

GEORGE R. R. MARTIN'S

A GAME OF THRONES™ THE BOARD GAME

RULES OF PLAY



GEORGE R. R. MARTIN'S A GAME OF THRONESTM THE BOARD GAME

"The Iron Throne is mine by rights. All those who deny that are my foes." - Stannis Baratheon

"The whole of the realm denies it, brother. Old men deny it with their death rattle, and unborn children deny it in their mothers' wombs. They deny it in Dorne and they deny it on the Wall. No one wants you for their king... You may well have the better claim, but I have the larger army." - Renly Baratheon

"When you play the game of thrones, you win or you die."
- Cersei Lannister



OVERVIEW

A Game of Thrones: The Board Game is a game for three to six players, based on George R. R. Martin's bestselling *A Song of Ice and Fire* novels. In *A Game of Thrones: The Board Game*, players each control one of six Great Houses seeking dominance over the lands of Westeros. By mustering armies, conquering territory and forming alliances, each House strives to control the most Castles and Strongholds so it may ultimately claim the Iron Throne.

OBJECT OF THE GAME

At the end of the 10th game round, the House that controls the most areas containing either a Castle or Stronghold is declared the winner. If, at any time during the game, a player controls seven such areas, that player immediately wins the game.

NUMBER OF PLAYERS

A Game of Thrones: The Board Game supports three to six players. If playing with three, four, or five players, first read this entire rule book and then follow the instructions under "Playing with Fewer Than Six Players" on page 28.

COMPONENT LIST

- » This Rulebook
- » 1 Game Board
- » 138 Colored Plastic Units consisting of:
 - 60 Footmen (10 per House)
 - 30 Knights (5 per House)
 - 36 Ships (6 per House)
 - 12 Siege Engines (2 per House)
- » 81 Large Cards consisting of:
 - 42 House Cards (7 per House)
 - 30 Westeros Cards
 - 9 Wildling Cards
- » 24 Small Tides of Battle Cards
- » 2 Reference Sheets
- » 6 House-specific Player Screens
- » 266 Cardboard Tokens consisting of:
 - 90 Order Tokens (15 per House)
 - 120 Power Tokens (20 per House)
 - 18 Influence Tokens (3 per House)
 - 6 Supply Tokens (1 per House)
 - 14 Neutral Force Tokens
 - 6 Victory Point Tokens (1 per House)
 - 6 Garrison Tokens (1 per House)
 - 1 Iron Throne Token
 - 1 Valyrian Steel Blade Token
 - 1 Messenger Raven Token
 - 1 Game Round Marker
 - 1 Wildling Threat Token
 - 1 King's Court Overlay

COMPONENT OVERVIEW

The following list briefly describes the components found in *A Game of Thrones: The Board Game*.

Game Board

Displays the continent of Westeros and several important game tracks.



Player Screens

Used by players as a reference guide and to hide available Order tokens from opponents.



Plastic Units

Footmen, Knights, Ships, and Siege Engine units, representing the military might of each House.



Order Tokens

Important commands issued by players to units in areas on the game board.



Power Tokens

Represent political and economic influence in Westeros. These are used in bidding and to establish control of game board areas.



Influence Tokens

Used to indicate the position of each House on the three Influence tracks.



Supply Tokens

Used on the Supply track to indicate the maximum size and quantity of armies each player can field on the game board.



Victory Point Tokens

Placed on the Victory track to indicate how close each House is to winning the game.



Reference Sheets

Provide helpful reference information about card and token effects in *A Game of Thrones: The Board Game*.



Neutral Force Tokens

Represent the forces of independent areas unwilling to submit to player control without resistance.



Garrison Tokens

Represent the inherent defensive strength of each player's home area.



Dominance Tokens

Awarded to the dominant player on each of the three Influence tracks on the game board: the Iron Throne, the Fiefdoms, and the King's Court. These tokens provide their owners with special abilities used at various points in the game.



Game Round Marker

Tracks how many game rounds have been played.



House Cards

Represent important characters from *A Song of Ice and Fire* called upon during combat.



Westeros Cards

Represent random events and game procedures that occur at the start of each game round.



Tides of Battle Cards

Optional game module that enhances the risks and uncertainty of combat.



Wildling Cards and Threat Token

Tracks the strength and effects of attacks against Westeros by the northern wildlings.



The King's Court Overlay

Balances the availability of Special Order tokens in three and four players games.



GAME SETUP

Before playing the game, perform the following steps in order:

1. **PREPARE THE GAME BOARD:** Unfold the game board and place it in the center of the play area.
2. **PREPARE THE WILDLING DECK AND WILDLING THREAT TOKEN:** Shuffle the Wildling cards to form a deck. Place this deck on the space provided at the top of the game board. Then place the Wildling Threat token on the "2" position of the Wildlings track.
3. **PREPARE THE WESTEROS DECKS:** Separate the Westeros cards into decks according to their roman numeral (I, II, or III). Shuffle each deck and place them separately facedown next to the game board.
4. **PLACE THE NEUTRAL FORCE TOKENS:** First collect the Neutral Force tokens marked with the correct range of players. Then place those tokens on the areas of the game board matching the name on each token.

For example, in a three-player game, place only Neutral Force tokens marked with the "3" icon.



Used with four or
five players



Used only with
three players

All Neutral Force tokens are double-sided. One side is used exclusively when playing with three players. The reverse side is used if the current number of players fall within the indicated player range. After placing all necessary Neutral Force tokens, return any unused tokens to the box.

When playing with four, five, or six players, not every Neutral Force token is used. See "Playing With Fewer Than 6 players" on page 28 for a complete list of which tokens to place.

EXCEEDING THE COMPONENTS PROVIDED

Each House is provided a limited number of units, tokens, and cards. If a player is using all his components of a particular type, he may not bring additional components of that type into play. Units that are destroyed in combat (or removed from the board for any other reason) are available to be mustered again.

5. **PLACE GAME ROUND MARKER:** Place the Game Round marker on the "1" position of the Round track.

6. **DETERMINE PLAYER HOUSES:** Each player now selects which House he wishes to control during the game (Stark, Lannister, Greyjoy, Tyrell, Baratheon, or Martell). Alternatively, players may randomly determine which House each player will control. When playing a game with fewer than six players, some Houses are not eligible to be played, see page 28.

7. **GATHER HOUSE MATERIALS:** Each player gathers all materials belonging to his House. These are: 1 player screen, 7 House cards, 15 Order tokens, 1 Supply token, 3 Influence tokens, 1 Victory Point token, 1 Garrison token, and all plastic units of his color (do not take any House-specific Power tokens yet).

8. **PLACE INFLUENCE, VICTORY AND SUPPLY TOKENS:** Each player places his Victory, Supply, and Influence tokens on the game board tracks as instructed by his player screen. Unlike the Influence tracks, more than one House may share the same position on the Victory and Supply tracks.

If playing with fewer than six players, slide every Influence token to the left (towards the "1" position) on each Influence track to fill any leftward empty position (in other words, the highest numbered positions on each track remains empty and unused in games with fewer than six players). *The Setup Diagram on page 5 illustrates how Influence tokens have been shifted left in a four-player game.*

The Houses occupying each "1" (i.e., left-most) position on each Influence track now claim the pictured Dominance token for that track (the Iron Throne, the Valyrian Steel Blade, or the Messenger Raven token).

9. **PLACE UNITS:** Each player then places all of his starting units on the game board according to the instructions on his player screen.

10. **PLACE GARRISON TOKENS:** Each player places his Garrison token on his home area (matching the area name on the token).

11. **GATHER POWER TOKENS:** Place all Power tokens (for all Houses) in a central pile. **This pile of Power tokens is referred to as the "Power Pool."** Each player then takes five Power tokens matching his House from the Power Pool.

The game is now ready to begin!

SETUP DIAGRAM (FOUR-PLAYER EXAMPLE)



- 1. GAME BOARD
- 2. WILDLINGS TRACK
- 3. WILDLING DECK
- 4. WESTEROS DECK I
- 5. WESTEROS DECK II
- 6. WESTEROS DECK III
- 7. A NEUTRAL FORCE TOKEN
- 8. A GARRISON TOKEN
- 9. ROUND TRACK
- 10. VICTORY TRACK
- 11. SUPPLY TRACK
- 12. INFLUENCE TRACKS
- 13. PLAYER SCREENS
- 14. HOUSE CARDS (PLAYER HAND)
- 15. HOUSE CARDS (DISCARD PILE)
- 16. ORDER TOKENS
- 17. AVAILABLE POWER TOKENS
- 18. POWER POOL
- 19. DOMINANCE TOKENS
- 20. KING'S COURT OVERLAY (3-4 PLAYERS ONLY)

THE PLAYER SCREEN



Each player takes the player screen that represents his House. The player screen provides reference information, setup information, and enables players to sort and store components (such as Order tokens) privately during the game.

1. Order token reference
2. Starting units information
3. Starting position on Supply, Influence, and Victory tracks
4. House unit setup map (illustrating the starting units information)

THE HOUSES OF WESTEROS

During the time of *A Song of Ice and Fire* in which *A Game of Thrones: The Board Game* is set, the following Houses are the principal players in the struggle for the Iron Throne.



HOUSE STARK "Winter is Coming"

A reclusive family with honorable traditions that has been reluctantly pulled into the game of thrones.



HOUSE GREYJOY "We Do Not Sow"

Nurturing wounds from its failed rebellion, this bitter clan has bided its time to once more launch its longships upon the western coasts of Westeros.



HOUSE LANNISTER "Hear Me Roar"

An ambitious family whose rich gold mines and relentless cunning has made them a formidable and dangerous power in the realm.



