BATTLES OF WESTEROS™

A BATTLELORE™ GAME



RULES OF PLAY

TM

Calling the Banners

When you play the game of thrones, you win or you die. There is no middle ground.
–Cersei Lannister

Unfurl the banners of the Great Houses of Westeros. To secure power in the Seven Kingdoms and to ensure the survival of their lines, the Houses of Westeros all follow very different paths. Some forge strategic alliances, some create complex political intrigues, and still others use deceit and betrayal. But there is no more direct or lasting path to power than taking to the field of battle.

The Houses of Westeros command vast armies of soldiers–some mounted on horses and others on foot. These men are armed not only with spears, swords, and bows, but also siege engines and other powerful machines of war. Across Westeros, the martial drums are calling to soldiers, strong and brave, and commanders, cunning and bold.

Will you heed the call?



Waging War in Westeros

BattleLore: Battles of Westeros (BOW) is a scenario-based game that allows players to recreate military engagements between the Great Houses of Westeros in the epic fantasy setting from George R. R. Martin's bestselling novel series *A Song of Ice and Fire*. In the BOW core game, players control either House Stark or House Lannister. Future expansions will allow players to control other Houses. Each scenario, called a **battle**, has a **battle plan** that dictates the formation of the map (called the **battlefield**), starting positions of each House's units, starting resources, special rules, and victory conditions for the game session.

Before each game of BOW, players must first agree upon and select a battle to play. Battles can be found in the included Westeros Battle Plans or online at:

www.FantasyFlightGames.com

A BOW battle is played over several rounds, with each round consisting of alternating player turns. The goals a player needs to accomplish to win a game of BOW can vary and are described in detail in the battle plan for the battle being played. Some battles require players to earn a certain number of **victory points (VPs)**, while other battles require a player to take and hold strategic positions on the battlefield.

Players should feel free to invent their own battles with the components provided in the game.

Important Note: If the rules text of a card or other game component contradicts the text of this rulebook, the rules of the card or component take precedence.

Components

- This Rulebook
- 1 Westeros Battle Plans book
- 138 Plastic Figures, consisting of:
  - 32 War Host of the North (light grey)
  - 12 Winterfell Riders (light grey)
  - 12 Northmen Archers (light grey)
  - 9 Stark Kennelmasters (light grey)
  - 24 Lannisport Guards (red)
  - 15 Casterly Rock Cavaliers (red)
  - 12 Westerlands Archers (red)
  - 12 Lannister Heavy Infantry (red)
  - 5 Unique Stark Commanders (dark grey)
  - 5 Unique Lannister Commanders (dark grey)
- 138 Green Figure Bases, consisting of:
  - 98 Square Bases
  - 40 Rectangular Bases
- 36 Brown Banner Poles
- 1 Six-panel Map Board
- 8 Dice (eight-sided)
- 110 Cards, consisting of:
  - 14 Commander Cards
  - 70 Leadership Cards
  - 8 Unit Reference Cards, consisting of:
    - 4 Stark Unit Reference Cards
    - 4 Lannister Unit Reference Cards
  - 16 Skirmish Setup Cards, consisting of:
    - 8 Stark Skirmish Setup Cards
    - 8 Lannister Skirmish Setup Cards
  - 2 Skirmish Summary Cards, consisting of:
    - 1 "Raid in the Riverlands" Skirmish Summary Card
    - 1 "Westerlands Bounty" Skirmish Summary Card
- 32 Map Overlay Pieces with 9 Terrain Tokens
- 1 Stark Command Board
- 1 Lannister Command Board
- 1 Round Track
- 1 Round Marker
- 1 Stark Victory Point Marker
- 1 Lannister Victory Point Marker
- 1 Stark Morale Segment
- 1 Lannister Morale Segment
- 1 Neutral Morale Hub and Morale Marker
- 10 Command Tokens
- 50 Order Tokens, consisting of:
  - 10 Green Shield Order Tokens
  - 10 Blue Shield Order Tokens
  - 10 Red Shield Order Tokens
  - 10 Valor Order Tokens
  - 10 Morale Order Tokens
- 86 Unit Banners, consisting of:
  - 43 Stark Unit Banners
  - 43 Lannister Unit Banners
- 14 Control Markers, consisting of:
  - 7 Stark Control Markers
  - 7 Lannister Control Markers
- 6 Directional Tokens
- 20 Engagement Tokens, consisting of:
  - 10 Stark Engagement Tokens
  - 10 Lannister Engagement Tokens
- 6 Devastation Tokens
- 18 Fire Tokens (varying values)
- 13 Strategy Tokens
- 3 Special Archer Tokens
- 1 Catelyn Stark Token and 2 Edmure Tully Tokens
- 7 Tent Tokens
- 8 Siege Tower Tokens
- 9 Catapult Targeting Tokens
- 10 Commander Discs
- 1 Momentum Token

Component Overview

All components contained in the BOW core game are described in this section.

Plastic Figures

Stark and Lannister forces that players command on the battlefield are represented by 138 detailed plastic figures. Commanders are dark grey, House Stark units are light grey, and House Lannister units are red.



Figure Bases

The green figure bases come in two different shapes: square and rectangular. Cavalry units, cavalry commanders, and Stark Kennelmaster units are attached to the rectangular bases, while all other units in the core set use the square bases.



Banner Poles

Banner poles are used to hold the punchboard banners that help define the capabilities of each unit in play.



Map Board

The double-sided, six-panel map board is used to build the battlefield according to the specifics of each battle plan. The map board can be configured in a variety of ways by adding map overlays.



Dice

The eight-sided dice included in the core set are used to resolve combat and are also used for other game functions such as generating order tokens each round.



Commander Cards

Commander cards represent the field commanders that lead an army during a given battle. Many commanders have multiple versions, each represented by a unique card, that have different abilities. Battle plans indicate which version of each commander a player must use.



Leadership Cards

Leadership cards are used by a player to give orders to his forces via his commanders. Each commander in a battle adds five commander-specific Leadership cards to the 10 basic Leadership cards to form a customized **Leadership deck**. The back of each player's Leadership deck bears his House's symbol.



Unit Reference Cards

Each House's army units are described on double-sided Unit Reference cards. Each summarizes a given unit's capabilities.



Skirmish Cards (Optional Rule only)

Skirmish Setup cards are used to generate a battle with random forces according to the "Skirmish" rules found on page 28. Each House uses its own set of cards detailing commander and unit options as well as specifics on terrain placement. Each Skirmish Summary card explains the Skirmish setup rules and victory conditions.



Map Overlay Pieces

Map overlay pieces are placed on top of the map board to add additional terrain features. Map overlay pieces include natural terrain as well as man-made obstacles and structures.



Command Boards



The command boards show which House a player controls. They are also used hold each player's command tokens during the battle.

Round Track, Round Marker, and Victory Point Markers

The round marker is placed on the round track; the round marker's position to mark the current round and how many rounds have passed. Each House also has a victory point marker that can be placed on the round track to tally victory points. All of these markers have a "+10" on their reverse sides for use if a House exceeds 10 victory points or a game goes longer than 10 rounds.





Morale Segments, Morale Hub, and the Morale Marker

Each House has its own morale segment that attaches to the morale hub to form the **morale track**. The placement of the *single morale marker* on the morale track indicates both Houses' current morale. The sides of the morale segments are different, and each battle plan indicates which side of the morale segment a player must use.





Command Tokens

Command tokens are used to play Leadership cards and are used to determine who has the advantage in a round.



Order Tokens

Order tokens allow a player to give direct orders to a single unit. Order tokens come in five different varieties that correspond to the sides of the dice (Green Shield, Blue Shield, Red Shield, Valor, and Morale).



Banners

One figure of each unit must have a punchboard banner attached to a banner pole inserted in the figure's base. The banner indicates the House a unit is from, its combat rank (green, blue, or red), and a round indicator. The round indicator, either white or black, is used to show whether or not a unit has been ordered.



Control Markers

These markers are placed on the battlefield to indicate when a House has control of a **victory objective**.



Directional Tokens

Directional tokens have a common back, and each has a unique number on the front that corresponds to a side of the directional indicator. They are used to randomly generate a direction for different game effects.



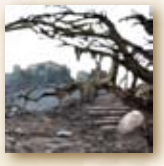
Engagement Tokens

Engagement tokens are used to mark melee attacks against adjacent enemy units. They are placed on the hex border between the attacker and the defender in a combat.



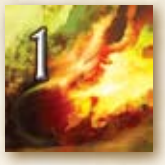
Devastation Tokens

Devastation tokens are used to mark hexes whose terrain has been destroyed by certain effects (such as fire).



Fire Tokens

Fire tokens are placed in hexes by certain abilities and are used to track the strength of a fire. Fire tokens can cause damage to certain terrain types and units.



Strategy Tokens

Strategy tokens are generic tokens used to represent goals for one side or the other in specific battles. Their exact use is described in individual battle plans.

Strategy tokens have a common back (depicting a helm). On the reverse is one of two colored symbols. The green symbol indicates a strategic location while the red symbol indicates a dummy location.



Special Archer Tokens

Special archer tokens are used in specific battles to mark the location of special groups of archers.



Catelyn Token and Edmure Tokens



These tokens represent important personages that are present on the battlefield but are not taking part in the battle directly. Their function is described in individual battle plans.

Tent Tokens, Siege Tower Tokens, Commander Discs, and Catapult Targeting Tokens

These battle-specific tokens have different functions as described in individual battle plans and on certain Skirmish Summary cards.



