BATTLES OF WESTEROS

A BATTLELORE GAME

HOUSE BARATHEON

RULES OF PLAY

HOUSE BARATHEON

Inside this Battles of Westeros (BOW) expansion are the troops and commanders needed for players to form a Baratheon army. In addition, players will find an additional map board and scenarios which will allow them to experience battles and skirmishes on a whole new epic scale, as well as rules for playing with more than two players.

USING THIS EXPANSION

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

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- 1 Six-panel Map Board
- 110 Plastic Figures, consisting of:
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    - » 16 Rainwood Rangers (gold)
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    - » 8 Unique Commanders (dark grey)
- 110 Green Figure Bases, consisting of:
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HOUSE BARATHEON

The House Baratheon Army Expansion contains forces from the mighty House Baratheon. House Baratheon is a primary House like House Stark and House Lannister found in the BOW core set. House Baratheon comes complete with its own command board, engagement tokens, control markers, Leadership cards, and segment of the morale track. Baratheon units (and most of their components) are colored gold to help distinguish them as their own unique primary House.

Unless specified otherwise, Baratheon units and commanders function like their Stark and Lannister counterparts found in the BOW core set.

When setting up for a battle that includes House Baratheon, be sure to assign the Baratheon player the Baratheon command board and insert the Baratheon morale segment into the morale track. Also be sure to include the 10 Baratheon basic Leadership cards when building the Baratheon Leadership deck.

Your figures should fit into the included bases as shown below. It is recommended that players use a plastic glue when assembling their figures. This is to prevent figures coming apart during gameplay.

New Commanders

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

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

Three of the Baratheon commanders (Brienne, Melisandre, and Davos) have an **uncommit ability** that allows the player to flip a committed Commander card back to its uncommitted side. This ability, if present, is shown on a commander's committed side.

Robert Baratheon

King of the Seven Kingdoms and eldest of the three Baratheon brothers, Robert Baratheon is a powerful warrior with a talent to bend people to his will. Though both of these attributes aided him in his role as King of Westeros, Robert is no longer a young king and must still prove he is worthy of the crown.

Unit Ability: Robert can rally any one unit within his ZOC if his own unit eliminates an enemy unit. He may choose to rally his own unit in this way.

Commit Ability: With the might of his warhammer, Robert is a formidable foe on the battlefield. If Robert ever rolls three identical symbols of any type when he is attacking (not counterattacking), his controller may flip his Commander card and discard all dice rolled to eliminate the entire target unit of his attack. This ability cannot be used while flanking.

Renly Baratheon

Blessed by his eldest brother, Robert, with the rich lands at Storm's End, Renly's power and influence are greater than that of even his older brother, Stannis. Highly charismatic and able to win support of additional Houses, Renly is a king in the making although not next in line for the Iron Throne.

Unit Ability: Vital (see page 7 for more on the **Vital** keyword). Prior to rolling combat dice, Renly's controller may choose to increase his House's morale by one for each hit scored in that attack, instead of damaging the enemy.

Commit Ability: Flip Renly's Commander card if an attack would eliminate Renly. His unit remains completely unharmed and his House's morale increases by two.

Stannis Baratheon

The elder of Robert Baratheon's two younger brothers, Stannis is Lord of Dragonstone, a source of resentment, as he feels the richer lands of Storm's End are his birthright. Disciplined and stern, Stannis is not able to garner the support of other Houses like his younger brother Renly.

Unit Ability: When rallying units under the control of Stannis's unit, the morale cost and command token cost are not paid.

If an order token is used to rally a unit, there is no decrease in morale (the morale order token is still discarded). Additionally, if a Leadership card played on Stannis is used to rally a unit, a command token is not placed on his Commander card (the Leadership card is still discarded).

Commit Ability: When Stannis is ordered, his controller may choose to lower his House's morale by any amount. Each friendly unit ordered this turn gains +1 attack die for every three spaces morale was lowered (+1 for three spaces lowered, +2 for six spaces lowered, +3 for nine spaces lowered, etc).

