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Game:	**A GAME OF THRONES: THE BOARD GAME (2nd Edition)**	**v1.1**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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A GAME OF THRONES
THE BOARD GAME

SETUP

Place the **game board** in the center of the play area. Place the **Game Round marker** at '**1**' on the Round track.

Shuffle the **Wildling deck** and place it on the board. Place the **Wildling Threat token** at '**2**' on the Wildlings track.

Shuffle each **Westeros deck** separately (I, II, and III) and place them facedown next to the board.

Each player chooses, or is assigned randomly, his **House** *(Stark, Lannister, Greyjoy, Tyrell, Baratheon,* or *Martell)*, and takes all his House materials: 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.

You are limited to the components provided for your House. Units removed from the board are available to muster again.

Place the **Neutral Force tokens** marked with the correct range of players on the board areas matching the name on each token, with the appropriate player range faceup. Return any unused tokens to the box.

5 player game: House Martell cannot be chosen. Place the 9 Neutral Force tokens marked with '4-6' and '4-5' on the board, matching the name on each to its area on the map.

4 player game: House Martell nor House Tyrell can be chosen. Place all 12 Neutral Force tokens marked with '4-6', '4-5', and '4' on the board, matching the name on each to its area on the map. Place the King's Court Overlay on top of the King's Court Influence track, covering the first 4 positions.

3 -player game: House Martell, House Tyrell, and House Greyjoy cannot be chosen. Place the 14 Neutral Force tokens marked with '3' on the board, matching the name on each to its area on the map. Place the King's Court Overlay on top of the King's Court Influence track, covering the first 4 positions.

Each player places his Victory, Supply, and Influence tokens on the 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 6 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 Houses occupying each '**1**' (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).*

Each player places all of his starting units on the board according to his player screen instructions, and his Garrison token on his home area (matching the area name on the token).

Place all **Power tokens** (for all Houses) in a central pile (the **Power Pool**). Each player takes 5 Power tokens matching his House from the Power Pool.

1. THE WESTEROS PHASE

1. Advance Game Round Marker

Skip this phase during the first game round.

Advance the **Game Round marker** one position on the Game Round track. If the marker was on the 10th space at the start of this phase, the game is over and a winner is determined.

2. Draw Westeros Cards

Reveal the top card of all 3 **Westeros decks**.

3. Advance Wildlings Track

Count the number of **Wildling icons** on the 3 revealed Westeros cards (if any) and move the **Wildling Threat token** that many spaces on the Wildlings track.

If the Wildling Threat token reaches position '12', immediately resolve a **Wildling attack** (ignore any surplus Wildling icons).

4. Resolve Westeros Cards

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

2. THE PLANNING PHASE

1. Assign Orders

Each player must place 1 **Order token** facedown (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.

Players may not reveal placed orders to other players, but are free plead, cajole, and/or suggest strategies to each other.

You may use any of your regular Order tokens, 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.

If a player is short of eligible Order tokens, players must instead place all of their tokens in turn order. The player(s) with too few tokens may leave areas (of his choice) without an order.

2. Reveal Orders

All orders assigned to the board are simultaneously flipped faceup, revealing their order types.

3. Use Messenger Raven

The player holding the **Messenger Raven** token may perform one of the following actions (he may decide to perform neither):

Replace an Order Token: Swap one of his Order tokens on the board for one of his unused Order tokens.

Look at the Top Wildling Card: Look at the top card of the Wildling deck, then choose to return the card facedown to the top of the Wildling deck, or place the card facedown at the bottom of the deck. He may share the card information with other players, but may not show it to others.

Whenever the Messenger Raven is used, flip it to its faded side. At the end of every Action Phase, flip it back to its colored side, indicating it is available to be used again in the next round.

3. THE ACTION PHASE

1. Resolve Raid Orders

Repeatedly cycling through the turn order, each player resolves one of his **Raid Orders** on the board, until none remain.

Choose 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 board.

