

A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

RULEBOOK



CM
ON



DARK SWORD
MINIATURES, LLC
taking miniatures to the next level.



INTRODUCTION

The War of the Five Kings officially began in 298 AC, tracing its primary roots to the simmering tension shared by House Lannister of Casterly Rock and House Stark of Winterfell. Scholarly consensus names Lord Eddard Stark's arrest by King Joffrey Baratheon I as the primary catalyst behind House Stark's attempted secession and, ultimately, the War of the Five Kings proper.

With Lord Eddard's arrest, his firstborn, Robb Stark, and many Northern bannermen mounted an armed advance south to free Lord Eddard from Lannister hands. Robb Stark's forces consisted largely of sworn men, known for their fierce loyalty forged under Lord Eddard's thoughtful leadership. It should be noted that freedom for Lord Stark was their primary goal, not the Iron Throne.

Upon the Iron Throne sat the newly crowned King Joffrey I, direct heir to King Robert. King Joffrey's well-documented volatility found temperance at the hands of his mother, the formidable Queen Cersei. Thus, while the Iron Throne, itself, commanded little loyalty by grace of King Joffrey's natural charms, gold washes away many sins, and Casterly Rock and its vast vaults lent ample weight to King Joffrey's claim.

Lord Stannis Baratheon had long gathered his strength at Dragonstone, some say in anticipation of this 'imminent' civil instability. Although his land forces paled in comparison to many participants, his command of the royal navy provided superior mobility which allowed even such meager numbers to pose a significant threat to coastal holdings.

Lord Renly Baratheon, King Robert's youngest brother, successfully negotiated marriage to Margaery Tyrell of Highgarden, providing the strength of arms necessary to lend weight to his claim on the Iron Throne, which was arguably the weakest. Indeed, Lord Renly fielded the largest of all armies involved in the War.

Lastly, straining under the Iron Throne's yoke, Lord Balon Greyjoy of the Iron Islands saw a timely opportunity to secede from the Seven Kingdoms and establish the Iron Isles as a sovereign nation once more. Using Lord Robb's advances south of the Neck as a distraction, Lord Balon managed to carve significant winnings from the Northlands.

While many a ruler's passing has caused marked instability in its wake, it can be safely said that King Robert I's death brought about the bloodiest, and most devastating, conflict ever seen in the Seven Kingdoms.



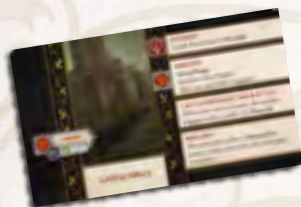


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GAME COMPONENTS



1 Castle Wall Card



14 Attachment Cards



4 Non-Combat Unit Cards



1 Rulebook



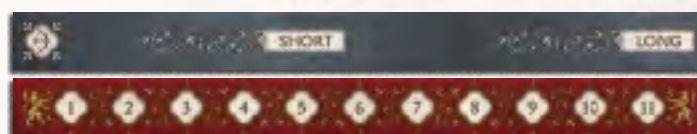
9 Combat Unit Cards



52 Tactics Cards



1 Tactics Board



2 Measuring Sticks



2 Reference Cards



12 Siege Cards



20 Secret Mission Cards



10 Objective Cards



1 First Player Token



5 Objective Tokens



13 Weakened Tokens



13 Panic Tokens



10 Black D6 Dice



1 Round Tracker Token



1 White D3 Die



13 Wound Tokens



13 Vulnerable Tokens



22 Order Tokens



22 Activation Tokens



35 Victory Point Tokens

13 Terrain Pieces



3 Castle Walls



1 Small Solo Movement Tray



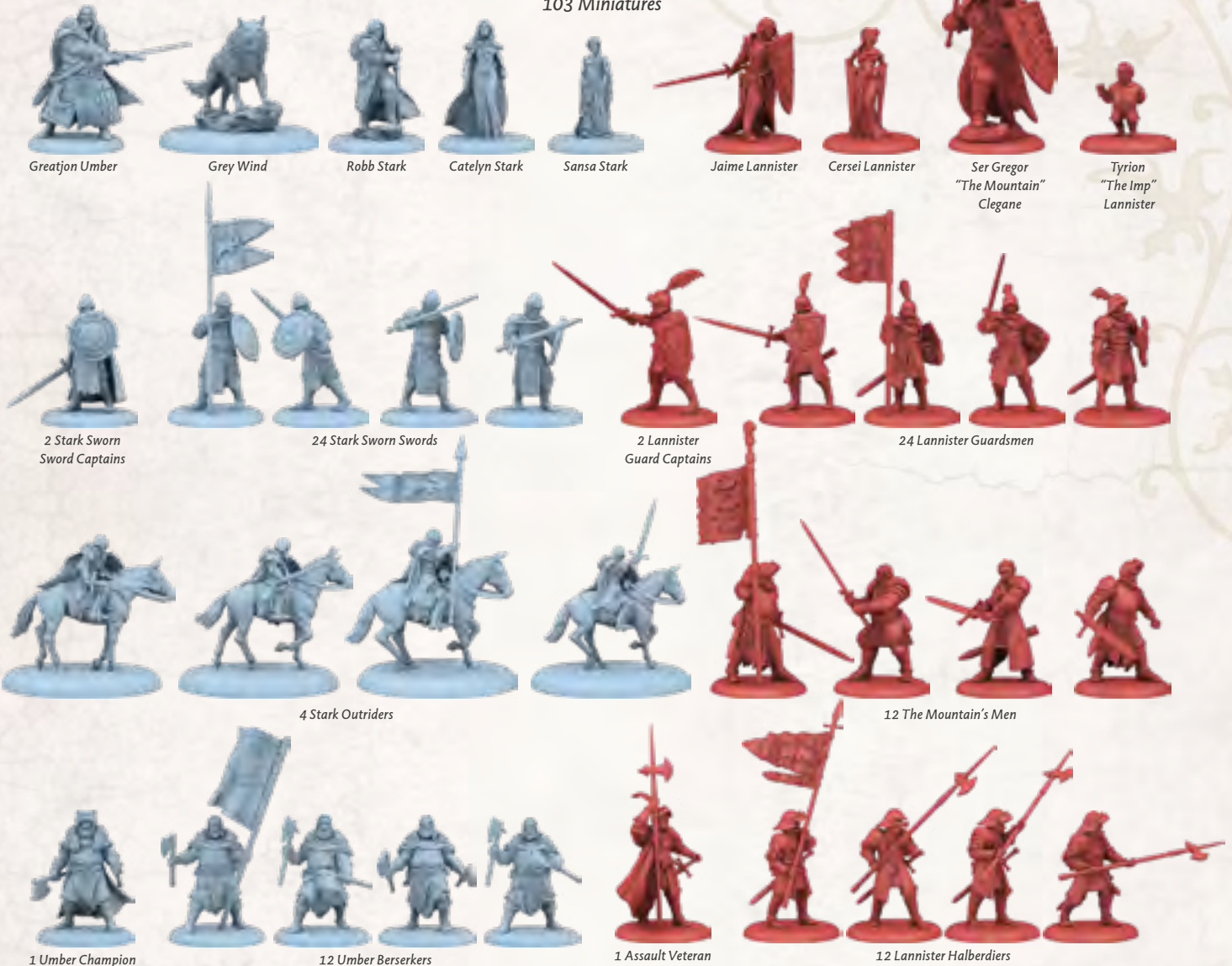
7 Infantry Movement Trays



1 Cavalry Movement Tray



103 Miniatures





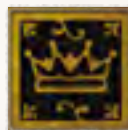
OVERVIEW & PRE-GAME

A **Song of Ice & Fire: Tabletop Miniatures Game** sees two or more players taking control of the massive armies of Westeros in an attempt to win the War of the Five Kings. Players control various units, ranging from basic infantry and thundering cavalry, to grand war machines and creatures. In each game, players will attempt to accomplish various goals, ranging from controlling territory to completing secret objectives, in order to claim victory.

To play a game, the following steps should be taken. Each item will be discussed in its relevant section later on:

- Players construct armies
- Select Game Mode
- Setup Battlefield

Once these steps have been completed, the game begins!



GAME MODES & VICTORY

Each game will be played using 1 of the 5 different Game Modes, each with its own style of play. These Game Modes will be covered more in depth later (*see pg. 27*), but here's a general overview:

- **A Game of Thrones:** Armies fight to claim various Objectives across the battlefield, each granting a unique power.
- **A Clash of Kings:** Players only start with a small portion of their army, with the rest arriving throughout the game.
- **A Storm of Swords:** One army must hold off their opponent in a mighty castle siege.
- **A Feast for Crows:** The mental fatigue of the battlefield takes its toll on units as bodies stack up during the fight.
- **The Winds of Winter:** Both armies take to the battlefield to complete secret missions, hidden from their opponents.

In each, players will fight to claim Victory Points, based on criteria set out by each Game Mode. The first player to reach this Victory Point criteria at the end of a round is declared the winner!



COMMON GAME TERMS

The following is a list of terms that will frequently be referenced by various rules and card effects:

ACTIVATION: Each unit has its own activation each round. It is important to note that some effects and abilities only take place during a unit's activation and would not, for example, happen during a free action given to the unit.

ATTACKER: When a unit **attacks**, it is referred to as the attacker.

ENEMY: Enemy refers to any unit or card **not** controlled by you.

ENGAGED: A unit is engaged when it is in contact with one or more enemy units.

DEFENDER: When a unit is **attacked**, it is referred to as the defender.

FIRST PLAYER: Each round, one player is designated the First Player. They are the first one to activate a unit in that round.

FREE ACTION: Many effects will allow a unit to make a free action (such as a free Attack action or Maneuver action). These actions do not interfere with a unit's normal activation in any way, and they may be performed even if the unit has already activated this round.

FRIENDLY: Friendly refers to any unit or card controlled by you. When an Ability or effect targets a friendly unit, it may include any such unit whose tray is even partially in range of the effect, including the unit from which the effect originates.

HIT/AUTOMATIC HIT: When units are attacked, each success generates 1 Hit. Sometimes an effect will generate a Hit without needing to roll; these are referred to as Automatic Hits. All Hits/Automatic Hits allow Defense Saves. Unblocked Hits are converted into **Wounds**.

IN SHORT/LONG RANGE: When an effect targets a unit in **Short Range** or **Long Range**, that unit is considered to be in range if any part of its tray is within the listed range. Units are always considered to be within range of their own effects and may target themselves, unless specifically stated otherwise.

