

Warmaster Westeros

v3

February 2021

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Rules

Games should be played using *Warmaster Ancients* (WMA) and *Warmaster Medieval* (WMM) rules, with the following exceptions and army lists.

Moving After Failed Command. Unit/brigade that fails its first command roll in the Command phase can still move at half pace but without changing formation or charging. In the case of a Blunder, follow the result on Blunder table. If the General rolls double 6, no unit moves and Command phase ends.

Characters

Noble Attributes. All unnamed Nobles must roll against this table at the start of the game.

1	2	3	4	5	6
Usurper Command radius reduced to 20cm	Reluctant No more than two orders per unit/brigade	Reliable No change	Headstrong Plus 1 attack but blunder = advance/charge	Charismatic Re-roll one failed command per game	Venerable Becomes Command 9

Commanders in Combat. Characters may leave a unit that is still in combat but, if they do, they lose one point from their command value for the rest of the game (or campaign, if applicable). This rule supersedes paragraph 4 of the WMA 'commanders in combat' rules (p69).

Alliances

Except for the Army of the Dead, armies may ally with one another. When this occurs, the general with the highest command value is designated as the force's overall general. If the command values are tied, the player chooses the overall general. Other generals are downgraded to Leaders for command radius, but retain their command value. All character points costs remain unchanged and the army's break point is calculated using all the units on the table. Orders can be given by characters to allied units, but they incur a minus 1 penalty. An additional minus 1 penalty is incurred when an allied character gives orders to Wildlings.

Scouting

Before the game starts, players must indicate on their army lists which units and/or characters they wish to commit to scouting. If using Batailles, all Scouts must be part of the Vanguard. Using the table below count the total number of scouting points (fractions rounded up).

Points	2	1	0.5
Unit type	Cmd 9 character	Skirmish cavalry Mounted infantry Cmd 8 character	Skirmish infantry Cmd 7 character

Each player then rolls 2D6 and adds this to their number of committed scouting points. The player with the higher total chooses the table side and places committed scouting units and/or characters within their deployment zone. If using Batailles, the whole Vanguard must be deployed. Next the player with the lower total deploys all their units and characters. The player who won the scouting then places the remainder of their units.

Crownlands & Stormlands

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Nobles	Cav	3	-	3	4+	-	3	135	2/4	1
	Inf	3	-	3	4+	-	3	85		
Retinue	Cav	3	-	3	5+	-	3	110	-/3	2
	Inf	3	-	3	5+	-	3	60		
Banners	Inf	3	-	3	6+	-	3	45	-/-	
Crossbows	Inf	2	30	3	-	-	3	40	-/2	3
Free Riders	Cav	2	15	3	6+	-	3	50	-/1	4, 6
Sellsword Pikes	Inf	3	-	3	6+	-	3	50	-/2	5, 6
Sellsword Crossbows	Inf	2	30	3	6+	-	3	50	-/2	3, 6, 7
Scorpions	Art	1	40	3	-	-	2	50	-/1	8
Faith Militant	Inf	4	-	3	-	-	3	50	-/1	9
Rhaegar Targaryen	Gen	+3	-	-	-	9	-	140	1*	10
Robert Baratheon	Gen	+3	-	-	-	8	-	110	1*	10
Stannis Baratheon	Gen	+2	-	-	-	9	-	130	1*	10
Renly Baratheon	Gen	+1	-	-	-	7	-	70	1*	10
Joffrey Baratheon	Gen	+1	-	-	-	7	-	60	1*	10
Noble	Ldr	+1	-	-	-	8	-	80	-/2	11
Brienne of Tarth	Sub	+4	-	-	-	7	-	100	1*	12
Sandor Clegane	Sub	+4	-	-	-	7	-	100	1*	12
Sellsword Captain	Sub	+1	-	-	-	8	-	50	-/1	13
Mellisandre	-	-	-	-	-	-	-	100	1*	14
Varys	-	-	-	-	-	-	-	75	1*	15

*1 Knights; *2 Shock; *3 Crossbows; *4 Skirmish; *5 Phalanx; *6 Unreliable; *7 Pavise; *8 Light Artillery; *9 Fanatics; *10 Named Generals (see descriptions); *11 Noble Attributes; *12 Named Subordinates (see description); *13 Sellsword Captain (see description); *14 Mellisandre (see description); *15 Varys (see description).

