

## The Great Houses for a Song of Thrones

Elements that can be taken as Generals are indicated in the lists. Minimum is the least number of that type that can be taken while the Maximum is the most of that type that can be taken. You must take at least one CIC type. Cost is AP cost per Element. Lists are meant for 100 point Armies. Double minimums larger than "1" and Maximums for larger games.

### House Wolf

| <b>Description</b>  | <b>Aggression: 2</b> | <b>Home Territory:</b>   | <b>Border Lands</b>      | <b>Cost</b> |
|---|----------------------|--------------------------|--------------------------|-------------|
|   |                      | <b>Type</b>              | <b>Minimum - Maximum</b> |             |
| Old Wolf & House Hold Knights                               |                      | Knight CIC               | 1*                       | 17          |
| May dismount as Blades                                      |                      |                          | 0-1                      | +1          |
| Young Wolf & Retainers                                      |                      | Knight (Inspiring)       | 0-1                      | 7           |
| May dismount as Blades                                      |                      |                          | 0-1                      | +1          |
| Add dire wolf (Lethal)                                      |                      |                          | 0-1                      | +1          |
| May be General or CIC if Old Wolf is lost                   |                      |                          |                          | +10         |
| Lost Wolf   |                      | Fast Cavalry (Inspiring) | 0-1                      | 6           |
| May not be taken until Old Wolf and Young Wolf are lost     |                      |                          |                          |             |
| Add dire wolf (Lethal)                                      |                      |                          | 0-1                      | +1          |
| May be General (if Old Wolf and Young Wolf are lost) or CIC |                      |                          |                          | +10         |
| Lady Wolf   |                      | Camp (Master Diplomat)   | 0-1                      | +2          |
| May be CIC (if Old Wolf, Young Wolf and Lost Wolf are lost) |                      |                          |                          | +10         |
| Mounted Wolf Retainers                                      |                      | Fast Knights             | 1-3                      | 5           |
| Northmen  |                      | Spears                   | 2-6                      | 6           |
| Make Axemen   |                      | Blades                   | 0-2                      | 0           |
| Archers of the North  |                      | Warbows                  | 0-4                      | 5           |
| Make Fast   |                      |                          | any                      | 0           |
| Lesser Spearmen   |                      | Hordes                   | 0-3                      | 3           |

Special Rules: Old Wolf treats his PIP roll (only) as Elite (2s become 5s). Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Wolf personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability. If Lady Wolf Diplomat is present, Allies may Group move with Wolf Groups.

Use Fireforge Crusader figures for northern knights and sergeants for retainers. Leaders and house hold guard may have better armor; use Perry Brother Hundred Year War figures for them. Members of House Wolf are alleged to be able to train dire wolves. You can attach a dire wolf model to denote status. The Lost Wolf has left the House and now adventures in the North, he will only return if House Wolf has lost its natural leaders. Lady Wolf represents both the Old Wolf's wife, Mother Wolf, and if she is lost, his daughter, Red Wolf. Heraldic wolves available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.

## House Lion

| <b>Description</b>  | <b>Aggression: 3</b> | <b>Home Territory:</b>       | <b>Cultivated Region</b> | <b>Cost</b> |
|---|----------------------|------------------------------|--------------------------|-------------|
|   |                      | <b>Type</b>                  | <b>Minimum - Maximum</b> |             |
| Old Lion & Hold Knights   |                      | Knight CIC                   | 1                        | 15          |
| Add Barding   |                      |                              | 0-1                      | +1          |
| Young Lion & Knights  |                      | Knight (Lethal, Inspiring)   | 0-1                      | 6           |
| May be General (or CIC if Old Lion lost)                        |                      |                              |                          | +10         |
| Man Mountain  |                      | Knight (Lethal, High Morale) | 0-1                      | 15          |
| May be General  |                      |                              | 0-1                      | +10         |
| Lioness   |                      | Camp (Trickster)             | 0-1                      | +3          |
| Knights of the Lion   |                      | Knights                      | 2-4                      | 5           |
| May make General as Little Lion (Trickster) if Old Lion is lost |                      |                              | 0-1                      | +10         |
| Add Bodyguard to Little Lion Element (Lethal)                   |                      |                              | 0-1                      | +1          |
| May add Barding   |                      |                              | 0-2                      | +1          |
| Knights may dismount as Blades                                  |                      |                              | 0-2                      | +1          |
| Household Guards  |                      | Blades or Spears             | 1-2                      | 6           |
| Household Pike  |                      | Pikes                        | 0-6                      | 4           |
| Household Missilemen  |                      | Crossbows                    | 0-4                      | 4           |
| Give Longbows   |                      | Warbows                      | 0-2                      | +1          |
| Trebuchet   |                      | Artillery                    | 0-1                      | 5           |
| May take only if Little Lion is General                         |                      |                              |                          |             |
| Raw recruits  |                      | Hordes                       | 0-2                      | 3           |