MomentumToken

The player with the momentum token wins advantage if tied for the advantage at the start of a game round. The token is given to the player controlling the House specified in the battle plan.



Preparing for Battle

This section describes the steps that players must perform before playing a game of BOW.

Before playing their first battle, players should insert the figures into the figure bases provided, making sure that the hole for the banner pole is at the rear of the unit (see "Assembling Figures" sidebar on page 7).

Setting Up

To prepare the play area, follow the instructions in this section.

First-time players should play the "Clash on the Kingsroad" battle first. Players can open the Westeros Battle Plans to page 4 for reference. A diagram of the component setup (without figures) of "Clash on the Kingsroad" can be found below.

1. Choose a Battle and a House to Play

Players must first choose a battle to play. Battles can be found in the Westeros Battle Plans (in this box), online at www.FantasyFlightGames.com, and in future expansion sets for BOW. After choosing a battle, players decide which House each player will control for the battle. In the BOW core game, players have the choice of controlling either House Stark (white) or House

"Clash on the Kingsroad" Component Setup



1) Momentum Token
2) Command Board
3) Leadership Deck
4) Commander Cards
5) Unit Reference Cards
6) Dice
7) Engagement Tokens
8) Command Tokens
9) Order Tokens
10) Morale Track
11) Round/VP Track
12) Battlefield Map

House Symbols



Stark
of Winterfell



Lannister
of Casterly Rock

Many components are marked with the above House symbols to help determine which player a component belongs to. In the core game, House Stark and House Lannister are the two available houses.

Lannister (red). If both players wish to control the same House, players determine randomly (such as by flipping a coin) who controls which House.

Players take the command board, the Leadership cards, the Commander cards, and the Unit Reference cards of their chosen House. Each card for a particular House has the House's symbol on the back or in the upper left in the case of the Commander cards (depicted in the "House Symbols" sidebar above).

2. Create the Battlefield

Following the battle plan, players unfold the map board and place it in the center of the table with the side indicated by the battle plan faceup (there is only one map board in the core game, but the maps on each side are different).

This map board serves as the **battlefield**. Players then place any additional map overlays and/or special tokens required by the battle onto the battlefield. For more information on setting up the battlefield, please refer to the included Westeros Battle Plans.

Each player sits with his House's board edge (as shown by the colored border and matching House symbol on the battlefield map in the battle plan) directly in front of him.

3. Take Commanders

Each battle requires specific commanders. The battle plan shows which commanders each player takes and what hex each commander (and his unit) starts in.

After determining which of his commanders are used in the battle, each player takes the corresponding commander figures and Commander cards and places them in his play area (the area between himself and the battlefield). Return unused commander figures and Commander cards to the box.

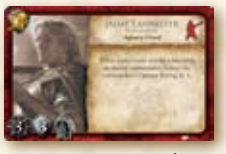
It is important to note that some commanders have multiple Commander cards. Refer to the commander's **title** below the commander's name to make sure the card is taken. The battle plan notes which version must be used.

For example, Greatjon Umber has two different versions: "The Greatjon" and "Lord of Last Hearth."

Commander cards should be placed **uncommitted** side up so that the full color portrait of the commander is faceup in the play area.



Uncommitted Side



Committed Side

4. Build Leadership Decks

Each House has 10 Leadership cards with no commander's picture in the lower right hand corner. These 10 cards are the House's basic Leadership cards. Each player sets his House's basic Leadership cards aside.

Each commander has five Leadership cards with his picture in the lower right corner. These five cards are the commander-specific cards for that commander. Each player takes all of the commander-specific cards that match his commanders (who were taken in step 3) and shuffles them thoroughly with the 10 basic Leadership cards for his House. He then places this deck facedown in his play area to form his House's Leadership deck.

Assembling Figures

Before beginning their first battle, players assemble all of the figures in the box. Each figure comes in two parts: the figure and the base. Players execute the following steps to properly assemble their figures:

1. Determine the Figure's Base:

By looking at the tab a particular figure is attached to, a player can determine which of the two base sizes to use: square or rectangular.



Each tab has a particular number of "teeth" that are inserted into a base. If there are three teeth, a rectangular base should be used. If there are two teeth, a square base should be used.





2. Insert the Figure into the Base:

After determining the proper base, a player need only press the tab into the slot on the base. When assembling figures, it should be noted that the hole for the banner should always go toward the back of the figure.

It should be noted that due to normal factory variances, figures may not attach securely to their bases. This issue can be solved by adding a small amount of glue to the figures' tabs before inserting them into the bases.

Building the Leadership Deck



1) Identify the House's 10 Leadership cards without a commander's picture in the lower right corner and separate them. These cards are a House's basic Leadership cards.



2) Identify the Leadership cards for commanders who are used in the current battle. Shuffle those commanders' cards thoroughly with the 10 basic Leadership cards to form the House's Leadership deck, and return all unused cards to the box.

For example, "Clash on the Kingsroad" does not use Robb Stark, Eddard Stark, or Greatjon Umber. Return the 15 cards with a picture of any of these commanders to the box when playing this battle.

Leadership cards come in two varieties: basic and commander-specific.



Basic *Commander-specific*

Command Box - A command box has a Command icon in the upper left corner of the text box.

Tactic Box - A tactic box does not have a Command icon in the upper left corner of the text box.

5. Place Round Track and Round Marker



Place the round track to one side of the battlefield with the round marker on the "1" space. The number on the battle plan next to the **Round Limit** icon (see icon to the left) shows how many rounds a battle lasts.

6. Place Morale Track and Morale Marker

Players assemble the morale track and place it next to the battlefield.

The morale track has three pieces. The morale hub goes in the center, with the two House morale segments projecting from it on opposite sides. To create the morale track, each player attaches his House's morale segment to the hub to form a line (see "Clash on the Kingsroad" Component Setup diagram on page 6). The two segments and the hub, when connected, form the morale track. After the morale track has been placed next to the battlefield, each player's House morale segment must be the one nearest to his board edge.



Lannister Segment **Hub** **Stark Segment**

Assembling the Morale Track

Make sure that the side of their 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.

In the core game, the only difference between the sides of a morale segment is that one side has an "11" space as its last space while the other side has a Rout space.



Lannister Non-rout Morale Segment Side ***Lannister Rout Morale Segment Side***

After forming the morale track, players place the morale marker on the morale starting space (the center space of the morale hub).

7. Create Token Stockpiles and Place Command Tokens

Players now sort the tokens for use during the game into piles. These tokens should be placed within easy reach of both players to form the stockpiles for the game.

The most commonly used tokens include order tokens, command tokens, and engagement tokens. Some battles also require other tokens, such as strategy tokens.

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

8. Form and Place Units

Players now consult the battlefield map in the battle plan to see what starting units they will use for the battle and where those

units will be deployed. Each unit is an individual fighting group that occupies a single hex. A unit consists of a certain number of figures (normally three or four depending on the figure's bases).

A unit on the battlefield map is represented by a single silhouette of one of its figures (see the "Forming Units" sidebar on page 10). In the core game, figures come in one of three different classes: infantry, ranged, or cavalry. The banner color behind this figure on the map shows the **rank** of the unit that corresponds to the color of its banner (green, blue, or red).



Anatomy of a Unit Banner

Prior to placing any units on the board, players lay out the banners for the current battle. The punchboard banner must be securely inserted into a banner pole before placing a banner in its corresponding hex (see sidebar).

After all of the banners have been laid out, players form units for each hex containing a friendly banner as described under "Forming Units" on the next page.

After a unit has been formed, it is then placed in its corresponding hex as shown on the battlefield map. The banner in that hex is then placed in the banner hole of one of the figures. If a commander is in a unit, the banner must go into his base.

A unit with a commander shows the commander's figure with a banner representing the rank of the unit. The battle plan shows a picture of what commander should be used. Different versions of the same commander are identified by their titles.



The owning player refers to the upper left corner of the Commander card's **uncommitted** side (the full-color side) to see what kind of unit must be placed with this commander figure. Form the unit as normal except the commander figure takes the place of one of the normal figures (as the banner bearer). See the "Forming Units" sidebar on page 10 for more details.

9. Assign the Momentum Token

The battle plan specifies which House possesses the momentum token. That player places the momentum token in his play area.

Players are now ready to begin the battle!

Assembling Banners

Every battle features a variety of different unit combinations; therefore it is necessary to assemble a set of banners at the start of each battle. Each banner has two parts: the plastic banner pole and the punchboard banner. Players should execute the following steps to properly assemble their banners:



1) Identify the punchboard banners to be used in the current battle by looking at the battlefield map. Set these punchboard banners aside.



2) Take one banner pole for each punchboard banner. Then firmly press the punchboard banner into the banner pole's banner holder. The banner holder should grip the punchboard banner by the punchboard banner's round indicator.



Forming Units

Before executing the following steps, players must lay out the banners required by their House's setup as described on page 9.



1) Find the unit symbol on the battlefield map to determine what figures are used to make up the unit. If the symbol on the map is a commander, the player must instead look at the upper right of the corresponding Commander card.



2) Find the strength of the unit on the Unit Reference card. Take that many figures and place them in the designated hex. If this unit contains a commander, the commander figure takes the place of a normal figure.



3) Place the banner type indicated by the battlefield map into the banner hole in one figure's base. If a commander is present in the unit, the banner must be inserted into the commander's base.

