Call to Arms

THE BATTLELORE™ ARMY DEPLOYMENT SYSTEM

INTRODUCTION

Call to Arms offers you a new method to deploy custom troops and armies onto the fields of battle. Rather than relying on the point-based army buying approach common to many miniature games, BattleLore's army selection system uses a novel, card-driven deployment mechanism, centered around the use of Deployment decks, Specialist cards and Feudal Levy tokens.

In late medieval warfare, armies were often drawn up into three military formations, commonly called Battles or Guards: The vanguard, middle guard and rearguard respectively led, followed and closed the column of troops on the march.

Upon reaching the enemy, the Battles would deploy abreast, with the vanguard moving to the right of the battlefield, the middle to the center, and the rear to the left.

The deployment mechanics introduced in this expansion mimic the medieval deployments of yore, providing you with a uniquely fun and enjoyable way to customize your troops and deploy your armies.

So read on, plan ahead carefully and enjoy!

Richard Borg
and the Days of Wonder War Council

I. Overview

Call to Arms' rules (and the accompanying deck of cards, spare banners and tokens) are used for playing adventures in which only a battle map's terrain has been predefined, but not the units' mix or position on the battlefield.

Call to Arms' rules are also used whenever players wish to play an existing adventure using customized armies of their own (partial) choosing, rather than the units' mix and deployment dictated by a given adventure's battle map.

Depending on the type of gaming experience looked for, and time available to set-up and play an adventure, players should agree to use one of the following two drafting modes to deploy their armies on the battlefield:

- The **Impromptu** mode, recommended for friendly, impromptu game sessions, with a short time set-up;
- The **Organized** mode, perfect for veteran gamers wishing for a bit more control and customization.

II. Components

Included in your Call to Arms expansion are:

- A deck of 42 Deployment cards;
- 10 Specialist cards;
- Two sets of 4 new Summary cards (3 new Terrain and 1 new Weapon);
- A punchboard featuring:
    - 12 Feudal Levy tokens (2 red, 2 blue and 2 green, for each player);

Deployment cards

Summary cards

Specialist cards

Feudal Levy tokens

Marshes   **Cliffs**

Archers Stakes

Stone Bridge

Ramparts

- 8 new Terrain tiles featuring Marshes on one side and Cliffs on the other;

- 3 rectangular tiles featuring Archers Stakes on one side, a natural Stone Bridge and some Ramparts on the other side.

• 6 Supplemental banners.

a. Deployment cards

There are 21 Deployment cards for each camp. They are grouped in **Sets** of 7 cards each, labeled A, B and C. Each set has its own unique, slightly distinct flavor, to promote variety and match your own style of play with the adventure at hand.
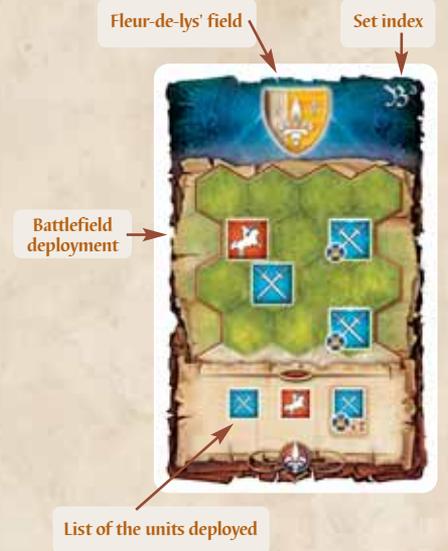

Anatomy of a Deployment card

A **Deployment card** specifies the type and position of units a player may deploy on the battlefield. During deployment, each player will play a single card in each section (Right Wing, Center, Left Wing) of the battlefield, and keep a fourth card in Reserve. The complete deployment procedure is described in III. Using *Call to Arms* on p.5.

Each Deployment card features:

• A map and list of the units that can be deployed on the battlefield

• A shield with the Lion's or the Fleur-de-lys' field, identifying which Camp the card is associated with by default

• An index indicating the set (A, B or C) to which the card belongs, and its number in that set (*)

(*) The card's number in a set is not used, for now. It is there purely for future reference.

Fleur-de-lys' field   **Set index**

Battlefield deployment

List of the units deployed

The sets differ for the Pennant and Standard camps, reflecting the difference in the Banner Bearers and units available to each camp in the BattleLore base game.

