

# KNIGHTS & THE WESTEROS TABLE

## Role Overview

The Knight is the military power behind their House. This player directs armies in the field to attack, defend, and restore order to lawless lands. The Knight will also coordinate supplies, lay sieges, and raze villages to the ground. Players should take to this role if they want the most tactical experience in the thick of military actions across the face of Westeros. The Knight can sometimes be stressful and overwhelming to play as the pressure is on them from all other team members to win battles against all odds and get Resources flowing.

The typical Round for a Knight will consist of a few actions, all taking place in Banner Order. Each step is done by all Knights before any move on to the next step. They will:

1. Pay upkeep in Resource Cards or Gold to maintain each army
2. Spend Resource Cards or Gold to draft new armies at controlled Strongholds
3. March each army up to one land
4. Perform an action for each army

5. Help their Lords collect Resource Cards from controlled lands on the Westeros Map

## Teamwork

Get comfortable with the fact that you are just one piece in the machine, one player on a team of many. It's easy to fall into the trap of believing that you're the most important player on the team, since your table has the big, cool map and the most direct means of gaining Power. Do your best and realize that, while you may win or lose some battles, it's the whole team that wins the war. If you go into this game with a mindset of operating alone, you're in for a frustrating and unsatisfying experience.

Ask the Lord to make Alliances, both official and through backchannel deals, beneficial to your current military strategy. More than anything else, your victories on the battlefield will be determined by the political alliances made by other members of your team. Your Lord in many ways has more influence over the military than you do, just in less obvious ways. Also, be sure to let your Lord know where your Resources are thin and what needs to be done to shore them up for military expansion. Lastly, collaborate with your Lord to develop creative, powerful *Secrets Cards* about soon-to-be rival



Houses. *Secrets* Cards allow your team to break or bend the rules of the game if you can introduce a story element that fits the effect you want and makes sense. It's a way for creative players to gain a real leg-up against their enemies, as well as introducing some more free-form elements to the strict tactical game and break up the tense mood.

Ask the Heir to join the fight at key moments, especially if your House has excess Gold to hire sellswords. The Heir can come to the table at any time and break Banner Order when that player acts. This can be a very powerful tool to throw in a sudden *Force March* or offensive action where your opponents did not expect. If you're in a 3-person team, the one advantage you have is that this bonus action can be taken by the Knight, meaning you have full control over the timing. If you have all four players, use the mobility of the Heir to relay messages and keep your team up to date on the goings on at each table. Collaborate with the Heir to figure out where they need to focus. Delving for *Relics* adds Power, special abilities, and Gold, but can also eat up a lot of time.

Similarly, with the Maester, coordinate and decide where their limited number of actions can be best spent at the Citadel table; *Relics*, *Secrets*, or *Dark*

*Wings Dark Words*. Strategize as to what links are more valuable for you, and which are dead-ends. Additionally, the Maester can have a huge impact on what kind of special tricks your Heir brings to the Westeros Table each Round through Traits and *Bloodlines* Cards. Try and coordinate a strategy with all members of your team so that you are using the Heir's special abilities to the greatest effect each Round. This is a game about face-to-face communication and working well as a team.

## Military Theory & Strategy

The Westeros Table in *Aegon's Conquest* has influences from several popular war games, but is unique in its outlook and implementation. The focus of this segment is to convey the themes of war as expressed in the *A Song of Ice & Fire* book series.

Pitched combat is very difficult against an entrenched foe. Logistical support and jostling for position is the primary means of defeating enemy forces. Communications get lost and redirected all of the time. Brilliant, seemingly unstoppable military commanders are frustrated time and again by political forces beyond their control. The people on the sidelines, the villagers and smallfolk, are the ones who really suffer

as their lands are torched and their homes destroyed by the fighting. In the world of *A Song of Ice & Fire*, war is hell.

The map is divided into large zones known as *lands*. Each of these lands represents a massive area, hundreds of miles across, filled with dozens of villages and holdouts. They are impossible to lock down completely. The armies in *Aegon's Conquest* are similarly very abstract and are not realistic. Armies generally move freely throughout the map, using the wide spaces to slip past defenses. In battle, broken morale and a fast retreat is far more common than a fight to the death. Armies are only defeated when they are either starved out (cannot pay upkeep) or have been encircled and cut off with no place to retreat to safety.

