

*Warmaster Army Lists for*

*A Song of Ice and Fire*

## The North

## “Winter is Coming”

|                      | <u>Type</u>                     | <u>Attack</u> | <u>Range</u> | <u>Hits</u> | <u>Armour</u> | <u>Command</u> | <u>Unit Size</u> | <u>Points per unit</u> | <u>Min/Max</u> | <u>Special</u> |
|----------------------|---------------------------------|---------------|--------------|-------------|---------------|----------------|------------------|------------------------|----------------|----------------|
| Peasants/Levy        | Inf                             | 3             | -            | 2           | -             | -              | 3                | 25                     | -/4            | *1             |
| Archers              | Inf                             | 2             | 30           | 3           | -             | -              | 3                | 40                     | -/4            | -              |
| Skirmishers          | Inf                             | 1             | 30           | 3           | -             | -              | 3                | 30                     | -/2            | *2             |
| *Infantry            | Inf                             | 3             | -            | 4           | 6+            | -              | 3                | 55                     | 4/8            | -              |
| *Household Foot      | Inf                             | 3             | -            | 4           | 5+            | -              | 3                | 65                     | 1/4            | -              |
| Crannogmen           | Inf                             | 2             | 15           | 3           | -             | -              | 3                | 35                     | -/1            | *2,3           |
| Clansmen             | Inf                             | 3             | 15           | 4           | 6+            | -              | 3                | 65                     | -/4            | *4             |
| Mtd Clansmen         | Cav                             | 3             | 15           | 4           | 6+            | -              | 3                | 80                     | -/2            | *2             |
| Free Riders          | Cav                             | 3             | -            | 3           | 6+            | -              | 3                | 70                     | -/2            | -              |
| *Retainers           | Cav                             | 3             | -            | 4           | 5+            | -              | 3                | 120                    | 1/4            | *5             |
| Knights/Nobles       | Cav                             | 3             | -            | 4           | 4+            | -              | 3                | 135                    | -/1            | *6             |
| *General             | Gen                             | +2            | -            | -           | -             | 8              | 1                | 100                    | 1              | -              |
| Lord                 | Ldr                             | +1            | -            | -           | -             | 8              | 1                | 80                     | -/2            | *7             |
| Captain              | Sub                             | +1            | -            | -           | -             | 7              | 1                | 30                     | -/2            | -              |
| <b>Options:</b>      |                                 |               |              |             |               |                |                  |                        |                |                |
| Ned Stark            | Gen                             | +2            | -            | -           | -             | 9              | 1                | +45                    | -/1            | *8,9           |
| The “Greatjon” Umber | Ldr                             | +2            | -            | -           | -             | 8              | 1                | +20                    | -/1            | *10            |
| Stakes               | Include stakes with any Archers |               |              |             |               |                | -                | +5                     | Any            | *11            |
| Veteran Archers      | Inf                             | 2             | 30           | 3           | 6+            | -              | 3                | +15                    | up-to half     | *12            |

\*1 = Unreliable

\*2 = Skirmish

\*3 = “Crannogmen”, these units can disregard the -1 command penalty for dense terrain

\*4 = Warband

\*5 = Shock

\*6 = Knights

\*7 = Noble Attributes

\*8 = “Leader of Men”, all leaders and subordinates within 20cm of Ned Stark can give orders using Ned’s command value

\*9 = “Ice”, when attached to a stand and in combat you may force an enemy to re-roll 1 successful armour save

\*10 = “Charismatic Leader”, 1 command roll can be re-rolled per game

\*11 = Stakes

\*12 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Skirmishers – Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Crannogmen – Skirmishing Infantry, adept in marshes and swamps, known to use poisoned weapons.

Clansmen – Mountain clansmen from the far North, lightly armoured in the main in leathers/hides, shields and some chain, yet ferocious fighters.

Mounted Clansmen – Make use of short stocky ponies

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Knights are rare in the North, but these represent those few that are there and powerful Lords and their immediate kin

General – Usually the Warden of the North – Since time immemorial the head of house Stark

Lord – A great Lord of the North such as an Umber, Karstark, Bolton, Manderley etc

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 6 units@405pts + General (100) = 505pts for 1<sup>st</sup> 1000pts, 405pts for each 1000pts thereafter**

## The Westerlands

## “Hear me Roar”

|                     | Type  | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max    | Special |
|---------------------|---|--------|-------|------|--------|---------|-----------|-----------------|------------|---------|
| Peasants/Levy       | Inf   | 3      | -     | 2    | -      | -       | 3         | 25              | -/6        | *1      |
| Archers             | Inf   | 2      | 30    | 3    | -      | -       | 3         | 40              | -/6        | -       |
| *Crossbowmen        | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | 55              | 2/6        | *2      |
| Skirmishers         | Inf   | 1      | 30    | 3    | -      | -       | 3         | 30              | -/2        | *3      |
| *Infantry           | Inf   | 3      | -     | 3    | 6+     | -       | 3         | 45              | 4/10       | -       |
| Household Foot      | Inf   | 3      | -     | 3    | 5+     | -       | 3         | 55              | -/6        | -       |
| Men at Arms         | Inf   | 3      | -     | 3    | 4+     | -       | 3         | 80              | -/4        | -       |
| Scouts              | Cav   | 2      | 15    | 3    | -      | -       | 3         | 50              | -/2        | *3      |
| Mtd Crossbowmen     | Cav   | 2      | 15    | 3    | 6+     | -       | 3         | 60              | -/4        | *3      |
| Free Riders         | Cav   | 3      | -     | 3    | 6+     | -       | 3         | 70              | -/6        | -       |
| *Retainers          | Cav   | 3      | -     | 3    | 5+     | -       | 3         | 110             | 1/6        | *4      |
| Knights/Nobles      | Cav   | 3      | -     | 3    | 4+     | -       | 3         | 120             | -/4        | *5      |
| *General            | Gen   | +2     | -     | -    | -      | 8       | 1         | 100             | 1          | -       |
| Lord                | Ldr   | +1     | -     | -    | -      | 8       | 1         | 80              | -/2        | *6      |
| Captain             | Sub   | +1     | -     | -    | -      | 7       | 1         | 30              | -/2        | -       |
| <b>Options:</b>     |   |        |       |      |        |         |           |                 |            |         |
| Tywin Lannister     | Gen   | +2     | -     | -    | -      | 9       | 1         | +45             | -/1        | *7      |
| Gregor Clegane      | Sub   | +3     | -     | -    | -      | 7       | 1         | +35             | -/1        | *8      |
| Pavisse             | Include pavisse with any Archers or Crossbowmen |        |       |      |        |         | -         | +5              | Any        | *9      |
| Stakes              | Include stakes with any Archers or Crossbowmen  |        |       |      |        |         | -         | +5              | Any        | *10     |
| Veteran Archers     | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | +15             | up-to Half | *11     |
| Veteran Crossbowmen | Inf   | 2      | 30    | 3    | 5+     | -       | 3         | +10             | up-to Half | *2      |

