

# BATTLELORE

## Setup

Setup the terrain, game pieces and figures according to the **Adventure** (or use **Call to Arms** if desired).

The **Banner** type and pattern identify which units belong to which side. The Banner color identifies the level of military training: **green banner** troops are poorly-trained Irregulars; **blue banner** troops are Regulars; **red banner** troops are Heavy shock troops.

Each player takes a set of the applicable **Summary cards**. Shuffle the **Command** deck and deal Command cards as required by the Adventure. If playing a **Lore Adventure**, set up your **War Council**, prepare the **Lore deck** and deal/select cards, and take **Lore tokens**.

## Turn Sequence

Players alternate turns, starting with the player listed in the Adventure's battle notes.

### 1. Command

Play a Command card.

### 2. Order

Announce units the player intends to order.

### 3. Movement

Move ordered units, one at a time.

### 4. Combat

Battle one ordered unit at a time.

### 5. Draw and End of Turn

Draw a new Command card, new Lore cards and/or Lore tokens.

## Command

**Command cards** order units to move and/or battle. **Section** cards order a set number of units from the sections shown on the card. **Tactic** cards order units as described on the card.

If the number of units to be ordered is *Equal to Command*, this is equal to the number of Command cards in the player's hand (including the one played).

## Order

After playing a Command card, the player announces which units he intends to order. Only units issued an order this turn may *move, battle* or take a *special action*. Only one order may be given to each unit per turn.

Units on a hex straddling two sections may be ordered from either section.

If a Command card allows you to issue more orders than you have units in that section, the additional orders are lost.

## Movement

Move units one at a time and only once per ordered unit per turn. Movement for one unit must be completed before moving another. An ordered unit does not have to move.

Two units may not occupy the same hex, and units may not move into or through occupied hexes.

Figures always stay together as a unit and cannot combine with other units.

Terrain may impact movement. The dimmed half-hexes that border the battlefield cannot be entered.

See the *Summary cards for movement according to banner color, unit type and terrain*.

## Combat

Resolve battles one at a time and (with the exception of **Bonus Melee Attacks**) only once per ordered unit per turn.

One unit's battle must be completed before the next battle. An ordered unit does not have to battle.

A unit always fights at full strength despite casualties.

### Combat Procedure

1. Verify that the target is within **Range** and **Line of sight**.
2. Calculate the number of **Battle dice** you may roll according to unit's troop and weapon type, adjust due to terrain effects, and roll. Score hits, then resolve retreats.
3. If appropriate, conduct **follow-on actions** (*Gain Ground, Pursuit Action, Bonus Melee Attack* or *enemy Battle Back*).

### Range and Line of Sight

A unit attacking an adjacent unit (or a unit with an attacking missile weapon used at **Point Blank** range) is in **Melee**.

Attacks beyond the range of adjacent hexes are **Ranged** attacks. Count the number of hexes to the target (not counting the attacker's hex but counting the target's hex) and verify that the distance is within the weapon's range.

A unit adjacent to an enemy unit must engage it if it chooses to battle (it cannot target a more distant unit).

The target of a ranged attack must be within **Line of sight**. Draw a line between the centres of the hexes; line of sight is blocked if any part of a hex containing an obstruction or unit crosses this line. If the line runs along the edge of one or more hexes it is only blocked if the obstructions stand somewhere along both sides of the line.

## Terrain Modifiers

When present, terrain battle restrictions impose a cap on the default number of battle dice a unit attacking in or from the terrain type will roll. Bonuses gained from Lore or Command cards etc are not subject to this limit. Where terrain effects combine, the lowest of the terrain maximums apply.

## Hits and Misses

The number of Battle dice rolled is determined by the color of the unit's banner. The attacker scores one **Hit** for each colored **Helmet** symbol rolled that matches the banner color of the *target* unit.

Unless specified otherwise, the **Sword on Shield (Bonus Strike)** symbol and the **Lore** symbol are misses.

For each hit scored remove a figure from the target unit. The **Banner Bearer** is removed last and placed on the attacker's **Victory** track.

See the *Summary cards for battle dice rolls and weapon effects according to banner color and weapon type*.

