

# Westeros in Flames



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# Westeros in Flames

Westeros in Flames is intended as a supplement for Games Workshop's Lord of the Rings Strategy Battle Game (LOTR SBG) but is set during and after the War of the Five Kings from George R.R.Martin's *A Song of Ice and Fire* series. All the rules for how the game is played are therefore to be found in the LOTR SBG rulebook; however the units from LOTR SBG are not intended to be used. This is not to say that if you wanted to see what would happen if Aragorn fought Gregor Clegane you can't, but the units in this supplement are really meant to be used instead. There are a few additions and alterations to the existing rules however, and these are explained below.

## **Good and Evil**

Unlike the Lord of the Rings, there are no distinctly good or evil factions in Westeros in Flames. As such a few alterations on this account are listed below:

- The first Priority phase of the game is rolled for just as if it were a Priority phase later on in the game.
- All units may shoot into combat as if they were Evil<sup>1</sup>.

## **Command Ratings**

- Certain models in your army will have a Command Rating, ranging from 0-5. This represents their ability to command their troops. When rolling for Priority at any point in the game, the army with the model with the highest Command Rating adds +1 to their D6 roll. If both armies have equal Command Ratings, roll as normal.
- The model with the highest Command Rating in your army at the beginning of the battle is your Commander. If you have one or more heroes with the same Command Rating as the highest, you may choose which will be your Commander. While the commander is alive, your army gains a number of Might points per turn depending on the Command Rating of the Commander in question:

Command Rating 0-1: 0 Might

Command Rating 2: 1 Might

Command Rating 3-4: 2 Might

Command Rating 5: 3 Might

These must all be distributed amongst the heroes in your army, and may even be given to the Commander himself. However a Hero's Might may not exceed the level it was at the beginning of the game: if all Heroes in the army have full Might, then the remaining points are discarded. If any of these Might points are unused at the end of the turn, they are discarded.

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<sup>1</sup> Lord of the Rings Strategy Battle Game Rules Manual (Short Version), p.24



- If the Commander is slain, all friendly units within 6" of the Commander have to take a Courage test.

### **Courage and Modifiers**

- The rule Stand Fast<sup>2</sup> does not apply in Westeros in Flames. However, Heroes still take Courage tests before Warriors, in descending order with respect to their Command Rating. If two or more Heroes in your force have the same Command Rating, you may select in which order they take their Courage tests
- In addition to their existing benefits, banners confer a +1 bonus to friendly units' Courage if they are within 3" of the banner. Note that this is not cumulative with other bonuses to Courage.
- Heroes also serve to keep the morale of troops up. Units within a certain range of a Hero get +1 to their Courage while they are in range. Note that this is not cumulative with other bonuses to Courage. The range of this effect depends on the Command Rating of the Hero in question:

Command Rating 0: 0"

Command Rating 1: 3"

Command Rating 2: 5"

Command Rating 3: 7"

Command Rating 4: 9"

Command Rating 5: 12"

### **New and Altered Weapons and Armour**

In addition to the bows in the LOTR SBG rulebook there are the following ranged weapons:

	Range	Strength	Move Penalty
<b>Longbow</b>	30"	2	Half
<b>Goldenheart Bow</b>	30"	3	Half
<b>Dothraki Bow</b>	24"	3	Half (none whilst mounted)
<b>Sling*</b>	18"	2	Half
<b>Crossbow</b>	24"	4	Full
<b>Bolt Thrower</b>	36"	6	Full

\*Note that ranged attacks with slings against targets that are wearing heavy or plate armour must reroll successful to wound rolls.

**Plate Armour:** adds +3 to the Defence of the model (like Heavy Armour, this replaces any armour the unit in question is currently wearing).

Some weapons are much better or much worse than the standard iron and steel weapons of Westeros, and this is reflected as follows:

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<sup>2</sup> Lord of the Rings Strategy Battle Game Rules Manual (Short Version), p.35

- **Valyrian Steel Weapons:** the user of this weapon must reroll unsuccessful rolls to wound in close combat while using the weapon, in addition to any other special rules pertaining to the weapon (note that you can only reroll once: if the weapon special rules allows a reroll in addition to the one granted by this rule, you still only get to reroll once)
- **Crude Weapons:** the user of crude weapons, such as clubs or stone axes, must reroll successful wounds against enemy models wearing plate or heavy armour in close combat, in addition to any other special rules pertaining to the weapon.

Weapons have been divided into categories in Westeros in Flames, and so instead of the standard one handed and two handed weapons, they are now distinct with their own special rules (note that two handed weapons still maintain their old rules in addition to those shown below). Models said to be armed with hand weapons or double handed weapons are armed with whichever type of hand weapon or double handed weapon appears on the model:

- **Warhammers, Crowbills and Maces:** when attacking models wearing plate or heavy armour in close combat, models with these weapons add +1 to rolls to wound.
- **Axes and cleavers:** models armed with these weapons must reroll unsuccessful to wound rolls in close combat for attacks directed against models wearing no armour or armour.
- **Swords:** models armed with swords may choose to parry, which counts as shielding. If the model also has a shield, then it may reroll one of the dice to win the fight when shielding. When parrying with solely a sword, the model receives a -1 modifier to its fight roll if the enemy units is using one of the following: a Warhammer, a crowbill or a mace.

There are weapons that do not fit into any of these categories, such as knives or spiked clubs. Such weapons follow the regular rules for hand weapons as outlined in the LOTR SBG rulebook.

Some models may be given the choice of having a **second hand weapon**. This confers a +1 attack bonus in close combat. If the second weapon is different from the first, you must declare which weapon's special rules you intend to use before rolling for the fight begins.

In addition to existing rules, the following rule applies to spears and pikes:

- If a model with a spear or pike is charged by cavalry they may choose to brace it. Braced spears and pikes reduce rolls to hit in close combat by one but increase rolls to wound by one if directed against the rider, or by two if against the mount. Models choosing to brace may only make one attack however.

New weapons have also been introduced into the game

- **Halberds and Billhooks:** These cannot be used with shields. Halberds and Billhooks can either be used as a spear or a two handed axe or a two handed crowbill. The controlling player must declare which before rolling to hit in the fight phase.



- **Bastard Sword:** bastard swords can be used as either one-handed or two-handed weapons. The controlling player must declare which before rolling to hit in the Fight phase. When used as a two handed weapon, shields and bows are assumed to be slung over the back.
- **Elephant Lance:** This weapon may not be used with a shield. The elephant lance allows warriors mounted on elephants to fight those below, all the while avoiding harm. Any warrior armed with an elephant lance may fight enemies on foot or mounted on horses. When the elephant is charged or charges, for every model with an elephant lance you may nominate one attacking enemy warrior to fight the elephant lance bearer. If the elephant lancer wins the fight, blows are struck as normal, however if the attacking model wins the fight they must strike blows against the elephant, and not the lancer. Note that two or more lance attacks can target one model. If the model is on foot, the elephant lance counts as a pike.

Models armed with bows may choose to use specialised arrowheads, which have the following effects. A model with any type of bow counts as having regular arrows by default:

- **Barbed arrows:** allows for to wound rolls against models wearing no armour or armour to be rerolled.
- **Bodkin arrows:** allows for to wound rolls against models wearing heavy armour or plate armour to be rerolled.

