

Direwolf Rampant

What follows is a set of rules for combining Lion Rampant and Dragon Rampant in order to recreate skirmishes between the seven kingdoms of Westeros and their neighbours during the War of the Five Kings.

The rules for each aspect of the game will be taken from one book or the other, as indicated below. The rules are laid out slightly differently in the two rulesets, so this document will attempt to combine the two as best as possible.

Mustering Your Retinue/Building Your Warband

All of the unit profiles from Lion Rampant have their direct equivalent in Dragon Rampant, so for the sake of simplicity the profiles from Dragon Rampant will be used.

The rules from Dragon Rampant for Strength Points and Single/Reduced Model Units will be used.

Dragons may exceed the normal 10 point maximum value for a unit.

Leaders' abilities are rolled for from the table in Lion Rampant.

The rules in Lion Rampant under "Spending Your Last Couple of Points" will be used.

Battle Rules

For the most part, the battle rules for the two games are the same and can be used interchangeably.

The rules for duels and lucky blows from Lion Rampant will be used.

When activating units, a failed activation test does not mean the end of your turn unless one of the following conditions is met:

- You have already failed two activation tests (making this your third failed activation).
- You have already successfully activated three units this turn.

Note that Rally tests and Wild Charges do not count towards either of these conditions.

The minimum distance required between two units on the battlefield is reduced to 2".

Fantastical Rules

Most of the fantastical rules in Dragon Rampant are out of place in Westeros. The following abilities may be used where appropriate, no others may be used.

Fear – suitable for dragons, mammoths, giants, white walkers etc.

Flying – suitable for dragons or wildling warg-beasts.

Hatred

Undead (No Feelings) – suitable for wights.

Venomous – used to represent Valyrian steel weapons.

Scenarios

Boasts and quests are the same thing, consider the two terms to be interchangeable. Before the game begins, each player may choose up to three boasts/quests from either Dragon Rampant and/or Lion Rampant. Note that some quests from Dragon Rampant (e.g. those involving spellcasters) may not be suitable and should not be chosen.

The scenario to be played should be chosen from those presented in Lion Rampant. This includes the rules for Deploying Your Retinue and Winning a Game.

A Clash of Kings – The Campaign

What follows is a simple, narrative campaign system for playing out the battles of the War of the Five Kings, as forces loyal to the various contenders for the throne of Westeros do battle. Each player fields an army from one of the houses of Westeros and declares loyalty to one of the prospective kings (or not, as the case may be).

Those laying claim to the title of king of Westeros, and their principal supporters, are as follows:

Joffrey, of the houses Baratheon and Lannister – First of His Name, King of the Andals, The Rhoynar and the First Men

First-born son of the late Robert I Baratheon and Cersei Lannister, and the current holder of the Iron Throne. Barely more than a child, Joffrey's support comes primarily from the Westerlands – under the control of his grandfather, Tywin Lannister – and the Crownlands.

Stannis Baratheon – First of His Name, King of the Andals, the Rhoynar and the First Men

Eldest brother of Robert I Baratheon, he claims the throne based on the claim that Joffrey is a bastard born of incest. A stern, unyielding leader, his support comes from the Crownlands – Dragonstone and the surrounding islands – and the Stormlands.

Renly Baratheon – First of His Name, King of the Andals, the Rhoynar and the First Men

Stannis' younger brother, Renly's claim to the throne is based simply on the fact that he is more popular than Stannis and feels that he deserves it more. He has widespread support from the Reach – due to his recent marriage to Margaery Tyrell – and the Stormlands.

Robb Stark – The King in the North

Following the death of Eddard Stark in King's Landing, the lords of the Northern houses declared independence for the North and acclaimed Robb Stark as the first King in the North since the Targaryen conquest. Robb has extensive support from the North and the Riverlands.

Balon Greyjoy – The King of Salt and Rock

Balon's first attempt to declare independence for the Iron Islands was ten years ago and was ended by Robert Baratheon, costing Balon the lives of two of his three sons. He has nurtured a grudge against all those he holds responsible, particularly the Baratheons and the Starks, ever since. Balon has taken the current chaos as an opportunity to claim the Islands for himself once more.