Melisandre

The right hand of Stannis Baratheon, Melisandre of the Asshai is a devout follower of R'hllor who sees Stannis as the reborn Azor Ahai from R'hllor prophecy. Many are swayed to follow her uncompromising beliefs, which have increased the numbers (and the zeal) of Stannis's followers. She is rumored to use dark powers to dispense with those who would stand against her chosen.

Unit Ability: Relay (Stannis). If Stannis is in play, he may use Melisandre's ZOC as if it were his own. This allows the player to play command tokens on Stannis's Commander card but order units under Melisandre's control.

Also, instead of attacking, Melisandre may place a R'hllor token on any number of adjacent units, including both enemy and friendly units (but not commanders). These tokens stay with the units on which they are placed until they are removed by a Rite of R'hllor or that unit is eliminated. Units can carry more than one R'hllor token. See page 9 for more details on R'hllor tokens and the Rites of R'hllor.

Commit Ability: Flip this card before or after ordering Melisandre. Her controller may choose any number of units with R'hllor tokens and perform either a Conversion rite (for enemy units) or a Cleansed by Flame rite (for friendly units) on each of those units. Discard one R'hllor token from every unit on which a rite was performed, whether the rite was successful or not. See page 9 for more details on rites.

Uncommit Ability: Flip this card back to its uncommitted side if Melisandre ends her turn under the control of Stannis Baratheon. (Because Stannis can use Melisandre's ZOC as his own, this essentially means she can always flip the card back as long as he is still on the board.)

Brienne Tarth

Mockingly called "the Beauty," Brienne is the coarsely featured heiress of Evenfall Hall. But it is her prowess in battle that distinguished her from other knights and secured her a position in Renly's Rainbow Guard (as "the Blue").

Unit Ability: Brienne's Command Limit is raised by one if all the units under her control are *Rainbow Guard* or *Knights*. If there is at least one friendly unit under her control without either of those traits, her Command Limit remains at zero.

Commit Ability: Flip this card before ordering Brienne. All ordered *Rainbow Guard* and *Knight* units gain +1 attack die this turn.

Uncommit Ability: Flip this card back to its uncommitted side if Brienne ends her turn under the control of Renly Baratheon.

Andrew Estermont

A trusted and valued knight of House Estermont loyal to Stannis Baratheon, Andrew Estermont holds the distinction of being a former squire of Lord Stannis. Andrew is the only son of Lomas Estermont and wears a distinctively long, spade-shaped beard.

Unit Ability: When Andrew's unit is adjacent to at least one other friendly unit with the *Knight* trait, Andrew's unit and all adjacent friendly *Knight* units receive **Toughness 1**.

Commit Ability: Flip this card after Andrew's unit is declared as an attacker. For this attack, his unit receives one extra attack die for each adjacent friendly unit that has the *Knight* trait.

Davos Seaworth

Captain of the *Black Betha*, Davos was a well-known smuggler who proved to be a Baratheon loyalist after rescuing Stannis's besieged forces at Storm's End by smuggling onions and other rations to feed the starving garrison. He received both lands and a knightly title for his heroism, but the fingers of his left hand were cut off as punishment for past crimes.

Unit Ability: When a friendly *Outlaw* unit (including Davos's unit) eliminates at least one enemy figure, place an order token equal to the rank of the eliminated figure's unit on Davos's Commander card. This effect is not cumulative if more than one figure is eliminated on this turn. Only the first figure eliminated will count.

Commit Ability: Flip this card before or after Davos is ordered. Take all order tokens from his Commander card and place them in your Order Pool. They are now available to be spent as regular order tokens.

Uncommit Ability: Flip this card if Davos ends his turn adjacent to any other Baratheon commander.

Bryce Caron

Known as "Bryce the Orange," Bryce Caron is a member of Renly Baratheon's Rainbow Guard. As Lord of Nightsong and leader of House Caron, Bryce is also charged with guarding the Prince's Pass in the Dornish Marches.

Unit Ability: Once per turn, Bryce may force an ordered enemy unit within four hexes to move toward him in the most direct possible path, using its maximum amount of movement.

