

# A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

## GAME MODES



CM  
ON



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



## ✱ BATTLEFIELD SETUP

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

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

- **Mark Deployment Zones:** Before continuing, players should mark off the Deployment Zones listed in the Game Mode, as various restrictions for setting up the battlefield are determined by these zones.
- **Place Objective Tokens:** Some Game Modes might list Objective tokens to be placed on the battlefield. See that specific Game Mode for rules on placing these tokens. Terrain with the **Impassible** keyword may never be placed on these tokens.

- **Place Terrain:** There are two methods to setting up terrain:

- **Chosen by Players:** Both players should roll a die (*re-roll ties*). The player rolling highest will select 1 Terrain piece from those available to them and place it anywhere on the battlefield outside a Deployment Zone and at least 6" (*Short Range*) from any other Terrain piece. Their opponent will then do the same. Continue alternating between players until 4 Terrain pieces have been placed. (*If agreed upon, players may choose more than 4 Terrain pieces to use, for those who prefer a denser table or are playing on a larger-sized area.*)

- **Randomized Pool:** Instead of selecting their Terrain pieces, the amount and pool of available pieces can be randomly determined. First, roll a D3 to determine how much Terrain will be placed this game, with the amount being two + the number rolled on the D3. Once the amount has been determined, for each of those pieces, players should take turns rolling two D6 dice to determine what that piece is. Once that is done, continue set-up as above.

[2-3]: Corpse Pile	[8]: Wall
[4]: Bog	[9]: Stakes
[5]: Palisade	[10]: Forest
[6]: Hedge	[11-12]: Weirwood Tree
[7]: Player's Choice	

## ✱ DEPLOYMENT

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

## ✱ BEGINNING THE GAME

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

## ✱ VICTORY

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

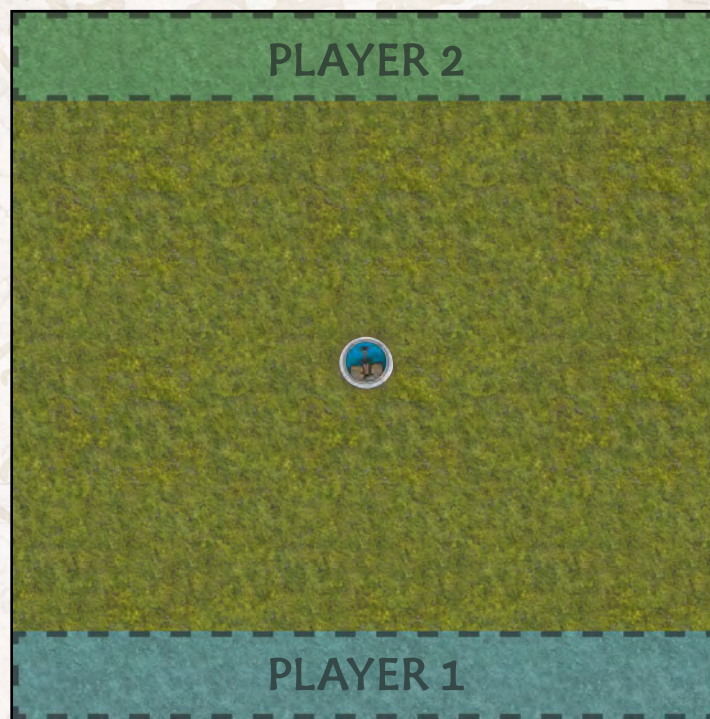
The following rules apply to all Game Modes:

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

### • VICTORY THROUGH COMBAT •

In addition to any methods listed in the Game Mode, a player always earns 1 **Victory Point** when they destroy an enemy Combat Unit. In the event that a unit is destroyed by an effect generated by their owner, or an effect not controlled by any player, each of their opponents will earn 1 Victory Point.





