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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BATTLES OF WESTEROS

SETUP

1. Choose a Battle and a House to Play

Choose a **battle** and the **House** each player will control; in the core game, either **House Stark** (white) or **House Lannister** (red). Each player takes his House's **command board**, **Leadership cards**, **Commander cards**, and **Unit Reference cards**.

2. Create the Battlefield

Place any map overlays and tokens required onto the battlefield. Each player sits with his House's board edge in front of him.

3. Take Commanders

According to the battle plan, each player takes his **commander figures** and **Commander cards**. Commander cards should be placed **uncommitted** side up (full color portrait faceup).

4. Build Leadership Decks

Each player takes his House's 10 *basic* Leadership cards (no portrait in the lower right). Each commander has 5 *commander-specific* Leadership cards (portrait in the lower right). Take the commander-specific cards that match your commanders and shuffles them with your 10 basic Leadership cards. Place this deck facedown to form your House's **Leadership deck**.

5. Place Round Track and Round Marker

Place the **round marker** on the **1** space of the **round track**. The **Round Limit** icon number shows how many rounds a battle lasts.

6. Place Morale Track and Morale Marker

Assemble the **morale track**—moral hub in the center and the 2 House segments on either side—and place it next to the battlefield. Each player's House morale segment must be the one nearest to his board edge. Ensure that the side of your morale segment that is faceup corresponds to the side indicated in the battle plan. The last space of each morale segment must match the space dictated in the battle plan.

Place the **morale marker** on the center space of the morale hub.

7. Create Token Stockpiles and Place Command Tokens

Sort the tokens for use during the game into piles within easy reach of both players to form the stockpiles for the game.

Each player places a number of **command tokens** on his **command board** equal to the number beside the **Command icon** in the battle plan.

8. Form and Place Units

Consult the battle plan to see what starting units players will use for the battle and where those units will be deployed.

In the core game, figures are either **infantry**, **ranged**, or **cavalry**. The banner color is the **rank** of the unit (green, blue, or red).

A unit with a commander shows the commander's figure with the unit's rank banner. Which commander should be used is shown (different versions are identified by their titles). Refer to the upper left corner of the Commander card's *uncommitted* side to see what kind of unit must be placed with this figure. The commander figure takes the place of one of the normal figures (as the banner bearer).

9. Assign the Momentum Token

The battle plan specifies who takes the **momentum token**.

1. RALLY PHASE

1. Determine Advantage

The player with the most **command tokens** on his command board is the **first player** and acts first for the rest of the round. If there is a tie, the player with the **momentum token** wins.

2. Refresh Commanders

Each player takes all command tokens from his Commander cards and places them back onto his command board.

3. Rally Units

Each player rotates his units' banners so the proper side is facing his edge of the game board; thus making all of his units **active** (able to be ordered) during the coming Command Phase.

The color of the round marker's current space on the round track is the **round color** (white or black). Rotate your units' banners so the round indicator matching the round color is facing your board edge. This is known as **rallying** a unit. A banner that already matches the round color is not rotated.

An **active unit** is a unit whose banner matches the current round's round color. An **inactive unit** is a unit whose banner matches the next round's color.

Only active units can be given orders during the Command Phase. Inactive units are normally unable to move and/or attack.

2. MARSHALING PHASE

These actions are executed in order by the first player; his opponent then executes them in order. The player currently performing an action is referred to as the **active player**.

1. Receive Order Tokens

The active player rolls dice equal to the battle plan's **Order Rating**. He then takes order tokens from the supply that match the results and adds them to any order token he carried over from the previous round. This forms his **Order Pool**.

2. Draw Leadership Cards

The active player draws cards from his Leadership deck equal to the battle plan's **Leadership Rating**, and adds them to any card he carried over from the previous round. This forms his **hand**.




If there are no cards remaining in the active player's Leadership deck, he shuffles his discard pile to form a new deck.

3. COMMAND PHASE

Starting with the first player, each player in turn selects and executes **one** of the following actions. That player's turn is then complete and his opponent becomes the active player and selects an action. This process is repeated until both players pass and the phase is over.

a. Use Order Token

Order tokens are direct orders given to a single active unit. You must have at least 1 token in his Order Pool to select this option. The following tokens allow you to order these units:

-  Order a **green** rank unit.
-  Order a **blue** rank unit.
-  Order a **red** rank unit.
-  Order a unit of **any** rank.

➔ Increase your House's morale by 1; or decrease by 1 to rally one of your units. No unit is ordered.

To issue an order to a unit, declare which token you intend to use and which active unit you intend to order. Then discard that order token from your Order Pool back into the supply. Turn a unit's banner to its inactive side after being ordered.

b. Play Leadership Card

Leadership cards give the commander the ability to affect and/or order multiple units as indicated by the card's **command box**.

Some of the cards allow players to utilize special abilities before or after resolving the command text on the card as indicated by a card's **tactic box**.

To play a Leadership card, reveals a card from your hand and selects **one** of your commanders to play the card on. For each command on the card that you resolve, move 1 command token from your command board to the chosen commander's Commander card. The Leadership card is then discarded to your Leadership discard pile.

All units ordered by the card must be in the chosen commander's **zone of control** (ZOC) when the card is played. Commands only affect friendly units unless noted otherwise.

If you wish to use the tactic from the tactic box on the card as well, you must first show that its requirements are fulfilled. You then resolve the tactic either before or after all commands are resolved, according to the text.

Leadership cards with a commander pictured in the lower right can be played by any commander.

c. Pass

You may choose to **pass**. Once you pass, you can no longer use order tokens or Leadership cards until the next round. Your opponent can continue taking actions until he also chooses to pass. You are forced to pass when you are unable to play an order token or Leadership card on your turn.

4. REGROUP PHASE

Perform the following upkeep actions in order. Both players can perform each action simultaneously; if a timing issue arises, the first player must resolve his actions first.

1. Resolve Status Conditions

Status conditions are represented by tokens that certain cards and units can place onto the battlefield.

2. Score Victory Points

The battle plan specifies when **victory points** (VPs) are awarded. If the battle is not in its last round, only the objectives that provide VPs every round are scored. If the battle is in its last round, objectives that provide VPs every round and objectives that provide VPs at the end of the game are scored.

3. Check Victory Conditions

Check to see whether it is the last round of the battle as dictated by the battle plan. If it is, the game ends; consult the battle's victory conditions to see who has won. If it is not the last round, the game continues. Instant victory conditions are checked throughout the game.

4. Discard Excess Resources

Choose and discard Leadership cards and order tokens so that you have a maximum of 1 Leadership card and 1 order token to carry over to the next round.

5. Recover Morale

If your morale marker is on a **morale break** (a space with an arrow pointing to it) or on a grey bordered space, no morale can be recovered. If the marker is not on a morale break, you can increase your morale by moving it to the closest morale break that matches the color of the area the marker is currently in.

6. Advance Round Marker

Advance the round marker to the next space up the round track.

UNITS AND ORDERING

A single unit is made up of multiple figures in the same hex that move and attack as a group; the total number of figures is its **strength**. One figure of each unit is a **banner bearer** and holds the unit's banner in its base.

Green rank is lightly armored units or inexperienced units, **blue rank** is moderately equipped or experienced units, and the **red rank** is heavily armored units or veteran units.

The rank of an ordered unit combined with the unit's **class** (infantry, ranged, or cavalry) determines what a unit's available actions are when ordered.

Ordering Units

A unit can only be ordered if it is **active**; the unit's banner must be on the **active side** (the round indicator matching the current round must be facing the unit's owner).

After a player orders one of his units, he rotates its banner to the inactive side; the unit is considered inactive and cannot be ordered again until the unit is rallied.

Morale order tokens and some Leadership cards allow players to **rally** units. Units can potentially be ordered multiple times in a single round. Otherwise, every unit automatically rallies during the Rally Phase.

Ordering Units with an Order Token

When ordering a unit with an order token, declare which of your active units is to be ordered, then discard a token from your Order Pool that matches the unit's rank (banner color), or discard a **valor** (purple) order token. You can also discard 2 tokens of the same type at once to order any unit.

Decide whether the unit will move and/or attack; all movement must be completed before it attacks. After the order has been completed, rotate the unit's banner to the inactive side.