Named Generals. Only one can be chosen as the army's general.

Stannis Baratheon. Can upgrade all Retinue to Fanatics at no points cost. But the army cannot then include Faith Militant, all Nobles become Unreliable, and Noble Leaders deduct one from their roll on the Noble Attributes table. If the Noble then scores zero, they do not turn up to the battle and counts as a casualty when calculating end-of-game points.

Joffrey Baratheon. If a Leader or Subordinate blunders, they must be removed or Joffrey loses one from his command value.

Brienne of Tarth. Can only be chosen if the army's general is Renly Baratheon.

Sandor Clegane. Can only be chosen if the army's general is Joffrey Baratheon.

Mellisandre. Can only be chosen as an upgrade to Stannis Baratheon if all Retinue have been upgraded to Fanatics. She has the power of prophecy and each turn Stannis may re-roll a single D6 within one of his command rolls.

Varys. Upgrade to the General but cannot be chosen if the general is Stannis or Renly Baratheon. The army adds 6 to its Scouting roll.

Sellsword Captain. His orders to Free Riders/Sellsword units ignore their Unreliable status, but he cannot order other units.

Westerlands & The Reach

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Nobles	Cav	3	-	3	4+	-	3	135	2/4	1
	Inf	3	-	3	4+	-	3	85		
Retinue	Inf	3	-	3	5+	-	3	60	-/3	
Banners	Inf	3	-	3	6+	-	3	45	-/-	
Archers	Inf	2	30	3	-	-	3	40	-/-	
Free Riders	Cav	2	15	3	6+	-	3	50	-/1	2, 3
Sellsword Pikes	Inf	3	-	3	6+	-	3	50	-/2	3, 4
Sellsword Crossbows	Inf	2	30	3	6+	-	3	50	-/2	4, 5, 6
Scorpions	Art	1	40	3	-	-	2	50	-/1	7
Mountain Clansmen	Inf	4	-	3	5+	-	3	70	-/2	8, 9
	Cav	4	-	3	5+	-	3	120		
Tywin Lannister	Gen	+2	-	-	-	9	-	150	1*	10, 11
Kevan Lannister	Gen	+2	-	-	-	8	-	100	1*	11
Mace Tyrell	Gen	+2	-	-	-	8	-	100	1*	11
Randyll Tarly	Gen	+3	-	-	-	9	-	130	1*	11
Noble	Ldr	+1	-	-	-	8	-	80	-/2	12
Jaime Lannister	Ldr	+3	-	-	-	8	-	100	1*	13
Tyrion Lannister	Ldr	+1	-	-	-	8	-	80	1*	13
Loras Tyrell	Ldr	+3	-	-	-	7	-	80	1*	13
Gregor Clegane	Sub	+4	-	-	-	7	-	120	1*	14
Sellsword Captain	Sub	+1	-	-	-	8	-	50	-/1	15

*1 Knights; *2 Skirmish; *3 Unreliable; *4 Phalanx; *5 Crossbows; *6 Pavisse; *7 Light Artillery; *8 Mountain Clansmen (see description); *9 Warband; *10 Tywin Lannister (see description); *11 Named Generals (see description); *12 Noble Attributes; *13 Named Leaders (see description); *14 Gregor Clegane (see description); *15 Sellsword Captain (see description).

Mountain Clansmen. Can only be chosen if the army includes Tyrion Lannister and can only receive orders from him.

Tywin Lannister. When ordering brigades containing Nobles, Tywin adds 1 to his command value.

Named Generals. Only one can be chosen as the army's general.

Named Leaders. Can only be chosen if the army's general has the same family name. The only exception is that Jaime and Tyrion Lannister cannot both be chosen.

Gregor Clegane. Can only be chosen if the army's general is a Lannister and any unit he joins causes Terror.

Sellsword Captain. His orders to Free Riders/Sellsword units ignore their Unreliable status, but he cannot order other units.

