

# BATTLES OF WESTEROS™

A BATTLELORE™ GAME



## WARDENS OF THE WEST™

RULES AND BATTLE PLANS

# WARDENS OF THE WEST

Inside this **Battles of Westeros (BOW)** expansion are more troops and commanders for players to add to their Lannister army. In addition to new rules and components, this expansion also offers three new battles and a new skirmish for players to use. As always, players can use the contents of this box when creating their own battles.

## CONTENTS

- This Rules and Battle Plans Book
- 32 Plastic Figures, consisting of:
  - » 9 Brax Pikemen (red)
  - » 12 Westerlands Militia (red)
  - » 8 Clegane Crossbowmen (red)
  - » 3 Unique Lannister Commanders (dark grey)
- 32 Green Figure Bases, consisting of:
  - » 22 Square Bases
  - » 10 Rectangular Bases
- 8 Brown Banner Poles
- 32 Cards, consisting of:
  - » 3 Commander Cards
  - » 15 Leadership Cards
  - » 3 Unit Reference Cards
  - » 1 Skirmish Summary Card
  - » 6 Skirmish Setup Cards
  - » 4 Gambit Cards
- 7 Overlay Pieces
- 3 Commander Discs
- 9 Banners (three each of green, blue, and red)
- 6 Catapult Tokens (two each of green, blue, and red)

## ON USING THIS EXPANSION

Battle plans dictate when the elements included in this expansion must be used. These elements function like their counterparts from the **BOW** core set. The exception are the Gambit cards that can be optionally used with any battle or skirmish.

## NEW COMMANDERS

In order to give players more tactical options, this expansion includes three new commanders loyal to House Lannister.

Each of these commanders has a new Commander card included in this box. There are also five commander-specific Leadership cards included for each commander that are used when that commander takes part in a battle (as per the **BOW** core game's "Rules of Play").

### Tyrion Lannister



Tyrion Lannister, brother to Jaime Lannister, is the blight upon the almost perfect appearance of House Lannister. Known as the "Imp," Tyrion is a grotesque dwarf who has learned to use cunning over outright strength.

**Unit Ability:** When Tyrion's unit eliminates an enemy unit, Tyrion's controller may choose whether his opponent can play an order token or a Leadership card next turn.

Tyrion's opponent must have both an order token and a Leadership card remaining for this ability to be used. Additionally, if order token is chosen, Tyrion's opponent must have a legal target for one of his order tokens (or have a pair of identical order tokens). Tyrion's opponent always has the opportunity to pass.

**Commit Ability:** Flip this card when Tyrion would be captured. Ignore the results of the attack and move Tyrion's unit two hexes regardless of terrain movement restrictions. Tyrion's unit may not end this movement in its original hex.

Because the attack is ignored, no advance or pursuit actions can be taken.

## Sandor Clegane



Sandor Clegane, known as “The Hound,” is the younger brother to Gregor Clegane and is a Lannister retainer. Burned by his brother during childhood, Sandor wears a monstrous hound-shaped helm. Sandor is a feared warrior who uses brutally efficient tactics to overcome foes.

**Unit Ability:** Fearsome.

**Commit Ability:** Flip this card during the Command Phase. Units that Sandor controls can be ordered by any order token for the rest of the phase.

## Daven Lannister



Daven Lannister, cousin to Jaime Lannister, has a leonine appearance because he refused to cut his hair until he avenged his father's death. However, Robb Stark's execution of Rickard Karstark, his father's killer, robbed Daven of his vengeance, so he still lets his hair grow. A capable commander, Daven is the “Warden of the West.”

**Unit Ability:** Pursuit 1.

**Commit Ability:** Flip this card when a friendly unit adjacent to Daven is eliminated but before any keywords take effect. Daven's unit may move into the eliminated unit's hex and make an attack against any adjacent unit.

## NEW UNITS

House Lannister special units can be used to surprise foes with new strengths and abilities.

Each unit comes with a Unit Reference card detailing the unit's abilities. These cards function like the Unit Reference cards in the **BOW** core set.

## Brax Pikemen



Sworn to the Lannisters, House Brax fields pikemen in order to counter the thunderous attack of the Stark heavy cavalry. While more vulnerable to normal attacks (only 3 strength), the use of **polearms** allows the Brax Pikemen to function better against *cavalry* units.

Pikemen are also trained to act in formation and can adopt different stances during the game. This choice of stance can change their performance depending on whether they are attacking or defending.

## Westerlands Militia



Plucked from local farms and villages, Westerlands Militia units serve because of promises of gold, or promises of death should they shirk their duty to House Lannister. With no formal combat training, the militia relies on their numbers to overwhelm their enemies.

Drafting units comprised of commoners is not without risk. The militia units are **inefficient** in their movements. Because of this, they cannot be rallied by order tokens or Leadership cards during the Command Phase. They are also **disloyal** to some extent and are prone to flee when the tide turns against them.