Playing the Game

This section explains the structure of the game in detail. It explains how a game round is played, giving players a better understanding of the game flow. Afterwards, the "Instruments of War" section (starting on page 15) provides detailed rules concerning giving a unit orders and a unit's options after being ordered.

Every BOW battle is played over a series of game rounds. The Round Limit icon in the battle plan indicates the actual number of rounds to be played. In the "Clash on the Kingsroad" battle, for example, the game is played over 5 rounds.

Each round is divided into four phases, always performed in the following order:

1. Rally Phase

2. Marshaling Phase

3. Command Phase

4. Regroup Phase

After a round's Regroup Phase is completed, another round begins. This process continues until the last round of the game is finished, or until one player achieves one of the battle's victory conditions.

1. Rally Phase

The Rally Phase is executed simultaneously by both players and is used to determine which player acts first in each of the subsequent phases of this game round. It also allows players to refresh commanders (so commanders can once again be used to play Leadership cards) and rally units (so units can once again be ordered). The following Rally Phase actions are performed in order:

A. Determine Advantage

B. Refresh Commanders

C. Rally Units

After both players have rallied their units, the Rally Phase is over and the Marshaling Phase begins.

A. Determine Advantage

Players determine who has the **advantage** by comparing the amount of command tokens currently on each player's command board. The player who has the most tokens on his command board gains the advantage and acts first for the rest of the round. If there is a tie, the player who has the momentum token wins the tie. The player with the advantage is also referred to as the "first player."

B. Refresh Commanders

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

C. Rally Units

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

Players consult the round track to determine which side banners should be rotated to. The color of the round marker's current space is the **round color** (white or black). A player should rotate his units' banners so the round indicator matching the round color is facing his board edge. This rotation is known as "rallying" a unit. A unit's 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 (the banner is on its active side). An **inactive unit** is a unit whose banner matches the next round's color (the banner is on its inactive side).

Whether or not a unit is active is important since only active units can be given orders during the Command Phase. Consequently, inactive units are normally unable to move and/or attack.



Rallying a Unit

In the above diagram, the current round color is black. This round color indicates banners should be rotated to their black side when units are rallied.

2. Marshaling Phase

During the Marshaling Phase, players obtain resources for the round. These resources take the form of order tokens and Leadership cards. The following Marshaling Phase actions are executed in order by the first player:

A. Receive Order Tokens

B. Draw Leadership Cards

His opponent then executes both actions in the listed order. The player currently performing an action in any phase is referred to as the active player. After both players have taken both actions, the Marshaling Phase ends and the Command Phase begins.

Unit Reference Card Breakdown



1) Unit Name

2) Trait(s)

3) Keyword(s) - The abilites a particular unit has

4) Figure Type - What type of figure makes up the unit

5) Unit Strength - How many figures make up a unit

6) Order Table - See page 15 for more details

7) Attack Range - The number of hexes away the unit can attack from

8) Attack Type - The kind of attack the unit can make ( for melee and  for ranged)

9) Valor Hit Restriction - This icon's presence indicates all Valor results rolled by this unit are treated as misses

A. Receive Order Tokens

The active player rolls a number of dice equal to the number beside the battle plan's **Order Rating** icon. That player then takes order tokens from the supply that match the results of the dice rolled and adds them to any order token he carried over from the previous round. This combination of order tokens forms the active player's **Order Pool**.

For example, Alex rolls three dice as the battle plan dictates. He gets two and one results. He then takes three order tokens that match the dice results from the appropriate stockpile. He has no order token from the previous round, so these three tokens form his Order Pool.

B. Draw Leadership Cards

The active player draws cards from his Leadership deck equal to the number beside the battle plan's **Leadership Rating** icon. These cards are added to any card he carried over from the previous round. This combination of Leadership cards forms a player's hand.

For example, Alex draws three cards from his Leadership deck. He has one card saved from the last round, so the four cards together form his hand for this round.

If a player needs to draw a Leadership card but there are no cards remaining in his deck, he shuffles his discard pile to form a new Leadership deck.

Commander Card Breakdown



1. House Symbol
2. Command Limit
3. Capture Rating
4. Commander Figure
5. Unit Figure Type
6. Name, Title, and Traits
7. Unit Ability
8. Commit Ability
9. Commander's Leadership Cards
10. Commander - Committed Side

3. Command Phase

In the Command Phase, players use order tokens and Leadership cards to order their armies around the battlefield. After a unit is ordered, its owner rotates its banner to its inactive side (the side whose color matches the color of the next round). Ordering units is act of choosing which friendly units can move and attack on the battlefield in a given turn.

Starting with the first player, each player in turn selects **one** of the actions listed below and executes it. After a player performs an action, that player's turn is complete and his opponent becomes the active player and selects an action. The possible actions are as follows:

- Use Order Token
- Play Leadership Card
- Pass

This process of selecting and executing an action is repeated until both players pass. After both players pass, the Command Phase is over and the Regroup Phase begins.

Use Order Token

Order tokens represent direct orders given to a single active unit. For the active player to select this option, he must have at least one token in his Order Pool. This token can be one of five different types: green shield, blue shield, red shield, valor (gauntlet), or morale (flag). The order a player can carry out depends on the token he decides to use. The following tokens allow the player to order the indicated units:

– The active player can order a green rank unit.

– The active player can order a blue rank unit.

– The active player can order a red rank unit.

– The active player can order a unit of any rank.

– The active player can increase his House's morale by one or he can decrease his House's morale by one to rally one of his units. In either case, no unit is ordered.

To issue an order to a unit, the player declares which token he intends to use and which active unit he intends to order. The player then discards the corresponding order token from his Order Pool and places it back into the supply. Turn a unit's banner to its inactive side after being ordered (see "Ordering Units" on pg. 15).

It should be noted that using an order token is normally the only way that an **uncontrolled** unit can be ordered (see pg. 15).

Play Leadership Card

Leadership cards allow a player's commander to give orders to multiple units and execute tactics. These 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 the card's **tactic box** (if present).

To play a Leadership card, the active player reveals which card from his hand he intends to play. He then selects one of his commanders to play the Leadership card on. For each command on the card that a player resolves, he moves one command token from his command board to the chosen commander's Commander card. The Leadership card is then discarded to the active player's Leadership discard pile.

Whenever a player uses a Leadership card, he chooses a single commander. All units that are ordered by the card must be in the chosen commander's zone of control at the time the card is played (see "Zone-of-control (ZOC) and Controlling Units" on page 16 for more details). Therefore, if a card's command reads "Order all units," it only allows the active player to order all units under his chosen commander's control.

It is also important to note that commands only affect friendly units unless specifically noted otherwise on the card.

If a player wishes to use the tactic from the tactic box on the card as well, he must first show that the requirements for using the tactic are fulfilled. He then resolves the tactic either before or after all commands are resolved, according to the tactic's text (see example on page 17).

It is important to note that Leadership cards with a commander pictured in the lower right can be played by any commander (not just the one pictured).

Pass

A player can choose to pass instead of using an order token or Leadership card. Once a player passes, however, he can no longer use order tokens or Leadership cards until the next round. The passing player's opponent can continue taking actions until he also chooses to pass. A player is forced to pass when he is unable to play an order token or Leadership card on his turn.

4. Regroup Phase

In the Regroup Phase, players perform the following upkeep actions in order. In general, both players can perform each action simultaneously, although if a timing issue arises, the first player must resolve his actions first.

A. Resolve Status Conditions

B. Score Victory Points

C. Check Victory Conditions

D. Discard Excess Resources

E. Recover Morale

F. Advance Round Marker

After checking victory conditions, if the game has not ended, the Regroup Phase is completed in entirety. After it is completed, the game continues with a new round starting with a new Rally Phase.

Leadership Card Order Example



1) Play a Leadership card, making sure to declare which commander is using the card. Note that the commander chosen does not have to match the commander pictured on the card.



2) Choose which commands from the Leadership card to perform. For each Command symbol, place a command token from the command board onto the selected commander.



3) Declare units to be ordered, as specified by the Leadership card, that are in the commander's ZOC.

A. Resolve Status Conditions

Status conditions are represented by tokens that certain cards and units can place onto the battlefield. The effects of these status conditions are resolved now. For more information, see "Status Conditions"on page 25 for more details.

B. Score Victory Points

Most battles have objectives that provide victory points every round, objectives that only provide victory points on the last round of the game, or some combination of the two. The battle plan specifies when victory points are awarded. If the battle is not in its last round, only the objectives that provide victory points every round are scored. If the battle is in its last round, both objectives that provide victory points every round and objectives that provide victory points at the end of the game are scored.

C. Check Victory Conditions

Players check to see whether it is the last round of the battle as dictated by the battle plan. If it is, the game ends and players 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 an exception to how normal victory conditions work as they are checked throughout the game. See "Notes on Victory Conditions" below.

D. Discard Excess Resources

Each player must discard Leadership cards and order tokens (of his choice) so that he has a maximum of one Leadership card in hand and one order token in his play area to carry over to the next round.

E. Recover Morale

A player whose army's morale has entered a colored area of the track may be able to recover some of the morale loss. If the morale marker is not on a **morale break** (a space with an arrow pointing to it on the morale track), that player can increase his morale by moving the marker to the closest morale break that matches the color of the area the marker is currently in. If the morale marker is on a morale break or on a grey bordered space, no morale can be recovered.



In the example above, the small arrow (circled) indicates the morale break for green. During morale recovery, the Lannister player can move the morale marker from the "6" space in the green zone to the "4" space (the morale break). If the marker was already on the "4" space, it would remain on the "4" space.