This ability is used during the opponent's turn, after he has declared which units he is ordering but before any movement takes place. The opponent always has the option of not moving the unit at all, though it is still ordered and activated. If, after the movement, the opposing unit still has the ability to attack, it may go forward with this attack against any eligible unit.

This ability may only be used if Bryce's unit is active and unengaged.

Commit Ability: Flip this card when an enemy commander moves into a hex adjacent to Bryce. Place all command tokens that are currently on that commander's card on your own command board. You are free to use them as if they were your own for the remainder of the round. Return them after the next Rally Phase.

New Units

All units found in the House Baratheon Army Expansion belong to House Baratheon. Each unit comes with a Unit Reference card detailing the unit's abilities. These cards function like the Unit Reference cards in the BOW core set. Make sure each unit and leader is fielded with the banner matching the symbol found on its Commander or Unit Reference card.

Storm's End Sentinels

The guard at Storm's End keeps constant vigil at Baratheon's house seat. Although they are known for being a defensive unit, the sentinels are also trained in open field combat, allowing them to be effective attackers as well. Their ability to **Pursue** enemy units allows them to quickly occupy strategic battlefield points.

Stormland Smugglers

The Stormlands are notorious for the amount of smuggling that occurs throughout the land. These smugglers are sometimes employed when **Stealth** is preferred to outright strength. A quick **Advance** after doing away with foes allows the smugglers to move swiftly and silently.

Army of the Light

Dedicated followers of R'hllor, the Army of the Light is devout in their service to the God of Flame and Shadow. While their followers are few in Westeros, some have congregated under the banners of Stannis Baratheon and Melisandre. Because of their devout nature, the faithful are considered **Zealots**. As such, it is nearly impossible to make them give up ground they have taken except by killing them.

Rainwood Rangers

Sent by Storm's End to regulate the rampant thievery in the Kingswood, these rangers from the Rainwood are adept **Tree Archers** who can rain down arrow barrages from above enemy positions.

Garrison at Greenstone

Knights mustered from Greenstone are known for their chivalry and, in battle, for their superior **Heavy Armor**, fashioned to mirror House Estermont's sigil, a giant sea turtle.

Knights of Nightsong

Swift-moving like the nightingales on House Caron's banners, these knights are proud warriors from the Dornish Marches. Experienced in running down invaders from Dorne, these units are skilled at **Pursuing** opponents.

New Keywords

Honorable – Units with this keyword seek to test themselves in battle and refrain from taking advantage of an opponent's weakened state. Honorable units have the following rules:

- Honorable units may never flank enemy units.

- If an Honorable unit wishes to attack an enemy already engaged with another unit, the current engagement token is replaced with a Baratheon engagement token and is placed between the Honorable unit and the unit it is attacking (no Parting Blow is rolled for this disengagement).

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

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

Relay (X) – A commander with Relay is able to pass on another commander's orders to nearby units. If the commander (X) is in play, that commander may utilize the zone of control of the commander who possesses the Relay keyword as if it were his own.

For example, Melisandre has the keyword **Relay (Stannis)**. *As long as both are on the board, Stannis can utilize Melisandre's ZOC as if it were his own.*

Stealth – Units with this keyword are adept at taking advantage of distractions, as well as moving and attacking before a target unit can react. Stealth units have following rules:

- Enemy units (including *Ranged* units) cannot attack a Stealth unit unless it is the **only** eligible unit that can be attacked during the Declare Target step of the Combat Sequence. If the only eligible targets are Stealth units, the attacker may choose to attack one of the Stealth units.

- Stealth units that are flanking cannot be counterattacked.

Tree Archer – Units with the Tree Archer keyword can move quickly through forests and can use surrounding trees to their advantage.

Tree Archers have the following rules:

- Tree Archer units increase their Attack Range by one whenever they are in a forest hex.

- When moving, Tree Archer units ignore all forest hex movement restrictions (ex: they are not required to stop their movement when entering a forest hex).

- When attacking, Tree Archer units ignore all forest hex combat restrictions (ex: they are not restricted to only two dice when attacking into or out of forests).