Since upkeep plays such a large role in your combat effectiveness, be on the lookout for where you can snag one or two extra Resource icons to best support your armies. Try and make your Lord's life easier by not requiring him to beg for Resource trades each and every Round.

***Never commit to a fair fight.*** The probabilities for a single army achieving any lasting success are stacked heavily against you in all rolls. In open combat, with all other factors being equal, the defender has a significant numerical

advantage. Look for ways to gain *Support* or other bonuses to your actions before rushing into a fight; with another army's action (preferably from an allied House), a *Relic*, help from the *Night's Watch*, or sellswords bought with Gold. Similarly, always bring multiple armies to bear down and gang up on a trapped enemy army. Use *Cut Off* and *Raid* to stop them from retreating and put them to death. Charging in and hoping to roll well is not a good strategy. Plan for poor rolls.

Lastly, if you can manage to outmaneuver your foe and get into unprotected enemy lands, *Raid* is a very powerful weapon in your arsenal. *Raid* is the means to shut down upkeep for your enemies' armies, always works with no die rolls, and can take a very long time for your enemy to recover from. Likewise, never let an enemy army get into a position where they can set your lands to the torch. Use your Heir bonus action or whatever other kind of maneuvering is necessary to keep an army or Stronghold protecting your lands.



I threw them back. Lord Tywin, Gregor Clegane, Addam Marbrand, I turned them away. Stannis, though . . ." He grimaced. "Stannis? What of Stannis?" "He lost the battle at King's Landing," Edmure said unhappily. "His fleet was burned, his army routed."

ASOS Catelyn I

"Bolton was defeated by my father on the Green Fork." "But not broken," said Ser Cleos. "He came south again when Lord Tywin marched against the fords. The word at Riverrun was that he'd taken Harrenhal from Ser Amory Lorch."

ASOS Jaime I

As for Stark, the boy is still in the west, but a large force of northmen under Helman Tallhart and Robett Glover are descending toward Duskendale. I've sent Lord Tarly to meet them, while Ser Gregor drives up the kingsroad to cut off their retreat. Tallhart and Glover will be caught between them, with a third of Stark's strength."

ASOS Tyrion I

## Game Mechanics

### Control Stickers

At the start of the game, place one of your House's control sticker on each of the lands with text matching your House colors. The names of lands are color-coded for to easily recognize what territory you begin the game with.

While a land has a control sticker, it produces the Resources of the type indicated by its Resource icons each round. Obviously, the lands with two Resource icons are more valuable than those with only one. If a land has its sticker removed, it is considered controlled by no House at all.

Many lands also have a Stronghold icon, a black and white symbol that looks like a castle gate. These provide various defensive bonuses and also are a staging point for newly created armies. Each House starts with three such strongholds under their control.

Each House starts with two armies. At the start of the game, the Knight must place these armies on lands with Stronghold icons controlled by their House.



Cattle



Grain



Iron



Lumber



## Strongholds



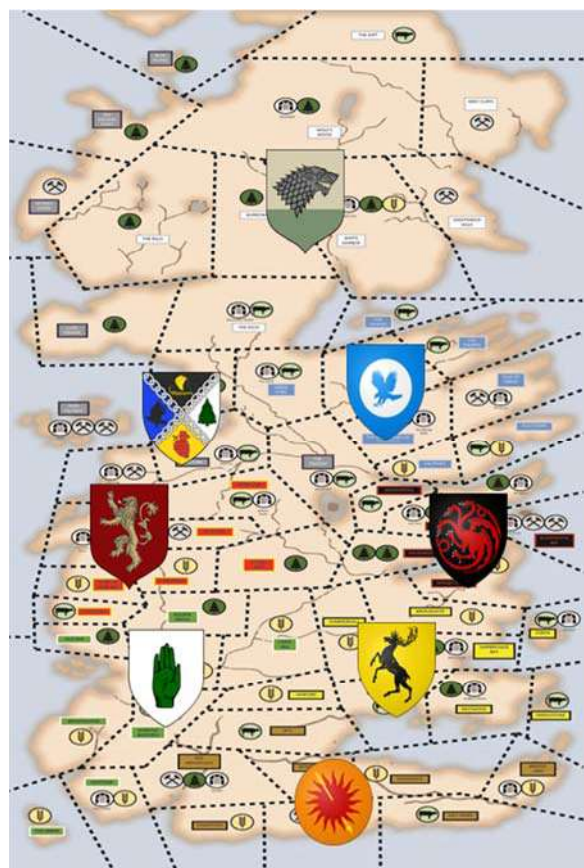
Lands with a Stronghold icon prevent enemy armies from using the *Raid* action and *Oppose* enemy armies using either the *Give Battle* or *Conquer* actions.

