one hex and perform an attack.

- The player may choose not to perform the additional attack.

- The player cannot choose the same minion unit more than once per attack.

Raise Dead (Lore Card)

When a player plays the Raise Dead card after an enemy unit is eliminated, he chooses one friendly minion unit and removes that unit from the game board. Then, he deploys that unit in the hex the target unit occupied when it was eliminated.

- The chosen unit must be able to legally occupy the chosen hex.

- The chosen unit is deployed at full health and all effect markers in its original hex are removed from the game board.

- The chosen unit is not considered ordered, even if the original unit was ordered.

Regenerate (Unit Ability)

When a player resolves an attack for a unit with the Regenerate ability, he may commit any number of ⚔ die results to recover one health each.

Scenario Decks

The new scenario cards included in this expansion are added to the scenario deck created during setup. If multiple copies of this expansion are available, scenario decks cannot contain more than one scenario card with the same name.

shadow assault (lore card)

When a player plays the Shadow Assault card, he chooses one friendly unit and removes that unit from the game board. Then, he places that unit in an unoccupied hex adjacent to an enemy unit. Then, he adds two dice to each of the chosen unit's combat rolls during that turn.

- The unit must be able to legally occupy the chosen hex.
- All effect markers and damage tokens in the chosen unit's original hex are moved to the chosen hex.

unyielding (unit ability)

A unit with the Unyielding ability is never weak and cannot resolve retreat effects.

- If a unit with the Unyielding ability is forced to retreat, it suffers damage instead (unless it is supported).

credits

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