A player using cards from a single set along with a single copy of the game is guaranteed to have all the figures and banners he needs, regardless of which combination of cards he draws from the set when drafting his army.

The 5th card of French set A   **The 3rd card of English set C**

- A Regular Infantry and its Dwarven allies   - With a Creature in the front lines

Deploying your Guards

Reserve

Vanguard

Middle guard

Rearguard

Right Wing Standard

Center Standard

Left Wing Standard

Border hexes unavailable for deployment

Center hexes unavailable for deployment

Left Wing Standard

Center Standard

Right Wing Standard

Shared hexes unavailable for deployment

Rearguard

Middle guard

Vanguard

Reserve

In the Call to Arms' deck, all Deployment cards feature a Map showing you precisely where to deploy your troops within the section in which the card is played.

The card's map must precisely line up with the deployment hexes of the section it is played in, as shown on the illustration below.

The card's map represents the first 4 rows of hexes from the player's side. Note that hexes shared by adjacent sections are systematically excluded, and thus unavailable for deployment.

On each deployment card, the following symbols may be used, alone or in combination, to specify the type of unit that can be deployed.

- A **color**, specifying the color of the unit's banner
- A **weapon symbol**, specifying the unit's weapon type
- A **race symbol**, specifying the unit's race.
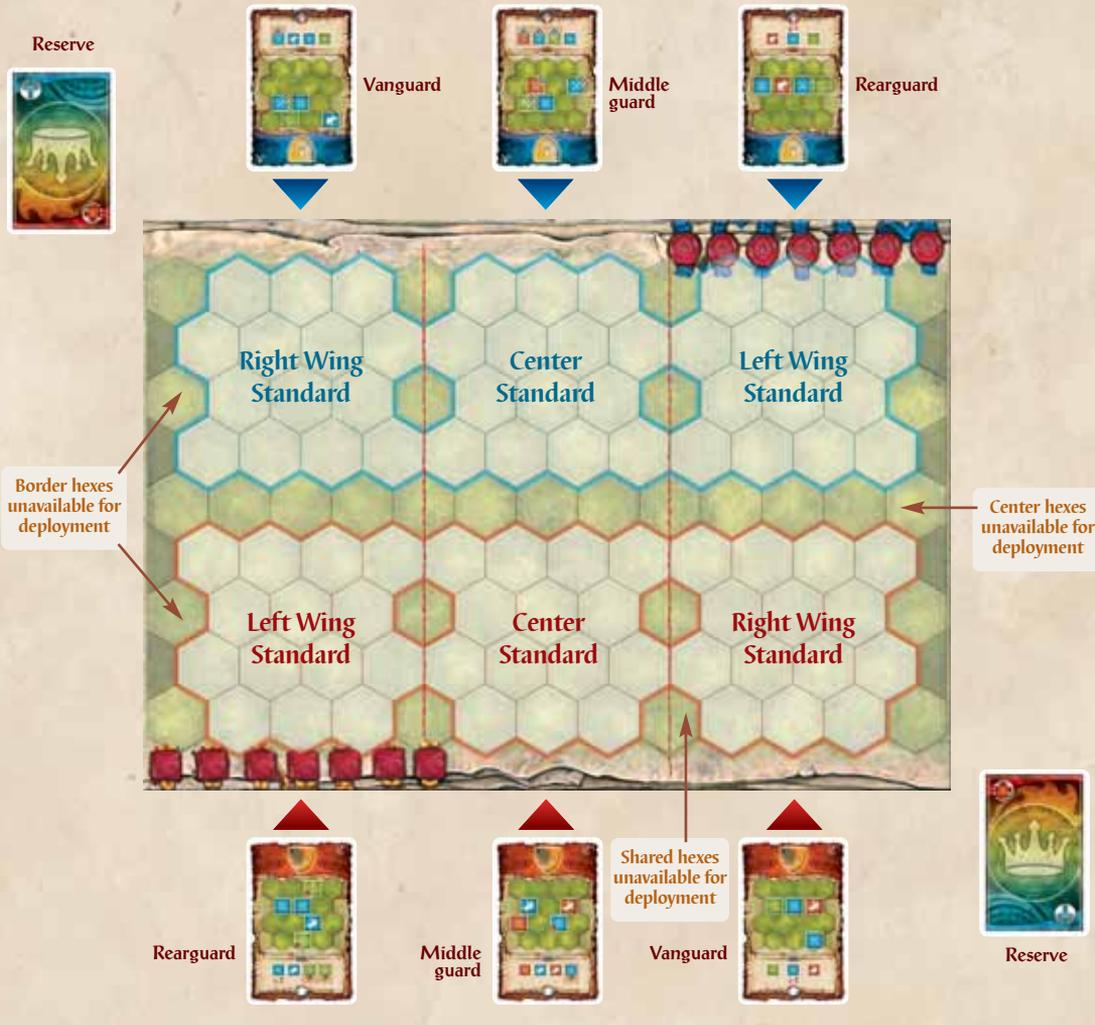
A Creature