## Resource Icons

Lords and Knights work together at the end of each Round to Harvest Resources from lands under their control. Lands produce Resource Cards as per the indicated icon.

During Summer, areas that have two Resource icons produce both of those Resources, plus a third Resource of either type.

During Winter, areas that have two Resource icons produce only one Resource of the types listed, with the Lord choosing between them.



## Targaryen Lands

- ✚ Blackwater Bay
  - House Seat
  - Stronghold (Dragonstone)
  - Iron x2
- ✚ Massey's Hook
  - Cattle, Grain
- ✚ Kingswood
  - Lumber x2
- ✚ Duskendale
  - Stronghold (Dun Fort)
  - Lumber
- ✚ Cracklaw Point
  - Stronghold (Whispers)
  - Lumber
- ✚ Maidenpool
  - Cattle

## Arryn Lands

- ✚ Vale of Arryn
  - House Seat
  - Stronghold (The Eyrie)
  - Iron
- ✚ Gulltown
  - Cattle, Grain
- ✚ Saltpans
  - Grain
- ✚ The Mountains of the Moon
  - Stronghold (The Bloody Gate)
  - Iron
- ✚ Green Fork
  - Stronghold (The Twins)
  - Cattle
- ✚ West Vale
  - Grain
- ✚ The Fingers
  - Cattle
- ✚ The Sisters
  - Cattle

## Stark Lands

- ✚ Wolf's Wood
  - House Seat
  - Stronghold (Winterfell)
  - Lumber
- ✚ The Gift
  - Cattle
- ✚ Grey Cliffs
  - Iron
- ✚ Sheepshead Hills
  - Iron
- ✚ White Harbor
  - Stronghold (Wolf's Den)
  - Grain, Lumber
- ✚ Barrowlands
  - Lumber
- ✚ The Rills
  - Lumber
- ✚ The Neck
  - Stronghold (Greywater Watch)
  - Cattle

## Hoare Lands

- ✚ The Trident
  - House Seat
  - Stronghold (Harrenhal)
  - Cattle
- ✚ Red Fork
  - Stronghold (Riverrun)
  - Cattle
- ✚ Iron Islands
  - Stronghold (Pyke)
  - Iron x2
- ✚ Seagard
  - Lumber
- ✚ Cape Kraken
  - Lumber
- ✚ Stoney Shore
  - Iron
- ✚ Sea Dragon Point
  - Lumber
- ✚ Bear Island
  - Lumber

## Lannister Lands

- ✚ Lannisport
  - House Seat
  - Stronghold (Casterly Rock)
  - Grain, Iron
- ✚ Ashemark
  - Stronghold (The Crag)
  - Iron
- ✚ Hornvale
  - Stronghold (Golden Tooth)
  - Cattle
- ✚ Silverhill
  - Iron
- ✚ Stoney Sept
  - Lumber
- ✚ Cornfield
  - Grain
- ✚ Searoad Marches
  - Grain
- ✚ Crakehall
  - Cattle

## Gardener Lands

- ✚ The Mander
  - House Seat
  - Stronghold (Highgarden)
  - Grain x2
- ✚ Golden Grove
  - Lumber
- ✚ Cider Hill
  - Grain
- ✚ Dornish Marches
  - Stronghold (Horn Hill)
  - Cattle
- ✚ Oldtown
  - Stronghold (The Citadel)
  - Grain
- ✚ The Arbor
  - Grain
- ✚ Brightwater
  - Grain
- ✚ Old Oak
  - Lumber