F. Advance Round Marker

The round marker is advanced to the next space up the round track.

Notes on Victory Conditions

Ties

Games played to a certain number of victory points (VPs) can result in tie scores. Unless noted, the governing rule for resolving ties is that the player with higher morale wins. If morale is at the morale starting space, the player with the momentum token wins.

Instant Victory

Many times, a battle can have instant victory conditions along with normal victory conditions. The most frequent of these is the Rout instant victory condition. If the morale marker reaches the Rout space on a player's side of the morale track, he loses and his opponent wins.

Otherwise, battle-specific victory conditions are described in individual battle plans. Instant victory conditions always take precedence over normal victory conditions, and the Rout instant victory condition takes precedence over other instant victory conditions.



Instruments of War

The following section goes into more detail about how players utilize their units and commanders on the battlefield.

Unit Composition and Strength

Units are the backbone of a player's army. A single unit is made up of multiple figures in the same hex whose total number of figures is called its **strength**. The starting strength of infantry and ranged units in the core game is 4, while the starting strength of cavalry and Stark Kennelmaster units is 3. A strength 4 unit is therefore composed of four identical figures, while a strength 3 unit is composed of three identical figures. One figure of each unit, called a banner bearer, holds the unit's banner in that figure's base.

If a commander is present in a unit, the owning player forms the unit normally except the commander figure takes the place of one of the normal figures. The commander figure is also required to be the banner bearer for the unit.

The strength of a unit fluctuates as the unit takes hits. Hits usually happen when a unit is attacked, and they decrease a unit's strength. When a unit takes hits, the owning player removes one figure for each hit taken. A unit's banner bearer is always removed last. If a commander is the only remaining figure of a unit, he may be captured (see "Capturing Commanders" on page 22).

Ordering Units

Units move and attack by being given orders. An order token is used to order a single unit, while a Leadership card can potentially order several units. Whenever a unit is ordered, all figures comprising the unit are ordered; that is, they must move and attack as a group.

A unit can only be ordered if it is active. For a unit to be active, the unit's banner must be on the active side (the round indicator that matches the current round must be facing the unit's owner).

Units can move and/or attack when ordered. If a player wishes to move any of his ordered units, he must execute all of their movement **before** any of his ordered units attack. However, an ordered unit is never forced to move or attack. A player can choose to have his unit do one or the other instead of both, if he wishes (see moving and attacking on pages 17–18).

After a player orders one of his units, he rotates its banner to the inactive side (the round indicator that matches the next round must be facing the unit's owner). This 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. Using those methods, units can potentially be ordered multiple times in a single round. Otherwise, every unit automatically rallies during the Rally Phase.

Order Table Explanation



1) RANK - To determine the orders available for a given unit, first identify the row with the unit's rank. To do this, find the row that matches the banner belonging to the unit's banner bearer.

2) ORDER OPTIONS - To determine what a given unit can do when ordered, consult the Order Options for the rank of the given unit. For example, the Order Table above is for Stark's War Host of the North units. A green rank unit of this type can move two hexes and attack while a red rank unit can only move one hex and attack.

3) ATTACK DICE - To determine how many dice a given unit rolls, consult the Attack Dice for the given unit. For example, a green rank unit using this table rolls two dice while a red rank unit rolls four dice. If a is present in this table, the unit does not hit on results.

Unit Ranks

The rank (banner color – green, blue, or red) of a unit indicates the experience and/or equipment that particular unit has. The green rank represents lightly armored units or inexperienced units. The blue rank represents moderately equipped or experienced units. The red rank represents heavily armored units or veteran units. In this way, red is the "highest" rank, followed by blue, and then by green.

Because of their heavy armor, red rank units usually move much slower than their lower rank counterparts.

The rank of an ordered unit combined with the unit's class (infantry, ranged, or cavalry) is used to determine what a unit's available actions are when it is ordered (see table above).

Ordering Units with an Order Token

When issuing an order to a unit with an order token, the ordering player first declares which of his active units is to be ordered. After the player declares a unit, he must then discard a token from his Order Pool that matches the unit's rank (banner color), or discard a valor (purple) order token. A player can also discard two tokens of the same type at once to order any unit.

After discarding the proper order tokens, the owning player must decide whether the ordered unit will move and/or attack.

All movement must be completed by the ordered unit **before** the ordered unit attacks. After the order has been completed, the ordered unit's owner rotates the unit's banner to the inactive side (the round indicator that matches the next round must be facing the unit's owner). See moving and attacking on pages 17–18.

Ordering Units with a Leadership Card

Ordering with a Leadership card is slightly different from ordering with an order token. While order tokens represent single orders, Leadership cards utilize commands that can relay several orders at once.

When choosing to play a Leadership card, a player first selects a commander figure to give the command(s) and optionally use the tactics on the Leadership 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.

It is important to note that Leadership cards with a commander pictured in the lower right can be played by any commander (not just the one pictured).

Most Leadership cards have two sections. The first section is the Command box, and the second section is the Tactic box.

The effects of tactics and commands are limited to affecting units in a commander's Zone-of-Control (ZOC) of the commander the card is played on. Units in a particular commander's ZOC are said to be **controlled** by that commander. In the BOW core game, all commanders have a ZOC of two hexes. In other words, any unit within two hexes of a commander is under that commander's control. It is possible for a unit to be under multiple commanders' control at the same time.

Commands

Commands are simply a number of single orders that are executed at the same time and possibly additional abilities that modify orders for the current turn.

When ordering with a Leadership card, a player needs to make sure the units to be ordered have active banners and are all in the Zone-of-control (ZOC) of the commander the card is played on.

The player follows the procedure below when ordering units with a Leadership card:

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.**

Zone-of-control (ZOC) and Controlling Units



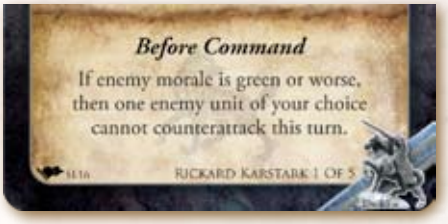
When playing a Leadership card, the effects of the card can only be applied to controlled units. Controlled units are units within the chosen leader's ZOC.

In the above example, Maege's ZOC extends to all the hexes shaded blue. The only unit in Maege's ZOC is the Stark War Host of the North unit. The infantry unit is therefore a controlled unit. All other units, including the ranged unit outside of the ZOC, are uncontrolled.

Commands all have a number of Command icons next to them. To execute the command, a player **must** take a command token from his command board for each Command icon and place it on his chosen commander's Commander card. **A Commander card cannot hold more command tokens than its commander's Command Limit** (see breakdown on page 12). If a player wishes to execute multiple commands from a single card, he must pay all costs before executing the commands. However, he can execute the commands in any order that he wishes. Each command can be executed once per card.

Tactics

A tactic represents special optional orders and actions that can be taken by a commander (but do not have to be resolved in order to use the command). Each tactic is presented on the card in the following manner:



Tactic Example

To execute a tactic, the player follows these steps:

1. Check Requirements

2. Execute Tactic

1. Check Requirements

Tactics are always written as an if-then statement. The text in the "if" portion of the statement presents the requirements for using the tactic. The text in the "then" portion of the statement gives the effect of the tactic that is resolved if the requirements are met.

In order to fulfill an Order Pool requirement, a player must have the corresponding order tokens in his Order Pool. Verifying that the correct tokens are in a player's Order Pool is known as **checking** an order token. A single order token can only be checked once for a given Leadership card. Therefore, if an order token is checked for one tactic on a card, it cannot be checked again during the same turn.

For example, a tactic requires a player to have a morale order token and a valor order token in his Order Pool. When playing the card, the player checks to see if the required tokens are currently in his Order Pool. This is known as "checking."

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

In order to fulfill a tactic requirement that is dependent upon morale, the player must determine whether the morale marker is in the correct position on the morale track.

Morale requirements state that the marker must be "better" or "worse" than a specific area on the morale track.

For example, a requirement might say that the player's morale needs to be green or better. This requirement means that the morale marker can be no closer to the player than the green area on his side of the morale track.

Alternatively, a requirement might say that the enemy's morale needs to be green or worse. This requirement means that the morale marker must be in the enemy's green area or closer to the enemy.

2. Execute Tactic

If all requirements listed for the tactic are fulfilled, the player can resolve the effects (the text in the "then" portion of the statement) of the tactic according to the timing text. The timing text states that a player must resolve the tactic before resolving any commands (Before Command) or after resolving all commands (After Command) on that particular Leadership card. Some tactics also allow the player to choose to resolve the tactic either before or after resolving the command section of the card.

For example, Alex controls House Stark and decides to play a Leadership card (SL16) this turn. The tactic states that "If enemy morale is green or worse, then one enemy unit of your choice cannot counterattack this turn." Alex notes the morale marker is in the yellow section on the Lannister side of the morale track, thus fulfilling the requirement.

Alex also sees that the tactic must be resolved before any commands on the card are resolved. He declares he is using the tactic, selects an enemy unit as the target and resolves it, and continues by resolving any commands.

Lannister Decrease (Stark Increase)



Lannister Increase (Stark Decrease)

Morale Increase (Better) – Morale Decrease (Worse)

Commander Units

A unit with a commander in its hex as a banner bearer is a **commander unit**. The **figure type** of each commander unit is shown on the corresponding commander's Commander card next to the commander's name and title (see "Commander Card Breakdown" on page 12).