SHORT  
RANGE  
(6")

SHORT  
RANGE  
(6")



## A GAME OF THRONES

**Deployment:** SHORT RANGE each side.

### Setup

- Place 1 Objective token in the center of the table.
- Each player rolls a die (*re-roll ties*). Whomever rolls highest will place 1 Objective token anywhere on the battlefield at least 6" (*Short Range*) from any Deployment Zone and other Objective tokens. Players will alternate placing Objective tokens until there are a total of 5 on the board.

### Special Rules (Objectives)

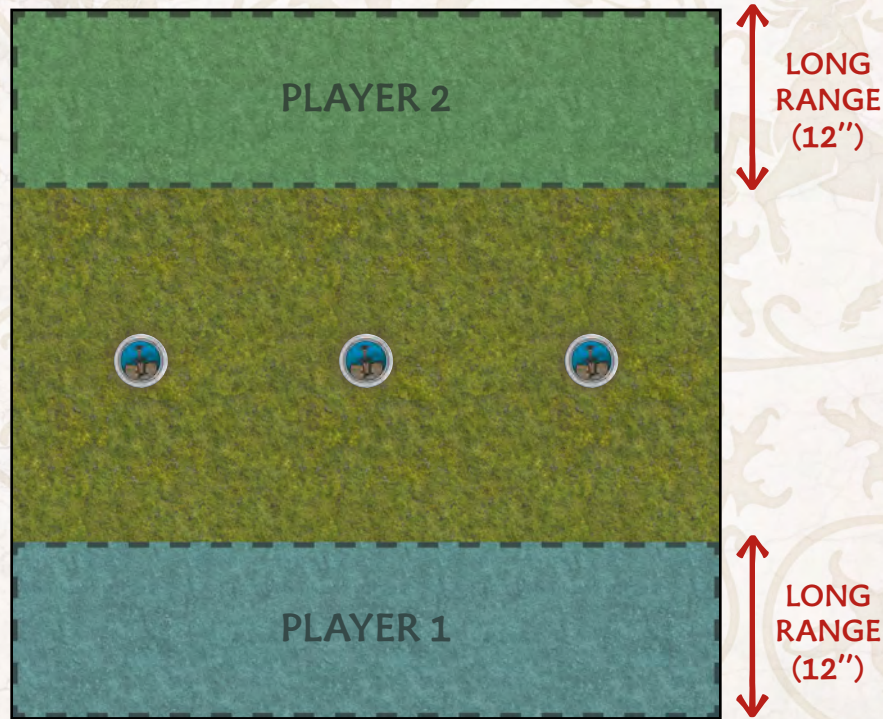
- Before Deployment, place the following card from the **Objective Deck** near the Center Objective:  
*"This Objective grants 1 additional Victory Point when scoring. When you score points from this Objective, the unit controlling it suffers a Panic Test with -2 to their roll."*
- Once this is done, randomly draw 1 card from the **Objective Deck** and place it face-up near each other Objective. That is the Ability of that token for this game.
- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining **Ranks** than it. The moment this happens it immediately stops Controlling that token.
- **Solo** units count as having remaining Ranks equal to their remaining **Wounds** for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.

### Special Scoring

- Beginning on Round 2, at the end of each round, players will score 1 **Victory Point** for each Objective their units Control.
- All Victory Points are scored simultaneously during the **Score Victory Points** step of the Clean-Up Phase. Once this is done, players will resolve any *"When you score points..."* effects of Objectives in alternating order, beginning with the First Player choosing 1 Objective, then their opponent, and so forth.







## A CLASH OF KINGS

Deployment: LONG RANGE each side.

### Setup

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

### Special Rules (Deployment)

- At the beginning of the game, each player selects 2 of their Combat Units to deploy. The rest are placed in **Reserve**, being held off the battlefield.
- Beginning in Round 2, on their turn, instead of activating a unit, a player may instead deploy a Combat Unit from Reserve. There are two ways a Combat Units can be deployed:
  - The Combat Unit may be deployed anywhere fully within your Deployment Zone and at least 1" away from any enemy Combat Unit. If deployed this way, they are deployed **without** an Activation token (*meaning they can be activated in a later turn*).
  - The Combat Unit may be deployed anywhere fully within 6" (**Short Range**) of a **Flank-edge** you Control (*see next column*) and at least 1" away from any enemy Combat Unit. If deployed this way, they are deployed **with** an Activation token.
- When a Combat Unit is destroyed, it is moved to a player's **Reserves**.
- If a unit has already activated in a round and is destroyed, it may not be deployed until the next round. If it was destroyed **before** it activated, it may be re-deployed in the same round.
- If a unit has an Ability that grants additional Victory Points from it being destroyed, that Ability will only trigger the first time the unit is destroyed.