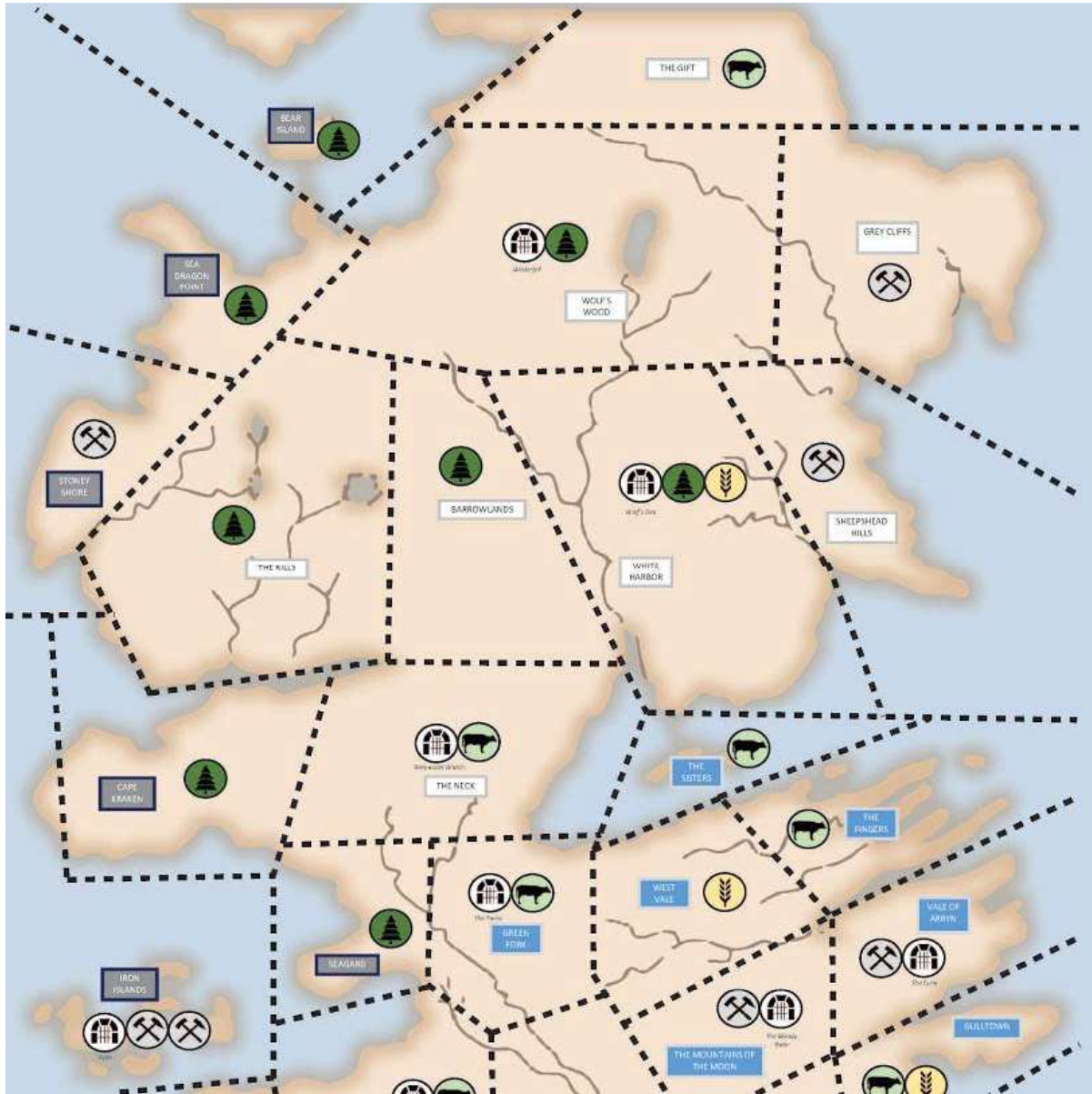
## Martell Lands

- ✚ Broken Arm
  - House Seat
  - Stronghold (Sunspear)
  - Grain
- ✚ Salt Shore
  - Cattle
- ✚ Godsgrace
  - Grain
- ✚ Boneway
  - Stronghold (Yronwood)
  - Lumber
- ✚ Hellholt
  - Iron
- ✚ Sandstone
  - Grain
- ✚ Red Mountains
  - Stronghold (Starfall)
  - Iron, Lumber
- ✚ Wyl
  - Cattle