Commander "Unit Abilities"

Each commander unit has the abilities of a normal unit composed of the designated figures as well as special unit abilities detailed on the corresponding Commander card. These special unit abilities represent different abilities that can be used anytime during the battle as detailed in the Unit Ability text on the Commander card.

Commander "Commit Abilities"

Commit abilities are special effects that can normally be used only once during an entire battle. After use, the Commander card is flipped to the **committed side** (the side without the full-color portrait of the commander). This side has no Commit Ability text, showing the commit ability cannot be used again that battle.

Moving Units

For a player to move one of his units (unless that unit is being forced to retreat, see page 22), he must **order** that unit. When moving multiple units, a player must complete one unit's movement before he can move another unit on his turn. A player must move all units he wishes to move before attacking with any unit. A unit that is ordered is **not** required to move. Unit movement must obey the following rules:

• A unit can only move into whole hexes. Half-hexes on the battlefield's outer edge are considered to be off the battlefield. A unit can only move off the battlefield's edges when explicitly allowed to do so by the battle plan.

• Only one unit can occupy a hex at a time. When a player moves a unit, the unit **cannot** move into or through a hex occupied by another unit.

• A unit's figures cannot split up (move into different hexes).

• A unit cannot combine figures with another unit.

• Units can move different amounts of hexes depending on their class and rank (see "Ordering Units" on page 15).

• Units can move **up to** the amount listed on the Order Table.

• Some terrain impacts movement (see "Westeros" on page 25).

• 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 (see "Engaged Units" on page 21) is going to move, the unit it is engaged with can interrupt the active player's turn to attack the disengaging unit. See "Parting Blow" on page 22 for more information.



Movement Example

In the movement example above, the green rank War Host of the North can move into the forest hex (1) but must stop without moving its second hex of movement. It can move one or two hexes through the plains (2) and attack the Lannister unit.

However, the War Host cannot move into a hex with another unit (3) or into a hex with impassable terrain (4).

Attacking the Enemy

After moving, each ordered unit can attack one at a time in any order the active player chooses. For each attacking unit, the active player completes the "Combat Sequence" below. After the combat, the active player rotates the unit's banner to its inactive side. The active player then resolves other attacks in the same manner.

A unit does not have to attack when ordered, even if adjacent to an enemy unit.

The number of figures in a unit does not affect the number of dice it rolls when attacking or counterattacking.

Combat Sequence

To attack with an ordered unit, the owning player must have already completed the movement of all his units ordered during that turn. The player then performs the following steps for **each** of his units attacking this turn:

1. Declare Attacker

2. Declare Target

3. Verify Line of Sight (LOS) and Range

4. Place Engagement Token (if necessary)

5. Determine Attack Dice

6. Roll Attack Dice

7. Resolve Attack

8. Rotate Attacker's Banner

After resolving one unit's attack, the active player then selects another unit's attack to be resolved. The active player completes this process for all of the ordered units that he chooses to attack with in any unit order he chooses. An ordered unit can only attack once per turn unless stated otherwise.

1. Declare Attacker

The active player declares which of his ordered units he is attacking with. This unit is known as the "attacker" during this combat.

2. Declare Target

The active player then declares an enemy unit to be the target of the attack. This unit is known as the "target" during this combat.

3. Verify Range and Line of Sight (LOS)

To determine whether a unit can be declared as the target of an attack, the active player must make sure the proposed target is within range and within line of sight of the attacker.

Range

To check a target's range from the attacker, the players count the number of hexes from the attacking unit to the target (excluding the attacker's hex but including the target's hex). To be in range, the distance must be within the attacking unit's Attack Range found on the Unit Reference card (see example on the right).



A unit with a Ranged Attack icon has its Attack Range listed next to the Ranged Attack icon.



A unit with a Melee Attack icon can only attack enemies in adjacent hexes, so the unit has an Attack Range of 1 and therefore can only attack units in adjacent hexes.

When counting hexes, count all hexes that LOS is traced through except for the hex the attacking unit is in (see diagram on page 19). Therefore, a unit that is attacking an adjacent target is considered to be one hex away.

Line of Sight

Ranged attackers must have their targets within line of sight (LOS). To check LOS, an imaginary line is "drawn" between the center of the attacker's hex to the center of the target's hex. If this line crosses any part of a hex with an **obstacle**, LOS is blocked and the target cannot be attacked. Obstacles include terrain that blocks LOS, friendly units, and enemy units.

When LOS is drawn directly along one or more hex edges, shift the line slightly in either direction parallel to the original LOS line. If shifting the line in both directions causes LOS to be blocked, the target cannot be attacked. If after shifting the line in either direction, LOS can be established, then the attack can continue (see diagram on page 18). Units always have LOS to adjacent units.

4. Place Engagement Token

When an attacker using a **melee attack** targets an unengaged unit, the owner of the attacking unit places one his House's engagement tokens on the hex border between the attacker's and the target's hex. If the attacker is engaged with the target already, the attacking player removes any other engagement token before placing his House's engagement token.

If the attacker's target is already engaged with a unit other than the attacker, the attack becomes a flank attack (see "Flanking an Engaged Target" on page 21 for more details).

5. Determine Attack Dice

A unit's rank reflects its level of training coupled with the equipment it is outfitted with. To determine the number of dice a unit rolls in combat, consult its Unit Reference card. Generally, units of roll the following numbers of dice based on their ranks:

- Green rank units roll two dice.
- Blue rank units roll three dice.
- Red rank units roll four dice.

In addition, the number of dice rolled can be adjusted by a variety of factors, including the terrain the target is in, the terrain the attacker is in, Leadership card text, a unit's combat abilities, and the presence of tokens such as status condition tokens.

The attacking player determines all relevant modifiers based upon the unit used and card play and then adds or subtracts dice as necessary.

After modifiers have been applied, the final number is the attacker's total number of attack dice.

Range and Line of Sight (LOS) Examples



Before proceeding with an attack, a unit must verify that its target is within range and within line of sight (LOS). In the examples above, the Northmen Archers unit is making an attack.

1. The Lannister infantry is within range (4 hexes) and LOS.
2. The Lannister cavalry is within range (4 hexes) and LOS.
3. Lannister infantry is out of range (5 hexes) and LOS to the Lannister infantry is blocked by the adjacent cavalry unit.
4. Lannister infantry unit is within range (3 hexes) but LOS to the unit is blocked by the blocking terrain.



When LOS is drawn directly along one or more hex edges, shift the line slightly in either direction parallel to the original LOS line. If the new lines are both blocked (as above), then there is no LOS to the target unit.



However, if one or both of the new lines are not blocked (as above), then there is LOS to the target and the attacking unit can proceed with its attack.



6. Roll Attack Dice

After the final die count is determined, the attacker rolls dice equal to this number. If a player must roll more dice than are available, he can track the results of the initial roll with order tokens from the supply and reroll dice until he has rolled the total number of dice his unit is entitled to.

7. Resolve Attack

To resolve an attack, the attacking player first calculates hits on the target unit based on the dice results rolled. If the unit is not eliminated, then the attacking player determines whether the target is forced to retreat. The steps a player follows are outlined below:

A. Causing Hits with Colored Shield Symbols

B. Causing Hits with Valor Symbols

C. Taking Hits

D. Causing Retreats with Morale Symbols

A. Causing Hits with Colored Shield Symbols

The attack causes the target one hit for each success rolled. **Successes** are defined as shield die results whose shield color matches the **target's** rank. Shield results rolled of other colors are always misses.

B. Causing Hits with Valor Symbols

Valor results are successes (hits) unless the attacking unit's Order Table (see Unit Reference card) has the **"no Valor hit"** icon (see "Valor Hit Restriction" on page 11).

There is an exception to this rule. Non-cavalry units that usually hit on Valor results cannot hit cavalry units with a Valor result. Therefore, in the core game, cavalry can only be hit by other cavalry on a Valor result.

For example, Alex attacks a blue rank Casterly Rock Cavaliers (cavalry) unit with a green rank War Host of the North unit. Alex rolls two dice, resulting in a Valor symbol and a Red Shield symbol. Normally this roll would cause a hit. However, the Cavaliers unit automatically ignores Valor results from non-cavalry units.

C. Taking Hits

After the number of successful hits is determined, the target unit suffers losses equal to the number of hits scored. The owner of the target unit removes one figure for each hit received. The banner figure is always removed last. When the banner figure is removed, the unit is **eliminated** and morale loss is taken (see page 23 for more details) Removed figures are set beside the board. The total number of hits taken is also referred to as **damage**.

Commander figures do not take damage as normal figures do. Instead, commanders must be captured. Please see "Capturing Commanders" on page 22 for more details.

Attack Resolution

After performing any movement with units, the active player can attack after checking to make sure the target is within LOS and within range of the attacking unit.



The attacker determines the number of attack dice used by the attacking unit.



The blue rank Stark unit in the upper right of the diagram is a War Host of the North unit. By looking at the Unit Reference card, the attacking player sees that this blue rank unit rolls three attack dice.

When rolling the attack dice, the attacking player looks for shields that match the target's banner color as well as ✊ results, which count no matter what the target's banner color is.



In the example, the Stark player rolls the results above. The Valor and the Green Shield results cause one hit each, while the Blue Shield result misses since it doesn't match the target's banner.



After the dice have been rolled and the results determined, the target unit must take hits equal to the number of successes rolled by the attacker.

In the example, two successes were rolled. Therefore, the Lannister player takes two hits. For each hit taken, a figure from the target unit is removed.

