

A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

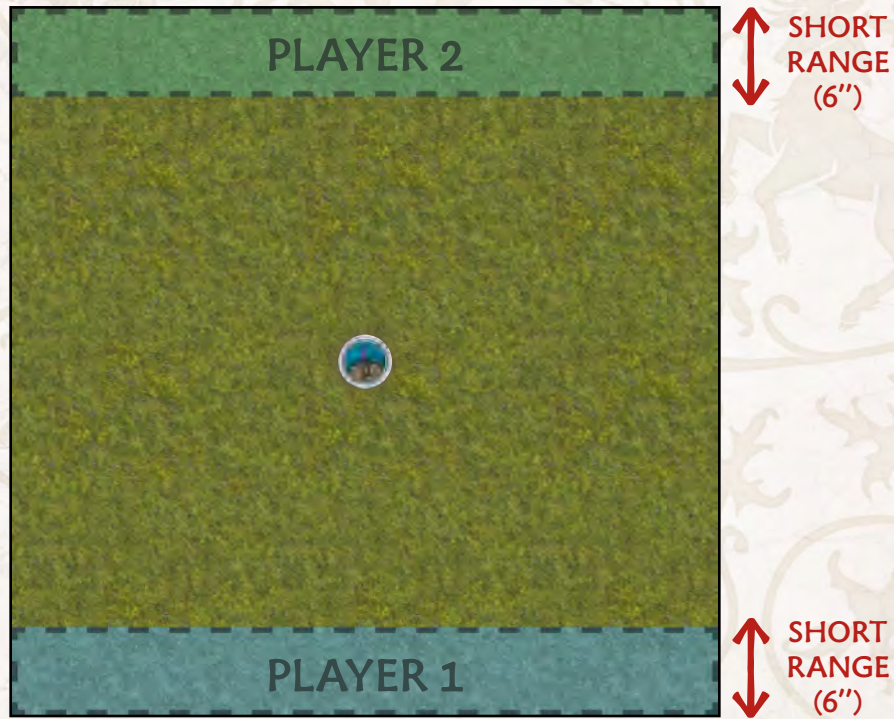
GAME MODES



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A GAME OF THRONES

Deployment: SHORT RANGE each side.

Setup

- Place 1 Objective token in the center of the table.
- Each player rolls a die (*re-roll ties*). Whoever rolls highest places 1 Objective token anywhere on the battlefield at least 12" (*Long Range*) from any Deployment Zone and at least 6" (*Short Range*) from any other Objective token. Players will alternate placing Objective tokens until there are a total of 5 on the board. Objective tokens may not be placed on Terrain pieces with the **Impassable** keyword.

Special Rules

- Before Deployment, randomly draw 1 card from the **Objective Deck** and place it face-up near each Objective. That is the Ability of that token for this game.
- A unit ending a move with any part of its tray on a token claims it. While touching the token, it controls that token.
- Each token may only be controlled by 1 unit at any time. If multiple units are touching the token, only the first one that contacted it counts as controlling it.
- If the unit controlling the token is destroyed in melee, the unit that destroyed it claims the token, if they are touching it.
- If a unit moves off a token it is controlling, for any reason, it stops controlling that token.

Special Scoring

- Beginning on round 2, players will score **1 Victory Point** for each token they control at the end of each round.





A CLASH OF KINGS

Deployment: BOXED, as shown above.

Setup

- Place 1 Objective token in the center of the table, then place 1 additional token at **Long Range** on the left and right side of it.