Ordering Units with a Leadership Card

When playing a Leadership card, select a commander figure to give the command(s) and optionally use the tactics on the card. **It is irrelevant whether the commander's banner is on the active side or not.** A Leadership card can be played regardless of whether or not the commander's unit is ordered by the card.

Leadership cards with a commander pictured in the lower right can be played by any commander (not just the one pictured).

Commands only affect units in the ZOC of the commander the card is played on. Those units are said to be **controlled** by that commander. In the core game, all commanders have a ZOC of 2 hexes. It is possible for a unit to be under multiple commanders' control at the same time.

Commands are a number of single orders executed at the same time and possibly additional abilities that modify orders for the current turn. The ordered units must have active banners and in the ZOC of the commander the card is played on.

1. Declare which commander is being used to play the Leadership card.
2. Pay any Command cost(s).
3. Declare all units to be ordered.
4. Move all ordered units.
5. Attack with all ordered units.

To execute the command, take a command token from your command board for each **Command icon** and place it on your chosen commander's Commander card. **A card cannot hold more command tokens than its commander's Command Limit.**

If you wish to execute multiple commands from a single card, you must pay all costs before executing the commands. However, you can execute the commands in any order desired. Each command can be executed once per card.

Tactics are special optional orders and actions, but do not have to be resolved in order to use the command.

1. Check Requirements

To fulfill an Order Pool requirement, you must have the corresponding order tokens in your Order Pool; this is called **checking** an order token. A single order token can only be checked once for a given Leadership card.

If a tactic requires 2 or more of the same type of order tokens to be checked, you cannot check the same order token more than once.

To fulfill a tactic requirement that is dependent upon morale, you must determine whether the morale marker is in the correct position on the morale track.

2. Execute Tactic

If all requirements are fulfilled, resolve the effects according to the timing text, either before resolving any commands (*Before Command*) or after resolving all commands (*After Command*). Some tactics also allow the player to choose to resolve the tactic before or after resolving the card's command section.

Commander Units

A unit with a commander as a banner bearer is a **commander unit**. The figure type of each commander unit is shown on the commander's Commander card next his name and title.

Each commander unit has the abilities of a normal unit as well as special unit abilities on the corresponding Commander card.

Commit abilities are special effects that can normally be used only once a battle. After use, the Commander card is flipped to the **committed side** (the monochrome portrait).

MOVEMENT

You must **order** a unit to move it (unless forced to retreat).

You must complete one unit's movement before moving another unit, and must move all units you wish to move before attacking with any unit. An ordered unit is not required to move.

A unit can only move into whole hexes. It can only move off the battlefield's edges when allowed to do so by the battle plan.

Only one unit can occupy a hex at a time. You cannot move a unit into or through a hex occupied by another unit. A unit cannot split up or combine with another unit.

Units can move **up** to the amount listed on the Order Table. Some terrain impacts movement.

If an ordered unit is not going to attack, the round indicator that matches the next round (the inactive side) must be facing the unit's owner after the unit completes its movement.

If an engaged unit is going to move, the unit it is engaged with can interrupt the active player's turn to attack it.

COMBAT

After all movement, each ordered unit can attack one at a time in any order you choose. An ordered unit is not required to attack. The number of figures in a unit does not affect the number of dice it rolls in attacks or counterattacks.

1. Declare Attacker

Declare which of your ordered units is the **attacker**.

2. Declare Target

Declare an enemy unit to be the **target** of the attack.

3. Verify Range and Line of Sight (LOS)

The number of hexes from the attacker to the target (excluding the attacker's hex but including the target's hex) must be within the attacking unit's **Attack Range**.

A unit with a **Ranged Attack** icon has its Attack Range next to the icon. A unit with a **Melee Attack** icon can only attack enemies in adjacent hexes, so it has an Attack Range of 1.

To check LOS, draw a line between the centers of the attacker and target hexes. If this crosses any part of a hex with an **obstacle** (terrain that blocks LOS, friendly units, and enemy units), LOS is blocked. Units always have LOS to adjacent units.

When LOS is drawn directly along one or more hex edges, if shifting the line slightly in both directions parallel to the original LOS line causes LOS to be blocked, the target cannot be attacked. If after shifting the line in either direction, LOS can be established, and the attack can continue.

4. Place Engagement Token

When your attacker targets an unengaged unit with a **melee attack**, place one your **engagement tokens** on the hex border between the hexes. If the attacker is engaged with the target already, remove any other engagement token before placing your engagement token.

If the attacker's target is already engaged with a unit other than the attacker, the attack becomes a **flank attack**.

5. Determine Attack Dice

Check a unit's Unit Reference card to determine the number of dice it rolls in combat. Generally, **Green** rank units roll 2 dice; **Blue** rank units roll 3 dice; and **Red** rank units roll 4 dice.

The number of dice may be adjusted by terrain, Leadership card text, a unit's combat abilities, and the presence of tokens.

Determine all relevant modifiers and then add or subtract dice as necessary to arrive at the total number of **attack dice**.

6. Roll Attack Dice


7. Resolve Attack

Calculate hits on the target unit. If it is not eliminated, determine whether the target is forced to **retreat**.

Hits with Colored Shield Symbols The attack causes 1 hit for each **success** (shield die results whose color matches the *target's* rank) rolled.

Hits with Valor Symbols Valor results are hits unless the attacking unit's Order Table has the **no Valor hit** icon. However non-cavalry units that usually hit on Valor results cannot hit cavalry units with a Valor result. In the core game, cavalry can only be hit by other cavalry on a Valor result.

Taking Hits The target unit's owner removes one figure for each hit received and sets them beside the board. The banner figure is always removed last; when this happens, the unit is eliminated and morale loss is taken. The total number of hits taken is called **damage**. Commander figures do not take damage; instead, they must be captured.

Causng Retreats with Morale Results If the target was not eliminated, an attack causes the target unit to retreat 1 hex for each  result rolled.

8. Rotate Attacker's Banner

After making an attack, the owning player rotates the attacking unit's banner to the inactive side.

Counterattacking

A target unit able to **counterattack** can do so after being attacked by any melee attacker as long as it is not eliminated and *remains in the same hex*. The original attack must be completely resolved before any counterattack can take place.

The counterattack does not disengage the unit, and the counterattacking unit does not suffer a Parting Blow if it counterattacks an attacking unit while engaged to another unit.

A counterattacking unit cannot be counterattacked in return, and it cannot advance or pursue after a counterattack.

A counterattack is resolved like a normal attack. Modifiers that take place *"when attacking"* cannot be used to modify the dice.

ENGAGING THE ENEMY

A unit is engaged with an enemy unit when an **engagement token** is on the border between their 2 hexes, marking where melee attacks (except melee flank attacks) have occurred. A unit can only ever have one engagement token in its hex.

Flanking an Engaged Target

If an **unengaged** melee attacker targets an engaged unit, he is **flanking** the target. The owner of the attacking unit, after rolling his battle dice, *may* choose a battle die symbol. He then rerolls all dice showing that symbol, accepting the new results. He does not have to reroll any dice if he does not wish to.

Moving with Engaged Units

An engaged unit cannot move unless it first **disengages**. The owner of the unit orders the unit, announces his intention to move it out of the hex, and removes the engagement token. The unit being disengaged from *may* make a **Parting Blow** attack on the moving unit. The disengaging unit continues with its movement if it is not eliminated, it. Morale results obtained during a Parting Blow are ignored.

Attacking with Engaged Units

An engaged attacker can only attack the unit it is engaged with unless it disengages from it. If the engaged unit decides to attack the unit it is engaged with, the player replaces the engagement token with one of his own.

A ranged attacker cannot disengage except by moving. Although a ranged attack does not cause an engagement, a ranged attacker must still attack an opponent it is engaged with if it is going to attack (unless it disengages by moving away).

If an engaged melee attacker attacks a unit other than the one it is engaged with, the engagement breaks and the unit that is being disengaged from has the option to make a Parting Blow on the disengaging unit. If the disengaging unit is not eliminated after this resolves, it continues with its attack.

Disengaging

When choosing to break an engagement, the owner of the disengaging unit removes the engagement token, and then the unit suffers a Parting Blow. If the engagement is broken in some other way, the disengaging unit does not suffer a penalty.

If the target of an attack retreats or is eliminated, any engagement token is removed.