A player using a Raid Order to remove an opponent's Consolidate Power Order token is **pillaging**. He receives 1 Power token from the Power Pool and the opponent discards one of his available power tokens to the Power Pool, if able.

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.

If there are no eligible adjacent enemy Orders tokens, the Raid Order is removed from the board with no effect.

When resolving a Raid Order, you may choose for the order to have no effect (remove it from the board), even if there are one or more eligible adjacent enemy orders.

2. Resolve March Orders

Repeatedly cycling through the turn order, each player resolves one of his **March Orders** on the board, until none remain.

When resolving a March Order:

You may move all, some, or none of your units from the area assigned the March Order. Units may move together or separately into several *adjacent* (unless using ship transport) areas, and/or remain in the area assigned the March Order.

Footmen, Knights, and Siege Engine units may never move into sea areas or ports. Ship units may move into friendly connected port areas or adjacent sea areas, but may never move into a land area.

For each March Order, you may move units into only one area containing units of another House. When you move one or more units into an area containing units from another house, you start a **combat** as the attacker.

Before resolving combat, all other non-combat movement from the area assigned the March Order must be completed.

The number on each March Order token is the **Combat Strength** modifier provided to the attacking player when a combat is initiated with that Order.

If you vacate an area, you lose control of that area unless you establish control by placing a Power token from your available power on the vacated area.

3. Resolve Consolidate Power Orders

Repeatedly cycling through the turn order, each player resolves one of his **Consolidate Power Orders** on the board until none remain. Remove the Consolidate Power token to gain 1 **Power token** from the Power Pool, plus 1 additional token for each Power icon printed on the area in which the Order was assigned.

4. Clean Up

Remove all remaining Support and Defense Orders from the board and stand all routed units upright. Flip the **Messenger Raven** and the **Valyrian Steel Blade** tokens to their *available* (non-faded) side.

If this was the end of game round 10, the game is over; determine a winner. Otherwise proceed to the next game round.

Removing/Resolving Orders Whether an Order token is resolved normally or otherwise removed from the board, it is returned to its House's available orders, ready for use next Planning Phase.

COMBAT

When a player marches one or more of his units into an area containing units from another House, **combat** ensues. The player resolving the March Order is the **attacker** and the opponent occupying the contested area is the **defender**.

Any supporting units (via a Support Order from an adjacent area) are *supporting* (they are not attacking or defending).

1. Call for Support

Both attacker and defender may plead for support from all areas **adjacent** to the embattled area that contain a Support Order.

A player controlling such an order may grant (or refuse) his **supporting Combat Strength** (the combined Combat Strength of all units in the supporting area) to either attacker or defender (who may refuse support).

Support may be given to any adjacent combat, even if the supporting player's own forces are in it. If there are multiple adjacent Support Orders, declare/refuse support in turn order.

When you grant support, your Support Order token is not removed after the combat. A Support Order may support any number of adjacent combats in the same round. A Support Order gives no defensive benefit to attacks against its own area (the units in its area will defend normally).

Ship units may support adjacent combat in a sea area or a land area. **Footmen, Knights,** or **Siege Engine** units 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.

2. Calculate Initial Combat Strength

Both sides total and announce their **Initial Combat Strength**:

Attacking/defending units
Footman: +1 CS. **Knight:** +2 CS. **Ship:** +1 CS.
Siege Engine: +4 Combat Strength when attacking (or supporting an attack against) an area containing a Castle or Stronghold. Otherwise +0 Combat Strength.
Defense order bonus (defender only)
March order bonus/penalty (attacker only)
Supporting units and **Special Support Order** bonuses
Garrison token

3. Choose and Reveal House Cards

The attacker and defender *must* secretly select 1 **House card** from their hands; these are simultaneously revealed and resolved.

4. Use Valyrian Steel Blade

If either the attacker or the defender holds the **Valyrian Steel Blade token**, that player may now use its ability to add +1 to his total Combat Strength. If used, flip the token to its faded side.