\*1 = Unreliable

\*2 = Crossbow

\*3 = Skirmish

\*4 = Shock

\*5 = Knights

\*6 = Noble Attributes

\*7 = “Bloody-Minded”, armies led by Tywin add 1 to their break point, plus he can re-roll one failed command roll per game.

\*8 = “Bloodthirsty”, if Gregor joins a unit it gains the Terrifying rule until such time as he leaves the unit.

\*9 = Pavisse

\*10 = Stakes

\*11 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Crossbowmen – Armoured professional soldiers

Skirmishers – Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms – Dismounted Knights and other very heavily armoured foot troops

Scouts – Locally raised forces, employed as out riders

Mtd Crossbowmen - Armoured professional soldiers

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the Warden of the West – Since time immemorial the head of house Lannister

Lord – A Great Lord of the West such as a Marbrand, Clegane or a close Lannister relation

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 7 units@390pts + General(100) = 490pts for 1<sup>st</sup> 1000pts, 390pts for each 1000pts thereafter**

The Stormlands

*“Ours is the Fury”*

| <u>Type</u> | <u>Attack</u> | <u>Range</u> | <u>Hits</u> |
|-------------|---------------|--------------|-------------|
|-------------|---------------|--------------|-------------|

## The Vale

## "As High as Honour"

|                | Type | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max | Special |
|----------------|------|--------|-------|------|--------|---------|-----------|-----------------|---------|---------|
| Peasants/Levy  | Inf  | 3      | -     | 2    | -      | -       | 3         | 25              | -/4     | *1      |
| *Archers       | Inf  | 2      | 30    | 3    | -      | -       | 3         | 40              | 2/4     | -       |
| Crossbowmen    | Inf  | 2      | 30    | 3    | 6+     | -       | 3         | 55              | -/4     | *2      |
| Skirmishers    | Inf  | 1      | 30    | 3    | -      | -       | 3         | 30              | -/2     | *3      |
| *Infantry      | Inf  | 3      | -     | 3    | 6+     | -       | 3         | 45              | 4/8     | -       |
| Household Foot | Inf  | 3      | -     | 3    | 5+     | -       | 3         | 55              | -/2     | -       |
| Men at Arms    | Inf  | 3      | -     | 3    | 4+     | -       | 3         | 85              | -/2     | -       |
| Scouts         | Cav  | 2      | 15    | 3    | -      | -       | 3         | 50              | -/2     | *3      |
| Free Riders    | Cav  | 3      | -     | 3    | 6+     | -       | 3         | 70              | -/4     | -       |
| *Retainers     | Cav  | 3      | -     | 3    | 5+     | -       | 3         | 110             | 1/4     | *4      |
| Knights/Nobles | Cav  | 3      | -     | 3    | 4+     | -       | 3         | 125             | -/2     | *5      |
| *General       | Gen  | +2     | -     | -    | -      | 8       | 1         | 100             | 1       | -       |
| Lord           | Ldr  | +1     | -     | -    | -      | 8       | 1         | 80              | -/2     | *6      |
| Captain        | Sub  | +1     | -     | -    | -      | 7       | 1         | 30              | -/2     | -       |

### Options:

|                   |   |    |    |   |    |   |   |     |            |     |
|-------------------|---|----|----|---|----|---|---|-----|------------|-----|
| Bronze Yohn Royce | Ldr   | +2 | -  | - | -  | 8 | 1 | +20 | -/1        | *7  |
| Ser Lyn Corbray   | Sub   | +2 | -  | - | -  | 7 | 1 | +20 | -/1        | *8  |
| Pavisse           | Include pavisse with any Archers or Crossbowmen |    |    |   |    |   | - | +5  | Any        | *9  |
| Stakes            | Include stakes with any Archers or Crossbowmen  |    |    |   |    |   | - | +5  | Any        | *10 |
| Veteran Archers   | Inf   | 2  | 30 | 3 | 6+ | - | 3 | +15 | up-to half | *11 |

\*1 = Unreliable

\*2 = Crossbow

\*3 = Skirmish

\*4 = Shock

\*5 = Knights

\*6 = Noble Attributes

\*7 = "Rune Armour", any unit joined by Lord Royce can ignore 1 successful hit per turn (not per combat phase)

\*8 = "Lady Forlorn", when attached to a stand and in combat you may force an enemy to re-roll 1 successful armour save

\*9 = Pavisse

\*10 = Stakes

\*11 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Crossbowmen – Armoured professional soldiers

Skirmishers - Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms - Dismounted Knights and other very heavily armoured foot troops

Scouts – Locally raised forces, employed as out riders

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the Warden of the East the head of house Arryn