A Dwarven Crossbow unit

A Heavy Cavalry unit

b. Specialist cards

Specialist cards list additional modifications to the rules, and the advantages or benefits that one might use to improve his own troops' deployment.

Two valuable Specialist cards

Specialist cards also provide additional flavor, by introducing some common medieval tactics and linking the deployment process back to the War Council selection (in Lore Adventures).

c. Feudal Levy tokens

When you choose to mix Deployment cards from various sets together, rather than keeping them paired, situations may arise where a player ends up with more units on his Deployment cards than he has banner bearers and figures of that type available for deployment.

Whenever this situation occurs, the player may place a Feudal Levy token of matching color in lieu of the missing unit. See *Feudal Levy tokens* on p.9 for more details.

d. Additional banners

There are six new banners provided in *Call to Arms*, three for each Camp. These new banners allow you to assemble the following banner bearers when required by the mix of cards:

Standard Camp

×1
Green Banner Archer

×1
Blue Banner Regular Infantry

×1
Green Banner Irregular Cavalry

Pennant Camp

×2
Green Banner Iron Dwarf Crossbowmen

×1
Red Banner Heavy Infantry

III. Using Call to Arms

To deploy units using *Call to Arms*, you will need to modify the *Setting up the Game* phase described on p 8-9 of the *Player's Guide*, using the mode of deployment that best matches your style of play.

IMPROMPTU MODE

The Impromptu mode is perfect for quick pickup games where the players wish to alter their armies composition and units deployment independently of the adventure's prescribed set-up, or when playing adventures that only describe the battlefield's terrain layout, without sacrificing too much play time.

To deploy your units in Impromptu mode, simply follow these steps:

1. Choose a battle map of your own liking: either one of those provided at the end of this booklet; one from those included in the BattleLore Adventure Booklet (ignoring any units marked on its battle map!); or a terrain map of your own invention.

2&3. Lay out the corresponding Terrain hexes, per steps 2-3 on p.8 of the BattleLore *Player's Guide*.

4. Replace Step 4 of *Setting up the Game* with the following:

4.1 Select an Order of Battle

- Give each player a Camp (i.e. Pennant or Standard), and the banners, Banner Bearers and figures that come with it. These form the units the player will be able to muster during deployment. Note: If you already switched some banners around in prior games, you might have to put the banners back on the figure types they were attached to when you first purchased the game. The complete list of Banner Bearers is listed on p.79 of the Player's Guide.

- For orientation purposes, all battle maps are always considered as printed with the Pennants Camp on top, and the Standards Camp on the bottom, so the player sitting on the "upper" side of the board should receive the Pennants, and the one sitting on the map's "bottom" the Standards.

- Give each player the three sets of Deployment cards for his Camp. Each player selects one 7 card set and shuffles it.

Important note: In Impromptu mode, different Deployment card sets are NEVER mixed or used together during the course of an adventure! Once a player has selected a set, he should place his other two sets away for the rest of this adventure.

- Each player randomly draws 4 Deployment cards from the set he selected. These cards will form the basis for his three Guards and Reserve. The remaining (3) Deployment cards are set aside and not used in this adventure.

- From the cards they drew, the players now select one Deployment card for each Wing (or Center) under their command and place it, face down, next to the section in which they wish to deploy these units.

- The remaining fourth card is the player's Reserve.

Rearguard   Middle guard   Vanguard   Reserve

4.2 Deploy your Guards

- Both players now deploy their Guards, revealing the Deployment cards they played on their Right Wing, Center, and Left Wing.

- Do NOT reveal or play your Reserve card yet, only your Guards!

- With each new card revealed, the card's player places his corresponding units on their designated spots on the board map, per the card's Deployment map.