5. Calculate Final Combat Strength

Both sides combine their initial Combat Strength with any subsequent modifiers to find their **final Combat Strength**:

Initial Combat Strength (Some House card text abilities may cause the initial Combat Strength to be recalculated.)
Combat Strength + applicable abilities of chosen **House card**
Valyrian Steel Blade +1 Combat Strength (if used)

6. Combat Resolution

1. Determine Victor

The player with the **highest final Combat Strength** wins the combat; his opponent is defeated. On a tied result, the player with the higher position on the **Fiefdoms track** wins.

2. Casualties

Only the defeated player takes casualties in combat.

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.

3. Defeated Player Suffers Casualties: The defeated player must destroy 1 unit in the embattled area for each Sword icon of the victorious player minus the number of Fortification icons of the defeated player (0 or less, the defender takes no casualties).

A player decides which of his units are removed as casualties (unless stated otherwise by a played House card). Supporting units can never be taken as casualties in combat.

Each casualty suffered destroys a single unit, regardless of Combat Strength.

3. Retreats and Routing

The losing army must then **retreat** from the embattled area (supporting units do not retreat). If there is no legal area in which to retreat, all retreating units are destroyed.

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

If the defender lost, his surviving units must retreat. All the units must retreat to one empty adjacent area (no enemy units or enemy Power tokens) or to a friendly area (with friendly units, and/or a friendly Power token). The units may never retreat to the area the attacking units marched from, even if it is empty.

You may not retreat your defending units to an area containing friendly units if this would cause you to exceed your Supply limit. If your only option is to do so, you must first destroy as many retreating units as necessary to be compliant with your Supply limit after retreating to the area. Then you may retreat the remaining units.

Footmen or Knight units may not retreat to a sea area or a port. Ship units may never retreat to a land area. You may use ship transport to retreat your units. Siege Engine units cannot retreat, and are destroyed if forced to retreat.

After retreating, all retreated units are placed on their sides and are **routed**. Routed units provide no Combat Strength, but still count towards a player's supply limit. A routed unit forced to retreat is **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.

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 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).

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. The *Resolve March Orders* step of the Action Phase now continues.

Supply

Each House, in turn order, counts the number of **Supply icons** in areas it controls, then moves its Supply token on the Supply track to show that level of supply.

Flags on each column on the track illustrate the number of different armies, and the maximum number of units in each such army, that a House may field on the board.

An army is defined as 2 or more friendly units in the same land or sea area. A single unit is not an army, and has no supply consideration.

After you adjust supply, you must ensure the actual number (and size) of your armies on the game board do not exceed your supply limits. If they do, immediately remove units from the board until your army number (and size) conforms to that allowed

You are allowed to have fewer and/or smaller armies than the limit provided by your 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.

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

You are never allowed to take any action in the game that would cause you to exceed your actual supply limit as dictated by your position on the Supply track (eg. mustering, marching or retreating).

Mustering

Each player, in turn order, may recruit new units into each area he controls that contains a Castle or Stronghold. Each 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:

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)

Take a mustered unit from its player's unused units, and place it into the area of the Castle or Stronghold that provided the point(s) to muster it.

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

You may never muster a unit that would create or expand an army beyond your actual supply limit.

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).

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.

Ship units, like other units, are mustered by an area containing a Castle or Stronghold. However Ship units may only be placed in a port connected to the mustering area or in an adjacent sea area. Footmen, Knight, and Siege Engine units may never be mustered in ports or sea areas.

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 Ships 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.

Clash of Kings

Remove all Influence tokens from the 3 Influence tracks. Players then bid available **power** for position on the tracks.

Resolve bidding one track at a time, starting with the Iron Throne track, then the Fiefdoms track, and then the King's Court track.

When bidding, players hide all their available power tokens behind their player screens. Then each secretly places any number of his available power tokens into a closed fist. Everyone then simultaneously reveals their bid.

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 tokens on the '2' position of the same track, the third highest player on the '3' position, etc.

Ties are decided by the player holding the Iron Throne token, who places the Influence tokens of tied players on the highest available positions on the track, in the order of his choice.

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**, then proceed to bid on the next Influence track.