Vital – A unit with this keyword denotes the presence of a commander or character who is of utmost importance to his army. This unit is always a target on the field since eliminating it can swing morale heavily in the enemy's favor.

If a unit or commander with the Vital keyword is captured or eliminated, place its banner next to the morale track. During the Regroup Phase, after morale has been recovered, each player increases his morale by the number of enemy banners next to the morale track.

Zealot - Zealot units fight battles to the death in the name of their specific religion or cause. Their belief in this cause is so fervent that they will never retreat from their attacker, dooming the entire unit but often taking the enemy down with them.

Zealot units have the following rules:

- Zealot units never retreat and instead take hits for each hex they would normally be forced to retreat.

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

For example, a **Stalwart** *zealot unit with a single figure is attacked. Two morale results are rolled against the zealot. He can ignore the first morale due to* **Stalwart**. *However, instead of retreating from the second morale, the zealot holds its ground and takes a hit as a result. This will eliminate the unit, but before being eliminated, the zealot gets to resolve the counterattack it gains from being* **Stalwart**.

New Terrain

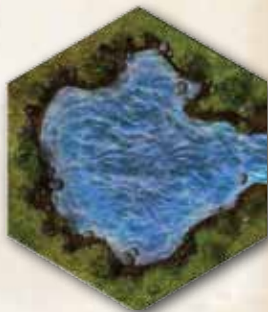The House Baratheon Army Expansion includes the following new terrain types for Battles of Westeros.

Lake

Blocking Terrain: No

Movement: Impassable

Combat: No combat restrictions

Burn: None

Special Rules: Cards that affect river hexes affect lake hexes as well.

Ships

Ships in Battles of Westeros are represented as terrain tokens. Much like a ford, palisade, or fire tokens, they are placed on a hex and supersede that hexes normal terrain features.

Each ship has two states, one on each side of the token. An "intact" ship has not yet been harmed and can be used to it's full function. A "damaged" ship has sustained enough damage to render it nearly unusable. See below for more detail on each.

Each intact ship belongs to a specific primary House. Only that primary House can utilize that ship. When a ship is flipped to its damaged side, however, the ship does not belong to any one House and may be utilize by any player's units.

Intact Ship

Blocking Terrain: Yes

Movement: Any friendly unit may enter a ship matching the House on their player's command board, but must stop when entering. Enemy units may not enter. When exiting, units must exit onto an adjacent empty passable terrain hex. They cannot move from the intact ship hex to any other ship hex. Only one unit may occupy each ship.

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

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

Special Rules: During the Resolve Status Conditions step of the Regroup Phase, each player (starting with player with momentum) may move each of his intact ships, as well as any units on those ships, to any other water hex to which you can trace a continuous path of water hexes. Ships can move though (under) bridges, but may not stop in a bridge hex. Ships cannot move through (over) fords.

Damaged Ship

Blocking Terrain: No

Movement: Any unit may enter.

When a unit attempts to leave a damaged ship hex, the unit's controller rolls one die. If he rolls a green, his unit must remain in that hex and forfeits all of its remaining movement that turn. The unit may still attack. (A unit that is forced to stop in this way is still considered to have "moved" for purposes of certain abilities like **Off-balance**.) If he rolls any other result, he may continue with the rest of his movement remembering to roll again if wishing to leave another damaged ship hex.

Combat: A unit on a damaged ship hex may still attack. No **Advance** or **Pursue** is allowed onto or off of a damaged ship hex.

If a retreat would cause a unit to enter a damaged ship, the unit's controller must first roll one die. If he rolls a green, the damaged ship is considered impassable and he must then take hits for each hex of retreat the unit cannot take. If he rolls any other result, he must retreat onto the damaged ship.

Burn: 2. After two fire levels, a damaged ship is completely destroyed. Remove it from the board. Any units on the ship are also destroyed.

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

Quays

Blocking Terrain: No

Movement: Units attempting to move from a damaged ship hex to a quay hex are not required to roll a die to see if they can make the move.