MODEL: Models are miniatures that represent either player's army on the table. Terrain and tokens are not models.

PIVOT: When a unit pivots, it is rotated around its center to any facing, ignoring other unit's trays (both friendly and enemy), so long as they do not end overlapping another tray (See pg. 15, *Pivoting and Other Units*).

ROUND: A *Song of Ice and Fire* is played over a number of rounds. Each round is composed of a number of turns.

SHIFT: When a unit shifts, it is moved up to the distance listed (eg. Shift 2") directly forward, backwards, or sideways (and never diagonally). Units do not pivot at any point during a shift.

TERRAIN: Terrain makes up the non-model elements of the battlefield, such as trees, ruins, rocks, etc.

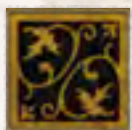
TOKENS: Tokens are used to track various conditions and effects, both on units and the battlefield. Tokens do not physically affect the battlefield in any way unless specifically noted otherwise.

TURN: A player's turn describes when they are performing a unit's activation. Rounds are composed of various player turns.

UNENGAGED: A unit is unengaged when it is not in contact with any enemy units.

WOUNDS: Wounds represent the overall health of a unit. In most cases, when a unit suffers Wounds, 1 model is removed from the unit for each Wound suffered. Some effects will say to deal a unit a number of Wounds. Wounds do not allow Defense Saves. They are automatic damage to the unit.





GAME ROUND

Each game is played over a series of **rounds**, which are broken into the following two phases:



ACTIVATION PHASE

The Activation Phase is where the majority of gameplay happens. It is comprised of a series of individual **turns**, in which players will alternate activating their various units. The **First Player** takes the first turn each round. On a player's turn, they will perform the following steps, in order:

- **Resolve any Start of Turn effects:** Sometimes, players will have effects that specifically trigger at the start of a turn. These effects are resolved before anything else on a player's turn.
- **Select 1 unit to activate:** The player will now select 1 of their units that has not yet activated this round to activate. This may be either a Combat Unit or a Non-Combat Unit. That unit will then perform 1 **action** (see *Actions*, pg. 15). This is known as a unit's **activation**.
- Once that unit has completed its action, all players will have 1 additional opportunity to play any cards, trigger Abilities, etc. before the turn ends.

Once these steps have been completed, that player's turn ends and their opponent's turn begins. Players will continue back and forth, taking alternating turns, until **all units have been activated**. On their turn, a player **must** select an un-activated unit to activate. They cannot voluntarily pass if they still have units left to activate!

If they **do not** have any units left to activate, they must pass their turn to their opponent until their opponent has activated all their remaining units. Only once **all units** have been activated does the Activation Phase end and the Clean-Up Phase begin.



CLEAN-UP PHASE

During this phase, the following steps should be taken, in order:

- Resolve any effects that trigger "At the End of the Round".
- Score **Victory Points** (if applicable to the chosen Game Mode).
- Check to see if **Victory Conditions** have been met (see *Victory*, pg. 28).
- Remove all **Activation tokens** from all units.
- Remove all models from the **Tactics Board**.
- Remove all **Influence** effects from units.
- Players may freely discard any **Tactics cards** from their hand.
- They will then draw until their hand contains 3 Tactics cards.
 - *There is no limit to the amount of Tactics cards a player may have in their hand, but they will **only** draw additional cards at the end of the round if their hand contains less than 3.*
 - *Tactics Decks are **not** replenished if they are used up! If a player should ever attempt to draw cards from their deck, but their deck does not contain enough cards, they only get to draw however many they can!*
- Pass the **First Player token** to your opponent.
- Advance the **Round Track** by 1.

Once these steps are completed, the round ends and a new one begins.



UNIT TYPES

There are two types of Units: **Combat Units** and **Non-Combat Units**, each with their own special rules.



COMBAT UNITS

Combat Units are the bands of troops fighting on the battlefield for your cause. There are numerous types of Combat Units, each represented by their own tray of models on the tabletop. Combat Units are identified by their oversized Stat cards and will bear one of the following symbols, representing the type of unit it is:



INFANTRY



CAVALRY



MONSTER



WAR
MACHINE

- **Infantry Units** are represented by a tray of **12 models**. When you add an Infantry Unit to your army, you gain 1 full tray of the listed models. Models belonging to different units are **never** mixed together.



- **Cavalry Units** are represented by a tray of **4 models**. When you add a Cavalry Unit to your army, you gain 1 full tray of the listed models. Models belonging to different units are **never** mixed together.



- In addition to the 2 trays listed above, various other types of units, ranging from single warriors, monsters, or large war machines, make use of special trays known as **Small Solo Trays** and **Large Solo Trays**, as they are usually comprised of a single model.



Regardless of the type of tray, they all share the following:

- **Front Arrow:** The front arrow on a tray is used to mark its facing, as well as the origin point for the unit's Ranged Attacks.
- **Individual Models:** These represent the total Wounds of a unit and are removed as the unit suffers damage. If the last model is removed from a unit, the unit is destroyed and removed from the battlefield.
- **Line of Sight Arcs:** These guides are used to determine what a unit can and cannot see, and also if another unit is in its Front, Flank, or Rear. This will be covered more in Line of Sight (pg. 14).
- **Ranks:** While the individual models on a tray represent the unit's overall health, the remaining ranks in a unit determine most game effects. Each Infantry Unit is composed of **3 ranks**, while each Cavalry Unit is composed of **2 ranks**. Solo units do not have ranks, since they usually consist of only a single model.

Many effects will reference a unit's **remaining ranks**. A rank is only lost when the very last model in it is removed, which means that if even 1 model remains in the rank, the unit gains the full benefits of having that rank.

When models are removed from a unit, they are **always** removed from the last remaining rank, moving from right to left, only moving to the next rank when all models from the previous rank have been destroyed.



EXAMPLE: If a unit were to suffer 3 Wounds (thus removing 3 models), it would still have 3 ranks, as there is still at least 1 model remaining in that rank. Should this last model be destroyed, then the unit would be reduced to only 2 remaining ranks.



The unit above has lost all models in its last rank, meaning it only has 2 ranks.

• COMBAT UNIT CARD FRONT

ATTACK

Each unit will have one or more attacks, which are broken up into the following information:

- **Attack Name:** This is the name of the attack.
- **To Hit Value:** How skilled a unit is with its weapons. A lower number is better.
- **Attack Dice:** When a unit uses the chosen attack, it rolls a number of Attack dice based on its remaining ranks: the Green value for full ranks, the Yellow value for 1 destroyed rank, and the Red value if the unit has 2 destroyed ranks.

SPEED


This represents how fast the unit moves across the battlefield.

MORALE

The mental resolve of the unit. A lower number indicates a better Morale.

DEFENSE

This shows how adept a unit is at blocking enemy attacks. A lower number indicates a better defense.



HOUSE EMBLEM


The Faction the unit belongs to.

UNIT NAME


The name of the unit.

UNIT TYPE


Some effects may reference a unit's type. There are four different unit types:




INFANTRY



CAVALRY




MONSTER





WAR MACHINE

ABILITIES

Units may have one or more Abilities. Each Ability is unique and lists its full rules. Sometimes, an Ability will have a symbol next to its box. This acts as a visual reminder for when the Ability is used. Some examples:

 **MELEE/RANGED ATTACK:** This shows that the Ability is tied to the unit's melee/ranged attack. Ranged Attacks will also list the attack's maximum range in this box. Note, however, that this is not an Ability, and can never be cancelled or removed.

 **ORDER:** Orders are a special type of Ability that can be used once per round (see *Orders*, pg. 24).

 **INNATE ABILITIES:** These represent Abilities central to a unit's physical or natural capabilities, such as being able to suffer multiple Wounds (see *Wounds*, pg. 24). **Innate Abilities cannot be cancelled or removed by effects or other Abilities.**

Unless specifically noted otherwise, all Abilities are always active on a unit and are not optional.

EXAMPLE: The Lannister Halberdier's Halberd attack has the Sundering Ability. This Ability is always applied to their attack. A player could not voluntarily choose not to use it.

• COMBAT UNIT CARD BACK

HOUSE EMBLEM
The Faction the unit belongs to.

UNIT NAME
The name of the unit.



POINT VALUE
This shows how many points it costs to include 1 full tray of these models in your army.

BACKGROUND
This will give you a brief overview of the unit's history in *A Song of Ice and Fire*, as well as their role on the battlefield.

UNIT TYPE
The unit's type (see previous section).



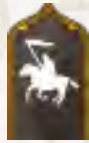
ATTACHMENTS

Attachments are powerful individuals that are added to Combat Units, giving them Abilities they otherwise would not possess. The following rules apply to Attachments:

- As part of army creation (see *Army Construction*, pg. 25), you may purchase a Unit Attachment for a Combat Unit. Once this is done, it is added to that unit and considered part of that unit for all purposes. Unless an effect specifically says so, Attachments cannot be singled out of their unit for any reason.
- You may only ever purchase 1 Attachment for each unit.
- Solo units can **never** have Attachments.
- An Attachment can only be added to a unit of the same **Unit Type** as itself (*Infantry, Cavalry, etc.*).



INFANTRY



CAVALRY

- When adding the Attachment's model to the unit, it replaces 1 of the basic models in that unit and **always** replaces the left-most model in the **front rank** of the unit.
- Attachments are **always** the last model destroyed in a unit.
- In some exceptional situations, a unit could have multiple Attachments in it. In the case of 2+ Attachments in a single unit, the second left-most model in the front rank is replaced for the second Attachment, and so forth. This order is decided by the Combat Unit's owner.

UNIT TYPE

This shows what type of Combat Unit the Attachment can join.



FRONT

ATTACHMENT NAME

The name of the Attachment.

ABILITIES

Any Abilities on an Attachment are added to the unit they are attached to and are considered to originate from the Combat Unit.

POINT VALUE

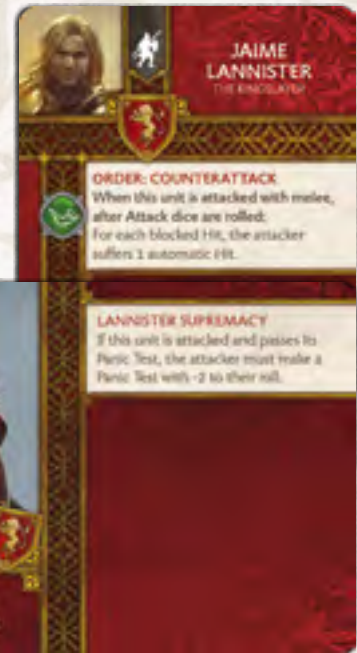
This shows how many points it costs to include the Attachment in your army.