HOUSE MARTELL "Unbowed, Unbent, Unbroken"

Fierce and unforgiving, this ancient family has thrived and grown powerful under the scorching sun of Dorne.



HOUSE TYRELL "Growing Strong"

Even as their fertile lands are considered the heart of chivalry in Westeros, this proud family has never sat upon the Iron Throne; a fact it hopes to soon correct.



HOUSE BARATHEON "Ours is the Fury"

The troubled but strong-willed family of Robert Baratheon, the late King, holds the strongest claim of succession to the Iron Throne.

IMPORTANT TERMS!

Be sure to read and understand the following terms before continuing:

UNIT: A plastic Ship, Footman, Knight, or Siege Engine. Other component types (including Garrisons, Neutral Forces, or Influence tokens) are **not** units.

AREA: A region of Westeros as depicted on the game board and divided by white or red borders. An area is either a **sea area** (red borders) or a **land area** (white borders).

HOME AREA: A land area containing the printed shield of its House. *For example, Winterfell is the home area of House Stark.*

TURN ORDER: Any game mechanic that operates in "turn order" is resolved in the order of House position on the Iron Throne Influence track. The first House (in the "1" position) always acts first, followed by the second House (in the "2" position), etc.

HOUSE/PLAYER: Interchangeably used in these rules when referring to a player and/or the House he controls.

ENEMY/OPONENT: Describes any game component or area controlled by another player, or describes the rival player himself.

FRIEND/FRIENDLY: Game components or game board areas belonging to the same player.

ARMY/ARMIES: An army is defined as two or more friendly units sharing the same sea or land area. A single unit occupying an area is not considered an army (and is therefore unaffected by changes in supply, see page 8).

AVAILABLE POWER: Power tokens in a player's play area, available to be bid or otherwise spent during gameplay. Power tokens in the Power Pool are not considered available power. *For example, during game setup, each House receives five Power tokens from the Power Pool. In this way, each House has five available power at the beginning of the game.*

COLLECT/RECEIVE/DISCARD POWER: When instructed to receive or collect power, a player takes the indicated number of Power tokens bearing his House insignia from the communal Power Pool. When instructed to "discard" power, the player takes the Power tokens from his available power and returns them to the Power Pool. A player may only collect, receive, or discard Power tokens bearing the insignia of his own House.

DESTROY: A unit that is destroyed during the game is removed from the game board and returned to a player's available units in his play area.

EMBATTLED AREA: The area in which a combat currently is taking place.

THE GAME ROUND

A Game of Thrones: The Board Game is played over 10 game rounds, each consisting of the following three phases:

1. The Westeros Phase (skipped game round 1)

The top card of each Westeros deck is drawn, after which each card is resolved in order (I, II, then III). Westeros cards represent important game procedures and events.

2. The Planning Phase

Each player simultaneously assigns facedown Order tokens to each area containing one or more of his units.

3. The Action Phase

The Order tokens assigned during the Planning Phase are now resolved. The majority of player activity in *A Game of Thrones: The Board Game* takes place during this phase.

After each Action Phase, a new game round begins, starting with another Westeros Phase.

If at any time during the game a player controls seven areas containing a Castle or Stronghold, the game is over and that player is the winner. Otherwise, the game lasts until the end of the 10th game round, at which point the player who controls the most areas containing a Castle or Stronghold wins the game (see "Winning the Game" on page 16).

THE WESTEROS PHASE

During this phase, players draw and resolve three Westeros cards, one from each Westeros deck.

NOTE: Skip this phase during the first game round, proceed instead directly to the Planning Phase.

The Westeros Phase consists of the following steps:

1. ADVANCE GAME ROUND MARKER:

Advance the Game Round marker one position on the Game Round track.

If the Game Round marker was on the 10th space at the start of the Westeros Phase, it's not possible to advance the Game Round marker. Instead, the game is over and a winner is determined (see "Winning the Game" on page 16).

2. DRAW WESTEROS CARDS:

Reveal the top card of all three Westeros decks.

3. ADVANCE WILDLINGS TRACK: Count the number of Wildling icons on the three revealed Westeros cards (if any) and move the Wildling Threat token forward that many spaces on the Wildlings track. If, during this step, the Wildling Threat token reaches position "12", a Wildling Attack is immediately resolved (ignore any surplus Wildling icons). Read how to resolve wildling attacks on page 22.



Wildling Icon

THE WESTEROS CARDS

There are three decks of Westeros cards, each marked with a roman numeral. When revealing and later resolving Westeros cards during the Westeros Phase, always start with deck I, followed by deck II, and then deck III.

1. Event Title and Artwork

2. Deck Number: The number in the right-hand box indicates which Westeros deck this card belongs to (also indicated on the card back).

3. Text Effect: Describes how this card affects gameplay.

4. Wildling Icon: Some cards show a Wildling icon in the upper right corner. During the Advance Wildlings Track step, the Wildling Threat token is advanced one space for each of these icons present on the drawn Westeros cards.



4. RESOLVE WESTEROS CARDS:

Now, in order of deck number (starting with numeral I), resolve each revealed Westeros Card.

To resolve a Westeros card, simply read the card's text and implement its effects. Many cards are self-explanatory, but some require a detailed understanding of their specified effect. The resolution effects of those important Westeros cards are found on the following pages.

Westeros Card: Supply



Armies require enormous amounts of supplies to function efficiently: food, water, steel, horses, clothing, etc. Without adequate provisions, an army will quickly deteriorate.

When resolving the "Supply" Westeros card, each House, in turn order, counts the number of Supply icons printed in areas it controls, and then moves its Supply token on the Supply track to reflect that level of supply.

Each column on the Supply track has a resulting set of flags. These flags illustrate the number of different armies, and the maximum number of units in each such army, that a House may field on the game board.

For example, a House with a supply of "3" may field four armies: one army with a maximum of three units, and three smaller armies each with a maximum of two units.

Reminder: An **ARMY** is defined as two or more friendly units in the same land or sea area. A single unit is not considered an army, and has no supply consideration.



In the illustration above, Stark (with actual supply of two) is able to field up to three armies, being two armies each containing two units, and one army containing up to three units. Both Lannister and Baratheon have more supply, and therefore can field proportionally more (and larger) armies.

After a player adjusts supply, he must ensure the actual number (and size) of his armies on the game board do not exceed his supply limits. If his armies **do** exceed new supply limits, he must **immediately remove units from the game board** until his army number (and size) conforms to that allowed by his position on the Supply track.

OTHER SUPPLY RULES

- A player is allowed to have fewer and/or smaller armies than the limit provided by his position on the Supply track.
- Though a Knight or a Siege Engine unit are stronger than Footmen or Ship units, they only count as one unit for the purpose of supply.

SUPPLY EXAMPLE

Lannister has recently lost control of Riverrun and Seagard to Greyjoy (each of which contains a single Supply icon). During a later Westeros Phase, a "Supply" card is revealed. Due to the loss of these areas, Lannister must now adjust his actual Supply from 5 to 3.

Before the "Supply" card is drawn, Lannister has four armies of 4, 3, 2, and 2 units.

Lannister also controls several areas containing a single unit, but as single units do not form an army, supply limits have no effect on them.

As Lannister's supply drops to 3, he can no longer adequately supply some of its armies. As indicated on the Supply track, a supply of 3 allows Lannister to field four armies with the sizes: 3, 2, 2, and 2. To reconcile with his new supply level, Lannister destroys one of his Footmen at The Twins and one of his Footmen at Harrenhal.



→ Though a player may gain or lose Supply icons on the game board throughout one or more Action Phases, his armies are reconciled only when the Supply track is adjusted (via a "Supply" Westeros card, or other game effects).

→ A player is never allowed to take any action in the game that would cause him to exceed his actual supply limit as dictated by his position on the Supply track (such as mustering, marching or retreating, all explained later).

Westeros Card: Musterling



The “Musterling” Westeros card represents the efforts of the great Houses in calling their bannermen to action, in training and outfitting warriors, assembling warships, and constructing massive engines of war.

When resolving the “Musterling” Westeros card, each player, in turn order, may recruit new units into each area he controls that contains a Castle or Stronghold. Each Castle or Stronghold provides **MUSTERING POINTS** which may be spent to recruit new units in its area:



Strongholds each provide 2 points of mustering



Castles each provide 1 point of mustering

The mustering cost of each unit type is as follows:



FOOTMAN: Costs 1 point of mustering



KNIGHT: Costs 2 points of mustering (or 1 point if upgraded from a Footman)



SHIP: Costs 1 point of mustering



SIEGE ENGINE: Costs 2 points of mustering (or 1 point if upgraded from a Footman)

A mustered unit is taken from its player’s unused units, and placed **directly into the area of the Castle or Stronghold that provided the mustering point(s) to muster it**.

A Footman unit located in a mustering area (i.e., an area containing a Castle or Stronghold) may be upgraded to (i.e., replaced with) a Knight or Siege Engine unit for a cost of 1 mustering point.

A player may never muster a unit that would create or expand an army beyond his actual supply limit. In other words, if mustering a new unit would cause a player to have more (or larger) armies than allowed by his position on the Supply track, **that unit cannot be mustered**.

If an area containing a Castle or Stronghold is unable to muster or upgrade a unit (or its owner decides not to muster or upgrade in this area) its mustering points are lost (i.e., they do not contribute to a future mustering here).

MUSTERING EXAMPLE

A Mustering card is revealed during the Westeros Phase. Lannister (with Supply of 3) is first player in the turn order and now musters new units.