Parting Blow

A Parting Blow is made before the disengaging unit can move or attack. The unit performing the Parting Blow rolls its normal attack dice and ignores any morale results. Hits are taken following normal attack rules. If the disengaging unit has not been eliminated, its owner can continue to order it normally. Units forced to retreat are not susceptible to a Parting Blow.

Retreating

Retreats caused by card effects occur according to the text. Combat retreats occur only after all hits have been taken. For each result, the target of the attack must retreat 1 hex.

A unit must take its full retreat in the in the opposite direction of the attack if this hex is empty (**primary retreat direction**). If that hex is occupied or impassable, it must retreat to the first hex adjacent to the primary retreat direction and nearest the retreating unit owner's board edge (**secondary retreat direction**). All of a unit's retreats must be taken in the same direction. If the unit can no longer retreat, it must take hits as normal.

Other terrain effects are ignored when retreating unless specified. Impassable terrain cannot be retreated into.

A unit cannot retreat into a hex containing any other unit, or off the board. If a unit cannot retreat, the number of remaining retreat hexes become hits which are immediately applied.

If a unit can partially retreat, it retreats as much as possible and then takes hits for the remaining hexes left to move.

Capturing Commanders

When the other figures of a commander's unit has been eliminated, the commander is subject to **capture**. The **Capture Rating** (on the shield) on a commander's card shows how many hits must be done in a single attack to capture the commander. His figure is then placed in the capturing player's play area.

Certain cards allow units to take hits to perform special abilities. A commander figure cannot take hits to trigger card effects. However, figures in a commander's unit can take hits to trigger card effects as normal.

MORALE

The morale track is formed at the beginning of the game as specified in the battle plan. During the game, the morale marker is moved to indicate increases and decreases in morale.

A shift of the morale marker one space or more toward a player's opponent is an **increase** in morale for the player. A shift of the morale marker towards the player is a **decrease** in morale.

If the morale marker lands on a **Rout** space, that army immediately flees from the battlefield; an immediate loss for the routed army.

If the marker cannot move any further on the track but no Rout space has been encountered, the marker stays in that position until it shifts in the other direction.

The following circumstances cause shifts in morale:

Eliminating a green rank enemy unit: Morale +1
Eliminating a blue rank enemy unit: Morale +2
Eliminating a red rank enemy unit: Morale +3
Spend a Morale order token to increase morale: Morale +1
Spend a Morale order token to rally a unit: Morale -1
Card effect: Variable

NOTES ON VICTORY CONDITIONS

Ties Unless noted, the player with higher morale wins. If morale is at the start space, the player with the momentum token wins.

Instant Victory The most common instant victory condition is the **Rout**: if the morale marker reaches the Rout space on a player's side of the morale track, he loses. Otherwise, battle-specific victory conditions are as described. Instant conditions always take precedence over normal conditions, and the Rout instant condition takes precedence over others.

BATTLES OF WESTEROS

1. Rally Phase	Determine advantage Refresh commanders Rally units
2. Marshaling Phase	Receive Order tokens Draw Leadership cards
3. Command Phase (alternating player turns)	a. Use Order token b. Play Leadership card c. Pass
4. Regroup Phase	Resolve status conditions Score victory points Check victory conditions Discard excess resources Recover morale Advance Round marker

Playing a Leadership card	Declare which commander is being used to play the card Pay any Command cost(s) Declare all units to be ordered Move all ordered units Attack with all ordered units
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Combat sequence	Declare attacker and target Verify LOS and range Place Engagement token (if necessary) Determine attack dice and roll Resolve attack Rotate attacker's banner
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KEYWORDS

Advance The attacking unit may move into the hex formerly occupied by the target unit, if the target unit is eliminated or is forced to retreat. A unit can only advance once per turn.

Cover X / Toughness X The unit can ignore X hits before any figures are removed. Toughness is provided by units; Cover is provided by terrain.

Dogs of War When ordered, this unit may make a special ranged attack instead of moving (and attacking normally). It can be used from 2 to 3 hexes away from the target (not against adjacent units).

Before rolling battle dice, the attacking unit rolls 1 die to determine what rank of unit it attacks as:

-  Attacks as a green rank unit.
-  Attacks as a blue rank unit.
-  Attacks as a red rank unit.
-  No attack is rolled but the target unit retreats 1 hex (this result cannot be ignored).
-  No attack is rolled but the target automatically takes a hit (this result cannot be ignored).

For this special ranged attack, friendly units *do not* block LOS; river hexes *do* block LOS. Other blocking terrain acts normally.

Heavy Armor This unit defends as if it were a unit of 1 rank higher. A red rank unit ignores Valor results. Morale results have their normal effects on units with heavy armor.

Off-balance This unit must reduce its number of attack dice by 1 if it moves before it attacks in the same turn.

Pursue X Once per turn, an attacking unit has the option to pursue if the target of its attack is eliminated or is forced to retreat. If so, the attacking unit can move up to X hexes (the first hex moved into must be the one formerly occupied by the target unit) and attack again. This new attack can be against the same unit or a different one.

To execute the additional attack, the unit must move at least 1 hex. A pursuing unit can pursue without attacking.

Scorch the Earth When ordered, instead of attacking, this unit can place a **fire token** in an unoccupied adjacent hex (as long as the terrain has a Burn Limit). by targeting the hex and rolling attack dice as normal. For each Green Shield result, a **fire level** is added.

When adding a fire level, the player removes any existing fire token and places a new token whose number represents the sum of the fire levels.

Stalwart This unit has the option to ignore the first Morale result (flag) rolled against it. Stalwart units may also counterattack. If a defending unit is adjacent to 2 friendly units, the defending unit automatically gains becomes Stalwart until that unit is no longer adjacent to 2 friendly units.

STATUS CONDITIONS

Fire

Fire tokens mark hexes where fires break out. The strength of the blaze is indicated on the token. Each hex with a fire token in it resolves a burn status condition during each Regroup phase as follows:

1. Apply effects to terrain Burnable terrain has a Burn Limit in the form of *Burn X* where X is the maximum value of the fire token allowed in the hex. If the hex is at that level, the player follows the effects under the Burn Limit for the terrain. Only some terrain is affected by fire.

2. Apply effects to units During the Regroup phase, a unit in a hex with a fire token must eliminate 1 figure for each level of fire. A commander figure eliminated in this way is considered captured. Only fire levels equal to a hex's Burn Limit can be in the hex. Units cannot enter a hex with fire tokens.

2. Spread level 4 fires A level 4 fire spreads in the Status step of the Regroup Phase. Draw a random direction token and consult the directional indicator on the battle plan. Increase the level of the fire of the adjacent hex in the chosen direction by 1. If it is at 4, no additional token is placed. If there is no fire there currently, a level 1 fire token is placed.

Units cannot leave a hex with fire tokens. A unit can remove all fire tokens in its hex by being ordered and then spending its entire turn extinguishing the fire (the unit cannot move or attack). The player then removes any fire tokens present in the hex. Terrain with a *Burn: None* Burn Limit cannot have fire tokens placed on them.

Any unit can attempt to remove all fire tokens in an adjacent hex instead of attacking a unit. Roll 1 die: to successfully remove fire tokens, the die result must be a Green Shield for a hex with 1 fire level, a Blue Shield for 2 fire levels, a Red Shield for 3 levels, or a Valor symbol for 4 levels.

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1. Apply effects to terrain Burnable terrain has a Burn Limit in the form of *Burn X* where X is the maximum value of the fire token allowed in the hex. If the hex is at that level, the player follows the effects under the Burn Limit for the terrain. Only some terrain is affected by fire.

2. Apply effects to units During the Regroup phase, a unit in a hex with a fire token must eliminate 1 figure for each level of fire. A commander figure eliminated in this way is considered captured. Only fire levels equal to a hex's Burn Limit can be in the hex. Units cannot enter a hex with fire tokens.

2. Spread level 4 fires A level 4 fire spreads in the Status step of the Regroup Phase. Draw a random direction token and consult the directional indicator on the battle plan. Increase the level of the fire of the adjacent hex in the chosen direction by 1. If it is at 4, no additional token is placed. If there is no fire there currently, a level 1 fire token is placed.

