

# BATTLES OF WESTEROS™

A BATTLELORE™ GAME



BROTHERHOOD  
WITHOUT BANNERS™

RULES AND BATTLE PLANS

# BROTHERHOOD WITHOUT BANNERS

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 four 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 Knights of the Hollow Hill (tan)
  - » 12 Lightning Lord's Longbowmen (tan)
  - » 12 True King's Outlaws (tan)
  - » 3 Unique Brotherhood Commanders (dark grey)
- 36 Green Figure Bases, consisting of:
  - » 26 Square Bases
  - » 10 Rectangular Bases
- 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
- 5 Map Overlay Pieces
- 5 Commander Discs
- 4 Warhorn Tokens
- 16 Brotherhood Tokens
- 9 Corpse Tokens
- 1 Hollow Hill Token

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 their counterparts from the *BOW* core set. The exception is the Gambit cards, which can be optionally used with any battle or skirmish.

It is important to note that while the Brotherhood Without Banners organization is not thematically considered a House, they are considered a single "House" for the purposes of this game.

Unlike all other *BOW* units, *Brotherhood* units do not utilize banners. This expansion does not include any banner pole or sticker flag components. See page 8 for more details.



## ALLY ARMIES

A **primary House** is identified by the House symbol found on a player's command board. An **ally House** is identified as any commander or unit that has a House symbol on its reference card that is **not** found on a player's command board.

Inside this box are ally forces from the outlaw organization known as the Brotherhood Without Banners. Ally armies allow players to augment their primary House with other Houses. Ally units can be recognized by their tan color while ally commanders (dark grey) can be identified by the House symbol on their Commander cards.

Normally, a unit's House can be identified by the symbol displayed on its banner. However, the units in this specific expansion do not use banners. Thus, units and commanders from the Brotherhood Without Banners can easily be identified by their **lack** of banners.

Note that if a player is using ally forces, his opponent may not use units of the same ally army. 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 while using ally forces, follow all rules from the core set. The end result may be 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 Summary card, each player may select one set of ally Skirmish Setup cards to play with in addition to his primary House's Skirmish Setup cards. Players may select from **any** available ally House, no matter which primary House they are playing. The player with momentum selects first.

When selecting commanders, a player may select from all commanders belonging to his primary and/or ally House.

Next, each player must shuffle together all Skirmish Setup cards (from both his primary and chosen ally House) that weren't chosen as commanders. 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, if a card dictates that a player receives more troops of a particular type than are available, that player may instead use any available unit of the same class and rank from his primary House. If there are no more units available of the same class and rank from his primary House, no further substitutions may be made.

When assembling terrain overlays for a skirmish, the player with momentum always draws all his terrain hexes first. If any specific type of terrain hex runs out, neither player may collect any more of that terrain type. No substitutions are made.





## NEW COMMANDERS

In order to give players more tactical options, this expansion includes three new Brotherhood Without Banners 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").

Despite not having actual flags, all *Brotherhood* commanders are considered blue rank for all intents and purposes.

### Beric Dondarrion

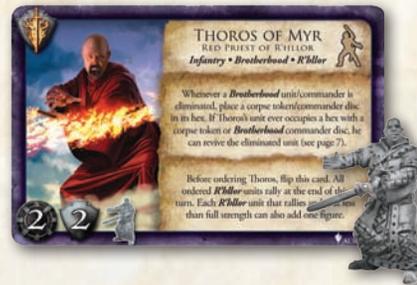


Raised from the dead on several occasions by Thoros of Myr, Beric continues to lead raids against House Lannister and pledges his allegiance to the true king, Robert Baratheon. Dubbed the "Lightning Lord," Beric's sigil is a forked lightning bolt. He is swift into battle, wielding a flaming sword of unknown origin.

**Unit Ability:** Beric's presence in an area inspires the local smallfolk to rise up to join his cause, allowing him to recruit a green-ranked unit. He also wields a flaming blade that has a chance to light his target on fire.

**Commit Ability:** Beric is a relentless warrior. By flipping this card, he can spur his unit to continue to **Pursue** as long as possible.