*A note on arrows: one model may carry both bodkin and barbed arrows, however they must declare which they intend to use before firing. Only one reroll per shot can be made with respect to wounding, and so if arrows are both specialist and poisoned, then only one reroll can still be made. Specialist arrows may not be used for crossbows.*

*A note on two-handed weapon: some characters are famous for carrying two-handed weapons, such as Randyll Tarly's Heartsbane, or the Greatjon's greatsword. Such characters have therefore been given swords in addition to these, so that they may fight from horseback. It is therefore to be assumed that while mounted, such models use their regular sword, and on foot revert to the two handed weapon.*

## Choosing Your Forces

By following the following steps you can field an army to play Westeros in Flames with:

- Agree with your opponent how many points worth of models you are playing.
- Choose which faction(s) you will play as. You may play multiple faction detachments in one army, with the largest faction detachment in terms of points being the main detachment; however including certain units in your army may not allow you to ally with certain factions. This is denoted by the *Feud* special rule, which will outline which factions these are. Additionally, factions may not be added to the force if they cannot ally with the main faction detachment, as per the allies grid below.

	The North	The Iron Islands	The Riverlands	The Vale	The Westerlands	Dragonstone	The Stormlands	The Reach	Dorne	Free Companies
The North		BF	FA	WA	AOC	AOC	AOC	WA	WA	AOC
The Iron Islands	BF		BF	WA	AOC	BF	BF	WA	WA	WA
The Riverlands	FA	BF		WA	AOC	WA	WA	WA	WA	AOC
The Vale	WA	WA	WA		WA	WA	WA	WA	WA	AOC
The Westerlands	AOC	AOC	AOC	WA		BF	BF	FA	BF	AOC
Dragonstone	AOC	BF	WA	WA	BF		FA	BF	WA	AOC
The Stormlands	AOC	BF	WA	WA	BF	FA		FA	BF	AOC
The Reach	WA	WA	WA	WA	FA	BF	FA		BF	AOC
Dorne	WA	WA	WA	WA	BF	WA	BF	BF		AOC
Free Companies	AOC	WA	AOC	AOC	AOC	AOC	AOC	AOC	AOC	

**FA= Firm Allies.** Factions which are firm allies may ally, and benefit from each other's Courage modifiers, such as those bestowed by leaders or banners

**AOC= Allies of Convenience.** Factions which are firm allies may ally, but do not benefit from each other's Courage modifiers, such as those bestowed by leaders or banners.

**WA=Won't Ally.** Factions who won't ally cannot be allies.

**BF=Bitter Foes.** Factions which are bitter foes cannot be allies.



- Choose your troops. Troops are divided into warbands. Each warband consists of 1 Hero (model with a Command Rating) and a number of Warriors (models with no Command Rating) depending on the leading Hero's Command Rating, with each point of Command rating allowing an extra 5 Warriors (i.e. a Hero with Command Rating 3 is able to have a warband of 15 Warriors or less, or 0-15 Warriors). Warbands may contain more than one model with a Command Rating, however the one with the highest counts as the Hero for the purposes of forming a Warband, with the others counting as Warriors. You must have at least one fully structured warband for each faction you intend to play. You may have no more than a 1/3 of your total force armed with bows of any sort, or half if your main detachment is Dornish. You are now ready to play.
- Some Heroes are incapable or unwilling to lead a warband. Such models have Command Rating 0. Such models may never be part of a Warband.
- A warband including knights cannot be led by a Hero with Command Rating of 2 or less, unless the Command rating is accompanied by a \*.
- Members of a Warband must be deployed within 2" of another member of the same Warband, but once the game has begun they move as normal.

## The North

	F	S	D	A	W	C	Might	Fate	Will	Pts
Robb Stark	5/-	4	6	2	3	6	3	2	0	160

### Command Rating: 5

### Wargear

Robb carries a sword and wears heavy armour. At an additional cost he may have the following:

- Shield (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

### Special Rules

*The King in the North:* Almost three hundred years since Torrhen Stark bent the knee, a king rules again in the North, his very presence inspiring the men of that harsh land to fight once more for its freedom. If Robb is in your force, he must be chosen as the force Commander. All Northern units within 6" of Robb Stark treat him like a banner. Northern models within 3" also receive a +1 bonus to their fight value, while in range. Northern units within 12" of Robb receive a +2 bonus to their Courage while in range rather than the usual +1.

*The Young Wolf:* If Robb chooses to lead a warband consisting solely of Northern knights (and Grey Wind), the knights may be upgraded to his personal retainers for +5pts each, and gain an extra attack and become Courage 5 for the entire game, however they must remain within 12” of Robb at all times. If they are forced to move further away (for example if they were to lose combat and be knocked back beyond 12” from Robb) they must use his next movement phase to return within 12” of Robb, or come as close as possible to doing so, before moving normally.

*Undefeated King:* Robb Stark has never been beaten in battle, and for good reason. Once per game, the player controlling Robb may ask their opponent to either re-roll their D6 for winning priority, or to roll for priority with a minus one modifier. It must be declared that he is invoking this rule before rolling commences.

*Wolf Bond:* If Robb Stark is taken, Grey Wind must also be taken.

*Feud:* A Northern force including Robb may never ally with forces from the Westerlands.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Grey Wind	4/-	4	5	3	2	4	0	1	0	60

## Wargear

Grey Wind is armed with teeth and claws (a hand weapon).

## Special Rules

*Terror:* Grey Wind has the Terror special rule.

*Wolf Bond:* Grey Wind cannot be taken unless Robb Stark is taken. He may not move more than 8” away from Robb, but if he is forced to (for example if he were to lose combat and be knocked back beyond 8” from Robb) he must use his next movement phase to return within 8” of Robb, or come as close as possible to doing so. If Robb Stark is slain, Grey Wind must take a Courage test. If he passes, he will immediately attack the model responsible in his next movement, and do so every subsequent turn until that model or Grey Wind is defeated. He then attacks the nearest enemy model or moves to do so every subsequent movement phase. Grey Wind counts as a warrior for the purposes of building a warband.

*Mountsbane:* Any mounted models except Robb Stark or members of his warband that end the movement phase within 3” of Grey Wind must roll a D6. If this is a 1, it must be rerolled. On a roll of 1 or 2 the rider must take a thrown rider test.<sup>3</sup>

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<sup>3</sup> Lord of the Rings Strategy Battle Game Rules Manual (Short Version), p.49



	F	S	D	A	W	C	Might	Fate	Will	Pts
Greatjon Umber	6/-	4	6	3	3	6	3	2	0	105

### Command Rating: 3

#### Wargear

The Greatjon carries a greatsword (two-handed sword) and a sword and wears heavy armour. At an additional cost he may have the following:

- Horse (10pts)
- Armoured Horse (15pts)

#### Special Rules

*The Giant of Last Hearth:* As one of the strongest living men in Westeros, the Greatjon is able to wield his mighty greatsword with ease where other men would struggle. When using his greatsword the Greatjon never suffers the usual -1 modifier when rolling to win the fight.

*Champion of the King:* First to declare Robb the King in the North, the Greatjon has since been his most loyal champion. If Robb Stark is on the field, the Greatjon automatically passes all Courage tests, and is treated as a banner by all Northern units.

*Feud:* A Northern force including the Greatjon may never ally with forces from the Westerlands.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Roose Bolton	5/-	4	5	3	3	5	2	3	0	90

### Command Rating: 4

#### Wargear

Roose carries a sword and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Heavy Armour (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

#### Special Rules

*Cold Blooded:* a ruthless and calculating leader, Roose Bolton does not hesitate to sell his men's lives cheaply, or flee if the battle is lost. A force with Roose Bolton as its Commander must lose 2/3 of its forces (rounding up) rather than a half before it counts as broken.

However Roose does not give a +1 Courage bonus to friendly troops within 9” as would normally be the case for someone of his Command Rating.