UNIT TYPE

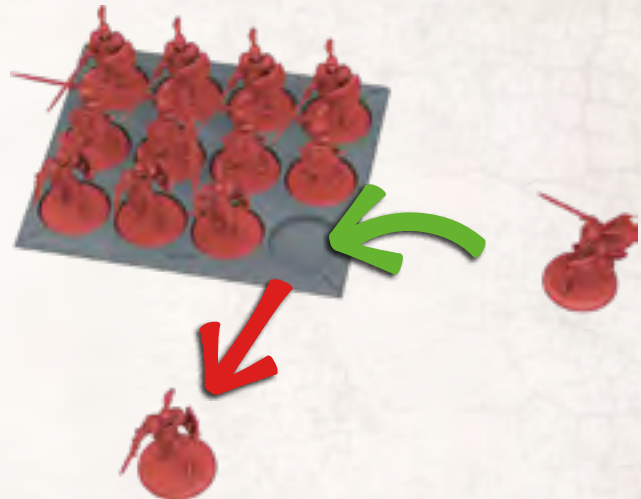
This shows what type of Combat Unit the Attachment can join.



BACK



Attachment cards slot under a Combat Unit's card.



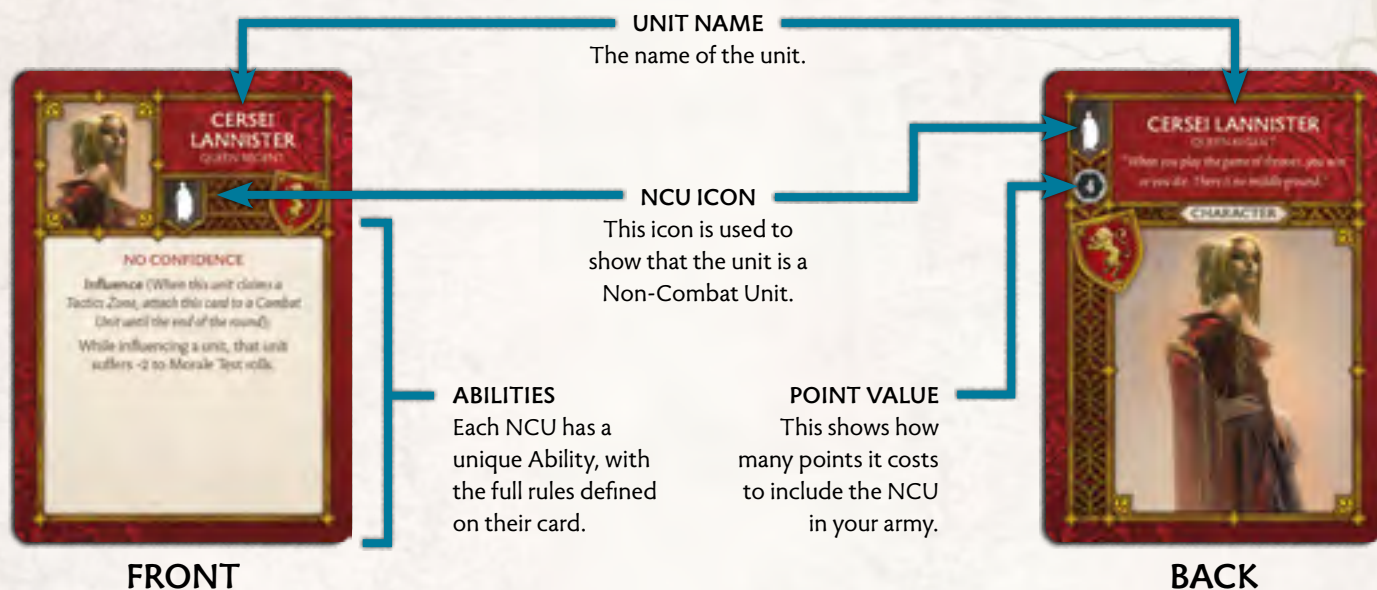


Non-Combat Unit

Non-Combat Units (or *NCUs*) represent influential individuals working away from the battlefield to further the goals of their chosen House. These models are not deployed to the battlefield, but instead interact with the **Tactics Board**, which will be detailed later (see *Tactics Board*, pg. 21).



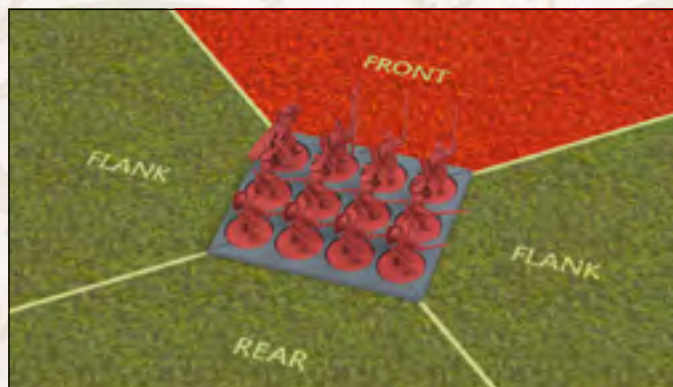
NCU cards are identified by this Icon on their Stat card.



LINE OF SIGHT

A unit's Line of Sight (LoS) determines what it can and cannot see. This is important for a number of reasons, but it is mostly used to determine what it can target when making attacks, as well as where it will contact an enemy when Charging.

On each unit's tray, there are notches used to denote its **Line of Sight Arcs**. Each unit has four Line of Sight Arcs: their **Front**, **Rear**, and two **Flanks**.



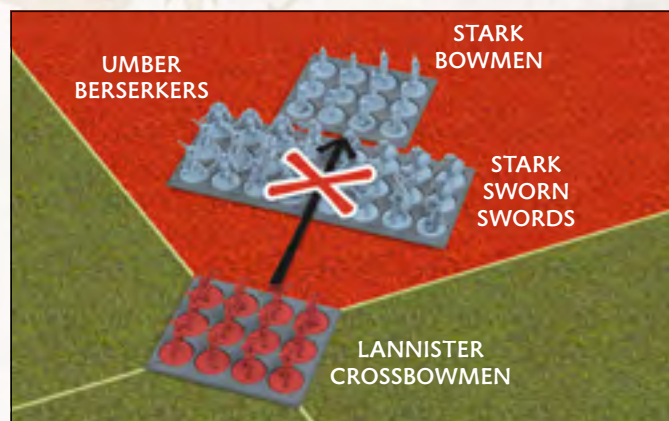
To check what a unit can see, if an unbroken and unblocked line can be drawn from any point in their front arc, from their tray, to any part of their target's tray, the target is in Line of Sight. Note that other units (and some Terrain pieces) block Line of Sight.



The Lannister Guardsmen unit can see the Umber Berserker unit because at least part of their tray is in the Lannister Guardsmen's Front Arc.



The Lannister Guardsmen unit **cannot** see the Umber Berserkers because no part of their tray is in the Lannister Guardsmen's Front Arc.



The unit of Lannister Crossbowmen **cannot** see the Stark Bowmen, as the 2 units in front of them are blocking any potential Lines of Sight.

What Line of Sight Arc a unit is in is very important, as units gain bonuses for Attacking and Charging enemies in their Flank and Rear (see Charge, pg. 18, and Combat Bonuses, pg. 20).

If a unit ever crosses multiple Line of Sight Arcs for another unit, they will be in the Line of Sight Arc that the majority of their tray is in. This is always checked from the target unit's perspective.



The Umber Berserkers wish to Charge the Lannister Guardsmen. They must first check what Line of Sight Arc they are in, as that determines where they will contact the Guardsmen. The Umber Berserkers' tray crosses over the FRONT and FLANK LoS Arcs of the Guardsmen, but the majority of the tray is in their FLANK. This means that, if the Berserkers Charge, they will contact the Lannisters's FLANK. Not a good position for the Guardsmen!



ACTIONS

When a Combat Unit activates, it may select 1 of the following actions to perform:

- MANEUVER
- MARCH
- RETREAT
- ATTACK
- CHARGE

Alternatively, a unit may choose to forgo performing any action at all during its activation (*though this is seldom beneficial*). Once a unit has completed its action (*or forgoes its action*), its activation ends (*place an **Activation token** on the unit to mark this*).

• FREE ACTIONS •

Sometimes an effect will allow a unit to make a free action. This action does not interfere with a unit's normal activation in any way, and it may be taken even if the unit has already activated in the round.

• PIVOTING AND OTHER UNITS •

When a unit pivots, it is rotated around its center to any facing, ignoring other unit's trays (*both friendly and enemy*), so long as they do not end overlapping another tray. Pivoting is also often incorporated as part of other moves. During these pivots, units may end overlapping other friendly unit's trays, so long as, at the end of that complete move, they do not end overlapping any other unit's tray.

• MOVING AND OTHER UNITS •

- Units may never move through enemies.
- Units may never end a move within 1" of an enemy, except when moving as part of a Charge action (*See Pg. 18, Charging: "Roll Charge Distance and Move Attacker"*).
- While moving, units may freely move through (*but never end overlapping*) friendly units.