- For a speedy set-up, we recommend placing all Banner Bearers in their designated positions on the board first, then filling in each unit's troops with their prerequisite missing figures.

Deploying the Vanguard

- Regardless of the type of Deployment card played, impassable terrain remains impassable, and no unit can ever be deployed there. If a unit is marked as deployed on impassable terrain, the player must reposition the unit on

a vacant hex on that section's base line or forego the unit outright if there are no vacant baseline hexes left.

The Dwarven Crossbowmen can deploy in the river because of the shallow ford, but the Red Banner Dwarven Swordsmen must be placed somewhere along that section's baseline.

4.3 Scout ahead

- Players now tally up their Green units on the battlefield. The player with the highest number of Green banners "out-scouts" his opponent, and becomes the Starting player for this adventure!

- The Starting player will deploy his Reserve last.

- In the event of a tie in the number of Green units deployed, the Starting player is determined by rolling 6 battle dice. The player that rolls the most Green helmets starts.

4.4 Call the Reserve

- The player who was out-scouted deploys 2 units *(and 2 units only!)* of his choice from among those specified on the Deployment card he held back in Reserve.

- The Starting player will deploy his Reserve last.

- These units must be deployed on vacant hexes on the player's *baseline*. If there are no vacant hexes left, the unit(s) cannot be deployed for this adventure.

- The Starting player then deploys his reserve.

Deploying the Creature is the obvious choice, but what should the other unit be?

4.5 Call the War Council

- If the players are playing a Lore adventure, they must now select their War Council, assigning level tokens to the Lore Masters on their War Council sheet.

- *If any Creatures were deployed, their controlling players must make sure to assign the proper level token to Creatures on their War Council sheet.*

Resume game set-up

- Players then resume the normal game set-up with Step 5 on p.9 of the *Player's Guide*.

ORGANIZED MODE

This mode is perfect for players who wish more control, and are willing to spend a bit more time prior to a game. It offers greater units customization and better planning opportunities through the selection of multiple Deployment sets and the introduction of Specialist cards and Feudal Levy tokens.

Specialist cards allow players to be certain they have a chance to field a (limited) number of new units from their collection. These cards may also modify other aspects of the deployment process, encouraging the players to develop interesting Specialist card combinations that best suit their style of play.

The Deployment process is similar to the Impromptu mode, modified as follows:

4.1 Select an Order of Battle

- Give each player a Camp and the banners and Banner Bearers *(but not the other figures!)* that come with it. These banners and Banner Bearers now form the core of the player's army.
- Pull together all the other game's figures into a common Army pool within easy reach of the players. They will *both* recruit missing troops and creatures from this common army pool when deploying their armies.

- Give each player a set of 2 red, 2 blue and 2 green Feudal Levy tokens.
- Each player now selects *any two* Deployment card sets (including sets from the opposing camp, if desired) and shuffles them together.
- In case of conflict, if the players both wish to use the same set and do not each own a copy of this expansion, the expansion's owner picks his two sets first.
- Each player shuffles his 14 cards.
- Each player randomly draws 4 Deployment cards from his now combined, shuffled sets. These cards will form the basis for his three Guards and Reserve. The remaining Deployment cards are set aside and not used in this adventure.
- From the cards they drew, the players now select one Deployment card for each Wing (or Center) under their command and place it, face down, next to the section in which they wish to deploy these units.
- The remaining fourth card is the player's Reserve.

4.2 Deploy your Guards

- The players deploy their Guards progressively, taking turns to reveal the Deployment cards they played on their Right Wing, then their Center, and finally their Left Wing.

- Reserve cards are NOT revealed yet!
- With each new card revealed, the card's player places the corresponding units on their designated spots on the board map, per the card's Deployment map.
- Banner Bearers are picked from the player's own set of banners and Banner Bearers. Other figures required to complement the unit *are picked from the common army pool;* they must still match the banner bearer's figure type, of course.
- Just like in Impromptu mode, impassable terrain remains impassable, and may force a player to redeploy a unit on his baseline instead.

4.3 Scout ahead

- Players now tally up their Green units *(including any green Feudal Levy tokens!)* on the battlefield. The player with the highest number of Green units out-scouts his opponent, and becomes the Starting player for this adventure.
- The Starting player will deploy his Reserve last.
- In the event of a tie in the number of Green units deployed, the Starting player is determined by rolling 6 battle dice. The player that rolls the most Green helmets starts.