Units cannot leave a hex with fire tokens. A unit can remove all fire tokens in its hex by being ordered and then spending its entire turn extinguishing the fire (the unit cannot move or attack). The player then removes any fire tokens present in the hex. Terrain with a *Burn: None* Burn Limit cannot have fire tokens placed on them.

Any unit can attempt to remove all fire tokens in an adjacent hex instead of attacking a unit. Roll 1 die: to successfully remove fire tokens, the die result must be a Green Shield for a hex with 1 fire level, a Blue Shield for 2 fire levels, a Red Shield for 3 levels, or a Valor symbol for 4 levels.

TERRAIN

Plains



Move: No restrictions.
Combat: No restrictions.
Burn: 4. No burn effect.

Hills



Move: No restrictions.
Combat: **Maximum of 3 dice** rolled against a unit in Hills (before modifiers) unless attacker is in another Hills hex.
 A unit in Hills does not have its LOS blocked by units.
Burn: None.

Forest



Move: Unit must stop when entering.
Combat: **Maximum of 2 combat** rolled against a unit in Forest (before modifiers).
 Unit in Forest rolls a maximum of 2 dice (before modifiers).
Burn: 3. After 3 fire levels, Forest destroyed. Place a devastation token (treat as Plains).

River



Move: Impassable.
Combat: No restrictions.
Burn: None.

Building



Move: Unit must stop when entering.
Combat: Unit in a Building has **Cover 1** unless engaged in combat and engagement token shows their symbol.
 Ranged attackers in a Building roll a maximum of 2 dice (before modifiers).
Burn: 4. After 4 fire levels, Building destroyed. Place a devastation token (treat as Plains).

Road



Move: A unit that only uses Road hexes for movement can move 1 additional hex (this hex does not have to be Road).
Combat: No restrictions.
Burn: **Road 4. Forest Road 3.** After 3 fire levels, Forest Road destroyed. Place a devastation token (treat as Plains).
Special: Units can **advance** 1 extra hex (up to a total of 2 hexes) and units can **pursue** 1 extra hex (up to a total of 3 hexes) as long as all movement is on road.

Wooden Bridge



Move: Treat as Road.
Combat: No restrictions.
Burn: 3. After 3 fire levels, Bridge destroyed and removed with all fire tokens.
Special: No advance or pursuit onto hex.

Stone Bridge



Move: Treat as Road.
Combat: No restrictions.
Burn: None.
Special: No advance or pursuit onto hex.

Palisade



Move: Impassable.
Combat: No restrictions.
Burn: 4. After 4 fire levels, Palisade destroyed and removed.

Tent



Move: No restrictions.
Combat: No restrictions.
Burn: 1. After 1 or more fire levels, Tent destroyed and removed.
Special: See **Battle Plan**.

Siege Tower



Move: Impassable.
Combat: No restrictions.
Burn: 1. After 1 or more fire levels, Tower destroyed and removed.
Special: See **Battle Plan**.

Ford



Move: Infantry must stop when entering. Cavalry reduce movement by 1 hex for the rest of their current movement.
Combat: Counterattacks from a unit in Ford are a maximum 2 dice (before modifiers).
Burn: None.

Fire



Move: Units cannot enter. Units with a fire token placed in their hex cannot move.
Combat: Units in a fire hex cannot attack.
Burn: None.

Devastation



Special: The devastation token negates the effect of any terrain hex it is placed on (treat as Plains hex).

TERRAIN

Plains



Move: No restrictions.
Combat: No restrictions.
Burn: 4. No burn effect.

Hills



Move: No restrictions.
Combat: **Maximum of 3 dice** rolled against a unit in Hills (before modifiers) unless attacker is in another Hills hex.
 A ranged unit in Hills does not have its LOS blocked by units.
Burn: None.

Forest



Move: Unit must stop when entering.
Combat: **Maximum of 2 combat** rolled against a unit in Forest (before modifiers).
 Unit in Forest rolls a maximum of 2 dice (before modifiers).
Burn: 3. After 3 fire levels, Forest destroyed. Place a devastation token (treat as Plains).

River



Move: Impassable.
Combat: No restrictions.
Burn: None.

Building



Move: Unit must stop when entering.
Combat: Unit in a Building has **Cover 1** unless engaged in combat and engagement token shows their symbol.
 Ranged attackers in a Building roll a maximum of 2 dice (before modifiers).
Burn: 4. After 4 fire levels, Building destroyed. Place a devastation token (treat as Plains).

Road



Move: A unit that only uses Road hexes for movement can move 1 additional hex (this hex does not have to be Road).
Combat: No restrictions.
Burn: **Road 4. Forest Road 3.** After 3 fire levels, Forest Road destroyed. Place a devastation token (treat as Plains).
Special: Units can **advance** 1 extra hex (up to a total of 2 hexes) and units can **pursue** 1 extra hex (up to a total of 3 hexes) as long as all movement is on road.

Wooden Bridge



Move: Treat as Road.
Combat: No restrictions.
Burn: 3. After 3 fire levels, Bridge destroyed and removed with all fire tokens.
Special: No advance or pursuit onto hex.

Stone Bridge



Move: Treat as Road.
Combat: No restrictions.
Burn: None.
Special: No advance or pursuit onto hex.

Palisade



Move: Impassable.
Combat: No restrictions.
Burn: 4. After 4 fire levels, Palisade destroyed and removed.

Tent



Move: No restrictions.
Combat: No restrictions.
Burn: 1. After 1 or more fire levels, Tent destroyed and removed.
Special: See **Battle Plan**.

Siege Tower



Move: Impassable.
Combat: No restrictions.
Burn: 1. After 1 or more fire levels, Tower destroyed and removed.
Special: See **Battle Plan**.

Ford



Move: Infantry must stop when entering. Cavalry reduce movement by 1 hex for the rest of their current movement.
Combat: Counterattacks from a unit in Ford are a maximum 2 dice (before modifiers).
Burn: None.

Fire



Move: Units cannot enter. Units with a fire token placed in their hex cannot move.
Combat: Units in a fire hex cannot attack.
Burn: None.

Devastation



Special: The devastation token negates the effect of any terrain hex it is placed on (treat as Plains hex).

BATTLES OF WESTEROS

KEYWORDS

Advance This attacking unit may move into the hex formerly occupied by the target unit, if the target unit is eliminated or is forced to retreat. A unit can only advance once per turn.

Aimed Shot If this unit does not move, instead of rolling normal attack dice, the controlling player discards an order token to determine the target (and therefore the number of dice) of the attack.

Call to Arms X X number of **Warhorn tokens** are placed on this Commander or unit reference card during setup.



Instead of attacking, you may discard a Warhorn token from the card to attempt to summon the support of a green rank infantry unit. Declare any available infantry unit from your primary House, then roll dice equal to the base strength of that unit. It is brought onto the board with a strength equal to the combined number of green and blue results. If no green or blue results are rolled, the unit does not come into play. The new unit is placed active in any legal hex adjacent to the unit that discarded the Warhorn token.



Collector Whenever they eliminate a unit, this unit takes **trophy tokens** as described after the keyword. These are used on specific cards to trigger abilities.

The unit takes a number of tokens equal to how far morale has shifted after eliminating a unit and places them on the Commander card with the same House trait as the unit. If there is more than one eligible commander, the controlling player may choose which Commander card.

Cover X / Toughness X This unit can ignore X hits before any figures are removed. Toughness is provided by units; cover is provided by terrain.

Disloyal During the Resolve Status Conditions step of the Regroup Phase, this unit's controller checks the morale track. If the controlling House's morale is green, the opponent rolls 1 die; if yellow, the opponent rolls 2 dice; if red, 3 dice. Check each disloyal unit separately. For each Morale result or shield rolled that matches the rank of the disloyal unit, remove 1 figure from the unit.

Defender If this unit does not attack, place a **defend token** in its hex. A unit with this keyword can also place a defend token in its hex after it advances.

Deflect After a melee attack against this unit is rolled, the controller of this unit may discard X order tokens (that match the attacking unit's rank) to ignore X hits. This unit is not affected by other units with the **Deflect** keyword.

If the unit using this keyword has the **Polearm** keyword, 1 additional hit can be ignored.

Dogs of War When ordered, this unit may make a special ranged attack instead of moving (and attacking normally). It can be used from 2 to 3 hexes away from the target (not against adjacent units).

