



# BATTLELORE: CODE OF CHIVALRY

## Welcome to the Human Army Pack!

This pack introduces two new types of troops for use in **BattleLore** armies:

- Four units of **Red Banner** Mounted Knight Long Swordsmen
- Four units of **Red Banner** Foot Knight Long Swordsmen

This pack also includes two types of previously released troops in order to bolster the ranks of a Human army.

- Three units of **Blue Banner** Arbalesters (**Hundred Years War** expansion)
- Two units of **Red Banner** Mounted Knight Lancers (**Scottish Wars** expansion)

This pack comes with enough banners to field the Arbalesters for the Standard camp and enough banners to field the Knights for either camp (Pennant or Standard). This pack also contains Weapon Summary cards, new Unit Summary cards, Specialist cards, the Deployment cards required to deploy the new Human troops using the **BattleLore: Call to Arms** expansion custom army deployment

system, and five new ready-to-play adventures. Also included are new mounted knight lancer stickers as well as enough stickers (marked by a star) to replace the current **Scottish Wars** banner stickers. Note that cards in this set replace previous cards of the same name.

The 6 new **Call to Arms** Deployment cards feature units from this pack and troops from the **Hundred Years War** and **Scottish Wars** expansion packs. The cards can be used whenever players wish to play an existing adventure using a customized army of their own choosing, rather than the unit mix and deployment dictated by the adventure's battle map.

## A Word about the New Units

Like all English and French troops, the units introduced in this booklet follow the Movement and Combat restrictions relative to their respective Banner color as detailed on pages 16–17 of the **BattleLore** Player's Guide.

## Arbalesters

Three units with four Arbalestier figures each.




Arbalest Summary Card

Often considered an unfair weapon, as it lets a commoner down an armored knight in ranged combat, this heavy crossbow, is a poor weapon in melee and when on the move.

Your figures should fit into the included bases as shown below. It is recommended that players use a plastic glue when assembling their figures. This is to prevent figures coming apart during gameplay.



## A Word About Knight Units

The proudest warriors in the land, Knights are Bold by nature, and may ignore one flag and possibly battle back. Wearing the best of armor, Knights also ignore one additional  rolled against them when attacked in melee.

### Mounted Knight Lancers

Two units with three Mounted Knight Lancer figures each.



Knight's Lance  
Summary Card

Mounted Knight Lancers are skilled with the lance, and when ordered by a Mounted Charge Command card roll +2 dice in melee for the entire turn, not +1 die as detailed on the Command card.

### Mounted Knight Long Swordsmen


Four units with three Mounted Knight Long Swordsmen figures each.



Mounted Knight Long  
Swordsmen Specialist Card



Mounted Knight  
Summary Card

Both Mounted Knight Long Swordsmen and Foot Knight Long Swordsmen wield the highly effective Long Sword. Therefore, they both hit on all  rolled regardless of whether the enemy is mounted or on foot.

### Foot Knight Long Swordsmen


Four units with three Foot Knight Long Swordsmen figures each.



Foot Knight Long  
Swordsmen Specialist Card



Foot Knight  
Summary Card

Unlike Mounted Knights, Foot Knight Long Swordsmen also ignore one  roll from ranged weapon units that score a hit in ranged combat.

Foot Knight Longswordsman are trained to maintain formation, and after a successful melee, may Gain Ground when a defending unit is eliminated or is forced out of the hex it was defending. Foot Knight Longswordsman may make a Bonus Melee attack against the same target or any other target it is adjacent to following its gaining ground.

It is important to note that all Knight units are composed of three figures, whether mounted or not.

## Call to Arms Deployment Cards

Three new Pennant Deployment cards are included in this expansion (A12, B12, C12) that have a Pennant icon at the top of the card and feature units from this pack. These cards can be added to your Pennant **Call to Arms** Deployment card sets.

Three new Deployment cards are included in this expansion (A12, B12, C12) that have a Standard icon at the top of the card and feature units from this pack. These cards can be added to your Standard **Call to Arms** Deployment card sets.

These new cards, when added to the **Call to Arms** Deployment cards, will allow players to field units from this expansion in either drafting mode.

## Medieval Lore

To enhance the historical atmosphere of medieval battles, such as the ones included in this set, players are encouraged to use the following Medieval Lore rules:

- Each camp only has a Commander, but no full-fledged War Council. Shuffle the Command cards and deal the proper number of Command cards to each player as indicated per the adventure's battle notes.
- Neither camp starts the game with any Lore cards or Lore tokens.
- Lore tokens are gained in battle as per the normal rules (when rolling a Lore symbol that is not already dedicated to some other use).
- Just like in Lore Adventures, the End of Turn - Draw a New Command Card phase is modified as detailed in the "Modified End of Turn in Lore Adventures" section on p. 53 of the **BattleLore** Player's Guide.
- However, the maximum number of Lore cards a player may hold is two. As a result, players may need to discard Lore cards.