Riverlands & The Vale

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Nobles	Cav	3	-	3	4+	-	3	135	-/2	1
	Inf	3	-	3	4+	-	3	85		
Knights of the Vale	Cav	4	-	3	4+	-	3	160	-/1	1, 2
Retinue	Cav	3	-	3	5+	-	3	110	-/2	3
	Inf	3	-	3	5+	-	3	60		
Banners	Inf	3	-	3	6+	-	3	50	2/-	4
Longbows	Inf	2	30	3	-	-	3	55	2/-	4, 5, 6
Outriders	Cav	2	15	3	6+	-	3	60	-/-	7
Scouts	Inf	1	15	3	-	-	3	30	-/2	7
Levy	Inf	2	-	2	-	-	3	10	-/4	8
Scorpions	Art	1	40	3	-	-	2	50	-/1	9
The Brotherhood	Inf	3	30	4	6+	-	3	70	-/1	5, 10
	Inf	3	30	3	6+	-	3	60		5, 7, 10, 11
John Arryn	Gen	+2	-	-	-	9	-	130	1*	12
Yohn Royce	Gen	+2	-	-	-	8	-	100	1*	12
Edmure Tully	Gen	+1	-	-	-	7	-	70	1*	12
Noble	Ldr	+1	-	-	-	8	-	80	-/2	13
Brynden Tully	Ldr	+2	-	-	-	9	-	125	1*	14
Captain	Sub	+1	-	-	-	7	-	40	-/2	
Beric Dondarrion	Sub	+2	-	-	-	8	-	80	1*	15
Petyr Baelish	-	-	-	-	-	-	-	50	1*	16

*1 Knights; *2 Knights of the Vale (see description); *3 Shock; *4 Combined Arms; *5 Longbows; *6 Stakes; *7 Skirmish; *8 Unreliable; *9 Light Artillery; *10 The Brotherhood (see description); *11 Mounted Infantry; *12 Named Generals (see description); *13 Noble Attributes; *14 Brynden Tully (see description); *15 Beric Dondarrion (see description); *16 Petyr Baelish (see description).

Knights of the Vale. Can only be chosen if the army's general is John Arryn or Yohn Royce and they will automatically obey the first order given to them each turn by him.

The Brotherhood. Can only be chosen if the army includes Beric Dondarrion and can only receive orders from him. They also incur no command penalty within woods or broken terrain.

Named Generals. Only one can be chosen as the army's general.

Brynden Tully. The 'Blackfish' can only be chosen if the army's general is Edmure Tully. Retinue units will automatically obey the first order given to them each turn by him.

Beric Dondarrion. Can only be chosen if the army's general is Edmure Tully. Beric's orders to Levy units ignore their Unreliable status.

Petyr Baelish. Can only be chosen as an upgrade if the army's general is Yohn Royce. At the start of the game roll 1D3 to determine how many enemy units become Unreliable. Only Nobles, Retinue, and Sellswords can be affected by Littlefinger's intrigues and the units are selected by Baelish's player.

The North

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Nobles	Cav	3	-	4	4+	-	3	150	-/2	1
	Inf	3	-	4	4+	-	3	100		
Retinue	Cav	3	-	3	5+	-	3	110	-/2	2
	Inf	3	-	3	5+	-	3	60		
Boltons	-	-	-	-	-	-	-	15	-/1	2, 3
Banners	Inf	3	-	3	6+	-	3	50	2/-	4
Longbows	Inf	2	30	3	-	-	3	55	2/-	4, 5, 6
Scorpions	Art	1	40	3	-	-	2	50	-/1	7
Outriders	Cav	2	15	3	6+	-	3	60	-/-	8
Crannogmen	Inf	3	30	3	-	-	3	50	-/1	5, 8
Levy	Inf	2	-	2	-	-	3	10	-/4	9
Eddard Stark	Gen	+2	-	-	-	9	-	130	1*	10, 11
Robb Stark & Grey Wind	Gen	+2	-	-	-	8	-	130	1*	10, 12
Roose Bolton	Gen	+2	-	-	-	9	-	130	1*	10
Noble	Ldr	+1	-	-	-	8	-	80	-/1	13
Ramsay Bolton	Ldr	+2	-	-	-	8	-	90	1*	14
Captain	Sub	+1	-	-	-	7	-	40	-/2	