Feudal Levy tokens - A special situation

In Organized mode, the mixing of cards from multiple Deployment sets may introduce situations in which a player ends up with more units specified on his deployment cards than there are Banner Bearers or figures left in the common Army pool.

Whenever this situation occurs, the player must place a Feudal Levy token of matching banner color, *in lieu of the unit he cannot deploy*, on the hex in which he would have normally deployed a unit.

The English already used up all the remaining Heavy Cavalries when deploying its Vanguard, forcing the French to rely on a Feudal Levy for their Rearguard.

4.4 Call the Reserve

- The player who was out-scouted deploys 2 units *(and 2 units only!)* of his choice from among those specified on the Deployment card he held back in Reserve.

- These units must be deployed on vacant hexes on the player's *baseline*. If there are no vacant hexes left, the unit(s) cannot be deployed for this adventure.

- This same player now replaces any of his Feudal Levy tokens on the board with Troops *(just troops - not Creatures, Heroes, etc…)* of matching or lower ranked **banner** color, using some of the still available figures. For this

purpose, rank is red highest > blue > green lowest. Mounted troops can replace a token that was placed in lieu of a missing Foot unit, and vice-versa.

- The Starting player then deploys his reserve, and exchanges his Feudal Levy tokens, if any.

4.5 Call the War Council

- If the players are playing a Lore Adventure, they must now choose their War Council, assigning level tokens to the Lore Masters on their War Council sheet.

- If any Creatures were deployed, their controlling players must make sure to assign

the proper level token to Creatures on their War Council sheet.

4.6 Call the Specialists

- The players may now select and play up to two Specialist cards of their own choosing - and deploy the corresponding units' Banner Bearers and figures, if applicable.

- These cards take effect immediately.

- They may be played in the order of the player's choice.

- If the players do not each own their own deck of Specialist cards and cannot agree as to who should choose first, proceed as follows:

     - The cards' owner chooses his first Specialist card

     - His opponent then chooses two cards from among the remaining cards

     - The cards' owner now chooses his final Specialist card.

- When playing a Medieval Adventure, players may not select Specialist cards marked as Lore only.

Resume game set-up

- Players then resume the normal game set-up with Step 5 on p. 9 of the *Player's Guide*.

A note about Free Companies vs Nations play

BattleLore's deployment rules, especially in Organized Mode, favor a **Free Companies** style of play, where any number of different races can be found fighting for the same Camp, engaged in hand-to-hand combat against blood brothers hired by the other Camp! This encourages players to develop a wide variety of skills, and reflects the ever-shifting allegiances common to the Hundred Years War period.

You may desire to engage in a more traditional type of play in which distinct races systematically confront each other and are sure never to face off against their own kind; nor side with their nemesis. To accommodate this, some new **Nation** sets of Deployment cards will be introduced once additional units for each race has been released in sufficient number to field a dwarves-only or a goblinoids-only army.

In the meantime, players wishing to field an army composed exclusively of humans and dwarves, or humans and goblinoids, should make sure they pick sets from a same camp during their set selection. In addition, they might consider selecting the Goblinoid Mercenaries card (for the Pennant player) or the Dwarven Mercenaries card (for the Standard player) as one of their two Specialist cards of choice when selecting their Specialists.

Appendix I
Notes on Call to Arms' Specialist cards

There are 10 Specialist cards in the Call to Arms' deck.

Each card is identified by a title, and the following attributes:

All-purpose Specialist

- **Lore symbol:** If this symbol is on the card, the card may only be selected when playing a Lore Adventure.

Lore Specialist

- **LoreMaster class symbol:** If a Lore Master class symbol appears on the card, the card will only benefit players who picked a Lore Master of that class during their War Council selection.

A Wizard's Illusionary (but lethal) Friends!

The following rules apply to all Specialist cards.

- Specialist cards must be played during the *Call the Specialists* phase (See p.9). Their effects take place immediately.

- Some cards may combine with each other (King's Allies and Illusionary Troops, for instance). The cards are then played, and their effects applied, in the order of the player's choice.

- Specialist cards that deploy additional figures or new units (King's Allies, Illusionary Troops, Mercenary cards…) still require the card's player to have the corresponding figures and banners available to him for deployment.

- Unless explicitly written otherwise, a card's effects are never compulsory. If a card lets you move or improve multiple units, you may choose to partially use it if you wish.