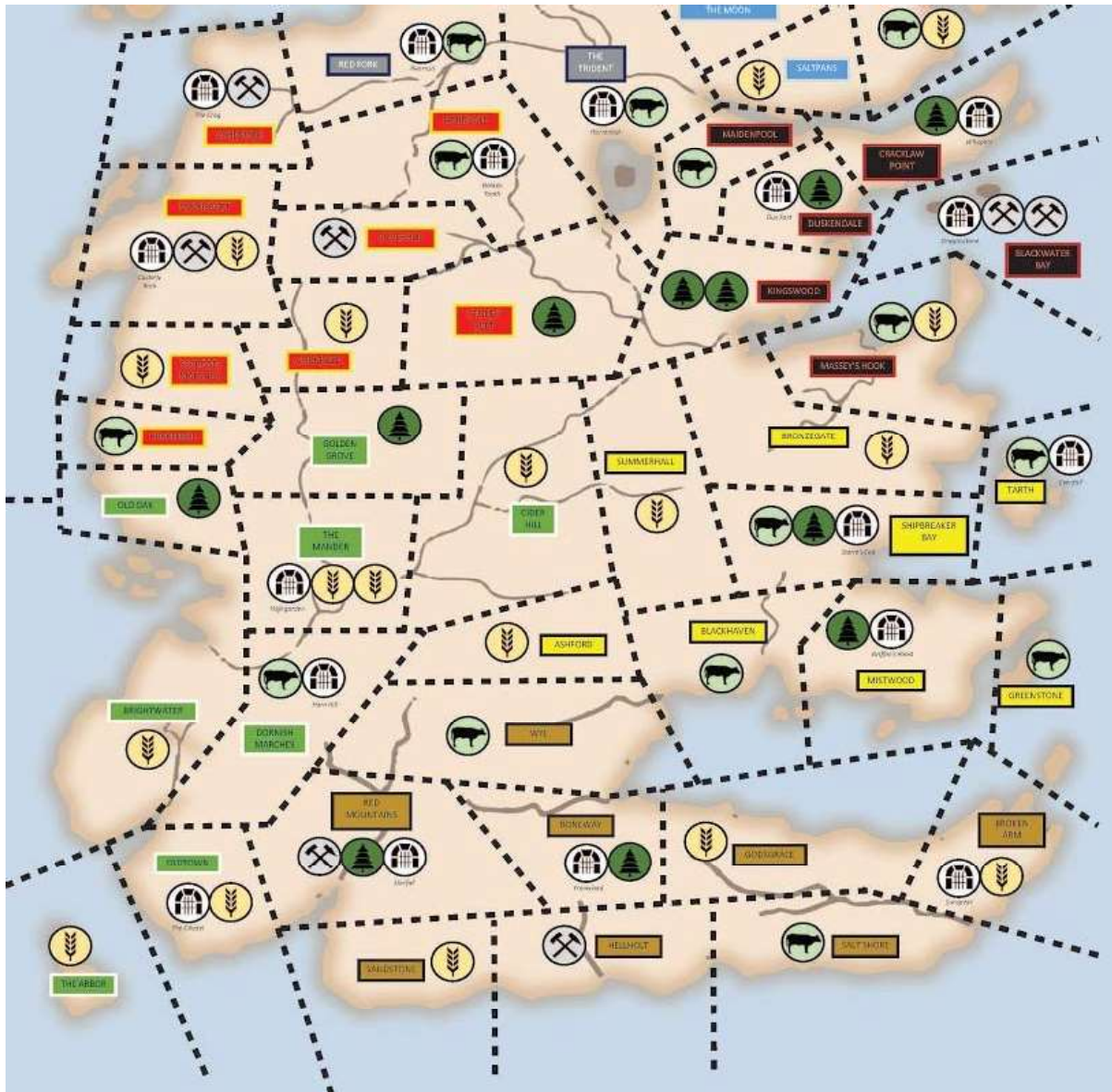
## Durrandon Lands

- ✚ Shipbreaker Bay
  - House Seat
  - Stronghold (Storm's End)
  - Cattle, Lumber
- ✚ Bronzegrave
  - Grain
- ✚ Tarth
  - Stronghold (Evenfall)
  - Cattle
- ✚ Greenstone
  - Cattle
- ✚ Mistwood
  - Stronghold (Griffon's Roost)
  - Lumber
- ✚ Blackhaven
  - Cattle
- ✚ Summerhall
  - Grain
- ✚ Ashford
  - Grain









## Upkeep Phase

At the start of each Round, spend Resources to support your armies in the field. Your first army is free, but you must spend one each of Lumber, Cattle, and Grain for each additional army. A House can control a maximum of five armies, no matter the Resources available to them. You may spend Gold to substitute for any Resource cards on a one-for-one basis. Your unsupported armies are otherwise disbanded and destroyed.