D. Causing Retreats with Morale Results

If the target was not eliminated when taking hits, the attacker determines whether his attack causes the target unit to retreat. An attack causes the target unit to retreat one hex for each result rolled (see "Retreating" on page 21 for more details).

8. Rotate Attacker's Banner

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

Counterattacking

Counterattacking is the ability of a defending unit to strike back at an attacking unit. A target unit that is able to counterattack (primarily as a result of the Stalwart keyword, see page 23) can counterattack after being attacked by any melee attacker as long as the target unit is not eliminated and **remains in the same hex**. A unit that is forced to retreat from its original hex **cannot** make a counterattack, and the original attack must be completely resolved before any counterattack can take place. The following rules apply to counterattacks:

- The counterattack does not disengage the unit.
- The counterattacking unit does not suffer a Parting Blow (see page 22) if it counterattacks an attacking unit while engaged to another unit.
- A counterattacking unit cannot be counterattacked in return.
- The counterattacking unit cannot advance or pursue after a counterattack.
- A counterattack is resolved just like a normal attack using the amount of attack dice shown on the Unit Reference Sheet for that unit type.
- Modifiers that take place "when attacking" cannot be used to modify the dice during a counterattack.

For example, Alex is the Stark player and James is the Lannister player. Alex's War Host of the North unit is already engaged. James moves and attacks with his Casterly Rock Cavaliers in order to flank Alex's unit. James is not able to eliminate or force the War Host of the North unit to retreat.

Because the War Host of the North is stalwart, it can counterattack. Alex rolls the normal amount of attack dice. Even though his target is not the unit he is engaged with, the War Host of the North cannot disengage and cannot be hit by Parting Blow.

If the Casterly Rock Cavaliers are forced to retreat, the War Host of the North cannot advance since it is counterattacking.

Engaging the Enemy

A unit is engaged with an enemy unit when an engagement token is on the border between the two hexes the units occupy. This token is used to mark where melee attacks (except melee flank attacks) have occurred on the battlefield (see "Place Engagement Token" on page 19). This section covers how engagements occur, how they are broken, and what effect engagements have on units.

Engaged Units

A unit is engaged if an engagement token is present between its hex and an adjacent one. An engaged unit is subject to restrictions when moving or attacking. It is important to note that 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 considered to be **flanking** the target.

The flank attack allows the owner of the attacking unit, after rolling his battle dice, to choose a battle die symbol, if he wishes. He then rerolls all dice showing that symbol, ignoring the previous results on those dice and accepting the new results. The owner of the flanking unit 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 (see page 22). To do this, the owner of the unit orders the unit, announces his intention to move the unit out of the hex, and returns the engagement token to the supply. The unit that is being disengaged

Engaging and Flanking



When attacking a target unit, the attacking player first checks to see if the target unit has an engagement token in its hex.

In the example to the left, the target unit does not have an engagement token in its hex.

If there is no engagement token, the attacking player places an engagement token with his House's symbol on the hex edge between the attacking unit and the target.

In the example to the right, the Stark player places one of his engagement tokens before resolving the attack.





If there is already an engagement token in the target's hex, an attack becomes a flank attack.

In the example to the left, the attacking player does not place an engagement token because the Lannister unit already has an engagement token in its hex.

from has the option to make a Parting Blow attack on the moving unit (see below). If the disengaging unit is not eliminated by the Parting Blow, it continues with its movement. 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 that unit (see "Disengaging" below).

If the engaged unit decides to attack the unit it is engaged with, the player replaces the engagement token with one that has his House's symbol. If it already has his symbol, nothing further happens.

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 the Parting Blow resolves, it continues with its attack.

Disengaging

When choosing to break an engagement between units, the owner of the disengaging unit removes the engagement token, and then the unit suffers a Parting Blow as described below. If the engagement is broken in some other way (for example, by a card effect or by a retreat), the disengaging unit does not suffer a penalty.

It is important to note that an engaged unit normally can only disengage when moving or when attacking a unit that it is not engaged with.

Removing Engagements

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

Parting Blow

A Parting Blow represents a unit's ability to make a quick attack while an enemy attempts to disengage. This attack is performed before the disengaging unit can move or attack. The unit performing the Parting Blow rolls its normal number of 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

Certain combat results, tactics, and unit abilities can force a unit to retreat a certain number of hexes. Retreats caused by card effects occur according to the card text. Combat retreats occur only after all hits have been taken. For each result, the target of the attack must retreat one hex. The following rules govern retreating:

Retreating

Units that are forced to retreat must move one hex of their owner's choice toward their House's board edge for each result rolled aginst them in combat.



The Lannister unit is forced to retreat after the Stark unit rolls a result during an attack. The unit must retreat into one of the two green hexes toward the Lannister board edge.



A retreating unit cannot move through other units (friendly or enemy) when retreating.

The retreating unit to the left cannot retreat into the red hex, so the unit is forced to retreat into the green hex.

A retreating unit cannot move through impassable terrain when retreating.

The retreating unit to the right cannot retreat since one hex is blocked by a unit and the other is blocked by a river. Because of this, the unit must take one hit for each hex it cannot retreat (one in this case).



- A unit must always retreat into one of the two adjacent hexes towards its owner's board edge. A player's side is indicated in the battle plan.
- Other terrain effects are ignored when retreating unless otherwise specified. Impassable terrain cannot be retreated into.
- A unit cannot retreat into a hex containing a friendly or enemy unit.
- A unit cannot retreat off the board.
- If a unit cannot retreat, the number of remaining hexes it would have retreated are turned into hits which are immediately applied.
- If a unit can partially retreat, it retreats as much as possible and then takes hits as described above 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 (printed on the shield) on a commander's card shows how many hits must be done **in a single attack** in order to capture the commander. The commander's figure is then placed in the capturing player's play area.

For example, Jaime Lannister (Kingslayer) has a Capture Rating of 3. This means that after his other three figures have been eliminated, the opposing player must still deal three hits in one attack to capture Jaime.

Certain cards allow units to take hits to perform special abilities. It is important to note that 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 Track

The morale track governs an army's willingness to fight. The morale track is formed at the beginning of the game by connecting each House's morale segment with the correct side faceup (specified in the battle plan) to the morale hub. 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 one space or more towards the player is a **decrease** in morale. In other words, a shift towards a player is a decrease in his House's morale; a shift away from a player is an increase in his House's morale.

Note that since morale is tracked by a single marker, an increase in morale for one player is simultaneously a decrease in morale for his opponent.

During the game, a number of factors can affect morale and move it along the morale track. If the morale marker lands on a "Rout" space, that army immediately flees from the battlefield. This results in an immediate loss for the routed army.

If the morale 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 increases by one
- Eliminating a blue rank enemy unit - Morale increases by two
- Eliminating a red rank enemy unit - Morale increases by three
- Spend a Morale order token to increase morale - Morale increases by one
- Spend a Morale order token to rally a unit - Morale decreases by one
- Card effect - Variable

During the Regroup Phase, if the morale marker is present in a colored area on one House's side of the morale track, the player controlling that House may be able to recover some of the morale loss. See the example of morale recovery on page 14.

Traits and Keywords

This section describes the traits and keywords found on Commander cards and Unit Reference cards.

Traits

Units and commanders have one or more traits. Traits are qualities associated with a particular unit or commander such as a unit's class (infantry, ranged, and cavalry). Traits are always in bold italic on the Unit Reference cards and Commander cards. Certain cards and abilities can be triggered or modified by units, commanders, or terrain with particular traits. Traits do nothing on their own but are used to determine the targets of some effects and abilities.



Keywords

Many abilities are too detailed to fit on the Unit Reference cards. A unit or commander with one of these abilities has an associated keyword or phrase tied to the ability to indicate that the unit or commander possesses that ability. The keyword acts as a kind of shorthand for the ability. The keywords introduced in the core game are explained below.



Advance

An attacking unit with this keyword has the option to move if the target of its attack is eliminated or is forced to retreat. If one of those two events occurs, the owner of the attacking unit can choose to have his attacking unit move into the hex formerly occupied by the target unit. A unit can only advance once per turn.

Cover X / Toughness X

Cover/Toughness are keywords that allow units to ignore X hits before any figures are removed from the target unit. Toughness is provided by units while Cover is provided by terrain.

*For example, a unit in a hex with **Cover 1** does not take the first hit every time one or more hits are rolled against it. Should that unit also have **Toughness 1**, it would ignore a total of two hits before any damage is taken.*

Dogs of War

Certain units, like the Stark Kennelmaster, can use an animal attack. When ordered, a unit with this keyword **can** make a special ranged attack instead of moving (and attacking normally). It can be used from two to three hexes away from the target (and cannot be used against adjacent units). Before rolling battle dice for the attack, the owner of the attacking unit rolls one die and consults the following table to determine what rank of unit it attacks as.

- On a Green Shield result, it attacks as a green rank unit.
- On a Blue Shield result, it attacks as a blue rank unit.
- On a Red Shield result, it attacks as a red rank unit.
- On a Morale result, no attack is rolled but the target unit retreats one hex (this result cannot be ignored).
- On a Valor result, no attack is rolled but the target automatically takes a hit (this result cannot be ignored).

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

Heavy Armor

Some specially outfitted units are better at defending than their similarly ranked counterparts. A unit with this keyword defends as if it were a unit of one rank higher. For example, a green rank unit would defend as a blue rank unit.