- He uses one of the two mustering points provided in Lannisport to place a Footman unit at Lannisport and the other to place a Ship unit in the Golden Sound.
- Turning his attention to Harrenhal, he uses its single mustering point to upgrade one of his two Footmen units there to a Knight (upgrading does not affect army size).
- Since he already has an army of three Knights at Riverrun, he uses one of his mustering points at Riverrun to place another Ship in the Golden Sound (which is adjacent to Riverrun), creating an army of two Ships. He cannot use the one remaining mustering point at Riverrun since he has met his Supply limit.
- Lannister also controls Stoney Sept, but since that area contains neither a Castle or Stronghold, no mustering takes place there.

Each player must resolve all his mustering (for all areas containing his Castles and Strongholds) before the next player in turn order can start his mustering.

Musterling Ship Units

Ship units, like other units, are mustered by an area containing a Castle or Stronghold. Unlike other unit types, however, Ship units may only be placed in a port connected to the mustering area or in an adjacent sea area (see page 25 for more detail on ports).

Ship units cannot be mustered into sea areas that contain one or more enemy ships. If a Castle or Stronghold area has no port or eligible adjacent sea areas, no Ship units can be mustered there.

Remember that two or more Ship units in the same sea area are considered an army, and must conform to a House’s supply restrictions like any other army. (While it would be more accurate to call multiple Ship units a *fleet*, the term *army* is used for simplicity.)

Unlike Ship units, Footmen, Knight, and Siege Engine units may never be mustered in ports or sea areas.

Westeros Card: Clash of Kings



From the invasion of the First Men to the reign of the Andal kings; from the fiery conquest of the Targaryens to the rebellion of Robert Baratheon, the continent of Westeros has known constant military upheaval. Yet, the game of thrones is not always played on the battlefield. Intrigue, betrayal, and assassinations have felled many a contender, and so has lack of support from the minor houses of Westeros. A House that dares set its eyes on the Iron Throne must turn many wheels within wheels to achieve its ends.

The "Clash of Kings" Westeros card simulates the intrigue and plotting quietly taking place behind the curtain of war, affecting it in many subtle (and some not-so-subtle) ways.

To resolve "Clash of Kings," first remove all Influence tokens from the three Influence tracks on the game board. Players then bid available power for position on the three tracks. The bidding is resolved one track at a time, starting with the Iron Throne track, followed by the Fiefdoms track, and ending with the King's Court track.

Bidding on the Influence Tracks

When bidding on each Influence track, players first hide all their available power tokens behind their player screens. Then each player secretly places any number of his available power tokens into his hand, hiding them in a closed fist. Once all players have made their selections, everyone simultaneously reveals their bid by opening their hands.

The player with the highest bid places one of his Influence tokens on the "1" position of the track being bid upon. The player with the second highest bid places one of his Influence token on the "2" position of the same track, the third highest player on the "3" position, etc.

The outcome of all ties in bidding is decided by the player holding the Iron Throne token. This player places the Influence tokens of tied players on the highest (i.e., left-most) available positions on the track, in the order of his choice.

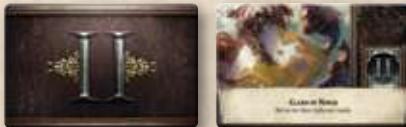
All power tokens bid by players, regardless of outcome, are discarded to the Power Pool.

After all Influence tokens have been placed on the track undergoing bidding, the player occupying the track's "1" position is awarded its Dominance token (Iron Throne, Valyrian Steel Blade, or Messenger Raven token, see page 11 for more detail on Dominance token abilities), then players proceed to bid on the next Influence track.

After bidding for the King's Court track is completed and the Messenger Raven awarded, the Clash of Kings Westeros card has been resolved and the game continues. All remaining Power tokens are returned to the front of each players' screen.

INFLUENCE TRACK BIDDING EXAMPLE

During a five-player game, a "Clash of Kings" card has been drawn in this round's Westeros Phase. Players have already finished bidding on the Iron Throne track (with House Greyjoy winning the first place and the Iron Throne Dominance token).



Bidding now proceeds to the Fiefdoms track. Each player hides his available power behind his player screen and secretly places a number of Power tokens in his hand, making a closed fist. The bids are then revealed simultaneously, with the following results:

- ↳ **LANNISTER:** 4 Power
- ↳ **BARATHEON:** 3 Power
- ↳ **STARK:** 3 Power
- ↳ **TYRELL:** 2 Power
- ↳ **GREYJOY:** 0 Power

Lannister claims the first spot on the fiefdoms track, placing his Influence token on the "1" position.

Baratheon and Stark are tied for the second-highest bid. Greyjoy (who currently controls the Iron Throne Dominance token) decides that Baratheon's Influence token will be placed on the "2" position and Stark on the "3" position.

Tyrell, being the fourth-highest bidder, places his influence token on the "4" position, while Greyjoy, who bid the least, places his token on the "5" position. The "6" position will remain unused as this is a five-player game.

After all Influence tokens have been placed on the track, House Lannister takes the Valyrian Steel Blade token as his reward for claiming the first spot on the Fiefdoms track.



THE INFLUENCE TRACKS AND DOMINANCE TOKENS

The game board features three different Influence tracks: The Iron Throne track, the Fiefdoms track, and the King's Court track. The player in the highest position on each track receives a specific Dominance token: The Iron Throne, the Valyrian Steel Blade, or the Messenger Raven. The effects of each Influence track and its respective Dominance token are described below.

The Iron Throne Track

The order of Influence tokens on the Iron Throne Influence track determines the turn order. When resolving anything in turn order, always start with the player whose token is in the "1" position on the track, followed by the player whose token is in the "2" position, etc.

The player whose token is in position "1" of the Iron Throne Influence track holds the Iron Throne token.

The Iron Throne Token

The player holding this token decides the outcome of all ties that occur in the game, with the exception of ties in combat (which are resolved by a player's position on the Fiefdoms track) and ties in determining the winner of the game.

NOTE: The Iron Throne token does not change hands until bidding for the Iron Throne track has been resolved and all Influence tokens have been placed on that track. Thus, the player controlling the Iron Throne token still breaks ties when bidding on the Iron Throne track, even though he may lose the Iron Throne token after the bidding is over.



The Iron Throne Token

The Fiefdoms Track

The player with a higher position (i.e., closer to "1") on the Fiefdoms track wins ties in combat against a player in a lower position (see "Combat" on page 17).

The player whose token is in position "1" of the Fiefdoms Influence track holds the Valyrian Steel Blade token.

Remember, all ties outside of combat and determining the winner of the game are decided by the holder of the Iron Throne token, including ties in bidding for the Fiefdoms track.

The Valyrian Steel Blade Token



The Valyrian Steel Blade Token

The player holding the Valyrian Steel Blade token may, once per game round, use the token in combat to grant himself a +1 Combat Strength bonus.

Whenever a player uses the Valyrian Steel Blade, he flips the token over to its faded side, indicating it has been used this game round. At the end of every Action Phase (and thus the end of that round), the holder of the Valyrian Steel Blade flips the token back to its fully colored side, indicating it is available to be used again in the next game round.

The King's Court Track

A House's position on the King's Court track determines the number of Special Order tokens available to that House during the Planning Phase. The higher a House's position (i.e., closer to "1") on the King's Court track, the greater the number of Special Order tokens available to that House.

The player whose token is in position "1" of the King's Court Influence track holds the Messenger Raven token.

The number of special orders provided by the King's Court track is indicated by the number of stars printed by each position on the track (some lower positions award no special orders). More information on special orders can be found under "The Special Orders" on page 22.

In three and four player games, the King's Court overlay token is placed over the King's Court track to alter the number of special orders awarded by each position.

The Messenger Raven Token

The player holding the Messenger Raven token may perform one of the following actions at the end of every Assign Orders step of the Planning phase:



The Messenger Raven Token

→ **REPLACE AN ORDER TOKEN:** The holder may swap one of his Order tokens on the game board for one of his unused Order tokens.

→ **LOOK IN THE WILDLING DECK:** The holder looks at the top card of the Wildling deck. After looking, he may choose to return the card to the top of the Wildling deck, or place the card at the bottom of the Wildling deck. He may share the information found on the card with other players (or even lie), but may not show the card.

Whenever a player uses the Messenger Raven, he flips the Messenger Raven token over to its faded side, indicating it has been used. At the end of every Action Phase, the holder of the Messenger Raven flips the token back to its fully colored side, indicating it is available to be used again during the next game round.

THE PLANNING PHASE

During this phase, players secretly issue orders to areas on the game board.

The Planning Phase consists of the following steps:

1. ASSIGN ORDERS
2. REVEAL ORDERS
3. USE MESSENGER RAVEN

1. Assign Orders

During this step, each player **must** place exactly **one** Order token facedown (i.e., secretly, his house insignia facing up) on each area he controls that contains **at least one** of his units (Footman, Knight, Ship, or Siege Engine). All players place their orders simultaneously. An area cannot be assigned more than one Order token.

While players may not reveal placed orders to other players, they are free to plead, cajole, and/or suggest strategies to each other during this step.

There are five different types of Order tokens:



March Orders



Defense Orders



Support Orders



Raid Orders



Consolidate Power Orders

The Order tokens depicted above are regular Order tokens. Each player also has five **Special Order** tokens – stronger variants of each order type, marked by a star. Special orders are described in detail on page 22.



Order Token



Special Order Token
(indicated by a Star)

A player may use any of his 10 regular Order tokens during the Planning Phase, but **may only use a number of Special Order tokens equal to the number of stars printed next to his position on the King's Court Influence track.**

For example (in a six-player game), the House in position “1” of the Kings Court Influence Track may use up to 3 special orders (as indicated by the three stars on the “1” position) during the Planning Phase. The House in 4th position, however, may use only one special order, while the House in 5th position may use no special orders at all.

