

BATTLES OF WESTEROS™

A BATTLELORE™ GAME



FAQ AND ERRATA - VERSION 1.3.2



UPDATED NOVEMBER 18, 2013



TARGET PLAYER'S SIDE

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.

ERRATA

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

DIRECTIONAL RETREATS

The following retreat rules are no longer optional and are now part of the core rules.

For each Morale result rolled against a player's unit by an engaged enemy melee unit, the 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 the primary retreat direction 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 board edge that belongs to the retreating unit's owner.

When a unit is retreating, it must take all of its retreats 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.

Note: Ranged units still force the retreating unit towards their board edge.

In the example to the left, unit "A" represents the attacking unit while unit "T" represents the target unit. "P" represents the primary retreat direction, and "S" represents the secondary retreat direction. Note that if a retreating unit can retreat even one hex in the primary retreat direction, the secondary retreat direction is not considered.

SKIRMISH SUBSTITUTION RULE

If, during setup for a skirmish, a card instructs a player to receive more troops of a particular type than are available, the player may use a unit of the same class and rank whose House matches his Command Board.

BATTLES OF WESTEROS CORE SET ERRATA



On page 4 of the Rules of Play, the last sentence of the "Plastic Figures" entry should read:

"Commanders are dark grey, House Stark units are light grey, and House Lannister units are red."

On page 14 of the Rules of Play, the last sentence in the first paragraph should read:

"For more information, see "Status Conditions" on page 24."

On page 16 of the Rules of Play, the first sentence of the last paragraph of the "Ordering Units with a Leadership Card" entry should read:

"The effects of commands are limited to affecting units in a commander's Zone-of-Control..."

On page 18 of the Rules of Play, the first sentence in the last paragraph should read:

"...except for the hex the attacking unit is in (see diagram on page 19)."

On page 19 of the Rules of Play, the last sentence of the second paragraph of the "4. Place Engagement Token" entry should read:

"...the attack becomes a flank attack (see "Flanking an Engaged Target" on page 21 for more details)."

On page 20 of the Rules of Play, the first sentence of the "B. Causing Hits with Valor Symbols" entry should read:

"...has the Valor Hit Restriction icon (see the Unit Reference Card Breakdown on page 11)."

On page 20 of the Rules of Play, the last sentence of the "C. Taking Hits" entry should read:

"Please see "Capturing Commanders" on page 22 for more details."

On page 21 of the Rules of Play, the "Counterattacking" entry should include the following bullet:

*"Range is not accounted for in counterattacks. For example, a ranged attacker with a minimum range of 2 or more **may** still counterattack an engaged enemy."*

On page 24 of the Rules of Play, the second bullet of the "Dogs of War" entry should begin:

"On a Blue Shield result..."

On page 26 of the Rules of Play, the last sentence of the "Combat" section of the "Hills" entry should read:

"A unit in a hills hex does not have its LOS blocked by units."

On page 27 of the Rules of Play, the "Special Rules" section of the "Fire" entry should read:

"See "Fire" on page 25."

On page 29 of the Rules of Play, the first sentence of the first paragraph should read:

"...each player chooses up to two commanders with a maximum total Value Rating of four or less."

On page 29 of the Rules of Play, the last sentence of the first paragraph of the "Place Non-commander Units" entry should read:

"...all remaining units must be placed on any hexes within 4 hexes of the owning player's side of the board."

In the map for "6. Wolf Raiders," the leftmost blue-rank Stark Winterfell Rider unit should be a blue-rank Stark War Host of the North unit.

In the map for battle plan "10. Harassment to Harranhal," the middle blue-rank Lannister Casterly Rock Cavalier unit adjacent to the Lannister board edge should be a blue-rank Lannister Lannisport Guard unit.

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

The commit ability on Maege Mormont's "Lady of Bear Island" Commander card should read:

"Flip this card prior to attacking with a unit Maege controls to have the controlled unit attack twice (instead of once) this turn."

