

BATTLELORE[®]

SECOND EDITION

WARBAND OF SCORN

expansion overview

Warband of Scorn is an expansion for *BattleLore Second Edition*. This box introduces powerful new units, terrain, lore cards, and scenario cards for the Uthuk Y'llan, 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 *Warband of Scorn* expansion icon to distinguish these cards from the cards in *BattleLore Second Edition*.



components

9 Blood Harvesters



12 Berserkers



9 Blood Sisters



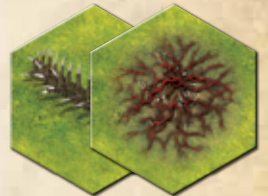
6 Grotesque



1 Doombringer



4 Terrain Tiles



2 Barricade
2 Blood Field

20 Lore Cards



2 Army Cards



4 Unit Reference Cards



5 Scenario Cards



16 Deployment Cards



14 Uthuk
2 Barricade

1 Faction Banner Marker



2 Victory Point Tokens



2 "10" VP

2 Damage Tokens



2 "3" Damage

3 Bleed Markers



using this expansion

This section describes how to incorporate the *Warband of Scorn* components into the core game.

When using the *Warband of Scorn* 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 Uthuk deployment cards and add them to the Uthuk faction’s pool of available cards.

Note: The new lore cards are not mixed into the Uthuk 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 *Warband of Scorn* lore deck for the Uthuk faction. The cards in this deck are each marked with the *Warband of Scorn* 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 Uthuk player may choose to use either the Uthuk lore deck included in the core game or the *Warband of Scorn* 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 “Muster 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 *Warband of Scorn* expansion adds two new terrain types that alter the landscape of the battlefield. Using deployment cards, players can now muster barricade and blood field 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.

blood field hexes [terrain]

At the start of his turn, if a player’s unit occupies a friendly blood field hex, that unit recovers one health.



- A player must deploy his blood field 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 bleed is a new effect used by unit abilities and lore cards.

faction banner markers

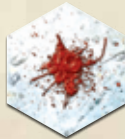
Faction banner markers are similar to the banner markers found in the core game, but they award victory points only to the faction they belong to.



- 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.

bleed

When a player performs a combat roll for a unit that is bleeding, he rolls one fewer die, to a minimum of one.



- When a unit is bleeding, place a bleed marker in that unit's hex to indicate that the unit is bleeding. When a bleeding unit moves, move the bleed marker with that unit. When the unit is eliminated, remove the bleed marker from the game board.
- Causing a bleeding unit to bleed again has no effect.
- During the Order Step, the active player may spend two lore to remove the bleed marker from an ordered unit. That unit is no longer bleeding.

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.

BURROW (unit ability)

- A unit with the Burrow ability can move through both impassable terrain and hexes that contain other units, but it cannot end its movement in impassable terrain or in a hex occupied by another unit.
- If a unit with the Burrow ability is forced to retreat, it must follow the movement restrictions of hexes it occupies or moves into.

IMMOBILIZE (unit ability)

If a player orders a non-legend unit adjacent to an enemy unit with the Immobilize ability, the ordered unit cannot move during his Move Step.

- If a non-legend unit moves into a hex adjacent to an enemy unit with the Immobilize ability, that unit must immediately end its movement.

mana break (lore card)

When a player plays the Mana Break card, his opponent must choose one of the following effects:

- The opponent skips his VP Step and one of his units (chosen by the player who played the Mana Break card) suffers two damage.
- The opponent discards his lore card without resolving its effects.
- If the opponent chooses to discard his lore card without resolving its effects, he must also pay the lore cost.
- The player's opponent cannot play another lore card during a turn in which the Mana Break card is played.





scatter (lore card)

When a player plays the Scatter card, he chooses any unoccupied hex. All enemy units adjacent to the chosen hex must move two hexes directly away from the chosen hex, if able.

- The movement caused by this card is **not** a retreat. If this effect would cause an enemy unit to move into a hex that it cannot move into, the unit does not move further and does not suffer damage.

thousand cuts (unit ability)

When a player resolves an attack for a unit with the Thousand Cuts ability, he may commit any number of  die results to cause one damage each to an adjacent enemy unit.

- The player may use the Thousand Cuts ability on the target unit.
- Each  die result may be committed to cause one damage to a different enemy unit adjacent to the attacking unit.

scenario decks

The new scenario cards included in this expansion are added to the scenario deck found in the core game. 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.



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