*1 Knights; *2 Shock; *3 Boltons (see description); *4 Combined Arms; *5 Longbows; *6 Stakes; *7 Light Artillery; *8 Skirmish; *9 Unreliable; *10 Eddard Stark; *11 Named Generals (see description); *12 Robb Stark & Grey Wind (see description); *13 Noble Attributes; *14 Ramsay Bolton (see description).

Boltons. An upgrade to Retinue units, but can only be chosen if the army's general is Roose Bolton. They cause Terror in human enemies.

Eddard Stark. Retinue and Levy units will automatically obey the first order given to them each turn by 'Ned'.

Named Generals. Only one can be chosen as the army's general.

Robb Stark & Grey Wind. Any unit they join causes Terror.

Ramsay Bolton. Can only be taken if the army's general is Roose Bolton. Before the game begins, roll 1D6. On a 6, remove Roose and upgrade Ramsay to General with an increased command radius, but retaining his command value. The points spent on Roose are not recovered. Once per game, at any point during the enemy command phase, Ramsay can cause any character, including a general, to blunder. When rolling for the outcome, add 1 to the blunder table.

Dorne

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Dornish Nobles	Cav	4	-	3	5+	-	3	120	-/2	1
Guards	Inf	3	-	3	5+	-	3	60	-/2	2
Spearmen	Inf	3	-	3	6+	-	3	50	3/-	2
Archers	Inf	2	30	3	-	-	3	45	-/-	2
Scorpions	Art	1	40	3	-	-	2	50	-/1	3
Desert Riders	Cav	2	30	3	6+	-	3	80	3/-	4, 5
Doran Martell	Gen	+2	-	-	-	9	-	150	1*	6
Oberyn Martell	Ldr	+4	-	-	-	8	-	120	1*	7
Noble	Ldr	+1	-	-	-	8	-	80	-/2	8
Areo Hotah	Sub	+2	-	-	-	7	-	100	1*	9
Sand Snakes	Sub	+1	-	-	-	6	-	80	1*	10

*1 Shock; *2 Combined Arms; *3 Light Artillery; *4 Skirmish; *5 Warband; *6 Doran Martell (see description); *7 Oberyn Martell (see description); *8 Noble Attributes; *9 Areo Hotah (see description); *10 Sand Snakes (see description).

Doran Martell. Once per game, after a successful enemy command roll, Doran can 'spring an ambush'. The opposing player cannot make any further command rolls that turn.

Oberyn Martell. A unit joined by Oberyn is unaffected by Terror.

Areo Hotah. Guards will automatically obey the first order given to them each turn by him.

Sand Snakes. Before the game begins, the Sand Snakes attempt to assassinate a single enemy character. After choosing the target, a roll of 4+ is needed to remove a Subordinate, 5+ for a Leader, and General on 6+. If the General is removed, another character assumes command in the following order of precedence: Named Leader, Noble, Named Subordinate, Unnamed Subordinate. If the army had only the general as a character, they are replaced with an unnamed subordinate (Cmd 7). The Sand Snakes cannot themselves be a target for assassination.

Iron Islands

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Ironborn	Inf	3	-	4	5+	-	-	75	-/2	1, 2
Raiders	Inf	3	-	3	6+	-	-	50	4/-	1, 2
Archers	Inf	2	30	3	-	-	-	40	-/1	
Miners & Whalers	Inf	3	-	3	-	-	-	35	-/2	2
Scouts	Inf	1	15	3	-	-	3	30	-/1	3
Scorpions	Art	1	40	3	-	-	2	50	-/1	4
Horses	-	-	-	-	-	-	-	10	-/1	5
Balon Greyjoy	Gen	+1	-	-	-	8	-	110	1*	6, 7
Euron Greyjoy	Gen	+2	-	-	-	8	-	125	1*	6, 8
Yara Greyjoy	Ldr	+2	-	-	-	8	-	100	1*	9
Ship's Captain	Sub	+1	-	-	-	7	-	40	-/2	
Aeron Greyjoy	-	-	-	-	-	-	-	70	1*	10

*1 Shieldwall; *2 Warband; *3 Skirmish; *4 Light Artillery; *5 Horses (see description); *6 Named General (see description); *7 Balon Greyjoy (see description); *8 Euron Greyjoy (see description); *9 Yara Greyjoy (see description); *10 Aeron Greyjoy (see description).