Special Rules: Old Lion treats his PIP roll (only) as Elite (2s become 5s). Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Inspiring personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability. Tricksters may force opponent to reroll 1 PIP die. Second result is final. Tricksters Generals do not get a +1 in Combat.

Use a mix of Perry Brothers Hundred Year War and War of the Roses figures for the Lions, as they can afford the latest equipment. The Lion leaders are so wealthy they sometimes enamel their armor in the House colors of red or gold. Use Perry Brother's War of the Roses horses for metal barded mounts. The older plastic Games Workshop Bretonians came with lion crested helms and also lion decals. The Man Mountain is reputedly well over 7 foot so use as large a figure as possible, he uses a two handed great sword even on horseback. House Lion banners and shield markings are available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.

## House Stag

**Aggression:** 4      **Home Territory:**      **Borderlands**

| Description  | Type                           | Minimum - Maximum | Cost |
|--|--------------------------------|-------------------|------|
| King Stag & House Hold Knights                               | Knight CIC (Lethal, Inspiring) | 1                 | 18   |
| Add Barding  |                                | 0-1               | +1   |
| Brother Stag or Young Stag may be CIC (if King Stag is lost) |                                |                   | -1   |
| Red Witch  | Mage (Level 2)                 | 0-1               | +4   |
| Can only be taken if Brother Stag is General                 |                                |                   |      |
| Can be attached to an Element which can then cast Spells     |                                |                   |      |
| Increase Mage Level  |                                | 0-1               | +1   |
| The Stag Lords   | Knights                        | 1-3               | 5    |
| Knights may dismount as Blades                               |                                | 0-2               | +1   |
| Mounted Retainers  | Cavalry                        | 1-3               | 4    |
| May dismount as Solid Aux                                    |                                | 1-3               | 0    |
| Retainers  | Polearms                       | 1-4               | 6    |
| Missilemen   | Crossbows                      | 1-4               | 4    |
| Give Longbows  | Warbows                        | 0-4               | +1   |
| May add Hackneys   |                                | any               | +1   |
| Trebuchet  | Artillery                      | 0-1               | 5    |

Special Rules: Brother Stag treats his PIP roll (only) as Elite (2s become 5s). Young Stag is Inspiring. Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Inspiring personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability.

Use Perry Brother War of the Roses and Hundred Years War figures for the Stags. Stag's household can be depicted with the traditional black stag but many of the knights have taken to adding flames to their devices to appease the Red Witch. Both the last two editions of Games Workshop plastic knights have had great helms and shields with stag devices. House Stag banners and shield markings are available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.

## Wildmen of the Frozen Wastes

Aggression: 4 Home Territory: Forested Region

| Description  | Type                 | Minimum - Maximum | Cost |
|--|----------------------|-------------------|------|
| Waste King & Wildmen on horses                           | Fast Cavalry CIC     | 1                 | 4    |
| Wildmen Raiders  | Fast Warband         | 1-4               | 4    |
| May make General) or CIC (if King of the Wastes is lost) |                      | 0-1               | +10  |
| Wild Folk of all genders                                 | Fast Hordes          | 2-6               | 3    |
| Giants of the Wastes                                     | Great Beast          | 0-2               | 5    |
| Wild Spearmen  | Fast Spear           | 0-3               | 6    |
| May make General) or CIC (if King of the Wastes is lost) |                      | 0-1               | +10  |
| First Clan   | Warband              | 0-2               | 6    |
| May make General if King of the Wastes is lost           |                      |                   |      |
| Skin Changers as birds of prey                           | Flyers               | 0-1               | 3    |
| Skin Changers as predators                               | Fast Beasts          | 0-2               | 4    |
| May be Ridden  | Solid Beasts         | 0-1               | 0    |
| Mammoths   | Behemoth Beasts      | 0-2               | 6    |
| Scouts   | Fast Bows            | 0-2               | 4    |
| Ambushers  | Skirmishers (Ambush) | 0-3               | 4    |

Cannot take Castle upgrade to Camp

Special Rules: Ambushers may be held off table and appear in entirety in any Woods or Rough for the cost of 2 PIPs. They cannot move in the first turn of appearance but can be in contact with opposing Elements.