The game effects of each regular order type is described in detail in the “Order Token Summary” on page 13 (and also on each player screen).

After all players have completed placing their orders, proceed to the “Reveal Orders” step. Be sure that every area containing at least one unit has been assigned an Order token before proceeding. If not, then one or more players have not placed all required Order tokens.

Not Enough Order Tokens?

In very rare circumstances, a player will have fewer eligible Order tokens than he needs (i.e., he is unable to assign an order to each area containing one or more of his units). In this case, all players must take the Assign Orders step in turn order (rather than simultaneously). The first player places all of his orders (facedown as normal) on the game board, followed by the next player in turn order, etc. The player(s) with insufficient number of eligible Order tokens must place **all** his eligible Order tokens during his turn, but as an exception to the normal rules, is allowed to leave areas (of his choice) without an order. A player may *never*, under any circumstance, place more Special Order tokens than allowed by his position on the King’s Court Influence track.

2. Reveal Orders

All orders assigned to the game board are now simultaneously revealed. Simply flip all orders faceup, revealing their order types. They will later be resolved during the Action Phase.

3. Use Messenger Raven

As described in the sidebar on page 11, the player holding the Messenger Raven token may perform **one** of the following actions:

▷ **REPLACE AN ORDER TOKEN:** Swap one of his Order tokens on the game board for one of his unused Order tokens.

▷ **LOOK AT THE TOP WILDLING CARD:** He looks at the top card of the Wildling deck. After looking, he may choose to return the card facedown to the top of the Wildling deck, or place the card face-down at the *bottom* of the Wildling deck. He may willingly share the information found on the card with other players, but may not show the card to others.

If desired, the holder of the Messenger Raven may choose not use either of these abilities during this step.

Whenever a player uses the Messenger Raven, he flips the Messenger Raven token over to its faded side, indicating it has been used. At the end of every Action Phase, the holder of the Messenger Raven flips the token back to its fully colored side, indicating it is available to be used again during the next game round.

After resolving this step, the Planning Phase is now over, and play proceeds to the Action Phase.

ORDER TOKEN SUMMARY

The Raid Order



Raid Orders represent aggressive incursions and pillaging of enemy lands. They aim to disrupt enemy plans and drain him of precious resources.

A Raid Order is resolved during the first step of the Action Phase by expending itself to remove one adjacent enemy Support, Consolidate Power, or Raid Order. **Detailed rules for resolving Raid Order tokens are found on page 14.**

Each player has two normal Raid Orders and one Special Raid Order.

The March Order



March Orders represent the movement of troops and ships across the lands and seas of Westeros. Only by assigning March Orders to units on the game board, can players take control of new areas and engage opponents in combat.

March Orders are resolved during the second step of the Action Phase. When resolved, all units in the Order token's assigned area may march (i.e., move) to one or more adjacent areas. If marching units enter an area containing one or more enemy units, a combat ensues (only one combat, however, may be initiated for each March Order). **Detailed rules for resolving March Orders during the Action Phase are found on page 15. Rules for Combat are found on page 17.**

Each player has two normal March Orders, one with a -1 Combat Strength modifier, another with a +0 Combat Strength modifier, as well as one Special March Order.

The Defense Order



Defense Orders represent the preparation of strong defensive positions. They grant a Combat Strength bonus to the defender of the assigned area (the bonus is indicated by the number printed on the Order token). **Detailed rules for Combat are found on page 17.**

Unless removed during the Action Phase (by losing a combat in the assigned area, for example), a Defense Order will contribute its defensive bonus against any number of attacks against its assigned area during the same game round.

Each player has two normal Defense Orders, both providing a +1 Combat Strength modifier, as well as one Special Defense Order.

The Support Order



Support Orders represent both logistical and martial assistance to forces engaged in nearby battle. Not only may support be granted to a player's own combat needs, but to that of *another player*. This makes the Support Order the fulcrum of negotiation and intrigue in *A Game of Thrones: The Board Game*.

During the "Declare Support" step of combat, supporting units adjacent to the embattled area may add their combat strength to one of the two participants in the adjacent combat. **Detailed rules for using Support Orders during combat are found on page 17.**

Each player has two normal Support Orders, as well as one Special Support Order.

The Consolidate Power Order



Consolidate Power Orders represent the garnering of local favor, the collection of tax income, and the harvesting of resources from areas under a player's control. They are the most direct way for players to gain Power tokens from the Power Pool.

Consolidate Power Orders are resolved during the third step of the Action Phase. When resolved, the Order token is removed from the game board in exchange for gaining one Power token from the Power Pool, plus one Power token for each Power icon printed on the assigned area. **Detailed rules for resolving Consolidate Power Orders are found on page 16.**

Consolidate Power Orders placed on sea areas have no effect, but may still be placed.

Each player has two normal Consolidate Power Orders and one Special Consolidate Power Order.

THE ACTION PHASE

During the Action Phase, players resolve all orders that were assigned to the game board during the Planning Phase. The Action Phase is resolved by performing the following steps:

1. Resolve Raid Orders
2. Resolve March Orders (and resulting combat)
3. Resolve Consolidate Power Orders
4. Clean Up

1. Resolve Raid Orders

In turn order, each player resolves one of his Raid Orders on the game board. If a player has no such orders remaining, he simply skips any further action during this step.

Keep cycling through the turn order, with each player resolving one of his Raid Orders, until no Raid Orders remain on the game board. Play then proceeds to the “Resolve March Orders” step.

When resolving a Raid Order, a player simply chooses one enemy Support, Raid, or Consolidate Power Order adjacent to the Raid Order. The chosen order and the resolved Raid Order are both removed from the game board.

By raiding enemy orders, players are effectively canceling opponent’s orders, leaving the raided areas without Order tokens.

If a Raid Order is used to remove an opponent’s Consolidate Power Order token, the raiding player is said to be **PILLAGING** his opponent. After resolving the Raid Order, the pillaging player receives one Power token from the Power Pool and the opponent discards one of his available power tokens to the Power Pool, if able. The pillaging player always gains one token from the Power Pool, even if the opponent has none available to lose.

A Raid Order placed on a land area can **never** raid an adjacent sea area. A Raid Order placed on a sea area, however, **may** raid either an adjacent land or sea area.

Raid Orders can remove adjacent Special Order tokens, as long as they match the legal type (i.e., Support, Raid, or Consolidate Power tokens).

OTHER RULES FOR RAID ORDERS

- » If there are no eligible adjacent enemy Orders tokens when resolved, the Raid Order is removed from the game board with no effect.
- » When resolving a Raid Order, the player may choose for the order to have no effect (simply removing it from the game board), even if there are one or more eligible adjacent enemy orders.

See the “Example of Raid Order Resolution” sidebar for a comprehensive example of how to resolve Raid Orders.

EXAMPLE OF RAID ORDER RESOLUTION

There are five Raid Orders on the board. Lannister has Raid Orders at The Reach and in the Sunset Sea, Greyjoy has a Raid Order in the West Summer Sea, Tyrell has a Raid Order at the Dornish Marches, while Baratheon has a Special Raid Order at Stoney Sept.

The turn order (decided by the Iron Throne track) is: Greyjoy, Stark, Lannister, Baratheon, and Tyrell.



The Resolve Raid Orders step is completed as follows:

1. Greyjoy resolves his Raid Order first. He decides to raid Tyrell’s Consolidate Power Order at Highgarden. Greyjoy removes his Raid Order as well as Tyrell’s Consolidate Power Order token from Highgarden. Since raiding a Consolidate Power token is considered *pillaging*, Greyjoy collects one Power token from the Power Pool, while Tyrell discards one Power token to the Power Pool.
2. Stark has no Raid Orders, so Lannister goes next. Lannister has two Raid Orders on the game board. He chooses to raid the Tyrell Raid Order in the Dornish Marches from The Reach. Lannister removes his Raid Order at The Reach as well as the Tyrell Raid Order token in the Dornish Marches.
3. Baratheon uses his Special Raid Order at Stoney Sept to remove the Lannister Defense Order at Lannisport. He removes both tokens. (Removing a Defense Order is the unique ability of a Special Raid Order, see “The Special Orders” on page 22.)
4. Because his only Raid Order was removed by the first Lannister Raid, Tyrell has no Raid Orders. Play goes back to the top of the turn order.
5. Since Lannister’s remaining Raid Order in the Sunset Sea is not adjacent to any enemy Support, Consolidate Power, or Raid Orders, it is removed from the game board with no effect.



2. Resolve March Orders

In turn order, each player resolves one of his March Orders on the game board. If a player has no such orders remaining, he simply skips any further action during this step.

Keep cycling through the turn order, with each player resolving one March Order at a time, until no March Orders remain on the game board. Play then proceeds to the "Resolve Consolidate Power Orders" step.

Resolving March Orders is perhaps the most important aspect of *A Game of Thrones: The Board Game*. It is during this step that players move units on the board, engage in combat against their opponents, and gain crucial territory needed to fulfill their ambitions.