Special Rules

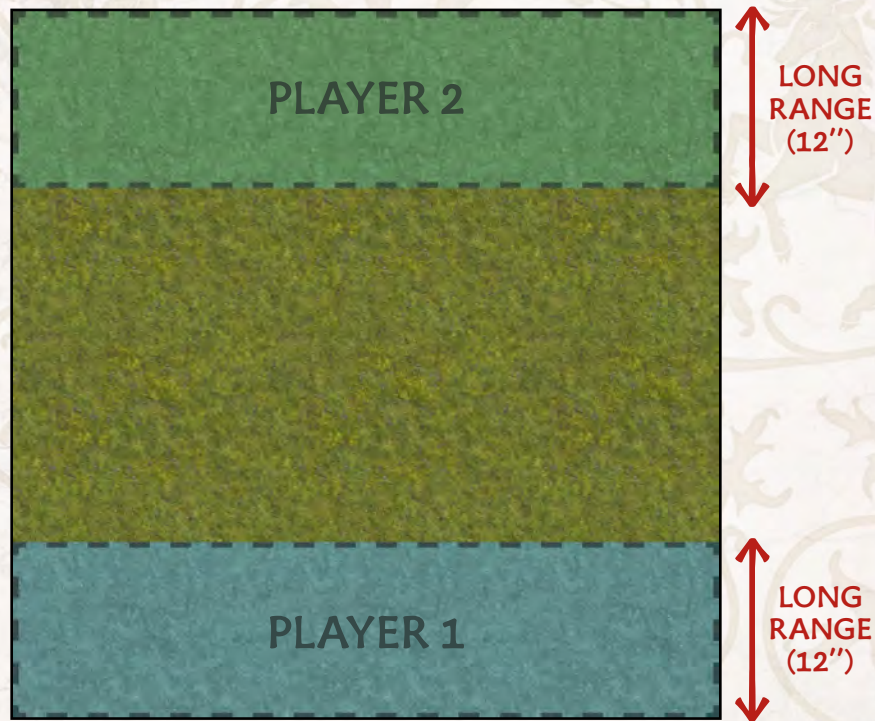
- At the beginning of the game, each player selects 2 of their Combat Units to deploy. The rest are placed in **Reserve**, being held off the battlefield. The army Commander **must** be deployed, if possible. If the Commander is an NCU, 1 Attachment must be declared to be their proxy on the battlefield.
- Beginning in Round 2, players may begin to deploy units from their Reserve. **As its activation**, that unit may be placed anywhere fully within Long Range of your table edge, or fully within Short Range of a Flank edge that you control.
- When a unit is destroyed, it is moved to a player's **Reserves**, allowing it to be re-deployed later in the game. **Characters** that were in these units are permanently destroyed, replaced by a normal model from that unit.
- If a unit is destroyed before it activated in the round, it may be deployed later in the round.

- The Left and Right Objective tokens can be claimed to allow units to deploy on the Flank edges of the battlefield. If you control 1 of these Objective tokens, you may deploy units from your Reserve on the **opposite** Flank-edge from that token.
- A unit ending a move with any part of its tray on a token claims it. While touching the token, it controls that token. If multiple units are touching the token, only the first one that contacted it counts as controlling it.

Special Scoring

- Beginning on Round 2, a player scores **2 Victory Points** for controlling the center Objective and **1 Victory Point** for each side Objective they control at the end of each round.
- Destroying the enemy **Commander** (or their proxy) grants **+2 additional Victory Points**.





A FEAST FOR CROWS

Deployment: LONG RANGE each side.

Setup

- In addition to all other Terrain, **2 Corpse Piles** must be placed on the battlefield. These Corpse Piles must be placed before any other Terrain and are in addition to the usual amounts placed. When placing additional Terrain pieces, they may be placed within Short Range of these Corpse Piles so long as they do not overlap.

