

Call to Arms 2011 tournament rule set.

- 1, Games will be using the AB Lists from the rulebook and posted on the Lasalle website they are to be made up of Core plus one support choice with 25-28mm figures.
- 2, BW will be 50mm for all measurements.
- 3, Table size is 8' x 6' with pre set terrain.
- 4, All figures must be painted and based. The basing does not have to be 50mm wide as long as it is close.
- 5, If a player wishes to use an army not in the rulebook under the AB lists, then it must be posted in the Lasalle Wiki for the umpire and others to look at. The umpire can decline the use of the list for any reason.

Rule Adjustments

- 6, Infantry only halve dice when charged by Cav in the open and not in square formation.
- 7, The Commander can only command units from the same core or support choice in the Reaction, Combat and Activity Phases. As such he cannot command units from both a core and support in each phase.
- 8, If your opponent has Cavalry in their Organic support choice and your Support choice is a Reserve Support choice you may re-roll a failed reserve roll.
- 9, "Squares moving" "Irregular Units Recovering" and "Howitzer and Rocket Batteries" optional rules will be used from the rulebook.
- 10, "Obstacles: A simpler Alternative rule" and "Forming line by platoon" will be used from the OPT-rule download available from <http://www.sammustafa.com/honour/downloads/>
- 11, The adjustment to the "Send in the Guards" rule will be used as per <http://www.sammustafa.com/honour/wp-content/uploads/2010/01/Lasalle-Tips-Jan2010.pdf>

Weekend Missions

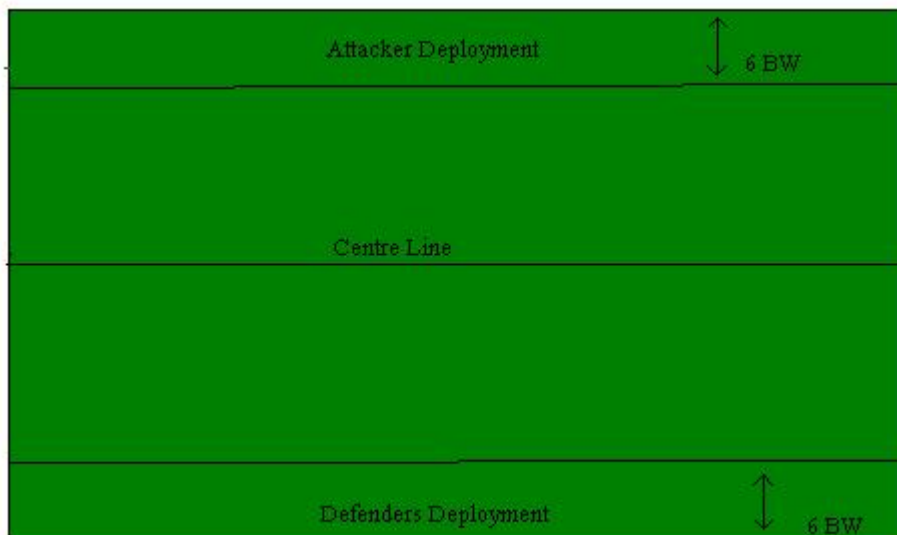
- 12, Scenario's to be used over the weekend will be **Take by Force** with all Brigade supports counting as Organic so all troops are to be deployed on the table at the start of the game, also the **Standard mission** as per page 86 of the rulebook will be used with the standard reserve rules, but not "weather" or "Roll for the board" phases. If the attacker does not contest the objective at the end of the game and the defender has not broken, then the defender wins the game with a Minor Victory, this is not adjusted by the amount of Pursuit Cavalry either side has.
- 13, Competition point system
- | | |
|----------------|-------|
| Major Victory | 6pts |
| Minor Victory | 5 Pts |
| Draw (Winning) | 3 Pts |
| Draw (Losing) | 2 Pts |
| Loss | 2 Pts |
- In a draw the army that has lost the most amount of units is the loser.
+ 1 pt if you lost but broke the enemy army.

I would like to thank Paul Sheldon for his Missions posted on the Lasalle Wiki



Scenario – Take by force

Map



Outline

Three important objectives have been observed by the powers that be, you and your men must take the objectives at all costs. The three objectives are placed along the centre line of the table, one is placed in the middle of this line, then both players starting with the Attacker place an objective each which can not be within nine BW of another objective or four BW of the table edge.

Mission Rules

Game length – 16 turns plus bonus turns

Attacker / Defender – Decided as per the rulebook, however both the Attacker and the Defender get the bonus battalions and the extra General. These extra troops count as a separate Brigade for the Deployment phase. If the Defender is able to use “Home Field advantage” rule then they may not choose the short edges for the deployment zone but may deploy all their Brigades after the attacker has fully deployed.

Attacker

- First Turn
- Deploy first
- Deploy by Brigade

Defender

- Deploy by Brigade

Ending the Battle

The battle ends when after turn 16 the players start rolling as per the **Bonus Turns** on page 66 of the rulebook. Whichever player holds the most objectives wins; to hold objectives there should be no enemy units within 4BW.

A player also wins if he breaks an opponents army.

If neither of the above conditions is met by the result is a Losing Draw for both players.