

Umpire Overview

The terrain for the board includes a tree line at the rear of the Northern Coalition's deployment zone.

The deployment of armies starts with Jon Snow's element placed in contact with the centre line, in the middle of the deployment area, next to Rickon's body. He may not move backwards until he has fought in at least one round of close combat.

The Northern coalition can deploy up to 2BW from the centre line and the Army of the Warden of the North up to 3BW from the centre line. No element from either army may be deployed closer than 4BW from the side edges. Stark's Battle deploys on the right side and the Wilding's Battle deploys on the left side of their deployment area. Bolton's Battle deploys in the centre, with Karstark's Battle on their right flank and the Disaffected Northerner's Battle on their left flank.

The Northern Coalition take first bound. Each command has one dice for PIPS.

House Arryn will arrive on the first of either of these events:

- One of the two commands (ie Stark or Wilding) breaks
- A roll of two dice by the umpire at the start of a Northern Coalition's bound is higher than 12 minus the turn number, ie. 12 at the end of turn 1, 11 or higher at the end of turn 2, 10 or higher at the end of turn 3, etc.

The flank on which House Arryn is deployed is determined by an umpire roll, ie. Odds = left flank of the Northern Coalition, Evens = right flank of the Northern Coalition.

Deployment must be as a group with the rear rank in contact with the board edge. This command can immediately roll for PIPs and begin to move.

All other conditions are as per standard DBF rules. Note the two special rules for Jon Snow (ie. Heavy Armour) and House Arryn's Knights (ie. Barding)

Northern Coalition – Stark Loyalist (36 elements: 211pts)

Command 1 (12 elements) (84pts) *Stark Battle*

1xJon Snow – Hero (CinC)(Solid) (*Heavy Armour – Adds +1 if doubled in combat*), 3xCv (Solid), 6xSp (Solid), 2x4Warbow (Solid)

Command 2 (12 elements) (57pts) *Wildling Battle*

1xTormund Giantsbane - 4Wb (Gen)(Solid), 2x4Wb (Solid), 4x3Wb (Fast), 2x5Hd (Fast & Unwieldy), 2x3Bw (Fast), 1xWun Wun – Great Beast (Solid & Unwieldy)

Command 3 (12 elements) (70pts) *House Arryn Battle*

1xLittle Finger – 3Kn (Gen)(Solid), 5x3Kn(Solid) (*All 3Kn have Barding – count as Foot for ranged combat*), 6xCv (Solid)

The Battle

"Who owns the North?!" —Smalljon Umber rouses the Bolton infantry.

The battle begins with the Stark army deployed near a treeline to prevent themselves from being attacked unaware from behind. Across the field is the much larger Bolton army, which has placed archery distance markers with burning, flayed corpses attached to them to demoralize the Stark troops. Ramsay trots out on his horse to the front of the formation, bringing a prisoner: Rickon Stark himself. Ramsay acts at first as if he will slit Rickon's throat, but instead cuts his bonds and sadistically insists that they play a game. He points at Jon and tells Rickon, "Run to your brother." Rickon starts running straight toward Jon, while Ramsay shoots and purposely misses with a war bow. Just when Rickon is about to reach Jon, however, Ramsay's final deliberate shot hits Rickon through the heart, killing him almost instantly.^[13]

Enraged and maddened with grief, Jon charges full tilt at the Bolton army, whom Ramsay immediately orders to loose their arrows on him. Alarmed, Davos orders in the Stark cavalry to charge after their commander, with the Stark and wildling infantry closely following behind. The first Bolton volley down Jon's horse, forcing him to the ground. Jon quickly recovers and prepares for his last stand by drawing Longclaw as he seemingly faces down the Bolton cavalry alone...

When will the relief force from House Arryn arrive... and will it be too late...?

Army of the Warden of the North (36 elements; 215pts)

Command 1 (12 elements) (74pts) *Bolton Battle*

1xRamsay Bolton- 3Kn (CinC)(Fast), 2xCv (Solid), 6xSp (Solid), 3x4Warbow (Solid)

Command 2 (12 elements) (75pts) *Karstark Battle*

1xLord Karstark- 3Kn (Gen)(Fast), 2xCv (Solid), 7xSp (Solid), 2x4Warbow (Solid)

Command 3 (12 elements) (66pts) *Disaffected Northerners Battle*

1xLord Umber – 3Kn (Gen)(Fast), 1xCv (Solid), 5xSp (Solid), 1x4Warbow (Solid), 4x5Hd (Fast & Unwieldy)

The Battle

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