



HOUSE TARGARYEN

Order Tokens

- 1) Raid Order: Remove this token and an opponent's Raid, Support, or Consolidate Power Order token in an adjacent area.
- 2) March Order: Move units into as many adjacent areas as desired. Must stay within supply limits and may not start more than one combat. Adds (or subtracts) the printed strength to your combat strength when attacking.
- 3) Consolidate Power Order: Gain one Power token plus an additional Power token for each crown symbol on this area. This order has no effect on sea areas.
- 4) Defense Order: Adds +1 strength to your combat strength when defending in this area.
- 5) Support Order: You may add the strength of these units to combats in adjacent areas.

Setup

House Targaryen starts the game with the following units on the game board:

- ▷ 2 Ship in the Sea Of Myrth
- ▷ 1 Knight and 1 Footman in Pentos
- ▷ 1 Footman in the Dothraki Sea

House Targaryen starts on these positions of the following tracks:

- ▷ Position 3 on the Iron Throne track
- ▷ Position 2 on the Fiefdoms track
- ▷ Position 9 on the King's Court track
- ▷ Position 2 on the Supply track
- ▷ Position 1 on the Victory track

The image shows the rulebook for House Targaryen from the board game. It features a large red dragon logo on the cover. The inside pages provide rules for using order tokens (Raid, March, Consolidate Power, Defense, Support), setup instructions for units (Ships, Knights, Footmen) in specific locations (Sea of Myrth, Pentos, Dothraki Sea), and starting positions on the Iron Throne track. A small map of the Seven Kingdoms and the Iron Throne track is included, along with a dramatic illustration of a knight on horseback in a battlefield.