## Lore

When playing **Lore Adventures**, the player takes 1 Lore token for each Lore symbol rolled (even when *Battling Back*) if the rolled Lore does not trigger some other effect.

## Retreats

For *each* **Retreat** flag counted against it, the target unit must move 1 movement (typically 1 or 2 hexes) back towards its own side of the battlefield.

Terrain has no effect on retreat moves, though impassable terrain is still impassable. If a unit's unit retreat path is blocked, one figure is removed for each retreat hex of movement that cannot be completed.

## Morale

Morale values can 'stack' (eg. supported Dwarves on a rampart adjacent to a Stronghold = **Bold 4**) and are not mutually exclusive.

**Bold A Bold** unit can ignore a flag rolled against it in battle for each level of **Bold** that it has (but is never forced to do so).

A **Bold** unit may **Battle Back** when attacked in melee and *not forced to vacate its hex* as soon as the attacker's dice roll is fully resolved. There are no further battle back actions, and units that battle back are never entitled to *Gain Ground*, make *Pursuit Actions* or *Bonus Melee Attacks*.

**Frightened A Frightened** unit retreats 2 hexes for each flag rolled against it.

A **Frightened** unit must also check for **Panic Losses** when retreating: roll 1 die for each hex of retreat ground actually covered. Any dice that match the retreating unit's banner color kill a figure of that unit (all other results are ignored).

## Support

A unit adjacent to at least 2 friendly units receives **Support**, and is considered *Bold*. It may not *Battle Back* if forced out of its initial supported position.

## Follow-on Actions

**Gain Ground** An attacker that forces a defending unit to vacate its hex may **Gain Ground** and move into the just-vacated hex.

**Pursuit** If the successful melee attacker is a **mounted** unit, it may **Pursue** by gaining ground and then moving 1 *additional* hex. If the unit just moves into the vacated hex, or then moves back into its original hex, it is still considered a Pursuit.

The unit may *then* make an optional **Bonus Melee Attack** against the same or any other target adjacent to it. If this attack is successful and eliminates or pushes back the target, the attacker may then *Gain Ground*, but cannot make another *Pursuit* or *Bonus Melee Attack*.

Follow-on Actions are never mandatory and are subject to normal terrain restrictions.

Defending units allowed to battle before an attacking unit (due to magic or a special action) may not *Gain Ground* or *Pursue*.

## Draw and End of Turn

Discard the Command card played this turn and draw another.

If playing a **Lore Adventure**, choose one of the following actions:

- Draw 2 Lore cards, keep one and discard the other *or*
- Draw 1 Lore card and take 1 Lore token *or*
- Take 2 Lore tokens

Players alternate turns until one player reaches the required number of **Victory Banners**, at which time the game immediately ends.

## Mercenaries

**Iron Dwarf** foot units are *Bold*; if supported, they may ignore 2 flags rather than 1.

**Goblinoid** foot units may **Rush** up to 2 hexes to engage an opponent in *Melee* (the unit must engage the opponent that turn). All Goblinoid units are *Frightened*, and must always check for *Panic Losses* during their retreat.

## Creatures

A single **Creature** figure is considered a unit for game purposes, but is neither a foot unit nor a mounted unit.

When playing a Section card you may order a Creature in a *different* section by paying 3 Lore tokens.

Creatures are eliminated only on a **Critical Hit**. When a creature's banner color symbol is rolled (or *Bonus Strike* if appropriate), roll only these dice again.

If the creature's banner color is then rolled (all other symbols are ignored), it is killed. The victor places it on his Victory track *and receives 1 Lore token*.

Creatures are *Bold*, but *must* always ignore one flag rolled against them in battle, rather than opting to retreat instead.

Creatures provide *support* but never benefit from it, and do not receive *Morale* boosts from **Landmarks**.

## Retreat and Trampling

For each *Retreat* flag that is counted (*ie.* not including the first, which is ignored), a Creature must retreat 2 hexes (unless explicitly stated on its Summary card). If it cannot do so roll it risks a *Critical Hit*: roll 1 die for each hex of retreat move it cannot take; each banner color rolled is re-rolled, and another banner color hit kills the creature.