You can use a wide variety of barbarian looking figures from the scrap box. Frostgrave barbarians are a good starting point. I used fur cloaks out of the Games Workshop Empire Knights box on several figures (sprues of these "extras" are widely available in flea markets). Giants from the FASA game Descent game work well as do mammoths from museum gift shops. Mammoths are ridden by Giants or have crude howdahs attached. Paint in various browns, grays and tans with white snow bases.



## House Dragon

| Aggression: 4                                       |                                      | Home Territory: Steppe |      |
|---|--------------------------------------|------------------------|------|
| Description   | Type                                 | Minimum - Maximum      | Cost |
| Dragon Heir & Consort                               | Fast Cavalry CIC (Lethal, Inspiring) | 0-1                    | 7    |
| Black Dragon  | Ridden Dragon CIC                    | 0-1                    | 25   |
| Cannot be taken with Dragon Heir & Consort          |                                      |                        |      |
| Young Dragons                                       | Flyers                               | 0-3                    | 4    |
| Cannot be taken with Black Dragon or Mature Dragons |                                      |                        |      |
| Mature Dragons                                      | Dragons                              | 0-2                    | 15   |
| Cannot be taken with Dragon Heir & Consort          |                                      |                        |      |
| Steppe Raiders                                      | Fast Cavalry                         | 1-3                    | 4    |
| Make Lethal   |                                      | 0-3                    | +1   |
| Steppe Scouts                                       | Fast Light Mounted                   | 0-2                    | 3    |
| The Unbroken  | Spears (Lethal, High Morale)         | 1-4                    | 8    |
| May be General                                      |                                      |                        | +10  |
| Young Knights                                       | Fast Knights (Lethal, Inspiring)     | 0-1                    | 8    |
| May be General or CIC if Dragon Heir not present    |                                      | 0-1                    | +10  |
| Cannot be taken with Young Dragons                  |                                      |                        |      |
| Mercenaries   | Cavalry                              | 0-2                    | 4    |
| Ex-slaves   | Hordes                               | 1-6                    | 3    |
| Make Fast   |                                      | 0-2                    | 0    |
| Make High Morale                                    |                                      | 0-3                    | +1   |
| Upgrade to pit-fighters                             | Fast Blades                          | 0-2                    | +3   |

Special Rule: Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Inspiring personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability. Ridden Dragon can appear on table during deployment and does not need to be Summoned but may be re-Summoned.

The Unbroken Spearmen have bronze helms but otherwise use captured armor of all types. Steppe Raiders often have long hair braids and colorful riding vests. Fireforge Mongols will work. They will not Dismount. The Dragon Heir's followers are a wild mix of races, genders and ages drawn from freed slaves. Black Dragon is black with red wings/horns; the others are either gold and cream or green and bronze - in all cases the first color is predominant. Banners are available through Flags of War.

## House Snake

**Aggression: 1      Home Territory:      Desert**

| <u>Description</u>                                  | <u>Type</u>              | <u>Minimum - Maximum</u> | <u>Cost</u> |
|---|--------------------------|--------------------------|-------------|
| Red Snake   | Fast Knight (Lethal) CIC | 1                        | 6           |
| May Dismount as a Fast Blade (Lethal)               |                          | 0-1                      | +1          |
| Desert Prince                                       | Camp (Trickster)         | 0-1                      | +2          |
| Can be CIC if Red Snake lost (double Command Range) |                          | 0-1                      | +10         |
| Snake Maids   | Fast Aux (Lethal)        | 0-1                      | 5           |
| Sneakers  |                          |                          |             |
| Desert Lords  | Cavalry                  | 1-4                      | 4           |
| May be General                                      |                          | 0-2                      | +10         |
| Upgrade to Knights                                  | Fast Knights             | 0-3                      | +1          |
| Desert Scouts                                       | Light Mounted            | 0-2                      | 3           |
| Desert Spearmen                                     | Fast Spears              | 2-4                      | 6           |
| Hackneys  |                          | any                      | +1          |
| Desert Bowmen                                       | Bows                     | 0-4                      | 4           |
| Hackneys  |                          | any                      | +1          |
| Desert Ambushers                                    | Skirmishers (Ambush)     | 0-3                      | 4           |