And also

Mance Rayder – The King Beyond the Wall

For the first time in a generation, a chieftain has arisen among the Wildlings who has been able to unify the clans under a single banner. Formerly a brother of the Night's Watch, Mance has formed the normally fractious and feuding Wildlings into a single army that he intends to march south across the wall and claim a new destiny for his people.

Daenerys Targaryen – First of Her Name, Daenerys Stormborn, Queen of the Andals, the Rhoynar and the First Men, Queen of Astapor, Meereen and Yunkai, The Unburnt, Khaleesi and the Mother of Dragons

Across the Narrow Sea and in the distant lands of Essos the last Targaryen princess, Daenerys Stormborn, has managed to amass a sizeable army from a variety of sources. Dothraki horselords, the mercenary company known as the Second Sons, the Unsullied – the finest infantry from Slavers' Bay – all have come together under her banner as she prepares to return home to reclaim her birthright. And above it all, fly her dragons.

Of all the kingdoms of Westeros, two have yet to declare in favour of any of the claimants to the throne.

The Vale of Arryn

Lysa Arryn, Robb Stark's aunt, has retreated to the Eyrie – one of the most formidable and impregnable fortresses in all of Westeros. Following the death of her husband under suspicious circumstances, she fears for the life of her infant son Robert, the new Lord of the Vale, and refuses to take any side in the conflict.

Dorne

The prince of Dorne, Doran Martell, has always been a shrewd political operator and has been very careful not to offend or alienate anyone across Westeros. The Martells were close to the Targaryens, and there are many in Dorne who clamour for revenge against those responsible for the death of Princess Elia Martell – the wife of the late king Aerys II Targaryen – among them Doran's own brother, Prince Oberyn Martell. There are also those who wish to take the chance to settle centuries-old feuds with the Tyrells and the Baratheons. Whatever Prince Doran is planning, it seems certain that Dorne cannot remain neutral for long.

Declaring Your Loyalty

Each player commands an army from one of the houses of Westeros, either one of the Great Houses or one of their banners. This can be a house taken from the books and/or the TV series, or it can be a house of your own devising. Depending on the kingdom your house belongs to you will also swear fealty to one of the claimants to the Iron Throne, or possibly declare yourself neutral and pursue your own ends.

The objectives of the campaign are as follows:

- Win victories in support of your Lord's objectives.
- Foil the objectives of your rivals.
- Win glory for your house, and for your liege, in pursuit of the Iron Throne.

After choosing their house, each player selects an army from the appropriate list for their kingdom to a total value of 30 points. This list will be their initial army for the campaign, it may grow or shrink as the campaign progresses, as casualties are incurred and as victories are accumulated. You roll on the Leader Skills table in Lion Rampant as normal, whatever skill you roll will be your leader's skill for the duration of the campaign unless your leader is lost and needs to be replaced. There will be some leeway if your leader is representing a specific character from the books and the skill you roll is particularly inappropriate, this is at the campaign organiser's discretion.

Playing the Campaign

A campaign turn consists of three phases – the Narrative, Battle and Recovery phases.

The Narrative Phase

During this phase, which is carried out between the monthly campaign sessions, each player will contact the campaign organiser and announce their intentions for this campaign turn. Some examples could be:

- I march north to reinforce the Neck and defend against attack from the south.
- I move to relieve the siege at Harrenhal.
- I move into the Westerlands, heading for Lannisport.

The players may also communicate with each other, attempting to forge alliances, turn people against their friends, backstab, scheme and otherwise play the Game of Thrones. The campaign organiser should be kept abreast of any material changes that arise from all of this plotting and scheming, particularly any changes of allegiance, although this will be kept in confidence until the results become readily apparent.

The campaign organiser reserves the right to introduce events from the core storyline at any time, notifying the players as and when they are affected. This may be in the Narrative Phase or at the start of the next Battle Phase. These events may, in turn, be influenced by the results of the battles fought as part of the campaign.

Any player that does not announce their plans for the turn will be assumed to be taking a general defensive posture. They will still be able to participate in the Battle Phase, but will most likely be the defender in a battle that has been chosen by their opponent.

