

Warmaster in Westeros

This document is about gaming mass combat in the world described in the book series 'A Song of Ice and Fire' created by George R.R. Martin, using the Warmaster fantasy gaming system, written by Rick Priestley and published by Games Workshop Ltd.

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Most of the army selectors presented in this document are simple copies of the existing Warmaster lists, usually with units removed and/or some names changed to reflect the differences between the Warhammer world and that of Westeros.

Descriptions of special rules and spell lists in this document are lifted pretty much verbatim from either the Warmaster Armies book by Rick Priestley and Lex van Rooy, or the Warmaster Trial Armies book, specifically the Albion list by Mike Headdon, the Dogs Of War list by Garth Bragg and the Witch Hunters list by Andy Judson. Again, **I claim no copyright on any of these, copyright remains with the original authors.** Also, I apologise profusely for borrowing their ideas and words to be used in this document.

The game is played exactly as per the original Warmaster rules. To capture more the flavour of warfare conducted in the world A Song of Ice and Fire, I suggest that the player(s) restrict the use of magic and magic items. Magic is rare in Westeros!

A list of the army selectors, and the units contained within each army, that are contained within this document. Also listed (in brackets) are the Warmaster source army/unit on which the Westeros army/unit is based.

The Undead of the frozen North (Vampire Counts)

- Wights (Zombies)
- Others (Ethereal Hosts)
- The Night King (Wampire Lord)
- White Walker (Vampire)

Wildlings (Albion)

- Warriors
- Freefolk (Empire Halberdiers)
- Scouts (Slingers)
- Wolfhounds
- Giant
- Giant Eagles
- General
- Hero
- Shaman (Druid)
- Giant Eagle

Wildlings (Variant) (Orcs)

- Warriors (Orc Warriors)
- Freefolk (Goblins)
- Mounted Scouts (Wolf Riders)
- Ice Sleds (Wolf Chariots)
- Giant
- General (Albion General)
- Hero (Albion Hero)
- Shaman (Albion Druid)

The Night's Watch (The Empire)

- Rangers (Chaos Marauders, with added shooting)
- Spearmen (Halberdiers)
- Archers (Crossbowmen)
- Mounted Rangers (Pistoliers)
- Commander (General)
- Hero

The North (The Empire)

- Spearmen (Halberdiers)
- Bowmen (Crossbowmen)
- Pikemen (Dogs Of War Pikemen)
- Crannogmen (Lizardmen Skinks)
- Mountain Clans (Chaos Marauders)
- Knights
- Horsemen (Chaos Mounted Marauders)
- General
- Hero

Ironborn Raiders

Southern Lords (Bretonnia)

- Men-at-Arms
- Bowmen
- Smallfolk (Peasants)
- Knights
- Veterans (Grail Knights)
- Squires
- Trebuchet
- General
- Hero
- Red Priest(ess) (Enchantress)

King's Landing (The Empire)

- Spearmen (Halberdiers)
- Crossbowmen
- Goldcloaks (Chaos Marauders)
- Flagellants
- Smallfolk (Bretonnia Peasants)
- Knights
- Freeriders (Pistoliers)
- Helblaster
- General
- Hero
- Alchemist (Wizard)

The Faith Militant (Witch Hunters)

- Poor Fellows (Zealots)
- Flagellants
- Spearmen (Halberdiers)
- Crossbowmen
- Warhounds
- Knights
- Freeriders (Pistoliers)
- General
- Hero
- Warrior Priest

Dothraki Horde

- Horselords (Orc Boar Riders)
- Warriors (Empire Pistoliers)
- Scouts (Kislev Horse Archers)
- Khal (Empire General)
- Ko (Empire Hero)

Daenerys Targaryen's Army of Liberation (Dogs Of War)

- Unsullied Spearmen (Marauders)
- Unsullied Pikemen (Pikemen, with +1 Armour)
- Spearmen (Swordsmen)
- Archers (Crossbowmen)
- Freed Men (Bretonnia Peasants)
- Heavy Cavalry (Chaos Mounted Marauders)
- Dothraki Scouts (Light cavalry)
- Daenerys Targaryen (General)
- Hero
- Paymaster
- Small Dragon (Bretonnia Pegasus)
- Medium Dragon (Empire Griffon)
- Large Dragon (Chaos Dragon)
- Pay Wagon

The Undead of the frozen North Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Wights	Infantry	2	4	-	-	3	35	-/-	-
Others	Infantry	3	4	-	-	3	90	-/-	*1
The Night King	General	+2	-	-	9	1	150	1	*2
White Walker	Hero	+1	-	-	8	1	80	-/3	-

Special Rules

ARMY RULES

The undead are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders.