Before rolling battle dice, this attacking unit rolls 1 die to determine what rank of unit it attacks as:



Attacks as a green rank unit.



Attacks as a blue rank unit.



Attacks as a red rank unit.



No attack is rolled but the target unit retreats one hex (this result cannot be ignored).



No attack is rolled but the target automatically takes a hit (this result cannot be ignored).

For this special ranged attack, friendly units *do not* block LOS; river hexes *do* block LOS. Other blocking terrain acts normally.

Fearsome Enemy units cannot disengage (voluntarily move or attack a unit it is not engaged with) from this unit.

Enemy units must retreat 2 hexes for each Morale result rolled by this unit during combat.

Heavy Armor This unit defends as if it were a unit of 1 rank higher. A red rank unit ignores Valor results.

Morale results have their normal effects on units with heavy armor.

Honorable The unit may never flank enemy units. If the unit wishes to attack an enemy already engaged with another unit, the current engagement token is replaced with a Baratheon engagement token and is placed between the Honorable unit and the unit it is attacking (no Parting Blow is rolled for this disengagement).

If the engagement marker on an Honorable unit matches its House affiliation, it gains +1 die in all combat situations (including attacks and Parting Blows).

When initiating an attack against a unit it is already engaged with, an Honorable unit does not replace the enemy engagement token with its own. It is thus possible to deny an Honorable unit its +1 attack die by engaging it first before it can engage your unit.

Indirect Fire This unit can trace its LOS from an adjacent friendly unit when attacking. Range must still be counted from the attacking unit.

Inefficient This unit cannot rally during the Command Phase.

Intimidate When attacking a target of equal or lower rank, the target loses **Stalwart**.



Looter Looter units adjacent to an eliminated enemy unit of higher rank receive a **Loot token** in their hex (maximum of 1). If the Looter unit is moved from the hex during the same round, the token is discarded.

A unit with a Loot token in its hex during the Resolve Status Conditions step of the Regroup Phase discards the token and may then upgrade to the next higher rank (once per round) by replacing the old banner with a new one with the new rank.

Mountain-bred When this unit is next to a crag hex, it may move directly through that crag hex to any hex on the other side (besides other crags). The crag hex that was moved through does not stop the unit's movement as normal, nor does it count

as a space when determining how far the unit can move. The unit may not, however, stop its movement directly on the crag hex it is passing through. They may only stop on a crag hex by accessing it from an adjacent hill or crag, as normal.

Off-balance This unit must reduce its number of attack dice by one if it moves before it attacks in the same turn.

Polearm This unit gets +1 die during rolls against cavalry units.

Pursue X Once per turn, this attacking unit has the option to pursue if the target of its attack is eliminated or is forced to retreat. If so, the attacking unit can move up to X hexes (the first hex moved into must be the one formerly occupied by the target unit) and attack again. This new attack can be against the same unit or a different one.

To execute the additional attack, the unit must move at least 1 hex. A pursuing unit can pursue without attacking.

Raider This unit may attempt to steal an opponent's order token. The raider unit's controller rolls a die after eliminating an enemy unit. If the result matches an order token his opponent has in his Order Pool, he may take the token from his opponent and place it in his own Order Pool.

Relay (X) If the commander (X) is in play, he may utilize the zone of control of the commander who possesses the **Relay** keyword as if it were his own.

Riverborn During setup, if a player has at least 1 **Riverborn** unit, he takes the **hidden ford tokens**. As part of their regular movement, these units are allowed to move into any river hex, but must immediately forfeit all remaining movement and place a hidden ford token on that specific river hex. Once all 3 tokens have been placed, riverborn units may no longer enter river hexes.

Riverborn units always ignore the combat restrictions and movement restrictions of ford hexes (including hidden fords).

Run Down When using **Pursue**, this unit can move through enemy units as long as it obeys terrain restrictions and ends its movement in an unoccupied hex. Enemy units that are moved through suffer an automatic hit. After moving, the unit may still make the free attack given to it by **Pursue**.

Scorch the Earth When ordered, instead of attacking, this unit can place a **fire token** in an unoccupied adjacent hex (as long as the terrain has a Burn Limit). by targeting the hex and rolling attack dice as normal. For each Green Shield result, a **fire level** is added.

When adding a fire level, remove any existing fire tokens and place a new token whose number represents the sum of the fire levels.

Scrapper After this unit is attacked it performs its regular counterattack (if available) and can then eliminate 1 of its own figures to make 1 additional counterattack (whether the unit had an original counterattack or not).

Stalwart This unit has the option to ignore the first Morale result (flag) rolled against it. This unit may also counterattack. If a defending unit is adjacent to 2 friendly units, the defending unit automatically gains becomes **Stalwart** until that unit is no longer adjacent to 2 friendly units.

Stealth Enemy units (including Ranged units) cannot attack a Stealth unit unless it is the only eligible unit that can be attacked during the Declare Target step of the Combat Sequence.

If the only eligible targets are Stealth units, the attacker may choose to attack one of the Stealth units.

Stealth units that are flanking cannot be counterattacked.

Targeted Shot Before rolling attack dice for this unit, the controller may declare it is targeting a specific single figure of the target unit.

The rank of the target unit is lowered by 1 (to a minimum of green) and all the damage is taken by the chosen figure.

It is possible to eliminate a commander figure without first eliminating the other figures in his unit.

Tree Archer The unit increases its Attack Range by 1 whenever it is in a forest hex.

When moving, Tree Archer units ignore all forest hex movement restrictions. When attacking, Tree Archer units ignore all forest hex combat restrictions.

Vital If the unit or commander is captured or eliminated, place its banner next to the morale track.

During the Regroup Phase, after morale has been recovered, each player increases his morale by the number of enemy banners next to the morale track.

Volley This unit adds +X dice when making a ranged attack where X equals the number of friendly ranged units (whether active or not) contiguously adjacent to this keyword.

Zealot The unit never retreats and instead takes hits for each hex they would normally be forced to retreat.

Zealot units always make a counterattack (if eligible), even after an attacking unit eliminates them.

FORMATIONS

The unit reference card of a unit with this keyword has 2 sides, each representing a different stance.

During Setup and during the Resolve Status Conditions step of the Regroup Phase (once per round), the controlling player controlling decides which side of the card he wants faceup.

Line This unit gets +1 attack die against infantry. This unit defends as 1 rank lower against ranged attackers. If already a green ranked unit, this unit is always hit on Valor results from a ranged attack.

Hedgehog This unit normally gets -2 attack dice. On counterattacks and Parting Blows, it instead gets +2 dice.

Pike Square This unit gets +1 attack die, but any melee attack against this unit is considered flanking.

Wedge If at least 1 Morale result is obtained when this unit attacks, add 1 additional Morale result to the attack roll.

This unit defends as 1 rank lower against ranged attackers.

If already a green ranked unit, this unit is always hit on Valor results from a ranged attack.

- 1. Select an enemy unit** within range (4 hexes for a green rank catapult, 6 for blue, and 8 for red). The first hex when counting range is any hex adjacent to the owner's board edge. LOS is ignored.
- 2. Roll a single die.** If the result matches the color of the catapult token, the attack hits.
- 3. If the attack hits, draw a random catapult targeting token.** Apply damage to the target unit according to the color of token drawn: 2 hits for green, 3 hits for blue, and 4 hits for red. Then mix the catapult targeting token back into its stockpile.
- 4. Flip the catapult token to its inactive side.**

BATTLES OF WESTEROS

STATUS CONDITIONS

FIRE

Fire tokens mark hexes where fires break out. The strength of the blaze is indicated on the token. Each hex with a fire token in it resolves a burn status condition during each Regroup phase as follows:

1. Apply effects to terrain Burnable terrain has a Burn Limit in the form of “Burn X” where X is the maximum value of the fire token allowed in the hex. If the hex is at that level, the player follows the effects under the Burn Limit for the terrain. Only some terrain is affected by fire.

2. Apply effects to units During the Regroup phase, a unit in a hex with a fire token must eliminate one figure for each level of fire. A commander figure eliminated in this way is considered captured. Only fire levels equal to a hex's Burn Limit can be in the hex. Units cannot enter a hex with fire tokens.