## Clegane Crossbowmen



The crossbowmen of House Clegane are veteran soldiers who have seen enough action to have honed their skills. Unlike inexperienced recruits, the Clegane Crossbowmen are able to use **aimed shots** when they attack their foes.

## NEW KEYWORDS

**Aimed Shot** – Some units are able to focus their efforts on making a more accurate attack, increasing the potential damage of the attack. A unit with this keyword that does not move may make a special attack using an aimed shot.

If the unit does so, instead of rolling normal attack dice according to the rank of the attacking unit, the controlling player discards an order token to determine the rank (and therefore the number of dice) of the attack. For example, the unit rolls 3 attack dice when a blue order token is discarded.

**Disloyal** – Disloyal units may run from the battlefield if their House's morale is too low. 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 the controlling House's morale is yellow, the opponent rolls 2 dice. If the controlling House's morale is red, the opponent rolls 3 dice. Check each disloyal unit separately.

For each Morale result or shield rolled that matches the rank of the disloyal unit, remove one figure from the unit.

*For example, the Lannister player ends the round with the morale token in the yellow section on his side of the morale track. He must now check his two disloyal Westerlands Militia units to see if any figures flee. He evaluates each separately and rolls two dice for each since Lannister morale is yellow. For each Green Shield (since both units are green rank) or Morale result rolled, the Lannister player must remove one figure from the appropriate unit.*

**Fearsome** – Fearsome units can intimidate enemy units. Enemy units cannot disengage (voluntarily move or attack a unit it is not engaged with) from a fearsome unit. Enemy units must retreat two hexes for each Morale result rolled by this unit during combat.

**Hedgehog (Formation)** – This unit gets +1 attack die, but any melee attack against this unit is considered flanking.

**Inefficient** – Inefficient units are typically undisciplined units that cannot make complex maneuvers on the battlefield. Units with this keyword cannot rally during the Command Phase.

**Pike Square (Formation)** – This unit normally gets –2 attack dice. On counterattacks and Parting Blows, it instead gets +2 dice.

**Polearm** – The length of some weapons provide a significant advantage against mounted units. This unit gets +1 die during rolls against *cavalry* units.

## KEYWORD TYPE: FORMATIONS

The **formation** keyword type represents different stances that the unit can adopt for different situations. Each stance provides the unit with particular benefits (and sometimes hindrances). The Unit Reference card of a unit with this keyword has two distinct sides (each representing a different stance). During Setup and during the Resolve Status Conditions step of the Regroup Phase (once per round), the player controlling this unit decides which side of the Unit Reference card he wants faceup. He then flips the card so that the chosen side is face up (if it isn't already).

## CATAPULT TOKENS



Active Side



Inactive Side

Some battles state that a House can use one or more catapults. That House receives the appropriate token(s) in its play area to indicate the presence of a catapult. Catapults come in three ranks (green, blue, and red) and are used to make potentially devastating attacks from outside the battlefield that ignore line of sight (LOS). Green ranked catapults represent more accurate catapults with shorter range while red ranked catapults represent less accurate catapults with longer range.

One side of the token indicates an **active catapult** while the other side indicates an **inactive catapult**. When catapult tokens are being used in a battle, place the catapult targeting tokens (found in the core set) common side up in a stockpile prior to the battle and mix them together.

If the catapult token is on its active side, it indicates that the catapult may be fired in the Resolve Status Conditions step of the Regroup Phase before other status conditions are resolved. If the catapult token starts the Regroup Phase on the inactive side, it does not fire and, instead, is flipped to the active side so it can fire during the next Regroup Phase.

The process for firing a catapult is as follows:

### 1. Choose a target unit.

Select an enemy unit within the range of the catapult (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. Check to see if the catapult hits.

Roll a single die. If the result matches the color of the catapult token, the attack hits.

### 3. Assign damage (if the catapult hits).

If the attack hits, draw a random catapult targeting token. Apply damage to the target unit according to the color of catapult targeting 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.

After the catapult fires, flip the catapult token to its inactive side even if the attack fails.

## GAMBIT CARDS (OPTIONAL)



Gambit cards are optional cards that can be used instead of the momentum token from the **BOW** core set. Both players must agree to use this optional rule at the start of the game; otherwise it cannot be used.

Gambit cards provide an ability that the player with momentum can trigger by turning momentum over to his opponent.

Prior to a battle or skirmish, each player secretly chooses a Gambit card matching his House to use during the game. Each player places the Gambit card facedown. When momentum is determined, the player with momentum turns his Gambit card faceup instead of taking the momentum token. The momentum token is not used and is left in the box.

If there is 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 now the other player has momentum and all the benefits associated with it (wins ties for advantage and may use his House's gambit ability).

## ON BATTLE PLAN NUMBERS

Each battle plan has a unique number for ease of reference. This number precedes the title of the battle plan and marks the order of the battle plan's release in relation to battle plans for other products.

This product contains battle plans numbered 11 to 13.