

Wars of the Seven Kingdoms

These army lists cover most of the protagonists of a well-known *low fantasy* saga full of ice and fire. They are mainly based on the books (with some* or many** exceptions from the TV show).

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The Winter Wolves

Secessionist Northerners willing to protect their freedom and their traditions against the Crown.

Aggression: 2

Home Territory: Arable

Description	Type	Min – Max	Cost per Element
The Young Wolf	Mounted or Foot Hero General (C-in-C)	1	25
• Add Direwolf *	<i>Fear, Lethal</i>	1*	+2
Direwolf *	Beasts <i>Fear</i>	1*	5
Winter Guards	Blades	3-12	6
• Upgrade to Honor Guard	Blades <i>Elite</i>	0-1	+2
• Upgrade to General		0-1	+10
Winter Bowmen	Bows	3-15	4
Winter Cavalrymen	Cavalry	3-9	4
• Dismount as Bows	Bows (Fast)	0-6	+1
Winter Levies	Auxilia	0-16	4
• Upgrade to Spearmen	Spears <i>Poor</i>		+1
Bolt Throwers	Artillery	0-2	5
Allies (Must make up between ¼ and ½ of the total AP of the army)			
Bannermen of the Wolf	Knights	0-6	5
• Dismount as Blades	Blades	0-6	+2
• Upgrade to General		0-1	+10
White Sun Spearmen	Spears	0-3	6
• Upgrade to General		0-1	+10
Northern Berserkers	Warband <i>Battle Frenzy</i>	0-6	4
• Upgrade to General		0-1	+10
Bogmen Trackers	Skirmishers <i>Lethal</i>	0-3	4
Flayed Ones			
May take required elements in Flayed Ones list			

Special Rules:

Winter is Coming : once per game, in his own bound, the player may add +1 to all combat rolls of the C-in-C command.

*Direwolf** : the player *must* select Direwolf (Beasts) OR Direwolf (upgrade).

- Direwolf (Beasts) counts as Light Mounted for the purpose of Expending PIPs to Move and Command Range (DBF book, p.19) and must be assigned to the C-in-C Command.

- Direwolf (upgrade) must be modelled on the C-in-C element, whose base can therefore be adapted in length as needed.

The Gold Lions

Rich and ruthless protectors of the Crown.

Aggression: 3

Home Territory: Arable

Description	Type	Min – Max	Cost per Element
The Lion Lord	Knights General (C-in-C) <i>C-in-C Command</i>	1*	16
<ul style="list-style-type: none"> Upgrade to Command Post 	Knights General (C-in-C) <i>Command Post, C-in-C Command</i>		0
The Kingslayer	Mounted or Foot Hero <i>Lethal, Elite</i>	0-1	18
<ul style="list-style-type: none"> Upgrade to General 			+10
<ul style="list-style-type: none"> Replace Lion Lord as C-in-C 		1*	
Lion Men-at-Arms	Spears	6-18	6
<ul style="list-style-type: none"> Upgrade to Polearms 	Spears <i>Polearms</i>		0
<ul style="list-style-type: none"> Change to Blades 	Blades	0-12	0
Lion Archers	Bows	3-15	4
<ul style="list-style-type: none"> Upgrade to Crossbows 	Crossbows	0-6	0
Lion Knights	Knights	2-8	5
<ul style="list-style-type: none"> Upgrade to Barding 	Knights <i>Barding</i>		+1
<ul style="list-style-type: none"> Upgrade to General 		0-2	+10
The Mad Dog	Mounted or Foot Hero <i>Fear, Lethal</i>	0-1	17
<ul style="list-style-type: none"> Upgrade to General 			+10
Mad Dog Butchers	Auxilia	0-5	4
<ul style="list-style-type: none"> Change to Auxilia (Fast) 	Auxilia (Fast)		0
The Dwarf	Foot Hero <i>Poor, Trickster, General</i>	0-1	25
Tribesmen	Warband (Solid or Fast)	0-3	4
Bolt Throwers	Artillery	0-3	5

Special Rules:

Hear Me Roar : once per game, in the opponent's command phase, the player may subtract -1 to each PIP dice (to a minimum of 1) before rolls are made.

Command Post : an element with a Command Post is unwieldy, may not move into contact with enemy elements, ignore recoils results in all combats, and, if General, doubles its command range.

Trickster : a Trickster General can force one enemy General to reroll their PIP dice once per command phase. The second result is final. Tricksters do not get a +1 in combat for being General.