*Flayer:* House Bolton has a dread reputation: it is said they flay their enemies alive and keep their skins in a secret chamber within the Dreadfort. If the opponents force is broken, they receive -1 to their courage if they are within 6” of Roose, if Roose is the force Commander.

*Feud:* A Northern force including Roose may never ally with forces from the Iron Islands.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Northern Lord	5/-	4	5	2	2	5	3	1	0	55

**Command Rating: 3**

### Wargear

The Northern lord carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Clan Chief*	5/-	4	4	2	2	5	3	1	0	50

**Command Rating: 3**

### Wargear

The clan chief carries a crude hand weapon. At an additional cost he may have the following:

- Hand Weapon (2pts)
- Armour (5pts)
- Crude Two-Handed Weapon (5pts)
- Shield (5pts)
- Two-Handed Weapon (7pts)
- Horse (10pts)



\*The Clan Chief may not lead a warband unless it is made up of half or more Northern Clansmen.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Northern Captain	4/4+	4	5	2	2	5	2	1	0	45

### **Command Rating: 2**

#### **Wargear**

The Northern captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Shield (5pts)
- Bow (5pts)
- Horse (10pts)
- Two-Handed weapon (5pts)
- Bastard Sword (7pts)
- Bodkin Arrows (2pts)
- Barbed Arrows (2pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Northern Champion	3/4+	4	5	2	1	4	1	0	0	15

### **Command Rating: 1**

#### **Wargear**

The Northern champion carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Bow (5pts)
- Two-Handed weapon (5pts)
- Horse (10pts)
- Barbed Arrows (2pts)
- Bodkin Arrows (2pts)

	F	S	D	A	W	C	Pts
Northern Knight	4/-	3	6	1	1	4	15

### Wargear

The base profile for a Northern knight includes heavy armour, a shield, a horse and a hand weapon. Any knight can be given additional items at the following cost:

- Lance (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Northern Horseman	3/4+	3	4	1	1	4	11

### Wargear

The base profile for a Northern horseman includes armour, a horse, and a hand weapon. Any horseman can be given additional items at the following extra cost:

- Shield (1pt)
- Lance (1pt)
- Throwing Spears (2pts)

	F	S	D	A	W	C	Pts
Northern Footman	3/-	3	4	1	1	4	7

### Wargear

The base profile for a Northern footman includes armour and a hand weapon. Any footman can be given additional items at the following extra cost:

- Pike (1pt)
- Shield (1pt)
- Spear (1pt)
- Two-handed weapon (1pt)
- Banner (maximum one per hero in the same force) (25pts)



	F	S	D	A	W	C	Pts
Northern Longbowman	3/4+	3	4	1	1	4	7

### Wargear

The base profile for a Northern longbowman includes armour, a hand weapon and a longbow. Any archer can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

	F	S	D	A	W	C	Pts
Crannogman	3/3+	3	4	1	1	4	11

### Wargear

The base profile for a Crannogman includes armour, crannog-wear (elven cloak) and a hand weapon. Any crannogman can be given additional items at the following extra cost:

- Spear (1pt)
- Shield (1pt)
- Bow (1pt)
- Throwing Spears (2pts)
- Barbed Arrows (1pt)
- Bodkin Arrows (1pt)

### Special Rules

*Poisoned Arrows:* Crannogmen benefit from the Poisoned Arrows<sup>4</sup> special rule.

*Bog Devils:* Crannogmen never treat woodland, marshland or shallow water as difficult terrain.

	F	S	D	A	W	C	Pts
Northern Clansman*	3/-	3	3	1	1	4	5

### Wargear

The base profile for a Northern clansman includes a crude hand weapon. Any clansman can be given additional items at the following extra cost:

- Shield (1pt)

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<sup>4</sup> Lord of the Rings Strategy Battle Game Rules Manual (Short Version), p.101

- Crude Spear (1pt)
- Crude Two-handed Weapon (1pt)
- Sling (1pt)
- Horse (5pts)

\*Warbands which are half or more than half made up of Northern Clansmen must be led by a Clan Chief.

## The Westerlands

	F	S	D	A	W	C	Might	Fate	Will	Pts
Tywin Lannister	5/-	4	7	2	3	6	4	2	0	150

**Command Rating: 5**

### Wargear

Tywin carries a sword and wears plate armour. At an additional cost he may have the following:

- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (30pts)

### Special Rules

*The Old Lion:* Tywin is an experienced battle commander almost unrivalled in all of Westeros, who leads his men with an unshakeable iron will. If Tywin is in your force, he must be chosen as the force Commander. Friendly units within 12" automatically pass Courage tests

*The Rains of Castamere:* Tywin is notorious for ruling with an iron fist, crushing all who oppose him, including his own bannermen. While Tywin is alive all other Westerlands heroes always pass Courage tests. However if he dies, they must take a Courage test with no modifiers allowed.



	F	S	D	A	W	C	Might	Fate	Will	Pts
Jaime Lannister	7/-	4	7	3	3	6	3*	3	0	175

### Command Rating: 4

#### Wargear

Jaime carries a bastard sword and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

#### Special Rules

*The Lion of Lannister:* As a swordsman of skill above and beyond many, Jaime has the Mighty Hero<sup>5</sup> special rule.

*Kingslayer:* Despite his skill, Jaime is held in revulsion by many for killing the Mad King. Friendly units within 9” do not receive the +1 Courage bonus as they normally would.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Gregor Clegane	5/-	5	8	3	3	7	3	1	0	160

### Command Rating: 2\*

#### Wargear

Gregor carries a greatsword (two-handed sword) and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

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<sup>5</sup> Lord of the Rings Strategy Battle Game Rules Manual (Short Version), p.79

## Special Rules

*The Mountain that Rides:* Towering over other men as if they were children, Gregor is able to use weapons a normal person would find impossible to carry. Gregor treats his greatsword as a single handed weapon which adds +1 to all his To Wound rolls in close combat

*Mad Dog:* An unstoppable juggernaut of a man with a reputation for hellish violence, the sight of Gregor Clegane is enough to put fear in the hearts of the men who stand against him. Gregor has the Terror special rule.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Westerlands Lord	5/-	4	6	2	2	5	2	2	0	65

## Command Rating: 3

### Wargear

The Westerlands lord carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Westerlands Captain	4/4+	4	5	2	2	4	2	1	0	45

## Command Rating: 2

### Wargear

The Westerlands captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Crossbow (5pts)



- Horse (10pts)
- Two-Handed weapon (5pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Westerlands Serjeant	3/-	4	5	2	1	3	1	0	0	15

### Command Rating: 1

#### Wargear

The Westerlands serjeant carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Shield (5pts)
- Double-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Horse (10pts)

	F	S	D	A	W	C	Pts
Westerlands Knight	4/-	3	6	1	1	4	15

#### Wargear

The base profile for a Westerlands knight includes heavy armour, shield, horse and a hand weapon. Any knight can be given additional items at the following cost:

- Plate Armour (1pt)
- Lance (1pt)
- Armoured Horse (3pts)
- Heavy Armoured Horse (4pts)
- Plate Armoured Horse (5pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Westerlands Rider	3/-	3	4	1	1	3	11

#### Wargear

The base profile for a Westerlands rider includes armour, a horse and a hand weapon. Any rider can be given additional items at the following extra cost:

- Heavy Armour (1pt)

- Shield (1pt)
- Lance (1pt)

	F	S	D	A	W	C	Pts
Westerlands Infantryman	3/-	3	4	1	1	3	6

### Wargear

The base profile for a Westerlands infantryman includes armour and a hand weapon. Any guardsman can be given additional items at the following extra cost:

- Heavy Armour (1pt)
- Shield (1pt)
- Spear (1pt)
- Pike (1pt)
- Billhook (2pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Westerlands Bowman	2/4+	3	3	1	1	3	6

### Wargear

The base profile for a Westerlands bowman includes a hand weapon and a bow. Any archer may exchange their bow for one of the below and the following extra cost:

- Crossbow (2pts)
- Longbow (1pt)

Any archer can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Armour (1pt)

	F	S	D	A	W	C	Pts
Westerlands Levy	2/-	3	4	1	1	2	4

### Wargear

The base profile for a Westerlands levy includes armour and a hand weapon. Any levy can be given additional items at the following extra cost:



- Spear (1pt)
- Shield (1pt)
- Billhook (2pts)

## Dragonstone

	F	S	D	A	W	C	Might	Fate	Will	Pts
Stannis Baratheon	5/-	4	5	3	3	7	4	2	0	120

**Command Rating: 5**

### Wargear

Stannis carries a sword and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Heavy Armour (5pts)
- Plate Armour (10pts)
- Horse (10pts)
- Armoured Horse (15pts)

### Special Rules

*Man of Iron:* Stannis is truly unshakeable, even in the face of the steepest odds. If Stannis is in your force, he must be chosen as the force Commander. Stannis automatically passes Courage tests taken because of the force being broken. Friendly Dragonstone models within 12" of Stannis receive +3 to their Courage.

*Warrior of the Narrow Sea:* So used are such men to fighting at sea and launching amphibious assaults that they are nimble fighters and experienced swimmers. Models with this rule receive a +1 bonus to their roll when rolling on the Swimming, Jumping (not for mounted models) or Climbing charts.

*Master of the Ships:* If Stannis is in the army, any Dragonstone infantry model can be upgraded with the Warrior of the Narrow Sea special rule for +1 pt per model if they do not already have it.

*Feud:* A Dragonstone force including Stannis may not ally with any Northern force that includes Robb Stark or a Stormlands force that includes Renly Baratheon.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Davos Seaworth	4/-	4	5	2	3	6	2	4	0	70

**Command Rating: 2**

### Wargear

Davos carries a sword and wears armour. At an additional cost he may have the following:

- Horse (10pts)

### Special Rules

*Warrior of the Narrow Sea:* See entry for Stannis Baratheon for details.

*Smuggler:* Prior to becoming a knight, Davos was the most notorious smuggler in the Seven Kingdoms. Even now he has not lost his touch. If Davos or any member of his warband who is not mounted and has a Defence of 4 or less (or a Defence of 5 or less if the model is carrying a shield) is within 10" of a sentry, that sentry receives -1 to its roll on the sentry movement chart (this is -2 if it is Davos himself within 10"). This is not cumulative.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Salladhor Saan	5/3+	4	4	3	3	5	3	3	0	85

**Command Rating: 4**

### Wargear

Salladhor carries a sword. At an additional cost he may have the following:

- Armour (5pts)
- Horse (10pts)

### Special Rules

*Warrior of the Narrow Sea:* See entry for Stannis Baratheon for details.

*Prince of the Narrow Sea:* If Salladhor's warband is comprised entirely of Lyseni Pirates, they may be upgraded to Lyseni Retainers for +2pts for model, and gain +1 to their Fight value and Courage characteristics.



	F	S	D	A	W	C	Might	Fate	Will	Pts
Dragonstone Lord	5/-	4	6	2	2	5	2	2	0	65

### Command Rating: 3

#### Wargear

The Dragonstone lord carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Dragonstone Captain	4/4+	4	5	2	2	4	2	1	0	45

### Command Rating: 2

#### Wargear

The Dragonstone captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Crossbow (5pts)
- Horse (10pts)
- Two-Handed Weapon (5pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Dragonstone Serjeant	3/-	4	5	2	1	4	1	0	0	15

### Command Rating: 1

#### Wargear

The Dragonstone serjeant carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Shield (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Horse (10pts)

	F	S	D	A	W	C	Pts
Dragonstone Knight	4/-	3	6	1	1	4	16

#### Wargear

The base profile for a Dragonstone knight includes heavy armour, a shield, a horse and a hand weapon. Any knight can be given additional items at the following cost:

- Plate Armour (1pt)
- Lance (1pt)
- Armoured Horse (3pts)
- Heavy Armoured Horse (4pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dragonstone Scout	3/-	3	3	1	1	3	10

#### Wargear

The base profile for a Dragonstone scout includes a horse and a hand weapon. Any scout can be given additional items at the following cost:

- Armour (1pt)
- Shield (1pt)
- Lance (1pt)



	F	S	D	A	W	C	Pts
Dragonstone Man-at-Arms	4/-	3	5	1	1	3	8

### Wargear

The base profile for a Dragonstone man-at-arms includes a hand weapon and heavy armour. Any man-at-arms can be given additional items at the following cost:

- Two-handed weapon (1pt)
- Halberd (3pts)
- Bastard Sword (
- Plate Armour (1pt)
- Spear (1pt)
- Shield (1pt)
- Horse (5pts)
- Lance (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dragonstone Infantryman	3/-	3	3	1	1	3	5

### Wargear

The base profile for a Dragonstone infantryman includes a hand weapon. Any infantryman can be given additional items at the following cost:

- Two-handed weapon (1pt)
- Armour (1pt)
- Heavy Armour (2pts)
- Spear (1pt)
- Shield (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dragonstone Bowman	3/4+	3	3	1	1	3	5

### Wargear

The base profile for a Dragonstone bowman includes a hand weapon and a bow. Any bowman may exchange their bow for one of the below and the following extra cost:

- Crossbow (2pts)
- Longbow (1pt)

Any bowman can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Armour (1pt)

	F	S	D	A	W	C	Pts
Dragonstone Levy	2/-	3	3	1	1	2	3

### Wargear

The base profile for a Dragonstone levy includes a hand weapon. Any levy can be given additional items at the following cost:

- Shield (1pt)
- Armour (1pt)
- Spear (1pt)

	F	S	D	A	W	C	Pts
Lyseni Pirate	3/4+	3	3	1	1	3	5

### Wargear

The base profile for a Lyseni pirate includes a hand weapon. Any pirate can be given additional items at the following cost:

- Two-handed weapon (1pt)
- Shield (1pt)
- Armour (1pt)
- Short Bow (1pt)
- Throwing Weapons (2pts)



- Second hand-weapon (2pts)

### Special Rules

*Warrior of the Narrow Sea:* See entry for Stannis Baratheon for details.

## The Iron Islands

	F	S	D	A	W	C	Might	Fate	Will	Pts
Euron Greyjoy	6/3+	4	5	3	3	7	3	4	0	190

**Command Rating: 4**

### Wargear

The Euron Greyjoy carries a sword and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Two-handed weapon (5pts)
- Throwing weapons (5pts)
- Second hand-weapon (7pts)
- Heavy Armour (5pts)
- Horse (10pts)

### Special Rules

*Ironborn:* The warriors of the Iron Islands are peerless sailors. Models with this special rule receive a +2 modifier to any rolls on the Swimming chart as well as a +1 modifier to any rolls on the Climbing and Jump (not for mounted models) charts.

*The Old Way:* The Ironborn have a dread reputation as raiders and fearless warriors. Any models with this special rule count as Terrifying to enemy models with Courage 2 or less who are not Sellswords or Freeriders. Models with this rule may not use any form of siege equipment except ladders and battering rams.