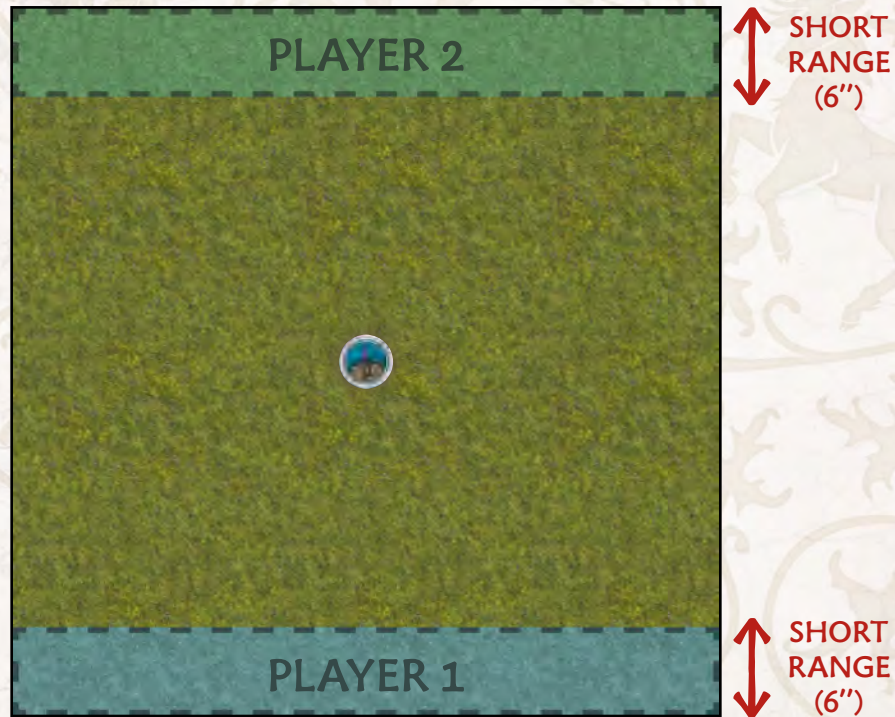
Special Rules

- Each time a unit fails a Morale Test (*for any reason*), place **1 Victory Point** token on the unit.
- Each time a unit activates while within **Short Range** of a **Corpse Pile**, it must make a Morale Test. It suffers -1 to this test based on the current Game Round (-1 for Round 1, -2 for Round 2, etc.). This effect is not cumulative with **Horrific**. **NOTE:** This test is **only** to see if it gains a Victory Point token, though it may also trigger other Abilities or effects based on passing/failing Morale Tests).
- Each time an Infantry unit is destroyed, the opponent places 1 Corpse Pile Terrain piece within **Short Range** of the destroyed unit, if one is available. This Corpse Pile may not overlap other Terrain pieces or units when it is placed.

Special Scoring

- When a unit is destroyed, it grants additional Victory Points equal to the Victory Point tokens on it.





THE WINDS OF WINTER

Deployment: SHORT RANGE each side.

Setup

- Place 1 Objective token in the center of the table.
- Each player rolls a die (re-roll ties). Whoever rolls highest will place 1 Objective token anywhere on the battlefield at least 12" (*Long Range*) from any Deployment Zone and at least 6" (*Short Range*) from any other Objective token. Players will alternate placing Objective tokens until there are a total of 5 on the board.
- Objective tokens may not be placed on Terrain pieces with the **Impassable** keyword.