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule - they cannot become confused for any reason.

SPECIAL RULES

1. Others. Others Attacks always inflict a hit on a score of 4+ regardless of whether the enemy is in the open, defended, or fortified. Enemy otherwise count as in the open, defended, or fortified in all respects (eg charge bonuses count or don't count depending on status). Others cannot be driven back by shooting and do not roll for drive backs. They cause **terror** as described in the Warmaster rulebook. Others cannot have magic items.

2. The Night King. This is a powerful sorcerer as well as the army's general. He can cast spells in the same way as a wizard. The Night King uses the Vampire Counts spell list.

Wildlings Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Warriors	Infantry	3	3	5+	-	3	60	1/4	-
Freefolk	Infantry	3	3	6+	-	3	45	2/-	-
Scouts	Infantry	2/1	3	-	-	3	40	1/6	-
Wolfhounds	Cavalry	3	3	-	-	3	30	-/6	-
Giant	Monster	8	8	5+	-	1	150	-/1	*1
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	-	-	-	7	1	45	-/1	*3
Giant Eagle	Monstrous Mount	+2	-	-	-	1	+20	-/1	*4

Special Rules

SPECIAL RULES

1. Giant. Giants are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what he does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes **terror** in its enemies.

2. Giant Eagles. Giant Eagles can **fly** up to 100cm.

3. Shaman. The Wildling Shaman can use either the Albion **or** the Kislev spell list. Choose which before the game starts.

4. Giant Eagle Mount. Giant Eagles can be ridden by a Shaman only. An Eagle can **fly** increasing its rider's move from 60 to 100cm, and it adds +2 Attacks to those of its rider.

'Giant Goes Wild' chart

D6 Oh no! What's he doing now?

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Wildlings (Variant) Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Warriors	Infantry	4	3	6+	-	3	60	2/-	-
Freefolk	Infantry	2/1	3	-	-	3	30	2/-	*1
Mounted Scouts	Cavalry	2/1	3	6+	-	3	60	2/-	*2
Ice Sleds	Chariot	3	3	6+	-	3	80	-/3	-
Giant	Monster	8	8	5+	-	1	150	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Shaman	Wizard	-	-	-	7	1	45	-/1	*4

Special Rules

SPECIAL RULES

1. Freefolk. A Freefolk unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

2. Mounted Scouts. Mounted Scouts have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Mounted Scouts can shoot at enemy charging them from any direction.

3. Giant. Giants are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what he does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes **terror** in its enemies.

4. Shaman. The Wildling Shaman can use either the Albion **or** the Kislev spell list. Choose which before the game starts.

'Giant Goes Wild' chart

D6 Oh no! What's he doing now?

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe - that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

Night's Watch Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Rangers	Infantry	3/1	3	5+	-	3	65	4/-	*1
Spearmen	Infantry	3	3	6+	-	3	45	2/-	-
Archers	Infantry	3/1	3	-	-	3	55	2/-	-
Mounted Rangers	Cavalry	3/1	3	5+	-	3	95	-/4	*2
Commander	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/3	-

Special Rules

SPECIAL RULES

1. Rangers. Rangers have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Rangers can shoot at enemy charging them from any direction.

2. Mounted Rangers. Mounted Rangers have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Mounted Rangers can shoot at enemy charging them from any direction.

The North Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Spearmen	Infantry	3	3	6+	-	3	45	2/-	-
Bowmen	Infantry	3/1	3	-	-	3	55	2/-	-
Pikemen	Infantry	3	3	6+	-	3	60	-/-	*1
Crannogmen	Infantry	2/1	3	-	-	3	35	-/4	*2
Mountain Clans	Infantry	3	3	5+	-	3	60	-/2	-
Knights	Cavalry	3	3	4+	-	3	110	-/2	-
Horsemen	Cavalry	3	3	5+	-	3	90	-/4	-
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/3	-

Special Rules

SPECIAL RULES

1. Pikemen. The pike is the traditional weapon of the men of the North. Twice as long as a normal spear and even longer than a cavalryman's lance this is truly fearsome although rather unwieldy weapon. Due to this Pikemen never benefit from defended or fortified status when in dense terrain or on fortress walls etc. They still may be in defended position on higher ground or behind low obstacle as usual. Pikemen should be based as cavalry - i.e. the models are orientated towards the narrow edge of the base. Pikemen stands may only give or receive support by other infantry or Pikemen stands that are facing the same direction and touch their flank with the whole of their own flank. Any support behind or in front of Pikemen stand is not allowed. In all other respects they count as infantry (movement/pursuit etc.).