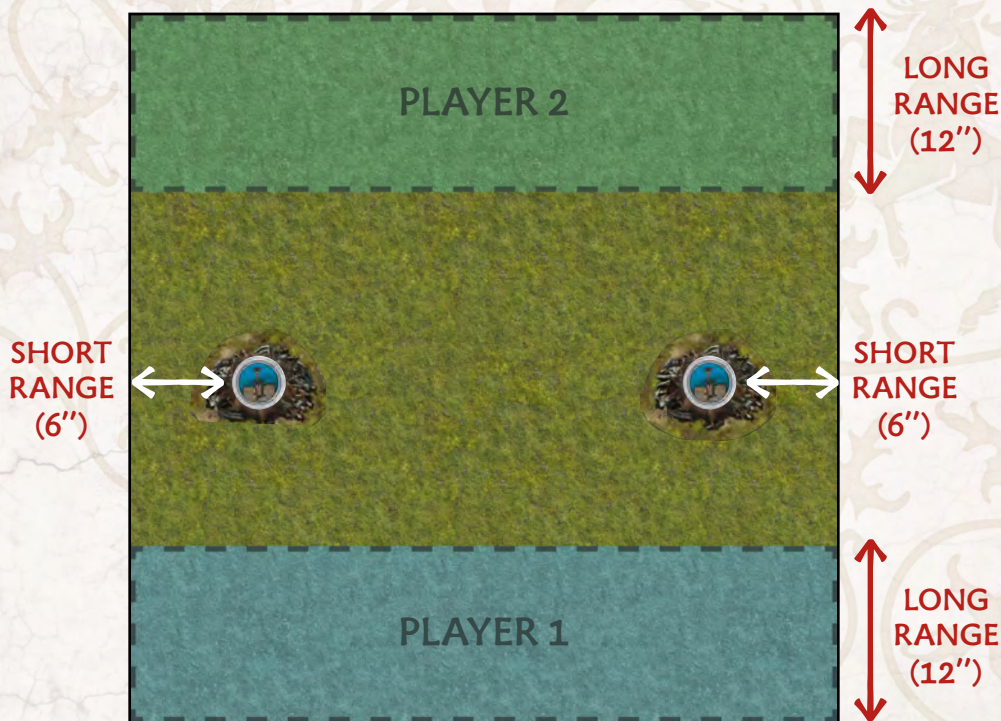
### Special Rules (Objectives)

- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining **Ranks** than it. The moment this happens it immediately stops Controlling that token.
- Solo** units count as having remaining Ranks equal to their remaining **Wounds** for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.
- The Left and Right Objective tokens can be Controlled to allow units to deploy on the Flank edges of the battlefield. While you Control 1 of these Objective tokens, you may deploy units from your Reserve on the **opposite** Flank-edge from that token (*example: controlling the **Right** Objective allows you to deploy units on the **Left** Flank edge*).

### Special Scoring

- Beginning on Round 2, each player scores **1 Victory Point** for each Objective they Control at the end of each round.
- Objectives Controlled by your army's **Commander** grant +1 Victory Point.





## A FEAST FOR CROWS

Deployment: LONG RANGE each side.

### Setup

- Corpse Piles may not be selected as Terrain pieces by players.
- If Terrain is being randomly selected, the Corpse Pile result should be re-rolled.
- Place 1 Objective token at **Short Range** from each Flank table edge, along the center of the battlefield (as shown above), and then place 1 Corpse Pile under each token. These Corpse Piles are placed in addition to any other Terrain pieces.
- When placing other Terrain pieces, these Corpse Piles may be ignored so long as no other Terrain piece is placed within 1" of them.