The commit ability of Robb Stark's "Young Wolf" Commander card 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 its back side."

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

The Command box on Kevan Lannister's LL12 and LL13 Leadership cards should read:

"Order 2 units. If the units are different ranks, they attack (and are counterattacked, if possible) as blue-rank units (before modifiers)."

The Command box on Kevan Lannister's LL14 and LL15 Leadership cards should read:

"Order 2 units. If the units are different classes, they gain Toughness 1 for the duration of the turn."

The second sentence in the Command box on Greatjon Umber's SL13 and SL14 Leadership cards should read:

"Any ordered unit(s) may take a hit to attack (and be counterattacked, if possible) as a unit of one higher rank."



WARDENS OF THE WEST ERRATA



On page 4, the names of the Hedgehog and Pike Square formations should be switched. (Hedgehog should give the -2 attack dice, and Pike Square should give the +1 attack die.)

In battle plan "12. Uninvited Guests," the Stark Battle Components should have 8 Northmen Archers.

In battle plan "12. Uninvited Guests," the rules concerning ties are unnecessary.

In battle plan "12. Uninvited Guests," the first sentence in the "Victory" box should read:

"The player who controls the most victory objectives at the end of round 4 wins."

WARDENS OF THE NORTH ERRATA



In battle plan "15. Before the Kneeling Man," the Stark Battle Components should have 8 Shieldmaidens and 3 War Hosts of the North.

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

Rodrik Cassel's "Castellan of Winterfell" Commander card should not have the "Lord" trait.

Rodrik Cassel's "Castellan of Winterfell" Commander card's commit ability should read:

"Flip this card before a friendly unit in Rodrik's ZOC counterattacks. All other friendly units adjacent to the enemy attacker (whether active or inactive) add their combat dice to the counterattack roll."

Smalljon Umber's unit should be fielded as Last Hearth Lancers, not Winterfell Riders.

LORDS OF THE RIVER ERRATA



The tactic on Marq Piper's Leadership cards should read:

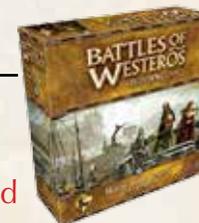
"...roll dice equal to the scenario's Order Rating (to a maximum of 6)."

BROTHERHOOD WITHOUT BANNERS ERRATA



In battle plan "26. Will to Fight," the Stark Battle Components should have 8 Last Hearth Lancers and 9 Winterfell Riders.

HOUSE BARATHEON ERRATA



In battle plan "30. Enemy of thy Enemy," the Stark Battle Components should have 8 Last Hearth Lancers and 0 Winterfell Riders.

The Command box on Brienne Tarth's BL33 and BL34 Leadership cards should read:

"Order 1 unit and up to 2 Knight units adjacent to that unit (whether controlled or not)."



FAQ & CLARIFICATIONS

BATTLES OF WESTEROS CORE SET FAQ

Q. Do terrain restrictions apply when retreating?

A. Only impassable terrain applies 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.

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. Do flank rerolls 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 can use this ability if engaged, and doing so does not break the engagement.

Q. Is a commander considered to be in his own ZOC?

A. Yes.

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

A. Yes.

Q. Is retreating mandatory?

A. Yes. Morale results cannot be ignored, even if it means the defender will be pushed out of range for further attacks.

Q. Do all units innately receive the ability to counterattack?

A. No. A unit must either be Stalwart or have some other ability that allows for counterattacking in order to counterattack.

Q. Can the Stalwart keyword stack with other effects that grant Stalwart to give a unit the ability to make more than one counterattack or ignore more than one morale result?

