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Game: **BATTLELORE**
Pub: **Days of Wonder (2006)**

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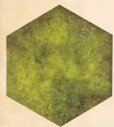
v9.1

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For best results, print on card, laminate and trim to size.

BASIC TERRAIN

COUNTRYSIDE



Move: No restrictions.
Battle: No restrictions.

WOODED

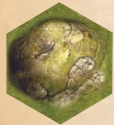


Move: Must stop for entire turn.
Battle: May still battle.



ELEVATED

Does not block LoS if on adjacent elevated terrain of same height.



Move: No restrictions.
Battle: May still battle.



WATERWAYS



Move: Impassable unless otherwise noted.

OTHER TERRAIN

CLIFFS

Does not block LoS if from contiguous Cliffs or other elevated terrain of same height.



Move: No restrictions except for impassable Cliff sides.
Battle: Melee and Point Blank fire impossible across Cliff sides.



MARSHES



Move: Must stop for entire turn.
Battle: May still battle.



LANDMARKS

GENERAL RULES

Move: Must stop for entire turn.
Battle: No battle on entry. ALL occupants are **Bold**. Only friendly units can use the landmark's special function.



STRONGHOLD (COMMANDER)



Battle: Any adjacent unit is also **Bold**. Only friendly units get morale boost.
Special: If lost to your opponent, play with 1 less Command card, discarded at random. Draw a card back when Stronghold is reclaimed.

TRAINING CAMP (WARRIOR)



Special: Ordered troop unit in camp may upgrade its banner to the next higher color. Unit cannot move or battle this turn. Once used, Training Camp disappears.

HEALING POOL (CLERIC)



Battle: May battle only if unit doesn't choose to heal.
Special: Weakened unit is automatically healed back to full figure count. Cannot move further or battle this turn. Once used, Healing Pool disappears.

FORDS & FORDABLE STREAMS



Move: Must stop.
Battle: May still battle and do follow-on moves.



BRIDGES



Move: No restrictions.
Battle: Unit on bridge is **Bold**.

ROGUE'S DEN & SECRET PASSAGE (ROGUE)



Special: Establish or use secret passage to vacant Wooded or Elevated hex of your choice, at a cost of 1 Lore per travelling unit.

Passage is one-way, from Den to exit, and counts as unit's full turn move, though unit may still battle.

MAGIC PENTACLE (WIZARD)



Move: No restrictions.
Battle: No restrictions.

Special: Collect 1 Lore token at the end of each of your turns during which your troops occupy the pentacle.

SUMMONING CIRCLE (EARTH ELEMENTAL)



Special: Ordered troops may roll its Melee dice to attempt summoning: if Lore is rolled, an Earth Elemental is summoned onto adjacent hex. Circle then disappears.

ROCK PILE (HILL GIANT)



Battle: No movement or combat restrictions for the Giant.

Special: When the Hill Giant is on the Pile, he can throw rocks at units up to 3 hexes away. Rocks are Ranged weapons with 3d damage and score hits on banner colors only.

CREATURES

May be *ordered out-of-section* at a cost of 3 Lore.

Killed only by *Critical Hits*.

Bold, but *must* ignore 1 flag.

Provide, but do not receive, *Support*.

Trample units blocking their retreat path.

GIANT SPIDER

Move: Up to 4 hexes and battle.

Retreat: 2 hexes/flag.

Weapon: Bite – Melee only.

Damage: 2d.

☞: Yes, on ☞

🕸 Web

The unit is caught in a web. Until freed, it may not move or battle. All flags rolled against it count as hits. To free the unit, issue an order to it, and pay 1 Lore.

🔥🔥 Poison

If the unit is also hit, it becomes poisoned.

All future 🔥 rolled score a hit, killing 1 figure each.

HILL GIANT

Move: Up to 1 hex and battle or 2 hexes and not battle.

Retreat: 2 hexes/flag.

Weapon: Giant's Hammer – Melee only.

Damage: 3d.

☞: Yes, on Special*.

*Special Bonus Strike

In addition to scoring hits, each ☞ is re-rolled for additional hits or flags, until the unit is out of range, dead, or no more ☞ are rolled.

👊 Giant Pushback (No Power-Up)

Target *must* retreat 2 hexes for each 🔥 rolled.

EARTH ELEMENTAL

Move: Pay 1 Lore to move 1 hex (no limit and not subject to normal terrain movement and combat restrictions).

Retreat: None. All flags must be ignored.

Weapon: Earth shakes – Melee only.

Damage: 3d.

☞: Yes, on ☞

👊 Tremor

All surrounding units, friend or foe, *must* retreat 1 hex for each Lore *rolled* (not stored).

Defender's units retreat first, then Creature side. The order in which units retreat is determined by their controlling player.

🔥🔥 Earthquake

All surrounding units, friend or foe, *must* lose 1 figure and retreat as if in a Tremor.

RAMPARTS



Move: Must stop.

Battle: No battle on entry unless moving in from adjacent Rampart. Unit on rampart is **Bold**.



BASIC FOOT UNITS

GREEN

Move up to 2 hexes and battle with 2d.

