

BATTLES OF WESTEROS™

A BATTLELORE™ GAME



TRIBES OF THE VALE™

RULES AND BATTLE PLANS

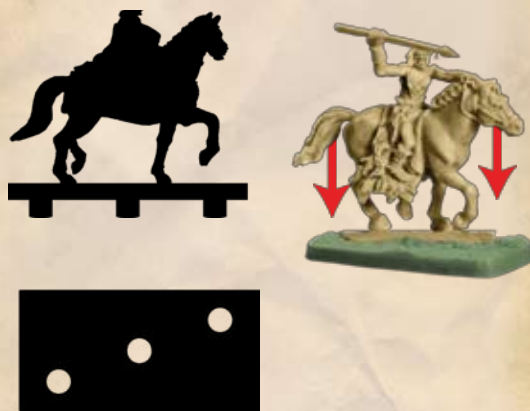
TRIBES OF THE VALE

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

CONTENTS

- This Rules and Battle Plans Book
- 36 Plastic Figures, consisting of:
 - » 9 Black Ears Riders (tan)
 - » 12 Stone Crows (tan)
 - » 12 Burned Men (tan)
 - » 3 Unique Clansmen Commanders (dark grey)
- 36 Green Figure Bases, consisting of:
 - » 26 Square Bases
 - » 10 Rectangular Bases
- 12 Plastic Banner Poles
- 2 Stickered Flag Sheets
- 30 Cards, consisting of:
 - » 3 Commander Cards
 - » 15 Commander-specific Leadership Cards
 - » 3 Unit Reference Cards
 - » 1 Skirmish Summary Card
 - » 6 Skirmish Setup Cards
 - » 2 Gambit Cards
- 7 Map Overlay Pieces
- 3 Commander Discs
- 3 Axe Tokens
- 10 Trophy Tokens
- 4 Loot Tokens
- 12 Control Markers (dual House)

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.



USING THIS EXPANSION

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

It is important to note that while the various clansmen found in this expansion are not themetically considered a House, they are considered a single House for the purposes of this game.





ALLY ARMIES

The term **ally** is given to any commander or unit that has a House symbol on its reference card that is not represented by a player's Command Board. Inside this box are ally forces from the Clansmen of the Mountains of the Moon, or just Clansmen for short.

Ally armies allow players to augment their **primary House** with other Houses. A primary House is identified by the House symbol found on a player's Command Board. Allied units can be recognized by their tan color while commanders (dark grey) can be identified by the House symbol on their Commander cards.

Ally units utilize the banners showing their own House's symbol. If a player is using any allied forces, his opponent may not use units of the same ally.

Additionally, any given commander can only be fielded by one side in each battle or skirmish, regardless of the commander's House affiliation.

In other respects, ally units and commanders function like their primary House counterparts.

ALLY LEADERSHIP CARDS

When building the Leadership Deck, follow all rules from the core set. The end result is a Leadership Deck in which some cards have different backs. After shuffling, a player using ally forces must have his opponent cut his deck.

ALLY SKIRMISH CARDS

Like the commander-specific Leadership cards, ally Skirmish cards have backs matching the ally House they represent. After selecting a Skirmish Setup card, each player may select one set of ally Skirmish cards to play with in addition to their House's Skirmish cards. The player with momentum selects first.

When asked to select commanders, a player may select from all commanders belonging to his primary and/or ally House. Next, all Skirmish Setup cards (from both his primary and ally House) that weren't chosen as commanders must be shuffled together to form one deck. Cards are then drawn from the bottom of that deck when selecting units and terrain to prevent a player from stacking his deck.

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 a unit of the same class and rank from his primary House.



NEW COMMANDERS

In order to give players more tactical options, this expansion includes three new Clansmen commanders that can be used with any House.

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

It is important to note that an ally army's Leadership cards have different backs than a player's primary House. After shuffling Leadership cards, opponents must cut each other's decks.

Shagga, Son of Dolf

From the barbarian tribe known as the Stone Crows,



Shagga's form is likened to a boulder. Wielding two identical crescent axes made of black steel with his woodaxe strapped to his back, Shagga is of the opinion that three axes are better than one.

Unit Ability: Shagga is most comfortable at the front of any attack. As such, when Shagga's controller would normally pass, Shagga's unit may move one hex toward the opponent's board edge and place an engagement token on any unit he is adjacent to. He does not need to move to place the engagement token. This does not initiate an attack.

Commit Ability: Place three axe tokens on Shagga's Commander card during setup. Once per attack, Shagga can discard one axe token after his attack dice are rolled to add one hit, even if his original roll had none. When the last axe token is discarded, flip this card.

Chella, Daughter of Cheyk



A member of the Black Ears tribe, Chella and her fellow warriors take their enemies' ears as trophies after slaying them. Even though she is short in stature, Chella fights better than many of her male counterparts.

Unit Ability: When Chella's unit eliminates an enemy unit, place double the normal amount of trophy tokens on Chella's Commander card (see Collector description).

Commit Ability: Flip this card when Chella is ordered by a Leadership card and discard all trophy tokens from Chella's Commander card. Instead of resolving the Leadership card normally, take X actions where X is the number of trophy tokens discarded.

The actions are as follows:

- Move a Black Ears unit.
- Attack with a Black Ears unit.
- Rally a Black Ears unit.

These actions can be performed with any Black Ears unit, whether in control of Chella or not.



Timett, Son of Timett



Timett, son of Timett is a "Red Hand," or warchief, of the tribe known as the Burned Men. As a rite of passage, the Burned Men mutilate their own flesh. Choosing an eye, Timett instantly won the respect of his tribe. Because of this, even Timett's allies avoid close association with him. After all, if he is willing to cut out his own eye, what would he do to someone he dislikes?