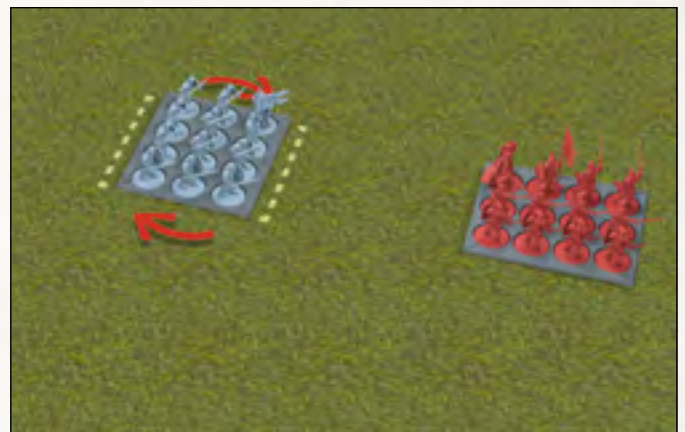
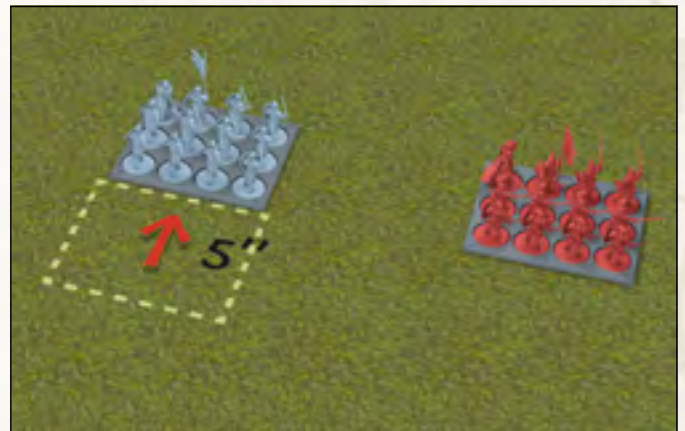
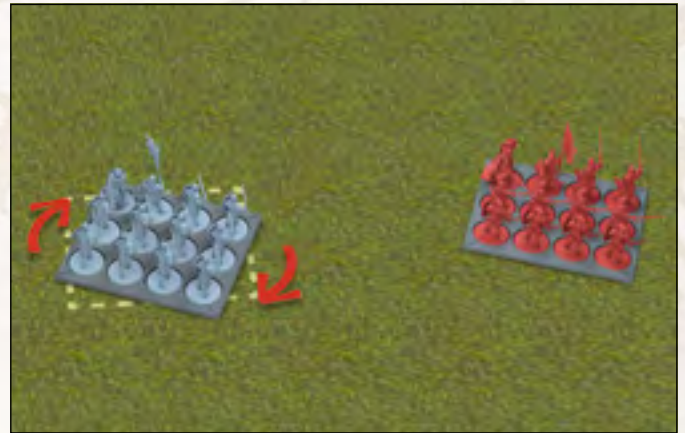


MANEUVER

The Maneuver action allows a unit to reposition itself around the battlefield; changing its facing and advancing to a better position.

A Maneuver action may not be performed while engaged.

When a Combat Unit performs a Maneuver action, it may first be pivoted to face any direction. You may then move it directly forward up to its Speed Stat. Once this move is completed, the unit may then again be pivoted to face any direction.



Here, we see the unit of Stark Sworn Swords pivot, move directly forward their Speed (which is 5"), and then pivot again to a new facing.

MARCH

The March action allows a unit to swiftly cross large distances on the battlefield.

A March action may not be performed while engaged.

When a Combat Unit performs a March action, it may be moved directly forward **up to twice** its Speed Stat (*note that it **does not** get to pivot before this move*). Once this move is completed, the unit may then be pivoted to face any direction.



Here, the Stark Sworn Sword unit performs a March action. It may move up to 10" (twice its Speed Stat of 5) and then pivot.

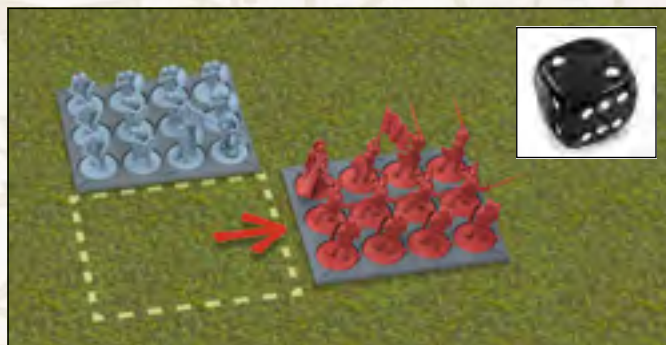
RETREAT

The Retreat action allows an engaged unit to break away from its enemy, falling back out of combat.

A Retreat action **may only** be performed while engaged with an enemy unit.

When a Combat Unit performs a Retreat action, you will first roll a D6. The Combat Unit may then move up to its Speed Stat + the result of the D6 backwards or sideways (*or forward, if enemies are engaging from the Flank or Rear*) in a straight line (*this is a rare case where a tray can be moved sideways or backwards without changing its facing*). Once this move is completed, the unit may then pivot to any facing.

Additionally, if, after the Retreat is completed, the **enemy unit** (or units) are now **unengaged**, each of those enemies may immediately perform a free **pivot**.



The Lannister Guardsmen wish to Retreat from the Stark Sworn Swords. They roll a D6 and the result is 2. They may move up to 6" (2 + their Speed Stat of 4) directly backwards or sideways.



Once their move has been completed, the Guardsmen may pivot. Since the Stark Sworn Sword unit is no longer engaged, it also gets to pivot for free.

Note that a Retreat is subject to all normal movement rules. This means there can be situations where a unit might not be able to legally complete their Retreat move (*such as being surrounded from all sides, or not rolling high enough to end outside 1" from an enemy*). In these cases, the unit does not move and remains engaged.

ATTACK

The Attack action allows a unit to perform either a Melee or Ranged Attack on an enemy unit.

When a Combat Unit selects an Attack action, it must choose whether it will perform a **Ranged Attack** or a **Melee Attack**. Each of these has its own special rules:

• RANGED ATTACK:

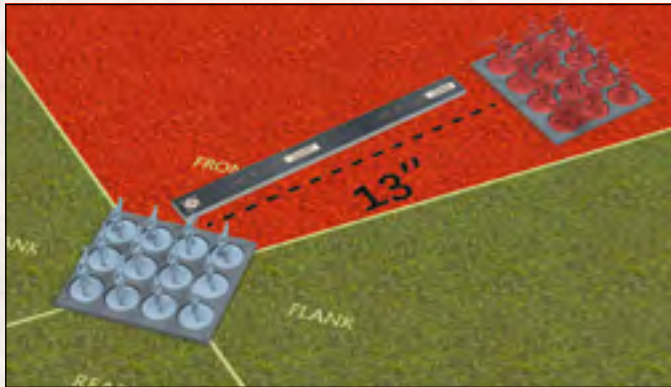
- Ranged Attacks may not be performed while engaged.
- A unit **must** have a Ranged Attack to select the Ranged Attack option.
- When a unit performs a Ranged Attack, it may first **shift** up to 2".
- Once this shift is completed, the unit will then select 1 enemy unit in Line of Sight and within range of its Ranged Attack and resolve an attack against that enemy (*see Resolving Attacks, pg. 19*).

• CHECKING RANGE •

- All Ranged Attacks list whether they are Short Range or Long Range. Short Range attacks have a maximum targeting range of 6". Long Range attacks have a maximum targeting range of 12".
- To determine whether a unit is in range, place the ruler in contact with the Front Arrow/center of the attacker's front arc and measure to any part of the target's tray. If any part of their tray is within the maximum range of that attack, that enemy may be targeted (*assuming they are also in Line of Sight*).



The Stark Bowmen wish to make a Ranged Attack against the Lannister Guardsmen. Their "Arrow Volley" attack is Long Range (12"). Placing the ruler in contact with their Front Arrow, they see the Guardsmen are in range.



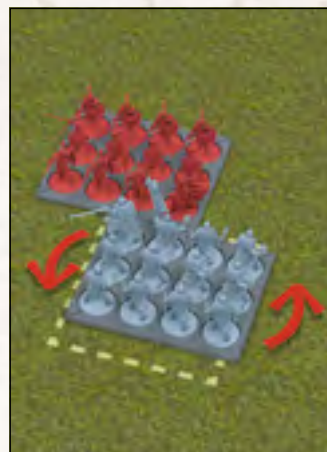
In this example, while the Lannister Guardsmen are in the Front Arc of the Stark Bowmen, they are unfortunately out of range, meaning the Bowmen cannot target them for a Ranged Attack!

• FIRING INTO MELEE •

Sometimes, desperate measures must be taken, and destroying an enemy is all that matters. Units may freely fire at enemies that are engaged with friendly units (assuming they have Line of Sight to said enemy), but by doing so, they will force all friendly units that were engaged with that enemy to suffer a **Panic Test** (see *Panic Tests*, pg. 20) once that attack has been completed!

• MELEE ATTACK:

- Melee Attacks **may only** be performed while engaged.
- A unit **must** have a Melee Attack to select the Melee Attack option.
- When a unit performs a Melee Attack, and it is engaged with only 1 enemy unit, it may first choose to change its facing so that it is facing said enemy head-on (*in the case of an enemy being in its Flank or Rear*). A unit engaged from multiple sides **may not** change its facing. The enemy has prevented them from doing so! The unit may then choose to shift its tray so that its tray is 100% aligned center-to-center with its enemy, or choose to move so that their trays are only 50% aligned (*as to allow another friendly unit to later engage that enemy in that same Arc*).
- Once these moves are completed, the unit will then select and resolve 1 of its Melee Attacks against an enemy it is engaged with (see *Resolving Attacks*, pg. 19). **Note that said enemy does not need to be in the attacker's Line of Sight.** The attacker may freely target **any** enemy unit it is engaged with!



The unit of Umber Berserkers has been engaged on its Flank by the Lannister Guardsmen. When it makes a Melee Attack, the Berserkers may choose to change their facing towards the Lannister Guardsmen, as well as shift to 50% engagement.



The Berserkers are being attacked on two sides, meaning they cannot pivot at the start of their action. However, they can still target either enemy unit with their attack, regardless of LoS.

CHARGE

The Charge action allows a unit to rapidly advance forward into an enemy, using their momentum to make a powerful attack!

A Charge action may not be performed while engaged.

When a unit performs a Charge action, it must first declare a valid target for its charge. For an enemy unit to be a valid target, the following must apply:

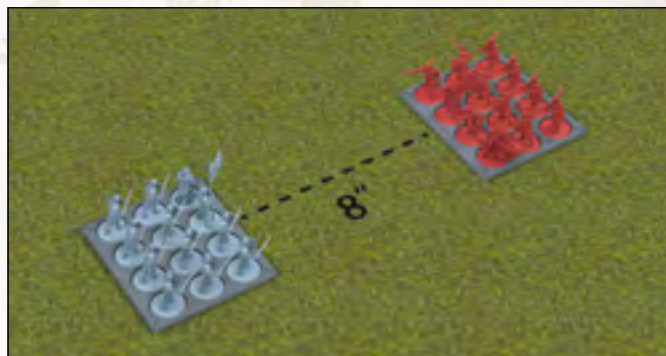
- The targeted enemy must be in the attacker's Line of Sight at the start of the action.
- The LoS Arc of the target unit must have space for the attacker's tray to fit (see *Determine Line of Sight Arc*, below). Meaning that if there is another unit engaged center-to-center in the same LoS Arc, it is preventing the charge (see *Align with Enemy*, below). Note that this also means that a unit can never have more than 2 enemy units engaging it from the same side (Front/Flank/Rear)- both units engaged to 50% on the same side.
- The enemy must be within the maximum distance the attacker may be able to move (including the die roll, see below). A unit may never declare a Charge action it cannot complete.