*Riders of the Sea:* Although unparalleled at sea, the Ironborn are uncomfortable in horseback, preferring to fight on foot. Models with this special rule must re-roll successful results on the Thrown Rider chart, and receive a -1 modifier to rolls when jumping on horseback.

*Crow's-Eye:* A cruel and unpredictable man, Euron has a dread reputation across the known world, and whose recklessness ever drives him onwards to new levels of insane ambition. If Euron is included in a solely Iron Islands force he must be the force Commander. Any Iron Islands troops within 6" must reroll failed Courage tests. If Euron is your force commander

you may choose to keep up to 2 friendly warbands off the table before you deploy. At the beginning of any of your movement phases from the second movement phase onwards, you may see to whether these troops come on. A D6 result of 4+ allows the warband to enter play. Prior to rolling you must decide where each respective warband will be deployed. Warbands may come on from any board edge, but may only move half their movement that turn once deployed.

*The Silence:* Having sailed to the very ruins of Valyria itself, it can be said that Euron and his crew are without fear. Euron and models in his warband always pass Courage tests.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Victarion Greyjoy	6/-	4	8	3	3	7	4	2	0	170

### **Command Rating: 3(4)**

#### **Wargear**

Victarion carries an axe and a shield and wears plate armour. At an additional cost he may have the following:

- Horse (10pts)

#### **Special Rules**

*Ironborn:* See Euron Greyjoy's entry for details.

*The Old Way:* See Euron Greyjoy's entry for details.

*Riders of the Sea:* See Euron Greyjoy's entry for details.

*Iron Captain:* Victarion is not only the most accomplished fleet commander on the Iron Islands, but is also without fear. Victarion always passes Courage tests. Iron Islands troops within 6" of Victarion automatically pass Courage tests. If Euron is not included in your force then Victarion must be chosen as force commander, and his Command Rating increases from 3 to 4.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Ironborn Lord	5/3+	4	5	3	2	5	3	2	0	70

### **Command Rating: 3**

#### **Wargear**

The Ironborn lord carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Two-handed weapon (5pts)
- Throwing weapons (5pts)
- Second hand-weapon (7pts)
- Horse (10pts)

### Special Rules

*Ironborn:* See Euron Greyjoy's entry for details.

*The Old Way:* See Euron Greyjoy's entry for details.

*Riders of the Sea:* See Euron Greyjoy's entry for details.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Ironborn Captain	5/3+	4	5	2	2	5	2	2	0	50

### Command Rating: 2

### Wargear

The Ironborn captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Bow (5pts)
- Two-handed weapon (5pts)
- Throwing weapons (5pts)
- Second hand-weapon (7pts)
- Horse (10pts)
- Bodkin Arrows (2pts)
- Barbed Arrows (2pts)

### Special Rules

*Ironborn:* See Euron Greyjoy's entry for details.

*The Old Way:* See Euron Greyjoy's entry for details.

*Riders of the Sea:* See Euron Greyjoy's entry for details.



	F	S	D	A	W	C	Pts
Ironborn Veteran	4/3+	3	4	2	1	4	12

### Wargear

The base profile for an Ironborn veteran includes armour and a hand weapon. Any killer can be given additional items at the following extra cost:

- Spear (1pt)
- Shield (1pt)
- Bow (1pt)
- Two-handed weapon (1pt)
- Throwing weapons (1pt)
- Second hand-weapon (2pts)
- Horse (5pts)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

### Special Rules

*Ironborn:* See Euron Greyjoy's entry for details.

*The Old Way:* See Euron Greyjoy's entry for details.

*Riders of the Sea:* See Euron Greyjoy's entry for details.

	F	S	D	A	W	C	Pts
Ironborn Warrior	4/4+	3	4	1	1	4	7

### Wargear

The base profile for an Ironborn warrior includes armour and a hand weapon. Any reaver can be given additional items at the following extra cost:

- Spear (1pt)
- Shield (1pt)
- Bow (1pt)
- Two-handed weapon (1pt)
- Throwing weapons (1pt)
- Second hand-weapon (2pts)
- Horse (5pts)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

## Special Rules

*Ironborn*: See Euron Greyjoy's entry for details.

*The Old Way*: See Euron Greyjoy's entry for details.

*Riders of the Sea*: See Euron Greyjoy's entry for details.

## The Riverlands

	F	S	D	A	W	C	Might	Fate	Will	Pts
Edmure Tully	5/-	4	6	3	3	6	3	2	0	100

### Command Rating: 3

### Wargear

Edmure carries a sword and wears heavy armour. At an additional cost he may have the following:

- Shield (5pts)
- Plate Armour (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

## Special Rules

*Protector of the Riverlands*: In war, Edmure tries to hold every inch of his soil, to defend every man, woman and child who name him their lord. Men think twice before abandoning a man so eager to defend their families and homes. All Riverlands units within 12" of Edmure may choose to re-roll their Courage tests.

*Riverman*: Living in the Riverlands, a man becomes adept at fighting near rivers and even in them where it is shallow enough, using them as defences or to trap the enemy. All units with this rule do not count marshes or shallow water as difficult terrain. Furthermore, all units with this rule add +1 to rolls on the Swimming Chart. For every hero with this rule with Command Rating 2 or above, you may elect to spread caltrops in one water feature (if any). Make a secret note of this before the game begins. Any cavalry must roll a D6 whenever they come into contact with this water feature, or are moving through it. On a roll of 1 or 2, they must take a Thrown Rider check.

*Feud*: A Riverlands force including Edmure may never ally with forces from the Westerlands

	F	S	D	A	W	C	Might	Fate	Will	Pts
Brynden Tully	5/3+	4	5	3	3	6	2	3	0	95

### Command Rating: 4

#### Wargear

Brynden carries a sword and wears armour. At an additional cost he may have the following:

- Bow (5pts)
- Shield (5pts)
- Horse (10pts)
- Bodkin Arrows (2pts)
- Barbed Arrows (2pts)

#### Special Rules

*Riverman:* See Edmure Tully's entry for details.

*The Blackfish:* Brynden Tully is warrior of great renown and experience, and proves to be an expert in reconnaissance as well as harassing the enemy and raiding their supply lines. If Brynden's warband consists entirely of Riverlands Outriders, then it may choose to remain off the board at the beginning of the game. The controlling player then nominates one enemy warband led by a Hero of Command Rating 2 or less to also remain off the board. At the beginning of any of the controlling player's movement phases before the movement of any friendly models, the player may place Brynden and his warband on any board edge. The enemy warband is then placed by its controlling player on their own board edge. Both may then act normally for the remainder of the game.

*Feud:* A Riverlands force including Brynden may never ally with forces from the Westerlands or the Iron Islands.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Riverlord	5/-	4	5	2	2	5	2	2	0	60

### Command Rating: 3

#### Wargear

The Riverlord carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Plate Armour (10pts)
- Two-Handed Weapon (5pts)



- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

### Special Rules

*Riverman:* See Edmure Tully's entry for details.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Riverlands Captain	4/4+	4	5	2	2	4	2	1	0	45

### Command Rating: 2

#### Wargear

The Riverlands captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Crossbow (5pts)
- Bow (5pts)
- Horse (10pts)
- Two-Handed weapon (5pts)
- Bastard Sword (7pts)
- Barbed Arrows (2pts)
- Bodkin Arrows (2pts)

### Special Rules

*Riverman:* See Edmure Tully's entry for details.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Riverlands Veteran	3/4+	4	5	2	1	3	1	0	0	15

### Command Rating: 1

#### Wargear

The Riverlands veteran carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Bow (5pts)

- Two-Handed weapon (5pts)
- Bastard Sword (7pts)
- Horse (10pts)
- Bodkin Arrows (2pts)
- Barbed Arrows (2pts)

### Special Rules

*Riverman:* See Edmure Tully's entry for details.

