

Setup

1. Shuffle Wilding Deck (Mammoth Back) and place at top of board. Put **Wildling Threat** token on “2”.
2. Divide **Westeros** cards (Roman Numeral Back) into 3 decks. Shuffle and place near board.
3. Find **Neutral Force** tokens based on player range. Place on board.
4. Determine player decks based on player numbers and distribute pieces.
5. Place **Game Round** marker.
6. place **influence**, **victory**, and **Supply** markers on board. Check player boards for positions of tokens.
7. Place starting units and **Garrison** tokens.

8. Place all **Power** tokens in a central pile. Each player receives 5 of their tokens.

Goal of the Game

The game ends after 10 game rounds or if any player takes control of 7 areas containing a Castle or Stronghold. Player highest on victory track wins after 10 rounds.

Game Round

- **Westeros Phase:** Draw card from each deck. Resolve effects in order (I, II, III). Skip phase first game round.
- **Planning Phase:** Players simultaneously assign Order tokens to areas containing one or more of their units.
- **Action Phase:** Resolve order tokens.

End Game