Horses. Any unit of Raiders, Archers, or Scouts may be upgraded to Mounted Infantry.

Named Generals. Only one can be chosen as the army's general.

Balon Greyjoy. Units within 20cm of Balon roll one less drive dice from shooting and retreat one less centimetre in combats.

Euron Greyjoy. Once per game, after a successful enemy command roll, Euron can 'spring an ambush'. The opposing player cannot make any further command rolls that turn.

Yara Greyjoy. Can only be taken if the army's general is Balon Greyjoy. If desired, Yara and up to 4 units can be held off the table at the start of the game. From the start of the second turn onwards they can appear anywhere on a nominated table edge subject to a 2D6 roll. To appear on the player's table edge (6+), either side edge (8+), enemy's table edge (10+). Only one roll per turn. The units must be placed in base contact as a brigade and the Yara must be with one of them. They then act on initiative or can be given orders.

Aeron Greyjoy. If chosen as an upgrade to the general, at the start of the game Aeron invokes the Drowned God in a special ceremony. Roll a D6 for every 1,000 points in the army (ie. 2D6 for 2,000 points). Up to that number of Ironborn and/or Raiders become Fanatics.

Wildlings

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Freefolk	Inf	3	-	3	-	-	3	40	6/-	1, 2
Hunters	Inf	2	30	3	-	-	3	45	2/-	1, 2, 3
Wall Climbers	Inf	3	30	3	6+	-	3	60	-/1	1, 2
Riders	Cav	3	-	3	6+	-	3	70	-/1	1, 2
Giants & Mammoths	Ele	5	-	4	5+	-	3	200	-/1	4
Rock Lobbers	Art	1	3 x 60	3	-	-	1	75	-/1	5
Thenns	Inf	4	-	3	5+	-	3	75	-/1	1, 2
Mance Rayder	Gen	+1	-	-	-	8	-	100	1*	6
Lord of Bones	Ldr	+2	-	-	-	8	-	90	1*	
Chieftan	Sub	+2	-	-	-	7	-	40	-/4	
Tormund Giantsbane	Sub	+3	-	-	-	7	-	70	1*	7
Styr the Magnar	Sub	+2	-	-	-	7	-	70	1*	8
Ygritte	Sub	+1 2	30	-	-	6	-	50	1*	9
Orell the Warg	-	-	-	-	-	-	-	40	1*	10

*1 Warband; *2 Peoples of the Wild (see description); *3 Skirmish; *4 Giants & Mammoths (see description); *5 Heavy Artillery; *6 Mance Rayder (see description); *7 Tormund Giantsbane (see description); *8 Styr the Magnar (see description); *9 Ygritte (see description); *10 Orell the Warg (see description).

Peoples of the Wild. These units incur no command penalty within woods or broken terrain.

Giants & Mammoths. Unless ordered by Mance Rayder, they incur a minus 1 command penalty.

Mance Rayder. Once per turn he can give order to a brigade that contains any number of units rather than the normal 4. Additionally, once per game, after a successful enemy command roll, Mance can 'spring an ambush'. The opposing player cannot make any further command rolls that turn.

Tormund Giantsbane. A unit joined by Tormund is unaffected by Terror.

Styr the Magnar. A Thenn unit joined by Styr causes Terror in human enemies.

Ygritte. A Hunters or Wall Climbers unit joined by Ygritte gains two extra shooting attacks.

Orell the Warg. Can be taken as an upgrade to any character. The army adds 4 to its Scouting roll.