When resolving a March Order, the following rules apply:

- A player may move all, some, or none of his units from the area assigned the March Order.
- Units may move together or separately into several adjacent areas, and/or remain in the area assigned the March Order.
- A player may only move units into **adjacent** areas (unless using ship transport, see "Ship Transport" on page 23).
- Footmen, Knights, and Siege Engine units may never move into sea areas or ports. Ship units may move into friendly connected port areas or into adjacent sea areas, but may never move into a land area.
- For each March Order, a player may move units into only **one area** containing units of another House. In other words, while the marching player may split his units and move them into several adjacent areas, only one of those areas may contain units from another house.
- When a player moves one or more units into an area containing units from another house, he starts a **combat** as the attacker. See rules for combat on page 17.
- Before resolving combat, all other non-combat movement from the area assigned the March Order must be completed.
- The number printed on each March Order token signifies the Combat Strength modifier provided to the attacking player when a combat is initiated with that March Order.
- If a player vacates (i.e., leaves no unit behind in) an area, he loses control of that area unless he **ESTABLISHES CONTROL** by placing a Power token from his available power on the vacated area. Rules for controlling areas and establishing control are found on page 24.

See the "March Order Example" sidebar for an example of resolving a March Order.

MARCH ORDER EXAMPLE



Lannister has assigned a March Order to the Lannisport area which contains three Footman units.

When resolving the March Order, Lannister first moves a Footman into Stoney Sept, and then moves a Footman into the Seoad Marches (which already contains a Lannister Footman, thus forming an army of two). The last Footman unit remains in Lannisport.

The Lannister player has now resolved this March Order and removes the token (no Combat was initiated).

Advanced Strategy Tip: A player can "stagger" movement by placing several March Orders in adjacent areas. In this fashion, a unit is able to move more than one area in a turn. This is accomplished by marching units into an area containing another friendly March Order, and later (when resolving that second March Order) moving that area's units into a new area (potentially containing the third friendly March Order, which would allow the units to move again when that last March Order is later resolved). This can be a difficult trick to accomplish, however, since a successful enemy attack could remove one of the March Orders in this chain.

3. Resolve Consolidate Power Orders

In turn order, each player resolves one of his Consolidate Power Orders on the game board. If a player has no such orders remaining, he simply skips any further action during this step.

Keep cycling through the turn order, with each player resolving one of his Consolidate Power Orders until none remain on the game board. Play then proceeds to the "Clean Up" step.



Power Icon

When a player resolves a Consolidate Power Order, he removes the Consolidate Power token to gain one Power token from the Power Pool, plus one additional Power token for each Power icon printed on the area in which the Consolidate Power Order was assigned.

See the "Consolidate Power Order Example" sidebar for an example of resolving a Consolidate Power Order.

4. Clean Up

All remaining Support and Defense Orders are now removed from the game board and all routed units are stood to their upright position (see "Retreats and Routing" on page 21 for more information on routed units). The Messenger Raven and the Valyrian Steel Blade tokens are both flipped to their available (non-faded) side.

The Action Phase is now over. If this was the end of game round 10, the game is over and a winner is determined. Otherwise play proceeds to the next game round starting with a new Westeros Phase.

REMOVING/RESOLVING ORDERS

Whether an Order token is resolved normally or removed from the game board by other means, it is simply returned to its House's available orders, ready for use during the next Planning Phase.

WINNING THE GAME

A Game of Thrones: The Board Game ends in one of two ways:

- The game reaches the end of the 10th game round.
- Immediately after a player controls his seventh area containing a Castle or Stronghold.

Each player must, at all times, record the number of areas he controls containing a Castle and/or Strongholds on the Victory track located on the game board.

At the end of the 10th game round, the player with the highest position on the Victory track (i.e., controls the most areas with a Castle or Stronghold) wins the game. If two (or more) players are tied for the highest position, the tied player who holds the greater number of Strongholds win. If there is still a tie, the tied player with the higher position on the Supply Track wins. If there is still a tie, the tied player with the most available power wins. In the extremely rare case there is still a tie, the tied player with the higher position on the Iron Throne track wins.

If a House, **at any time**, reaches the seventh position on the Victory Track (i.e., gains his seventh area containing a Castle or Stronghold) the game immediately ends and that player is the winner.

CONSOLIDATE POWER ORDER EXAMPLE



A lone Baratheon Footman remains on Dragonstone. During the Assign Orders step, Baratheon chooses to assign Dragonstone a Consolidate Power order. Later, during the Action phase, Baratheon resolves the order and gains two Power tokens: One Power token from the order itself, and one additional Power token for the Power icon printed in the Dragonstone area. He takes the two Power tokens from the Power Pool and adds them to his available power.



COMBAT

Whenever a player marches one or more of his units into an area containing units from another House, combat ensues.

Combat is resolved by comparing the total Combat Strength of the battling sides. The victor is the player who gathers the highest Combat Strength.

The following elements can contribute to Combat Strength:

- Units in the combat
- Supporting units
- Defense Order (defender only)
- March Order (attacker only)
- The Valyrian Steel Blade token
- House cards
- Garrison token (defender only)

The player resolving the March Order is considered the **ATTACKER** (and his units are *attacking*) while the opponent occupying the contested area is the **DEFENDER** (and his units are *defending*). Any supporting units (via a Support Order from an adjacent area) are considered *supporting* (i.e., they are not considered attacking or defending).

Combat is resolved by performing the following steps:

1. Call for Support
2. Calculate Initial Combat Strength
3. Choose and Reveal House Cards
4. Use Valyrian Steel Blade
5. Calculate Final Combat Strength
6. Combat Resolution

1. Call for Support

During the first step of combat, both attacker and defender may plead for support from all areas adjacent to the embattled area that contain a Support Order.

UNIT COMBAT STRENGTHS

Each unit type contributes a specific amount of Combat Strength to combat:



Footman: Adds 1 Combat Strength.

Knight: Adds 2 Combat Strength.

Ship: Adds 1 Combat Strength.

Siege Engine: Adds 4 Combat Strength when attacking (or supporting an attack against) an area containing a Castle or Stronghold. Otherwise it adds 0 Combat Strength.

A player who controls such an adjacent Support order may now grant (or refuse to grant) his **SUPPORTING COMBAT STRENGTH** to either the attacker or the defender.

Supporting Combat Strength means the combined Combat Strength of all units in the supporting area.

Support may be given to any adjacent combat, whether a supporting player's own forces are in the combat, or the combat is between two other players.

If there are multiple Support Orders adjacent to the embattled area, support must be declared (or refused) in turn order.

If the attacking or defending player has friendly Support Orders in adjacent areas, he may support himself in the combat (and usually will do so).



SUPPORT EXAMPLE

Tyrell is marching an army of two Knights from The Reach into Blackwater with a +1 March Order. Blackwater contains one Lannister Footman and a Lannister -1 March Order.

As the first step of combat, players now call for support. There are three Support orders in areas adjacent to Blackwater: King's Landing (Tyrell, one Knight), Stoney Sept (Lannister, one Footman and one Knight), and Harrenhal (Baratheon, one Knight).

Lannister announces he is supporting himself from Stoney Sept (3 Combat Strength). Baratheon then announces his support to Lannister from Harrenhal (2 Combat Strength). Finally, Tyrell announces he is supporting himself from King's Landing (2 Combat Strength).

At this point in the battle Tyrell has 7 combat strength (4 for the attacking Knights, 2 for the support from King's Landing, and 1 from the +1 March Order). Lannister has 6 combat strength (1 for his defending Footman and 5 from the supporting units in Stoney Sept and Harrenhal).



OTHER RULES FOR SUPPORT ORDERS:

- When a player grants support, his Support Order token is not removed after the combat. A Support Order may support any number of adjacent combats in the same game round.
- A Support Order gives no defensive benefit to attacks against its own area (the units in its area will defend normally).
- Attacking or defending players may refuse support.
- Ship units may support adjacent combat in a sea area or a land area. Footmen, Knights, or Siege Engine units, however, may never provide support to combat in a sea area.
- Supporting Siege Engine units only provide supporting Combat Strength when supporting the attacker in an embattled area containing either a Castle or Stronghold.
- A supporting player must contribute an area's full supporting Combat Strength, or none at all.
- A player may never support an opponent in combat against his own units.

Reminder: Support can be granted only from an area containing a Support Order that is adjacent to the embattled area. Do not confuse the embattled area with the area the attacking March Order was assigned to (and from which the attackers marched).

See the "Support Example" sidebar for a comprehensive example of support in combat.

After all Support Orders adjacent to the embattled area have granted (or refused) support, proceed to the next Combat step.

2. Calculate Initial Combat Strength

Both sides now tally and announce their Combat Strength. This number is referred to as their **INITIAL COMBAT STRENGTH**. It includes all Combat Strength bestowed from the following sources:

- Attacking/defending units
- Defense order bonus (for the defender only)
- March order bonus/penalty (for the attacker only)
- Supporting units and Special Support Order bonuses
- Garrison token (see page 26)

Both players clearly announce their initial Combat Strength after which the combat proceeds to the "Choose and Reveal House Cards" step.

HOUSE CARD BREAKDOWN

1. **Leader Name and Artwork:** The artwork and name identifying a personality from *A Song of Ice and Fire*.
2. **Combat Strength:** The Combat Strength of a revealed House card is added to its player's Combat Strength.
3. **Text Ability:** The House card's special ability that may affect the combat or some other aspect of the game.
4. **Combat Icons:** Cards without text abilities instead provide one or more sword and/or fortification icons.



3. Choose and Reveal House Cards

A Greyjoy House Card



Both attacker and defender now secretly select one House card from their hands of House cards. When both players are ready, the two cards are simultaneously revealed and any text abilities of the cards are resolved.

Playing a House card during combat is mandatory. Both attacker and defender must play a card.

Combat then proceeds to step 4 "Use Valyrian Steel Blade."

The House Cards

Each player begins the game with seven unique House cards. These represent characters lending their abilities and strength to combat (for a visual breakdown of a House card, see the "House Card Breakdown" diagram above).