2. Crannogmen. No command penalty is applied to any Crannogmen units on account of dense terrain. The Crannogmen's ruin infested boggy homeland is mostly dense terrain, and they are used to moving skillfully through this environment.

Additionally, Crannogmen have a shooting range of 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the range from any stand edge, front, side or rear. Note that this enables them to shoot at enemies charging them from any direction.

Ironborn Raiders Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
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Special Rules

Southern Lords Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Men-at-Arms	Infantry	3	3	6+	-	3	45	1/-	-
Bowmen	Infantry	3/1	3	-	-	3	55	-/-	-
Smallfolk	Infantry	3	3	-	-	3	30	-/4	*1
Knights	Cavalry	3	3	4+	-	3	110	1/-	*2
Veterans	Cavalry	3	3	4+	-	3	120	-/1	*2,*3
Squires	Cavalry	3/1	3	6+	-	3	90	1/4	-
Trebuchet	Artillery	1/6	3	-	-	1	150	-/1 max	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Red Priest(ess)	Wizard	-	-	-	7	1	45	-/1 max	*5

Special Rules

ARMY RULES

The Southern Lords army is essentially an army of Knights, and it is the Knights' contribution to the battle that counts - never mind the pot-washers and clod-breakers. To represent this, the Southern Lords army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights and Veterans. Once the army has lost a half or more of its units of Knights/Veterans it must withdraw.

SPECIAL RULES

1. Smallfolk. A unit of Smallfolk suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Smallfolk unit is part of a brigade that includes at least one non-Smallfolk unit. Smallfolk cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

2. Knights. A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause terror in combat, they don't suffer the usual -1 Attack modifier.

3. Veterans. All the rules described for Knights also apply to Veterans. In addition, if the unit is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

4. Trebuchet. The model must be mounted onto a base 40mm frontage and 60mm depth - note that this is equivalent to three standard sized Warmaster bases glued together.

The trebuchet has a range of 100cm. It hurls a rock with such a high trajectory that it cannot shoot at a charging target or at any target stand within 30cm range. No armour roll is made when shot at by a trebuchet.

The trebuchet can shoot at targets that it can see as for all other artillery, and it can shoot over the heads of obstacles and friends on lower ground just as can other artillery. In addition it can 'shoot blind' - which is to say it can shoot at a target that it cannot see. This blind shooting is directed by observers who form part of the trebuchet's operational team, but who are not directly represented on the tabletop. When shooting blind roll an initial D6 to test if the shot is on target - a score of a 6 indicates that this is so, a score of less than 6 means the shot has gone so wild that no further account is made of it. If the shot is deemed to be on target, roll to score hits as you normally would.

Like all artillery it must shoot at the nearest target. Targets under 30cm away are ignored for this purpose - it cannot shoot at them anyway.

The Trebuchet is so large and heavy that it cannot move. It is deployed on the table at the start of the game and remains static thereafter. It cannot move of its own volition or otherwise.

If obliged to move as a result of a drive back caused by normal shooting or magic drive back dice are rolled as normal. If a 6 is rolled it is considered destroyed. The crew have run off. All other dice rolls are ignored and the Trebuchet can carry on as normal.

Note that you can only have 1 trebuchet in your army no matter how many points you are playing (just like a general). Also, the Trebuchet is not counted towards the army's units for purposes of withdrawal - it is not a unit of Knights or Veterans!