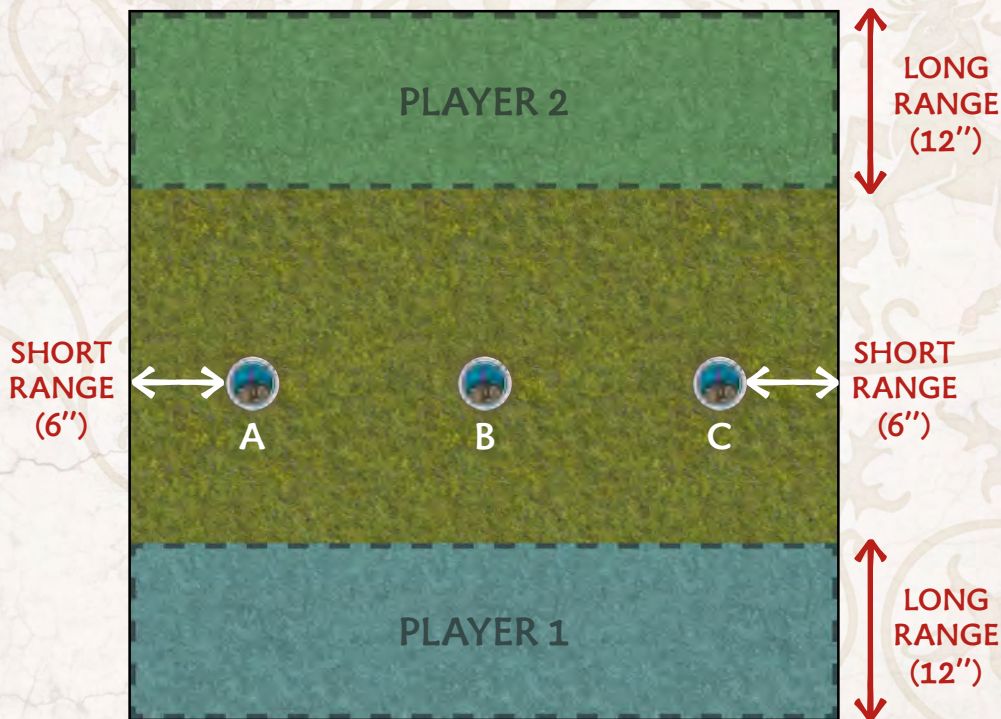
Special Rules

- At the beginning of the game, before Deployment, each player draws 2 **Secret Mission** cards, keeping them hidden from their opponent.
- At the end of each round, each player may discard 1 Secret Mission card. They will then draw until they have 2 Secret Mission cards. Secret Mission cards that remain in play are not counted towards your 2 Secret Missions.
- Discarded Secret Missions are kept face-down, hidden from all players.
- Beginning in Round 2, at the start of each round, draw 1 Secret Mission card and reveal it to all players. This is known as the **Open Mission**. Until the end of the round, any player may score this Mission (*and may score it multiple times, if applicable*). Discard this Secret Mission at the end of the round.

Special Scoring

- The **Victory Through Combat** rule is ignored for this Game Mode.
- Beginning on Round 2, players may complete their Secret Missions to earn additional Victory Points. Each Secret Mission lists the rules for completing it.
- Once a Secret Mission has been revealed and/or completed, it will be automatically discarded, unless otherwise stated in its effect.





A DANCE WITH DRAGONS

Deployment: LONG RANGE each side.

Setup

- Place 1 Objective token in the center of the table.
- Place 1 Objective token 6" (*Short Range*) from each Flank board edge, as shown above.
- Each Objective has a specific Objective Card linked to it, as shown in the next column.

Special Rules

- A unit ending a move with any part of its tray on an Objective token claims it; place that token on the unit's tray to show that it is controlling the token. While controlling an Objective token, that unit may never **March**, and its **Speed** is reduced to **2**. **This cannot be increased by any means.**
- A unit may only control 1 Objective token at any time. If a unit controlling an Objective token ends a move over another token, their opponent places that Objective token anywhere within 2" of the unit's tray, so long as the token is not over Impassible Terrain or another unit's tray.
- If a unit holding an Objective token fails a **Panic Test**, or is **destroyed**, 1 enemy unit (*chosen by the opponent*) that it is engaged with claims token. If there was no enemy engaged with that unit, your opponent places the token anywhere within 2" of the unit's tray, so long as the token is not over Impassible Terrain or another unit's tray.

Special Scoring

- Beginning on Round 2, players will score **1 Victory Point** for each Objective token they control at the end of each round.
- Objective tokens controlled by your army's **Commander** grant +1 additional Victory Point when scoring.