2. Spread level 4 fires A level 4 fire spreads in the Status step of the Regroup Phase. Draw a random direction token and consult the directional indicator on the battle plan. Increase the level of the fire of the adjacent hex in the chosen direction by one. If it is at 4, no additional token is placed. If there is no fire there currently, a level 1 fire token is placed.

Units cannot leave a hex with fire tokens. A unit can remove all fire tokens in its hex by being ordered and then spending its entire turn extinguishing the fire (the unit cannot move or attack). The player then removes any fire tokens present in the hex. Terrain with a “Burn: None” Burn Limit cannot have fire tokens placed on them.

Any unit can attempt to remove all fire tokens in an adjacent hex instead of attacking a unit. Roll 1 die: to successfully remove fire tokens, the die result must be a Green Shield for a hex with 1 fire level, a Blue Shield for 2 fire levels, a Red Shield for 3 levels, or a Valor symbol for 4 levels.

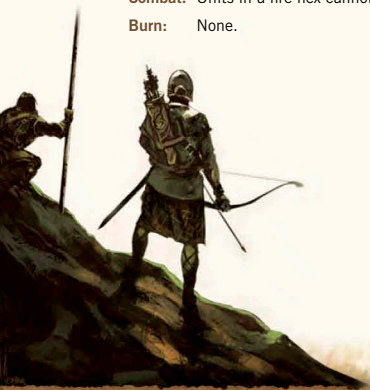
Fire



Move: Units cannot enter. Units with a fire token placed in their hex cannot move.

Combat: Units in a fire hex cannot attack.

Burn: None.



WILDFIRE

Each **wildfire token** has an **unstable** and a **burning** side. All unstable wildfires spread during the Resolve Status Conditions step of the Regroup Phase (at the same time as regular fire and in a similar manner).

Each unstable wildfire token is drawn for separately when determining where it spreads (returning the drawn token to the facedown pool after each draw). A normal D6 can also be used to determine this if all players agree.

When spreading, the new wildfire token is placed facedown (unstable side). Immediately after an unstable wildfire spreads to a new hex and a new unstable wildfire token is placed, flip the original unstable wildfire token to its burning side. It will not spread any further.

As an unstable wildfire token is flipped to its burning side, any unit occupying that hex is immediately eliminated. Any commander eliminated in this fashion is considered captured. Any unit eliminated in this fashion provides VPs to the opposing House (if applicable) and a shift in morale.

Units cannot attempt to put out either version of the wildfire. Wildfire always supersedes regular fire. If both a fire and a wildfire token exist in the same hex, remove the fire token. If an unstable wildfire spreads onto a wildfire token that is on its burning side, no new token is added.

Burning wildfire always counts as a **level 4 fire**.

Wildfire



Move: Units cannot enter either burning or unstable wildfire hexes. However, units may leave unstable wildfire hexes.



Combat: Units in an unstable wildfire hex may not attack and lose *Stalwart*.

Burn: None.

Special: See **Wildfire** rules.

DEVASTATION

Devastation



Special: The devastation token negates the effect of any terrain hex it is placed on (treat as Plains hex).

DEFEND TOKENS



Certain card effects and abilities can give units a **defend token**. The token stays in the same hex as the unit until the unit is ordered, is eliminated, or is forced to move. A given unit can only have 1 defend token and is a *Defender* while the token is in its hex.

The unit gains the **heavy armor** and **stalwart** keywords.

The defend token may be discarded to have the *Defender* unit resolve its counterattack at the same time as an attack against it. Damage is applied simultaneously to both the attacker and the defender.

After hits are taken, if there is more than 1 morale shift by both parties, only the difference is applied. This results in a single morale shift rather than 2 consecutive shifts (1 for each House).

Defend tokens are removed from all units during the Resolve Status Conditions step of the Regroup Phase.

BATTLES OF WESTEROS

STATUS CONDITIONS

FIRE

Fire tokens mark hexes where fires break out. The strength of the blaze is indicated on the token. Each hex with a fire token in it resolves a burn status condition during each Regroup phase as follows:

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2. Apply effects to units During the Regroup phase, a unit in a hex with a fire token must eliminate one figure for each level of fire. A commander figure eliminated in this way is considered captured. Only fire levels equal to a hex's Burn Limit can be in the hex. Units cannot enter a hex with fire tokens.

2. Spread level 4 fires A level 4 fire spreads in the Status step of the Regroup Phase. Draw a random direction token and consult the directional indicator on the battle plan. Increase the level of the fire of the adjacent hex in the chosen direction by one. If it is at 4, no additional token is placed. If there is no fire there currently, a level 1 fire token is placed.

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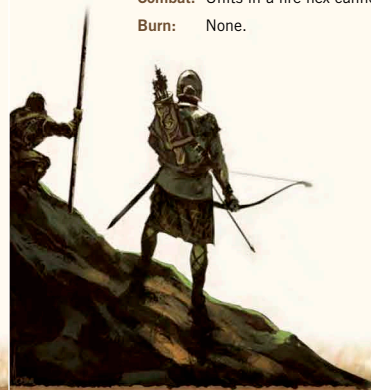
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Move: Units cannot enter. Units with a fire token placed in their hex cannot move.

Combat: Units in a fire hex cannot attack.

Burn: None.



WILDFIRE

Each **wildfire token** has an **unstable** and a **burning** side. All unstable wildfires spread during the Resolve Status Conditions step of the Regroup Phase (at the same time as regular fire and in a similar manner).

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Wildfire



Move: Units cannot enter either burning or unstable wildfire hexes. However, units may leave unstable wildfire hexes.



Combat: Units in an unstable wildfire hex may not attack and lose *Stalwart*.

Burn: None.

Special: See **Wildfire** rules.

DEVASTATION

Devastation



Special: The devastation token negates the effect of any terrain hex it is placed on (treat as Plains hex).

DEFEND TOKENS



Certain card effects and abilities can give units a **defend token**. The token stays in the same hex as the unit until the unit is ordered, is eliminated, or is forced to move. A given unit can only have 1 defend token and is a *Defender* while the token is in its hex.

The unit gains the **heavy armor** and **stalwart** keywords.

The defend token may be discarded to have the *Defender* unit resolve its counterattack at the same time as an attack against it. Damage is applied simultaneously to both the attacker and the defender.

After hits are taken, if there is more than 1 morale shift by both parties, only the difference is applied. This results in a single morale shift rather than 2 consecutive shifts (1 for each House).

Defend tokens are removed from all units during the Resolve Status Conditions step of the Regroup Phase.

ALLY ARMIES

A **primary House** is identified by the House symbol found on a player's command board. An **ally House** is any commander or unit with a House symbol on its reference card that is *not* on a player's command board.

Ally armies allow players to augment their **primary House** with other Houses. Allied units are tan in color; commanders (dark grey) are identified by the House symbol on their Commander cards.

Allied units utilize the banners showing their own House's symbol (except those from the *Brotherhood Without Banners* expansion, which do not use banners). If a player is using any allied forces, his opponent may not use units of the same ally. Any given commander can only be fielded by 1 side in each battle or skirmish, regardless of their House affiliation.

Ally Leadership Cards When building the Leadership deck, follow the core rules. The deck will have some cards with different backs: after shuffling, have your opponent cut your deck.

Ally Skirmish Cards Like the commander-specific Leadership cards, ally **Skirmish cards** have backs matching the ally House they represent.

After selecting a Skirmish Setup card, each player may select 1 set of ally Skirmish Setup cards to play with in addition to his primary House's Skirmish Setup cards. Players may select from *any* available ally House, no matter which primary House they are playing. The player with momentum selects first.

When selecting commanders, a player may select from all commanders belonging to his primary and/or ally House.

All Skirmish Setup cards (from both his primary and ally House) that were not chosen as commanders are then shuffled together to form 1 deck that will be used to select units and terrain (drawing cards from the bottom of the deck).

When drawing cards for a skirmish, if a card dictates that a player receives more troops of a particular type than are available, he may instead use any available unit of the same class and rank from his primary House. If there are no more units available of the same class and rank from his primary House, no further substitutions may be made.

When assembling terrain overlays for a skirmish, the player with momentum always draws all his terrain hexes first. If any specific type of terrain hex runs out, neither player may collect any more of that terrain type. No substitutions are made.

GAMBIT CARDS

Gambit cards can be used instead of the momentum token from the core set if both players agree.