If all of the above conditions are met, the enemy is a valid target for the charge. You will then perform the following steps, in order (Note that all steps: pivoting, moving the attacker, aligning with the target, etc., are all part of the same move):

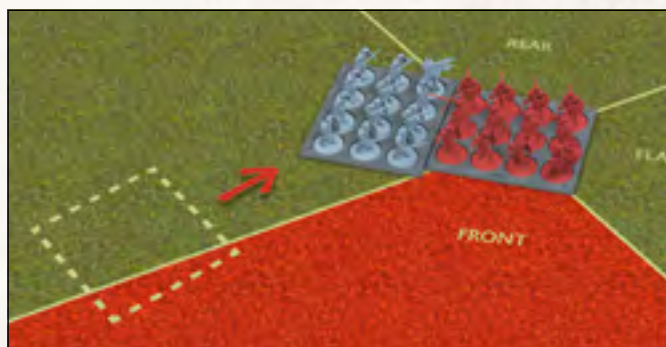
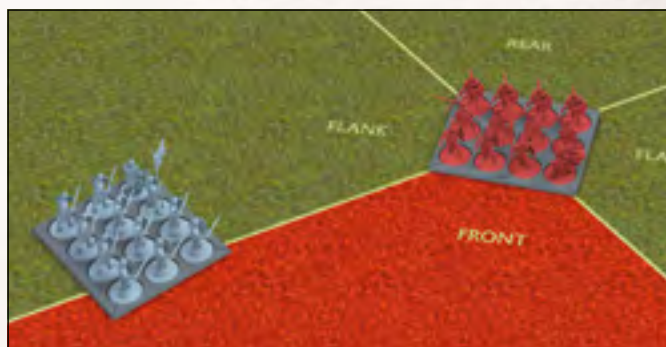
- **Determine Line of Sight Arc:** You must first determine which of the defender's Line of Sight Arcs (see *Line of Sight*, pg. 14) the attacker is in. If the charge is successful, the attacker will end up contacting the enemy in whichever Line of Sight Arc it began in. If the attacker's tray crosses into several of the defender's Line of Sight Arcs, use the one the majority of its tray is in. In the event it is exactly 50/50 across different LoS Arcs, the attacker may choose the arc.
- **Pivot Attacker:** The attacker may then pivot, so long as the targeted enemy remains in its Line of Sight and it would potentially contact the target during its move.
- **Roll Charge Distance and Move Attacker:** The attacker will then roll a D6. This roll, plus the attacker's Speed Stat, is its **total charge distance**. The attacker is then moved directly forward its **total charge distance**, stopping only if it would contact another unit it cannot cross or a Terrain piece it cannot cross (in which case, it will stop 1" away from that unit/Terrain piece). If, at any point during this move, it contacts the targeted enemy's tray, then it was a **Successful Charge**. If it fails to contact the targeted enemy's tray for any reason (such as rolling too low on its total charge distance), the result is a **Failed Charge** (see next page). Additionally, if the attacker rolls a 1 for its charge distance roll, it suffers a **Disorderly Charge** (see next page).
- **Align with Enemy:** On a **Successful Charge**, the attacker's tray is then aligned to the targeted enemy's tray. Place the attacker so that it is either center-to-center with the target's tray or 50% aligned (as to allow another friendly unit to engage that enemy).

In rare cases, the attacker's tray may not be able to be aligned at either 50% or 100% to the target's tray. In this event, the defender's tray will be moved to be 50% or 100% aligned with the attacker's (moving the shortest distance). In the case where neither unit can be moved to contact at least 50%, the attacker should be aligned as close to 50% as possible.

- **Make Melee Attack:** Once in their final positions, the attacker will then make 1 Melee Attack against the defender (see *Melee Attacks*, pg. 17). This attack also gets the bonus of being able to re-roll any attack dice (see *Combat Bonuses*, pg. 20).



In this example, the Stark Sworn Swords are 8" away from the Lannister Guardsmen. Their Speed is 5. They will need to roll a 3+ to successfully charge the Lannister Guardsmen.



In this example, the majority of the Stark Sworn Swords' tray is in the Flank Arc of the Lannister Guardsmen. Assuming they roll high enough to contact them, they will align with the Flank of the Guardsmen, gaining additional benefits when attacking!

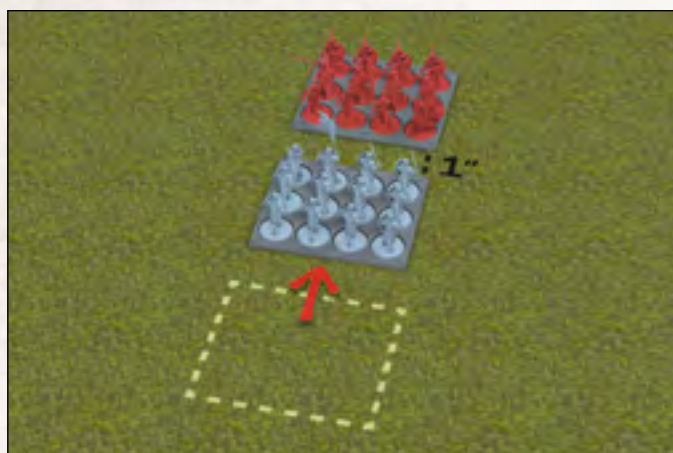
• DISORDERLY CHARGE •

Several things can complicate a charge, leading to delayed orders, improper coordination, and other issues that might hinder a unit's effectiveness while Charging.

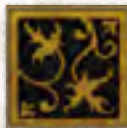
In the event that the attacker rolls a 1 for its charge distance, they suffer a Disorderly Charge: they do not gain the **Charge Bonus** (see *Combat Bonuses*, pg. 20) for this attack, and the attacker may not play **Tactics cards** for the remainder of the unit's action.

• FAILED CHARGE •

Many things can lead to a unit not contacting its target when it charges, the most common of which is failing to roll high enough for its total charge distance. Whatever the reason, if the attacker **does not** contact its target during its move, the result is a Failed Charge. The attacker suffers a **Panic Test** (see *Panic Tests*, pg. 20), and then its activation immediately ends.



The Stark Sworn Swords are 8" away and have a Speed of 5. They need to roll a 3+ but unfortunately only roll a 2. They will move 7" directly forward, falling 1" short of contacting the Lannister Guardsmen. Not a good position to be in!



RESOLVING ATTACKS

To resolve an attack, take the following steps, in order:

- **Determine Attack Dice:** Each attack lists a number of Attack dice it rolls, which is in turn based on the remaining ranks in the attacker's unit.
- **Roll Attack Dice:** Each roll equaling or exceeding the attack's To Hit Value is a **Hit**. Each roll failing to meet this value is a **Miss**. Additionally, each die that rolls a 1 is **always** a Miss, and each die that rolls a 6 is **always** a Hit, regardless of modifiers.
- **Defender Rolls Defense Dice:** For each Hit, the defender will then roll 1 die. Each roll equaling or exceeding their Defense Stat is a success and blocks 1 of the attacker's Hits. Additionally, each die that rolls a 6 is an automatic success and **always** blocks a Hit, regardless of modifiers. A roll of 1 is always a failure, regardless of modifiers.
- **Defender Suffers Wounds:** For each unblocked Hit, the defender suffers 1 Wound. Unless otherwise noted by the unit, each Wound removes 1 model from the defender's unit. Remember that models are always removed from the last remaining rank in the unit, are removed from right to left, and that **Attachments are always** the last models removed from a unit.
- **Defender Makes Panic Test:** Once Wounds have been dealt, the defender then makes a Panic Test (see *Panic Tests*, pg. 20). If the defender did not suffer any Wounds from the attack (by either blocking all incoming Hits, or if the attacker simply missed with all their dice), they do not need to roll. They automatically pass this Panic Test. (It is important to note, however, that they still count as having taken the test, even if they automatically pass, as various Abilities or effects might trigger off of this!)

• SURGE FORTH! •

If the attacker completely destroys the defending unit with a Melee Attack (including the Panic Test), their momentum allows them to surge onward! The attacker may immediately make 1 free **Maneuver action** (assuming they are unengaged). Additionally, any other friendly units that were engaged with that enemy (and **only** that enemy) may immediately make a free pivot.



COMBAT BONUSES

There are various bonuses that a unit can gain when attacking, primarily based on whether it Charged and which Line of Sight Arc it is attacking its target in:

- **CHARGE BONUS:** When a unit makes a Melee Attack resulting from the Charge action, it may re-roll any attack dice for that attack.
- **FLANK BONUS:** When a unit makes a Melee or Ranged Attack while in a Flank Arc of an enemy, that enemy suffers -1 to their Defense Save rolls, as well as a -1 to their Panic Test roll.
- **REAR BONUS:** When a unit makes a Melee or Ranged Attack while in the Rear Arc of an enemy, that enemy suffers -2 to their Defense Save rolls, as well as a -2 to their Panic Test roll.

MORALE TESTS & PANIC

Many effects will call for a unit to make a Morale Test. When a unit makes a Morale Test, it rolls 2 dice. If the **combined** result is **equal to or higher** than the unit's Morale Stat, they have passed the test. Otherwise, they have failed. Each effect that causes a Morale Test will list what happens on a pass or failure.



EXAMPLE: A unit of Stark Sworn Swords has a Morale Stat of 6+ and is forced to make a Morale Test. They roll 2 dice, obtaining 6 and 2. The combined result is 8, they have passed their test!

PANIC TESTS

The most common type of Morale Test a unit will be forced to make is a **Panic Test**. Panic Tests usually happen after a unit is attacked, but many other effects can cause them as well.

When a unit makes a Panic Test, it rolls 2 dice and compares the result to its Morale Stat, as explained above. If it passes this test, nothing happens. On a failure, however, the unit will suffer 1 **automatic Wound** (meaning no Defense Save!) for each point it failed by.



EXAMPLE: The same unit of Stark Sworn Swords has just been attacked and, due to the attack, must now make a Panic Test. They roll 2 dice and the combined result is only a 4. This is 2 lower than their Morale Stat, so the unit suffers 2 automatic Wounds (thus removing 2 additional models from the unit)!