If a red rank unit has the heavy armor keyword, it ignores Valor results. Morale results have their normal effects on units with heavy armor.

Off-balance

Certain weapons are harder to wield when the unit is on the move. A unit with this keyword must reduce its number of attack dice by one if it moves before it attacks in the same turn.

Pursue X

Pursue is an attacking unit's ability to take ground and use momentum to retain an offensive position. An attacking unit has the option to pursue if the target of its attack is eliminated or is forced to retreat. If one of those two events occurs, the attacking unit can move up to X hexes (when moving, 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. A unit can only pursue once per turn. In order to execute the additional attack, the unit must have moved at least one hex. A pursuing unit **can** pursue without attacking.

Scorch the Earth

The employment of barbaric reavers to burn the countryside is commonplace for some of the noble Houses. When ordered, instead of attacking, a unit with this keyword can attempt to place a fire token in an unoccupied adjacent hex (as long as the terrain has a Burn Limit). To do so, the unit targets the hex and rolls attack dice normally. For each **Green Shield** result rolled, a **fire level** is added.

A hex's fire level is the total strength of a fire as represented by a single fire token. When adding a fire level, the player removes any existing fire token (if one is there) and places a new token whose number represents the sum of the fire levels.

For the effects of fire in a hex, see "Status Conditions" on the right.

For example, James (the Lannister player) orders Gregor Clegane's (The Reaver) unit with the Scorch the Earth keyword to set fire to an adjacent forest hex. As a blue rank unit, Gregor's unit rolls three dice when starting a fire.

The results of the roll are one Green Shield, one Blue Shield, and a Valor symbol. Gregor's Commander card has a unit ability that allows him to count Valor symbols as Green Shields when starting fires. Therefore, there are two successful rolls (the Green Shield and the Valor symbol).

James then takes a "2" level fire token and places it on the forest hex. If there had been a "1" level fire token already in the hex, James would exchange the "1" level token for a "3" level token. Since that would equal the forest terrain's Burn Limit, a devastation token would be placed in the hex (as described under "Status Conditions" to the right).

Stalwart

Stalwart units can ignore the first Morale result (flag) rolled against them if they choose.

Stalwart units can also counterattack if they choose (see page 21).

Unlike other keywords, any unit can gain the Stalwart keyword under the right conditions. If a defending unit is adjacent to two friendly units, the defending unit automatically gains the stalwart keyword until that unit is no longer adjacent to two friendly units.

In the following example, Unit B is stalwart because it is adjacent to two friendly units. Unit A is not stalwart because it is only adjacent to one friendly unit. Unit C is stalwart since Maege Mormont (Lady of Bear Island) has the stalwart keyword on her Commander card.



Status Conditions

Status conditions cover all manner of effects that can be applied to units and terrain. The effects of status conditions are applied during each round's Regroup Phase. In the BOW core game, "Fire" is the only status condition.

Fire

Fire tokens are used to mark hexes where fires break out. Fire tokens have different values on them that signify the strength of the blaze the token represents. Each hex with a fire token in it resolves a burn status condition during each Regroup Phase. To resolve a burn status condition, players must do the following:

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 appropriate terrain (see "Westeros" on page 25). 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

The following additional rules govern fire tokens:

- 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 four fires.

A level four fire **spreads** in the Status Step of the Regroup Phase. Draw a random direction token and consult the directional indicator (as printed in the battle plan). Increase the level of the fire of the adjacent hex in the chosen direction by one. If it is at four, no additional token is placed. If there is no fire there currently, a level one fire token is placed.

- Units cannot leave a hex with fire tokens. They are too busy fighting the fire (see below).
- 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. These terrain types, such as stone bridges, burn poorly or not at all.
- Any unit can attempt to remove all fire tokens in an adjacent hex instead of attacking a unit. That unit's owner rolls one die. To successfully remove fire tokens, the die result must be a Green Shield for a hex with one fire level, a Blue Shield for two fire levels, a Red Shield for three levels, or a Valor symbol for four levels.

Westeros

The lands of Westeros are varied and their impact on a battle can be significant. This section goes over the different kinds of basic terrain that armies can expect to encounter.

Battlefield Terrain

Although the whole of Westeros has a far more varied topography, the battles in the BOW core game use 8 basic terrain hex types.

A detailed description of each terrain type follows, including terrain movement effects, whether the terrain blocks LOS, etc. This list covers both the terrain printed on the board and the overlay terrain pieces that are placed on top of the board at the beginning of the battle.

Each terrain description includes the following statistics:

Blocking Terrain: Whether or not the terrain blocks line of sight is detailed here (if Yes, then this hex blocks line of sight).

Movement: Any effect on moving into a hex of this terrain type is detailed here.

Combat: Any effect on a combat involving a unit in this type of terrain feature is detailed here.

Burn: X. The Burn Limit indicates the maximum number of fire levels that can be placed in a hex. The effect the fire status condition has on the hex is detailed here.

Special Rules: Any unique rules that govern hexes with this terrain feature are detailed here.

Terrain Hexes

Terrain hexes are punchboard hexes used to represent different types of terrain and the effects they can have on units in a battle.

Plains



Blocking Terrain: No

Movement: No movement restrictions

Combat: No combat restrictions

Burn: 4. No burn effect

Special Rules: None

Hills



Blocking Terrain: Yes

Movement: No movement restrictions

Combat: Maximum of three combat dice rolled **against** a unit in a hills hex (before modifiers) unless attacker is in another hills hex

A Ranged unit in a hills hex does not have its LOS blocked by units

Burn: None

Special Rules: None

Forest



Blocking Terrain: Yes

Movement: Unit must stop when entering

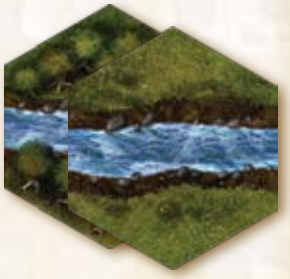
Combat: Maximum of two combat dice rolled against a unit in a forest hex (before modifiers)

Unit in a forest hex rolls a maximum of two combat dice (before modifiers)

Burn: 3. After three fire levels, the forest is destroyed. Place a devastation token on the forest

Special Rules: Forest hexes with devastation tokens are treated as plains hexes

River/Forest River



Blocking Terrain: No for river hex; yes for forest river hex

Movement: Impassable

Combat: No combat restrictions

Burn: None

Special Rules: None

Building



Blocking Terrain: Yes

Movement: Units must stop when entering

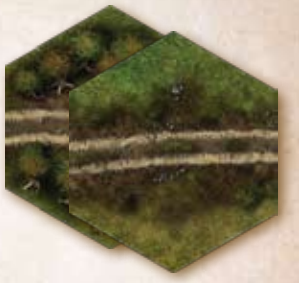
Combat: Units in buildings have **Cover 1** unless they are engaged in combat and the engagement token shows their House symbol

Ranged attackers in a building hex roll a maximum of two combat dice (before modifiers)

Burn: 4. After four fire levels, the building is destroyed. Place a devastation token on the building

Special Rules: Building hexes with devastation tokens are treated as plains hexes

Road/Forest Road



Blocking Terrain: No for road hex; yes for forest road hex

Movement: A unit that only uses road hexes for movement can move one additional hex (additional hex does not have to be road)

Combat: No combat restrictions

Burn: 4 for road hex; **3** for forest road hex (follow burn effects for normal forest hex)

Special Rules: Units can **advance** one extra hex (up to a total of two hexes) and units can **pursue** one extra hex (up to a total of three hexes) as long as all movement is on road hexes

Terrain Tokens

Terrain tokens are tokens used to show additional terrain features (usually man-made) that are present in various terrain hexes. Unless noted, a terrain token's effects supersede that of the terrain hex it is in.

Wooden Bridge



Blocking Terrain: No

Movement: Treat as a "road" hex

Combat: No combat restrictions

Burn: 3. After three fire levels, the wooden bridge is destroyed. Remove it from the board. All fire tokens are also removed from this hex

Special Rules: No advance or pursuit onto a wooden bridge hex

Stone Bridge



Blocking Terrain: No

Movement: Treat as a "road" hex

Combat: No combat restrictions

Burn: None

Special Rules: No advance or pursuit onto a stone bridge hex

Palisade



Blocking Terrain: Yes

Movement: Impassable

Combat: No combat restrictions

Burn: 4. After four fire levels, the palisade is destroyed. Remove it from the board

Special Rules: None

Tent



Blocking Terrain: No

Movement: No movement restrictions

Combat: No combat restrictions

Burn: 1. After 1 or more fire levels, the tent is destroyed. Remove it from the board

Special Rules: Varies with battle plan

Siege Tower



Blocking Terrain: Yes

Movement: Impassable

Combat: No combat restrictions

Burn: 1. After 1 or more fire levels, the siege tower is destroyed. Remove it from the board

Special Rules: Varies with battle plan

Ford



Blocking Terrain: No

Movement: Infantry must stop when entering

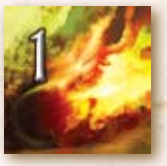
Cavalry entering a ford hex reduce movement by one hex for the rest of their current movement

Combat: Counterattacks from a unit in a ford hex are at a maximum of two dice (before modifiers)

Burn: None

Special Rules: None

Fire



Blocking Terrain: No

Movement: Units cannot enter

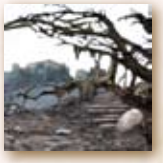
Units that have a fire token placed in their hex cannot move

Combat: Units in a fire hex cannot attack

Burn: None

Special Rules: See "Fire" on page 25

Devastation



Blocking Terrain: No

Movement: Treat this hex as a plains hex

Combat: Treat this hex as a plains hex

Burn: N/A. See special rules

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

Glossary of Terms

ACTIVE - A unit whose banner's round indicator matches the current round color (black or white) is considered "active." Only active units can be ordered.