The Burning Stag

Army of the rightful heir of the crown, determined to get what is due to him by all necessary means.

Aggression: 3

Home Territory: Littoral

Description	Type	Min – Max	Cost per Element
The King without a Crown	Mounted or Foot Hero General (C-in-C)	1	25
The Red Priestess	Mounted or Foot Cleric	0-1	8
• May ride a Horse	Cleric <i>Mounted</i>		+1
Stag Men-at-Arms	Blades	3-18	6
• Change to Spears	Spears		0
Stag Bowmen	Bows	3-15	4
Stag Knights	Knights	3-12	5
• Upgrade to Barding	Knights <i>Barding</i>		+1
• Upgrade to General		0-5	+10
Stag Cavalrymen	Cavalry (Solid or Fast)	0-6	4
King's Faithful	Auxilia	0-12	4
Zealots	Hordes (Fast) <i>High Morale</i>	1-6	4
Bolt Thrower	Artillery	0-2	5

Special Rules:

The Night is Dark and Full of Terrors : for each destroyed player's element, add +1 point to a "faith reserve". The "faith reserve" points are kept from one turn to another as long as they are not spent.

The Red Priestess : appears as a Cleric who may cast rituals by spending "faith reserve" points as if they were PIPs.

Ritual Spell : Burning Heart

Difficulty 3

If successful, all friendly elements within 3BW are immune to Fear and gain High Morale until the next caster's ranged combat phase.

Ritual Spell : Wall of Fire

Difficulty 4

If successful, ritual creates a wall of fire (1BW length, ½ BW width) entirely within 5BW of the caster. It counts as dangerous going until the next caster's phase. The wall cannot be placed on an element. Alternatively, the caster can cause any piece of Area Terrain entirely within 5 BW to become dangerous until the next caster's phase.

The Crowned Stag

Army of the young and loved by the folk self-proclaimed king and his many allies.

Aggression: 2

Home Territory: Arable

Description	Type	Min – Max	Cost per Element
The Young Stag	Knights (C-in-C)	1	15
• Dismount as Blades	Blades		+1
The Rose Knight	Mounted or Foot <i>Hero Elite</i>	0-1	17
• Upgrade to General			+10
The Rainbow Guard	Blades <i>Elite</i> , <i>Heavy Armour</i>	1	9
Stag & Flower Men-at-Arms	Spears	3-18	6
• Upgrade to Polearms	Spears <i>Polearms</i>		0
• Change to Blades	Blades	0-9	0
• Change to Auxilia	Auxilia		-2
Stag & Flower Bowmen	Bows	3-15	4
Bannermen Knights	Knights	3-12	5
• Dismount as Blades	Blades		+1
• Upgrade to General		0-5	+10
Cavalrymen	Cavalry	2-6	4
Bolt Throwers	Artillery	0-3	5

Special Rules:

Growing Strong : if the C-in-C element is destroyed, the Rose Knight element immediately becomes the C-in-C if on the board.

Protect the King : if the Young Stag and the Rainbow Guard elements are within 2 BW from each other, the player may swap them at the start of any combat phase.

The Kraken Sons

Pirates and raiders eager to get their share of the pie.

Aggression: 4

Home Territory: Littoral

Description	Type	Min – Max	Cost per Element
The Iron King	Foot Hero (Fast) General (C-in-C) <i>Lethal</i>	1	26
Kraken Axe-Men	Blades (Fast)	6-18	6
• Upgrade to Berserkers	Blades (Fast) <i>Battle Frenzy</i>		0
• Upgrade to General		0-4	+10
Kraken Raiders	Auxilia (Solid or Fast)	8-24	4
• Change to Skirmishers	Skirmishers <i>Sneaker</i>		0
Kraken Bowmen	Bows (Fast)	3-12	4
Light Bolt Throwers	Artillery <i>Volley Gun</i>	0-3	5
Cavalrymen	Cavalry	0-6	4
• Change to Light Mounted	Light Mounted <i>Sneaker</i>		0

Special Rules:

We Do Not Sow : the player may use Littoral Landing even if there is no waterway on the board. Use one of the side of the board that is not Invader's nor Defender's edge as if it were a waterway. Moreover, this army may reserve up to ½ of its elements for such a landing.

The Flayed Ones

Sadistic Northerners seeking their own agenda.