• All Lore cards played are considered to be played Out-of-Character: 3 more Lore tokens than is indicated on the Lore card's cost must be paid when the card is played, and the card is always considered as played at Level 1.

To keep in theme with the historical medieval focus, the Lore deck should be built as follows, before the game starts:

- Take all Warrior cards except for # 14 - Cry Havoc!
- Take all Rogue cards except for # 1 - Pick Pocket, # 3 - Déjà Vu!, # 7 - False Orders, # 8 - Terrified!, and # 15 - Foiled!;
- Take the Wizard's # 4 - Eagle Eye and # 9 - Mass Speed;
- Take the Cleric's # 3 - Bless and # 4 - Move as the Wind;
- Shuffle all these cards together to form the Medieval Lore deck.

This deck construction ensures that all the feats found on the Lore cards that come into play are physically possible.

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# THE BATTLE OF EVESHAM

## Green Hill - 1265

Simon de Montfort had gained a dominant position in the Kingdom of England. But less than a year later, he was forced to march his army to engage Prince Edward's royalists at Evesham. Despite being outnumbered, de Montfort decided to launch an attack on the enemy's center. Montfort and most of his supporters were cut down, which spelled the end of Barons' Rebellion.



x4



8x



x6



9x



x1



## BRIEFING

Simon de Montfort  
Earl of Leicester



x4

Victory  
Conditions

5

Edward I  
Prince of England



x5

Victory  
Conditions

5

## Special Rules

- All units are considered Battle Savvy.
- This adventure uses Medieval Lore rules.
- All archer units (both camps) are armed with Long Bows.
- The river hexes are impassable except at the bridge.

# THE BATTLE OF SAINT-OMER



## Special Rules

- All units are considered Battle Savvy.
- This adventure uses Medieval Lore rules.
- All Pennant archer units are armed with Long Bows.



## Saint-Omer - 1340

King Edward the Third ordered Robert the Third of Artois to conduct a chevauchee and attempt to capture the town of Saint-Omer. The French force under Eudes the Fourth of Burgundy, aware of the plan, moved to garrison the lands outside the town. Robert, failing to take the town, abandoned the campaign.

## BRIEFING

**Robert III**  
Count of Artois

**x5** Victory Conditions **5**

**Eudes IV**  
Duke of Burgundy

**x5** Victory Conditions **5**

# THE BATTLE OF MORLAIX

## Morlaix - 1342

The Battle of Morlaix, fought on September 30, 1342, is interesting in that chroniclers of the day give different accounts of the battle. The English had deployed in front of a woods, but after this the accounts differ. In this account, the French knights lead the charge against the English line and are repulsed by the English long bows, while the French foot remain deployed on the ridge. In other accounts, the French foot lead the attack. In all accounts, the English retire after exhausting their arrows.

## BRIEFING

**William de Bohun**  
Earl of Northampton



x6

Victory  
Conditions

5

**Charles de Blois**  
Duke of Brittany



x4

Victory  
Conditions

5



x11

7x



## Special Rules

- All units are considered Battle Savvy.
- This adventure uses Medieval Lore rules.
- All Pennant archer units are armed with Long Bows.
- The 6th Pennant archer unit can be made using the Hobgoblin archer banner from the core set.

# THE BATTLE OF ARDRES



## Ardes - 1351

On June 6, 1351, Edouard I, Lord of Beaujeu confronted John of Beauchamp's English marauders. Edouard deployed his forces in the same fashion as his enemy and dismounted some of his knights. In addition, he placed a force of knights on both of his wings to threaten the English longbowmen. Beaujeu was killed during the fight but his French forces overcame the English long bows and fought off the English foot knights to gain the victory.

## BRIEFING

### Special Rules

- All units are considered Battle Savvy.
- This adventure uses Medieval Lore rules.
- All Pennant archer units are armed with Long Bows.

**John of Beauchamp**

x5 Victory Conditions **6**

**Edouard I Lord of Beaujeu**

x5 Victory Conditions **6**

# Battle Savvy Troops

Scenarios in this expansion utilize rules for Battle Savvy troops that represent advanced fighting techniques. Battle Savvy units use the following rules:

- A Battle Savvy unit attacked in melee combat that is not eliminated or forced to retreat from its hex may battle back.
- A retreating Battle Savvy unit may not battle back even if the retreat places the unit in a hex that is adjacent to the attacking unit. However, if a Battle Savvy unit in melee is unable to fulfill a required retreat movement, the unit may battle back (after it takes losses and if it is still in its original hex).
- Battle Savvy units with ranged weapons collect Lore tokens in melee but do not collect Lore tokens in ranged combat.



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### PROOF OF PURCHASE

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