When 2 units, or a unit and obstacle, block both hexes in a Creature's retreat path, each adjacent unit in its theoretical retreat path is **Trampled**, losing 1 figure for each hex the Creature cannot retreat.

## Special Powers and Power-Ups

A Creature's **Special Powers** are described on its Summary Card. As soon as the Creature meets the necessary number of Lore symbols rolled it may unleash that power.

Most Creatures may also **Power-Up** by temporarily storing rolled Lore (indicate with Lore tokens next to the figure), to meet the higher Lore requirement of a Special Power.

There can never be more Lore tokens stored than the number of tokens required to trigger the Creature's highest-level Power.

## Lore

**Lore tokens** are the currency, drawn from the Lore pool, that powers spells and legendary actions. There is no limit to the number that can be stored in a player's Lore goblet, but players are limited by the number in the supply.

A **Lore card** must be played during the phase specified on its card. Some cards, known as **Reaction** Lore cards (light colored background), can be played during your opponent's turn or in reaction to one of his actions or Lore card play.

Spend the required number of Lore tokens, choose a target, resolve the effects and discard the card.

Only 1 Lore card can be played during a player's turn and 1 during his opponent's turn.

Anytime an odd value is halved, round the result up.

A player may never have a number of Lore cards more than his highest **Lore Master level +1**. If he has more, he may discard either from the card(s) just picked or his existing hand of cards.

Lore cards can be played **out of character** if the corresponding Lore Master is not on a player's Council, by paying an additional 3 Lore. Level-dependent Lore cards played in this way can only be played as if they were cast at Level 1.

## War Councils

If playing a **Lore Adventure**, each player receives a **War Council** sheet.

The **Commander** level dictates the number of Command cards a player holds during the game.

The **Lore Master** (Cleric, Wizard, Warrior or Rogue) on his Council with the highest level determines a player's starting hand of Lore cards, initial reserve of Lore tokens and maximum number of Lore cards.

## Setup

Place **Lore Master tokens** on the spots matching the Lore Masters you have for this Adventure, either as Detailed in the Adventure or as chosen by the players (usually 6 levels total each, with levels secretly assigned among the Council members). An appropriate Lore Master token is placed face up on a space, with 0-2 tokens (generic face up) under it to indicate his level of 1-3.

Sort the **Lore cards** by Lore Master class and shuffle each of the 4 decks separately.

For each Lore Master class (Cleric, Wizard, Warrior or Rogue) present in both sides' War Councils, randomly take 14 cards from that class deck. For each class present on only one War Council, take 8 cards. For each class on neither Council, take 5 cards.

Shuffle all of these cards together to form the game's **Lore deck** and deal 4 to each side; players choose the number they will keep according to the player's highest Lore Master level.

## Landmarks

When Lore Master Landmark rules are in effect, a player with a 3rd level Lore Master (Cleric, Wizard, Warrior or Rogue) receives the corresponding **Lore Master's Landmark**. If both players have a Lore Master of that class neither receives the Landmark. At setup, starting with the player moving first in the Adventure, place the Landmark on an empty hex on the 3rd or 4th row of hexes from the controlling player's side.

A player with a 3rd level Commander must place a **Stronghold Landmark** in a countryside hex occupied by one of his units at the start of the Adventure. Both sides may deploy a Stronghold.

A Landmark's special effects only benefit the controlling player's units, but all other common rules below apply to both side's units.

## Common Rules

A unit occupying a Landmark has its **Morale** boosted to *Bold*.

A unit entering a Landmark must *stop*, may move no further that turn and may not battle that turn. It battles with a maximum of 2 dice. A unit attacking a unit on a Landmark hex battles with a maximum of 2 dice. A Landmark blocks *Line of sight*.

## Creature Lair

At setup, starting with the player moving first in the Adventure, place a **Lair** on an empty hex on the 3rd or 4th row of hexes from the controlling player's side.

# BATTLELORE



**Epic Adventures** are played over the reverse of two game boards combined into a single epic-sized battlefield of 13 by 17 hexes.

## Epic Game Set-Up

Choose an Epic adventure and set up as normal.

**Combine the Lore tokens from one game and the Epic set to form a single, giant Lore Pool (55 tokens).**

A single deck of 60 Command cards is used.