Lord – A Great Lord of the West such as a Royce, Hardyng, or Corbray

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

## Dorne

## “Unbent, Unbowed, Unbroken”

|                 | <u>Type</u>                     | <u>Attack</u> | <u>Range</u> | <u>Hits</u> | <u>Armour</u> | <u>Command</u> | <u>Unit Size</u> | <u>Points per unit</u> | <u>Min/Max</u> | <u>Special</u> |
|-----------------|---------------------------------|---------------|--------------|-------------|---------------|----------------|------------------|------------------------|----------------|----------------|
| Peasants/Levy   | Inf                             | 3             | -            | 2           | -             | -              | 3                | 20                     | -/6            | *1             |
| *Archers        | Inf                             | 2             | 30           | 3           | -             | -              | 3                | 40                     | 2/6            | -              |
| Skirmishers     | Inf                             | 2             | 15           | 3           | -             | -              | 3                | 30                     | -/2            | *2             |
| *Infantry       | Inf                             | 3             | -            | 3           | 6+            | -              | 3                | 40                     | 4/10           | -              |
| Household Foot  | Inf                             | 3             | -            | 3           | 5+            | -              | 3                | 55                     | -/6            | -              |
| Men at Arms     | Inf                             | 3             | -            | 3           | 4+            | -              | 3                | 80                     | -/4            | -              |
| Scouts          | Cav                             | 2             | 15           | 3           | -             | -              | 3                | 50                     | -/2            | *2             |
| Free Riders     | Cav                             | 3             | -            | 3           | 6+            | -              | 3                | 70                     | -/4            | -              |
| Desert Cavalry  | Cav                             | 2             | 30           | 3           | 6+            | -              | 3                | 80                     | -/4            | *2             |
| *Retainers      | Cav                             | 3             | -            | 3           | 5+            | -              | 3                | 105                    | 1/6            | -              |
| Knights/Nobles  | Cav                             | 3             | -            | 3           | 4+            | -              | 3                | 120                    | -/4            | *4             |
| *General        | Gen                             | +2            | -            | -           | -             | 8              | 1                | 100                    | 1              | -              |
| Lord            | Ldr                             | +1            | -            | -           | -             | 8              | 1                | 80                     | -/2            | *5             |
| Captain         | Sub                             | +1            | -            | -           | -             | 7              | 1                | 30                     | -/2            | -              |
| <b>Options:</b> |                                 |               |              |             |               |                |                  |                        |                |                |
| Doran Martell   | Gen                             | +1            | -            | -           | -             | 9              | 1                | +40                    | -/1            | *6             |
| Oberon Martell  | Ldr                             | +3            | -            | -           | -             | 8              | 1                | +20                    | -/1            | *7             |
| Stakes          | Include stakes with any Archers |               |              |             |               |                | -                | +5                     | Any            | *8             |
| Veteran Archers | Inf                             | 2             | 30           | 3           | 6+            | -              | 3                | +10                    | up-to half     | *9             |

\*1 = Unreliable

\*2= Skirmish

\*3 = Shock

\*4 = Knights

\*5 = Noble Attributes

\*6 = “Master Planner”, Doran can re-roll 1 failed command roll per battle

\*7 = “Rash”, if a friendly unit within 20cm is in combat Oberon must take a command test or immediately join the combat

\*8 = Stakes

\*9 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Skirmishers – Light troops with javelins and short bows

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms - Dismounted Knights and other very heavily armoured foot troops

Scouts – Locally raised forces, employed as out riders

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Desert Cavalry – Longbow equipped and lightly armoured skirmishers

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the Prince of Dorne the head of house Martell

Lord – A Great Lord of the West such as a Yronwood, Dayne or Blackmont

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 7 units 345@pts + General(100) = 445pts for 1<sup>st</sup> 1000pts, 345pts for each 1000pts thereafter**

## The Reach

## "Growing Strong"

|                     | Type  | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max    | Special |
|---------------------|---|--------|-------|------|--------|---------|-----------|-----------------|------------|---------|
| Peasants/Levy       | Inf   | 3      | -     | 2    | -      | -       | 3         | 20              | -/8        | *1      |
| Archers             | Inf   | 2      | 30    | 3    | -      | -       | 3         | 35              | -/6        | -       |
| *Crossbowmen        | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | 55              | 2/6        | *2      |
| Skirmishers         | Inf   | 1      | 30    | 3    | -      | -       | 3         | 25              | -/2        | *3      |
| *Infantry           | Inf   | 3      | -     | 3    | 6+     | -       | 3         | 40              | 2/-        | -       |
| Household Foot      | Inf   | 3      | -     | 3    | 5+     | -       | 3         | 55              | -/6        | -       |
| *Men at Arms        | Inf   | 3      | -     | 3    | 4+     | -       | 3         | 80              | 1/6        | -       |
| Scouts              | Cav   | 2      | 15    | 3    | -      | -       | 3         | 50              | -/2        | *3      |
| Free Riders         | Cav   | 3      | -     | 3    | 6+     | -       | 3         | 70              | -/6        | -       |
| Mtd Crossbowmen     | Cav   | 2      | 15    | 3    | 6+     | -       | 3         | 60              | -/4        | *3      |
| Retainers           | Cav   | 3      | -     | 3    | 5+     | -       | 3         | 105             | -/6        | *4      |
| *Knights/Nobles     | Cav   | 3      | -     | 3    | 4+     | -       | 3         | 115             | 1/-        | *5      |
| *General            | Gen   | +2     | -     | -    | -      | 8       | 1         | 100             | 1          | -       |
| Lord                | Ldr   | +1     | -     | -    | -      | 8       | 1         | 80              | -/2        | *6      |
| Captain             | Sub   | +1     | -     | -    | -      | 7       | 1         | 30              | -/2        | -       |
| <b>Options:</b>     |   |        |       |      |        |         |           |                 |            |         |
| Randyll Tarly       | Gen   | +2     | -     | -    | -      | 9       | 1         | +45             | -/1        | *7,8    |
| Loras Tyrell        | Sub   | +3     | -     | -    | -      | 7       | 1         | +20             | -/1        | *9      |
| Pavisse             | Include pavisse with any Archers or Crossbowmen |        |       |      |        |         | -         | +5              | Any        | *10     |
| Stakes              | Include stakes with any Archers or Crossbowmen  |        |       |      |        |         | -         | +5              | Any        | *11     |
| Veteran Archers     | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | +15             | up-to half | *12     |
| Veteran Crossbowmen | Inf   | 2      | 30    | 3    | 5+     | -       | 3         | +10             | up-to Half | *2      |

\*1 = Unreliable

\*2 = Crossbow

\*3 = Skirmish

\*4 = Shock

\*5 = Knights

\*6 = Noble Attributes

\*7 = "Master Tactician", Tarly can re roll any and failed command rolls made by him until such time as a re roll fails

\*8 = "Heartsbane", when attached to a stand and in combat you may force an enemy to re-roll 1 successful armour save