Army of the Dead

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Wights	Inf	3	-	3	6+	-	3	60	6/-	1, 2
Giants & Mammoths	Ele	5	-	3	5+	-	3	200	-/1	1, 2
Night King	Gen	+4	-	-	-	9	-	200	1*	3, 4
White Walkers	Sub	+2	-	-	-	8	-	75	-/3	4, 5
Children of the Forest	Inf	3	15	3	6+	-	3	-	1*	6, 7
Three-Eyed Raven	-	-	-	-	-	-	-	-	1*	8
Benjen Stark	Ldr	+3	-	-	-	8	-	-	1*	9

*1 Fanatics; *2 Undead (see description); *3 Night King (see description); *4 Raise Dead (see description); *5 White Walkers (see description); *6 Children of the Forest (see description); *7 Skirmish; *8 Three-Eyed Raven (see description); *9 Benjen Stark (see description)

Undead. Unless ordered by the Night King (see below), they cannot receive more than two movement orders per turn. When receiving orders, they are unaffected by dense terrain or enemies within 20cm. They also cannot be confused.

Night King. Any unit he joins causes Terror. Each turn he can give up to three movement orders to a single brigade (not Bataille) of Undead. If the Night King does not issue any orders in the command phase, then in the shooting phase he may, on a D6 roll of 2+, Raise Dead (see below) upon up to four units that are in base contact with one another. For the rest of the game, those units can only be ordered by the Night King. The Night King cannot be targeted for assassination at the start of the game.

Raise Dead. Affects unengaged Undead units that have lost one or two stands as casualties. It does not matter whether the character can see the unit or not. The unit regains all of its lost stands. The regained stands are placed in formation with the rest of the unit.

White Walkers. Any unit they join causes Terror. At the start of the battle every Undead unit must be assigned to a White Walker and, throughout the game, may only be ordered by that subordinate or the Night King (see above). If a White Walker is assassinated at the start of the game, their units can only be commanded by the Night King. If a White Walker is killed in combat or leaves the table permanently, all his assigned units are removed from the game. If a White Walker does not issue any orders in the command phase, then in the shooting phase he may, on a D6 roll of 3+, Raise Dead (see above) upon up to two of his assigned units that are in base contact with one another. Unlike other armies, the Army of the Dead will not withdraw from the battle when they have lost half their units. Instead they withdraw from the battle when they have lost half of their White Walkers (rounded up, not including the Night King). At the end of the Command Phase, White Walkers must join a unit within 60cm.

Children of the Forest. The opposing army may remove one of their units and replace it with the Children of the Forest. At the start of any of the opposing army's turns the Children can be placed anywhere within dense terrain, touching impassable terrain, or on any table edge. They can then act on initiative or be given orders in the normal way.

Three-Eyed Raven. The opposing army may remove one of their leaders (not subordinates) and then receive the foresight assistance of the Three-Eyed Raven. Each turn their general may re-roll a single D6 within one of his command rolls.

Benjen Stark. The opposing army may remove either a leader or a subordinate and replace them with Benjen. Any orders he gives to Night's Watch units (other than Levy) receive a plus 1 bonus.

Night's Watch

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
Rangers	Inf	3	30	4	6+	-	3	75	3/-	1
	Inf	3	30	3	6+	-	3	60		2
Builders & Stewards	Inf	3	-	3	6+	-	3	55	-/-	1, 4
Eastwatch	Inf	3	30	4	6+	-	3	80	-/2	5
Levy	Inf	2	-	2	-	-	3	10	-/4	6
Scorpions	Art	1	40	3	-	-	2	50	-/1	7
Stone Throwers	Art	1	3 x 60	3	-	-	1	75	-/1	8
Garrons	-	-	-	-	-	-	-	10	-/3	9
Lord Commander	Gen	+2	-	-	-	9	-	135	1*	10
Commander	Ldr	+1	-	-	-	8	-	80	-/1	11
Eastwatch Commander	Ldr	+2	-	-	-	8	-	100	1*	11, 12
Brother	Sub	+1	-	-	-	7	-	40	-/2	
Jon Snow & Ghost	-	+3	-	-	-	-	-	45	1*	13
First Ranger	-	-	-	-	-	-	-	40	1*	14

*1 Combined Arms; *2 Rangers (see description); *3 Skirmish; *4 Stakes; *5 Eastwatch (see description); *6 Unreliable; *7 Light Artillery; *8 Heavy Artillery; *9 Garrons (see description); *10 Lord Commander (see description); *11 Noble Attributes; *12 Eastwatch Commander (see description); *13 Jon Snow & Ghost (see description); *14 First Ranger (see description).