### Thoros of Myr



A red priest of R'hllor, Thoros has allied himself very closely with Beric. After mysteriously raising Beric from the dead, Thoros slowly begins to develop and understand his newfound power to heal in extraordinary ways. Also a formidable warrior, Thoros uses wildfire to set his sword ablaze. Together, Thoros and Beric lead the Brotherhood.

**Unit Ability:** Thoros can revive *Brotherhood* units and commanders that have fallen in combat back to life if he is able to reach them (see page 7).

**Commit Ability:** Flip this card to have Thoros rally *R'hllor* units as well as heal them.

### Anguy



An archer with devastating accuracy, Anguy is the first commander to lead a ranged unit into combat. Though still fairly young, he is widely considered one of the most accurate sharpshooters in all of Westeros.

**Unit Ability:** When targeting a unit, Anguy is able to focus all of his energies into a single shot against the figure of his choice. He is also very adept at using forest terrain to his advantage in order to avoid capture.

**Commit Ability:** Flip this card and discard a Leadership card to give Anguy's attack +X dice where X is the number of units normally ordered by the discarded card.

If this attack eliminates a unit, Anguy may use this ability again at a later time.

## NEW UNITS

Brotherhood special units are relentless, often wearing their enemies down through repeated assaults.

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.

**Despite not having actual flags, all Brotherhood units are considered blue rank for all intents and purposes.**

### Knights of the Hollow Hill



Mostly knights in name only, the Knights of the Hollow Hill are the mounted arm of the Brotherhood militia. Using tactics that take advantage of their speed and momentum, the Knights can **Run Down** fleeing enemies.

### Lightning Lord's Longbowmen



Raining death from above the longbowmen under Beric's command are experts in using their position on the battlefield to its utmost advantage. Their superior bows also allow them to hit more often than regular archers and extend their range.

### True King's Outlaws



The outlaws are unorthodox fighters who can become particularly vicious if backed into a corner. Their chaotic fighting style surprises most attackers, allowing these **Scrapers** to make multiple counterattacks.



## NEW KEYWORDS

**Call to Arms X** – Units with the Call to Arms keyword have the ability to incite the local peasantry to take up arms and join them on the battlefield. X is the number of warhorn tokens that are placed on a Commander or Unit Reference card with that keyword during game setup.

Instead of attacking, a player can discard a warhorn token from the card to attempt to summon the support of a green rank infantry unit. He first declares any available *infantry* unit from his primary House. He then rolls a number of dice equal to the base strength of the unit selected. The unit is then brought onto the board with a strength equal to the combined number of green and blue results. If no green or blue results are rolled, the unit does not come into play. The new unit is placed active in any legal hex adjacent to the unit that discarded the warhorn token.

**Indirect Fire** – Units with the Indirect Fire keyword can trace their line of sight from an adjacent friendly unit when attacking. However, range must still be counted from the attacking unit.



Warhorn Token

**Scrapper** – Units with this keyword are stubborn fighters who are aggressive even when defending. After this unit is attacked it performs its regular counterattack (if available) and can then eliminate one of its own figures to make one additional counterattack (whether the unit had an original counterattack or not).

**Run Down** – Units with the Run Down keyword can quickly cut down units when executing a pursuit. When using **Pursue**, a unit with this keyword can move through enemy units as long as it obeys terrain restrictions and ends its movement in an unoccupied hex. Enemy units that are moved through suffer an automatic hit. After moving, the unit may still make the free attack given to it by **Pursue**.

**Targeted Shot** – Units with the Targeted Shot keyword are adept at picking single targets and eliminating them. Before rolling attack dice for a unit with this keyword, the controller may declare it is targeting a specific single figure of the target unit. The rank of the target unit is lowered by one (to a minimum of green) and all the damage is taken by the chosen figure. In this way, it is possible to eliminate a commander figure without first eliminating the other figures in his unit, making units with Targeted Shot formidable assassins.