\*9 = "Inspiring", Loras adds +1 attack to any one friendly unit within 10cm

\*10 = Pavisse

\*11 = Stakes

\*12 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Crossbowmen – Armoured professional soldiers

Skirmishers - Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms - Dismounted Knights and other very heavily armoured foot troops

Scouts – Locally raised forces, employed as out riders

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Mtd Crossbowmen - Armoured professional soldiers

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the Warden of the South the head of house Tyrell

Lord – A great lord of the South, such as a Fossoway, Redwyne or Oakheart

Captain - Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 6 units @385pts + General(100) = 485pts for 1<sup>st</sup> 1000pts, 385pts for each 1000pts thereafter**

## The Crownlands

|                     | Type  | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max    | Special |
|---------------------|---|--------|-------|------|--------|---------|-----------|-----------------|------------|---------|
| Peasants/Levy       | Inf   | 3      | -     | 2    | -      | -       | 3         | 25              | -/4        | *1      |
| Archers             | Inf   | 2      | 30    | 3    | -      | -       | 3         | 40              | -/4        | -       |
| *Crossbowmen        | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | 55              | 2/4        | *2      |
| Skirmishers         | Inf   | 1      | 30    | 3    | -      | -       | 3         | 30              | -/2        | *3      |
| *Infantry           | Inf   | 3      | -     | 3    | 6+     | -       | 3         | 45              | 2/8        | -       |
| Household Foot      | Inf   | 3      | -     | 3    | 5+     | -       | 3         | 55              | -/4        | -       |
| *Men at Arms        | Inf   | 3      | -     | 3    | 4+     | -       | 3         | 80              | 1/4        | -       |
| Gold Cloaks         | Inf   | 2      | -     | 3    | 5+     | -       | 3         | 45              | -/2        | *4      |
| Scouts              | Cav   | 2      | 15    | 3    | -      | -       | 3         | 50              | -/2        | *3      |
| Free Riders         | Cav   | 3      | -     | 3    | 6+     | -       | 3         | 65              | -/8        | -       |
| Mtd Crossbowmen     | Cav   | 2      | 15    | 3    | 6+     | -       | 3         | 60              | -/4        | *3      |
| Retainers           | Cav   | 3      | -     | 3    | 5+     | -       | 3         | 110             | -/6        | *5      |
| *Knights/Nobles     | Cav   | 3      | -     | 3    | 4+     | -       | 3         | 125             | 1/2        | *6      |
| *General            | Gen   | +2     | -     | -    | -      | 8       | 1         | 100             | 1          | -       |
| Lord                | Ldr   | +1     | -     | -    | -      | 8       | 1         | 80              | -/2        | *7      |
| Captain             | Sub   | +1     | -     | -    | -      | 7       | 1         | 30              | -/2        | -       |
| <b>Options:</b>     |   |        |       |      |        |         |           |                 |            |         |
| Robert Baratheon    | Gen   | +3     | -     | -    | -      | 9       | 1         | +50             | -/1        | *8      |
| The Kingsguard      | Mnt   | 1d3+2  | -     | -    | -      | -       | -         | +40             | 1          | *9      |
| Pavisse             | Include pavisse with any Archers or Crossbowmen |        |       |      |        |         | -         | +5              | Any        | *10     |
| Stakes              | Include stakes with any Archers or Crossbowmen  |        |       |      |        |         | -         | +5              | Any        | *11     |
| Veteran Archers     | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | +15             | up-to half | *12     |
| Veteran Crossbowmen | Inf   | 2      | 30    | 3    | 5+     | -       | 3         | +10             | up-to Half | *2      |

\*1 = Unreliable

\*2 = Crossbow

\*3 = Skirmish

\*4 = "Gold Cloaks", Gold Cloaks attack score gains +1 when fighting in an urban environment

\*5 = Shock

\*6 = Knights

\*7 = Noble Attributes

\*8 = "Inspiring Leader", Robert can re roll any and failed command rolls made by Robert until such as a re roll fails and all leaders and subordinates within 20cm of Robert can give orders using Robert's command value

\*9 = "For the King!", roll 1d3+2 at the start of the game to determine number of attacks, if the King is attached to a unit and the unit is destroyed in combat, on a d6 roll of 4+ the King survives but loses the Kings-guards abilities for the rest of the game.

\*10 = Pavisse

\*11 = Stakes

\*12 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers – Lightly armoured troops, not retained, recruited at need.

Crossbowmen – Armoured professional soldiers

Skirmishers – Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms – Dismounted Knights and other very heavily armoured foot troops

Gold Cloaks – Kings Landing's City Guard

Scouts – Locally raised forces, employed as out riders

Mtd Crossbowmen – Armoured professional soldiers

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the King himself whether Baratheon or Targaryen.

Lord – A Great Lord of the Crownlands such as Rosby or a Rykker

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 6 units@405pts + General(100) = 505pts for 1<sup>st</sup> 1000pts, 405pts for each 1000pts thereafter**



