

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.

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

Armies must consist of a minimum of 4 units and a maximum of 15. The rules on army composition in Lion Rampant are not used.

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 do not count towards either of these conditions, but Wild Charges do. However you may always complete all of your Wild Charges even if you fail your first three attempts.

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

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

Summoner – white walkers only

Undead (No Feelings) – suitable for wights.

Venomous – poisoned weapons, can also be used to represent Valyrian steel weapons.

Boasts and Quests

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 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 boast "Cleave them in half" from Lion Rampant has wording that is specific to 24 point forces and should be reworded as follows:

- "Rout/kill at least 50% of the enemy army's points value in one turn."

Note that this does not apply to the quest with the same name from Dragon Rampant. As the rules for the two are different, if you choose this quest or boast you should indicate which one you have chosen. There are other quests and

boasts with the same name but their rules are the same so no such attention is necessary.

Scenarios

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

The corner deployment zones (NE, NW, SE and SW) are 18" along table edges from the corners rather than 12".

If the attacker/defender is not specified for the scenario, both sides roll a D6. The highest roll is the attacker. In the case of a draw, the side with the highest number of Light Riders, Scouts and Flying units is the attacker.

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 is based simply on the fact that he is more popular than Stannis and feels that he deserves the throne. 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 Stormborn of House Targaryen – First of Her Name, Queen of the Andals, the Rhoynar and the First Men, Queen of Mereen, The Unburnt, Khaleesi of the Great Grass Sea, Breaker of Chains and 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 bannermen. 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 army is not intended to represent all of the forces available to your house (fielding the whole of Robb Stark's 20,000-strong host using Direwolf Rampant would be challenging to say the least) but instead will represent one of many small forces doing battle across the Riverlands and beyond as the great houses struggle for dominance. As such, you do not have to use exactly the same army for every battle and can change your forces as you see fit.

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.

Finally, each player's starting position is plotted on the map based on their house's location at the start of the hostilities in the books. Each player will need to provide a marker to identify their position on the map and will most likely need to provide a few more to keep track of their victories as the campaign progresses.

Playing the Campaign

A campaign turn consists of three phases – the Challenge, Battle and Campaign phases. These three phases will all be completed

The Challenge Phase

During this phase, the players take it in turns to challenge each other to battle. Beginning with the player with the most Glory (roll-off in case of ties) each player chooses an opponent and a location for the battle, bearing in mind the relative positions of the two armies.

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 Campaign Phase

Following the battle, each player will work through the Campaign Phase. This includes keeping track of the winners of each battle and any Glory earned.

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. See below for details.
1-2	Dead or fled. A new leader must 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

If your leader is captured your opponent may offer to ransom them back to you. Roll 2D3, this is the ransom agreed between your two houses, and is represented by an exchange of Glory. If you choose to pay the ransom, reduce your total Glory earned so far in the campaign by the requisite amount while your opponent increases their total by the same value. If you have not accrued enough Glory to cover the amount demanded, or if you choose not to pay the ransom, a new leader must be appointed; roll on the Leader Skills table as normal.

The campaign organiser should be informed of the results of the battle, including the winner, the total Glory accrued by each side and the results of any ransom negotiations. Finally, mark the result of the battle by placing a marker for the victorious player's house on the map at the site of the battle.

Between Battles

Outside the regular campaign nights, the players may 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.

Ending the Campaign

The campaign will end after a pre-determined number of months. At the end of the campaign the winner will be the player that has accrued the most Glory for their house, with the number of victories won used as a tie-breaker.

In addition, the players' individual scores will be totalled together to come up with a score for each faction. This will determine which of the various claimants has won the battle for the Iron Throne.