All power tokens bid by players, regardless of outcome, are discarded to the Power Pool. After bidding on all 3 tracks is complete, all remaining Power tokens are returned to the front of each players' screen.

A **wildling attack** is resolved as follows:

1. Determine Wildling Strength
The number on the Wildlings track at the current position of the Wildling Threat token 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
Bids are simultaneously revealed. Add together the total power bid by all players to find the strength of the Night's Watch.

4. Determine Outcome
If the Night's Watch strength equals or exceeds the wildling strength, the attack has been defeated. If the wildling strength exceeds the Night's Watch strength, the wildlings are victorious.

5. Adjust Wildlings Track
If the Night's Watch are victorious, reset the Wildling Threat token to '0' on the Wildlings track. If the wildlings are victorious, the token is only moved back 2 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.

After the outcome of a wildling attack has been determined:

1. Reveal Wildling Card: Draw a card from 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 under *Night's Watch Victory*.

If the wildlings are victorious, the player who bid the least amount of Power suffers a severe penalty and the other players, in turn order, suffer a lesser penalty (under *Wildling Victory*). Ties are decided by the holder of the Iron Throne token.

3. Bury Wildling Card: Place the used Wildling card facedown on the bottom of the Wildling deck.

Special Order tokens, the stronger variants of each order type, are marked by a star. 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.

Raid Order
The Order removes one adjacent enemy Support, Consolidate Power, or Raid Order.

Raid Special Order: Use as a normal Raid Order, or remove any one adjacent Defense Order (remove both tokens).

March Order
All units in the Order token's area may move to one or more adjacent areas, and initiate combat if they enter an area containing one or more enemy units. Only one combat may be initiated for each March Order.

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

Defense Order
A Defense Order contributes its defensive bonus against any number of attacks against its assigned area during the same game round.

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

Support Order
Supporting units adjacent to the embattled area may add their combat strength to one of the two participants in the adjacent combat.

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

Consolidate Power Order
Remove the Order to gain 1 Power token from the Power Pool, plus 1 Power token for each Power icon printed on the area.

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

Consolidate Power Special Order: Use as a normal Consolidate Power Order token, or to initiate mustering in its area following the normal rules. Only the area that was assigned the Special Consolidate Power Order is mustered. If there is no Castle or Stronghold in the assigned area, no mustering can take place.

SHIP TRANSPORT

Any 2 land areas are *adjacent* for marching and retreating when they are connected by consecutive sea areas (or a single sea area) each containing one or more friendly Ship units.

There is no limit to the number of times you can use the same Ship unit(s) for ship transport in a round. They may even be used multiple times within the same March Order. You may never use ships of another House as transports, even with permission.

Ship units can facilitate ship transport regardless of the type of Order currently assigned to their sea area. A routed Ship may be used for transport. Ship units cannot move using ship transport.

Footmen, Knight, and Siege Engine units may, via ship transport, march into an enemy area and start combat there.

Land areas connected by ship transport are *not* considered adjacent for any other purpose (eg. supporting and raiding).

PORTS

Only the player controlling the connected land area (the port's **owner**) may use the connected port.

Ports may only be occupied by Ship units. Multiple Ship units occupying a Port are an army and must be in compliance with supply limits. In addition to normal army restrictions, a port may never contain more than 3 Ship units at a time.

If the land area connected to a port musters new units, you may muster Ship units directly in the port itself or in the adjacent sea area. You may muster Ship units into a connected port, even if the connected sea area is occupied by one or more enemy Ship units.

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

Ships units may march from an adjacent sea area into a friendly port (never one owned by another player) or vice versa.

Ship units in a port may support a combat in the adjacent sea area but not 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 not 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, such an 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).

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 as he has available, he desires, or is allowed by supply limits). Excess enemy ships are 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.

OTHER TERRAIN

Rivers

Two areas separated by a river are not, for any game purpose (eg. marching, supporting, raiding) considered adjacent.

Bridges

Any two areas separated by a river and joined by a bridge, *are* considered adjacent for all game purposes.