## The Riverlands

## “Family, Duty, Honour”

|                 | <u>Type</u>                                     | <u>Attack</u> | <u>Range</u> | <u>Hits</u> | <u>Armour</u> | <u>Command</u> | <u>Unit Size</u> | <u>Points per unit</u> | <u>Min/Max</u> | <u>Special</u> |
|-----------------|---|---------------|--------------|-------------|---------------|----------------|------------------|------------------------|----------------|----------------|
| Peasants/Levy   | Inf   | 3             | -            | 2           | -             | -              | 3                | 25                     | -/6            | *1             |
| *Archers        | Inf   | 2             | 30           | 3           | -             | -              | 3                | 40                     | 2/6            | -              |
| Crossbowmen     | Inf   | 2             | 30           | 3           | 6+            | -              | 3                | 55                     | -/6            | *2             |
| Skirmishers     | Inf   | 1             | 30           | 3           | -             | -              | 3                | 30                     | -/2            | *3             |
| *Infantry       | Inf   | 3             | -            | 3           | 6+            | -              | 3                | 45                     | 4/10           | -              |
| Household Foot  | Inf   | 3             | -            | 3           | 5+            | -              | 3                | 55                     | -/6            | -              |
| Men at Arms     | Inf   | 3             | -            | 3           | 4+            | -              | 3                | 85                     | -/4            | -              |
| Scouts          | Cav   | 2             | 15           | 3           | -             | -              | 3                | 50                     | -/2            | *3             |
| Free Riders     | Cav   | 3             | -            | 3           | 6+            | -              | 3                | 70                     | -/4            | -              |
| *Retainers      | Cav   | 3             | -            | 3           | 5+            | -              | 3                | 110                    | 1/6            | *4             |
| Knights/Nobles  | Cav   | 3             | -            | 3           | 4+            | -              | 3                | 125                    | -/4            | *5             |
| *General        | Gen   | +2            | -            | -           | -             | 8              | 1                | 100                    | 1              | -              |
| Lord            | Ldr   | +1            | -            | -           | -             | 8              | 1                | 80                     | -/2            | *6             |
| Captain         | Sub   | +1            | -            | -           | -             | 7              | 1                | 30                     | -/2            | -              |
| <b>Options:</b> |   |               |              |             |               |                |                  |                        |                |                |
| Edmure Tully    | Gen   | +2            | -            | -           | -             | 8              | 1                | -10                    | -/1            | *7             |
| “The Blackfish” | Ldr   | +3            | -            | -           | -             | 9              | 1                | +20                    | -/1            | *8             |
| Pavisse         | Include pavisse with any Archers or Crossbowmen |               |              |             |               |                | -                | +5                     | Any            | *9             |
| Stakes          | Include stakes with any Archers or Crossbowmen  |               |              |             |               |                | -                | +5                     | Any            | *10            |
| Veteran Archers | Inf   | 2             | 30           | 3           | 6+            | -              | 3                | +15                    | up-to half     | *11            |

\*1 = Unreliable

\*2 = Crossbow

\*3 = Skirmish

\*4 = Shock

\*5 = Knights

\*6 = Noble Attributes

\*7 = “Reluctant Leader”, units given orders by Edmure can move no more than twice in a turn rather than up to three times as normal.

\*8 = “Renown Leader”, The Blackfish can re-roll 1 failed command roll per battle

\*9 = Pavisse

\*10 = Stakes

\*11 = Longbow

Peasants/Levy – Untrained and ill equipped, mainly used when numbers are of the essence, or in desperate times

Archers - Lightly armoured troops, not retained, recruited at need.

Crossbowmen – Armoured professional soldiers

Skirmishers - Small bands of Archers used to harass and draw in the enemy

Infantry – Regular full time soldiers, equipped with spears, shields, helmets, and mainly leather armour with some chain.

Household Foot – Household guards, well armed and armoured with chain, helmets, shields, and hand-weapons.

Men-at-arms - Dismounted Knights and other very heavily armoured foot troops

Scouts – Locally raised forces, employed as out riders

Free Riders – Mercenaries and poor Knights who can not afford the heavier armour

Retainers – A Lords Household and Household Guard. Including younger sons and minor lords.

Knights/Nobles – Owing fealty to their Lords these are the elite of most Westerosi armies, heavily armed and armoured, includes lesser lords and sons of lords

General – Usually the Lord of Riverrun the head of house Tully

Lord – A Great Lord of the Riverlands such as a Mallister, Piper or Frey

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**\*Compulsory Troops per 1000pts = 7 units@370pts + General(100) = 470pts for 1<sup>st</sup> 1000pts, 370pts for each 1000pts thereafter**

## The Iron Islands

|                   | <u>Type</u> | <u>Attack</u> | <u>Range</u> | <u>Hits</u> | <u>Armour</u> | <u>Command</u> | <u>Unit<br/>Size</u> | <u>Points<br/>per unit</u> | <u>Min/Max</u> | <u>Special</u> |
|-------------------|-------------|---------------|--------------|-------------|---------------|----------------|----------------------|----------------------------|----------------|----------------|
| *Raiders          | Inf         | 3             | -            | 3           | -             | -              | 3                    | 40                         | 4/8            | *1             |
| *Veterans         | Inf         | 3             | -            | 4           | 6+            | -              | 3                    | 60                         | 2/6            | *1             |
| Ironborn          | Inf         | 4             | -            | 4           | 6+            | -              | 3                    | 70                         | -/4            | *2             |
| *Retinue          | Inf         | 4             | -            | 4           | 6+            | -              | 3                    | 75                         | 1/4            | *1             |
| Nobles            | Inf         | 4             | -            | 4           | 5+            | -              | 3                    | 80                         | -/4            | *1             |
| Scouts            | Inf         | 3             | 30           | 2           | -             | -              | 3                    | 35                         | -/2            | *3             |
| Mtd Scouts        | Cav         | 4             | -            | 3           | 6+            | -              | 3                    | 75                         | -/1            | -              |
| General           | Gen         | +3            | -            | -           | -             | 8              | 1                    | 110                        | 1              | -              |
| Lord              | Ldr         | +2            | -            | -           | -             | 8              | 1                    | 90                         | -/2            | -              |
| Captain           | Sub         | +1            | -            | -           | -             | 7              | 1                    | 30                         | -/2            | -              |
| <b>Options:</b>   |             |               |              |             |               |                |                      |                            |                |                |
| Balon Greyjoy     | Gen         | +2            | -            | -           | -             | 9              | 1                    | +35                        | -/1            | *4             |
| Victarion Greyjoy | Ldr         | +3            | -            | -           | -             | 8              | 1                    | +20                        | -/1            | *5             |

\*1 = Shieldwall

\*2 = Fanatic

\*3 = Skirmish

\*4 = "Cunning", Balon can re-roll one failed command roll per game.

\*5 = "Rash", if a friendly unit within 20cm is in combat Victarion must take a command test or immediately join the combat

Raiders – The rank and file of Iron Islands armies, decent fighters lacking heavy equipment

Veterans – The more experienced and better equipped troops

Ironborn – those fanatical few who would rather pay the iron price than surrender, dangerous and well equipped foes

Retinue – A Nobles immediate retainers sworn to defend and protect the Noble in battle

Nobles – Lesser Lords and their kin

Scouts – Lightly armed, generally younger men few in number but keen to engage in hand to hand

Mounted Scouts – Mounted from stolen horses, lightly equipped and armoured

General – Usually the Lord of the Iron Islands, the head of House Greyjoy

Lord – A great Lord of the Iron Islands such as a Harlaw, Farwynd, or Botley

Captain – Commander of the household guard or son of a Lord, or very minor Lord.