Aggression: 2

Home Territory: Arable

Description	Type	Min – Max	Cost per Element
The Leech Lord	Knights General (C-in-C) <i>Fear</i>	1*	16
The Bastard	Mounted or Foot Hero <i>Fear</i> , <i>Sneaker</i>	0-1	17
<ul style="list-style-type: none"> • Upgrade to General 			+10
<ul style="list-style-type: none"> • Replace Leech Lord as C-in-C 		1*	
Dreadguards	Spears	3-18	6
<ul style="list-style-type: none"> • Upgrade to Polearms 	Spears <i>Polearms</i>		0
<ul style="list-style-type: none"> • Change to Blades 	Blades	0-6	0
<ul style="list-style-type: none"> • Change to Pikes 	Pikes		-2
<ul style="list-style-type: none"> • Upgrade to General 		0-2	+10
Flayers	Auxilia (Solid or Fast) <i>Fear</i>	3-12	5
Bowmen	Bows	3-15	4
<ul style="list-style-type: none"> • Upgrade to Warbows 	Warbows	0-6	+1
Flayed Ones Heavy Cavalrymen	Knights	2-8	5
<ul style="list-style-type: none"> • Upgrade to Heavy Armour 	Knights <i>Heavy Armour</i>		+1
<ul style="list-style-type: none"> • Upgrade to General 		0-2	+10
The Bastard's Hounds	Beasts	0-3	4

Special Rules:

Our Blades Are Sharp : at the start of each player's bound, choose an element. It gains Fear special rule until the end of the bound.

The Sun Spears

Southerners concerned about their independence and planning their revenge against the crown.

Aggression: 1

Home Territory: Dry

Description	Type	Min – Max	Cost per Element
The Crippled Lord	Spears General (C-in-C) <i>Elite, Polearms, Command Post</i>	1*	19
The Red Snake	Mounted or Foot Hero (Fast) <i>Lethal, Elite</i>	0-1	18
• Upgrade to General		0-1	+10
• Replace Lord as C-in-C		1*	
The Sun Guard	Spears <i>Elite</i>	0-3	8
• Upgrade to Polearms	Spears <i>Polearms, Elite</i>		
• Upgrade to General		0-1	+10
• Replace Lord as C-in-C		1*	
Sun Warriors	Auxilia (Solid or Fast)	6-24	4
• Change to Spears	Spears	0-6	+2
• Upgrade to General		0-1	+10
Sun Bowmen	Bows (Solid or Fast)	3-15	4
• Change to Skirmishers	Skirmishers	0-9	-1
Desert Cavalrymen	Cavalry (Solid or Fast)	6-18	4
• Change to Light Mounted	Light Mounted (Solid or Fast)		-1
• Upgrade to General		0-2	+10
The Sand Snakes	Skirmishers, <i>Lethal</i>	0-3	4

Special Rules:

Unbowed, Unbent, Unbroken : once per game, at the start of the player's bound, each element of the army gains Ethereal special rule until the end of the bound.

Command Post : an element with a Command Post is unwieldy, may not move into contact with enemy elements, ignore recoils results in all combats, and, if General, doubles its command range.

The Black Defenders

The Black Defenders protect the human kingdoms from the threats coming from the North.

Aggression: 1

Home Territory: Hilly

Description	Type	Min – Max	Cost per Element
The Lord Defender	Mounted or Foot Hero General (C-in-C) <i>High Morale</i>	1*	26
The Snow Lord	Mounted or Foot Hero <i>Elite</i>	0-1	17
<ul style="list-style-type: none"> • Add Direwolf* 	<i>Fear, Lethal</i>		+2
<ul style="list-style-type: none"> • Upgrade to General 			+10
<ul style="list-style-type: none"> • Replace Lord Defender as C-in-C 		1*	
Black Defenders	Blades (Solid or Fast)	6-24	6
<ul style="list-style-type: none"> • Downgrade to Raw Recruits 	Blades <i>Poor</i>		-1
<ul style="list-style-type: none"> • Upgrade to General 		0-2	+10
Black Bowmen	Bows (Solid or Fast)	3-12	4
<ul style="list-style-type: none"> • Upgrade to Crossbows 	Crossbows	0-6	0
Black Cavalrymen	Cavalry	2-8	4
<ul style="list-style-type: none"> • Change to Light Mounted 	Light Mounted		-1
<ul style="list-style-type: none"> • Upgrade to General 		0-2	+10
Direwolf*	Beasts <i>Fear</i>	0-1	5
Black Rangers	Skirmishers	3-12	3
Bolt Throwers	Artillery	0-2	5

Special Rules:

The Sword in the Darkness : once per game, at the start of any bound, each element of the army may gains High Morale special rule until the end of the bound.