5. Red Priest(ess). The Red Priest(ess) uses the Bretonnian spell list.

King's Landing Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Goldcloaks	Infantry	3	3	5+	-	3	60	2/-	-
Halberdiers	Infantry	3	3	6+	-	3	45	2/-	-
Crossbowmen	Infantry	3/1	3	-	-	3	55	2/-	-
Flagellants	Infantry	5	3	-	-	3	70	-/1	*1
Smallfolk	Infantry	3	3	-	-	3	30	-/4	*2
Knights	Cavalry	3	3	4+	-	3	110	-/-	-
Freeriders	Cavalry	3/1	3	5+	-	3	95	-/4	*3
Helblaster	Artillery	1/8-4-2	2	-	-	1	50	-/1	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Alchemist	Wizard	-	-	-	7	1	45	-/1 max	*5

Special Rules

SPECIAL RULES

1. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat they must pursue or advance where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

2. Smallfolk. A unit of Smallfolk suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Smallfolk unit is part of a brigade that includes at least one non-Smallfolk unit. Smallfolk cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so. Smallfolk units do not count towards the army break value.

3. Freeriders. Freeriders have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Freeriders can shoot at enemy charging them from any direction.

4. Helblaster. The Helblaster is an unholy contraption cobbled together by the Alchemists Guild to shoot the Substance - commonly known as wildfire - at the enemy. It has a maximum range of 30cm. It's Attack value varies according to range: the closer the range the more deadly it becomes.

Range	01-10 cm	10-20 cm	20-30 cm
Attacks	8	4	2

Targets struck by a Helblaster count their Armour value as one worse than normal - so 3+ counts as 4+, 4+ as 5+, whilst 6+ is ignored.

When shooting with a Helblaster roll to hit as normal but if any 1s are rolled count them up and resolve the effect before continuing.

No of 1s	Result
1, 2	Dud Ammunition. Deduct any 1s from the successful hits. For instance; if 4 hits are scored but 2 x 1s have also been rolled, successful hits are reduced from 4 to 2.
3	Misfire. The gun fails to go off - no shots at all hit this turn. Disregard all hits this turn.
4+	Ka-boom! The weapon explodes destroying itself and mortally surprising its crew. The Helblaster stand is removed as a casualty. No hits are struck against the enemy unless the exploding Helblaster is shooting at a charging foe, in which case 6 hits are automatically inflicted. Make armour saves as for ordinary Helblaster hits.

A Helblaster can shoot at charging enemies in the usual manner (see Shooting). In this case the crew will fire at the shortest possible range to maximise the number of shots against the target. Note: in the event of the Helblaster exploding 6 hits are inflicted on the charging enemy unit as described above - Helblasters are extremely dangerous to charge ... for everyone concerned.

5. Alchemist. The Alchemist uses the Empire spell list.

The Faith Militant Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Poor Fellows	Infantry	3	3	-	-	3	35	3/-	*1
Flagellants	Infantry	5	3	-	-	3	70	-/4	*2
Halberdiers	Infantry	3	3	6+	-	3	45	-/4	-
Crossbowmen	Infantry	3/1	3	-	-	3	55	-/2	-
Warhounds	Infantry	3	3	-	-	+1	20	-/-	*3
Knights	Cavalry	3	3	4+	-	3	110	-/1	-
Freeriders	Cavalry	3/1	3	5+	-	3	95	-/1	*4
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Warrior Priest	Wizard	-	-	-	7	1	45	-/1	*5

Special Rules

SPECIAL RULES

1. Poor Fellows. Poor Fellows form the main part of a Faith Militant army, and are drawn from mobs whipped up by priest's sermons. These troops gain +1 Attack in the first round of combat against the Undead and will always use their initiative to charge these enemies if possible. If victorious in combat with Undead enemies they must pursue or advance where possible.

2. Flagellants. So keen are they to meet their maker that a unit of Flagellants will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat they must pursue or advance where possible. Flagellants are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier.

3. Warhounds. These monstrous hounds are bred by the Faith Militant for seeking out heretics. They are treated like Skirmishers from the Warmaster Empire army list, but they have 30cm movement distance and no armour obviously. Because of their speed, they are able to keep up with cavalry units and may be attached to cavalry in the same way as to infantry. Warhounds may join the following units: Poor Fellows, Freeriders and Flagellants. If they join a cavalry unit (i.e. Freeriders), they are still considered as an infantry stand, but in this particular case they can pursue enemy cavalry together with the main unit.

4. Freeriders. Freeriders have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Freeriders can shoot at enemy charging them from any direction.

