

The book cover features a green hexagonal grid background with a faint, large-scale illustration of a battle scene. On the left, a dark red leather spine is visible with several ornate metal clasps. A circular medallion on the spine depicts a warrior in a dynamic pose. On the right, a white fabric strip with yellow and red stripes is secured by a series of red leather straps with metal buckles.

# EPIC™

BATTLELORE

ADVENTURES  
ON A GRAND SCALE



# EPIC BATTLES

This Epic BattleLore expansion offers experienced players the opportunity to conduct battles on a grand scale by combining multiple board maps into a single, over-sized battlefield.

Because not every player will own two copies of BattleLore, we carefully crafted the first five Epic Adventures that come with this supplement to ensure that you can play them using a single copy of BattleLore and the banners, figures and cards that come with it.

All you will need is one (or more) opponent(s), a second board map and a few coins or markers (to serve as additional Lore tokens).

## Contents

This Epic BattleLore expansion includes:

- an additional BattleLore board map
- 19 additional Lore tokens
- 36 two-sided Alliance tokens, usable by either camp
- 4 player turn markers, usable by either camp
- 7 Epic Adventures

The board map and Lore tokens included are used with all Epic Adventures. The Alliance tokens and player turn markers are only used when playing Epic Adventures featuring the *Reluctant Allies* variant described in Appendix II.



For the most part the rules for playing *Epic BattleLore* adventures are similar to those used with BattleLore adventures played on a single board, with the following notable exceptions:

## Epic Battlefield

Epic Adventures play over two game boards rather than a single one. The reverse side of each board, turned 90 degrees, combines to form a deeper, epic-sized battlefield of 13 by 17 hexes. As usual, the red dotted lines delineate the Epic battlefield's three sections - the Left Wing, Center, and Right Wing.

## Increased Number of Players

Epic Adventures' larger format allows up to six players to join in and experience the fun of mass combat on a grand scale.

In six player games, each Camp is composed of three players - an overall **Lord Commander**, who usually sits in the Center, and two **Field Marshals** on either side.

The Lord Commander decides which Command and Lore cards are played by his Camp, but would be well advised to confer and consult with his Field Marshals, in true War Council spirit.

The Lord Commander also orders, moves and leads the units in the Center section of the battlefield into battle, while his two Field Marshals do the same for the units located on their respective Wings.

If a player's unit crosses the line separating two adjacent sections during the course of a game turn, the player who initiated the unit's movement at the start of the turn is the one who controls and plays it for the entire turn. The following turn, the unit passes under the control of the player in charge of the Section in which the unit now stands.

In games with less than three players to a side, the Lord Commander also takes on responsibilities for the units of the other Wing(s) of his Camp without Field Marshals of their own.

## Epic Game Set-Up

Choose an Epic BattleLore adventure and follow the Setting Up the Game instructions on p.8-9 of the BattleLore Player's Guide. In most Epic Adventures, both Camps will have War Councils, and the Set-up steps may need to be modified accordingly, as described in chapters 8 and 9 of the Player's Guide.

If you are planning to play an Epic Lore Adventure, use the 19 Lore tokens included with this expansion and the tokens from one



## AN EPIC BATTLEFIELD

game to form a single, giant Lore Pool.

A single deck of 60 Command cards is used.

During set-up, you must also take one cardholder from each Camp and assemble them together to form a common **Epic Command rack**. Place this newly-formed rack to the side of the battlefield next to the Command card draw deck.

Before the first player's turn, fill the Epic rack with three Command cards drawn from the top of the Command deck. Set the cards so they are visible to all and within easy reach of the player(s) of both Camps.



Throughout the game, these three cards - and new cards that replace them when taken from the rack - will represent the peculiarities of the battlefield and common maneuvers and tactics that are available to both Camps as they lead their troops into battle.

Each camp retains his remaining cardholders, which he will use, as in a regular adventure, to hold his Command and Lore cards for his Camp.