*Direwolf** : the player *may* select Direwolf (Beasts) OR Direwolf (upgrade).

- Direwolf (Beasts) counts as Light Mounted for the purpose of Expending PIPs to Move and Command Range (DBF book p.19) and must be assigned to the C-in-C Command.

- Direwolf (upgrade) must be modelled on the Snow Lord element, whose base can therefore be adapted in length as needed.

The Free People

Gathering from the frozen lands, the Free People seek to plunder the South.

Aggression: 3

Home Territory: Waste

Description	Type	Min – Max	Cost per Element
The Chosen King	Auxilia (Solid or Fast) General (C-in-C) <i>C-in-C Command</i>	1	15
<ul style="list-style-type: none"> Change to Blades 	Blades (Fast) General (C-in-C) <i>C-in-C Command</i>		+2
Cannibal Berserkers	Warband <i>Battle Frenzy, Fear</i>	0-6	5
<ul style="list-style-type: none"> Upgrade to General 		0-1	+10
Snow Raiders	Auxilia (Solid or Fast)	9-36	4
<ul style="list-style-type: none"> Change to Warband 	Warband (Fast)		0
<ul style="list-style-type: none"> Upgrade to Berserkers 	Warband (Fast) <i>Battle Frenzy</i>		0
<ul style="list-style-type: none"> Change to Foot Hero 	Foot Hero (Fast)	0-2	+11
<ul style="list-style-type: none"> Upgrade to General 		0-3	+10
<ul style="list-style-type: none"> Change to Hordes 	Hordes		-1
Hunters	Bows (Fast)	3-18	4
Giants	Great Beasts <i>Lethal</i>	0-6	6
<ul style="list-style-type: none"> May ride Mammoth 	Behemoths <i>Lethal</i>	0-3	+1
<ul style="list-style-type: none"> Upgrade to General 		0-1	+10
Trackers	Skirmishers	3-12	3

Special Rules:

Ambush : if Invader, the player may use Littoral Landing even if there is no waterway on the board. Use one of the side of the board that is not Invader's nor Defender's edge as if there were a waterway.

Eyes from Above : the shamans take control of eagles or other animals to spy the enemy. If Defender, the player may redeploy up to ¼ of his elements before the first bound.

The Dragon Queen

The Dragon Queen army gathers across the sea to drive out the usurper who stole her throne.

Aggression: 4

Home Territory: Littoral

Description	Type	Min – Max	Cost per Element
The Dragon Queen	Foot or Mounted Hero General (C-in-C) <i>Command Post</i>	1	25
<ul style="list-style-type: none"> • May ride a Dragon * 	Dragon General (C-in-C) <i>Fear, Lethal</i>		+2
Sworn Knights	Knights <i>Elite</i>	0-1	7
<ul style="list-style-type: none"> • Dismount as Blades 	Blades <i>Elite</i>		+2
<ul style="list-style-type: none"> • Change to Foot or Mounted Hero 	Foot or Mounted Hero <i>Elite</i>		+10
<ul style="list-style-type: none"> • Upgrade to General 			+10
Untouchable Spearmen	Spears <i>Elite, High Morale</i>	5-15	9
<ul style="list-style-type: none"> • Upgrade to General 		0-1	+10
Horse Lords	Cavalry <i>Battle Frenzy</i>	5-15	4
<ul style="list-style-type: none"> • Upgrade to Skilled Killers 	Knights (Fast) <i>Battle Frenzy</i>		+1
<ul style="list-style-type: none"> • Change to Horse Archers 	Light Mounted (Solid or Fast)		-1
<ul style="list-style-type: none"> • Upgrade to General 		0-1	+10
Mercenary Infantrymen	Auxilia <i>Sneaker</i>	0-12	5
<ul style="list-style-type: none"> • Change to Bows 	Bows	0-6	-1
<ul style="list-style-type: none"> • Upgrade to General 		0-1	+10
Freed Slaves	Hordes	0-6	3
Young Dragons *	Great Flyers <i>Lethal</i>	0-1	7

Special Rules:

Fire and Blood : Dragon C-in-C element may be placed within 1 BW of the camp during deployment and may not move on the first bound.

