

A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

THE BATTLE OF THE WHISPERING WOOD SCENARIO



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THE BATTLE OF THE WHISPERING WOOD

This document outlines the rules and guidelines to play the Battle of the Whispering Wood scenario, giving players the chance to recreate the famous skirmish that saw Robb Stark and his northern allies launch a surprise assault on the forces of House Lannister, eventually capturing none other than the Kingslayer himself, Jaime Lannister.

Will the outcome remain the same and see the Starks win the day? Or can the cunning Jaime Lannister outwit and outplay his would-be captors?

You decide!



ARMY CONSTRUCTION

There are three variant ways to play this scenario, each utilizing a different list of available models and/or units:

- **Stark vs. Lannister Starter Set List:** For playing this scenario utilizing only models and/or units available in the Starter Set.
- **Recommended List:** Thematic lists created specifically for this scenario.
- **Open Creation:** For those wanting to create their own lists. Included is a suggested list of models and units for this format which note the specific characters who were involved in this conflict.



MANDATORY ATTACHMENTS/UNITS

- These Attachments/Units **must** be included in your army, regardless of which Army Construction method has been chosen:



HOUSE LANNISTER

- **Commander:** Jaime Lannister (*Battle of the Whispering Wood*)



HOUSE STARK

- **Commander:** Robb Stark (*Battle of the Whispering Wood*)



STARTER SET LISTS

HOUSE LANNISTER

- **Commander:** Jaime Lannister (*Battle of the Whispering Wood*)
- **NCU:** Cersei Lannister (*Queen Regent*)
- Lannister Halberdiers (*Attachment: Jaime Lannister*)
- Lannister Guards (*Attachment: Guard Captain*)
- Lannister Guards (*Attachment: Guard Captain*)
- House Clegane Mountain's Men (*Attachment: Gregor Clegane, Lord Tywin's Mad Dog*)

HOUSE STARK

- **Commander:** Robb Stark (*Battle of the Whispering Wood*)
- **NCU:** Catelyn Stark (*Lady of Winterfell*)
- Stark Sworn Swords (*Attachment: Robb Stark*)
- Stark Sworn Swords (*Attachment: Sworn Sword Captain*)
- House Umber Berserkers (*Attachment: Greatjon Umber, Fierce Bannerman*)
- Stark Outriders
- Grey Wind

RECOMMENDED LISTS

HOUSE LANNISTER

- **Commander:** Jaime Lannister (*Battle of the Whispering Wood*)
- **NCU:** Tywin Lannister (*The Great Lion*)
- Lannister Halberdiers (*Attachment: Jaime Lannister*)
- Lannister Guards (*Attachment: Guard Captain*)
- Lannister Crossbowmen
- Knights of Casterly Rock
- House Clegane Mountain's Men (*Attachment: Gregor Clegane, Lord Tywin's Mad Dog*)

HOUSE STARK

- **Commander:** Robb Stark (*Battle of the Whispering Wood*)
- **NCU:** Catelyn Stark (*Lady of Winterfell*)
- House Tully Sworn Shields (*Attachment: Robb Stark*)
- Stark Sworn Swords (*Attachment: Sworn Sword Captain*)
- Stark Sworn Swords (*Attachment: Sworn Sword Captain*)
- House Umber Berserkers (*Attachment: Greatjon Umber, Fierce Bannerman*)
- Stark Outriders
- Grey Wind

OPEN CREATION

When utilizing the Open Creation format, Lannisters should be restricted to 30pts, while Starks are restricted to 40pts. Lannisters also receive 1 Combat Unit of *House Clegane Mountain's Men*, with Gregor Clegane (*Lord Tywin's Mad Dog*) included in their army for free.