Take one cardholder from each Camp to form a common **Epic Command rack** to the side of the battlefield next to the Command card deck.

Fill the Epic rack with **three** Command cards, visible to all players, drawn from the Command deck.

Cards in the Epic rack represent common maneuvers and tactics available to both Camps.

**Landmarks** may be placed on any empty hex on the 4th through 8th row from the controlling players' side.

**The Camp with the most green banner units on the battlefield at the start of the game takes the first turn.**

## Epic Game Turn

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

### Play up to two Section cards

One must come from the 3 cards on the Epic Command rack, and the other from the Camp's own set of Command cards.

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

### OR

### Play a single Tactic card

from either the Camp's own Command cards or a Tactic card on the Epic Command rack.

**Lore cards** are played as normal, in combination with or in lieu of Command cards.

A Camp may never play any other combination of Command cards during its turn.

## Replenishing the Epic Command Rack

**At the start of each game turn, there should always be 3 Command cards on the Epic Command rack.**

Once a Camp has finished its turn and replenished its Camp's cardholders, the Epic rack must be replenished back to 3 cards, if necessary.

When a Camp chooses to play a single Tactic card from the Epic rack, only the card missing from that rack is replenished.

When you draw a new Command card for the Epic rack, if all 3 cards now on the rack are Tactic cards, discard them all and draw 3 new cards.

**Once replenished the Epic rack must always contain at least 1 Section card.**

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

## Equal to Command

When a Section or Tactic card activates a number of units **Equal to Command**, the cards located on the Epic Command rack do not apply toward this number.

## Playing Two Section Cards

When playing two Section cards, the orders on both section cards are carried out.

**Scouting** actions do not double up: You still only draw two cards, even though you played two Scout cards.

## Playing a Tactic Card

The following Tactic cards are slightly modified:

### BattleLore

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

### Counter Attack

When countering a section card played by the other Camp, **only one of the two section cards is countered.**

### Leadership

**All ordered units battle at +1d for the entire turn.** 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.**

## Playing with Lore and Lore Cards

**Lore tokens are gained only when rolled in Melee Combat (including Point Blank), but never when rolled in Ranged Combat.**

The following Lore cards are also modified:

### Rogue's False Orders

If your opponent played two Section cards or a single Section or Tactic card from the Epic rack, he must return the Command card that came from the Epic rack.

After you select a new Command card for him to play from his rack, 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).

### Warrior's Assault

When this card is played, its player does *not* collect Lore tokens in any combat.

## Epic Victory Conditions

The Victory banner count is usually set at 7 banners.

A **decisive victory** is achieved if the winning Camp holds a margin of at least 2 Victory banners over its opponent.

Otherwise, a **marginal victory** is achieved when one Camp first reaches 9 Victory banners.

## Increased Number of Players

In 6 player games, each Camp is composed of 3 players—a **Lord Commander** usually sitting in the Center, and 2 **Field Marshals** on either side.

The Lord Commander consults with his Marshals and then decides which cards are played by his Camp. He also controls the units in the Center section, while his Marshals control the units on their respective Wings.

If a unit crosses the line separating two sections during a turn, the player who initiated the unit's movement controls and plays it for the entire turn. Next turn, the unit is controlled by the player controlling the section in which the unit now stands.

If there is less than 3 players to a side, the Lord Commander also controls the units of the Wing(s) of his Camp without Field Marshals.

# BATTLELORE



**Call to Arms** is a card-driven army selection and deployment system for BattleLore for use when only a battle map's terrain has been defined.

## 1. Choose a Battle Map

Choose a battle map from the Call to Arms booklet or elsewhere (ignoring units marked on the map). Most battle maps are printed with the Pennants Camp on top and the Standards Camp on the bottom.

## 2. Set Up Terrain Hexes

Set up terrain hexes as shown on the map.

Players can then choose the **Impromptu mode** or the **Organized mode** to deploy their armies.

### Impromptu Mode

**Impromptu mode** is designed for quick friendly games with a short set-up.

## 3. Select an Order of Battle

Each player selects a **Camp** (Pennant or Standard) and the banners, banner bearers and figures that come with it.