## REVIVING THE BROTHERHOOD

Though he knows not exactly how, the red priest Thoros of Myr has acquired the ability to raise fallen soldiers back to life. He is one of the founding members of the Brotherhood Without Banners and his talents have proven invaluable on the battlefield. While Thoros of Myr is on the board, any *Brotherhood* unit that is eliminated from the game **for any reason** is replaced on the board with a token, representing the corpses of the fallen unit.

### Cavalry Corpse



### Infantry Corpse



### Ranged Corpse



If the eliminated *Brotherhood* unit is a non-commander unit, replace the unit with a corpse token corresponding to that unit's class (*ranged*, *infantry*, or *cavalry*). If the eliminated *Brotherhood* unit is a commander unit, use the corresponding commander disc instead. In either case, place the token facedown (with the class icon or the commander's image facing down) in the hex the eliminated unit last occupied.

These tokens remain on the board for the remainder of the game. They are only removed if a fire token (of any level) is placed in the hex.

If a *Brotherhood* unit is eliminated and there are no remaining corpse tokens in the supply that correspond to its class, a corpse token of that class **must** be moved from elsewhere on the board to the newly eliminated unit's hex.

(Note: There are extra commander discs included in this expansion to be used should another function of the game call for them, such as certain Gambit cards and scenarios.)

When Thoros ends his turn in a hex containing a corpse token, an eliminated *Brotherhood* unit of the class represented on that token is returned to an empty adjacent hex at half of its starting strength (rounded up).

When Thoros ends his turn in a hex containing the commander disc of an eliminated *Brotherhood* commander, that commander returns to an empty adjacent hex (with no extra figures besides the commander himself).

In either case, if no empty hex is available the token remains on the board and no units may be revived there.

Whenever a unit or commander is revived by Thoros, the opponent loses any VP previously gained for eliminating the unit, although the morale track remains unchanged.



## CONTROLLING THE BROTHERHOOD

True to their name, Brotherhood Without Banners units do not use banners. They do not follow normal activation rules; instead, a player must spend Brotherhood tokens to activate **Brotherhood** units.

The rules for Brotherhood tokens are as follows:

- During setup, a player using any **Brotherhood** commander or unit takes a number of Brotherhood tokens equal to three times the number of **Brotherhood** commanders on the battlefield plus three. For example, a player using two **Brotherhood** commanders would take nine tokens (3 x 2 commanders + 3 = 9 tokens). A player using **Brotherhood** units but **no Brotherhood** commander would take three tokens (3 x 0 commanders + 3 = 3 tokens). These tokens are placed in his play area.

- At the end of any turn in which **one or more Brotherhood** units were ordered, the player must discard a **single** Brotherhood token. Ordering multiple **Brotherhood** units in a turn does **not** require spending more than one token.

- **All Brotherhood** units are considered active as long as the Brotherhood player has **at least one** Brotherhood token in his play area.

- As soon as there are **no** Brotherhood tokens in his play area, **all Brotherhood** units are immediately considered inactive.

- If any effect would normally make a **Brotherhood** unit inactive (such as certain opponents' abilities or cards), the Brotherhood player instead discards a single Brotherhood token for every such effect.

Brotherhood Token



- There are two means by which the Brotherhood player receives more Brotherhood tokens:

- a) The Brotherhood player regenerates one Brotherhood token per round automatically. When units are rallied in the Rally Phase, the Brotherhood player takes one of his spent Brotherhood tokens and places it back in his play area. In the rare case that all of the Brotherhood tokens are already in use, no more Brotherhood tokens are generated that round.

- b) Any rally effects (such as “Rally \_\_\_” Leadership cards, morale order tokens, etc.) that affect at least one **Brotherhood** unit give the Brotherhood player one additional Brotherhood token per effect. Rally effects played on **Brotherhood** units do not cost Brotherhood tokens.

## BROTHERHOOD 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 Brotherhood player 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 momentum over to his opponent.

Prior to a battle or skirmish, each player secretly chooses one Gambit card matching his primary House or chosen allies to use during the game. 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. For the remainder of the game, a faceup Gambit card indicates that player has momentum.