The following Attachments and Units are also available:

HOUSE LANNISTER

- **Commander:** Jaime Lannister (*Battle of the Whispering Wood*)
- **Attachments:** Assault Veteran, Guard Captain
- **Combat Units:** Lannister Guards, Lannister Halberdiers, Lannister Crossbowmen, Knights of Casterly Rock
- **NCUs:** Cersei Lannister (*Queen Regent*), Tywin Lannister (*The Great Lion*)

HOUSE STARK

- **Commander:** Robb Stark (*Battle of the Whispering Wood*)
- **Attachments:** Crannogman Warden, Sworn Sword Captain, Umber Champion, Greatjon Umber (*Fierce Bannerman*), Maege Mormont (*The She-Bear*)
- **Combat Units:** House Tully Sworn Shields, House Umber Berserkers, House Umber Greataxes, Grey Wind, Stark Outriders, Stark Sworn Swords
- **NCU:** Catelyn Stark (*Lady of Winterfell*)





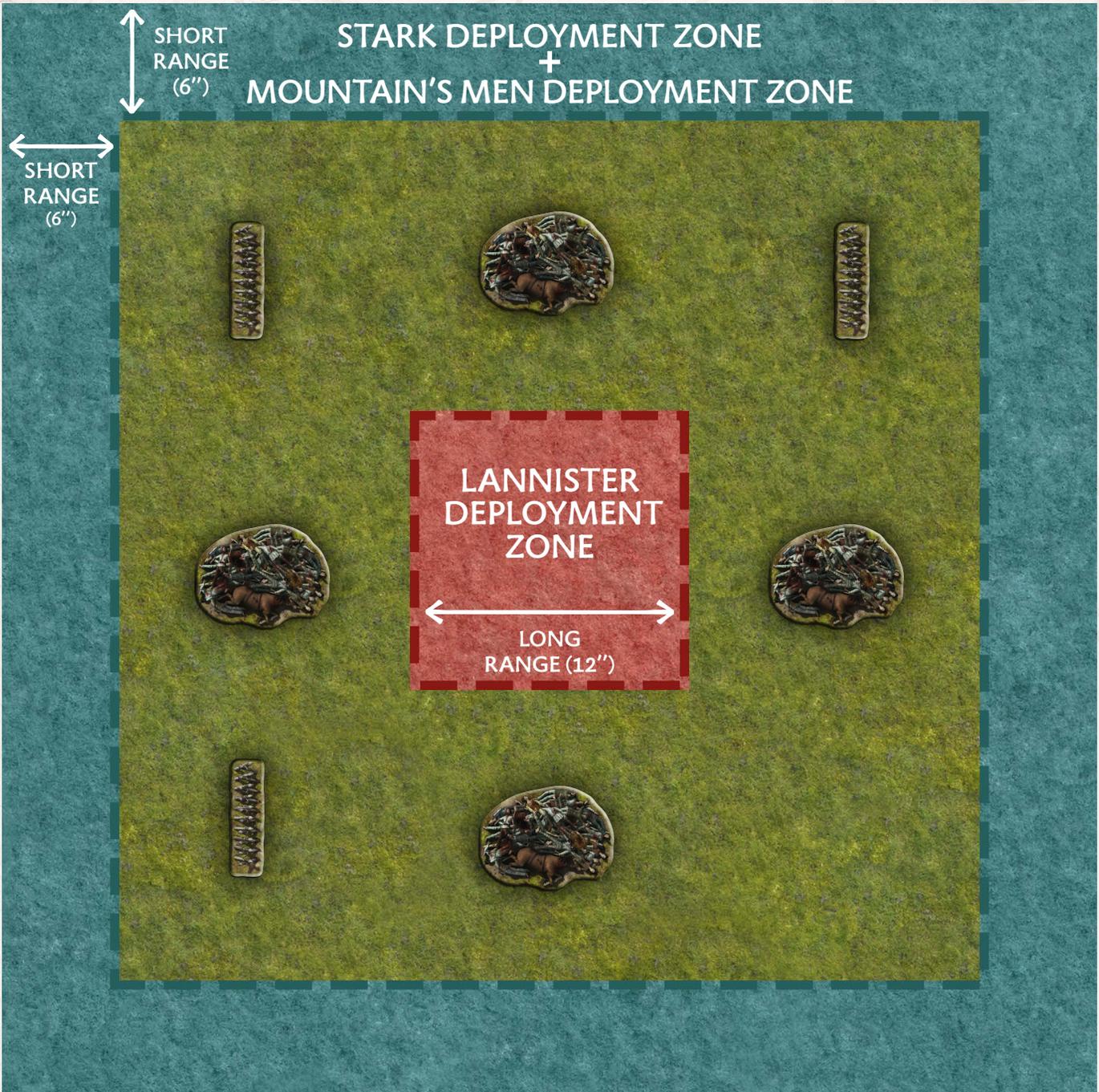
SCENARIO SETUP AND DEPLOYMENT

In this scenario, the Lannisters will begin in the center of the table, trying to escape the ambush set by the Starks. Meanwhile, the Stark forces will enter the table from various table sides in an effort to wipe out the remaining Lannisters.