Prior to a battle or skirmish, each player secretly chooses a Gambit card matching his primary House or chosen ally House to use during the game, and places that card facedown in his play area. When momentum is determined, the player with momentum turns his Gambit card faceup instead of taking the momentum token. If there is ever a tie for advantage, the player with the faceup Gambit card wins the tie.

During the game, the player with the faceup Gambit card may use the ability on the card. If he does so, he immediately turns his Gambit card facedown (as stated on the card's text). His opponent then turns his own Gambit card faceup. Momentum has changed hands, and the other player now has momentum and all the benefits associated with it (he wins ties for advantage and may use his gambit ability). A player with more than one House's Gambit cards to choose from still only selects 1 Gambit card.

BROTHERHOOD WITHOUT BANNERS

Reviving the Brotherhood

While **Thoros of Myr** is on the board, any Brotherhood unit eliminated from the game for any reason is replaced on the board with an **corpse token** corresponding to its class (ranged, infantry, or cavalry). If the eliminated unit is a commander unit, use the corresponding commander disc instead.

Place the token facedown (with the class icon or the commander's image facing down) in the hex the eliminated unit last occupied.

These tokens remain on the board for the remainder of the game and are only removed if a fire token (of any level) is placed in the hex.

If a Brotherhood unit is eliminated and there are no remaining corpse tokens in the supply that correspond to its class, a corpse token of that class must be moved from elsewhere on the board to the newly eliminated unit's hex.


When Thoros ends his turn in a hex containing a corpse token, an eliminated Brotherhood unit of the class on that token is returned to an empty adjacent hex at half of its starting strength (rounded up).

When Thoros ends his turn in a hex containing the commander disc of an eliminated Brotherhood commander, that commander returns to an empty adjacent hex (with no extra figures besides the commander himself).

In either case, if no empty hex is available the token remains on the board and no units may be revived there.

Whenever a unit or commander is revived by Thoros, the opponent loses any VP previously gained for eliminating the unit, although the morale track remains unchanged.

Controlling the Brotherhood

 *Brotherhood Without Banners* units do not use banners and do not follow normal activation rules; instead, you must spend **Brotherhood tokens** to activate them.

During setup, a player using any Brotherhood commander or unit takes a number of Brotherhood tokens equal to **3 x the number of Brotherhood commanders on the battlefield + 3**.

At the end of any turn in which 1 or more Brotherhood units were ordered, you must discard a single Brotherhood token.

All Brotherhood units are considered active as long as the Brotherhood player has at least 1 Brotherhood token. As soon as there are no Brotherhood tokens in his play area, all Brotherhood units are immediately considered inactive.

If any effect would normally make a Brotherhood unit inactive (such as certain opponents' abilities or cards), the Brotherhood player instead discards a single Brotherhood token for every such effect.

To receive more Brotherhood tokens:

- When units are rallied in the Rally Phase, the Brotherhood player takes one of his spent Brotherhood tokens and places it back in his play area. If all of the Brotherhood tokens are already in use, no more Brotherhood tokens are generated that round.
- Any rally effects (such as 'Rally ___' Leadership cards, morale order tokens, etc.) that affect at least 1 Brotherhood unit give the Brotherhood player 1 additional Brotherhood token per effect. Rally effects played on Brotherhood units do not cost Brotherhood tokens.

ALLY ARMIES

A **primary House** is identified by the House symbol found on a player's command board. An **ally House** is any commander or unit with a House symbol on its reference card that is *not* on a player's command board.

Ally armies allow players to augment their **primary House** with other Houses. Allied units are tan in color; commanders (dark grey) are identified by the House symbol on their Commander cards.

Allied units utilize the banners showing their own House's symbol (except those from the *Brotherhood Without Banners* expansion, which do not use banners). If a player is using any allied forces, his opponent may not use units of the same ally. Any given commander can only be fielded by 1 side in each battle or skirmish, regardless of their House affiliation.

Ally Leadership Cards When building the Leadership deck, follow the core rules. The deck will have some cards with different backs: after shuffling, have your opponent cut your deck.

Ally Skirmish Cards Like the commander-specific Leadership cards, ally **Skirmish cards** have backs matching the ally House they represent.

After selecting a Skirmish Setup card, each player may select 1 set of ally Skirmish Setup cards to play with in addition to his primary House's Skirmish Setup cards. Players may select from *any* available ally House, no matter which primary House they are playing. The player with momentum selects first.

When selecting commanders, a player may select from all commanders belonging to his primary and/or ally House.

All Skirmish Setup cards (from both his primary and ally House) that were not chosen as commanders are then shuffled together to form 1 deck that will be used to select units and terrain (drawing cards from the bottom of the deck).

When drawing cards for a skirmish, if a card dictates that a player receives more troops of a particular type than are available, he may instead use any available unit of the same class and rank from his primary House. If there are no more units available of the same class and rank from his primary House, no further substitutions may be made.

When assembling terrain overlays for a skirmish, the player with momentum always draws all his terrain hexes first. If any specific type of terrain hex runs out, neither player may collect any more of that terrain type. No substitutions are made.

GAMBIT CARDS

Gambit cards can be used instead of the momentum token from the core set if both players agree.

Prior to a battle or skirmish, each player secretly chooses a Gambit card matching his primary House or chosen ally House to use during the game, and places that card facedown in his play area. When momentum is determined, the player with momentum turns his Gambit card faceup instead of taking the momentum token. If there is ever a tie for advantage, the player with the faceup Gambit card wins the tie.

During the game, the player with the faceup Gambit card may use the ability on the card. If he does so, he immediately turns his Gambit card facedown (as stated on the card's text). His opponent then turns his own Gambit card faceup. Momentum has changed hands, and the other player now has momentum and all the benefits associated with it (he wins ties for advantage and may use his gambit ability). A player with more than one House's Gambit cards to choose from still only selects 1 Gambit card.

BROTHERHOOD WITHOUT BANNERS

Reviving the Brotherhood

While **Thoros of Myr** is on the board, any Brotherhood unit eliminated from the game for any reason is replaced on the board with an **corpse token** corresponding to its class (ranged, infantry, or cavalry). If the eliminated unit is a commander unit, use the corresponding commander disc instead.

Place the token facedown (with the class icon or the commander's image facing down) in the hex the eliminated unit last occupied.

These tokens remain on the board for the remainder of the game and are only removed if a fire token (of any level) is placed in the hex.

If a Brotherhood unit is eliminated and there are no remaining corpse tokens in the supply that correspond to its class, a corpse token of that class must be moved from elsewhere on the board to the newly eliminated unit's hex.


When Thoros ends his turn in a hex containing a corpse token, an eliminated Brotherhood unit of the class on that token is returned to an empty adjacent hex at half of its starting strength (rounded up).

When Thoros ends his turn in a hex containing the commander disc of an eliminated Brotherhood commander, that commander returns to an empty adjacent hex (with no extra figures besides the commander himself).

In either case, if no empty hex is available the token remains on the board and no units may be revived there.

Whenever a unit or commander is revived by Thoros, the opponent loses any VP previously gained for eliminating the unit, although the morale track remains unchanged.

Controlling the Brotherhood

 *Brotherhood Without Banners* units do not use banners and do not follow normal activation rules; instead, you must spend **Brotherhood tokens** to activate them.

During setup, a player using any Brotherhood commander or unit takes a number of Brotherhood tokens equal to **3 x the number of Brotherhood commanders on the battlefield + 3**.

At the end of any turn in which 1 or more Brotherhood units were ordered, you must discard a single Brotherhood token.

All Brotherhood units are considered active as long as the Brotherhood player has at least 1 Brotherhood token. As soon as there are no Brotherhood tokens in his play area, all Brotherhood units are immediately considered inactive.

If any effect would normally make a Brotherhood unit inactive (such as certain opponents' abilities or cards), the Brotherhood player instead discards a single Brotherhood token for every such effect.

To receive more Brotherhood tokens:

- When units are rallied in the Rally Phase, the Brotherhood player takes one of his spent Brotherhood tokens and places it back in his play area. If all of the Brotherhood tokens are already in use, no more Brotherhood tokens are generated that round.
- Any rally effects (such as 'Rally ___' Leadership cards, morale order tokens, etc.) that affect at least 1 Brotherhood unit give the Brotherhood player 1 additional Brotherhood token per effect. Rally effects played on Brotherhood units do not cost Brotherhood tokens.