Island Areas

Dragonstone, *Pyke*, and *The Arbor* are islands, but they are still considered land areas and follow all normal rules for land areas. However, Footmen, Knights, and Siege Engines must use Ship transport when moving to and from these areas. Small islands on the board without a white border are not actual play areas.

INFLUENCE AND DOMINANCE

The Iron Throne Track

The order of Influence tokens on the **Iron Throne Influence track** determines the turn order, starting with the player with a higher position (closer to '1').

The player whose token is in position '1' of the track holds the **Iron Throne dominance token** and decides the outcome of all ties, with the exception of ties in combat and determining the winner of the game.

The Iron Throne token does not change hands until bidding for the track has been resolved and all Influence tokens have been placed on it.

The Fiefdoms Track

The player with a higher position on the **Fiefdoms track** wins ties in combat against a player in a lower position.

He also holds the **Valyrian Steel Blade dominance token** and may use it to grant himself a +1 Combat Strength bonus.

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 to be used during the Planning Phase.

The number of special orders provided is indicated by the number of stars printed by each position. In 3 and 4 player games, place the King's Court overlay token over the track to alter the number of special orders awarded by each position.

The player whose token is in position '1' of the track holds the **Messenger Raven dominance token** and may perform a special action at the end of every Reveal Orders step (Planning phase).

Adjusting Influence Tracks

Whenever a player shifts position on an Influence track due to a card (ie. outside the normal bidding), all other players must adjust accordingly. 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) to the new player in 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 change their availability in the next Planning Phase.

CONTROLLING AREAS

A House **controls** a land area when it has at least 1 Footman, Knight, or Siege Engine in the area, or has previously established control by placing a **Power token** there.

Establishing Control of an Area

When all of House's units leave a land area *during a March Order*, the House may **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). If friendly units enter the area again, the Power token remains there.

If you leave an area vacant before initiating a combat, you must decide whether or not to establish control of the vacated area before the combat begins.

A Power token on the 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 does not result in combat; the Power token is discarded to the Power Pool.

Power tokens do not aid the defender in combat, or count as 'Power icons' printed on the board. Only one Power token can be in an area at any one time. If a player has no available power, he is unable to establish control.

Controlling Home Areas

Each House has a home area over which it has established control, marked by its House shield (this functions like a Power token that cannot be removed).

You can control enemy home areas by keeping friendly units in them, or establishing control over the area (your Power token is placed directly over the printed enemy House shield).

If you 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.

NEUTRAL FORCE TOKENS

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

In order to destroy a Neutral Force, 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 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** +1 bonus may not be used.

If his Combat Strength equals or exceeds the Neutral Force's strength, 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.

Areas containing Neutral Force tokens with a '~' instead of strength value are off-limits to all players for the entire game.

GARRISONS

Garrisons are not units, do not count toward Supply limits and may never be assigned an order. They are purely defensive.

If a home area containing a Garrison is attacked, the strength of the Garrison (the value on the token) is added to the defender's initial Combat Strength.

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, 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 immune to the effect of Skull icons on the *Tides of Battle* cards.

ALLIANCES

Players are always free (in any phase, at any time) to make promises and seek alliances with other Houses. These are never binding and can be broken for any reason.

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.

A player may 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.

Hidden Information

Always keep unused Order tokens behind your player screens. Except just prior to any bidding, your available power tokens must remain visible.

When players are instructed to bid, all players should 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 stay hidden for the duration of the bidding. At the end of bidding, available Power tokens are made visible again.

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 combat.

WINNING THE GAME

Each player must always record the number of areas he controls containing a Castle and/or Strongholds on the **Victory track**.

At the end of the 10th game round, the player with the highest position on the Victory track wins the game.

On a tie, the tied player with the greatest number of Strongholds wins. On a further tie, the tied player with the higher position on the Supply Track wins. On a further tie, the tied player with the most available power wins. On a further tie, the tied player with the higher position on the Iron Throne track wins.

If a House, at any time, r**eaches the seventh position on the Victory Track** the game immediately ends and he is the winner.