It can instead deploy during a subsequent move phase at the cost of 3 PIPs from its command, in contact with their army's base edge and at least 1 BW of any other element. It may also move on the bound it is deployed for the normal PIP cost. Until the Dragon C-in-C element is deployed, player must nominate before battle a legit element which will act as C-in-C (but do not receive any associated bonuses).

*Dragons ** : the player cannot select Young Dragons and Dragon in the same army list.

The Black Dragon Company

Mighty mercenary company which seeks to play its own part in the race for the throne.

Aggression: 5

Home Territory: Littoral

Description	Type	Min – Max	Cost per Element
The Steel Commander	Knights General (C-in-C) <i>C-in-C Command</i>	1	16
<ul style="list-style-type: none">• Dismount as Blades	Blades General (C-in-C) <i>C-in-C Command</i>		+2
Steel Knights	Knights	5-15	5
<ul style="list-style-type: none">• Dismount as Blades	Blades		+2
<ul style="list-style-type: none">• Upgrade to General		0-4	+10
Steel Spearmen	Spears	3-9	6
Steel Bowmen	Bows	3-12	4
<ul style="list-style-type: none">• Upgrade to Crossbows	Crossbows	0-4	0
<ul style="list-style-type: none">• Upgrade to Warbows	Warbows	0-4	+1
Steel Cavalrymen	Light Mounted	0-4	3
War Elephants	Behemoths	0-6	6
Scouts	Skirmishers	0-6	3
Bolt Throwers	Artillery	0-2	5

Special Rules:

Bitter Steel : Steel Commander and any Steel Knights elements may get High Morale at the cost of +1 per element.

The Others

Led by necromancers, the armies of the dead will soon sweep across the lands of the living.

Aggression: 5

Home Territory: Waste

Description	Type	Min – Max	Cost per Element
The White King	Mage (Level 3) General (C-in-C)	1	24
<ul style="list-style-type: none">• May ride Undead Horse	Mage (Level 3) General (C-in-C) <i>Mounted, Barding</i>		+2
<ul style="list-style-type: none">• May ride a Reanimated Dragon	Dragon General (C-in-C) <i>Mage (Level 3) Lethal</i>		+16
White Lieutenants	Mage (Level 1) General	0-3	22
<ul style="list-style-type: none">• May ride Undead Horse	Mage (Level 1) <i>Mounted, Barding</i>		+2
Zombies	Hordes <i>Undead</i>	12-36	3
Reanimated Giants	Great Beasts <i>Undead</i>	0-4	5
Reanimated Beasts	Beasts <i>Undead</i>	0-6	4

Special Rules:

Winter is Here : the King and his Lieutenants are dreadful creatures that cannot be killed by usual means. They therefore cause Fear, get Elite, High Morale, and count as having Heavy Armour. If there is no King nor Lieutenants element on the board at any time, all Undead elements are immediately destroyed.

Dragon as C-in-C : a Dragon C-in-C is placed within 1 BW of the camp during deployment. It may not move on the first bound. It follows all other rules for Dragons. The C-in-C may still cast standard or ritual spells as if it were a Mage (Level 3).

Ritual Spell : Reanimation : DBF book p.56.

The Faith in Arms

Under the banner of the seven-pointed star, the army of the faith seeks to purify the kingdom of its corruption.

Aggression: 2

Home Territory: Arable

Description	Type	Min – Max	Cost per Element
The High Priest	Cleric General (C-in-C) <i>High Morale</i>	1	19
Knights of the Faith	Knights <i>High Morale</i>	3-12	6
<ul style="list-style-type: none">• Dismount as Blades	Blades <i>High Morale</i>		+2
<ul style="list-style-type: none">• Upgrade to General		0-3	+10
Poor Fellows	Hordes (Fast) <i>High Morale</i>	5-15	4
Converted Soldiers	Auxilia <i>High Morale</i>	2-12	5
<ul style="list-style-type: none">• Change to Bowmen	Bows <i>Poor, High Morale</i>	0-4	-1
<ul style="list-style-type: none">• Change to Scouts	Skirmishers <i>High Morale</i>	0-4	-1
<ul style="list-style-type: none">• Change to Improvised Pikemen	Pikes <i>Poor, High Morale</i>	0-6	-1

Special Rules:

Light of the Seven : once per game, at the start of any bound, each element of the army may gain Elite special rule until the end of the bound.