Unit Ability: Timett's personal guard is especially adept at taking attacks of opportunity even as their own unit rushes to engage the enemy. As such, whenever Timett is attacking, the first die showing a valor result may be discarded (before rerolls). If one die was discarded in this manner, double the total number of hits dealt to an opponent in combat by the remaining dice.

Commit Ability: Flip this card before attacking a target unit. After attack dice are rolled, Timett can change any one die to any side.

NEW UNITS

Tribes of the Vale special units can be used to surprise foes with new strengths and abilities.

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



Stone Crows



Barbaric warriors that raid travelers in the mountain passages, Stone Crows challenge even the most guarded enemies with an all-out frontal assault. As such, these warriors often **Intimidate** their foes allowing the Stone Crows to strike the first, and often lethal, blow.

Burned Men



Feared by many (including other clansmen), the Burned Men are **Looters** of the dead who are usually left to their own devices on and off the battlefield. Known to mutilate their own flesh, the Burned Men are a terrifying enemy to face in combat.

Black Ears



Black Ears warriors measure their experience by taking the ears of their enemies. For **Collectors**, these trophies show the number of kills a Black Ear clansmen has claimed. In particular, ear trophies are often worn in some fashion as accessories (such as a necklace).

NEW KEYWORDS

Collector – Collector units take trophy tokens whenever they eliminate a unit. The trophy tokens collected by a particular unit are described after the Collector keyword. In this expansion, Black Ears units collect ear trophy tokens as noted by their **Collector (ear)** keyword.



Collector units receive a number of trophy tokens equal to how far morale has shifted after eliminating a unit. The trophy tokens are placed on the Commander card with the same House trait as the unit. If there is more than one eligible commander, the controlling player may choose which Commander card to put the trophy tokens on.

Trophy tokens are used on specific cards to trigger numerous abilities. In this expansion, Chella in particular utilizes trophy tokens to receive bonus orders for her units.

Intimidate – When attacking a target of equal or lower rank, the target loses **Stalwart**.

Looter – Looter units adjacent to an eliminated enemy unit of higher rank receive a loot token in their hex (maximum of one). If the Looter unit is moved from the hex during the same round, the loot token is discarded.



A unit with a loot token in its hex during the Resolve Status Conditions step of the Regroup Phase discards the token. The unit may then upgrade to the next higher rank (once per round) by replacing the old banner with a new banner reflecting the new rank.

Mountain-bred - Mountain-bred units can always find safe passage across a crag hex. When a unit with the Mountain-bred keyword is positioned next to a crag hex, he may move directly through that crag hex to any hex on the other side (besides other crags).

Note that the crag hex that was moved through does not stop the unit's movement as normal, nor does it count as a space when determining how far the unit can move. The unit may not, however, stop its movement directly on the crag hex it is passing through. They may only stop on a crag hex by accessing it from an adjacent hill or crag, just like any other unit without the Mountain-bred keyword.

NEW TERRAIN

Tribes of the Vale includes the following new types of terrain: crags and lakes (first introduced in **Lords of the River**).

CRAG

Blocking Terrain: Yes - Elevated

Movement: Impassable unless the units entering the hex are moving from an adjacent hill or crag hex. Units entering from an adjacent hill or crag hex must stop.



Combat: Units attacking from or into crag hexes cannot use melee attacks unless the target of their attack is in an adjacent hill or crag hex.

Ranged attackers positioned in a crag hex add one to their maximum range.

Targets in a crag hex cause their attacker's maximum range to be reduced by one. This has a two-fold effect, making them harder to hit with ranged attacks and essentially immune to melee attacks.

A Ranged unit in a crag hex does not have its LOS blocked by other units or blocking terrain (except Elevated).

Burn: None

Special Rules: None

LAKE

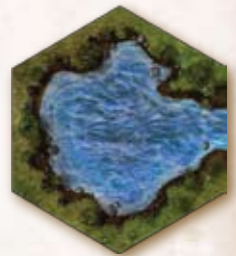
Blocking Terrain: No

Movement: Impassable

Combat: No combat restrictions

Burn: None

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





CLANSMEN 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 Clansmen and each ally may only be used by one player in each battle. **Thus, 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 turning the momentum over to his opponent.

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

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

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

The two Clansmen Gambit cards found in this box function the same way as their counterparts except one can only be chosen if a player is fielding at least one Clansmen unit or Clansmen commander.

A player with multiple Gambit cards from different Houses still only selects one Gambit card.

BATTLE PLAN NUMBERS

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

This expansion contains battle plans numbered 20 to 22.



CREDITS

Game Design and Development: Robert A. Kouba

Inspired by the classic game created by Richard Borg

Producer: Jason Walden

Editing: Mark Pollard and Mike Montesa

Graphic Design: Dallas Mehlhoff

Cover Art: Tomasz Jedruzek

Map Art: Henning Ludvigsen

New Card Art: Nacho Molina

Additional interior art by the artists of *A Game of Thrones: The Card Game*

Figure Design: Anna Christenson

Figure Photography: Jason Beaudoin and Keith Hurley

Additional Flavor Text: Andrew Meredith

Playtesters: “Lurkers in the Valley” Playtest Group (Ed Browne, Ramona McCance, and Loren Overby), Kathy Bishop, Rich Edwards, Eric Olson, Adam Sadler, Brady Sadler, James Voelker, Zach Yetzer, Touyee Yang, and Jamie Zephyr.

Art Direction: Zoë Robinson and Kyle Hough

Art Administration: Kyle Hough

Cover Art Direction: Zoë Robinson

Production Managers: Gabe Laulunen and Eric Knight

FFG Lead Game Designer: Corey Konieczka

FFG Lead Game Producer: Michael Hurley

Publisher: Christian T. Petersen

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