Knights do not pay any upkeep during the first turn.

During the Upkeep Phase, you may spend 1 Lumber, 1 Cattle, 1 Grain and 3 Iron to field a new army at any Stronghold you control.

A House with zero armies forms a new army for free at their House seat, even if they no longer control their House seat.

## March Armies

After paying for upkeep, move each of your armies up to one space. Armies may move in and out of lands regardless of any enemy armies. March each House's armies in Banner Order.

## Actions

Each army performs one of the seven listed actions below. It is then flipped over to signify that its turn is over.

Activate each House's armies in Banner Order. However, at any time during the Round an Heir may come to the table, interrupt Banner Order, and give one of their House's armies a bonus action. An Heir with matching colors in the Brawn Trait of their *Bloodlines* Card may also spend up to three gold at this time to hire sellswords that will either *Support* or *Oppose* any army on a one-for-one basis, in addition to their bonus action.

## Support

Grant another army in the same or adjacent land an extra die to its rolls until the end of its next turn (take the two highest dice). Place a blue Support Token next to the army to signify the bonus.

## Oppose

Grant another army in the same or adjacent land an extra die to its rolls until the end of its next turn (take the two lowest dice). Place a red Oppose Token next to the army to signify the penalty.

## Raid

When in a land with:

- ✚ No enemy armies
- ✚ No stronghold
- ✚ Not controlled by your House or an allied House

Remove the control sticker, leaving the territory barren and burning. This land does not produce Resources until an army uses *Conquer* to place a new control sticker on it.

## Give Battle

Spend your time to attack an enemy, non-allied army dug into an entrenched defensive position. Roll two dice, add the results, and consult the table below. If the land has a Stronghold and enemy control sticker, your army is *Opposed*.

**10 or higher:** The enemy army is Routed and must retreat.

**7-9:** Pyrrhic Victory, both armies are Routed and must retreat.

**6 or less:** Disaster! Your army is Routed and must retreat.

An army that is Routed must immediately move to an adjacent land controlled by a friendly House, regardless of enemy armies present. If there are no adjacent friendly lands or

the army cannot move, the army is disbanded. The owner of a Routed army determines where that army is moved to.

## Conquer

To perform this action, your army must be in a land:

- ✚ Not containing an enemy army
- ✚ Not controlled by an allied House
- ✚ Either adjacent to a land controlled by your House, or is your House seat

Roll two dice, add the results, and consult the table below. If the land has a Stronghold and a control sticker, your army is *Opposed*. If the land has no control sticker at all, your army is *Supported*.

**10 or higher:** Put your House control sticker on the space.

**7-9:** The smallfolk deliver their harvests, but dream of rebellion. Put a Temporary Control token on the area allowing you to Harvest resources this round only.

**6 or less:** Outlaws harass your army and waste your time.

## Force March

Move an additional space. May only be used in Summer.

## Cut Off

Enemy armies may not move out of the land you are in this round. Routed enemy armies are instead disbanded. This effect ends if this army is Routed.

## Timing

Typically, the Westeros Table is the last table to finish each Round due to the sheer amount of actions happening at the table. Heirs and the Night's Watch will show up each Round to interrupt the action, further breaking the flow. Here are a few tips to keep things moving briskly, for the benefit of the game as a whole.

1. The Westeros GM should be a referee and aggressive timekeeper. Do not let indecisive players hold the game hostage. War is hell. Make them feel the stress by hurrying their actions.
2. Set up the Westeros Table in the best location to see the hanging Banners which form the Banner Order. Banner Order can start with any House, but must always be in the general sequence of:  
Targaryen → Arryn → Stark →

Hoare → Lannister → Gardener  
→ Martell → Durrandon.

3. Have an additional sign clipped to the House banner which starts Banner Order for the Round, as determined by the Maesters' *Conspiracy*. This sign must also indicate the direction of Banner Order and associated Season.
4. Have clearly visible smaller banners attached to the larger banners so that players and GM alike can easily see which Houses are allied. Allied Houses cannot take too aggressive of actions against each other but can certainly position themselves to do so at a later Round.
5. Have the Knights work with the Lords to collect the appropriate Resource Cards from the Westeros GM during Harvest. See **Lords & Throne Table** for additional information.