Landmarks, if any, may be placed on any Empty hex on the 4th through 8th row from the controlling players' side.

*In Epic Adventures, the Camp with the most green banner units on the battlefield at the start of the battle takes the first turn and starts the game.*

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# EPIC GAME TURN Modification

During each turn's Command phase, a Camp may either:

- **Play up to two Section cards.**

If two Section cards are played, one must come from the three Command cards visible on the Epic Command rack, and the other from the Camp's own set of Command cards.

If only one Section card is played, it may come from either the Camp's own Command cards or from the cards displayed on the Epic Command rack.

OR

- **Play a single Tactic card,** from either the Camp's own Command cards or a Tactic card displayed on the Epic Command rack.

Lore cards are still played as normal, in combination with or in lieu of Command cards, as indicated in their respective phase of play.

*Under no circumstances may a Camp play any other combination of Command cards during its turn (i.e. you cannot play a Section card and a Tactic card during the same turn; nor play two Tactic cards during the same turn; nor a Lore card that is played in lieu of a Command card and another Command card).*

## Replenishing the Epic Command rack

At the start of each game turn, there should always be three Command cards on the Epic Command rack.

Once a Camp has finished its turn, discarded the cards it played and replenished its Camp's cardholders by drawing new Command (and possibly Lore) cards from the draw deck(s) - the Epic Command rack must be replenished back to three cards, if necessary.

There will usually be a single card missing, if any. Draw a replacement card from the top of the Command draw deck, and place it next to the other cards on the Epic Command rack, visible to both Camps,

When a Camp chooses to play a Tactic card from the Epic Command rack, it does NOT draw a replacement Command card for its own cardholders, at the end of its turn. Only the card missing from the Epic Command rack is replenished.

When you draw a new Command card for the Epic Command rack, if all three cards now on the Epic rack are Tactic cards, discard them all and draw three new Command cards. The Epic rack must always contain at least one Section card, once replenished.

If the Command card deck runs out, shuffle the discards to form a new Command draw deck.

## Equal to Command

In Epic Adventures, when a Section or Tactic card activates a number of units **Equal to Command**, the Command cards located

on the Epic Command rack do not apply toward this number. It is only the number of Command cards sitting in the Camp's cardholders that matter and which determine the value of the **Equal to Command** number for that Camp.

## Playing Two Section cards

When playing two Section cards, the orders on both section cards are carried out. Some examples of possible Section card combinations include:

- Attack on Left Wing and Patrol on Right Wing, to order 3 units on the Left Wing and order 2 units on the Right Wing.



- Forward and On the March, to order 3 units on the Left Wing, 3 units in the Center and 3 units on the Right Wing.



- Advance in the Center and On the March, to order units in the Center equal to Command, plus 1 additional unit ordered by the On the March card and 1 unit on the Left Wing and 1 unit on the Right Wing.



- Advance in the Center and Advance on the Right Wing, to order units equal to Command in the Center and order units equal to Command on the Right Wing.



- Patrol in the Center and Attack in the Center, to order 5 units in the Center.



- Scout in the Center and Attack on the Left Wing, to order 1 unit in the Center and 3 units on the Left Wing. In addition when drawing a new Command card for your hand, you draw two, choose one and discard the other.



- Scout in the Center and Scout on the Left Wing, to order 1 unit in the Center and 1 unit on the Left Wing. In addition when drawing a new Command card for your hand, you draw two, choose one and discard the other. Your scouting action does not double up: You still only draw two cards, even though you played two Scout cards.



## Playing a Tactic card

The following three Tactic cards are slightly modified in Epic play:

- **BattleLore** - Ordered units battle at + 2d for the entire turn. When the Command and Lore decks and discards are reshuffled, the Command cards are left in the Epic Command rack and are not shuffled.



- **Counter Attack** - When countering a section card played by the opposite Camp, only one of the two section cards is countered.



- **Leadership** - In addition to the one unit ordered by the card, you may also order additional units equal to the level of the Commander on your War Council. All ordered units battle at +1d for the entire turn.