**Compulsory Troops per 1000pts = 7 units@350pts + General(110) = 460pts for 1<sup>st</sup> 1000pts, 350pts for each 1000pts thereafter**

## Beyond the Wall

|                   | Type | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max | Special |
|-------------------|------|--------|-------|------|--------|---------|-----------|-----------------|---------|---------|
| *Wildlings        | Inf  | 3      | -     | 3    | -      | -       | 3         | 35              | 4/-     | *1      |
| *Wildling Archers | Inf  | 2      | 30    | 3    | -      | -       | 3         | 40              | 1/2     | *1      |
| *Skirmishers      | Inf  | 1      | 15    | 2    | -      | -       | 3         | 20              | 2/6     | *2      |
| *Wildling Raiders | Inf  | 3      | -     | 3    | 6+     | -       | 3         | 45              | 2/4     | *1      |
| Giants            | Inf  | 4      | -     | 5    | 5+     | -       | 3         | 90              | -/1     | *3,4    |
| Scouts            | Cav  | 2      | 15    | 3    | 6+     | -       | 3         | 60              | -/2     | *2      |
| Bone Chariots     | Cha  | 2      | 15    | 3    | 6+     | -       | 3         | 80              | -/1     | *2      |
| War Mammoths      | Ele  | 4      | -     | 5    | 5+     | -       | 3         | 200             | -/1     | *5      |
| *General          | Gen  | +2     | -     | -    | -      | 8       | 1         | 100             | 1       | -       |
| Clan Chief        | Ldr  | +1     | -     | -    | -      | 8       | 1         | 80              | -/2     | -       |
| Hero              | Sub  | +1     | -     | -    | -      | 7       | 1         | 30              | -/2     | -       |

### Options:

|                    |  |    |   |   |    |   |   |     |            |    |
|--------------------|--|----|---|---|----|---|---|-----|------------|----|
| Mance Rayder       | Gen                                      | +3 | - | - | -  | 9 | 1 | +45 | -/1        | *6 |
| Tormund Giantsbane | Ldr                                      | +2 | - | - | -  | 8 | 1 | +15 | -/1        | *7 |
| Encampment         | -  | -  | - | - | -  | - | 1 | 50  | 1          | *8 |
| Stakes             | Include stakes with any Wildling Archers |    |   |   |    |   | - | +5  | Any        | *9 |
| Veteran Raiders    | Inf                                      | 4  | - | 3 | 6+ | - | 3 | +10 | up-to half | *1 |

\*1 = Warband

\*2 = Skirmish

\*3 = Fanatic

\*4 = Slow

\*5 = Elephants

\*6 = "Leader of Men", all leaders and subordinates within 20cm of Mance can give orders using Mance's command value

\*7 = "Lucky", Tormund Giantsbane is (if he is to be believed) one of the luckiest men to walk Westeros, he can re-roll one failed command roll per game.

\*8 = Encampment

\*9 = Stakes

**All Wildling troop types do not suffer the -1 penalty to command tests for being in dense terrain**

Wildlings – Untrained and lightly equipped men and women of fighting age.

Wildling Archers – Small bands of un-armoured archers

Skirmishers – Javelin and short bow equipped troops

Wildling Raiders – Experienced fighting folk in leather with some mail

Giants – 10-12ft tall humanoids armed with clubs and mauls

Scouts – Small bands of javelin and short-bow equipped troops

Bone Chariots – Made from seal and walrus bones and drawn by large dogs across the ice of the North

War Mammoths – Large shaggy haired, barely trained elephants often ridden by Giants

General – Usually the King Beyond the Wall

Clan Chief – a great leader among the Wildlings such as The Magnar of Thenn or Harma the Dogshead

Hero – a renowned hero such as a Rattleshirt or Alfyn Crowkiller

**\*Compulsory Troops per 1000pts = 9 units@310pts + General(100) = 410pts for 1<sup>st</sup> 1000pts, 310pts for each 1000pts thereafter**

## The Dothraki

|                        | <u>Type</u> | <u>Attack</u> | <u>Range</u> | <u>Hits</u> | <u>Armour</u> | <u>Command</u> | <u>Unit Size</u> | <u>Points per unit</u> | <u>Min/Max</u> | <u>Special</u> |
|------------------------|-------------|---------------|--------------|-------------|---------------|----------------|------------------|------------------------|----------------|----------------|
| *Young Warriors        | Cav         | 2             | 15           | 3           | -             | -              | 3                | 50                     | 2/8            | *1             |
| *Dothraki Screamer     | Cav         | 3             | 15           | 3           | 6+            | -              | 3                | 70                     | 2/12           | *1             |
| *Blood-riders          | Cav         | 4             | -            | 3           | 5+            | -              | 3                | 120                    | 1/6            | *2, 3          |
| *Khal                  | Gen         | +3            | -            | -           | -             | 8              | 1                | 110                    | 1              | -              |
| Ko                     | Ldr         | +2            | -            | -           | -             | 8              | 1                | 90                     | -/2            | -              |
| Blood Rider            | Sub         | +1            | -            | -           | -             | 7              | 1                | 30                     | -/2            | -              |
| <b><u>Options:</u></b> |             |               |              |             |               |                |                  |                        |                |                |
| Khal Drogo             | Gen         | +3            | -            | -           | -             | 9              | 1                | +45                    | -/1            | *4             |
| Khal Pono              | Gen         | +3            | -            | -           | -             | 8              | 1                | +25                    | -/1            | *5             |

\*1 = Skirmish

\*2 = Shock

\*3 = Fanatic

\*4 = “*Undefeated*”, armies led by Khal Drogo add 1 to their break point, plus he can re-roll one failed command roll per game.

\*5 = “*Fearsome*”, if Khal Pono joins a unit it gains the Terrifying rule until such time as he leaves the unit.