	F	S	D	A	W	C	Pts
Riverlands Knight	4/-	3	5	1	1	4	15

### Wargear

The base profile for a Riverlands knight includes heavy armour, a lance, a horse and a hand weapon. Any knight can be given additional items at the following cost:

- Plate Armour (1pt)
- Shield (1pt)
- Banner (maximum one per hero in the same force) (25pts)

### Special Rules

*Riverman:* See Edmure Tully's entry for details.

	F	S	D	A	W	C	Pts
Riverlands Outrider	3/4+	3	4	1	1	3	10

### Wargear

The base profile for a Riverlands outrider includes armour, a horse, and a hand weapon. Any outrider can be given additional items at the following extra cost:

- Shield (1pt)
- Bow (1pt)
- Throwing Spears (2pts)
- Barbed Arrows (1pt)
- Bodkin Arrows (1pt)

### Special Rules

*Riverman:* See Edmure Tully's entry for details.

	F	S	D	A	W	C	Pts
Riverlands Serjeant	3/-	3	5	1	1	3	6

### Wargear

The base profile for a Riverlands serjeant includes armour, a hand weapon and a shield. Any serjeant can be given additional items at the following extra cost:

- Spear (1pt)
- Banner (maximum one per hero in the same force) (25pts)

### Special Rules

*Riverman:* See Edmure Tully's entry for details

	F	S	D	A	W	C	Pts
Riverlands Bowman	2/4+	3	3	1	1	3	5

### Wargear

The base profile for a Riverlands bowman includes a bow and a hand weapon. Any bowman may exchange their bow for one of the below and the following extra cost:

- Crossbow (2pts)
- Longbow (1pt)

Any bowman can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Armour (1pt)

### Special Rules

*Riverman:* See Edmure Tully's entry for details

	F	S	D	A	W	C	Pts
Riverlands Levy	2/5+	3	3	1	1	2	3

### Wargear

The base profile for a Riverlands levy includes a crude hand weapon. Any levy can be given additional items at the following extra cost:



- Shield (1pt)
- Spear (1pt)
- Bow (1pt)
- Crude Two-Handed Weapon (2pts)

### Special Rules

*Riverman*: See Edmure Tully's entry for details

## Dorne

	F	S	D	A	W	C	Might	Fate	Will	Pts
Oberyn Martell	8/-	4	6	3	3	6	3	1	0	180

**Command Rating: 4**

### Wargear

The Oberyn carries a spear (which counts as a lance when mounted), a shield and wears armour. At an additional cost he may have the following:

- Horse (10pts)

### Special Rules

*The Red Viper*: Oberyn is notorious for coating his weapons with highly potent poisons. Any unsuccessful to wound rolls of 1 or 2 by Oberyn in close combat must be rerolled. Furthermore, for any model that suffers a wound from Oberyn in close combat but does not die, the controlling player must roll a D6 on the following table at the start of each of their subsequent movement turns, before moving any models:

**1-2:** The poison spreads, drastically weakening the warrior. The model loses a further wound and moves at half its normal movement distance that turn.

**3-4:** The poison weakens the warrior, but to a lesser extent. The model moves at half its normal movement distance that turn.

**5-6:** The poison has no effect...yet. The model may act normally.

*Precision Strike*: Oberyn may choose to make a single special attack instead of his usual three in close combat. An unsuccessful to wound roll for this attack must be rerolled, and Oberyn may also reroll his dice to win the fight. Furthermore, the attack treats its target as having a Defence value one less than usual (e.g. a Defence 5 model counts as Defence 4 against this attack).

*Prince of Dorne:* If Oberyndies, all Dornish models within 12” must take a Courage check. If they pass, they automatically pass all further Courage tests for the remainder of the game.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Dornish Lord	5/-	4	5	2	2	5	2	1	0	60

### Command Rating: 3

#### Wargear

The Dornish lord carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Horse (10pts)
- Two-Handed Weapon (5pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Dornish Captain	4/3+	4	5	2	2	4	2	1	0	45

### Command Rating: 2

#### Wargear

The Dornish captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Shield (5pts)
- Bow (5pts)
- Bodkin Arrows (2pts)
- Barbed Arrows (2pts)
- Lance (5pts)
- Horse (10pts)

	F	S	D	A	W	C	Pts
Dornish Knight	4/-	3	4	1	1	4	14

#### Wargear

The base profile for a Dornish knight includes a hand weapon, a lance, a shield and a horse. Any knight can be given additional items at the following cost:

- Heavy Armour (2pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dornish Horseman	3/3+	3	3	1	1	3	11

### Wargear

The base profile for a Dornish horseman includes a hand weapon. Any horseman can be given additional items at the following cost:

- Armour (1pt)
- Lance (1pt)
- Shield (1pt)
- Bow (1pt)
- Throwing Weapons (1pt)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dornish Spearman	3/-	3	4	1	1	3	7

### Wargear

The base profile for a Dornish spearman includes a spear and shield. Any spearman can be given additional items at the following cost:

- Armour (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Dornish Archer	3/3+	3	3	1	1	3	7

### Wargear

The base profile for a Dornish archer includes a hand weapon and a bow. Any archer can be given additional items at the following cost:

- Armour (1pt)
- Barbed Arrows (1pt)
- Bodkin Arrows (1pt)



	F	S	D	A	W	C	Pts
Dornish Skirmisher	3/4+	3	4	1	1	3	7

### Wargear

The base profile for a Dornish skirmisher includes a hand weapon, a shield and throwing weapons. Any skirmisher can be given additional items at the following cost:

- Sling (1pt)

## The Reach

	F	S	D	A	W	C	Might	Fate	Will	Pts
Randyll Tarly	5/-	4	6	2	3	6	3	1	0	140

### Command Rating: 4

### Wargear

Randyll carries Heartsbane, a two-handed Valyrian steel sword, a sword and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

### Special Rules

*Guardian of the Reach:* The Tarlys are renowned for training the best soldiers the Reach has to offer, and under Randyll this is no exception. Any Reach levies in Randyll Tarly's warband receive a +1 bonus to their Fight value and Courage for the rest of the game.

*Master of Battle:* Randyll is one of Westeros's best battle commanders, and is responsible for many of the few victories that the Reach has won in recent years. As such although Command Rating 4, if Randyll is your Commander, he allows for 3 Might points to be distributed per turn just as if he were Command Rating 5 Commander.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Garlan Tyrell	6/-	4	7	3	3	6	2	2	0	140

### Command Rating: 3

#### Wargear

Garlan carries a sword and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Two-Handed Weapon (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

#### Special Rules

*Often Outnumbered, Never Outfought:* Garlan trains fighting groups of practice partners, and as such is a highly skilled swordsman, even when outnumbered. For every enemy model above 3 enemy models fighting Garlan in close combat, Garlan may reroll one dice to decide who wins the fight, up to a maximum of 3. Furthermore Garlan can never count as trapped in close combat.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Loras Tyrell	6/-	4	7	3	2	6	3	2	0	100

### Command Rating: 2\*

#### Wargear

Loras carries a sword and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Two-Handed Weapon (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

## Special Rules

*Knight of the Flowers:* Loras Tyrell is a warrior of great renown, using swords, axes and lances to defeat the foes of Highgarden. Against enemies of equal or lesser fight value, Loras may reroll one dice when deciding who wins the fight.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Reach Lord	5/-	4	6	2	2	5	2	2	0	65