ADVANTAGE - A player's ability to act first in a game round.

CAPTURE RATING- The number of hits that must be done to a lone commander in one attack to remove the commander from the board. Represented by the number in the shield on a Commander card.

CHECKING - The act of determining whether order tokens required by a tactic are in your Order Pool.

CLASS - A category (infantry, ranged, cavalry) a unit belongs to. A unit's class is in the trait section of the Unit Reference cards.

COMMAND LIMIT - The maximum number of command tokens that can be placed on a Commander card. Represented by the number in the command token symbol on a Commander card.

CONTROLLED - The state of a unit being in a friendly commander's zone-of-control.

COVER - Provided by terrain hexes and features, cover allows a unit to ignore a designated number of hits.

ENGAGED - A unit with an engagement token on one of its hex borders.

FIGURE - Any single sculpt.

FLANKING - A melee attack that targets an enemy unit that is engaged with another friendly unit.

INACTIVE - A unit whose banner's round indicator matches the *next* round's is considered "inactive." Inactive units cannot be ordered.

MOMENTUM - Breaks a tie for advantage.

PLAY AREA - The space between a player's board edge and the edge of the table.

RALLY - The act of making an inactive unit active once again. To do so, the owning player rotates the unit's banner so that its round indicator matches the current round color.

RANK - A unit's color as shown by its banner (green, blue, or red).

TOUGHNESS - A unit's innate ability to ignore a designated number of hits from a single attack.

UNIT - A fighting group occupying a single hex that is made up of a certain number of figures.

ZONE-OF-CONTROL (ZOC) - The area within two hexes of a given commander.

Skirmish (Optional Rule)

Besides the battles found in the Battle Plans, players can utilize the following rules to play a randomly generated battle called a **skirmish**. Instead of a battle plan, a skirmish uses cards to generate a House's commanders, unit types, and number of units, as well as terrain to be placed.

Skirmish Setup

A skirmish is set up in a similar manner to a normal battle except that a Skirmish Summary card is used to determine how a particular skirmish is played. In the core game, there are two Skirmish Summary cards, which allow players to play the "Raid in the Riverlands" and "Westerlands Bounty" skirmishes.

There are two sides to a Skirmish Summary card. When setting up, players should refer to the side labeled "Placement" instead of referring to a battle plan.

The following steps are performed in order when setting up a skirmish.

1. Choose a Skirmish and Houses

Players must first choose a skirmish to play. Skirmishes are found on Skirmish Summary cards. Players can use one of the two Skirmish Summary cards included in the core set. Other skirmishes can be found in future expansion sets for BOW. After choosing a skirmish, players decide which House each player controls for the skirmish.

Players can choose any House whose House icon is pictured on the Skirmish Summary card, although players cannot choose the same House.

2. Create the Battlefield

The Skirmish Summary card has a **Board Indicator**. This shows how the board should be oriented between the players (landscape or portrait) and which side of the board should be used. Place the map board as shown by the Board Indicator to form the battlefield. The edge in front of the player is his House's board edge.

3. Take Commanders

Each player takes the deck of Skirmish Setup cards with his House's symbol on the back. Some of the Skirmish cards have a commander's portrait at the top of the card along with a **Value Rating**. Each player separates these cards from the rest of his deck.

Following the Skirmish Summary card, players now select commanders by choosing Skirmish Setup cards with their pictures as directed by the Skirmish Summary card. **These Skirmish Setup cards are returned to the box after use**.



Skirmish Summary Card Breakdown





1) Skirmish Name
2) Momentum/Commander Setup
3) Placement Rules
4) House Icons
5) Unit Rating
6) Terrain Rating
7) Board Indicator
8) Victory Conditions
9) Round Limit
10) Command Rating
11) Order Rating
12) Leadership Rating
13) Lannister Morale Icon
14) Stark Morale Icon

For example, the "Raid in the Riverlands" Skirmish Summary card states that each player chooses up to two commanders with a maximum total Value Rating of four or less. The cards specify which version of the selected commanders to use. This selection should be done secretly and simultaneously by both players with both players revealing their chosen commanders at the same time.

Each player places the Commander cards for his selected commanders in his play area along with the figures for those commanders' unit. Build the commander's unit according to normal setup rules (see "Forming Units" on page 10 for more details).

4. Build Leadership Decks

Follow normal setup directions.

5. Place Round Track and Round Markers

Follow normal setup directions.

6. Place Morale Track and Morale Marker

Follow normal setup directions.

7. Create Token Stockpiles and Place Command Tokens

Follow normal setup directions.

8. Assign the Momentum Token

The Skirmish Summary card specifies which side possesses the momentum token for the duration of the game. That player places the momentum token in his play area.

For example, the "Raid in the Riverlands" card states that momentum is determined randomly.

9. Assemble Units

Each player shuffles his remaining Skirmish Setup cards together and draws cards equal to the Skirmish Summary cards's **Unit Rating**. Players now refer to the unit section in the middle of the drawn cards. Each card shows the number and type of units that each player now builds and places into his play area. **These Skirmish cards are returned to the box after use**.



In the example above, the unit sections of the two cards drawn produce a total of 29 figures. This total does not include the figures for the chosen commanders' units.

10. Assemble Terrain Overlays

Each player shuffles his remaining Skirmish cards and draws cards equal to the Skirmish Summary's **Terrain Rating**. Players then refer to the terrain section at the bottom of the drawn cards. Each card shows the number and type of hex overlays that each player now places into his play area. **These Skirmish cards are returned to the box after use**.



In the example above, the terrain sections of the two cards drawn produce a total of eight terrain overlays. It does not matter if the building art matches the pictured hex exactly.

11. Place Terrain Overlays

Starting with the player with momentum, each player in turn places all of his terrain overlays according to the Skirmish Summary card's "terrain placement" section. The "Raid in the Riverlands" card states that all terrain overlays must be placed on any hexes within 8 hexes of the owning player's side of the board.

12. Place Commander Units

Starting with the player with momentum, each player in turn places all of his commanders according to the Skirmish Summary card's "commander placement" section. The "Raid in the Riverlands" card states each commander must be placed on a hex within 3 hexes of the owning player's side of the board and no commander's ZOC can overlap with another commander's ZOC during setup.

13. Place Non-commander Units

Starting with the player with momentum, each player in turn places all of his remaining units according to the Skirmish Summary card's "unit placement" section. The "Raid in the Riverlands" card states that all remaining units must be placed on any hexes within 4 hexes of the owning player's side of the board.

Players are now ready to begin the skirmish!

Skirmish Details

Details such as the Order Rating, the Command Rating, the Leadership Rating, and victory conditions are defined by the Skirmish Summary card used. After setting up, turn the Skirmish Summary card to the side labeled "Skirmish Details." Leave this side faceup between both players so both players can refer to it during the game.

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Quick Reference

Round Summary

1. Rally Phase

A. Determine Advantage

B. Refresh Commanders

C. Rally Units

2. Marshaling Phase

A. Receive Order Tokens

B. Draw Leadership Cards

3. Command Phase (alternating player turns)

- **Use Order Token**
- **Play Leadership Card**
- **Pass**

4. Regroup Phase

A. Resolve Status Conditions

B. Score Victory Points

C. Check Victory Conditions

D. Discard Excess Resources

E. Recover Morale

F. Advance Round Marker

Playing A Leadership Card

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.

Combat Sequence

1. Declare Attacker

2. Declare Target

3. Verify Line of Sight (LOS) and Range

4. Place Engagement Token (if necessary)

5. Determine Attack Dice

6. Roll Attack Dice

7. Resolve Attack

8. Rotate Attacker's Banner

Order Token Functions

 – The active player can order a green rank unit.

 – The active player can order a blue rank unit.

 – The active player can order a red rank unit.

 – The active player can order a unit of any rank.

 – The active player can increase his House's morale by one or he can decrease his House's morale by one to rally one of his units. In either case, no unit is ordered.

A player can also discard two tokens of the same type at once to order any unit (instead of playing a single order token).

Steps of Battle Setup

1. Choose a Battle and a House to Play

2. Create the Battlefield

3. Take Commanders

4. Build Leadership Decks

5. Place Round Track and Round Marker

6. Place Morale Track and Morale Marker

7. Create Token Stockpiles and Place Command Tokens

8. Form and Place Units

9. Assign the Momentum Token

Keyword Summary

Advance (Pg. 23) – Attacking unit can move into an enemy's hex after the enemy is eliminated or retreats

Cover X/Toughness X (pg. 23) – Unit can ignore X amount of hits

Dogs of War (pg. 24) – Unit has a special ranged attack that it can use if it doesn't move

Heavy Armor (pg. 24) – Unit defends as one rank higher. Red units ignore Valor results rolled against them

Off-balance (pg. 24) – If this unit moves and attacks in the same turn, it rolls one less attack die

Pursue X (pg. 24) – Attacking unit can move X spaces and attack again after eliminating a target unit or forcing a target unit to retreat

Scorch the Earth (pg. 24) – Unit can start fires instead of attacking

Stalwart (pg. 24) – Unit can ignore one morale result and counterattack after being attacked if it is not eliminated or forced to retreat