After players reveal House cards during a combat, the text abilities of the two House cards are immediately resolved. Some text abilities specify that they are implemented later during the same combat (such as "at the end of the combat") but unless stated otherwise, implement the effect immediately.

There are instances when the exact order of House card resolution is important. Should a timing conflict occur, follow this order of operations:

1. Any "Ignore" or "Cancel" text abilities are first resolved in the player order of the Iron Throne track.

2. Other conflicting text abilities are then resolved in the player order of the Iron Throne track.

3. After the outcome of combat is determined, any "win/lose this combat..." text abilities are resolved in the player order of the Iron Throne track.

The text ability of the first card is implemented completely before that of the second card.

After a combat is resolved, the two played House cards are placed face-up in their respective player's discard pile. While a House card is in a player's discard pile, it is not available for use in combat.

At the end of a combat, if a player used his last (i.e., seventh) House card, he then returns the other six House cards currently in his discard pile to his hand. The last played card remains in the discard pile.

THE COMBAT ICONS

Some cards do not have a text ability, instead they provide their player with one or more **combat icons**. There are two combat icons in *A Game of Thrones: The Board Game*: The Sword icon and the Fortification icon.



THE SWORD ICON: During the "Combat Resolution" step, the player who won the combat (i.e., the **victor**) counts the number of Sword icons on his House card. For each Sword icon, an enemy unit in the embattled area must be destroyed (see "Casualties" on page 20).



THE FORTIFICATION ICON: For each Fortification icon on the House card of the defeated player, one of the victor's Sword icons is ignored.

NOTE: All House cards, whether available or used (i.e., discarded), are public knowledge. As such, a player's discard pile or hand may be examined by other players at any time except during Step 3 of combat.

4. Use Valyrian Steel Blade

If either the attacker or the defender holds the Valyrian Steel Blade token, that player now has the option of using its ability to provide +1 to his total Combat Strength. If used, flip the token to its faded side, as a reminder that it cannot be used again this round.

5. Calculate Final Combat Strength

Both sides now combine their initial Combat Strength with any modifiers accumulated by playing House cards and using the Valyrian Steel Blade token. This final value is referred to as a player's **FINAL COMBAT STRENGTH**.

Below is a summary of what could contribute to each player's final Combat Strength:

- ✓ Initial Combat Strength *
- ✓ The Combat Strength and applicable text abilities of the chosen House card
- ✓ The Valyrian Steel Blade's +1 Combat Strength (if available and used)

* Some House card text abilities may cause a player's initial Combat Strength to be recalculated. For example, if the text of a revealed House card destroys an opponent's Footman unit, the initial Combat Strength of that opponent is reduced by 1 during this step.

6. Combat Resolution

The combat is concluded by performing the following steps:

1. Determine Victor
2. Casualties
3. Retreats and Routing
4. Combat Clean Up

1. Determine Victor

The player with the highest final Combat Strength wins the combat and his opponent is defeated. If the final Combat Strength results are tied, the player with the higher position (i.e., closer to the "1" position) on the Fiefdoms track wins the combat.

2. Casualties

Only the defeated player takes casualties in combat. Casualties are determined as follows:

1. **VICTOR'S SWORD ICON:** Count the number of Swords icons on the victor's House card.
2. **DEFEATED PLAYER'S FORTIFICATION ICONS:** Count the number of Fortification icons on the defeated player's House card.

COMBAT RESOLUTION EXAMPLE



Tyrell marches two units from King's Landing into the Kingswood. Since there are two Lannister footmen units in the Kingswood, combat ensues.

Since there are no adjacent Support Orders, Lannister's initial combat strength is 2 (two Footmen) and Tyrell's is 3 (one Footman, one Knight). Tyrell's March Order was +0, giving him neither a Combat Strength bonus or penalty.

Both players now secretly choose and reveal a House card from their hands. Lannister reveals "Ser Jaime Lannister" with a strength of 2 and one sword icon. Tyrell reveals "Alester Florent" with a strength of 1 and one fortification icon.

Neither Lannister or Tyrell have the Valyrian Steel Blade, so no combat strength is received from this.



The combatants are tied with a final combat strength of 4. However, Lannister is higher than Tyrell on the Fiefdoms track. Since a House's position on the Fiefdoms track breaks ties in combat, Lannister is the victor.



Tyrell, having lost the combat, could potentially suffer casualties. However, Lannister's single sword icon (from "Ser Jaime Lannister") is offset by Tyrell's single fortification icon (from "Alester Florent"), so Tyrell suffers no casualties in this combat.

Tyrell must now retreat. Being the attacker, he must retreat back to the area he marched from, and so retreats his units to King's Landing, laying them on their side to indicate they are routed.

3. DEFEATED PLAYER SUFFERS CASUALTIES: The defeated player must destroy one unit in the embattled area for each Sword icon of the victorious player **minus** the number of Fortification icons of the defeated player (if the result is zero or less, the defender takes no casualties).

When a player suffers casualties, he decides which of his units are removed (unless stated otherwise by the text ability of a played House card). Remember that supporting units can never be taken as casualties in combat.

NOTE: Each casualty suffered destroys a single unit, regardless of Combat Strength. In other words, removing a Knight unit as a casualty still counts as only **one** casualty even though its Combat Strength is 2. For this reason, it is generally best to remove Footmen units as casualties, if able.

3. Retreats and Routing

After suffering casualties, the losing army must **RETREAT** from the embattled area (supporting units do not retreat.)

If the attacker lost the combat, his surviving units must retreat back to the area from which they marched.

If the defender lost the combat, his surviving units must retreat using the following rules:

- ✓ The retreating units must retreat to one **empty adjacent** area (i.e., one containing no enemy units or enemy Power tokens) **or to a friendly area** (i.e., one containing friendly units, and/or a friendly Power token).
- ✓ The retreating units must retreat to the same area.
- ✓ The retreating units may **never** retreat to the area the attacking units marched from, even if it is empty.
- ✓ A player may not retreat his defending units to an area containing friendly units **if this would cause him to exceed his Supply limit**. If a player's **only option** is to retreat to such an area, he must first destroy as many retreating units as necessary to be compliant with his Supply limit after retreating to the area. After taking such losses, he may retreat the remaining units.
- ✓ If there is no legal area in which to retreat, all retreating units are destroyed.
- ✓ Footmen or Knight units may not retreat to a sea area or a port. Ship units may never retreat to a land area.

After retreating, all retreated units are placed on their sides to signify they are now **ROUTED**. Routed units provide no Combat Strength, but still count towards a player's supply limit. If a routed unit is forced to retreat, it is instead destroyed. Routed units may never be chosen as casualties in combat and may not move, even if a March Order token is resolved in their new area.

OTHER RETREAT RULES

- ✓ A player is **allowed to use ship transport** to retreat his units (see page 23 for ship transport rules).
- ✓ Siege Engine units cannot retreat. If a Siege Engine unit is forced to retreat, it is instead destroyed.

RETREATING AND ROUTING EXAMPLE

Baratheon has just attacked and defeated Tyrell in the Kingswood. Tyrell has taken his casualties and must retreat.

1. Tyrell chooses to retreat his surviving Knight unit to Storm's End (which contains another Tyrell Footman). The retreating Knight unit is placed on its side to indicate it is routed.

2. Later that same game round, House Baratheon attacks Storm's End with two Knights from The Boneway. In this combat, the Tyrell player will have an initial Combat Strength of 1 (for the Footman) as the routed Knight unit provides no Combat Strength. If House Tyrell loses the battle, his routed Knight will automatically be destroyed since a routed unit may not retreat.



4. Combat Clean Up

After combat is completed, remove the attacking player's March Order token from the game board.

If the combat was won by the attacker, remove any Order token the defender had assigned to the embattled area (if one remains) as well as any Power token in the area (which would exist if the defending player had previously established control there, see page 24).

If the combat was won by the defender, the defending player's Power and Order tokens (if any) in the area are unaffected.

Both played House cards are discarded to their respective player's discard piles, and the "Resolve March Orders" step of the Action Phase now continues.

OTHER RULES

THE SPECIAL ORDERS

In addition to 10 normal Order tokens, each House also has five Special Order tokens. A player may use any of his 10 normal Order tokens during the Planning Phase, but may use only as many Special Order tokens as he has stars on his King's Court Influence track position.

For example, in a five or six-player game, the player on the highest position on the King's Court track may use up to three Special Order tokens per game round, while the player in fourth position may only use a single Special orders, etc.

The capabilities of the Special Orders are described here:



Defense +2: Gives the defending player in its area +2 Combat Strength.



March +1: Gives +1 Combat Strength to the attacker when combat is initiated by this Special March Order.



Support +1: The supporting Combat Strength from this area is +1.



Raid: This token can be used as a normal Raid Order, or it can instead be resolved to remove any one adjacent Defense Order (remove both tokens).



Consolidate Power: This token can be used as a normal Consolidate Power Order token, or can be used to initiate mustering in its area following the rules for mustering described on page 9. **Only the area that was assigned the Special Consolidate Power Order is mustered.** If there's no Castle or Stronghold in the assigned area, no mustering can take place.

While special orders are purely better than their regular counterparts, they have an additional subtle advantage: Having access to *three* instances of any order type (rather than two), can be of tremendous benefit to many strategies (such as launching a major offensive, quickly accumulating power, etc).

WILDLING ATTACKS

In the icy north, an army of barbaric wildlings gather to descend upon the continent of Westeros. The ancient order of the Night's Watch protects the massive Wall that defends against these (and even more insidious) dangers. Yet the strength of the Night's Watch will fail without the support of the great Houses.