Rangers. They incur no command penalty within woods or broken terrain. When taken as Skirmishers, they add 1 Scouting point to the roll rather than the normal 0.5 per unit.

Eastwatch. Can only be taken if the army includes the Eastwatch commander.

Garrons. Any infantry unit except for Levy may be upgraded to Mounted Infantry.

Lord Commander. When fighting against Wildlings or the Army of the Dead, all units will obey the first order given to them by the Lord Commander.

Eastwatch Commander. If desired, the Eastwatch Commander and all Eastwatch units can be held off the table at the start of the game. From the start of the second turn onwards they can appear anywhere on a nominated table edge subject to a 2D6 roll. To appear on the player's table edge (6+), either side edge (8+), enemy's table edge (10+). Only one roll per turn. The units must be placed in base contact as a brigade and the Eastwatch Commander must be with one of them. They then act on initiative or can be given orders.

Jon Snow & Ghost. One Brother or the Lord Commander may be upgraded to Jon Snow accompanied by Ghost. Any unit they join causes Terror. Jon does not incur any penalties when ordering allied Wildlings.

First Ranger. Can be taken as an upgrade to the Lord Commander. The army adds 4 to its Scouting roll.

Essos

	Type	Attack	Range	Hits	Armour	Cmd	Size	Points	Min/Max	Special
City Guards	Inf	3	-	3	6+	-	3	45	-/-	
Archers	Inf	2	30	3	-	-	3	40	-/-	
Corsairs	Inf	3	-	3	5+	-	3	60	-/2	1, 2
Sellsword Cavalry	Cav	3	-	3	5+	-	3	100	-/2	1, 3
Sellsword Pikes	Inf	3	-	3	6+	-	3	50	-/4	1, 4
Sellsword Crossbows	Inf	2	30	3	6+	-	3	50	-/4	1, 5, 6
Sellsword Elephants	Ele	4	15	4	5+	-	3	180	-/1	1
Sellsword Scorpions	Art	1	40	3	-	-	2	50	-/1	1, 7
Unsuilied	Inf	4	-	4	5+	-	3	175	-/2	8, 9
Dothraki Blood Riders	Cav	4	30	3	5+	-	3	135	-/2	2, 3, 10
Dothraki Screammers	Cav	2	30	3	6+	-	3	75	-/-	1, 2, 11
City Guard Commander	Gen	+1	-	-	-	8	-	100	1*	12
Sellsword Commander	Gen	+2	-	-	-	8	-	110	1*	13
Dothraki Khal	Gen	+3	-	-	-	8	-	120	1*	14
Captain	Sub	+1	-	-	-	7	-	40	-/3	
Dothraki Ko	Sub	+2	-	-	-	7	-	50	-/3	15
Corsair Captain	Sub	+2	-	-	-	7	-	50	1*	16
Assassin	-	-	-	-	-	-	-	60	1*	17

*1 Unreliable; *2 Warband; *3 Shock; *4 Phalanx; *5 Crossbow; *6 Pavise; *7 Light Artillery; *8 Legion; *9 Unsuilied (see description); *10 Dothraki Blood Riders (see description); *11 Skirmish; *12 City Guard Commander (see description); *13 Sellsword Commander (see description); *14 Dothraki Khal (see description); *15 Dothraki Ko (see description); *16 Corsair Captain (see description); *16 Assassin (see description).

Unsuilied. Can only be taken when the General is a City Guard Commander, cannot brigade with other troop types, are unaffected by Terror, and always obey the first order given by the General.

Dothraki Blood Riders. Can only be taken when the General is a Dothraki Khal.