A GAME OF THRONES
THE BOARD GAME

1. THE WESTEROS PHASE

1. Advance Game Round Marker

Skip this phase during the first game round.

Advance the **Game Round marker.**

2. Draw Westeros Cards

Reveal the top card of all 3 **Westeros decks**.

3. Advance Wildlings Track

Count the number of **Wildling icons** on the 3 revealed Westeros cards (if any) and move the **Wildling Threat token** that many spaces on the Wildlings track.

If the Wildling Threat token reaches position '12', immediately resolve a **Wildling attack**.

4. Resolve Westeros Cards

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

2. THE PLANNING PHASE

1. Assign Orders

Each player must place 1 **Order token** facedown on each area he controls that contains at least one of his units (*Footman*, *Knight*, *Ship*, or *Siege Engine*).

You may use any of your regular Order tokens, 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.

2. Reveal Orders

All orders assigned to the board are simultaneously flipped faceup, revealing their order types.

3. Use Messenger Raven

The player holding the **Messenger Raven** token may perform one of these actions (he may decide to perform neither):

Replace an Order Token: Swap one of his Order tokens on the board for one of his unused Order tokens.

Look at the Top Wildling Card: Look at the top card of the Wildling deck, then either return it facedown to the top of the deck, or place it facedown at the bottom. He may share the card information with others, but may not show it to them.

3. THE ACTION PHASE

1. Resolve Raid Orders

Repeatedly cycling through the turn order, each player resolves one of his **Raid Orders**, until none remain.

Choose 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 board.

A player using a Raid Order to remove an opponent's Consolidate Power Order token is **pillaging**. He receives 1 Power token from the Power Pool and the opponent discards one of his available power tokens to the Power Pool, if able.

2. Resolve March Orders

Repeatedly cycling through the turn order, each player resolves one of his **March Orders**, until none remain.

You may move all, some, or none of your units from the area assigned the March Order. Units may move together or separately into several *adjacent* (unless using ship transport) areas, and/or remain in the area assigned the March Order.

Footmen, Knights, and Siege Engine units may never move into sea areas or ports. Ship units may move into friendly connected port areas or adjacent sea areas, but may never move into a land area.

For each March Order, you may move units into only one area containing units of another House. When you move one or more units into an area containing units from another house, you start a **combat** as the attacker. Before resolving combat, all other non-combat movement from the area assigned the March Order must be completed.

The number on each March Order token is the **Combat Strength** modifier provided to the attacking player when a combat is initiated with that Order.

3. Resolve Consolidate Power Orders

Repeatedly cycling through the turn order, each player resolves one of his **Consolidate Power Orders** until none remain.

Remove the Consolidate Power token to gain 1 **Power token** from the Power Pool, plus 1 additional token for each Power icon printed on the area.

4. Clean Up

Remove all remaining Support and Defense Orders from the board. Stand all routed units upright. Flip the **Messenger Raven** and the **Valyrian Steel Blade** tokens to their *available* (non-faded) side. If this was the end of game round 10, the game is over; determine a winner.

SPECIAL ORDER TOKENS

Raid Special Order: Use as a normal Raid Order, or remove any one adjacent Defense Order (remove both tokens).

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

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

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

Consolidate Power Special Order: Use as a normal Consolidate Power Order token, or to initiate mustering in its area following normal rules. Only the area that was assigned the Special Order is mustered. If there is no Castle or Stronghold there, no mustering can take place.

WINNING THE GAME

At the end of the 10th game round, the player with the highest position on the Victory track wins the game. If a House, at any time, r**eaches the seventh position on the Victory Track** the game immediately ends and he wins.

The player resolving the March Order is the **attacker** and the opponent occupying the contested area is the **defender**. Any supporting units (via a Support Order from an adjacent area) are *supporting* (they are not attacking or defending).

1. Call for Support

Both attacker and defender may plead for support from areas **adjacent** to the embattled area that contain a Support Order.