Combat: No combat restrictions.

Burn: None

Special Rules: None

Docks

Blocking Terrain: No

Movement: Units attempting to move from a damaged ship hex to a dock hex are not required to roll a die to see if they can make the move.

Combat: No combat restrictions.

Burn: 2. After 2 or more fire levels, the dock is destroyed. Remove it from the board. All fire tokens are also removed from this hex.

Special Rules: None

Trebuchets

Blocking Terrain: Yes

Movement: Trebuchet hexes have two sides, one for each type of terrain they are resting on. For the purposes of movement, trebuchet hexes are treated like the terrain type located in the background of their piece, either plains or roads.

Combat: No combat restrictions

Burn: 3. After three levels of fire, the trebuchet is destroyed. Remove it from the board, along with the fire token in its hex.

Special Rules: If a unit begins its turn on a trebuchet hex, that unit may choose to destroy that trebuchet by removing the trebuchet hex from the board.

Gate Token

Blocking Terrain: Yes

Movement: Impassable

Combat: No combat restrictions

Burn: 4. After four levels of fire, the gate is destroyed. Remove it from the board, along with the fire token in its hex.

Postern Gate

Blocking Terrain: Yes

Movement: Units may pass through a postern gate hex. This hex does not cost any movement to move into and may not be stopped on.

**Combat:** No combat restrictions.

Burn: None

Wildfire

Blocking Terrain: No

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

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

Burn: None

Special Rules: See "Wildfire" under New Status Conditions.
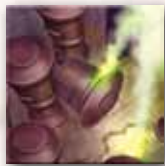
Unstable Wildfire

Burning Wildfire

New Status Conditions

Wildfire

Wildfire tokens represent the most volatile substance known to Westeros. It is a treacherous and explosive mixture, green in color, and said to be nearly unquenchable. Once it has reached its deadly potential, it is often said to resemble a writhing emerald serpent, dancing every which way like a whip.

Each wildfire token has two states, unstable and burning, one on each side of the token. The UNSTABLE side represents the head of the "serpent", a small but unpredictable finger of wildfire that has a chance to spread in a random direction at the end of the round. The BURNING side represents wildfire that is fully consuming all burnable material in the area and does not have a chance to spread further.

The following rules govern the use of wildfire:

- All unstable wildfires will spread during the Resolve Status Conditions step of the Regroup Phase (at the same time as regular fire and in a similar manner).

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

- When spreading, the new wildfire token is placed facedown (showing its unstable side).

- Immediately after an unstable wildfire spreads to a new hex and a new unstable wildfire token is placed, flip the original unstable wildfire token to its burning side. It is now a full-fledged inferno, but will not spread any further.

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

- Units cannot attempt to put out either version of the wildfire.

- Wildfire always supersedes regular fire. If both a fire and a wildfire token exist in the same hex, remove the fire token.

- If an unstable wildfire spreads onto a wildfire token that is on its burning side, no new token is added. In other words, the burning wildfire will not become unstable again.

- When referencing Burn Limit, burning wildfire always counts as a level 4 fire.

New Tokens

The House Baratheon Army Expansion includes a variety of new tokens. Each token is tied directly to a specific ability, performed by either a keyword or card.

Goods Tokens

Goods tokens represent items and resources smuggled in by allied forces. Each goods token (acquired through effects on Davos's Leadership cards) can be discarded at the beginning of a Marshaling Phase to draw an additional Leadership card or roll an additional die when rolling for order tokens.

R'hllor Tokens

R'hllor tokens indicate a potential target of a Rite of R'hllor (see "Rites of R'hllor"). They may be placed on both friendly and enemy units. When placed on a unit, these tokens move with that unit and last until a rite is performed or that unit is eliminated. Multiple R'hllor tokens may be accumulated and stacked on a single unit, but only one token is removed when a rite is performed on the unit. **Commander units cannot possess R'hllor tokens.**

Shadow Child Tokens

These tokens are placed on Melisandre's Commander card to act as a timer for the Shadow Child rite. When the last Shadow Child token is removed from Melisandre's Commander card, the rite takes place as described in the "Rites of R'hllor" section.

