

# A Game of Thrones: The Board Game

## *A Feast for Crows*

### Content

- 7 Arryn House Cards
- 4 *A Feast for Crows* Scenario Setup cards (1 for each house)
- 10 *A Feast for Crows* Westeros Deck I cards
- 28 Objective cards
- 4 Special Objective cards

All cards in this expansion are marked with the *A Feast for Crows* icon to distinguish them from those found in other *A Game of Thrones: The Board Game* products.

### Using This Expansion

This expansion includes a variant 4-player scenario that provides an alternate setup, a new set of victory conditions, and the opportunity to play as House Arryn.

### House Cards

When playing the *A Feast for Crows* scenario, players use the Stark, Lannister, and Baratheon House cards from the core game as well as the Arryn House cards included in this expansion. The Arryn House cards are compatible **only** with the included *A Feast for Crows* scenario.

### Playing as House Arryn

During the Gather House Materials step of setup, the House Arryn player collects all House Tyrell (green) components from the core game, excluding the Tyrell House cards and Highgarden Garrison token. For the remainder of the game, **all House Tyrell components are considered House Arryn components**. The Eyrie is House Arryn's home area. The Power token placed there during setup cannot be removed and functions identically to the printed House shield found on other home areas.

### A Feast for Crows Scenario

This expansion includes four Scenario Setup cards, one for each of the Houses used in the *A Feast for Crows* scenario. When playing the *A Feast for Crows* scenario, follow the setup instructions on each House's Scenario Setup card **instead** of the instructions printed on the player screens. This scenario is only playable with four players. Unless specifically stated otherwise, follow all the rules from the core game as normal.

### Westeros Deck I

While playing the *A Feast for Crows* scenario, replace all Westeros Deck I cards from the core game with the Westeros Deck I cards that are included in this expansion.

### Neutral Force Tokens

When playing the *A Feast for Crows* scenario, the instructions for placing the Neutral Force tokens are identical to the **3-player** core game, except no Neutral Force token is placed on Storm's End.

## Garrison Tokens

The King's Landing and The Eyrie Neutral Force tokens are treated as Garrison tokens belonging to House Lannister and House Arryn respectively. (Note, King's Landing is not considered a home area despite the presence of a Garrison token)

## Objectives

The *A Feast for Crows* scenario introduces a new way for players to score victory points. Players no longer use the Victory track to record the number of Castles and Strongholds they control. Instead, each player now advances on the Victory track by completing the objectives described on his Objective cards, with the goal of being the first and only player to reach position 7. Each player's Victory Point token starts the game beside the game board.

During the Gather House Materials step of setup, each player takes the Special Objective card that corresponds to his House, and places it faceup in his play areas. Special Objective cards always remain visible to all players.

At the end of setup, shuffle the Objective deck and deal 5 objective cards facedown to each player. Then, each player chooses 3 Objective cards to keep; the chosen cards form the player's objective hand. All Objective cards not chosen are shuffled back into the objective deck. Players may look at their objective hand at any time, but they cannot show or talk about their hand with other players.

## Scoring and Supply

After each Action phase, players resolve these additional steps:

1. **Update Supply:** In turn order, all players update their supply levels (as if they were resolving the "Supply" Westeros card in the core game) and then reconcile their armies.
2. **Score Special Objectives:** Each round, during this step, each player may choose to score his Special Objective card (if the criterion described is fulfilled), moving his Victory Point token forward one space.
3. **Score Other Objectives:** In turn order, each player may choose to score **one** Objective card of his choice from his objective hand (if the criterion described is fulfilled), placing the scored card faceup in his play areas and moving his Victory Point token forward a number of spaces equal to the number next to his House sigil on the scored card. Scored Objective cards remain faceup in a player's play area for the remainder of the game. Note, unlike Special Objective cards, these cards can only be scored once.
4. **Draw Objective Cards:** Any player who does not have 3 Objective cards in his objective hand draws 1 new Objective card and adds it to his objective hand.

## Winning the Game

After the Draw Objective Cards step, if any one player occupies position 7 of the Victory track, that player wins the game. If, at this time, two or more players tie by occupying position 7 of the Victory track, the tied player who controls more total land areas wins. If there is still a tie, the tied player who is highest on the Iron Throne Influence track wins.