BATTLES OF WESTEROS

A BATTLELORE GAME

FAQ AND ERRATA - VERSION 1.2.1

TARGET PLAYER'S SIDE

BATTLES OF WESTEROS ERRATA

Text in red indicates a change since the last update.

Although the specific rules found in this FAQ have not changed substantially from the previous versions, the document has been reorganized for clarity. In addition, DIRECTIONAL RETREATS have been incorporated into the core rules as shown by its inclusion in the errata section.

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.

DIRECTIONAL RETREATS

The following retreat rules are no longer optional, and are now considered to be part of the core rules.

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 its full retreat in that direction. If that hex is occupied or impassable, the defending unit must retreat in the secondary 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.

Refer to the diagram to the left.

In the example, unit "A" represents the attacker while unit "T" represents the target unit. Additionally, "P" represents the primary retreat direction, while "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 considered.

The rank of Greatjon Umber's unit should be blue when using the "Lord of Last Hearth" version of Greatjon.

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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.

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

Robb gains 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.

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

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

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

It should read page 25.

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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.

On page 16, the last paragraph under Ordering Units with a Leadership card says: "The effects of tactics and commands..."

It should read "The effects of commands..." only.

Tactics are meant to affect the entire board.

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

"Flanking an Engaged Target" is meant here .

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On page 20, under heading B referring to Causing Hits with Valor Symbols:

The image was omitted, so "left" should be page 11.

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

It should read page 22.

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On page 24, the colors under the results table for Dogs of War should be blue and not yellow.

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

It should read page 25.

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On page 29, under heading 13 referring to the placement of non-commander Units: Here "terrain overlays" should be changed to "remaining units."

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

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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.

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In Battle #6, the leftmost blue rank Stark cavalry should be a blue rank Stark infantry unit.

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In Battle #10, the middle blue rank Lannister cavalry adjacent to the Lannister side should be a Lannister infantry unit.

WARDENS OF THE WEST ERRATA

In Battle #12, the correct number of archer figures is 8.

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Rules concerning ties in Battle #12 are unnecessary.

WARDENS OF THE NORTH ERRATA

In Battle #15, the correct number of shieldmaiden figures is 8.

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Cards with the keyword **Disarm** should instead have the word **Deflect**.

Rodrik Cassel should not have the "Lord" trait.

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. Can an attacking unit using a ranged attack execute a flank attack?

A. No.

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

A. No.

Q. Can a kennelmaster advance after its Dogs of War attack?

A. No.

Q. Can a Leadership card be used to order fewer 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 (as "Outrider Commander") move through terrain hexes with units in them?

A. No.

Q. Does Addam Marbrand (as "Warrior of Ashemark") always use a flank attack?

A.Yes. However, he must still engage the target unit if the target unit does not yet have an engagement token.

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. If two fire levels are to be added to a level 2 fire in a forest hex, what happens?

A. The fire is increased to level 3. A devastation token is added to the forest hex. Because this hex is now treated as a plains hex, the fire is increased to level 4.

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 made 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.

Additionally, Kevan is able to use this ability if engaged, and doing so does not break the engagement.

Q. Is a commander considered in his own ZOC?

A. Yes.

BATTLES OF WESTEROS EXPANSIONS FAQ & CLARIFICATIONS

The following is a catalog of clarifications and corrections for the **Battles of Westeros** expansions.

Q. When discarding a defend token to counterattack at the same time the defending unit is attacked, does the defending unit still retain the keywords Stalwart and Heavy Armor provided by the token? - WotN

A. No.

Q. If both combatants roll results that force retreats when a discarded defend token is resolved, do they both retreat? - WotN

A. Yes.

commander unit) can use its keyword abilities.

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

Refer to the diagram to the left.

In the example, two Winterfell Riders units are going to flank a Lannisport Guard unit. The Stark 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. Therefore five dice are rolled for the attack (three from the lead unit and two from the supporting unit). Since a flanking and non-flanking unit is used, no rerolls are available.

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.

Q. If a commander's unit is dealt enough damage to remove any figures plus the remaining commander, is the commander captured?

A. Yes.

BATTLES OF WESTEROS OPTIONAL RULES

The following optional rules may be used on an individual basis at the discretion of both players to enhance **Battles of Westeros** gameplay.

COORDINATED ATTACKS

Multiple units may melee attack the same unit simultaneously. When this occurs, one unit is declared as the lead unit while all others 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
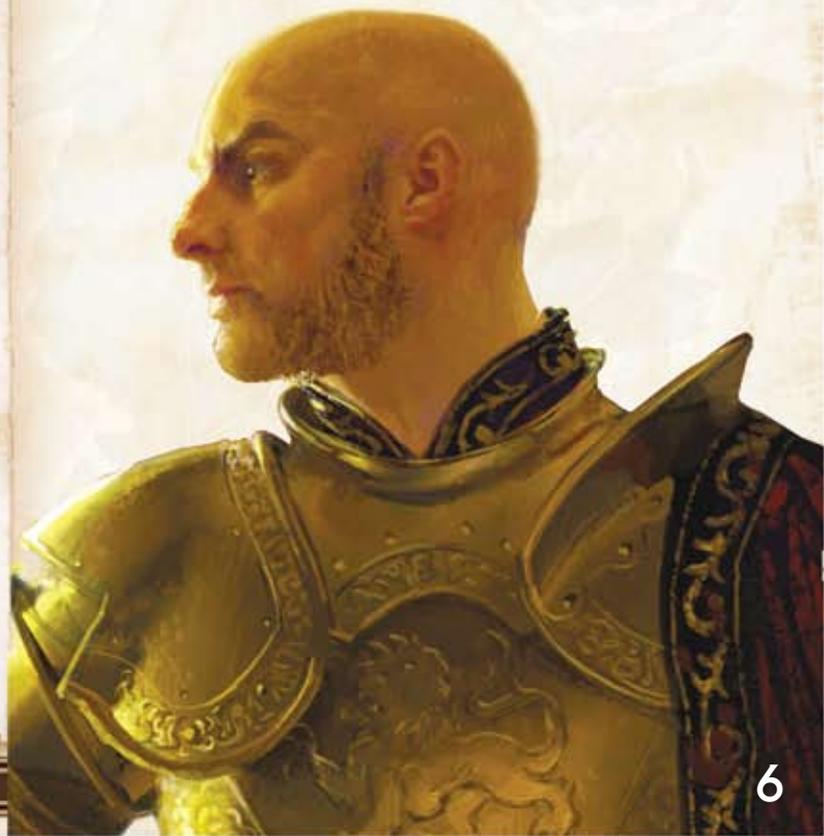
Reduced strength units roll one less die during combat rolls.

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: by 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 higher rank than the enemy unit.

Multiple units may withdraw during a turn.

Refer to the Diagram above.

In the example, a red rank War Host of the North unit moves adjacent to two green rank Westerlands Archers units. Immediately after the Stark player finishes moving, the Lannister player decides to withdraw his active archer unit (unit "A") by moving it one hex toward his board edge and activating the unit. Since his withdrawing unit is of a lower rank than the War Host of the North unit, 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.