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

Rites of R'hllor

R'hllor, God of Light, grants strange and mysterious powers to his most dedicated servants. Melisandre, uncompromising in her beliefs, is able to preform various rites that can be used to turn the tide of battle. The following section goes into more detail about performing these rites.

Cleansed by Flame

Friendly units with a R'hllor token are eligible to have this rite performed on them. When performed, remove one R'hllor token from the chosen unit and roll a number of dice equal to the unit's original strength (the number of figures the unit starts with). For each colored shield result that matches the rank of the unit, add one eliminated figure back to the unit. A unit cannot have more figures than its original strength.

Conversion

Enemy units with a R'hllor token are eligible to have this rite performed on them. (Each unit, no matter how many R'hllor tokens it possesses, can only have this rite performed on them once per turn.) When performed, remove one R'hllor token from the chosen unit and roll a number of dice based on the enemy unit's rank as follows:

- Green rank unit = 4 dice
- Blue rank unit = 3 dice
- Red rank unit = 2 dice
- If the enemy is a *Cavalry* unit, one less die is rolled

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

The converted unit remains in the same ordered state that it was in just prior to the Conversion rite. In other words, if a unit that was already ordered this round was converted, it stays inactive until it is rallied.

When converted, a unit is not considered "eliminated." The converted unit's original controller does not suffer morale loss as a result of losing the unit, nor does the new controller gain VP. However, the converted unit is now considered a member of the new controller's forces and as such its new controller will lose morale and his opponent will gain VP (if applicable) if it is later eliminated.

Note that it may be necessary to review the opponent's Unit Reference card from time to time to determine how this newly controlled unit will function.

Shadow Child

When allowed by a card effect, Melisandre can perform this rite on any enemy commander on the board, as long as that commander's commander disc is not already in use for another game element (such as certain scenarios). The commander does not need to (and, in fact, cannot) possess a R'hllor token. Place the target's commander disc on Melisandre's Commander card and stack a number of Shadow Child tokens on top of that disc equal to the number of hexes away from Melisandre that commander currently is.

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

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

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

Skirmishes

With the introduction of House Baratheon, there are a few minor updates regarding how skirmishes are played. Please refer to the rulebook found in the BOW Core Set for specifics on skirmish play.

The Crown Symbol

As with other previously released cards, players must each choose to play one of the two Houses listed in the upper right of the Skirmish card. However, the presence of a crown symbol in place of a House symbol indicates that a player can choose to play any available primary House. If there are two crown symbols present, both players may choose from any available primary House. Players still cannot choose the same primary House. Note: There are two visually different crown symbols, one each for the two different players, but both are identical in meaning.

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

Skirmish Substitution Rule

When drawing cards for a skirmish, a card may dictate that a player receives more troops of a particular type than are available. In this case, the player may instead use any available unit of the same class and rank from his primary House. Note that an ally unit may not be replaced with another ally unit, but rather must be replaced by a unit of the same class and rank from the player's primary House.

In the event that there are no more available units of that class (or available banners) from his primary House, no substitutions are made.

In the same way, a card may dictate that a player receives more terrain of a particular type than are available. In this situation, the player with momentum draws all his terrain hexes first during the Assemble Terrain Overlays step of Skirmish Setup. If any specific type of terrain hex runs out, neither player may collect any more of that terrain type. No substitutions are made.

BARATHEON GAMBIT CARDS (OPTIONAL)

Gambit cards are optional cards that can be used instead of the momentum token from the BOW core set. Both players must agree to use this optional rule at the start of the game. Either both players use Gambit cards or neither of them do.

This expansion only provides Gambit cards for the Baratheon player. **Additional Gambit cards (found in other BOW expansions) are required to use this option.**

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

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

If there is ever a tie for advantage, the player with the faceup Gambit card wins the tie.

During the game, the player with the faceup Gambit card may use the ability on the card. If he does so, he immediately turns his Gambit card facedown (as stated on the card's text). His opponent then turns his own Gambit card faceup. Momentum has changed hands, and the other player now has momentum and all the benefits associated with it (he now wins ties for advantage and may use his gambit ability).