### Special Rules

- If there are less than 4 Corpse Piles already in play, each time a **Infantry Unit** is destroyed, before removing its tray, its **owner** places 1 Corpse Pile anywhere **completely within** Long Range and at least 1" from any other Terrain piece or unit's tray. They then place 1 Objective token in the center of that Corpse Pile.

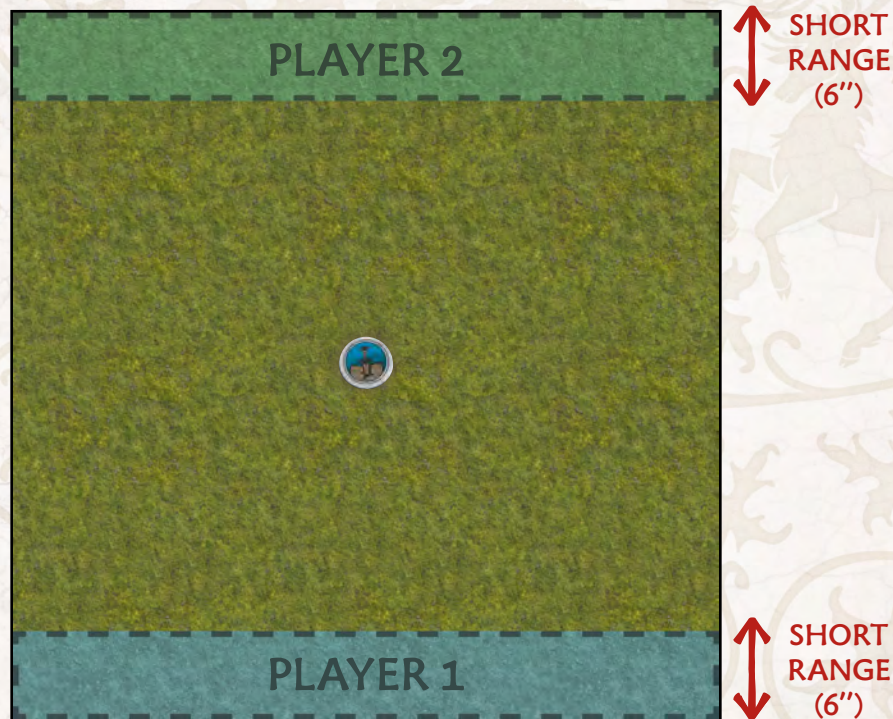
### Special Rules (Objectives)

- Each Objective is linked to the Corpse Pile it is on.
- A unit ending a move with any part of its tray on an Objective token Claims it; place that token on the unit's tray to show that it has Claimed and is now Controlling that token.
- A unit may only Control 1 Objective token at any time. If a unit Controlling an Objective token ends a move over another token, their opponent places that token anywhere touching its linked Corpse Pile.
- If a unit Controlling an Objective ends an Action not touching its linked Corpse Pile, it drops the token. Your opponent places the token anywhere touching its linked Corpse Pile.
- If a friendly unit holding an Objective token fails a **Panic Test**, or is **destroyed**, 1 enemy unit (*chosen by the opponent*) that is touching the linked Corpse Pile Claims the token. If there was no enemy touching the Corpse Pile, your opponent places the token anywhere touching its linked Corpse Pile.

### Special Scoring

- Beginning on Round 2, each player scores 1 **Victory Point** for each Objective they Control at the end of each round.
- Objectives Controlled by your army's **Commander** grant +1 Victory Point.





## WINDS OF WINTER

**Deployment:** SHORT RANGE each side.


### Setup

- This mode utilizes the Secret Mission Deck.
- Place 1 Objective token in the center of the table.
- Each player rolls a die (*re-roll ties*). Whomever rolls highest will place 1 Objective token anywhere on the battlefield at least 6" (*Short Range*) from any Deployment Zone and other Objective tokens. Players will alternate placing Objective tokens until there are a total of 5 on the board.