The Battle Phase

This phase will take place on the regular campaign night at the club. At the start of the evening, the campaign organiser will announce which battles are taking place, which players will be the attacker and defender and which scenario will be used. This is all based on the results of the Narrative Phase, and will not necessarily be what the players are expecting, especially if they have been over-ambitious in the Narrative Phase.

Fight the battle as normal, using the scenario rules in Lion Rampant.

The Recovery Phase

Following the battle, each player will work through the Recovery Phase. This includes keeping track of casualties suffered and reinforcements earned.

For each unit that lost one or more strength points in the battle roll 1D6 per strength point lost. On a score of 4+ that strength point is recovered, on a score of 1-3 the casualty is lost and the unit's strength is reduced permanently by 1. There are modifiers that apply to these rolls, see the table below. A roll of 1 is always a failure and a 6 is always a success, no matter how many modifiers apply.

Circumstance	Modifier
Your army won the battle	+1
Unit still on the table at the end of the battle or left the table voluntarily	+1

If your leader 'died' or routed on the battlefield, you need to find out whether or not he is actually dead and if not, what happened to him. Roll 1D6 on the following table.

Dice Roll	Outcome
0 or less	Captured. Your opponent may demand whatever ransom they see fit in exchange for the return of your leader. If you choose not to pay the ransom a new leader must be appointed, roll on the Leader Skills table as normal.
1-2	Dead. A new leader will be appointed, roll on the Leader Skills table as normal.
3	Injured. You must fight your next battle without the benefit of your leader's skill, as a subordinate takes temporary command of the army.
4+	Full recovery. Your leader may fight in subsequent battles as normal.

The following modifiers apply to this roll.

Circumstance	Modifier
Your army won the battle	+1
Leader died as a result of a challenge or lucky blow	-1
Leader routed or fled the table	+1

After working out the result of the casualties suffered, you need to determine how many reinforcements your army is issued to replace them. If you won the battle, roll 2D6 per point of glory you gained during the battle. If you lost, roll 5D6 per point of glory you gained during the battle. The 0.5 bonus glory for having a smaller army than your opponent is worth 1D6, regardless of whether you win or lose. The result is the total number of reinforcement points you have been issued with.

Reinforcement points can be spent on three things; replacing lost strength points from units that have suffered permanent casualties, adding upgrades to your units or recruiting new units to add to your army. Replacing lost strength points costs a number of recruitment points equal to the cost of the unit (including any upgrades) per strength point replaced. A unit may not be increased above its standard starting size in this way. Adding an upgrade to a unit costs a number of recruitment points equal to the cost of the upgrade multiplied by twelve and increases the value of the unit as normal. It is also possible to buy off a negative upgrade in the same way. Recruiting a new unit costs a number of recruitment points equal to the cost of the unit (including any upgrades) multiplied by twelve.

Unspent recruitment points cannot be saved up from one round of the campaign to the next, any points not spent are lost (kings and lords are fickle, if you do not want the reinforcements they will find someone else who will). Note that regardless of the number of casualties suffered the value of your units does not change, e.g. a unit of Heavy Foot that has lost 2 strength points will still be worth 4 points in your army, even though it will start the next battle with only 10 men.

Units count as below half strength once they are below half of their full, original strength (i.e. below 4 or 7 strength points) regardless of their strength at the start of the battle.

After updating your roster with the results of your recovery rolls, make sure the campaign organiser is notified of the full results of the battle. These results will lead into the next Narrative Phase and should help you decide on your next course of action.

Ending the Campaign

The campaign will end when one of the following criteria has been met.

- The events described in the Narrative Phase and the resulting battles fought show that one player has been able to seize control of King's Landing and the Iron Throne.
- A predetermined end to the campaign has been reached, normally after a set number of months.
- The campaign organiser has had enough and needs to call it quits for the sake of his sanity.

Unless King's Landing has fallen, the winner of the campaign will be the player that has accrued the most glory for their house. Obviously, if King's Landing has fallen then whoever is sitting on the throne wins.