A player controlling such an order may grant (or refuse) his **supporting Combat Strength** (the combined Combat Strength of all units in the supporting area) to either attacker or defender (who may refuse support).

Support may be given to any adjacent combat, even if the supporting player's own forces are in it. If there are multiple adjacent Support Orders, declare/refuse support in turn order.

When you grant support, your Support Order token is not removed after the combat. A Support Order may support any number of adjacent combats in the same round. A Support Order gives no defensive benefit to attacks against its own area (the units in its area will defend normally).

Ship units may support adjacent combat in a sea area or a land area. **Footmen, Knights,** or **Siege Engine units** 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.

2. Calculate Initial Combat Strength

Both sides total and announce their **Initial Combat Strength:**

- Attacking/defending units
- **Defense order bonus** (defender only)
- **March order bonus/penalty** (attacker only)
- **Supporting units** and **Special Support Order** bonuses
- **Garrison token**

Unit Combat Strengths

Footman: +1 CS.   **Knight:** +2 CS.   **Ship:** +1 CS.

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

3. Choose and Reveal House Cards

The attacker and defender *must* secretly select 1 **House card** from their hands and reveal and resolve them simultaneously.

4. Use Valyrian Steel Blade

If the attacker or the defender holds the **Valyrian Steel Blade token**, he may now use its ability to add +1 to his total Combat Strength. If used, flip the token to its faded side.

5. Calculate Final Combat Strength

Both sides combine their initial Combat Strength with any subsequent modifiers to find their **final Combat Strength:**

- **Initial Combat Strength** (Some House card text abilities may cause the initial Combat Strength to be recalculated)
- Combat Strength + applicable abilities of **House card**
- **Valyrian Steel Blade** +1 Combat Strength (if used)

6. Combat Resolution

1. Determine Victor

The player with the **highest final Combat Strength** wins the combat; his opponent is defeated. On a tied result, the player with the higher position on the **Fiefdoms track** wins.

2. Casualties

Only the defeated player takes casualties in combat.

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.

3. Defeated Player Suffers Casualties: The defeated player must destroy 1 unit in the area for each Sword icon of the victorious player minus the number of Fortification icons of the defeated player (0 or less, no casualties).

A player decides which of his units are removed as casualties (unless stated otherwise by a played House card). Supporting units can never be taken as casualties in combat. Each casualty suffered destroys a single unit, regardless of Combat Strength.

3. Retreats and Routing

The losing army must then **retreat** from the embattled area (supporting units do not retreat). If there is no legal area in which to retreat, all retreating units are destroyed.

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

If the defender lost, all his surviving units must retreat to one empty adjacent area (no enemy units or enemy Power tokens) or to a friendly area (with friendly units, and/or a friendly Power token). The units may never retreat to the area the attacking units marched from, even if it is empty.

You may not retreat your defending units to an area containing friendly units if this would cause you to exceed your Supply limit. If your only option is to do so, you must first destroy as many retreating units as necessary to be compliant with your Supply limit after retreating to the area.

Footmen or Knight units may not retreat to a sea area or a port. Ship units may never retreat to a land area. You may use ship transport to retreat your units. Siege Engine units cannot retreat, and are destroyed if forced to retreat.

After retreating, all retreated units are placed on their sides and are **routed**. Routed units provide no Combat Strength, but still count towards a player's supply limit. A routed unit forced to retreat is **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.

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 assigned to the embattled area (if one remains) as well as any Power token in the area.

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. The *Resolve March Orders* step of the Action Phase now continues.

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TIDES OF BATTLE

Tides of Battle is an optional module that adds an element of unpredictably and deadliness to combat. Before playing, all players should agree whether to use this option.

Shuffle the **Tides of Battle deck** and place it near the board during setup.

Modify combat as follows:

1. Drawing Tides of Battle Cards

After choosing and revealing House cards, all **Tides of Battle cards** are shuffled together to form a new deck.

The attacking and defending player each draw one card from the top of the deck and privately examine it.

2. Using the Valyrian Steel Blade

Before revealing the 2 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.

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:

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 normal rules and restrictions.