Young Warriors – Armed with throwing spears and light bows, desperate to prove them selves in combat

Dothraki Screamer – The regular troops of a Dothraki khalasar all battle hardened

Blood-Riders – The Khals personal guard

Khal – First amongst equals of his particular tribe such Zekko or Motho

Ko – A Khal's most trusted lieutenant

Blood-Rider – A Blood Rider of particular note, in line to be a Ko

**\*Compulsory Troops per 1000pts = 5 units@360pts + General(110) = 470pts for 1<sup>st</sup> 1000pts, 360pts for each 1000pts thereafter**

## The Golden Company

|                     | Type  | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max    | Special |
|---------------------|---|--------|-------|------|--------|---------|-----------|-----------------|------------|---------|
| Skirmishers         | Inf   | 2      | 30    | 3    | -      | -       | 3         | 40              | -/4        | *1      |
| *Infantry           | Inf   | 3      | -     | 3    | 5+     | -       | 3         | 55              | 4/10       | -       |
| Heavy Infantry      | Inf   | 4      | -     | 3    | 4+     | -       | 3         | 90              | -/6        | -       |
| *Archers            | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | 55              | 2/4        | *2      |
| Crossbowmen         | Inf   | 2      | 30    | 3    | 6+     | -       | 3         | 55              | -/4        | *3      |
| War Elephants       | Ele   | 4      | 15    | 4    | 5+     | -       | 3         | 200             | -/1        | *4      |
| Scouts              | Cav   | 2      | 15    | 3    | -      | -       | 3         | 50              | -/2        | *1      |
| *Mercenary Cavalry  | Cav   | 3      | -     | 3    | 5+     | -       | 3         | 110             | 2/6        | *5      |
| Heavy Cavalry       | Cav   | 4      | -     | 4    | 4+     | -       | 3         | 140             | -/4        | *6      |
| Captain-General     | Gen   | +2     | -     | -    | -      | 8       | 1         | 100             | 1          | -       |
| Captain             | Ldr   | +1     | -     | -    | -      | 8       | 1         | 80              | -/2        | -       |
| Serjeant            | Sub   | +1     | -     | -    | -      | 7       | 1         | 30              | -/3        | -       |
| <b>Options:</b>     |   |        |       |      |        |         |           |                 |            |         |
| Jon Connington      | Gen   | +2     | -     | -    | -      | 9       | 1         | +10             | -/1        | *7      |
| Maelys Blackfyre    | Gen   | +3     | -     | -    | -      | 9       | 1         | +35             | -/1        | *8      |
| Stakes              | Include stakes with any Archers or Crossbowmen  |        |       |      |        |         | -         | +5              | Any        | *9      |
| Pavisse             | Include pavisse with any Archers or Crossbowmen |        |       |      |        |         | -         | +5              | Any        | *10     |
| Veteran Crossbowmen | Inf   | 2      | 30    | 3    | 5+     | -       | 3         | +10             | up-to Half | *3      |

\*1 = Skirmish

\*2 = Longbow

\*3 = Crossbow

\*4 = Elephants

\*5 = Shock

\*6 = Knights

\*7 = "Master Tactician", Jon can re roll any failed command rolls made by him until such time as a re roll fails

\*8 = "Monstrous", if Maelys joins a unit it gains the **Terrifying** rule until such time as he leaves the unit.

\*9 = Stakes

\*10 = Pavisse

Skirmishers – Small bands of Archers used to harass and draw in the enemy

Infantry – Well equipped mercenary infantry

Heavy Infantry – heavily armed and armoured troops equivalent of men at arms

Archers - Lightly armoured experienced bowmen

Crossbowmen - Armoured professional soldiers

War Elephants – Trained War Elephants

Scouts – Usually locally raised, employed as out riders

Mercenary Cavalry – Well trained and armoured providing the cavalry backbone of the company

Heavy Cavalry – Mainly exiled Knights, years of campaigning has led to them being an exceptional unit

Captain General – The company commander such as Ser Harry Strickland or Ser Myles Toyne

Captain – A trusted leader such as Black Balaq or Ser Tristan Rivers

Serjeant – One of a number small unit commanders such as Denys Strong or Chains

**\*Compulsory Troops per 1000pts = 8 units@550pts + General(100) = 650pts for 1<sup>st</sup> 1000pts, 550pts for each 1000pts thereafter**

## Misc.

|   | Type | Attack | Range | Hits | Armour | Command | Unit Size | Points per unit | Min/Max | Special |
|---|------|--------|-------|------|--------|---------|-----------|-----------------|---------|---------|
| Red Priest of Rhllor (ANY)                                      | Sub  | +1     | -     | -    | -      | 6       | 1         | 50              | -/1     | *1      |
| Valyrian Blade (ANY)  | Sp   | -      | -     | -    | -      | -       | -         | +10             | -/1     | *2      |
| The Brotherhood without Banners (GM'S DISCRETION)               | Inf  | 3      | 30    | 4    | 5+     | -       | 3         | 100             | -/3     | *3, 4   |
| Beric Dondarrion (BROTHERHOOD WITHOUT BANNERS ONLY)             | Gen  | +2     | -     | -    | -      | 9       | 1         | 145             | -/1     | *5      |
| Unsullied (ANY)   | Inf  | 4      | -     | 3    | 5+     | 3       | 3         | 105             | -/10    | *6, 7   |
| Wights (GM'S DISCRETION)  | Inf  | 3      | -     | 5    | 5+     | -       | 3         | 100             | -/-     | *8, 9   |
| Jaime Lannister (WESTERLANDS, CROWNLANDS ONLY)                  | Ldr  | +4     | -     | -    | -      | 8       | 1         | 105             | -/1     | *10     |
| Clansmen (Mountains of the Moon) (CROWNLANDS, WESTERLANDS ONLY) | Inf  | 4      | 15    | 3    | 6+     | -       | 3         | 65              | -/4     | *11, 12 |
| Clansmen (Mountains of the Moon) (CROWNLANDS, WESTERLANDS ONLY) | Cav  | 4      | 15    | 3    | 6+     | -       | 3         | 120             | -/2     | *11     |
| Dragons (CROWNLANDS ONLY)                                       | Mnt  | +3     | -     | -    | -      | -       | 1         | +100            | -/1     | *13     |
| Robb Stark & Greywind (THE NORTH ONLY)                          | Gen  | +4     | -     | -    | -      | 9       | 1         | 135             | -/1     | *14     |
| Brienne of Tarth (STORMLANDS ONLY)                              | Sub  | +3     | -     | -    | -      | 7       | 1         | 45              | -/1     | *15     |
| Tyrrion & Bronn (CROWNLANDS, WESTERLANDS ONLY)                  | Ldr  | +3     | -     | -    | -      | 8       | 1         | 105             | -/1     | *16     |
| Prince Rhaegar Targaryen (CROWNLANDS ONLY)                      | Gen  | +3     | -     | -    | -      | 9       | 1         | 135             | -/1     | *17     |
| Bloody Mummies (CROWNLANDS, WESTERLANDS ONLY)                   | Inf  | 4      | 15    | 3    | 5+     | -       | 3         | 85              | -/3     | *4      |
| Nights Watch (ANY PROVIDING OPPONENTS INCLUDE WILDLINGS)        | Inf  | 3      | 30    | 3    | 6+     | -       | 3         | 90              | -/5     | *18, 19 |
| Nights Watch (ANY PROVIDING OPPONENTS INCLUDE WILDLINGS)        | Cav  | 3      | 30    | 3    | 5+     | -       | 3         | 120             | -/2     | *18, 19 |
| Jon Snow & Ghost (NIGHTS WATCH ONLY)                            | Ldr  | +4     | -     | -    | -      | 8       | 1         | 105             | -/1     | *20     |
| Roose Bolton (THE NORTH, CROWNLANDS ONLY)                       | Ldr  | +1     | -     | -    | -      | 8       | 1         | 90              | -/1     | *21     |