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 Brotherhood Gambit cards found in this box function the same way as their counterparts except one can only be chosen if you are fielding at least one **Brotherhood** unit or commander.

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

## THE HOLLOW HILL TOKEN

The Hollow Hill is a token brought into play by the corresponding Gambit card. The first time "The Hollow Hill" Gambit card is used, the Brotherhood player places this token on any hill hex on the board. Each time (including the first time) this Gambit card is used, the Brotherhood player may place any new **Brotherhood** unit at full strength on the board in that hex, as long as that hex currently does not contain any other units.



## 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 products.

This product contains battle plans numbered 23 to 26.

## EXPANSION PRODUCTS AND SCENARIOS

There are a variety of expansions available for Battles of Westeros. Some (such as **Wardens of the North** and **Wardens of the West**) provide more units and commanders for already existing primary Houses. Others (such as **Lords of the River**, **Tribes of the Vale**, and **Brotherhood Without Banners**) 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 scenarios found in this book that require players to have a copy of previously released expansions. To the right of each scenario's name, you will find a series of icons. Each icon corresponds to a specific product in the BOW product line. If any of the icons below are present on a scenario near the banner marked "Required Sets," at least one copy of that product must be present in order to play that scenario. If two of the same symbol are ever present, two copies of that specific product must be present in order to play that scenario.



Battles of Westeros Core Set



Wardens of the West



Wardens of the North



Brotherhood Without Banners



Tribes of the Vale



Lords of the River

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## THE ART OF GEORGE R. R. MARTIN'S A SONG OF ICE & FIRE

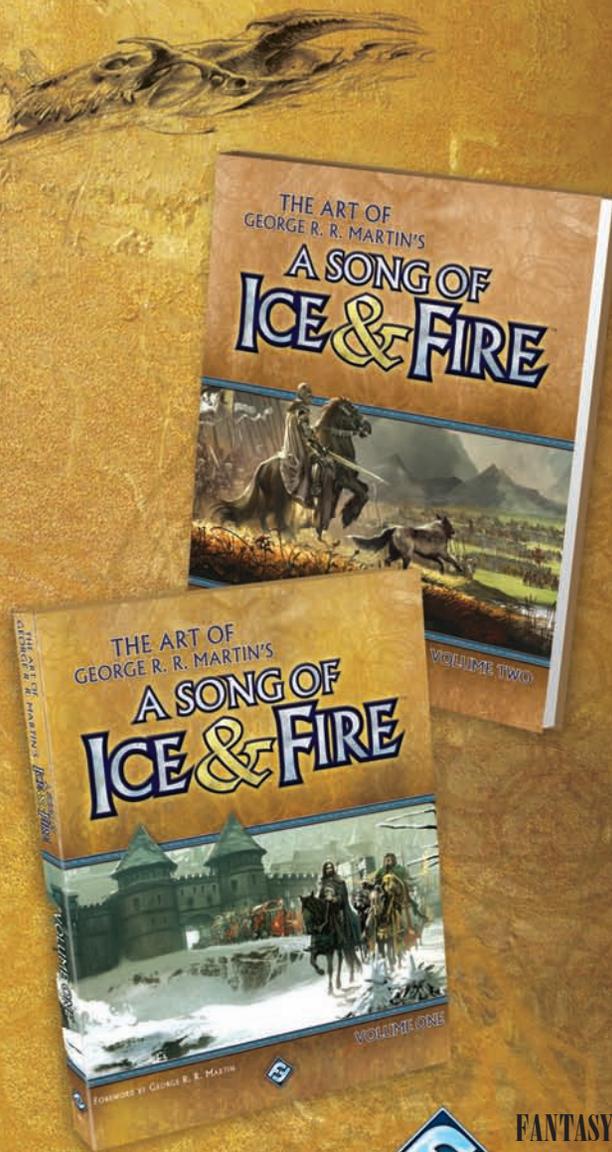
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The Art of George R.R. Martin's *A Song of Ice & Fire*:

- Volume I / IF01
- Volume II / IF02

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GOT 36 • A Game of Thrones LCG: Core Set



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