Each player takes the 3 **Deployment card** sets illustrated with his banner, selects one set and shuffles it, draws 4 cards, and puts the remaining cards and the other sets aside.

From the 4 cards drawn, each player selects one as a **Guard** for each section of the battlefield and places it face down next to that section. The remaining card is the player's **Reserve**.

## 4. Deploy Your Guards

Both players reveal their Guards and deploy the corresponding units on the board.

A unit on impassable terrain must be repositioned on a vacant hex on that section's baseline (or lose it outright if there are no vacant baseline hexes).

## 5. Scout Ahead

The player with the highest number of Green banners on the battlefield becomes the **starting player**.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

## 6. Call the Reserve

The player who was out-scouted deploys **2 units only** of his choice from those on his Reserve Deployment card.

These units must be deployed on vacant hexes on the player's baseline (or are lost outright if there are no vacant baseline hexes).

The other player then does the same.

## 7. Call the War Council

Players select their War Councils if necessary.

### Organized Mode

**Organized mode** is designed for greater unit customization and better planning opportunities.

## 3. Select an Order of Battle

Each player selects a **Camp** (Pennant or Standard) and the banners and banner bearers that come with it. Put the remaining figures into a common army pool.

Each player takes a set of 2 red, 2 blue and 2 green **Feudal Levy** tokens.

Each player selects *any* 2 **Deployment card** sets from either of the Camps and shuffles them together, draws 4 cards, and puts the remaining cards and the other sets aside. In case of conflict the expansion owner selects his 2 sets first.

From the 4 cards drawn, each player selects one as a **Guard** for each section of the battlefield and places it face down next to that section. The remaining card is the player's **Reserve**.

## 4. Deploy Your Guards

Players take turns—starting with their Right Wings, then Centers, then Left Wings—revealing their Guards and deploying the corresponding units on the board. If a unit is not available, place a **Feudal Levy** token of matching banner color on the hex, in lieu of the unit.

A unit on impassable terrain must be repositioned on a vacant hex on that section's baseline (or lose it outright if there are no vacant baseline hexes).

## 5. Scout Ahead

The player with the highest number of Green banners (including green Feudal Levy tokens) on the battlefield becomes the **starting player**.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

## 6. Call the Reserve

The player who was out-scouted deploys **2 units** of his choice from those on his Reserve Deployment card.

These units must be deployed on vacant hexes on the player's baseline (or are lost outright if there are no vacant baseline hexes).

He then replaces any Feudal Levy tokens on the board with Troops of matching or lower ranked banner color, using available figures. Mounted troops can replace a token in lieu of a missing Foot unit, and vice-versa.

The **starting player** then does the same.

## 7. Call the War Council

Players select their War Councils if necessary.

## 8. Call the Specialists

Players may now select and play, in any order, up to 2 **Specialist** cards of their own choosing and deploy the units, if applicable.

In case of conflict the cards' owner chooses a card, then his opponent chooses 2 cards, then the owner chooses his final card.

When playing a Medieval Adventure players may not choose cards marked as Lore only.

### Notes

The map on each Deployment card shows the first 4 rows of hexes from the player's side.

**Goblin bands** benefit both allies.

A **Lore symbol** identifies a Specialist card as being for Lore Adventures only. A card with a **LoreMaster class symbol** will only benefit players with a Lore Master of that class.

Specialist cards that deploy additional figures or new units still require the card's player to have the corresponding figures and banners available to him for deployment.

A card's effects are never compulsory unless specifically stated, and can be used partially if they affect multiple units.

### Specific Card Effects

**Archers Stakes** The hex in which they are deployed must be Countryside or Elevated terrain. They cannot be deployed in Rivers, Fords, Marshes or Wooded terrain.

**Bow Upgrade** Other races (eg Hobgoblin archers) still use the Common Bow, even if this card is played.

**Forced Enrollment** The third unit is subject to the usual Reserve deployment restraints and 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 Heroes or Creatures etc).

**King's Allies** This card may be used to add 2 figures to the same unit, or a single figure to 2 different units, when played with a Level 3 Warrior in the player's War Council.