\*1 = "**Flaming Sword**", any unit joined by a Priest becomes "Terrifying"

\*2 = "**Ancient Blade**", if a Character is armed with a Valyrian blade and attached to a stand and in combat you may force an enemy to re-roll 1 successful armour save

\*3 = "**Woodsmen**", can enter woods despite being mounted, they must immediately move as infantry I.E no more than 20cm, if they have already exceeded that amount in the turn they enter woods, then they stop immediately upon entering the woods.

\*4 = "**Mounted Infantry**"- as per standard rule

\*5 = "**The Lightning Lord**", all Brotherhood without Banners units within 20cm automatically pass orders given by Beric, in addition he can re-roll 1 failed command test per game

\*6 = "**Legion**"- as per standard rule

\*7 = "**Unsullied**" not effected by terror inducing units/characters, automatically passes command tests made by general within 20cm

\*8 = "**Wights**", cause Terror, do not retreat regardless of circumstances, no bonus for charging, or for being defended or fortified

\*9 = "**Slow**"- as per standard rule

\*10 = "**Kingslayer**", Jaime can re-roll 1 failed command roll per battle.

\*11 = "**Fanatic**"- as per standard rule

\*12 = "**Warband**"- as per standard rule

\*13 = "**Dragon**" – as per standard dragon mount rules (Warmaster pg 139)

\*14 = "**The Young Wolf**", Robb can re roll any and failed command rolls made by Robb until such as a re roll fails

\*15 = "**Maid of Tarth**", if Brienne rolls a blunder, all ordered units must advance as far as possible towards the nearest enemy and charge if able to do so.

\*16 = "**The Imp and the Sellsword**", if Tyrrion and Bronn are part of your army you may select the Clansmen of the Mountains of the Moon as part of your force, in addition you can force your opponent to re-roll 1 successful command roll per game.

\*17 = "**Valyrian Blood**", all leaders and subordinates within 20cm of Rhaegar can give orders using Rhaegar's command value, in addition Rhaegar can re roll 1 failed command test per game.

\*18 = "**Nights Watch**", these units do not suffer the -1 penalty to command rolls for being in dense terrain. In addition Cavalry units can enter woods despite being mounted, they must immediately move as infantry I.E no more than 20cm, if they have already exceeded that amount in the turn they enter woods, then they stop immediately upon entering the woods.

\*19 = "**Skirmish**" – as per standard rule

\*20 = "**Bastard of Winterfell**", all leaders and subordinates within 20cm of Jon can give orders using Jon's command value

\*21 = "**Lord of the Dreadfort**", Roose Bolton is a man men fear. Enemy units within 20cm of him take a -1 penalty to command rolls

## APPENDIX

### Nobles Attributes Table:

| <u>D6</u> | <u>Result</u>   |
|-----------|---|
| 1         | <b>Potential Usurper.</b> This Commander can only give orders to units within 20cm – effectively he becomes a subordinate.  |
| 2         | <b>Reluctant Leader.</b> Units given orders by this commander can move no more than twice in a turn rather than up to three times as normal.  |
| 3         | <b>Reliable Commander.</b> No special rules apply to this leader.   |
| 4         | <b>Headstrong Commander.</b> Add +1 to the commanders attacks. If the commander rolls a blunder, all ordered units must advance as far as possible towards the nearest enemy and charge if able to do so. |
| 5         | <b>Charismatic Leader.</b> This commander may re-roll one failed command per game.  |
| 6         | <b>Venerable Leader.</b> Increase the commanders command value by +1.   |

### Personal Challenges:

If a character ends its movement within 10cm of an opposing character they may issue a *Personal Challenge*.

The challenged character can either choose to accept the challenge, or refuse, if they elect to refuse they must roll a Command test(NB: Generals may always elect to refuse without the need to make a Command roll), if the test is passed the challenged character has resisted the urge to fight and can remain where they are, if the roll is failed or they choose to accept the challenge move both characters into base to base contact and so that they are not touching any other unit or character. Both characters then roll 1d6 adding their attack score to the result, the difference in scores is then compared to the following chart:

Draw- Both characters retreat as per the standard rule

Character wins by 1 – the loser must retreat 1cm

Character wins by 2 – the loser must retreat 2cm and may not issue an order in the following turn

Character wins by 3 or more – the loser is dead or severely wounded and takes no further part in the battle

### Champions:

Any Infantry unit may be led by a *Champion*. One stand is designated as containing the *Champion*, this must be modelled on the stand (the easiest way is by using a command strip or standard bearer/musician/leader combination) This stand costs +5 points and adds +1 attack, if the *Champions* stand is removed as a casualty the unit loses the bonus attack.