BATTLES OF WESTEROS

HOUSE BARATHEON EXPANSION



A Baratheon player uses the Baratheon **command board**, inserts the Baratheon segment into the **morale track**, and uses the 10 Baratheon basic **Leadership cards**.

SHIPS



Ships are placed on a hex, superseding the hex's normal terrain features. Each ship has an **intact** side and a **damaged** side.



Each intact ship belongs to a specific primary House, and only that primary House can use that ship. When a ship is damaged, however, the ship does not belong to any one House and may be used by any player's units.



Intact Ship

Move: Any friendly unit may enter a ship matching the House on their player's command board, but must stop. Enemy units may not enter. Units may only exit onto an adjacent empty passable terrain hex and cannot move from the intact ship hex to any other ship hex. Only 1 unit may occupy each ship.

Combat: A unit on an intact ship hex cannot attack or be attacked and is not adjacent to any other unit.

Burn: 3. After 3 fire levels, the ship is flipped to its damaged side. Any units on the ship are destroyed.

Special: During the Resolve Status Conditions step of the Regroup Phase, each player (starting with the one with momentum) may move each of his intact ships (and any units on them) to any other water hex joined by a continuous path of water hexes. Ships can move through bridges (they may not stop in the hex), but not through fords.



Damaged Ship

Move: Any unit may enter. When attempting to leave the hex, roll 1 die. On a green, the unit must remain in that hex and forfeits all of its remaining movement that turn. The unit may still attack. (The unit is still considered to have 'moved' for purposes of abilities like *Off-balance*.) On any other result, you may continue with the rest of your movement; rolling again if wishing to leave another damaged ship hex.

Combat: A unit on a damaged ship hex may attack, but no Advance or Pursue is allowed onto or off of the hex. If a retreat would cause a unit to enter a damaged ship, you must first roll 1 die. If you roll a green, the ship is impassable and you must then take hits for each hex of retreat the unit cannot take. If you roll any other result, you must retreat onto the ship.

Burn: 2. After 2 fire levels, the ship (and any units on it) is completely destroyed and removed from the board.

Special: Damaged ships are completely immobile and do not move during the Regroup Phase like intact ships.

NEW TOKENS

Goods Tokens



Each **Goods token** can be discarded at the beginning of a Marshaling Phase to draw an additional Leadership card or roll an additional die when rolling for order tokens.

R'hllor Tokens



R'hllor tokens may be placed on friendly and enemy units. They move with that unit and last until a rite is performed or that unit is eliminated. Multiple R'hllor tokens may be accumulated and stacked on a single unit, but only 1 token is removed when a rite is performed on the unit. Commander units cannot possess R'hllor tokens.

Shadow Child Tokens



Shadow Child tokens are placed on Melisandre's Commander card to act as a timer for the Shadow Child rite. When the last token is removed from the card, the rite takes place.

If Melisandre's unit ever moves or engages (or is engaged by) an enemy unit, the Shadow Child rite is interrupted and canceled completely. All Shadow Child tokens (as well as the corresponding commander disc) are immediately discarded from her Commander card with no effect.

Rites of R'hllor

Cleansed by Flame

Friendly units with a R'hllor token may have this rite performed on them. Remove 1 R'hllor token from the chosen unit and roll dice equal to the unit's original number of figures.

For each colored shield result that matches the rank of the unit, add 1 eliminated figure back to the unit (up to its original strength).

Conversion

Enemy units with a R'hllor token may have this rite performed on them. (Each unit, no matter how many tokens it possesses, can only have this rite performed on them once per turn.)

Remove 1 R'hllor token from the chosen unit and roll a number of dice based on the enemy unit's rank as follows:

Green rank = 4 dice; blue rank = 3 dice; red rank = 2 dice. If the enemy is a Cavalry unit, 1 less die is rolled.

If at least 1 Valor result is rolled, the unit has been converted. The enemy unit is now under the control of the Baratheon player as if it were one of that player's own units. Replace the enemy banner with a Baratheon banner of the same rank.

The converted unit remains in the same ordered state that it was in just prior to the conversion, and is not considered 'eliminated'. The converted unit's original controller does not suffer morale loss, nor does the new controller gain VP. The converted unit is now considered a member of the new controller's forces and its new controller will lose morale and his opponent will gain VP (if applicable) if it is later eliminated.

Shadow Child

When allowed by a card effect, Melisandre can perform this rite on any enemy commander on the board, as long as that commander's commander disc is not already in use for another game element.

The commander does not need to possess a R'hllor token. Place the target's commander disc on Melisandre's Commander

card and stack a number of Shadow Child tokens on top of that disc equal to the number of hexes away from Melisandre that commander currently is.

Remove 1 Shadow Child token from the stack at the end of each Command Phase. As soon as the last token is removed and only the commander disc remains, eliminate that commander.

This rite is only used to target commanders themselves, not the units they reside in. If there are figures remaining in the eliminated commander's unit, remove the commander's banner and place it with one of the remaining figures.

This is not considered an 'attack' and the commander is removed regardless of rank, capture rating, traits, keywords, or text abilities.

SKIRMISHES

The Crown Symbol

As with other previously released cards, players must each choose to play one of the 2 Houses listed in the upper right of the Skirmish card.

However, the presence of a **crown symbol** in place of a House symbol indicates that a player can choose to play any available primary House. If there are 2 crown symbols present, both players may choose from any available primary House. Players still cannot choose the same primary House.

If 1 crown symbol is present along with any other primary House symbol, one of the players *must* play the listed House. The remaining player may then choose from any other available primary House.

ALLIANCE BATTLE



An **Alliance battle** allows the game to be played by up to 8 players.

While players can use these rules in any battle or skirmish, the alliance icon marks battles and skirmishes that have been designed specifically to utilize the rules.

All battles marked with this icon can always be played with 2 players as well.

Player Distribution

Players form 2 teams (one team for each primary House in the battle) by distributing themselves as evenly as possible.

The most experienced player on each team is designated his team's **Lord** and takes the command board for his team's primary House. All other players on that team are considered **Bannermen** and take 1 alliance command board with his Lord's House icon printed on the back.

Whenever a conflict or disagreement would occur among the players on one team, the Lord of that team always determines the final outcome.

Each team's Lord then chooses and distributes all commanders on his team among the players on his team as evenly as possible. Each player is assigned at least 1 commander that is his for the remainder of the game.

Determining Advantage

When determining advantage, the command tokens on all of a team's command boards are added together.

Command Rating

All players on a team split the scenarios Command Rating as evenly as possible (rounded up).

When refreshing his commanders, a player always places the used command tokens back on his own command board.

Leadership Rating

Each player on each team has his own hand of Leadership cards, but all cards are drawn from a shared Leadership deck.

When drawing Leadership cards during the Marshaling Phase, each team's Lord draws a number of Leadership cards equal to the battle's Leadership Rating. After looking them over, he then distributes the cards as he chooses to his Bannermen and himself so that each player on his team has at least 1 card.

If, after cards have been distributed, one or more players on a team has fewer cards than any other player on that team, those players each draw 1 card from the top of the Leadership card deck.

Order Pool/Rating

All players on a team share an **Order Pool**. When receiving order tokens during the Marshaling Phase, the Lord for each team rolls dice according to the battle's Order Rating and places the matching tokens in a common Order Pool. During the Command Phase, any player on that team is free to utilize order tokens from the common pool.

Excess Resources

During the Regroup Phase, each player may choose to keep 1 order token in their team's Order Pool and 1 Leadership card from his hand to carry over to the next round.

Ordering Units

During their team's turn in the Command Phase, any player (but only one player) on a team may choose to act. A team's Lord may choose to pass at any time. After passing, no members of that team may act for the remainder of the round.

A player can choose to play his Leadership cards only on the commanders assigned to him, but he is free to order any available units within that commander's ZOC, including another player's commander.

Any effects that refer to the words 'your' or 'friendly' are considered to reference any player on your team. Any effects that refer to the words 'your enemy' or 'opponent' are considered to reference any of the players on the other team.

Substitute Commands

When playing a Leadership card, the player of that card may always choose to consider it to have the printed text *Order 1 unit* in place of all other printed text (all other commands and tactics are ignored).