The following notes also apply to individual cards.

Archers Stakes

The hexes in which you deploy the Archers Stakes must be Country-side or Elevated Terrain hexes. Stakes cannot be deployed in Rivers, even in shallow fords, nor in Wooded Terrain.

Bow Upgrade

Other races (such as Hobgoblin Archers) still use the Common Bow, even if this card is played on their side.

Forced Enrollment

The third unit is still subject to the usual Reserve deployment constraints, and thus must be placed on an empty baseline hex.

Infiltration

This card cannot be used to move the same unit multiple times. Each legal move must be made by a different unit.

Illusionary Troops

This card can only be played on Troops, not Creatures or Heroes, etc…

King's Allies

This card may be used to add two figures to the same unit, or a single figure to two different units, when played with a Level 3 Warrior in your War Council.

Call to Arms introduces two new terrain types - the Cliffs and Marshes and the Archers Stakes, a new man-made feature.

Cliffs (Elevated Terrain)

Movement

The Cliff side(s) of a Cliff Terrain hex are impassable. The other sides of the hex follow the normal movement rules for Elevated Terrains.

Battle

- A Unit may not Melee, nor fire at Point Blank across the Cliff side(s) of a hex.
- The other sides of a Cliff Terrain hex follow the same battle rules as an Elevated Terrain hex.

Line of Sight

A Cliff Terrain hex blocks line of sight, except from contiguous Cliffs or other Elevated Terrain of the same height.

Marsh Terrain

Movement

A unit that enters a Marsh Terrain hex must stop and may move no further on that turn. Follow-on moves are subject to the same terrain movement restrictions and may thus be impossible or only partially achievable during this turn.

Battle

- A unit that moves onto a Marsh Terrain hex may still battle that turn.
- A unit on a Marsh Terrain hex battles with a maximum of 2 dice.
- A unit attacking an enemy unit on a Marsh Terrain hex battles with a maximum of 2 dice.

Line of Sight

A Marsh Terrain hex does not block line of sight.

Archers Stakes

Archers Stakes may only be placed on a Countryside or Elevated Terrain hex.

Movement

A unit that enters a hex with Archers Stakes must stop and may move no further on that turn.

A unit may not battle the turn it moves onto a hex with Archers Stakes.

Foot units equipped with a Ranged Weapon are the exception: They may move onto a hex with Archers Stakes and still battle.

Battle

- A Ranged Weapon Foot unit on a hex with Archers Stakes may ignore one Sword on Shield rolled against it in Melee combat.
- A Ranged Weapon Foot unit on a hex with Archers Stakes may ignore one flag rolled against it and is Bold.

Line of Sight

A hex with Archers Stakes does not block line of sight.

Rampart

See p. 69 of the *Player's Guide*.

Stone Bridge

Same as Bridges on p. 63-64 of the *Player's Guide*.

Appendix III
Lexicon

Battles: Common medieval military formations also known as Battalions or Guards.

Deployment card: A card featuring units to be deployed on a portion of the battle map, or held in Reserve.

Deployment deck: One or more sets of Deployment cards, shuffled together.

Deployment set: A set of seven Deployment cards, identified by a common alphabetical letter, and numbered 1 through 7.

Feudal Levy token: A "stand-in" token used as a temporarily placeholder for Troop types that are no longer available for deployment. These tokens can be replaced by available Troops of equal or lower ranks when a player calls his Reserve. Banner colors are ranked from red (highest) through blue (middle) down to green (lowest).

Guards: A typical medieval army was organized in three sections or Guards: the Vanguard - or Vanward, the Middle Guard - or Main Battle, and the Rearguard - or Rearward. In combat, the Vanguard, Middle Guard and Rearguard were deployed abreast from right to left.

Impromptu mode: A quick set-up mode for the BattleLore *Call to Arms'* deployment system, using a single set of Deployment cards for each player, and no Specialist cards or Feudal Levy tokens.

Organized mode: A slightly more involved mode of deployment, using multiple sets of Deployment cards, as well as Specialist cards and Feudal Levy tokens.

Reserve: A Deployment card that is not attached to a specific battlefield section. When a card is played in Reserve, only two of its units can be deployed, and they must be placed on vacant hexes of the player's baseline.

Specialist card: A card that modifies the normal Deployment rules and game start conditions, or that permits the deployment of new figures or units on the board.