A. No. A unit is either stalwart or not stalwart; the stalwart condition has no degrees.

Q. Are the effects of Cover and Toughness cumulative?

A. Yes. For example, if a unit has both Cover 1 and Toughness 1, that unit is able to ignore **two** hits per attack.

Q. Do Cover and Toughness prevent the elimination of figures due to the effect of fire?

A. No. Cover and Toughness only allow units to ignore "hits," not effects that "eliminate a figure."

Q. If a unit in a building is forced to retreat but cannot because the retreat direction is blocked, can the unit use the Cover provided by the building to ignore the first hit?

A. Yes.

Q. Do fords, marshes, and lakes block LOS when using the Dogs of War ability?

A. When using the Dogs of War ability, fords and marshes do not block LOS, but lakes do.

Q. If a commander with a capture rating greater than 1 is the last figure in a unit that is on fire, is it eliminated?

A. Yes. Capture rating is irrelevant when considering the effects of fire.

Q. If a unit is on fire, can it be attacked? If so, is an engagement token placed on it?

A. Yes, and yes.

Q. Can a unit use the "free" attack granted by Pursue to fight a fire or use Scorch the Earth?

A. Yes.

Q. If a unit ends its movement in a hex with an enemy control marker but is subsequently eliminated on that same turn, does that unit's player change the control marker to his own?

A. No. A unit must end its entire turn, not just its movement, in a hex in order to change the control marker.

Q. The victory conditions for some scenarios award extra VP for each enemy commander unit eliminated. If a commander is eliminated before his entire unit is (for example, as a result of a card effect such as Eddard Stark's commit ability), does the eliminating player receive the extra VPs?

A. No. Unless specified otherwise, these victory conditions refer to the elimination of the **entire** unit, not just a single figure. As such, the removal of a single commander without actually eliminating the entire

unit does not provide any extra VP. The VP earned is determined at the moment the entire unit is eliminated. If a unit has a commander attached at the moment of its complete elimination it will reward the extra VP.

Q. Does a unit have to start its turn on a road hex in order to gain the extra hex of movement?

A. No.

Q. Does the “Rally All” Leadership card affect all friendly units on the board?

A.No, only those units within the ZOC of the commander on which it was played.

Q. When a Leadership card instructs a player to “Order X adjacent units,” do the units have to be adjacent to the ordering commander?

A. No. The units have to be adjacent to **each other**, not necessarily the commander.

Q. Does the Greatjon’s “The Greatjon” commit ability also apply morale results to all adjacent units?

A. No; morale results are not considered damage.

Q. When must a player decide to use Addam Marbrand’s “Warrior of Ashemark” commit ability?

A. He decides whether or not to use his commit ability after seeing the results of his attack roll.

Q. Can a player use Kevan Lannister’s “Trusted Captain” ability to give his additional combat dice to a unit using a bonus attack such as Pursue?

A. Yes, as long as the attacking unit is adjacent to Kevan’s unit while rolling the dice.

Q. Can a player use Kevan Lannister’s “Trusted Captain” ability to give his additional combat dice to adjacent ranged attackers?

A.Yes.

Q. Can a player use Robb Stark’s “King in the North” ability to remove an engagement token from a unit with Fearsome?

A. Yes.

Q. Can a player use Robb Stark’s “King in the North”

commit ability to switch places with an adjacent friendly calvary commander?

A. Yes. However, if he is switching to a new unit type (from Winterfell Riders to Last Hearth Lancers, for example), the new unit is considered Winterfell Riders from that point on (until Robb is eliminated from the unit). **The banner bearer always determines the unit type.**

WARDENS OF THE WEST FAQ

Q. If a player uses Tyrion Lannister’s “The Imp” commit ability to avoid being captured as a result of Parting Blow, can his unit still make the rest of his normal movement after moving two extra spaces as a result of the effect?

A. Yes.

WARDENS OF THE NORTH FAQ

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

A. No.

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

A. Yes.

Q. Can a unit pursue its full allotted distance when pursuing out of a marsh hex?

A. Yes. The restriction regarding movement in a marsh hex refers only to normal movement when ordered, not to any special movement gained outside of his ordered movement.