Special Rules: Ambushers can be withheld and may be placed in any Woods or Rough going at a cost of 2 PIPs. They may not move on the turn they appear but may be placed in contact with opposing Elements. Sneakers negate Caste and Camp CF modifiers and Destroy General Elements, Inspiring Ability or Characters on Equals. Tricksters may force opponent to reroll 1 PIP die. Second result is final. Tricksters Generals do not get a +1 in Ranged or Close Combat.

The Red Snake is a famous spear and buckler fighter. Snake Maids generally work in a group of three on one Stand. The Desert soldiers should be dressed in robes and turbans over armor. Middle Eastern/Spanish figures work well. Banners and shield markings available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.

## House Kraken

| Aggression: 4                                 |                           | Home Territory: |         | Islands |   |
|---|---------------------------|-----------------|---------|---------|---|
| Description                                   | Type                      | Minimum         | Maximum | Cost    |   |
| Old Kraken King & Sworn Men                   | Fast Blade                | 1               |         | 16      |   |
| May take Hackneys                             |                           | any             |         | +1      |   |
| Raiders                                       | Fast Blades               | 0-4             |         | 3       |   |
| May take Hackneys                             |                           | any             |         | +1      |   |
| Thralls                                       | Aux                       | 0-3             |         | 4       |   |
| Black Kraken                                  | Blade (Mage Level 2)      | 0-1             |         | 9       |   |
| May make General (if Old Kraken is lost)      |                           |                 |         | +10     |   |
| May raise or lower Mage Level by 1            |                           | 0-1             |         | +/-1    |   |
| Kraken's Axe                                  | Blade (Lethal)            | 0-1             |         | 6       |   |
| May be General                                |                           |                 |         | +10     |   |
| Kraken's Maid                                 | Aux (Inspiring, Lethal)   | 0-1             |         | 7       |   |
| May be General (or CIC if Old Kraken is lost) |                           |                 |         | +10     |   |
| Kraken's Priest                               | Foot Cleric (High Morale) |                 | 0-1     |         | 9 |
| May be General (or CIC if Old Kraken is lost) |                           |                 |         | +10     |   |
| Kraken Worshipers                             | Fast Warband              | 0-2             |         | 4       |   |
| Kraken Longbows                               | Fast Warbows              | 1-3             |         | 5       |   |
| May take Hackneys                             |                           | any             |         | +1      |   |
| Scouts  | Skirmishers               | 0-2             |         | 3       |   |

Special Rule: Black Kraken counts as a Blade in Combat but may cast Spells as Level 2 Mage. Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Inspiring personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability.

House Kraken adheres to an ancient religion centered around the sea. They live mostly on rocky islands which makes agriculture difficult. They make up the difference by raiding the nearby coasts of Westerland. You can use any Nordic figures even those meant for Dark Age Europe just add a bit more armor to arms and legs. Kraken worshipers do not wear armor. House Kraken banners and shield markings are available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.

## House Rose

**Aggression:** 1      **Home Territory:**      **Cultivated Region**

| <u>Description</u>   | <u>Type</u>                | <u>Minimum - Maximum</u> | <u>Cost</u> |
|--|----------------------------|--------------------------|-------------|
| Father Rose & House Hold Knights                           | Knights CIC (Barding)      | 1                        | 1 6         |
| Household Guards   | Blades or Spears           | 1-2                      | 6           |
| Old Rose   | Camp (Trickster)           | 0-1                      | +3          |
| May take Castle as Camp if Defender                        |                            |                          |             |
| Camp/ Castle add +1 to CF in Close for Old Rose body guard |                            |                          |             |
| Rose Knight  | Knight (Inspiring, Lethal) | 0-1                      | 8           |
| May be General (or CIC if Father Rose is lost)             |                            |                          | +10         |
| Knights of the Rose  | Knights                    | 3-5                      | 5           |
| Add Barding  |                            | 0-5                      | +1          |
| May make General   |                            | 0-1                      | +10         |
| Knights may dismount as Blades                             |                            | 0-2                      | +1          |
| Household Foot   | Polearms                   | 0-4                      | 6           |
| Household Missilemen                                       | Crossbows                  | 0-3                      | 4           |
| Give Longbows  |                            | 0-2                      | +1          |
| Raw recruits   | Hordes                     | 0-2                      | 3           |