Objective A

- *When you score points from this Objective, you may have 1 enemy Combat Unit become **Vulnerable** and **Weakened**.*

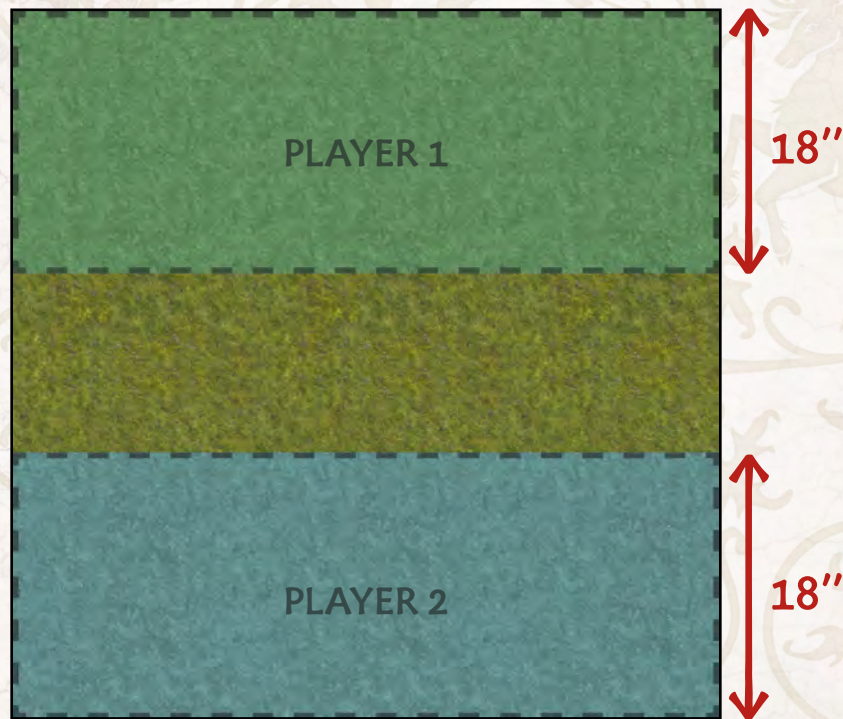
Objective B

- *While controlling this Objective, this unit's Melee Attacks gain **Sundering** (Defenders suffer -1 to Defense Save rolls) and **Vicious** (Defenders suffer -2 to their Panic Test). This unit suffers D3 Wounds after completing any Melee Attacks.*

Objective C

- *When you claim this Objective, target 1 enemy NCU. While you control this Objective, that NCU loses all Abilities.*





FIRE & BLOOD

Deployment: 18" each side.

Setup

- When placing Terrain, the usual restriction of placing at least 6" (*Short Range*) away from any Deployment Zone is ignored.
- Once units have been deployed, beginning with the First Player, each player will alternate selecting 2 of their opponent's deployed Combat Units and place 1 Objective token on each of them. These tokens represent **Marked Units**.