EXAMPLE ATTACK:



A unit of Lannister Guardsmen and Stark Sworn Swords are engaged. It is the Lannister Guardsmen's activation, so they choose to perform a Melee Attack on the Stark Sworn Swords. They have full ranks so, looking at their Stat card, we see they roll 6 Attack dice with a To-Hit value of 4+. They roll 6, 6, 4, 4, 2, and 1. That is 4 Hits and 2 Misses. Not bad!



The Stark Sworn Swords will roll 4 Defense dice, 1 for each Hit. They have a Defense Stat of 4+, so every roll of 4+ will block 1 Hit. They roll 4, 4, 1, and 1, blocking only 2 of the 4 Hits. This means the unit suffers 2 Wounds, which removes 2 models from the unit.



The Stark Sworn Swords must now make a Panic Test. They roll 2 dice, rolling and , for a combined total of 4. They then compare this to their Morale Stat, which is 6+. Unfortunately, this means they have failed their Panic Test by 2 and thus suffer 2 additional Wounds, resulting in the unit having lost a total of 4 models from this attack.



THE TACTICS BOARD & NON-COMBAT UNITS



The Tactics Board represents the political and behind-the-scenes machinations of war, and it is used by players' **Non-Combat Units**. The Tactics Board is comprised of 5 different **zones**, each granting a unique power when it is claimed by an NCU. The zones are the following:

- **CROWN:** The Crown zone represents political manipulation and subterfuge.
- **WEALTH:** The Wealth zone represents your House using its resources to bring reinforcements into the battle.
- **TACTICS:** The Tactics zone represents communication and strategic plotting across the battlefield.
- **COMBAT:** The Combat zone represents orders to take aggressive actions on the battlefield.
- **MANEUVER:** The Maneuver zone represents orders to swiftly advance across the battlefield.



Non-Combat Unit Actions

Unlike a Combat Unit, when a Non-Combat Unit is activated, it only has 1 action available to it: moving onto an empty zone of the Tactics Board. When it does so, it immediately triggers the effect of that zone, as described under it. While on that zone, the NCU **controls** it (which may trigger effects on other cards).

Furthermore, many NCUs have additional Abilities that trigger when they claim a zone. See their specific card for more information.



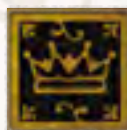
A Full Tactics Board

In the event that an NCU would activate, but there are no remaining empty zones on the Tactics Board, then that NCU does not move onto the Tactics Board, and its activation immediately ends.

Influence

One of the most common Abilities on Non-Combat Units are **Influence** Abilities. These effects state that when they claim a zone on the Tactics Board, they then attach their card to a Combat Unit (*friendly or enemy*), causing various effects while attached. Influence Abilities have the following rules:

- A unit may only have 1 friendly and 1 enemy Influence effect on it at any time.
- NCU cards attached to units are **not** Attachment cards.
- All Influence effects are removed from a unit during the Clean-Up Phase.



COMMANDERS & THE TACTICS DECK



ARMY COMMANDER

Each army is led by a powerful individual known as the **Army Commander**. Your Commander is chosen as part of Army Construction (see pg. 25) and determines a number of things about how your army will function on the battlefield.

- Commanders can be identified by the **Commander** keyword on their Stat card and a (C) on their point cost.
- Commanders are typically an **Attachment**, but, in some cases, they can be a **Non-Combat Unit** or, in very rare cases, even a Solo unit. This will be noted on their individual Stat card.
- Commanders function exactly as a unit of their type (*Attachment, NCU, etc*) except that they also add cards to your **Tactics Deck** (see next page).
- Commanders do not cost any points to add to your army (see *Army Construction*, pg. 25)



EXAMPLE: Here we see the Jaime Lannister: The Kingslayer Commander card, which happens to be an Attachment. It functions in all ways as a normal Attachment, except that it also lists the specific cards that Jaime adds to your Tactics Deck.

TACTICS DECK

In addition to your various units, your army will also make use of a special deck of cards known as your **Tactics Deck**, representing the various strategies your chosen Faction uses when it goes to war.

Each Tactics card lists the following information:



Your Tactics Deck is constructed of **7 different Faction Tactics cards**, determined by your chosen Faction, and **3 different Commander Tactics cards**, determined by your Army Commander. There are 2 copies of each card, combining to form a **20-card Tactics Deck**. You will begin the game with a hand of 3 Tactics cards, drawing more as the game goes on (see *Army Construction*, pg. 25, and *Game Round*, pg. 8).

PLAYING TACTICS CARDS

Each Tactics card lists a specific trigger at the top, showing when the card can be played. Once a card is played, it is placed in your deck's discard pile, faceup. The discard pile is open information for all players.

Note that sometimes you might have multiple Tactics cards with the same trigger. However, a player may only ever activate 1 effect for each trigger (see *Timing Conflicts*, next column).

ADDITIONAL RULES

PRE-MEASURING

A player may check distances at any time and for any reason.

TIMING CONFLICTS:

ORDERS & TACTICS CARDS

Sometimes a player will have multiple **Tactics Cards** and/or **Order Abilities** with the same triggering event (such as "When a friendly unit attacks" or "Start of the round"). In these situations, that player may only ever use 1 Order or Tactic Card in response to that trigger.

EXAMPLE: Player A has a Tactics card that triggers **When a friendly unit attacks**. One of their Attachments also has an **Order Ability** that triggers **When a friendly unit attacks**. When their unit attacks, they may only select 1 of these effects to activate.

SIMULTANEOUS ACTIONS

There might arise situations where both players wish to trigger an effect or play a card at the same time, or multiple effects would trigger simultaneously. When this happens, they are resolved in the following order:

- If all effects are controlled by the same player, they may choose the order in which they resolve.
- If the effects are controlled by different players, the **player whose turn it is** will have first opportunity to trigger and resolve their effect. If they choose not to activate any effects, then their opponent will get the opportunity to activate their effects. **Once the active player passes to their opponent, they may not then respond with their effects.** They have given up their chance to do so!

EXAMPLE 1: It is Player A's turn and they have a Tactics card with the trigger **When a friendly unit attacks**. Player B has a Tactics card with the trigger **When an enemy unit attacks**.

Player A must declare their use of their card first. Player B, upon seeing this, may then decide whether or not they wish to use their card.

EXAMPLE 2: In the same scenario as above, Player A has decided not to use their Tactics card. Player B then has the opportunity to play their card and chooses to do so. Player A may not at this point play their card, having given up the chance to do so when they passed to Player B.



RE-ROLLS

Numerous effects might allow for dice to be re-rolled. When re-rolling dice, the following rules apply:

- A die may only ever be re-rolled once by each player.
- The previous result from a re-rolled die is discarded and has no effect on gameplay, being replaced by the new result entirely.
- If both players have an effect that would cause a die to be re-rolled, the **active player's** re-roll happens first, then their opponent's.
- If both players have optional effects that would allow dice to be re-rolled, then follow the rules outlined under Simultaneous Actions (pg. 23).

ABILITY STACKING

Sometimes a unit will be granted an ability it already had, such as playing a Tactics card that grants **Sundering** onto a unit that already had **Sundering**. Effects and Abilities with the same name are **not cumulative**: a unit either has the Ability or it does not have the Ability! Note, however, that sometimes Abilities might grant similar effects but do not have the same name. In these cases, the effects **are** cumulative.

EXAMPLE 1: An attack with **Sundering** (Defenders suffer -1 to Defense Save rolls) hits an enemy on the Flank. The Flank Bonus is Defenders suffer -1 to Defense Save rolls and -1 to Panic Test rolls. Even though these effects are similar, they do not share the same name, so the enemy would suffer a total of -2 to Defense Save rolls and -1 to Panic Test rolls for that attack.

EXAMPLE 2: A unit has the **Stalwart** Ability (This unit gains +2 to Morale Test rolls). They also have an Attachment that grants the **Stalwart** Ability. The unit would only gain +2 to its Morale Test rolls, as both of these Abilities share the same name.

WOUNDS

Some units might have **Innate Abilities** that state each model in the unit can suffer multiple Wounds before being removed (see **Innate Abilities**, pg. 10). When that unit suffers Wounds, they are distributed exactly as normal, except each model is only removed when it suffers the listed amount of Wounds. Wounds **cannot** be spread across multiple models in a unit. Whole models must be removed.

EXAMPLE: A unit of Stark Outriders has an Ability that states that they have 3 Wounds each. If the unit suffers 4 Wounds, the first 3 would be assigned to 1 Outrider, removing the model. The remaining 1 would be assigned on the next model, placing a Wound token on it, but it would not be removed until the unit suffers at least 2 more Wounds.

If units with Wounds are ever healed, Wounds would first be removed from existing models. If there are no currently-wounded models, and models have been destroyed in the unit, then a model is restored to the unit, with Wounds based on however much it was healed.

ORDERS

Orders are powerful Abilities that may be activated only once per round. Each Order Ability will list a specific trigger showing when it can be used. Once an Order is used, it cannot be used again that round. Place an Order token on the Ability to show that it has been used, and remove this token during the Clean-Up Phase.

CONDITION TOKENS

Some Abilities and effects might cause Condition tokens to be placed on units. There are three primary types of Condition tokens, and, while they each have their own unique effect, the following rules apply to all of them:

- A unit may only have 1 Condition token of each type at any time.
- Condition tokens remain on the unit until they are **expended** by the enemy player or otherwise removed by an Ability or effect.
- Each token has a specific trigger for when it can be expended, as well as a specific effect. Expending a token is optional: your opponent may choose if they wish to expend the token each time the trigger is met.



PANICKED: Expend this token after an enemy rolls a Morale Test to force them to re-roll any/all of those dice.



VULNERABLE: Expend this token after an enemy rolls Defense dice to force them to re-roll any/all of those dice.



WEAKENED: Expend this token after an enemy rolls Attack dice to force them to re-roll any/all of those dice.

Note that sometimes an Ability or effect will expend a token to grant a different effect than listed above. See that specific Ability/effect for more details.

DICE ROLL MODIFIERS

Some effects modify a specific die roll, such as **Sundering** (Defenders suffer -1 to Defense Save rolls). It is important to note that these effects modify the result of the roll but not the actual die-facing itself. This means that if you had another effect that specifically triggered on rolls of a 6, it refers to the actual die-facing and not the roll after modifiers.

Additionally, effects can **never** reduce a die-roll below 0 or an individual die-result above 6.

