

BATTLELORE

SECOND EDITION

HERALDS OF DREADFALL

expansion overview

Heralds of Dreadfall 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.

9 Reanimates



12 Skeleton Archers



9 Death Knights



6 Wraiths



1 Barrow Wyrm



4 Terrain Tiles



2 Graveyard
1 Plagueland
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

2 Damage Tokens



"3" Damage

3 Blight Markers



expansion icon

Each card in this expansion is marked with a *Heralds of Dreadfall* expansion icon to distinguish these cards from the cards in *BattleLore Second Edition*.



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 Waiqr 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:

- 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.
- 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 *Heralds of Dreadfall* lore deck for the Undead faction. This deck consists of 20 lore cards, each marked with the *Heralds of Dreadfall* 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 *Heralds of Dreadfall* 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 *Heralds of Dreadfall* expansion adds two new terrain types that alter the landscape of the battlefield. Through use of deployment cards and lore cards, players can place graveyard and plaguelands 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.

plaguelands hexes [terrain]

Enemy units occupying a plaguelands hex are considered weak even if they have more than one figure remaining. When the Undead player resolves an attack for a friendly unit occupying a plaguelands hex, he may commit any number of ✗ die results to cause one damage each.



- A player must place a plaguelands tile on a clear hex.
- Units that have the damage token icon on their unit reference card are still considered weak while occupying a plaguelands hex.

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 blight 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.



blight

Blighted units have a movement value of 1 and are considered weak even if they have more than one figure remaining.



- When a unit becomes blighted, place a blight marker in that unit's hex to indicate that the unit is blighted. When a blighted unit moves, move the blight marker with that unit. When the unit is eliminated, remove the blight marker from the game board.
- Causing a blighted unit to become blighted again has no effect.
- Blighted units that have the damage token icon on their unit reference card are still considered weak.
- During the Order Step, the active player may spend two lore to remove the blight marker from an ordered unit. That unit is no longer blighted.



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.

dead-eye marksmen (lore card)

When a player plays the Deadeye Marksmen card, he rolls four dice. For each \odot , \spades , and \clubsuit result rolled, he chooses an enemy unit within three hexes of a friendly Skeleton Archers unit. The chosen unit suffers one damage.

- The enemy units do not have to be in line of sight.
- The player cannot choose the same unit more than once.

ethereal (unit ability)

A unit with the Ethereal ability can move into or through hexes that contain other units, but it cannot end its movement in a hex occupied by another unit. Non-caster units roll one fewer die when performing combat rolls against a unit with the Ethereal ability.

- A unit with the Ethereal ability can retreat through hexes that contain other units as long as it ends its movement in an unoccupied hex. Any retreats that cannot be resolved cause damage as normal.

executioner (unit ability)

When a player resolves an attack for a unit with the Executioner ability, he may commit a \spades die result to cause the target unit to be unable to retreat during the combat. If that unit is forced to retreat, it suffers damage instead (unless it is supported).

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.

possess (unit ability)

When a player resolves an attack for a unit with the Possess ability, he may commit a ♠ die result to remove both the attacking unit and the target unit from the game board. The attacking unit is placed in the target unit's original hex and the target unit is placed in the attacking unit's original hex.

- This ability can be triggered multiple times per attack.
- Both the attacking unit and the target unit must be able to legally occupy each other's hexes.
- The target unit cannot perform a counter this combat.

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.

spirit possession (lore card)

When a player plays the Spirit Possession card, he chooses one enemy unit. Then, he rolls a number of dice equal to that unit's combat value. For each ✕ and ✗ result rolled, that unit suffers one damage. For each ↗ result rolled, the player may move that unit one hex in any direction.

- 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 and does not suffer damage.

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