## Command Rating: 3

### Wargear

The Reach lord carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Veteran Knight	4/-	4	7	2	2	5	1	1	0	65pts

## Command Rating: 2\*

### Wargear

The renowned knight has a horse, a hand weapon and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Double-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Armoured Horse (5pts)
- Heavy Armoured Horse (10pts)
- Plate Armoured Horse (15pts)



	F	S	D	A	W	C	Might	Fate	Will	Pts
Reach Serjeant	3/-	4	5	2	1	3	1	0	0	15

### Command Rating: 1

### Wargear

The Reach serjeant carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Shield (5pts)
- Double-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Horse (10pts)

	F	S	D	A	W	C	Pts
Reach Knight	4/-	3	7	1	1	4	16

### Wargear

The base profile for a Reach knight includes an armoured horse, plate armour, a shield and a lance. Any knight can be given additional items at the following extra cost:

- Heavy Armoured Horse (1pt)
- Plate Armoured Horse (2pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Reach Levy Bowman	2/4+	3	4	1	1	2	5

### Wargear

The base profile for a Reach archer includes armour, a hand weapon and a longbow. Any archer may exchange their bow for one of the below and the following extra cost:

- Crossbow (1pts)

Any archer can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

	F	S	D	A	W	C	Pts
Reach Levy	2/-	3	3	1	1	2	4

### Wargear

The base profile for a Reach levy includes a hand weapon. Any levy can be given additional items at the following extra cost:

- Armour (1pt)
- Spear (1pt)
- Shield (1pt)
- Pike (1pt)
- Crude Two-Handed Weapon (1pt)

## The Vale

	F	S	D	A	W	C	Might	Fate	Will	Pts
Yohn Royce	5/-	4	7	3	3	6	3	2	0	115

### Command Rating: 3

### Wargear

Yohn carries a mace and wears plate armour. At an additional cost he may have the following:

- Shield (5pts)
- Lance (5pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (30pts)

### Special Rules

*Bronze Yohn:* Yohn's plate armour is no ordinary armour. Made of bronze and inscribed with runes of warding, the armour is said to better protect the wearer through ancient magic. Bronze Yohn may reroll any Fate rolls he makes.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Vale Lord	5/-	4	6	2	2	6	2	2	0	65

### Command Rating: 3

#### Wargear

The Vale lord carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Vale Captain	4/4+	4	5	2	2	4	2	1	0	45

### Command Rating: 2

#### Wargear

The Vale captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Crossbow (5pts)
- Horse (10pts)
- Two-Handed weapon (5pts)



	F	S	D	A	W	C	Might	Fate	Will	Pts
Vale Knight Hero	4/-	4	5	2	1	5	1	0	0	30

### Command Rating: 1\*

### Wargear

The Vale knight hero carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

	F	S	D	A	W	C	Pts
Vale Knight	4/-	3	6	1	1	4	14

### Wargear

The base profile for a Vale knight includes heavy armour, shield, horse and a hand weapon. Any knight can be given additional items at the following cost:

- Plate Armour (1pt)
- Lance (1pt)
- Armoured Horse (3pts)
- Heavy Armoured Horse (4pts)
- Plate Armoured Horse (5pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Vale Outrider	3/-	3	4	1	1	3	11

### Wargear

The base profile for a Vale outrider includes armour, a horse and a hand weapon. Any rider can be given additional items at the following extra cost:

- Heavy Armour (1pt)
- Shield (1pt)

	F	S	D	A	W	C	Pts
Vale Guardsman	3/4+	3	4	1	1	3	6

### Wargear

The base profile for a Vale guardsman includes armour and a hand weapon. Any guardsman can be given additional items at the following extra cost:

- Heavy Armour (1pt)
- Shield (1pt)
- Spear (1pt)
- Bow (1pts)
- Crossbow (2pts)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Banner (maximum one per hero in the same force) (25pts)

## The Stormlands

	F	S	D	A	W	C	Might	Fate	Will	Pts
Renly Baratheon	5/-	4	7	2	3	5	2	1	0	125

### Command Rating: 3

### Wargear

Renly carries a sword and wears plate armour. At an additional cost he may have the following:

- Horse (10pts)

- Armoured Horse (15pts)

### Special Rules

*Copper Charisma:* Renly easily wins allies, through the charismatic persona he projects, so much so that he was able to raise his brother's rightful vassals against him in rebellion, albeit a brief one. All Stormlords within 12" of Renly may reroll Courage tests. Renly counts as a banner to all friendly Stormlands troops. Furthermore, if the opponent's army contains a Stormlands detachment, each turn they must take a Courage test. If they fail, remove them from the board. At the beginning of the next movement phase, before any models are moved, these models come on anywhere on the board edge of the player that controls Renly, and that player now controls them for the rest of the game as friendly models. If both players play Renly, ignore this effect of the *Copper Charisma* special rule.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Stormlord	5/-	4	6	2	2	5	2	2	0	65

### Command Rating: 3

#### Wargear

The Stormlord carries a hand weapon and wears heavy armour. At an additional cost he may have the following:

- Plate Armour (5pts)
- Two-Handed Weapon (5pts)
- Bastard Sword (7pts)
- Shield (5pts)
- Lance (5pts)
- Horse (10pts)
- Armoured Horse (15pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Stormlands Captain	4/4+	4	5	2	2	4	2	1	0	45

### Command Rating: 2

#### Wargear

The Stormlands captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Heavy Armour (5pts)
- Plate Armour (10pts)
- Bastard Sword (7pts)



- Shield (5pts)
- Crossbow (5pts)
- Horse (10pts)
- Two-Handed weapon (5pts)

	F	S	D	A	W	C	Pts
Stormlands Knight	4/-	3	6	1	1	4	15

### Wargear

The base profile for a Westerlands knight includes heavy armour, shield, horse and a hand weapon. Any knight can be given additional items at the following cost:

- Plate Armour (1pt)
- Lance (1pt)
- Armoured Horse (3pts)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Stormlands Serjeant	3/-	3	4	1	1	4	7

### Wargear

The base profile for a Stormlands serjeant includes and a hand weapon and armour. Any serjeant can be given additional items at the following extra cost:

- Two-handed weapon (1pt)
- Heavy Armour
- Plate Armour (1pt)
- Spear (1pt)
- Shield (1pt)
- Banner (maximum one per hero in the same force) (25pts)

	F	S	D	A	W	C	Pts
Stormlands Levy Archer	2/4+	3	3	1	1	2	4

### Wargear

The base profile for a Stormlands levy archer includes and a crude hand weapon and a longbow. Any archer can be given additional items at the following extra cost:

- Armour (1pt)
- Hand Weapon (1pt)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

## Free Companies

**The Golden Company:** The whole detachment (except War Elephants) may be upgraded to become Golden Company for +2pts per model, increasing their Courage by 2. Note that the **whole** detachment **must** be upgraded if this upgrade is chosen.

