

CJ1. Go for Gold!

“There's gold in them thar hills...”

Lords Karstark and Glover were raiding along the coast, Lady Mormont had captured thousands of cattle and was driving them back toward Riverrun, while the Greatjon had seized the gold mines at Castamere, Nunn's Deep, and the Pendric Hills. Ser Wendel laughed. “Nothing's more like to bring a Lannister running than a threat to his gold.”

- A Clash of Kings

Battle Components

Stark

Smalljon Umber – The Smalljon

Greatjon Umber – The Greatjon

8 x Northmen Archers

2 x Winterfell Riders

6 x Last Hearth Lancers

15 x War Host of the North

Lannister

Daven Lannister – Warden of the West

Tywin Lannister – Shield of Lannisport (Promo Card – see below for stats)

8 x Clegane Crossbowmen

12 x Westerlands Militia (“Miners”)

11 x Lannisport Guards

8 x Casterly Rock Cavaliers

Rules

The mine walls are impassable and blocking terrain. Since there are is no rock wall terrain, substitute crags or hills when setting up the map.

Cavalry units may not enter the mine. For this rule, the two hexes initially occupied by Daven and the Lannisport Guards to his right are not considered part of the mine.

Stark has momentum.

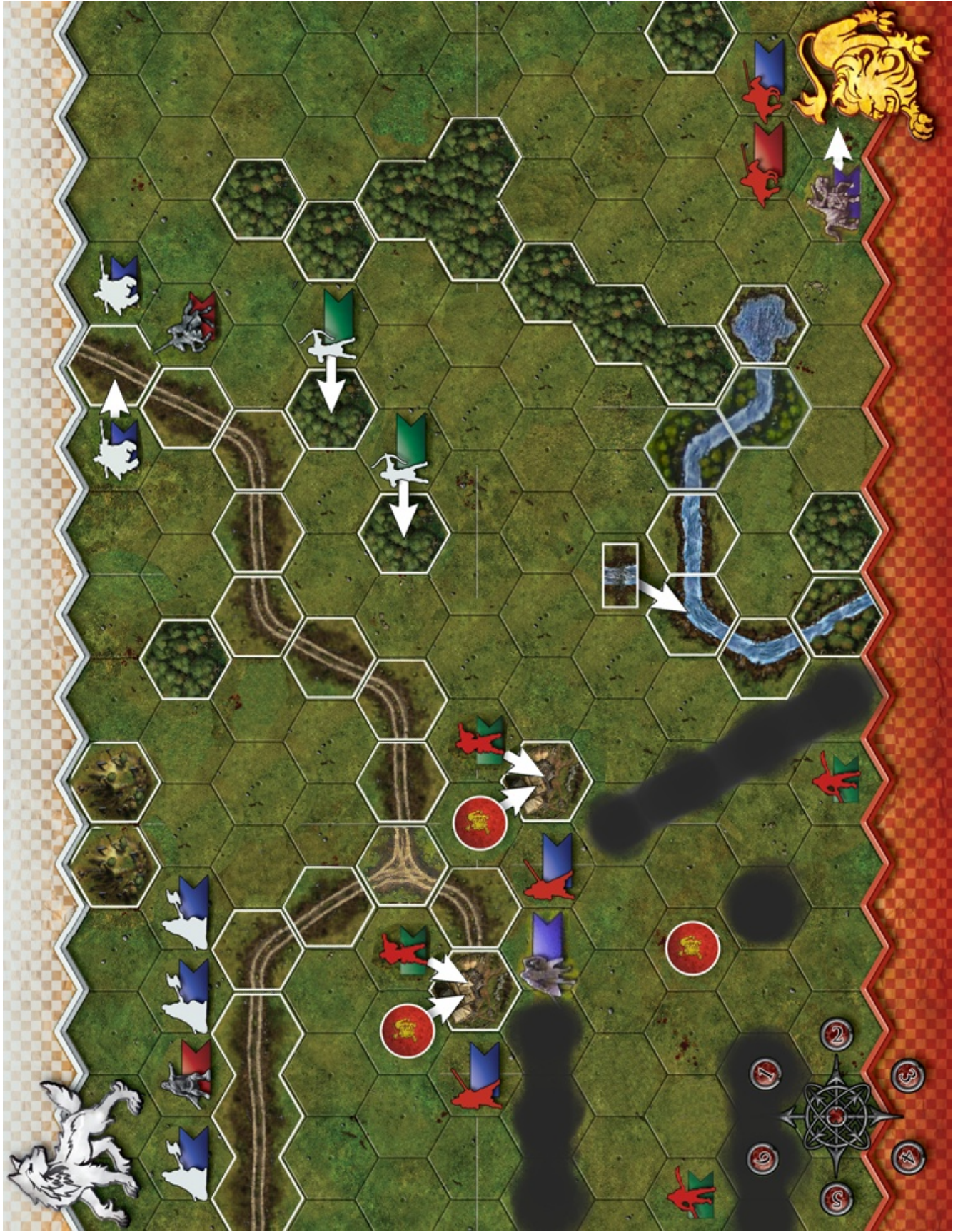
Victory

The player who controls at least 2 of the control markers at the end of round 5 wins.

Instant Victory

If at the end of any game turn Stark controls all three control markers, he instantly wins.

Rounds: 5, Command Cards: 3, Command Tokens: 3, Order tokens: 4, Morale Track: Rout on both sides.



Stats for Tywin Lannister Promo Card

TYWIN LANNISTER

SHIELD OF LANNISPORT

Cavalry – Lord

Unit type: Casterly Rock Cavaliers

Command Limit: special - see below

Capture Rating: 3

Tywin's unit defends as if it was a red rank unit. Tywin's Command Limit is equal to the number of figures in his unit plus one.

Flip this card during the Marshaling Phase to permanently remove one token from your Command Board. Place an eliminated friendly unit adjacent to Tywin's unit.

Designer Notes

I was trying to recreate the capture of the Lannister mines by the Greatjon. The idea is that the mines are guarded by some Lannister troops. The attacking Stark forces outnumber them, but Lannister gets reinforcements from some cavalry in the vicinity. I needed one infantry and one cavalry commander for each side. Stark was easy: Greatjon and Smalljon fit perfectly. For Lannister, historical accuracy (if you can use that term in a fantasy setting) was not possible. Daven fits quite well, though Tywin was elsewhere in the real setting. Still, his “Shield of Lannisport” version fits very well, and if you have trouble with Tywin being there, just pretend he's some other Lannister lord.

Lannister has some troops at the mines to prevent plundering by bandits – some crossbowmen in the sheds at the mine entry, and some troops accompanying Daven. The miners are also able to defend themselves – a good use for the Milita.

Most of the Stark have left their horses in their main camp and approach on foot for stealth. In addition, there are some scouts (the Archers) and Smalljon has the flank.

– Chris