

BATTLES OF WESTEROS™

A BATTLELORE™ GAME



WARDENS OF THE NORTH

RULES AND BATTLE PLANS

WARDENS OF THE NORTH

Inside this **Battles of Westeros (BOW)** expansion are more troops and commanders for players to add to their Stark 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 Last Hearth Lancers (light grey)
 - » 8 Mormont Shieldmaidens (light grey)
 - » 12 Manderly Trident Bearers (light grey)
 - » 3 Unique Stark Commanders (dark grey)
- 32 Green Figure Bases, consisting of:
 - » 22 Square Bases
 - » 10 Rectangular Bases
- 10 Brown Banner Poles
- 32 Cards, consisting of:
 - » 3 Commander Cards
 - » 15 Leadership Cards
 - » 3 Unit Reference Cards
 - » 1 Skirmish Summary Card
 - » 6 Skirmish Cards
 - » 4 Gambit Cards
- 8 Map Overlay Pieces
- 3 Commander Discs
- 15 Defend Tokens
- 6 Banners (two of each: red, blue, and green)

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 Stark.

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").

Smalljon Umber



Jon Umber is nicknamed "the Smalljon" because of his resemblance to his father, "Greatjon" Umber. Both are near giants of men. However, the Smalljon lets his father be the boisterous voice of House Umber, sworn swords to House Stark.

Unit Ability: Smalljon's unit gains the keyword **Pursue 1** when counterattacking.

Commit Ability: Flip this card to have Smalljon and two friendly units adjacent to Smalljon rally. Smalljon and each of the rallied units may then add one figure to the unit if the unit is no longer at full strength.

Galbart Glover



Master of Deepwood Motte, Galbart Glover pledges his loyalty to House Stark. Galbart proves to be a valuable asset to Robb Stark in his campaigns and commands the outriders.

Unit Ability: Heavy Armor.

Commit Ability: Flip this card before playing a Leadership card with Galbart to rearrange the command tokens on your commanders any way you wish.

Rodrik Cassel



Rodrik Cassel, trusted man-at-arms of House Stark, is Castellan of Winterfell. In this position, Rodrik is in charge of Winterfell's defenses while Robb Stark leads the offensives from the North. A trusted friend of the Starks, Rodrik is known for his white whiskers.

Unit Ability: Stalwart. Defender.

Commit Ability: Flip this card after a unit Rodrik controls is attacked. All friendly units adjacent to the attacker may counterattack whether active or not. Combine all dice from counterattacking units into a single counterattack roll.

NEW UNITS

House Stark 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.

Last Hearth Lancers



Fierce supporters of House Stark, House Umber calls upon *cavalry* to help lead many attacks throughout Robb Stark's

military campaigns. While extensive training is not an Umber priority, experience in battle and familiarity with one's comrades-in-arms allow the Lancers to instinctively use formations.

To break through an enemy's line, the Lancers can adopt a **wedge** formation, or they can use a **line** formation to prevent flanking. Each formation has a direct impact on the unit's effectiveness in pursuing.

Mormont Shieldmaidens



In the poor but proud lands of Bear Isle, women garb themselves in armor and train in the use of weapons so that all may defend themselves should the need arise.

The flanged mace (morningstar) wielded by many warriors from Bear Island can be a formidable weapon.

Manderly Trident Bearers



Seated at White Harbour, an important trading city with ties to the North as well as the southern lands, the nobles of House Manderly are bannermen to House Stark. Instead of spears, Manderly soldiers often use tridents like the merman depicted on the Manderly banners.

Besides being a symbol for House Manderly, tridents are used frequently to **deflect** attacks. Because of their reach, a **polearm** such as the trident is used with great success against cavalry.

NEW KEYWORDS

Defender – Units with this keyword can assume a defensive posture to protect against enemy offensives. If this unit does not attack, place a defend token in its hex. A unit with **defender** keyword can also place a defend token in its hex after it advances.

Deflect – Units with this keyword are able to use specialized weapons in order to avoid enemy attacks. 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.

If the unit using **deflect** keyword has the **polearm** keyword, one additional hit can be ignored.

An unit with the **deflect** keyword is not affected by other units with the **deflect** keyword.

Line (Formation) – Flanking attacks against a unit in this stance are considered to be normal attacks. This unit gets +1 attack die against infantry.

This unit defends as one rank lower against ranged attackers. If already a green ranked unit, this unit is always hit on Valor results from a ranged attack.

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

Wedge (Formation) – If at least one Morale result is obtained when a unit in this stance attacks, add one additional Morale result to the attack roll.

This unit defends as one rank lower against ranged attackers. If already a green ranked unit, this unit is always hit on Valor results from a ranged attack.

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 faceup (if it isn't already).

DEFEND TOKENS

Defend tokens represent a more conservative approach to a battle and stress a defensive posture over reckless, overly-aggressive tactics.



Certain card effects and abilities can now give units a defend token. A defend token is placed in the same hex as a unit and stay until the unit is ordered, is eliminated, or is forced to move. This unit is a "Defender" while the defend token is in its hex. A given unit can only have one defend token.

A Defender unit has the following abilities:

- 1) A Defender unit gains the **heavy armor** keyword and **stalwart** keyword.
- 2) The defend token may be discarded to have the Defender unit resolve its counterattack at the same time as an attack against it. In this case, damage is applied simultaneously to both the attacker and the defender.

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

For example, Alex has a Defender unit in a hex that is attacked by Daniel. Alex decides to have both the attack and counterattack resolve simultaneously. Both players roll hits that are enough to eliminate the other's unit. Both units are removed from the board and morale is adjusted. Alex eliminated Daniel's red rank unit, while Daniel eliminated Alex's green rank unit.

If resolved individually, Alex would increase morale by three while Daniel would increase morale by one. In the case of simultaneous resolution, only the difference is resolved, resulting in Alex increasing his House's morale by two (3-1).

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

NEW TERRAIN

Wardens of the North introduces the following two new types of terrain to **Battles of Westeros**: marshes and multi-hex buildings.



MARSH

Blocking Terrain: No

Movement: Units entering a marsh hex must stop. Units in a marsh hex may only move one hex or attack instead of having their normal order options

Combat: Units in marsh hexes lose **stalwart**

Ranged attacks targeting units in a marsh hex have their attack dice increased by one

Burn: None

Special Rules: None

MULTI-HEX BUILDINGS

Some buildings are now represented by more than one hex. Typically, these are unique locations rather than generic locations. Special rules for these locations are indicated in the battle plans on an individual basis.

If no other description is given, each individual hex of a multi-hex building is treated as an individual building hex.

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 a unique ability that the player with momentum can trigger by willingly giving up momentum 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 14 to 16.