Q. Galbart Glover’s SL31 and SL32 Leadership cards refer to “... the number of friendly Commander cards with no command tokens.” Should the player count the Commander card of the commander currently receiving the order?

A. No. The command token is first placed on his Commander card **before** resolving the effects of the card. Thus, he would **not** count as a “friendly Commander card with no tokens”.

Q. If a player is using two command tokens to pay for two separate Command boxes, can he use Galbart Glover's tactic to place the command tokens on two different Commander cards?

A. Yes. He can split the command tokens between two different commanders.

Q. If a unit with the Defender keyword moves but does not have a valid option to attack, can it still place a defend token in its space?

A. Yes. The ability to place a defend token is regardless of whether the unit **can** attack or not, rather simply that it does not attack.

LORDS OF THE RIVER FAQ

Q. Can a ranged unit with a minimum range of 2 (such as the Tully Longbowmen) counterattack a unit engaged with them?

A. Yes. Range is only a consideration for attacks, not counterattacks.

Q. Can a unit with the Riverborn keyword make an attack immediately after placing a hidden ford?

A. Yes, as long as there is an eligible enemy target adjacent to him.

Q. Can hidden ford tokens be placed on lake hexes?

A. No.

Q. Can the Dogs of War ability be used to attack into or out of the tower of an outpost hex?

A. No. Dogs of War cannot be used to attack units **in** a tower, nor can it be used to attack units **from** a tower.

TRIBES OF THE VALE FAQ

Q. Can a unit on a crag hex retreat directly to a plains hex? Can a unit on a plains hex retreat directly to a crag hex?

A. No, and no.

Q. Can a unit with the Mountain-bred keyword retreat through a crag hex?

A. Yes, as long as it ends its retreat in a non-crag hex.

BROTHERHOOD WITHOUT BANNERS FAQ

Q. Can special ranged units like the Stark Kennelmasters be the recipient of Anguy the Archer's tactic, which gives ordered ranged units Targeted Shot?

A. Yes. Any unit with the Ranged Attack icon can receive Targeted Shot from Anguy's tactic.

HOUSE BARATHEON FAQ

Q. When returning the command tokens to a player after using Bryce's commit ability, where are the command tokens returned to?

A. They are placed on the original player's command board.



Valor results are only scored as hits if both the lead and supporting units can hit on valor. For example, if a player attacks an enemy cavalry unit and is supported by infantry units, the attack would not score hits on valor.

If flanking units and non-flanking units take part in a coordinated attack, do not reroll for the flanking unit. If all units taking part in the attack are flanking units, rerolls occur as normal.

It is possible for a supporting unit to be unable to contribute any dice to a coordinated attack. For example, when playing with the “Reduced Strength Units” optional rule, a green rank unit at reduced strength contributes 0 dice as a supporting unit in a coordinated attack.

In the diagram to the left two Winterfell Riders units are going to flank a Lannisport Guard unit. The Stark player decides to coordinate attacks, and he declares Unit “A” as the lead unit and Unit “B” as the supporting unit. Both are blue rank units. Thus, the Stark player rolls five dice for the attack (three from the lead unit and two from the supporting unit). Since he uses a flanking unit and a non-flanking unit, no rerolls are available.

BATTLES OF WESTEROS OPTIONAL RULES

The following optional rules may be used 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 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 activate normally.

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

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

A unit that has lost at least half its strength is considered a REDUCED STRENGTH unit.

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.

To withdraw, move the withdrawing unit into one of the two hexes toward its owner's board edge. This unit becomes inactive.

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

The owner of the withdrawing unit must then decrease his morale by one point if the withdrawing unit is of a rank lower than the highest-ranked adjacent enemy unit, by two points if these ranks are equal, and by three points if the withdrawing unit is a higher rank than the highest-ranked adjacent enemy unit.

Multiple units may withdraw during a turn.

In the diagram above, 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, it is an inactive unit and does not have this ability.