BATTLES OF WESTEROS
A BATTLELORE GAME

RULES ENHANCEMENTS

BATTLES OF WESTEROS ENHANCED RULES

This document contains five optional rules and answers to frequently asked questions (starting on page 3). The optional rules maybe used on an individual basis at the discretion of both players to enhance Battles of Westeros gameplay.

DIRECTIONAL RETREATS

For each Morale result rolled against it, a player's unit must retreat one hex as follows

If the hex in the opposite direction of the attack (called the primary retreat direction) is empty, the defending unit must take the full retreat in that direction. If that hex is occupied or impassable, the defending unit must retreat in the alternate retreat direction. The first hex in this direction is the hex adjacent to the primary retreat direction nearest the retreating unit's owner's board edge.

When a unit is retreating, all of its retreats must be taken in the same direction. If at any point the defending unit can no longer retreat, it must take hits as described in the Battles of Westeros Core Set rulebook.

For example, in the diagrams below, unit "A" represents the attacker while unit "T" represents the target unit. Additionally, unit "P" represents the primary retreat direction while unit "S" is the secondary retreat direction. It is important to note that if a retreating unit can retreat even one hex in the primary retreat direction, the secondary retreat direction is not even considered.

Refer to diagram to the left.

TARGET PLAYERS SIDE

Therefore five dice are rolled for the attack (three from the lead unit and two from the supporting unit).

Refer to the diagram to the left.

ANY CARD TO ORDER 1 UNIT

A player may discard any Leadership Card to order a single unit. A command token must still be placed on a commander and the ordered unit must be in that commander's ZOC.

REDUCED STRENGTH UNITS

Units that have lost at least half their strength (round up) are considered reduced strength units.

Reduced strength units roll one less die during combat rolls.

Reduced strength units can retreat a maximum of two hexes. If forced to retreat beyond two hexes, the reduced strength unit takes hits as normal.

WITHDRAWALS

After all ordered enemy units have moved, a player may choose to voluntarily withdraw any friendly units adjacent to an enemy unit ordered this turn. This happens before any new engagement tokens are placed on the game board. Withdrawing units must be active and adjacent to an enemy unit ordered this turn.

1. To withdraw, a unit is moved into one of the two hexes toward its owner's board edge and becomes inactive.

2. If the withdrawing unit was engaged with another unit, the enemy unit may perform a parting blow as normal.

3. The owner must then decrease his morale as follows: one if the withdrawing unit is of a rank lower than the enemy unit, by two if the ranks are equal, and by three if the moving unit is a high rank than the enemy unit.

Multiple units may withdraw during a turn.

COORDINATED ATTACKS

Multiple units may melee attack the same unit simultaneously. When this occurs, one unit is declared as the lead unit while all other are supporting units. Supporting units give up their normal attack to add their attack dice minus one to the lead unit's attack. All attack dice are rolled together. All units are activated normally.

Only the lead unit (and its commander if it is a commander unit) can use his keyword abilities.

If flanking units and non-flanking units are both used in a coordinated attack, no rerolls are rolled from the flanking unit (whether it is the lead or supporting unit). If ll units are flanking, rerolls occur normally.

For example, two Winterfell Riders units are going to flank a Lannisport Guard unit. The Lannister player decides to coordinate attacks and Unit "A" is declared as the lead unit while unit "B" is declared as the supporting unit. Both are blue rank units.

For example, a red rank War Host of the North unit moves adjacent to two frail, green rank Westerlands Archers units. Immediately after moving, the Lannister player decides to withdraw his active archer unit (unit "A") by withdrawing one hex toward his board edge and activating his unit. Since his unit is of a lower rank, he must decrease his morale by only one. If unit "B" was active, the Lannister player could also withdraw it. However, as an inactive unit, it does not have this possibility.

Refer to Diagram above.

BATTLES OF WESTEROS CORE SET FAQ & CLARIFICATIONS

The following is a catalog of clarifications and corrections for the Battles of Westeros core set.

Q. Do terrain restrictions apply when retreating?

A. Only impassable terrain is considered when retreating.

Q. Do terrain restrictions apply when pursuing?

A. Yes.

Q. Can ranged units capture commanders?

A. Yes.

Q. Does raising a kennelmaster's rank apply benefits to its Dogs of War attack?

A. No.

Q. Can a Leadership card be used to order less units than stated on the card?

A. Yes. When ordering X units, you may always order up to X units (minimum 1).

Q. Can Addam Marbrand's (as "Outrider Commander") move through terrain hexes with units in them?

A. No.

Q. When flanking with Gregor's (as "The Mountain") unit ability, when do you reroll dice for flanking?

A. Flank rerolls are done after adding the bonus dice from his unit ability.

Q. Are fire tokens replaced by devastation tokens?

A. No. A devastation token is added to the same hex the fire is in.

Q. When pursuing, can a unit use its second move to move back to its original hex and attack?

A. No. The intent of the rules is that you may not end up in the same hex the original attack was from and still receive the extra attack.

Q. What happens to a Commander card after the corresponding commander is captured?

A. It is returned to the box.

Q. Can Kevan Lannister use his unit ability if his unit does not have a legal target?

A. Yes. He only needs to have the capability to attack.

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BATTLES OF WESTEROS ERRATA

The errata section covers changes and updates made after the initial printing of the game. Most of these have been made to the online rules found on our support page.

In Battle #2 ("Paying the Piper"), Greatjon Umber should be blue rank.

Maege Mormont's commit ability should say "Flip this card prior to attacking with a unit Maege controls to have the controlled unit attack twice (instead of once) this turn" instead of round.

Robb Stark's "Young Wolf" Commander card commit ability should read :

Robb gain the Dogs of War keyword during his attack this turn (even after movement). If this attack eliminates the target unit, do not flip this card to the back side.

Rickard's title in the Skirmish Setup cards should be "Lord of Karhold."

On **PAGE. 4**, the plastic colors should be dark grey and light grey instead of grey and white.

On **PAGE 14**, the first section says: see "Status Conditions" on **PAGE 24** for more details.

It should read **PAGE 25**.

On **PAGE 18**, the last section says: When counting hexes, count all hexes that LOS is traced through except for the hex the attacking unit is in (see diagram on **PAGE 18**).

It should read **PAGE 19**.

PAGE 19, first section, right column: (see "Attacking an Engaged Target" on **PAGE 21** for more details).

"Flanking an Engaged Target" is meant here …

On **PAGE 20**: "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 left)."

Image was omitted so changed "left" to a **PAGE 11** reference.

On **PAGE 20**, final sentence on left column: Please see "Capturing Commanders" on **PAGE 21** for more details.

It should read **PAGE 22**.

The colors under the **PAGE 24** results table for Dogs of War should be blue and not yellow.

On **PAGE 27**, Fire ... Special Rules: See "Fire" on **PAGE 24**

It should read **PAGE 25.**

On **PAGE 29**, "13. Place Non-commander Units": Here "terrain overlays" are addressed. Changed to "remaining units."

On **PAGE 29**, the example at the top of the first column of **PAGE 29** is incorrect. The "Raid in the Riverlands" Skirmish Summary card is correct however.

Skirmish Substitution Rule

When assembling forces for a skirmish, a card may dictate that a player receives more troops of a particular type than are available. If this is the case, the player may use a unit of the same class and rank whose House matches his Command Board.