EXAMPLE: A unit with a Morale Stat of 6+ is forced to make a Panic Test and is currently suffering a -4 modifier. They roll a 6 and a 6 on their dice. Their result would be 0, as their final total cannot be reduced below that. Unfortunately, this means the unit is going to lose 6 models from this Panic Test (since they failed by 6). Ouch!



ARMY CONSTRUCTION

• DETERMINE GAME SIZE

The first step in constructing your army is selecting how many Points you and your opponent(s) will be playing this game. Each Unit and Attachment has a **Point Value**, shown on the back of their card, that lists how many of your total army points it takes to field that unit. When selecting your Units and Attachments, their total combined Point Values cannot exceed the agreed upon amount. Games can be played with any number of Points, but the suggested amounts are as follows:

- **SMALL GAME:** 30 Points
- **MEDIUM GAME:** 40 Points
- **LARGE GAME:** 50 Points

• SELECT FACTION

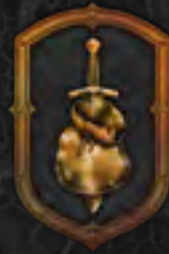
Once you have determined the Game Size, you will choose your Faction. Each unit belongs to a specific Faction, identified by the House Icon on their Stat card. When selecting Units and Attachments for your army, you may only include Units/Attachments from your chosen **Faction** and **Neutral Units**.

• SELECT COMMANDER

Choosing your Commander is one of the most important parts of constructing your army, as they are not only powerful individuals, but they also add their unique Tactics cards to your Faction's Tactics Deck. **Commanders do not cost Points, and each army may only ever include a single Commander.**



• NEUTRAL UNITS •



Throughout Westeros (and beyond), there exist a number of Minor Houses, Mercenary Companies, and noteworthy individuals who do not align themselves with any specific Faction, instead fighting for their own self-interests. These are collectively known as **Neutral Units** and can be included in any army.

When fielding **Neutral Units**, the only limitation is that you may never include more than **50% of your total points** worth of **Neutral Units**. Note that this includes fielding a **Neutral Commander** in any army, as they do not cost points.

EXAMPLE: You are playing a Medium Size Game (40 Points) and have chosen House Stark as your Faction. Your army could include up to 20 Points worth of Neutral Units, but the remaining 20 Points must come from the House Stark Faction.

Alternatively, **Neutral Units** may also be played as their own **Faction**. If a player selects this option, their army may only include **Neutral Units and Attachments**. Other Factions may not be added.

• CONSTRUCT TACTICS DECK

Once you have chosen your Commander, gather your Faction's Tactics Deck and shuffle in your Commander's 6 Tactics cards (2 copies each of the 3 different Tactics cards listed on their Attachment card) to create your **20-card Tactics Deck**.

• ADD UNITS/ATTACHMENTS

When adding Units and Attachments into your army, there is no restriction to the number of each individual Unit and/or Attachment that you may field, with the following exceptions:

- Your army may only include 1 **Commander**. If your Commander is an Attachment, your army **must** include a unit for the Commander to be attached to.
- Units and/or Attachments that list **CHARACTER** on their Stat card are **unique**. Only 1 copy of each of these Units/Attachments may be included in your army (though you can have several different Characters in your army). Note that several Characters might have multiple versions (such as Jaime Lannister "Kingslayer" and Jaime Lannister "The Young Lion"). These are still the same Character for uniqueness.
- When adding Attachments into your army, they **must** be included in a Combat Unit, and each Combat Unit may only ever have 1 Attachment. **You cannot add an Attachment into your army if there is no available Unit to place it in.**
- Additionally, sometimes a Unit and/or Attachment may list special requirements or restrictions to be fielded. See that Unit/Attachment's specific Stat card for more information.



MULTIPLAYER

TEAM GAMES

If you wish to play a Team Game, the following rules apply:

- All players should agree to a Game Size and then construct their own army per the normal rules. For quicker Team Games (2v2), the recommended Game Size is **20 Points** per player.
- **Character** restrictions carry across all friendly armies, meaning a Character can only appear once throughout the entire team.
- Each player has access to their own Tactics Deck, per the normal rules.
- Setup is the same for each Game Mode.
- The First Player token is passed between teams, not individual players.
- On a team's turn, they will decide between 1 of their collective units to activate, and then play passes to the opposing team.
- Victory Points are earned by the team, not an individual. All Victory Conditions apply as normal.
- All effects from your teammate(s) are **friendly**, and your units are all considered **friendly units**.



FREE-FOR-ALL

If you wish to play a Free-For-All Multiplayer game, the following rules apply:

- All game modes except **A Storm of Swords** may be used.
- Standard Deployment Zones are replaced with each player choosing a table corner. Their Deployment Zone is a 12" (*Long Range*) box from each table edge.
- Once the battlefield is set up, all players will roll a die, with the highest roll becoming **First Player** (re-roll in case of ties).
- The First Player begins each round, with the player to their left taking the next turn, and so forth, until all units have been activated (*per normal*).
- At the end of each round, the First Player token is passed to the player to the left of the current First Player.
- Play continues until 1 player has achieved the Victory Condition(s) for the given Game Mode.
- If all of a player's Combat Units are destroyed, they are eliminated from the game.



TERRAIN

Terrain plays an important part in every battlefield. Each type of Terrain is unique, with its own special **keywords** that define its rules. This Rulebook details the Terrain pieces below, but note that new Terrain pieces may be introduced in other **A Song of Ice & Fire: Tabletop Miniatures Game** products. If a chosen Terrain piece does not fall into one of the listed categories, you should discuss with your opponent what keywords the Terrain has.

Unless a Terrain piece has the **Impassable** keyword, any unit may end a move on top of it. If there would be difficulty with the unit standing on the Terrain piece, it is acceptable to remove the Terrain piece from the table (*noting where it is*) until the unit moves in such a way that the Terrain piece could be placed back down.

TERRAIN KEYWORDS

Here is a list of the most common keywords associated with Terrain pieces:

- **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this Terrain piece by units not inside this Terrain piece.
- **COVER:** When tracing LoS for Ranged Attacks, if the majority of the defender's tray is concealed by this Terrain piece, the attacker suffers -1 To Hit with their Ranged Attack.
- **DANGEROUS:** Units performing Actions while within this terrain piece, or units that cross it while moving, suffer D3+1 Wounds after completing that Action/move.
- **DESTRUCTIBLE:** While within 1" of this Terrain piece, units may make a Melee Attack Action targeting it to automatically remove it from play.
- **ELEVATED:** Units on this Terrain piece may ignore intervening units and Terrain when making Ranged Attacks.
- **FORTIFIED:** Units that move through or end on this Terrain piece while **Charging** lose their Charge Bonus, and the defender gains +1 to their Defense Save Rolls vs. this attack.
- **HINDERING:** Units must roll 2 dice when **Charging** into, out of, or through this Terrain and select the lowest result. When **Charging**, units suffer a **Disorderly Charge** on a roll of 1 or 2 if they cross this Terrain piece.
- **HORRIFIC:** While within **Short Range** of this Terrain piece, units suffer -1 to Morale Test rolls (*Reminder: Effects with the same name are not cumulative*).
- **IMPASSABLE:** Units may pivot over, but otherwise never move into, through, or end overlapping, this Terrain piece.
- **INSPIRING:** While within **Short Range** of this Terrain piece, units gain +1 to Morale Test rolls (*Reminder: Effects with the same name are not cumulative*).
- **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.

TERRAIN EXAMPLES

• FOREST

Cover, Rough



• CORPSE PILE

Hindering, Horrific, Rough



• BOG

Hindering, Rough



• STAKE

Dangerous, Destructible, Hindering



• LOW WALL / RUINED WALL

Cover, Destructible, Fortified



• HEDGE

Destructible, Hindering, Rough



• WEIRWOOD TREE

Inspiring



• PALISADE

Blocks Line Of Sight, Destructible, Impassable



GAME MODES, VICTORY, & BATTLEFIELD SETUP

GAME MODES

Each game of *A Song of Ice and Fire* is played using 1 of the 5 Game Modes listed below. These modes all offer unique methods of achieving victory, as well as having their own rules that modify gameplay. After constructing their army, players should agree upon a Game Mode, or select one at random.

- **A Game of Thrones:** Armies fight to claim various Objectives across the battlefield, each granting a unique power.
- **A Clash of Kings:** Players only start with a small portion of their army, with the rest arriving throughout the game.
- **A Storm of Swords:** One army must hold off their opponent in a mighty castle siege.
- **A Feast for Crows:** The mental fatigue of the battlefield takes its toll on units as bodies stack up during the fight.
- **The Winds of Winter:** Both armies take to the battlefield to complete secret missions, hidden from their opponents.



VICTORY

Each Game Mode, in addition to its other special rules, will also list a method by which players can gain **Victory Points**, which are used to determine the winner of the game.

The following rules apply to all Game Modes:

- Victory is declared if, at the end of any round, a player has accumulated a specific number of Victory Points (based on game size) and has more Victory Points than any opponent (so in the event of both players having the required number of Victory Points at the end of the round, no winner would be declared and the game would continue).
- The number of Victory Points needed to win is based on game size:
 - Small (30 pts):** 8 Victory Points
 - Medium (40 pts):** 10 Victory Points
 - Large (50 pts):** 12 Victory Points
 - (Increase Victory Point requirement by 2 for every 10 additional points being played).*
- If, after the 6th round has been completed, Victory has not been declared, the winner is the player with the most Victory Points. If this is tied, then the tied player with the most points remaining on the table wins. If this is still tied, the game ends in a draw.
- If a player ever has no Combat Units remaining on the table, they are eliminated. In a 2-player game, this means their opponent immediately wins, regardless of total Victory Points.

• VICTORY THROUGH COMBAT •

In addition to any methods listed in the Game Mode, a player always earns 1 Victory Point when they destroy an enemy Combat Unit that costs at least 1 point (*units costing 0 points do not grant Victory Points*). In the event that a unit is destroyed by an effect generated by their owner, or an effect not controlled by any player, each of their opponents will earn 1 Victory Point (*again with the exception of units costing 0 points*).

BATTLEFIELD SETUP

Once a Game Mode has been selected, it is time to set up the battlefield. The standard battlefield size is 4'x4'. Though if playing larger-sized games, players may wish to extend this to 6'x4'.