Special Rules: Inspiring Elements may reroll their Close Combat die and add +1 to the result. The second result is final. If the unmodified reroll is "1", however, the Inspiring Ability and its Inspiring personality are permanently lost and counts as an Element lost even if the Element survives. If two Inspiring Elements are the primary combatants, the first roll in combat gets the +1 no reroll is allowed and a "1" or "2" on the die removes the Ability.

Use Perry Brothers War of the Roses figures for the House Rose, as they can afford the latest equipment. Use Perry Brother's War of the Roses horses for metal barded mounts. House Rose banners and shield markings are available through [www.schildschie.de](http://www.schildschie.de) and Flags of War.



## **Allies, Paladins and Mercenaries for the Song of Thrones**

Besides the starting forces many minor houses ally themselves to the Great Houses and become Allied Contingents. The Allied contingents are divided up between the North, Midlands and South. Some regions have both noble houses and less civilized clans. Alliances in Westerland are fickle so a Great House can select an Allied contingent from a different region. Each Allied contingent counts as a "15 point" contingent from the Thrones Campaign system. All Mounted have the Dismount Ability. Paladins and available Mercenaries are also listed. Banners and shield markings for the lesser houses are available through [www.schildschie.de](http://www.schildschie.de).

## **The North**

A Northern House will contribute:

1 Fast Knight. & 2 Spear

OR

1 Cavalry, 1 Blade, 1 Longbow (can be Fast) & 1 Skirmisher.

A Northern Clan will contribute:

3 Fast Spears & 1 Fast Aux

OR

2 Fast Aux & 3 Skirmishers

The Black Guard will contribute:

3 Cavalry (Dismount as 2 Aux or 1 Longbow)

The Black Guard wear all black and use plain black banners. They recycle armor so feel free to use FireForge Crusader figures through Perry Brother Hundred Year War figures. Attach fury cloaks to suggest guardians of the ice castles.

## **The Midlands**

A Midland House will contribute:

1 Knight; 1 Polearms & 1 Longbow

OR

2 Knights; & 1 Crossbow.

Wild Clans

3 Fast Cavalry (may Dismount to Fast Warband); 1 Skirmisher

Midland Bannerless Outlaws will contribute:

1 Fast Blade; 2 Fast Longbow

## **The South**

A Southern House will contribute:

1 Knight w/Barding, 1 Cavalry & 1 Crossbow OR 1 Polearms

King's City Guard will contribute:

3 Spears

King's City Guard wear mail armor and yellow cloaks.

## **Wandering Knights**

These Wandering Knights roam the Westerlands and will join the smallest army at the end of each battle at no cost. They will remain loyal to that army for the rest of the campaign and don't count as Allies. Player's choice:

Young Bear (Foot or Mounted)

White Guard (Mounted)

Maid of Honor (Mounted or Foot)

The Hound (Mounted)

Wandering Knights can be added to any appropriate Element. They are Inspiring but must use this Ability any time their Element suffers a Recoil or Destroyed result. In addition on an unmodified roll of "1" or "6" they are slain (heroically) and the Ability is removed. This does not count as a lost Element. They always add +1 to any Combat even without using Inspiring. Only one Wandering Knight version is allowed.

## Mercenary Sellswords

A wide variety of sellswords ply their craft in the Westerlands. Players can spend 33% of their points on Sellswords. All have Low Morale (-1 if beaten).

These troop types are available with cost:

|                   |   |
|-------------------|---|
| Hedge Knights     | 5 |
| Cavalry           | 4 |
| Wild Foot Warband | 4 |
| Spear or Polearms | 6 |
| Longbow           | 5 |
| Crossbow          | 4 |
| Aux               | 4 |
| Siege Engineers   |   |
| Tower or Ram      | 5 |
| Artillery         | 5 |