



HOUSE TULLY



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.



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.

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.



Setup

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

- 1 Knight in The Riverlands
- 1 Knight and 1 Footman in Riverrun
- 1 Knight in The Twins
- 1 Footman in The Twins

House Tully starts on these positions of the following tracks:

- Position 1 on the Iron Throne track
- Position 4 on the Fieldoms track
- Position 5 on the King's Court track
- Position 2 on the Supply track
- Position 2 on the Victory track