A Level 1 Commander thus orders 2 units when playing the Leadership card, a Level 2 Commander 3 units, and a Level 3 Commander 4 units.



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### Playing with Lore and Lore cards

In Epic Adventures, the scope of the battlefield is so large that Lore tokens are gained *only* when rolled in Melee Combat (including Point Blank), but *never* when rolled in Ranged Combat.

The following two Lore cards are also modified for *Epic* play:

- **Rogue's False Orders** - If your opponent played two Section cards, one coming from the Epic rack and the other from his cardholder, or a single Section or Tactic card from the Epic rack - he must return the Command card that came from the Epic Command rack back to the rack. After you select a new Command card for him to play, from among the Command cards on your opponent's cardholders - if it is a Section card, he may then choose to also play a Section card from the Epic rack (and even select the card he had initially picked as his second Section card, on the Epic Command rack, if he wants to).



- **Warrior's Assault** - When this card is played, its player does *not* collect Lore tokens in any combat.



### Epic Victory Conditions

In Epic Adventures, the Victory Banner count is usually set at 7 banners. The winning Camp must also hold a margin of at least 2 Victory Banners (ie 7-5, 8-6, etc...) over its opponent to achieve a decisive victory. Otherwise, the game ends in a marginal victory in favor of the first player that reaches 9 Victory Banners.



If you wish to play Epic Adventures using the Deployment and Specialist cards first introduced in the BattleLore *Call to Arms* expansion, you will have to make the following adjustments during deployment:

- In Epic BattleLore, the baseline for each Camp is *the second row of hexes on each side*, not the first one. No units may be deployed on the first row of hexes on either side.
- Each player draws five Deployment cards for his *Guards*, instead of the usual four.
- This new, fifth card is the player's *Scout Guard*. It is deployed first; all of its units are placed on vacant hexes of the player's

choice, in the 5th row of hexes from the player's side. As with other deployments, if there are no vacant hexes left, Scout Guard units must be deployed on vacant hexes of the player's baseline instead (the second row of hexes, in this case).

- The player's Guards and Reserve are then deployed as usual. Unlike in standard, 2-player games however, *all* units listed on a player's Reserve card may be deployed on his Camp's baseline, if possible.
- When deploying his Guards on the battlefield's three Sections, a player must take care to align each Deployment card's hexes with either all blue zones, or all red zones on the map below.

### Deploying your Guards



If you wish to use the *Call to Arms* deployment system in Epic Adventures with the *Reluctant Allies* variant, you must instead make the following adjustments during deployment:

- Each player selects a single Set of 7 Deployment cards from his Camp, and draws 3 cards from it.
- These cards form the player's vanguards, middle-guards and rearguards. The players deploy no Reserve or Scout Guard in this variant.
- In each Camp, the players select (or draw at random) a color each: One player will deploy his Guards in the Red zones, and his Ally in the Blue zones, per the Epic board lineup illustration above.
- If two players' unit deployments overlap on the same hex, the player with the lowest card index number (or lowest Set letter, in alphabetical order, if tied for number) deploys his unit as specified by the card he played, forcing his Ally to deploy his unit on a vacant hex of the same section's baseline (2nd row of hex from the board's side) instead.
- Each player also gets to play 2 Specialist cards of his choice.
- In no case should two players of the same Camp consult with each other during the assignment of their Deployment cards to their guard, nor during the selection of their Specialist cards or creation of their War Council.





## EPIC BATTLES

# Appendix II

## Reluctant Allies - A 4-Player Variant

In this Epic BattleLore variant, each Camp has two players, allied... up to a point!

The players in the same camp share the same banner type, but each controls their own units. To identify their troops easily, in each camp one player places Alliance tokens of his side next to each of his units. Units with the same banner type but no Alliance tokens on the map form the units of his Ally's army.

In addition to fielding his own individual units on the board, each player also forms his own War Council (a custom War Council of Level 6, unless mentioned otherwise in the Epic adventure being played). There are thus two independent War Councils on each side, one for each player.