In *A Game of Thrones: the Board Game* there are two events during the Westeros Phase which cause the wildlings to attack. They are:

- The Wildling Threat token reaches "12" on the Wildling track
- A "Wildling Attack" Westeros card is drawn and resolved

The Wildling Threat

In all three Westeros decks (I, II, and III), some cards are marked with a Wildling icon. For each such Westeros card, the Wildling Threat token is advanced one space on the Wildlings track (in this way, it's possible for the Wildling Threat token to advance up to three times during a single Westeros Phase).



Wildling Icon

A wildling attack is resolved over the following steps:

1. **DETERMINE WILDLING STRENGTH:** Check the current position of the Wildling Threat token. The number printed on its position on the Wildlings track is the strength of the wildling attack.
2. **BID POWER:** Each player hides his available power behind his player screen, and then secretly bids a number of Power tokens (from his available power) in a closed fist.
3. **CALCULATE NIGHT'S WATCH STRENGTH:** Once all players have made their secret bid, bids are simultaneously revealed. Add together the **total power bid by all players** to determine the strength of the Night's Watch.
4. **DETERMINE OUTCOME:** If the strength of the Night's Watch **equals or exceeds** the wildling strength, the wildling attack has been defeated.

If the wildling strength exceeds the strength of the Night's Watch, the wildlings are victorious. Players now resolve the "Consequences of a Wildling Attack" as described in the section below.

5. ADJUST WILDLINGS TRACK: If the Night's Watch are victorious, immediately reset the Wildling Threat token to "0" on the Wildlings track. If the wildlings are victorious, however, the Wildling Threat token is only moved back two positions (to a minimum of "0").

6. DISCARD POWER: All Power tokens bid by players, regardless of victory or defeat, are discarded to the Power Pool.

Consequences of a Wildling Attack

After the outcome of a wildling attack has been determined (during step 4 above), players face the ramifications of success or failure, as follows:



1. REVEAL WILDLING CARD: Draw the top card of the Wildling deck to determine the reward or penalty players will receive.

2. RESOLVE WILDLING CARD: If the Night's Watch successfully defeated the wildlings, the player who bid the **highest** amount of Power receives the reward indicated under "Night's Watch Victory" on the Wildling card.

If the wildlings are victorious, the player who bid the **least** amount of Power suffers a severe penalty while the other players suffer a lesser penalty. Both the severe and lesser penalties are described on the Wildling card under "Wildling Victory".

3. BURY WILDLING CARD: Place the used Wildling card facedown on the bottom of the Wildling deck.

As elsewhere in *A Game of Thrones: The Board Game*, the outcome of ties in bidding are decided by the holder of the Iron Throne token. *For example, if the lowest bid is tied between two players, the holder of the Iron Throne token decides which of these two players is the lowest bidder.*

The wildling attack is now over and the game proceeds.

Note: In rare circumstances, it's possible for the wildlings to attack **twice** during one Westeros Phase. This would occur if enough Wildling icons were drawn to make the Wildling token reach the "12" position on the Wildling track, and the Westeros card "Wildlings Attack" was revealed.

EXAMPLE OF SHIP TRANSPORT



Tyrell has one Ship in the Redwyne Straights, one Ship in the West Summer Sea, and one Ship in the East Summer Sea. As these sea areas are consecutively adjacent, any Tyrell unit in Highgarden can, with a single March Order, move directly to Sunspear (or any other coastal area adjacent to the ships).

SHIP TRANSPORT

The use of ships to transport land-based units is a very important aspect of *A Game of Thrones: The Board Game*. It allows Knights, Footmen, and Siege Engines to take advantage of the seas to travel much faster than they would be able on foot.

Any two land areas are considered adjacent for the purposes of marching and retreating when they are connected by consecutive sea areas (or a single sea area) each containing one or more friendly Ship units. In other words, Ship units in consecutively adjacent sea areas form a direct "bridge" for Knights, Footmen, and Siege Engines to move directly from a coastal area to another coastal area *in one move*.

There is no limit to the number of times a player can use the same Ship unit(s) for ship transport in any given round. The same Ship unit(s) may even be used multiple times within the same March Order, transporting units from the area assigned a March Order to different destinations. However, a player may never use ships of another House as transports, even if given permission by that House.

OTHER RULES FOR SHIP TRANSPORT

- Ship units can facilitate ship transport regardless of the type of Order token currently assigned to their sea area.
- A routed Ship may be used for transport.
- Footmen, Knight, and Siege Engine units may, via ship transport, march into an enemy area and start combat there (remember, only one combat can be started for each March Order).
- Ship units cannot move using ship transport.
- While land areas connected by ship transport are considered adjacent for purposes of marching and retreating, they are **not** considered adjacent for any other purpose (including supporting and raiding).

CONTROLLING AREAS

A House is said to **CONTROL** a land area when it has at least one Footman, Knight, or Siege Engine in the area, or has previously **ESTABLISHED CONTROL** in that area by placing a Power token there (see below).

Establishing Control of an Area

If a player vacates a land area with all of his units, he stands to lose any benefit gained from controlling that area unless he chooses to **ESTABLISH CONTROL**.

When a House vacates a land area (i.e., all its units leave during a March Order) the House may elect to establish control by placing a Power token from its available power in the vacated area (a House can never establish control over a sea area). Once placed on the game board, this Power token represents the support of local nobles as well as investments in guards, tax collectors, and bureaucrats loyal to the controlling House.

If friendly units enter the area again, the Power token remains there, unaffected (and continues to establish control if the area is vacated once more).

If a player leaves an area vacant before initiating a combat, he must decide whether or not to establish control of the vacated area *before* the combat begins.

A Power token on the game board is returned to the Power Pool only after an opponent takes control of its area. Marching into an area containing only an opponent's Power token (i.e., no enemy units are present) does not result in combat, and the Power token is simply discarded to the Power Pool.

Power tokens do not aid the defender in combat, nor do they count as "Power icons" printed on the game board (for the purposes of Consolidate Power tokens or the "Game of Thrones" Westeros card).

Only one Power token can be in an area at any one time.

If a player has no available power, he's unable to establish control.

Important: A player may only establish control when vacating an area with a March Order. Events that would leave an area vacant (such as negative effects from a Wildling victory) does not permit a player to establish control after the last unit is destroyed.

Controlling Home Areas

Each House has a home area marked by its House shield (printed directly on the game board). From the beginning of the game, a House is considered to have established control of its own home area, meaning the printed House shield functions like a Power token that cannot be removed.

Players can control enemy home areas by either a) keeping friendly units in these areas, or b) by establishing control over the enemy home area. When establishing control over an enemy home area, the friendly Power token is placed directly over the printed enemy House shield.

If a player chooses not to, or cannot, leave a Power token behind when vacating an enemy player's home area, control of that home area immediately reverts back to its original House.

Reminder: A retreating army can never retreat into an area containing an enemy Power token.

ALLIANCES

Players are always free (in any phase, at any time) to make promises and seek alliances with other Houses. Promises and alliances, however, are never binding and can be broken for **any** reason. Even the staunchest ally cannot be 100% sure of the good intentions of his partners. The Iron Throne, after all, can seat only one.

There are three strict rules governing what conspiring players are allowed to do:

- ➲ Players may never show other players (in public or secret), any assigned Order token. Nor may a player show *unused* Order tokens to other players during the Planning Phase (so that others may, by deduction or estimation, know what the player may have assigned to the game board).
- ➲ A player may also never give, donate, bribe, etc. any game item such as Power tokens, Dominance tokens, Order tokens, House cards, etc. to another player.
- ➲ Bids must always be made in secret. A player may not show any opponent his bid before revealing it.

PORTS



Ports function as a special area between the land and sea area they connect. Only the player controlling the connected land area may use the connected Port and is considered the Port's "owner."

Using Ports

Port areas may only be occupied by Ship units. Multiple Ship units occupying a Port are considered an army and must be in compliance with supply limits. In addition to normal army restrictions, **a Port may never contain more than three Ship units at one time.**

If the land area connected to a Port musters new units, the player may muster Ship units directly in the Port itself or in the adjacent sea area.

A player may muster Ship units into a connected Port, even if the connected sea area is occupied by one or more Enemy Ship units. (In fact, the ability to muster ships in a port, even if the connected sea area is occupied by enemy units, is the single most powerful feature of Ports.)

Orders in Ports

Just as units in normal areas, Ship units in a Port area must receive an Order token during the Assign Orders step of the Planning Phase. While Defense orders may be placed on a Port, they have no effect as Ports cannot be attacked directly.

Other Port Rules

- Ships units may march from an adjacent sea area into a friendly Port, or may march from a Port into an adjacent sea area. However, Ship units may never march into a Port owned by another player.
- Ship units in a Port may support a combat in the adjacent sea area but may not support a combat in any adjacent land area (not even in its connected land area). Ship units in a Port provide no defensive Combat Strength to a combat in its connected land area.
- Ship units in a Port may raid the adjacent sea area, but may not raid any adjacent land area.
- Ship units in a connected sea area may raid a Port. Enemy units in adjacent land areas, however, may not raid a Port.
- If, during the Resolve Consolidate Power Orders step of the Action Phase, there are enemy ships in the sea area connected to a port, any Consolidate Power Order assigned to the Port is removed without effect. Otherwise, a Consolidate Power Order in a Port is resolved normally (as if it was in a land area containing no Power icons).
- A Special Consolidate Power Order cannot be used to muster units if placed on a port, but may still be used to collect power as normal (subject to the above point).

TAKING CONTROL OF ENEMY PORTS

If the land area connected to a Port is successfully attacked and taken control of by another player, that player may immediately replace any enemy Ship units in the Port with an equal number of his own available Ship units (or as many Ship units as he has available, he desires, or is allowed by supply limits). Excess enemy ships are simply removed from the board.