The four Baratheon Gambit cards found in this box function the same way as their counterparts, but may only be chosen by a player fielding at least one *Baratheon* unit or commander.

A player with more than one House's Gambit cards to choose from still only selects one Gambit card.

ALLIANCE BATTLE

An Alliance battle allows Battles of Westeros to be played by up to eight players. While players can enjoy these rules in any battle or skirmish, the alliance icon marks battles and skirmishes that have been designed specifically to utilize the rules. (All battles marked with this icon can always be played with two players as well.)

ALLIANCE ICON

When playing an Alliance game, make the following modifications to the core set rules:

- **Player Distribution:** Players first form two teams (one team for each primary House in the battle) by distributing themselves as evenly as possible.

  The most experienced *Battles of Westeros* player on each team is designated his team's "Lord" and takes the command board for his team's primary House. (If the players are having trouble determining the player with the "most experience", the oldest player on each team is the Lord.) All other players on that team are considered "Bannermen" and should each take one alliance command board with his Lord's House icon printed on the back. (It does matter which Bannermen are played, as they have no individual unique effects.) Whenever a conflict or disagreement would occur among the players on one team, the Lord of that team always determines the final outcome.

  Once each team has chosen its Lord and Bannermen, each team's Lord chooses and distributes all commanders on his team among the players on his team as evenly as possible. Each player is assigned at least one commander that is his for the remainder of the game.

STARK LORD	STARK BANNERMEN		
	TULLY	MORMONT	UMBER
LANNISTER LORD	LANNISTER BANNERMEN		
	CLANSMEN	MARBRAND	CLEGANE
BARATHEON LORD	BARATHEON BANNERMEN		
	R'HLLOR	ESTERMONT	CARON

- **Determining Advantage:** When determining advantage, the command tokens on **all** of a team's command boards are added together.

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

  For example, in a battle with two players on each team and a Command Rating of 5, each player would receive three command tokens.

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

- **Leadership Rating:** Each player on each team has his own hand of Leadership cards, but all cards are drawn from a Leadership deck shared by all players on that team.

  When drawing Leadership cards during the Marshalling Phase, each team's Lord draws a number of Leadership cards equal to the battle's Leadership Rating. After looking them over, he then distributes the cards as he chooses to his Bannermen and himself so that each player on his team has at least one card. If, after cards have been distributed, one or more players on a team has fewer cards than any other player on that team, those players each draw one card from the top of the Leadership card deck.

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

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

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

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

  Any effects that refer to the words "your" or "friendly" are considered to reference any player on your team. In the same way, any effects that refer to the words "your enemy" or "opponent" are considered to reference any of the players on the other team.

- **Substitute Commands:** When playing a Leadership card, the player of that card may always choose to consider it to have the printed text "Order 1 unit." in place of all other printed text. When utilizing this substitution, all other commands and tactics are ignored.

Battle Plan Numbers

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

This product contains battles numbered 27 to 34. (Battle #34 is broken further into three stages: A, B, and C.)

Expansion Products and Battle Plans

There are a variety of products available for Battles of Westeros. Reinforcement sets (Wardens of the North, Wardens of the West) provide more units and commanders for already existing primary Houses. Army expansions (House Baratheon) add units and commanders for new primary Houses. Expansion sets (Lords of the River, Brotherhood Without Banners, etc) allow you to supplement any primary House with a specific ally House.

In order to better support the content released in each expansion up to this point, there are battles found in this book that require players to have a copy of previously released expansions. To the right of each battle's name, you will find the words "Required Sets" followed by a series of icons. Each icon corresponds to a specific expansion in the BOW product line. If any of the below icons are present in a battle plan, at least one copy of that product must be present in order to play that battle.

- Battles of Westeros Core Set
- Wardens of the West
- Wardens of the North
- Lords of the River
- Tribes of the Vale
- Brotherhood Without Banners
- House Baratheon Army Expansion

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