To set up the battlefield, the following steps should be completed, in order:

- **Mark Deployment Zones:** Before continuing, players should mark off the Deployment Zones listed in the Game Mode, as various restrictions for setting up the battlefield are determined by these zones.
- **Place Terrain:** Both players should then roll a die (re-roll ties). The player rolling highest will select 1 Terrain piece from those available to them and place it anywhere on the battlefield outside a Deployment Zone and at least 6" (*Short Range*) from any other Terrain piece. Their opponent will then do the same. Continue alternating between players until 4 Terrain pieces have been placed. (*If agreed upon, players may choose more than 4 Terrain pieces to use, for those who prefer a denser table or are playing on a larger-sized area.*)
- **Place Objective Markers:** Some Game Modes might list Objective tokens to be placed on the battlefield. See that specific Game Mode for rules on placing these markers.

Please note that some Game Modes will alter this. See the specific rules for that Game Mode for more information.

DEPLOYMENT

- Once the battlefield has been set up, each player should then roll a die (re-roll ties). The player who rolls highest may choose their Deployment Zone or pass this choice to their opponent. The player who **does not** choose their Deployment Zone will be the **First Player** when the game begins.
- Beginning with the player who chose their Deployment Zone, each player alternates deploying 1 Combat Unit to the battlefield, continuing until all Combat Units have been deployed.
- Combat Units may be deployed anywhere in a friendly Deployment Zone, so long as their tray remains fully within the boundaries of that zone.
- Attachments must be deployed into the unit they are attached to.
- Non-Combat Units are not deployed to the battlefield. They should instead be placed near the Tactics Board.

BEGINNING THE GAME

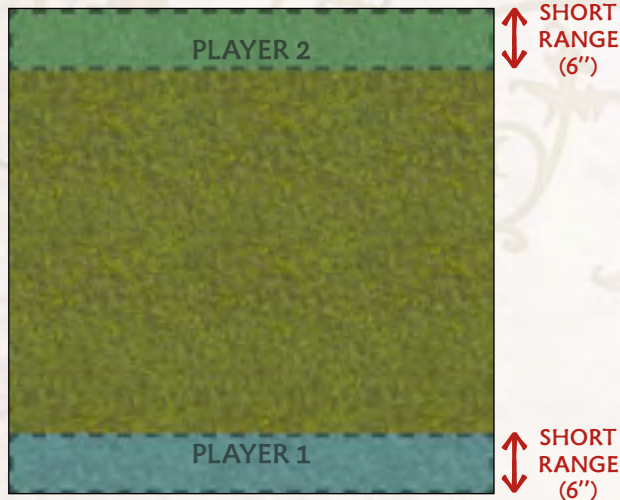
- Once all Combat Units have been deployed, each player will draw 3 cards from their Tactics Deck.
- The player who **did not** choose their Deployment Zone becomes the **First Player**, and the first game round will begin.



GAME MODES

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.
- 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: LONG RANGE from table edge and Flank edge. See diagram below.



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.

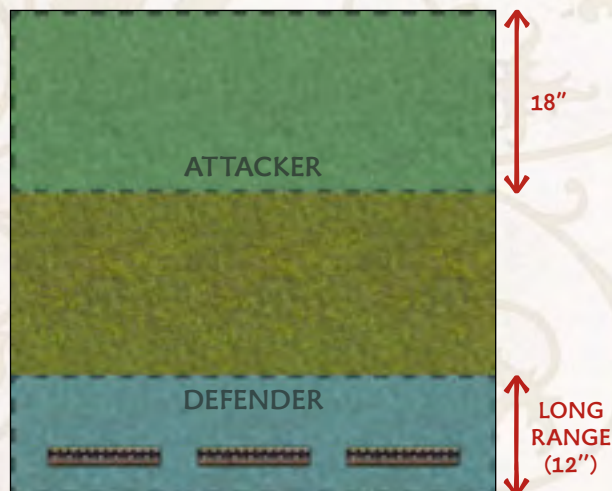
Special Rules

- 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.
- 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 STORM OF SWORDS

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. Note that **Castle Walls** are not Terrain Pieces.
- 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 Rules

- The Attacker wins via normal Victory Point accumulation. The Defender does not gain Victory Points, but automatically wins at the end of **Round 6**.
- At the beginning of the game, before Deployment, each player should draw 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.
- 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*).
- 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.
- **Castle Walls** may be Charged and Attacked with **Melee Attacks** (and *only* Melee Attacks) as if they were enemy units.

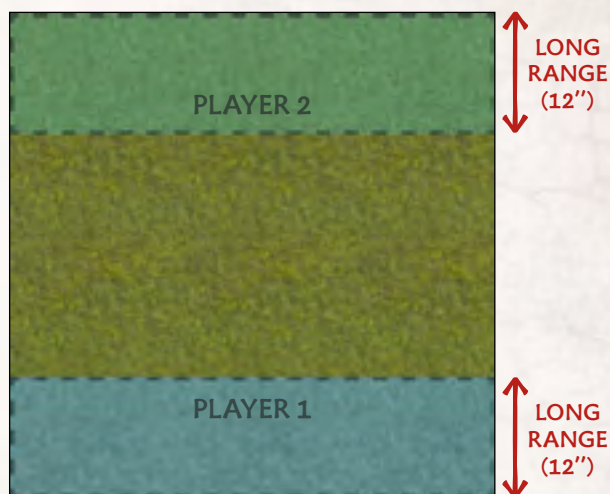
They do not get Defense Saves, never make Morale Tests, and award 5 **Victory Points** when destroyed (*they are not removed from the battlefield*). See the Castle Wall Stat card for their rules.

- Enemies may not move and/or deploy (for any reason) behind the Castle Walls.
- Each non-destroyed Castle Wall segment may be activated (*just like a Combat Unit*). The only action available to it is the **Arrows** Ranged Attack action listed on its Stat card.



A FEAST FOR CROWS

Deployment: LONG RANGE each side.



Setup

- 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. When a unit is destroyed, claim additional Victory Points equal to the tokens on it.
- Each time a unit activates within **Short Range** of a **Corpse Pile**, it must make a Morale Test, and suffers -1 to their roll based on the Game Round (-1 for Round 1, -2 for Round 2, etc.).
- 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.

THE WINDS OF WINTER

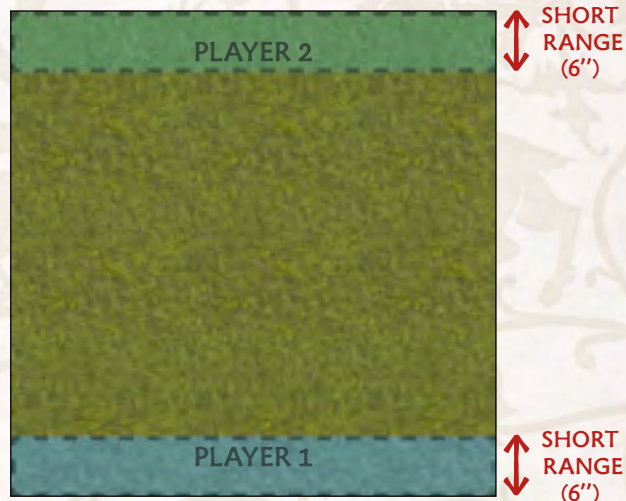
Deployment: SHORT RANGE each side.

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

- The **Victory Through Combat** rules are ignored for this Game Mode.
- At the beginning of the game, before Deployment, each player draws 2 **Secret Mission** cards. Each Secret Mission card grants Victory Points for completing it and lists when those points are scored. Note that **Objective tokens** are only relevant when they specifically interact with Secret Mission cards.
- Secret Missions cannot be scored until the beginning of Round 2.
- 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. Discarded Secret Mission cards are kept face-down, hidden from all players.
- Beginning in Round 2, draw 1 Secret Mission card and reveal it to all players at the start of each round. 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.



• CREDITS •

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NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

RULES SUMMARY

COMBAT UNIT ACTIONS

When a unit activates, it may perform 1 of the following actions:

MANEUVER:

PIVOT → MOVE SPD → PIVOT

MARCH:

MOVE x2 SPD → PIVOT

CHARGE:

PIVOT → MOVE SPD + 1D6 → ATTACK

ATTACK ✂:

SHIFT / CHANGE FACING → ATTACK

ATTACK 🏹:

SHIFT up to 2" → ATTACK

RETREAT:

MOVE SPD + 1D6 → PIVOT

MORALE TEST:

Unit rolls 2D6 and must roll their Morale Value or higher to pass.

PANIC TEST:

Special type of Morale Test. On failure, unit loses 1 Wound per point failed by.

ATTACK BONUSES

CHARGE BONUS: Re-roll any Attack dice.

FLANK: Defenders suffer -1 to their Defense Save rolls and -1 to their Panic Test roll.

REAR: Defenders suffer -2 to their Defense Save rolls and -2 to their Panic Test roll.

ORDERS



Order Abilities may be activated once per round.

Each lists a trigger showing when they can be activated, as well as their effect. Place an Order token on the Ability to show it has been used this round.

CONDITIONS

Enemies expend Condition tokens to cause the following effects:



PANICKED: Expend this token after an enemy rolls a Morale Test to force them to re-roll any/all of those dice.



VULNERABLE: Expend this token after an enemy rolls Defense dice to force them to re-roll any/all of those dice.



WEAKENED: Expend this token after an enemy rolls Attack dice to force them to re-roll any/all of those dice.

TERRAIN KEYWORDS

- **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this Terrain piece by units not inside this Terrain piece.
- **COVER:** When tracing LoS for Ranged Attacks, if the majority of the defender's tray is concealed by this Terrain piece, the attacker suffers -1 To Hit with their Ranged Attack.
- **DANGEROUS:** Units crossing, or ending a move on, this Terrain piece suffer D3+1 Wounds.
- **DESTRUCTIBLE:** While within 1" of this Terrain piece, units may make a Melee Attack Action targeting it to automatically remove it from play.
- **ELEVATED:** Units on this Terrain piece may ignore intervening units and Terrain when making Ranged Attacks.
- **FORTIFIED:** Units that move through or end on this Terrain piece while **Charging** lose their Charge Bonus, and the defender gains +1 to their Defense Save Rolls vs. this attack.
- **HINDERING:** Units must roll 2 dice when Charging into, out of, or through this Terrain and select the lowest result. When Charging, units suffer a Disorderly Charge on a roll of 1 or 2 if they cross this Terrain piece.
- **HORRIFIC:** While within Short Range of this Terrain piece, units suffer -1 to Morale Test rolls.
- **IMPASSABLE:** Units may pivot over, but otherwise never move into, through, or end overlapping, this Terrain piece.
- **INSPIRING:** While within Short Range of this Terrain piece, units gain +1 to Morale Test rolls.
- **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would normally move.