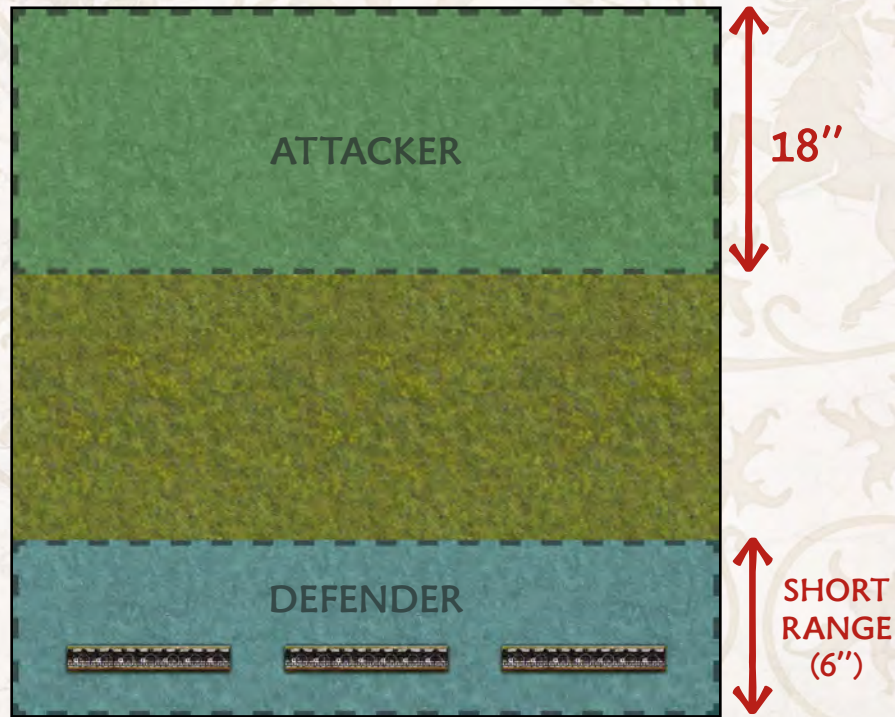
Special Rules

- When your Commander's unit activates, you may select 1 enemy Combat Unit within Long Range and place 1 Victory Point token on that unit.

Special Scoring

- Each time a **friendly Marked Unit** destroys an enemy with an Attack or Ability, gain +1 additional Victory Point.
- **Enemy Marked Units** grant +2 Victory Points when destroyed.
- Each time **any** enemy unit with Victory Point tokens is destroyed, gain additional Victory Points equal to the Victory Point tokens on that unit.





A STORM OF SWORDS

THIS GAME MODE IS NOT USED FOR TOURNAMENT PLAY

Deployment:

- **Defender:** LONG RANGE
- **Attacker:** 18" from table edge.

Setup

- Each player rolls a die (*re-roll ties*). Whoever rolls highest chooses whether they will be the Attacker or the Defender.
- Before placing Terrain pieces, place 3 **Castle Walls** 3" from the Defender's table edge, with the first being centered to their deployment zone and the remaining 2 **Castle Walls** 4" away on each side.
- Terrain is not placed as normal. Instead, the Defender may place up to 4 Terrain pieces of their choosing anywhere further than Short Range from their Deployment Zone and any other Terrain piece.

Special Victory Conditions

- The Attacker wins via normal Victory Point accumulation.
- The Defender does not gain Victory Points, but automatically wins at the end of **Round 6**.

Special Rules (Attacker + Defender)

- At the beginning of the game, before Deployment, each player draws 3 cards at random from their respective **Siege Strategy** Decks. These are the Siege cards available to them this game. Each Siege card lists its effects and when it is played.

Special Rules (Attacker)

- At the start of the round, the Attacker may redeploy any friendly Combat Units that were previously destroyed, placing them anywhere in their Deployment Zone. **Characters** do not redeploy and are instead permanently destroyed (*replaced by a generic model from the unit they were in, if applicable*).

Special Rules (Defender)

- The Defender does not begin with all Combat Units in play. They must select half of their total Combat Units (*rounded up*) to begin in **Reserve**. The rest are deployed as normal.
- Beginning on Round 3, the Defender may deploy any unit from Reserve fully within Short Range of any Flank table edge. This is done at the start of the unit's activation and is not their action for the turn.

Special Rules (Castle Walls)

- **Castle Walls** are not Terrain Pieces or Combat Units. They are a unique structure and are not affected by any rules or effects except those specifically mentioned below:
- **Castle Walls** may be **Charged** and targeted by **Melee Attacks** as if they were enemy units. This is the only way Castle Walls may be damaged. They do not roll Defense Saves, never make Morale Tests, and award 5 **Victory Points** when destroyed.
- Castle Walls are not removed from the battlefield when destroyed.
- Units may not move through or deploy (for any reason) behind Castle Walls.
- Each non-destroyed Castle Wall segment may be activated by the Defender (*just like a Combat Unit*). When a Castle Wall segment is activated it may only perform the **Arrows** Ranged Attack (*Castle Walls do not shift*) or pass its action.