	F	S	D	A	W	C	Might	Fate	Will	Pts
Free Company Commander	5/-	4	5	3	2	4	3	3	0	80

**Command Rating: 3 (4) (5)**

### Wargear

The Free Company commander carries a hand weapon and wears armour. At an additional cost he may have the following:

- Two-handed weapon (5pts)
- Bastard sword (7pts)
- Shield (5pts)
- Second hand-weapon (7pts)
- Billhook/Halberd (8pts)
- Heavy Armour (5pts)
- Plate Armour (10pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

The Free Company Commander may also choose to upgrade his Command Rating at the following costs:

- Command Rating 4 (20pts)
- Command Rating 5 (35pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Free Company Captain	4/-	4	5	2	2	3	2	2	0	45

### Command Rating: 2

#### Wargear

The Free Company captain carries a hand weapon and wears armour. At an additional cost he may have the following:

- Two-handed weapon (5pts)
- Bastard sword (7pts)
- Shield (5pts)
- Second hand-weapon (7pts)
- Billhook/Halberd (8pts)
- Heavy Armour (5pts)
- Plate Armour (10pts)
- Horse (10pts)
- Armoured Horse (15pts)
- Heavy Armoured Horse (20pts)
- Plate Armoured Horse (25pts)

	F	S	D	A	W	C	Might	Fate	Will	Pts
Free Company Serjeant	3/4+	4	5	2	1	2	1	1	0	15

### Command Rating: 1

#### Wargear

The Free Company serjeant carries a hand weapon and wears armour. At an additional cost he may have the following:

- Two-handed weapon (5pts)
- Bastard sword (7pts)
- Shield (5pts)
- Second hand-weapon (7pts)
- Billhook/Halberd (8pts)
- Crossbow (5pts)
- Heavy Armour (5pts)
- Plate Armour (10pts)
- Horse (10pts)



	F	S	D	A	W	C	Pts
War Elephant	3/-	8	6	2	4	2	140
War Elephant Rider	3/-	3	3	-	1	2	-
War Elephant Crew	3/4+	3	3	1	1	2	4

## Wargear

The base profile for a war elephant includes tusks (hand weapon). The base profile for war elephant crew includes a hand weapon. The war elephant is ridden by one rider and one crew (included in 120pt base cost). Up to 3 extra crew may be taken for the respective cost or 1 if a bolt thrower is taken. The rider can be given any of the additional items at the following cost:

- Shield (1pt)
- Armour (1pt)

Any crew can be given any of the following items at the additional cost:

- Shield (1pt)
- Armour (1pt)
- Elephant Lance (3pts)
- Bow (1pt)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Throwing Weapons (2pts)
- Crossbow (2pts)

Alternatively, two crew can become bolt thrower operators. Bolt thrower operators can be given any of the additional items at the following cost:

- Armour (1pt)
- Bolt Thrower (limit of 1 per elephant)(25pts)

Furthermore, the elephant may take one of the following armours:

- Armour (10pts)
- Heavy Armour (20pts)
- Plate Armour (30pts)

## Special Rules

*Elephant movement:* The elephant may move up to 10".

*Steady Platform:* All models riding the elephant count as not moving for the purposes of shooting, and are able to shoot even if the elephant is locked in combat.

*Fighting from the Elephant:* Only models with elephant lanced may fight in combat while mounted on the elephant.

*Targeting the Elephant:* When shooting the elephant, roll a D6. On a roll of 1-4, the shot hits the elephant. On a roll of 5-6, it hits a crew member.

*Dead Crew:* If one of the crew dies, remove the model. If a bolt thrower operator dies, remove the model. If there is only one crew left (not including the rider), then the bolt thrower can no longer be operated. If the bolt thrower is being used by two crew (i.e. neither are bolt thrower operators) then the bolt thrower hits on a 5+ instead of 4+.

*Dead Rider:* If the War Elephant rider is killed. Roll a D6. On a 2-6 a crew member takes over, dropping all weapons except hand weapons and shields, and assumes the position of rider. On a 1, the elephant is not controlled in time, and must take a Courage test. If it fails the test, remove the model. If the test is passed, roll a D6. On a 1-3 the elephant **stampedes**, on a 4-6 a crewman eventually takes control, and the elephant has a rider once more.

If all those on the elephant are killed, at the beginning of each movement phase before moving any other models, the elephant takes a Courage test. If it fails, the elephant is removed. If the test is passed, roll a D6, on a 1-3 the elephant **stampedes**, on a 4-6 the elephant moves into contact with the nearest enemy and attacks them.

*Wounded Elephants:* Every time the elephant suffers a wound, it must take a Courage test. If it passes, all it may continue to act as normal. If it fails, roll a D6. On a 1-2 the rider loses control that turn and the elephant **stampedes**, on a 3-6 the elephant is controlled and continues to act as normal. Note that if the rider is not the original rider, and rather a crewman, this roll is taken with a -1 modifier.

*Stampede:* As highlighted earlier, there are times when the elephant may stampede. If this is the case, roll a scatter dice and move the elephant 2D6 in a straight line in that direction. Any models (friend or foe) in its path take D3 Strength 8 hits. If they survive the controlling player must move them out of the way in by the shortest way possible. If the model is unable to move (due to the control zones of enemy models, or simply models in the way) then the model is killed. Once the 2D6 is covered place the elephant at its end destination.

A stampeding elephant may be got under control if it has a rider. On the turn subsequent to the initial stampeding, the controlling player may try to control the elephant. On a D6 roll of 5-6 the elephant is controlled, on a D6 roll of 1-4 it stampedes that turn as well. If the stampeding elephant is without a rider, it must take a Courage test at the beginning of the movement phase. If it passes, it continues to stampede, if not, the model is removed.

*Dead Elephants:* If the elephant dies, remove the model and roll on the Thrown Rider table for each of the surviving crew. Those that survive may then fight as normal.

	F	S	D	A	W	C	Pts
Wandering Knight	4/-	3	5	1	1	3	13

### Wargear

The base profile for a wandering knight includes a hand weapon, heavy armour and a horse. Any knight can be given additional items at the following cost:

- Bastard sword (2pts)
- Shield (1pt)
- Plate Armour (3pts)
- Lance (1pt)
- Armoured Horse (3pts)
- Heavy Armoured Horse (4pts)
- Plate Armoured Horse (5pts)

	F	S	D	A	W	C	Pts
Freerider	3/4+	3	3	1	1	2	9

### Wargear

The base profile for a freerider includes a hand weapon and a horse. Any freerider can be given additional items at the following cost:

- Shield (1pt)
- Armour (1pt)
- Heavy Armour (2pts)
- Plate Armour (3pts)
- Lance (1pt)
- Bow (1pt)
- Dothraki Bow (2pts)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)



	F	S	D	A	W	C	Pts
Sellsword	3/-	3	3	1	1	2	4

### Wargear

The base profile for a sellsword includes a hand weapon. Any sellsword can be given additional items at the following cost:

- Two-handed weapon (1pt)
- Bastard sword (2pts)
- Shield (1pt)
- Second hand-weapon (2pts)
- Spear (1pt)
- Pike (1pt)
- Billhook/Halberd (3pts)
- Armour (1pt)
- Heavy Armour (2pts)
- Plate Armour (3pts)

	F	S	D	A	W	C	Pts
Free Company Archer	3/4+	3	3	1	1	2	5

### Wargear

The base profile for a Free Company archer includes a hand weapon and a bow. Any archer may exchange their bow for one of the below and the following extra cost:

- Crossbow (2pts)
- Longbow (1pt)
- Goldenheart Bow (2pts)

Any archer can be given additional items at the following extra cost:

- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)
- Armour (1pt)

	F	S	D	A	W	C	Pts
Sellsword Recruit	2/5+	3	3	1	1	2	3

### **Wargear**

The base profile for a sellsword recruit includes a hand weapon. Any recruit can be given additional items at the following cost:

- Two-handed weapon (1pt)
- Bastard sword (2pts)
- Shield (1pt)
- Second hand-weapon (2pts)
- Spear (1pt)
- Pike (1pt)
- Billhook/Halberd (3pts)
- Armour (1pt)
- Crossbow (2pts)
- Bow (1pt)
- Bodkin Arrows (1pt)
- Barbed Arrows (1pt)