City Guard Commander. When ordering City Guards, Archers, and Levy, add 1 to his command value.

Sellsword Commander. When ordering Sellswords ignore Unreliable.

Dothraki Khal. When ordering Dothraki ignore Unreliable. His army cannot contain Sellsword units or City Guards.

Dothraki Ko. If the General is a Khal, when ordering Dothraki ignore Unreliable. Cannot order non-Dothraki units.

Corsair Captain. If desired, the Corsair Captain and all Corsairs can be held off the table at the start of the game. From the start of the second turn onwards they can appear anywhere on a nominated table edge subject to a 2D6 roll. To appear on the player's table edge (6+), either side edge (8+), enemy's table edge (10+). Only one roll per turn. The units must be placed in base contact as a brigade and the Captain must be with one of them. They then act on initiative or can be given orders.

Assassin. An upgrade that can only be taken when the General is either a City Guard or Sellsword Commander. Before the game begins, attempt to assassinate a single enemy character. After choosing the target, a roll of 4+ is needed to remove a Subordinate, 5+ for a Leader, and General on 6+. If the General is removed, another character assumes command in the following order of precedence: Named Leader, Noble, Named Subordinate, Unnamed Subordinate. If the army had only the general as a character, they are replaced with an unnamed subordinate (Cmd 7). The Assassin cannot themselves be a target for assassination.

Designer Notes

These lists are strongly influenced by the work of Chris Hudson, who produced 'Warmaster Army Lists for A Song of Ice and Fire' (2011). Many aspects have been taken in different directions, but he laid some vital foundations. The templates contained within *Warmaster Medieval Armies* (2008) were, unsurprisingly, another important touchstone, so thanks to Ken South, Rick Priestley and Grant Thomas for their work on that publication. Of course, the original books and the HBO interpretation of George RR Martin's battlefields have had a major impact upon these lists. But fan discussion and wiki sites also provided useful context and suggestions. Thanks also to Tom, Paul, and Janners for their critiques.

The main creative drivers were a desire to simplify and aggregate wherever possible, but also to create clear regional distinctions. Naturally, this has required some inductive choices based upon terrain, economics, local politics, and medieval military systems. Not every unit that appears in the books or on television has been included; either because their battlefield role was already subsumed within existing troop types, or the list already had an exotic option. The other key decision was to make characters much more central to the game than in other *Warmaster* variants. Again, not everyone has been included, but key characters' battlefield capabilities have been reflected or abstracted wherever possible and desirable. And, in order to make them more employable in combat, a core *Warmaster Ancients* rule has been superseded; albeit with a significant penalty for running away from a fight. Also, having proved their worth in recent years, the scouting and the half-pace move rules have been ported across from *Warmaster Revolution*.

The chronological period for these armies runs, roughly, from Robert's Rebellion through to the War of the Five Kings. It deliberately does not include the later period in which dragons make their return to the wars of Westeros. However, it was also decided to include the Army of the Dead. Rather than adding extra rules, their opponents are assumed to be using obsidian and fire weapons whenever possible. Partly with an eye to the forthcoming prequel television series, Dragons have been included for narrative play.

Generally, restrictions on character and unit choices have been created in order to offer multiple options within that timescale for each region. Unit profiles and points costs have been adapted primarily from *Warmaster Medieval*, but with surcharges for apex capabilities and special characteristics. The following framework was used for the most common Westerosi troop types:

Nobles. High-born lords and knights of the realm.

Retinue. Squires, Hedge Knights, Castle garrisons; sometimes augmented by individual Sellswords

Banners & Archers. Farmers, fishermen, and townsmen fulfilling their obligation to liege lords.

Longbows. Skilled bowmen from the more rugged terrain of the North, the Riverlands, and the Vale.

Crossbows. Retinue soldiers normally used in Castle garrisons.

Outriders. Lightly-armed cavalry used primarily for reconnaissance, foraging, and harassment.

Scouts. Trackers, woodsmen, or guides.

Levy. Smallfolk who have been hastily-gathered and armed, usually against their will.

Sellsword Pikes & Crossbows. Well-drilled mercenary companies who fight for the highest bidder.