As in regular 2-player games, each player's War Council determines that player's number of Command cards, Lore cards and Lore tokens held at start and throughout the game.

Before the game starts, each player is also assigned a Game Turn marker, using the following procedure:

The player controlling the most green banner units in the Camp with *the most green banners on board* receives Turn Marker # 1, and gives Turn Marker # 3 to his Ally. The player with the most green banners in the opposite Camp receives Turn Marker # 2,

leaving Turn Marker # 4 for his own Ally. Ties are resolved in favor of the player rolling the most green helmets out of 6 Battle dice rolled.

The game then proceeds as in standard Epic games, with the following modifications:

- Each camp alternates taking turns, starting with the player holding Turn Marker # 1, then his opponent with Turn Marker # 2, followed by his Ally with Turn Marker # 3 and finally his second opponent with Turn Marker # 4. At the end of his turn, the active player places his Turn Marker next to the board, and does not take his Marker back in hand until all players have completed their turns and placed their own Turn Markers next to the board.
- During his turn, a player may only order his own units. If a player wishes to order his ally's units instead, he may only do so at a cost of TWO orders for each allied unit he wishes to order instead of its own.
- When a player order his (or his Ally's)\_units, he - and he alone - decides how to best use them - where to move them, when to make them combat and against whom, etc... He's also the one who rolls dice for them, and who collects Victory Banners for them, if appropriate.
- All battle backs are the sole responsibility of the player controlling the unit who battles back. This means that during the turn of Player # 1, both Player # 2 and Player # 4 may get a chance to battle back and roll dice if their units come under attack and are entitled to battle back.
- Only the active player may play a Lore card but either of the other camp players may play a Lore card as a Reaction. Only one Lore card may be played by each Camp during a turn, however.
- At the end of his turn, the active player draws new Command and Lore cards, and/or Lore tokens as in a regular game.



These cards and tokens cannot be shared with his Ally.

- The game ends *at the end* of the turn during which a Camp collectively holds 8 or more Victory Banners between its two players. Thus if Player # 1 captures the 8th banner for his Camp, the game actually ends once Player # 2, 3 and 4 complete their turns (opening the possibility for Player # 2 and 4 to actually sway the battle in their favor in a last-ditch heroic effort).
- The winning Camp is the one with the most Victory Banners at game's end. Inside that Camp, the player with the most Victory Banners to his credit is deemed the overall winner of the game.

In addition to the cards modified by the standard Epic rules, as described on p 5-6, the following rules must also be kept in mind:

- **Darken the Sky** activates all units equipped with Ranged weapons, this means yours and your ally's! They are still subject to the card's restrictions for battling (ie. no movement and no firing at Point Blank).
- When Lore cards are played by the active player, they may be targeted at either of his opponent, when applicable (eg. Rogue's Pick Pocket, Wizard's Lore Drain, etc...)
- When Lore cards are played by the active player, and would normally target his own units in a standard 2-player game, he may instead decide to target some of his ally's units instead, but must pay 1 additional Lore token for each allied unit he chooses to target instead of his own (eg. healing one ally's units cost you 1 additional Lore token; likewise, hiding two of his units into the Shadows would cost you 2 more Lore tokens.)



## Appendix III Epic Adventures

The first 5 Epic Adventures that follow were designed to be played using a single copy of BattleLore along with this supplement.

The remaining 2 Epic Adventures, *Logroño* and *The Road to Najera*, were designed to be played using the 4-player Reluctant Allies variant, and require two full copies of BattleLore.

Little is known of the origins of these five battles, as the poor, hapless goblin who was holding the remnants of these maps in his burned, shriveled hand was long-dead by the time I caught up with him, south of the Rio Salado. His presence and dress made it clear that the little fellow had still been alive and kicking when Aragon captured Sardinia; maybe he had crossed over when Abou al Flassan captured Gibraltar, in that magic year of 1333?