BLUE

Move up to 1 hex and battle with 3d or move 2 hexes but no battle.

RED

Move up to 1 hex and battle with 4d.

BASIC MOUNTED UNITS

GREEN

Move up to 4 hexes and battle with 2d.

BLUE

Move up to 3 hexes and battle with 3d.

RED

Move up to 2 hexes and battle with 4d.

SPECIAL TROOP TYPES

HUMANS

Mounted Knights
Knights are *Bold*.

IRON DWARVES

Iron Morale
All Dwarven Foot units are *Bold*.

Clan Chiefs

Clan Chiefs may charge up to 2 hexes and still battle when engaging in Melee. A unit battles at 1 additional die and is *Bold₂* when at full strength.

Cattle Riders

Cattle Riders may only move up to 2 hexes and battle despite being Blue Banner units. They are *NOT Bold*.

In Pursuit, they may Gain Ground, but may not move an additional hex.

GOBLINOIDS

Goblin Rush

All Goblinoid Foot units, including Blue and Red banner units, may rush up to 2 hexes to engage an enemy unit in Melee.

Goblin Run

Goblinoid units are *Frightened*.

They retreat 2 hexes for each flag they take, and must check for panic losses. Opponent rolls 1d per hex of retreat ground covered, killing a figure for each die matching the retreating unit's banner color.

Hyena Riders

In Pursuits, Hyena Riders may move 2 hexes beyond the just vacated hex instead of 1.

WEAPONS

BATTLE AXE

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes, on ☞ and Special.

Special: Against Mounted units, one ☞ ignored.

Axe Swing: in addition to hit, one ☞ is re-rolled once for an additional hit or flag.

HALBERD

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes, on ☞ even vs. Mounted units.

Special: When battling back, roll 1 extra die.

KNIGHT'S LANCE

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes.

Special: Deflects 1 additional ☞ rolled against Knight in Melee.

SPEAR

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes.

Special: Against Mounted units, one ☞ ignored. When battling back, roll 1 extra die.

SWORD SHORT

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes.

Special: Against Mounted units, one ☞ ignored.

SWORD LONG

Type: Melee (adjacent hex only).

Damage: Per Unit's Banner color.

☞: Yes.

ARBALEST

Type: Melee (Point Blank) and Ranged – up to 3 hexes.

Damage: Per Unit's Banner color.

☞: Yes, on ☞ except at Point Blank.

Special: Cannot be used on the move, even at Point Blank. Do not collect Lore tokens.

BOW COMMON

Type: Melee (Point Blank) and Ranged – up to 4 hexes.

Damage: Per Unit's Banner color.

☞: None.

Special: When used on the move, reduce dice rolled by 1.

BOW LONG

Type: Melee (Point Blank) and Ranged – up to 6 hexes.

Damage: Per Unit's Banner color.

☞: Yes, on ☞ except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce dice rolled by 1.

BOW REFLEX

Type: Melee (Point Blank) and Ranged – up to 3 hexes.

Damage: Per Unit's Banner color.

☞: None.

Special: When used on the move, dice not reduced. Do not collect Lore tokens.

CROSSBOW

Type: Melee (Point Blank) and Ranged – up to 3 hexes.

Damage: Per Unit's Banner color.

☞: Yes, on ☞ except at Point Blank.

Special: When used on the move, reduce dice rolled by 1.

SLING

Type: Melee (Point Blank) and Ranged – up to 2 hexes.

Damage: Per Unit's Banner color.

☞: None.

Special: When used on the move, dice not reduced.

MUSICIANS

BAGPIPE

Type: Melee (Point Blank) and Ranged – up to 3 hexes.

Damage: Per Unit's Banner color – Special.

☞: Yes, on Special.

Special: **Fear:** all hits rolled (including Bonus Strikes) are treated as flags rolled.

In all other respects the bagpipe is a normal ranged weapon. Lore and Command cards that apply to ranged weapons apply to the bagpipe.

DRUM BASS

Type: Melee and Special.

Damage: Per Unit's Banner color.

☞: None.

Special: **Support Presence:** In addition to scoring hits in Melee, gives one *Support presence* to all friendly units in the same Section (or Sections if the unit is on a section divider hex). LOS is not required.

A Goblin Band must have 1 Bass Drummer banner bearer and 3 Drummers. It is *Bold* as long as there is 1 Drummer in its ranks.

DRUM GOBLIN

Type: Same as unit and Special.

Special: Can be part of a Goblin Band or replace one figure in a Goblinoid Foot unit (not banner bearer). Note the banner bearer must be removed last as usual.

Bold: With the drummer, the unit is *Bold* and may ignore one (additional) flag. If forced to retreat, the unit still flees in a *Goblin Run*.

HORN

Type: Same as unit and Special.

Special: Replaces one figure in a Human Foot unit (not banner bearer). Note the banner bearer must be removed last as usual.

Call for Help: a unit with a Horn Blower may call one adjacent, friendly *ordered* unit to battle along with it in melee.

Both units must be adjacent to the target. Add together and roll all Battle dice after individual combat restrictions, if any.

Only the Horn Blower unit is the attacker in regards to any enemy reactions or follow-on actions.