**Vantage Point** The card refers to reserve units already deployed.

# BATTLELORE

A circular logo with a sunburst pattern around the perimeter. In the center, the words "GAME VARIANTS" are written in a stylized, metallic font. Above the logo, the word "BATTLELORE" is written in a large, ornate, metallic font.

## Reluctant Allies Variant

Each Camp has 2 allied players sharing the same banner type but controlling their own units and forming their own War Councils.

One player places **Alliance tokens** next to his units to identify them.

### Assigning Game Turn Markers

The player controlling the most green banner units in the Camp with the most green banner units on the board receives Turn Marker #1; his ally Marker #3.

The player with the most green banner units in the opposite Camp receives Marker #2 and his ally Marker #4.

Ties are resolved by rolling the most green helmets out of 6 Battle dice.

### Game Modifications

Each Camp alternates taking turns in order of Turn Marker.

At the end of his turn the active player places his Marker by the board and does not take it back in hand until all players have completed their turns.

A player may usually order only his own units. **If a player wishes to order his ally's units, he may do so at a cost of two orders for each allied unit.**

When a player orders units, he decides how to use them, rolls dice for them, and collects Victory Banners for them.

All **battle backs** are the responsibility of the player controlling the unit who battles back. Players may therefore get a chance to battle back and roll dice during another player's turn.

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.**

Players may not share Command/Lore cards or Lore tokens with their allies.

### Darken the Sky

This Command card activates all units equipped with ranged weapons, the active player's and his ally's.

### Lore Cards

Lore cards, when applicable, may be targeted at either of the active player's opponents.

When Lore cards would normally target his own units, the active player may target some of his ally's units instead at a cost of 1 additional Lore token for each allied unit targeted instead of his own.

### Game End

The game ends *at the end* of the turn during which a Camp collectively holds 8 or more Victory Banners between its two players.

The winning Camp is the one with the most Victory Banners at the end of the game. The player with the most Victory Banners in that Camp is the overall winner.

## Medieval Lore Adventures

**The historical atmosphere of Lore battles may be enhanced by using the following rules:**

Each camp has a Commander but no War Council. The usual number of Command cards are dealt to each player.

The Medieval Lore deck is built as follows:

All **Warrior** cards

All **Rogue** cards except *Pick Pocket*, *Déjà Vu!*, *False Order*, *Terrified!* and *Foiled!*

The **Wizard** cards *Eagle Eye* and *Mass Speed*.

The **Cleric** cards *Bless* and *Move as the Wind*.

Neither player starts the game with any Lore cards or tokens.

Lore tokens are gained in battle as per the normal rules.

The End of Turn phase is played as it is in a normal Lore adventure, however players may hold only a maximum of 1 Lore card.

All Lore cards are considered as played **Out of Character**: 3 more Lore tokens than the listed cost must be paid, and the card is always played at Level 1.

## Epic Call to Arms

**The baseline for each Camp is the second row of hexes on each side.**

Each player draws 5 **Deployment cards** for his Guards rather than 4.

The 5th card is the player's **Scout Guard** and is deployed *first* on vacant hexes of the player's choice in the 5th row of hexes from the player's side. If there are no vacant hexes left units must be deployed on the baseline.

The Guards and Reserve are then deployed as usual.

**Guards** must be deployed either 1 hex to the left or 1 hex to the right of all the board's sections; see page 7 of the Epic booklet for a diagram.

All units on the **Reserve** card may be deployed on the player's baseline, if possible.

## Epic Call to Arms Reluctant Allies Variant

Each player selects a single set of 7 **Deployment cards** from his Camp and draws 3 cards from it.

These cards are the player's **Guards**. No Reserve or Scout Guard is deployed.

In each Camp the players select or draw a color each: one player deploys in the Red Zones, the other in the Blue Zones (see page 7 of the Epic booklet for a diagram).

If unit deployments overlap, the player with the lowest card index number (if tied, use lowest Set letter in alphabetical order) deploys, forcing his ally to deploy on a vacant baseline hex instead.

Each player gets 2 **Specialist cards** of his choice. Certain Specialist cards (eg. those that refer to the Reserve) cannot be used in the Reluctant Allies Call to Arms variant.

Players of the same Camp should not consult with each other during assignment of their Deployment cards or selection of Specialist cards or War Council.