

Battle for King's Landing

- A Song of Ice and Fire Battle Series

Designed by Annabelle

299 AC

Jan.17th 6AM - Jan 18th 9PM

40 turns

Scale

500m/hex

1Hr/turn

Force Composition

Baratheon

Calvary - Blue on Green

Infantry - White on Blue

Fleet - Black on Blue

Lannister

Gold Cloak - Red on Yellow

Defense Armament - Black

Tywin Lannister - Gold on Red

Randyll Tarly & Mace Tyrell - Beige on Green

Background

Forces clash in the War of the Five King's. Stannis Baratheon Marches on King's Landing the Capital with his elite fleet and newly acquired calvaries.

House Lannister who currently holds King's Landing hastily organizes city defense, while its massive army is doubling back from a battle with the North several hundred miles away.

If the city falls, if the king is captured, Stannis Baratheon will sit on the Iron Throne and declare himself King. Who shall have victory?

Key Events

The Lannisters have the whole morning to reorganize city defense.

The Baratheon Army arrives at the south bank of Blackwater Rush towards noon.

The Baratheon Fleet arrives from north east in the afternoon.

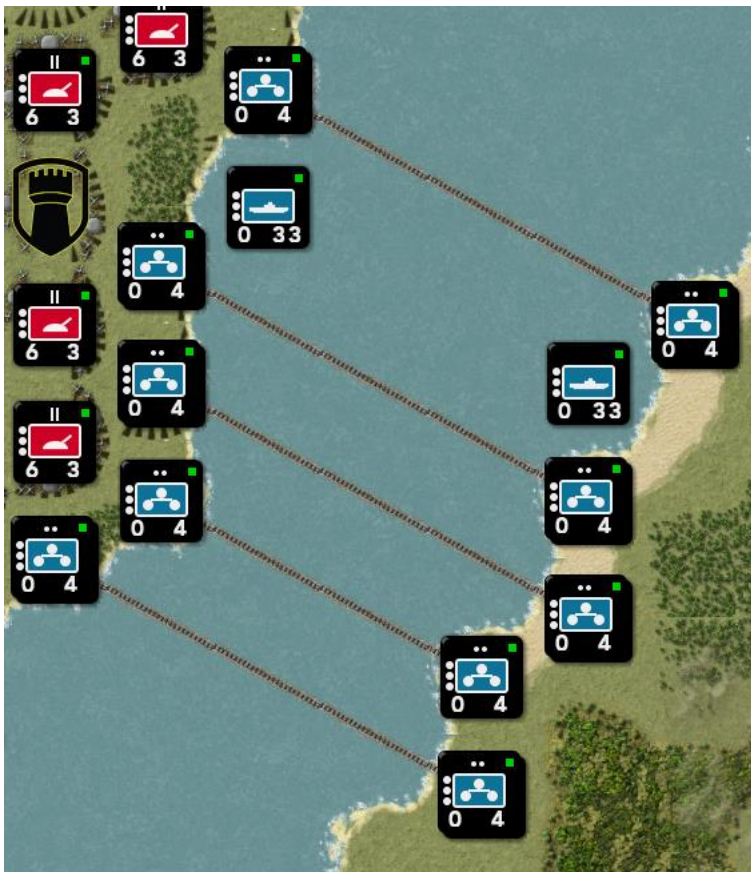
The Lannister Relief Force arrives from south and south-west at dusk.

The Lannisters could choose to evacuate the King at the cost of morale collapse.

If the King is captured, the Lannisters suffer a -20% shock and lose 10VP permanently.

Things to Note

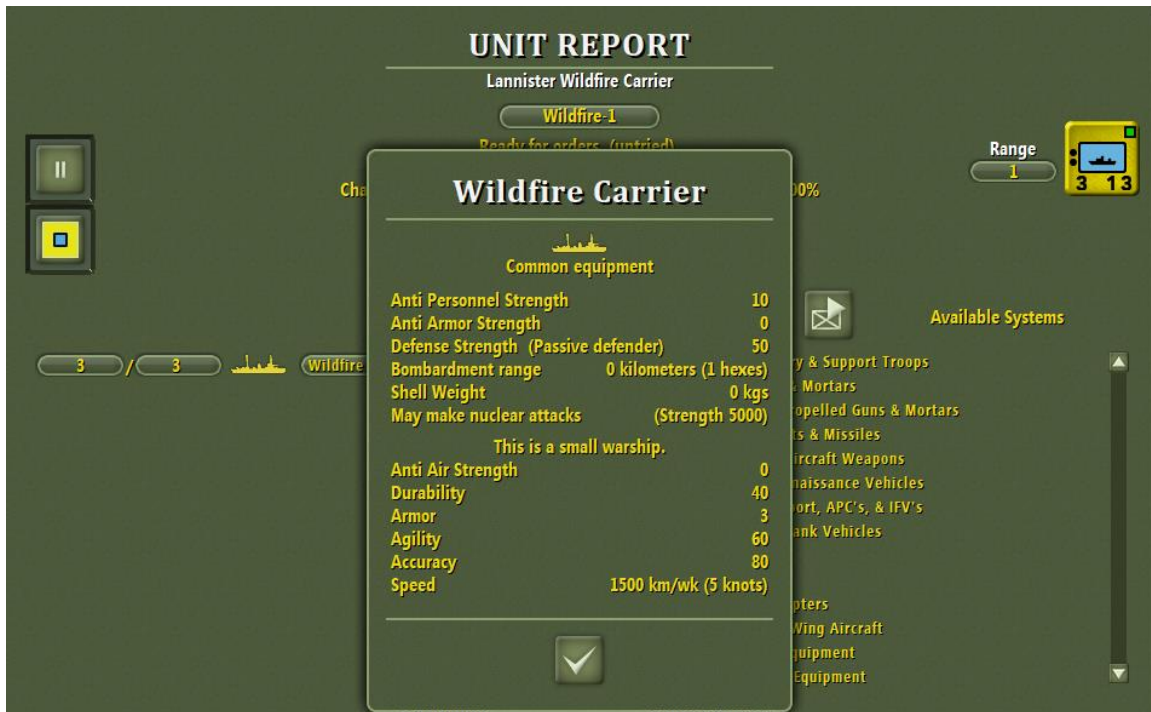
These great chains represented by rail units can be “raised” by the city defense to deny access of Baratheon Fleet in or out of the Blackwater Rush. Move great chain unit onto the river hex to form an indestructible line.



The only way to destroy the chains are to destroy one of the Winch Towers on each side of the river.



Wildfire Carriers are ships loaded with Wildfire, a mass destruction weapon. When the ship bombards any target with its nuclear capacity, it sets off the fire and explodes. Use it with extreme caution!



These city gates, when breached by the invader, will cause panic among citizens. Expect refugee effect for both sides which lasts for 4 hours.



Some of Baratheon ships have fording capability. Army could cross the river with the help of those ships without the need for Embarkment.