Terrain should be set up as shown in the following diagram:

- Lannisters deploy in center of table, as shown in the Setup Diagram.

- Starks do not deploy as normal. Instead, **before the Lannisters have deployed**, the Starks will assign 1 Table Side to each of their Combat Units (*This information is hidden from the Lannister player*).
- At the start of Round 1, the Starks may deploy up to 2 of their Combat Units (*this is not their Activation*) anywhere completely within **Short Range** of the Table Side they were assigned. Beginning on Round 2, the Starks may deploy 1 additional Combat Unit at the start of each round (*this is not their activation*).
- **Grey Wind** deploys together with Robb's unit and does not count towards total unit deployment.





SCENARIO SPECIAL RULES

- The Lannister's goal is to retreat off the table. If, after any move, the majority of a Lannister unit's tray is off the table, that unit has escaped! Remove it from the battlefield.
- The Starks always begin the game as the **First Player**.
- If a Stark unit is destroyed, it may be re-deployed in later rounds (*as your 1 deployment*). **Characters** that were in these units do not re-deploy (*replace them with a generic model from that unit*). These units may be deployed from any Table Side.
- The game ends only after **Six Rounds**, or at the end of any Round in which there are no Lannister Combat Units remaining on the battlefield.
- The Lannisters gain 1 unit of *House Clegane Mountain's Men* with *Gregor Clegane (Lord Tywin's Mad Dog)* included in their army for free. This unit is **not** deployed as normal. Instead, beginning on Round 2, **before** the Starks have deployed their additional Combat Unit, the Lannister player may deploy this unit completely within Short Range of any Table Side. This unit may not move off the table (*as explained above*).



SCENARIO VICTORY CONDITIONS

This game ends only after Six Rounds, or at the end of any round in which there are no Lannister Combat Units remaining on the battlefield. Once one of these conditions has been met, Victory Points will be tallied, and the player with the most points is declared the winner.

In this scenario, players earn Victory Points for completing the following:

- **BOTH SIDES:** 1 Victory Point each time an enemy Combat Unit is destroyed.
- **Lannisters:** 1 Victory Point each time an enemy Attachment is destroyed.
- **Lannisters:** 3 Victory Points if Robb Stark is destroyed. (*Not cumulative with the above.*)
- **Lannisters:** 3 Victory Points if Jaime Lannister's unit escapes the battlefield.
- **Starks:** 4 Victory Points if Jaime Lannister's unit is destroyed.
- **Starks:** 4 Victory Points if all Lannister Combat Units are destroyed.



JAIME LANNISTER
THE BATTLE OF THE WHISPERING WOOD
"They called him the Lion of Lannister to his face and whispered "Kingslayer" behind his back."

CHARACTER



COMMANDER

Deadly Riposte
Expert Parry
Kingslayer's Renown

JAIME LANNISTER
THE BATTLE OF THE WHISPERING WOOD



ORDER: COUNTERATTACK
When this unit is attacked with melee, after Attack dice are rolled:
For each blocked Hit, the attacker suffers 1 automatic Hit.

EXPERT DUELIST
Each time this unit makes a Melee Attack against an enemy **Infantry** unit, it deals 1 additional **Wound**. If there is an Attachment in that unit, you may instead roll a die. On a 3+, kill that Attachment (*moving 1 model from the back of the unit to fill its slot*).

ROBB STARK
THE BATTLE OF THE WHISPERING WOOD
"All men should keep their word, kings most of all."

CHARACTER



COMMANDER

Hit and Run
Superior Positioning
Tactical Regroup

ROBB STARK
THE BATTLE OF THE WHISPERING WOOD



ORDER: WOLF'S CUNNING
When an enemy within Long Range declares a Charge:
That enemy suffers a Disorderly Charge.

UNEXPECTED ARRIVAL
Once per game, when you would deploy a unit, you may deploy that unit from any Table Side (*instead of its assigned one*).

*NOT USABLE OUTSIDE THE BATTLE OF THE WHISPERING WOOD SCENARIO