

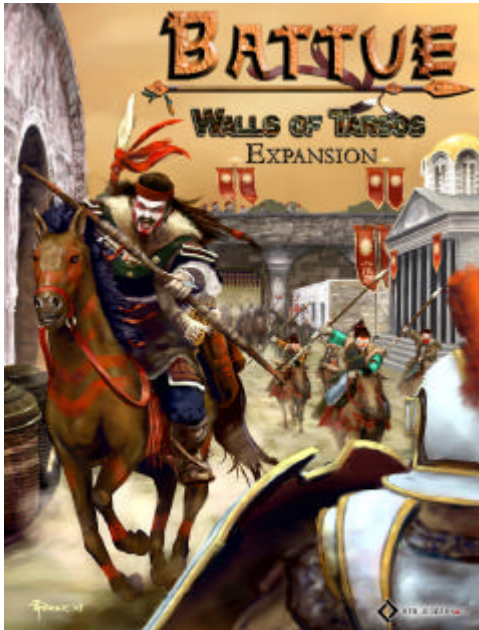
BATTUE

WALLS OF TARSOS

Battue: Walls of Tarsos (*Battue: WoT*) by Red Juggernaut, Inc. is the first expansion for the *Battue: Storm of the Horse Lords* board game. In the game, 2-4 players each lead a horde of barbarians looting Tarsos, the City of Brass Pillars. The leader who captures the most valuable parts of the city and carries away the best loot is named the Kahn of the Golden Horde and leads the Horse Lords to a Golden Age.

Battue: WoT gives players new components with which to complete their conquest of Tarsos. Inside players will find new cards, tiles, and six new warrior tokens. As in the base game, players first layout the city, which is composed of different sized tiles, representing the different sections of the city. One of the first changes players will notice is the addition of stone walls, gates, and towers. These tiles are placed over the wooden city section printed on the board and replace the wooden defenses with stout, stone ones. Although the walls are harder to breach, there are two secret entrances into the city, tempting players to try these defenses. Each tower is unique and provides the controlling player with an advantage that can be used throughout the game – as long as they can defend the tower from other players.

Battue: WoT adds 13 new interior city tiles to add to the mix of tiles. Tiles such as Fountain Plaza, Imouha Trade House, Tabularium, and Armory are added to the existing tile mix of city tiles. These tiles have a slightly lighter colored back, to give players a clue about their identity. With the new tiles, city set up is slightly altered. The Palace still starts in the center and the arrangement of the rest of the city is still different from game to game. Now; however, each group of tiles is turned face down and shuffled. Some tiles are removed from each group before placement, creating a bit more variation in the different types of tiles. As players have more tiles, many will not be used in a given game. The gate, wall, and tower tiles are also mixed and placed randomly on the edge of the board.



Game play of *Battue* remains the same. All players still start off-board and move on to the board with their first turn. Movement, capture, and looting all work the same way. Event cards are still triggered by some tiles, including several new tiles in the expansion.

So, what else is new? We've already mentioned the new stone walls, gates, and towers, as well as the new interior city tiles, but that's just the start. In the Loot card deck are new cards that add victory points, but you can only play them if certain conditions are met. "Cache of Potions," for example, can only be played if you control the Schola. Even if you lose control of the Schola later, you still get the four victory points provided by the card. There are also reaction Loot cards. These cards are played only when something else happens. The Loot card "Good Day to Die!" for example, can be played when another player attempts to retreat from battle to prevent that retreat. In the Event card

deck are the cards "Tarsos Cavalry" and "Dotur Cavalry." These cards create a six warrior horde on the board. This independent horde can then rampage through the city, trying to throw back the barbarian invaders. There are also new symbols, which trigger effects, on the new interior, wall, and tower tiles.



As with *Battue: Storm of the Horse Lords*, a four-player game takes about 50 minutes including set up. The game ends when the Palace, the Universitas, and Templum Jupiter (the three buildings with Brass Pillars) are all revealed and captured. Players count up the Victory Points for the city sections they control and value of the loot in their War Chest. The player with the most victory points is the winner.



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Contents

- 1 Rules book
- 8 Event Cards
- 13 Loot Cards
- 6 Warrior tokens
- 8 Wall tiles
- 4 Tower tiles
- 4 Gate tiles
- 13 Interior tiles

