

## Setup

1. Shuffle Wildling 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.

## Westeros Phase

1. Advance game round marker
2. Draw Westeros Cards
3. Advance Wildling token for each Wildling icon drawn
  - If Wildling Threat reaches 12 immediately resolve Wildling Attack
4. Resolve Westeros Cards

## Planning Phase

1. Each player must assign one Order token facedown to each area that contains one of their units. Number of special order tokens cannot exceed number of stars next to position on King's Court Influence track. If not enough tokens, place orders in turn order (not simultaneously). Player with too few can leave areas without orders.
2. Reveal all order tokens simultaneously
3. Player with Messenger Raven *may* replace one of his order tokens for an unused one or look at top of Wildling deck. If look at deck, may put card back on top or bottom. May tell players what was on card, but can't show the card.

## Action Phase

1. Resolve Raid orders in turn order. Player *may* remove adjacent enemy order. If remove Consolidate Power, gain one Power token and enemy loses one if possible.
2. Resolve March orders and combat in turn order.
  - Player *may* move units assigned order separately or together into one or more adjacent areas
  - Land units can't move to ports or sea areas
  - Ship transportation allowed (See Ships)
  - Can only move units into one area containing enemy units
  - Units move into enemy controlled area starts combat after all units moved for that Movement order (See Combat)
  - Player can leave no units in area. Loses control unless **Establishes Control**
3. Resolve Consolidate Power Orders in turn order. Player receives one Power token + 1 per Power Icon on area.
4. Clean up all remaining Orders. Routed units stood up. Refresh Messenger Raven and Valyrian Blade.

## Wildling Attack

### Ships

### Combat

### Establishing Control