TRADE WITH THE FREE CITIES

When the "Game of Thrones" Westeros card is resolved during the Westeros Phase, in addition to collecting power for each Power icon, players receive one Power token for each friendly Port containing at least one friendly Ship unit, as long as the Port's connected sea area does not contain enemy ships.

EXAMPLE OF PORT USE

A "Mustering" Westeros card was just drawn during the Westeros Phase. Martell is first in the turn order and so musters units first.

Martell uses the 2 mustering points provided by Sunspear to muster one Footman and one Ship unit. He decides to place the Ship unit in the Port of Sunspear (it may also have been placed in the Sea of Dorne, but not the Tyrell-occupied East Summer Sea).

Later, during the Planning Phase, Martell assigns a Raid Order to the Port of Sunspear. In the Action Phase, he executes that Order to cancel a Support Order assigned to the East Summer Sea.



NEUTRAL FORCE TOKENS



Neutral Force tokens represent the resistance of independent houses unwilling to submit to the machinations of the players. Neutral forces are placed on the board during setup.

Players may march units into an area occupied by a Neutral Force in order to destroy the Neutral Force and control the area. This may not be attempted, however, unless the marching player has sufficient Combat Strength to defeat the Neutral Force.

Destroying a Neutral Force

In order to destroy a Neutral Force and gain control of its area, a marching player must **equal or exceed** the strength value printed on the Neutral Force token by the combination of Combat Strength factors listed below:

- ✓ Count the Combat Strength of the marching units (Siege Engines only count their strength if the Neutral Force's area contains a Castle or Stronghold).
- ✓ No House cards are played.
- ✓ The March Order bonus (or penalty) applies.
- ✓ Neutral Forces cannot receive support from adjacent areas.
- ✓ The attacking player **may receive support** against the Neutral Force from adjacent areas (as in combat).
- ✓ The Valyrian Steel Blade may **NOT** be used to receive a +1 bonus.

If the marching player's Combat Strength equals or exceeds the Neutral Force's strength value, the token is destroyed and removed from the game. The marching player moves his units into the area as normal.

Marching against a Neutral Force counts as the March Order's one allowed attack.

Most Neutral Force tokens used in three-player games are marked with a “~” in place of their strength value. These represent **insurmountable areas which cannot be entered**. Areas containing such tokens are therefore off-limits to all players for the entirety of the game.



ATTACKING A NEUTRAL FORCE

Tyrell wishes to march into Sunspear from Yronwood. However, Sunspear contains a Neutral Force token with a strength of 5.

The Tyrell army contains 1 Knight and 1 Footman and is using the March +1 Special order, giving Tyrell a total of 4 Combat Strength. To bring his Combat Strength to 5, Tyrell calls upon his Support order in the Sea of Dorne, where a single Ship unit grants him 1 supporting Combat Strength.

Because the Tyrell army (strength 5 when counting the support) now equals the strength value of the Neutral Force token, the march is successful and the Sunspear Neutral Force token is destroyed. Tyrell then marches his army into Sunspear.



GARRISONS

Garrisons are special tokens that provide extra defense to the home area of each House.

Each House starts the game with a Garrison token on its home area. Garrisons are not units, so they do not count toward Supply limits and may never be assigned an order.



If a home area containing a Garrison is attacked, the strength of the Garrison (the value printed on the token) is added to the defender's initial Combat Strength (see page 17). If there are no units defending a location with a Garrison token, **COMBAT STILL OCCURS** as normal as if the Garrison was a single unit.

If a Garrison is defeated in combat (whether defending by itself or with other friendly units), it is permanently removed from the game, regardless of the number of Sword or Fortification icons on House cards played in the combat.

Players may not assign orders to an area containing **ONLY** a Garrison. A Garrison's strength is only used when its area is attacked, not for support or any other purpose. Garrisons are purely defensive forces.

Garrisons are immune to the effect of Skull icons on the “Tides of Battle” cards, see page 29.

GAME BOARD FEATURES

While the game board consists mainly of land and sea areas, there are three unique features that deserve additional explanation:

RIVERS: These watery boundaries prevent movement between the land areas they divide. In other words, two areas separated by a river are not, for any game purpose (marching, supporting, raiding, etc) considered adjacent.



BRIDGES: As an exception to the above rule for rivers, any two areas separated by a river and joined by a bridge, are considered adjacent for all game purposes.



ISLAND AREAS: Three land areas (Dragonstone, Pyke, and The Arbor) are special in that they're completely surrounded by sea areas. Even so, they are still considered land areas and must follow all normal rules for land areas.



The Arbor

Due to their special island status, however, Footmen, Knights, and Siege Engines must use Ship transport when moving to and from these areas.

All other small islands on the game board (i.e., without a white border) are for cosmetic purposes only and are not actual play areas.

ADJUSTING INFLUENCE TRACKS

There are a few cards (such as Doran Martell's House card, or the "A King Beyond the Wall" Wildling card) that force Influence tokens to shift on the Influence tracks outside the normal bidding that occurs during a "Clash of Kings" Westeros Card.

Whenever a player shifts position on an Influence track due to such special circumstance, all other players must adjust accordingly. *For example, if one player is required to shift to the highest position on a track (the "1" position), the current player in that position must shift backwards to the "2" position, etc.* If such a shift would cause a player to lose the "1" position on any track, he must immediately give the corresponding Dominance token (in the same state it was in, used or available) to the new player inhabiting the "1" position. Such a shift on the King's Court track does not affect any special orders already assigned legally to the board, but may restrain or expand their availability during the next Planning Phase.



HIDDEN INFORMATION

Each player is provided with a player screen to keep certain elements of the game hidden from the other players.

From the very beginning of the game, players should always keep their unused Order tokens behind their player screens.

Except just prior to any bidding, each player's available power tokens must remain visible for all other players to see.

Whenever players are instructed to bid in the game (such as for position on the Influence tracks or to stave off wildling attacks), it is good practice for all players to first announce their total available power after which all players temporarily pull their available power tokens behind their player screen before secretly selecting their bid.

Available Power tokens hidden in this manner stay behind the player screens for the duration of the bidding. At the end of bidding, available Power tokens are made visible to other players once more.

The contents of a player's House card discard pile and his hand of House cards is open information except when players are choosing House cards during Step 3 of combat.

PLAYING WITH FEWER THAN SIX PLAYERS

Five-Player Games

In a five-player game, House Martell cannot be chosen as a player House.

During setup for a five-player game, place the nine Neutral Force tokens marked with the "4-6" and "4-5" player ranges on the game board, matching the name on each Neutral Force token to its corresponding area on the map. Make sure all Neutral Force tokens are placed with the correct player range face up.



Four-Player Games

In a four-player game, neither House Martell nor House Tyrell can be chosen as player Houses.

During setup for a four-player game, place all 12 Neutral Force tokens marked with the "4-6", "4-5", and "4" player ranges on the game board, matching the name on each Neutral Force token to its corresponding area on the map. Make sure all Neutral Force tokens are placed with the correct player range face up.

Then place the King's Court Overlay on top of the King's Court Influence track, covering the first four positions (see diagram).

Three-Player Games

In a three-player game, House Martell, House Tyrell, and House Greyjoy cannot be chosen as player Houses.

During setup for a three-player game, place the 14 Neutral Force tokens marked with the "3" player range on the game board, matching the name on each Neutral Force token to its corresponding area on the map. Make sure all Neutral Force tokens are placed with the correct player range face up.

Then place the King's Court Overlay on top of the King's Court Influence track, covering the first four positions (see diagram).

FIVE-PLAYER GAME SETUP



FOUR-PLAYER GAME SETUP



THREE-PLAYER GAME SETUP



TIDES OF BATTLE

Tides of Battle is an optional module to *A Game of Thrones: The Board Game* that adds an element of unpredictability and deadliness to combat. This increased risk can make negotiation even more vital, gaining support in combat more critical; it creates additional drama (and casualties) in combat and breeds entirely different strategies for your *A Game of Thrones: The Board Game* experience.

Before playing, all players should agree whether to use this option. If agreed, shuffle the Tides of Battle cards into a single deck, placing it near the game board during setup.

Tides of Battle makes the following modifications to combat:

1. DRAWING TIDES OF BATTLE

CARDS: After choosing and revealing House cards, the attacking and defending player each draw one Tides of Battle card from the top of the deck and privately examines it.



2. USING THE VALYRIAN STEEL BLADE

BLADE: Before revealing the two Tides of Battle cards, if either the attacking or defending player holds the Valyrian Steel Blade token, he may use it to **discard his first Tides of Battle card and draw another one to replace it**. He must keep the new Tides of Battle card. He then flips his Valyrian Steel Blade token to its faded side to show it has been used this game round.

3. REVEALING TIDES OF BATTLE CARDS: Each player reveals his Tides of Battle card, adding the specified Combat Strength modifier (the number in the shield) to his current Combat Strength.



Added to combat strength

Added to House card icons

4. MODIFY CASUALTIES:

Each player then adds any Sword or Fortification icons on his Tides of Battle card to his House card (as if they were printed on his played House card).

After resolving casualties from Sword icons, players resolve any Skull icons on drawn Tides of Battle cards as follows:

If a player's Tides of Battle card features a Skull icon, the opposing player must suffer one casualty regardless of which player was victorious in the combat.

This casualty is in addition to any other casualties dealt during combat, and cannot be prevented by Fortification icons. Removing this casualty follows all other rules and restrictions found on page 21.



Skull Icon



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BW04 - Lords of the River

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