5. Warrior Priest. The Warrior Priest uses the Witch Hunter spell list.

Dothraki Horde Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Horselords	Cavalry	4	3	5+	-	3	110	-/-	-
Warriors	Cavalry	3/1	3	5+	-	3	95	4/-	*1
Scouts	Cavalry	3/1	3	6+	-	3	80	-/-	*2
Khal	General	+2	-	-	9	1	125	1	-
Ko	Hero	+1	-	-	8	1	80	-/3	-

Special Rules

SPECIAL RULES

1. Warriors. Warriors have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Warriors can shoot at enemy charging them from any direction.

2. Scouts. Scouts have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Scouts can shoot at enemy charging them from any direction.

Daenerys Targaryen's Army of Liberation Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Unsullied Spears	Infantry	3	3	5+	-	3	60	4/-	-
Unsullied Pikes	Infantry	3	3	5+	-	3	75	-/-	*1
Spearmen	Infantry	3	3	6+	-	3	45	-/4	-
Archers	Infantry	3/1	3	-	-	3	55	-/4	-
Freed Men	Infantry	3	3	-	-	3	30	-/4	*2
Heavy Cavalry	Cavalry	3	3	5+	-	3	90	1/4	-
Dothraki Scouts	Cavalry	3/1	3	6+	-	3	80	-/2	*3
Daenerys	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/3	-
Paymaster	Hero	+1	-	-	8	1	80	-/1 max	*4
Small Dragon	Monstrous Mount	+1	-	-	-	1	+15	-/1	*5
Medium Dragon	Monstrous Mount	+2	-	-	-	1	+80	-/1	*6
Large Dragon	Monstrous Mount	+3	-	-	-	1	+100	-/1	*7
Pay Wagon	Chariot Mount	+1	-	-	-	1	+20	-/1	*4

Special Rules

SPECIAL RULES

1. Unsullied Pikemen. The pike is the longest of the three spears that the Unsullied are trained with. Twice as long as a normal spear and even longer than a cavalryman's lance this is truly fearsome, although rather unwieldy, weapon. Due to this Unsullied Pikemen never benefit from defended or fortified status when in dense terrain or on fortress walls etc. They still may be in defended position on higher ground or behind low obstacle as usual. Unsullied Pikemen should be based as cavalry - i.e. the models are orientated towards the narrow edge of the base. Unsullied Pikemen stands may only give or receive support by other infantry or Unsullied Pikemen stands that are facing the same direction and touch their flank with the whole of their own flank. Any support behind or in front of Unsullied Pikemen stand is not allowed. In all other respects they count as infantry (movement/pursuit etc.).

2. Freed Men. A unit of Freed Men suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the Freed Men unit is part of a brigade that includes at least one non-Freed Men unit. Freed Men cannot use initiative to charge - though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so. Freed Men units do not count towards the army break value.

3. Dothraki Scouts. Dothraki Scouts have a shooting range of only 15cm, however they can shoot all round - i.e. behind or to the side as well as to their front. Just measure the range from any stand edge either front, side or rear. Dothraki Scouts can shoot at enemy charging them from any direction.

4. Paymaster, Pay Wagon. There may only ever be one Paymaster in the army. Only the Paymaster may use the Pay Wagon. If the Pay Wagon is used the Paymaster may bribe the units around him to fight harder. He may add +1 to all of his Command checks for a single turn only.

5. Small Dragon. Only Daenerys can ride the Small Dragon. The Small Dragon can **fly** increasing its rider's Movement from 60cm to 100cm. It adds +1 Attacks to those of its rider.

6. Medium Dragon. Only Daenerys can ride the Medium Dragon. The Medium Dragon can **fly** increasing its rider's Movement from 60cm to 100cm. It adds +2 Attacks to those of its rider. A unit that includes a Medium Dragon rider causes **terror** in its enemies (and one might imagine a great deal of nervousness amongst its own ranks).

5. Large Dragon. Only Daenerys can ride the Large Dragon. The Large Dragon can **fly**, increasing its rider's Movement from 60 to 100cm, It adds +3 Attacks to those of its rider. In addition the Dragon has a special shooting attack. It can breathe fire. This special attack can only be used if the rider has joined a unit and is not engaged in combat. A rider that has not joined a unit cannot use the Large Dragon's fiery breath to attack.

The Large Dragon's fire breath works as follows. The fire breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way.

The Large Dragon is a large terrifying creature. A unit that has been joined by a Large Dragon causes **terror** in its enemies.