### Special Rules (Secret Missions)

- At the start of the game, before deployment, each player randomly draws 5 Secret Mission cards from the deck.
- Beginning on Round 2, at the start of each round, each player will select 1 of their Secret Mission cards and place it face-down on the table: This is the Secret Mission that player may attempt to complete this round. Each Secret Mission will list when it should be revealed and/or when you score points from it. At the end of the round, unless otherwise instructed to remain in play, the selected Secret Mission card will be discarded, whether it was completed or not.
- Beginning on Round 2, at the start of each round, draw 1 Secret Mission card and reveal it. This is known as the **Open Mission**. Until the end of the round, any player may score this Mission (*and may score it multiple times, if applicable*). Discard this Secret Mission at the end of the round.

### Special Rules (NCUs and Tactics Board)

- When a friendly NCU claims the  zone, you may replace that zone's effect with:  
*"Place any 1 Condition Token on an enemy Combat Unit, then draw 1 Secret Mission card. If you have not yet revealed a Secret Mission this round, you may then also switch your chosen Secret Mission with another from you hand."*

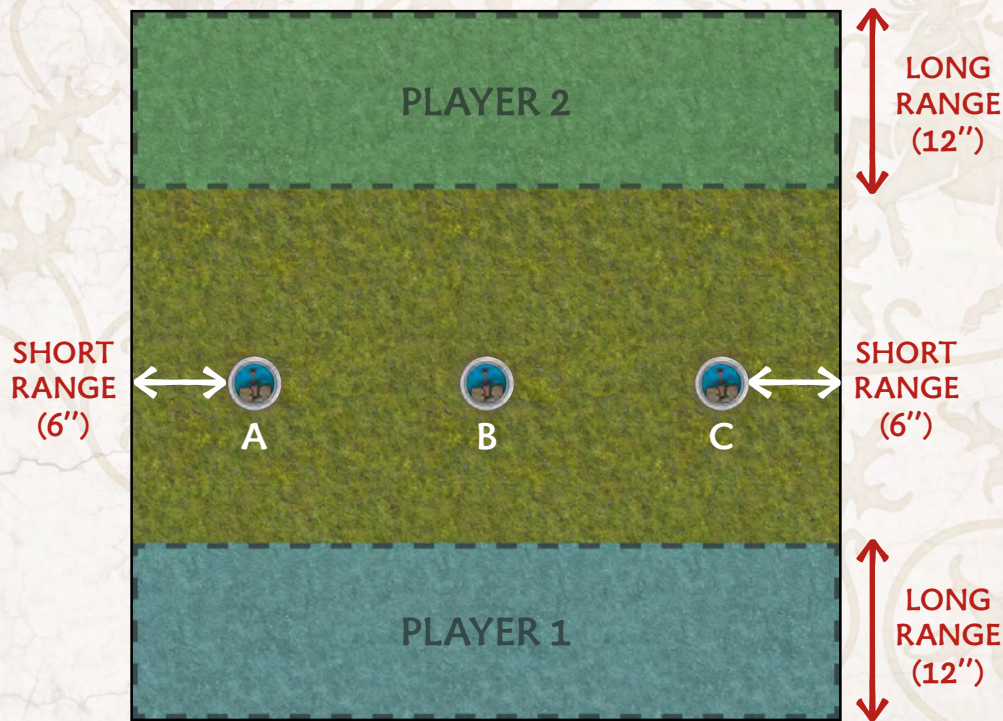
### Special Rules (Objectives)

- Objectives do not innately grant any bonuses and/or Victory Points for being Controlled. They only do so if instructed by a Secret Mission.
- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining **Ranks** than it. The moment this happens it immediately stops Controlling that token.
- **Solo** units count as having remaining Ranks equal to their remaining **Wounds** for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.

### Special Scoring

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





## A DANCE WITH DRAGONS

**Deployment:** LONG RANGE each side.

### Setup

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

### Special Rules (Objectives)

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

### Special Scoring

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

### Objective A

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

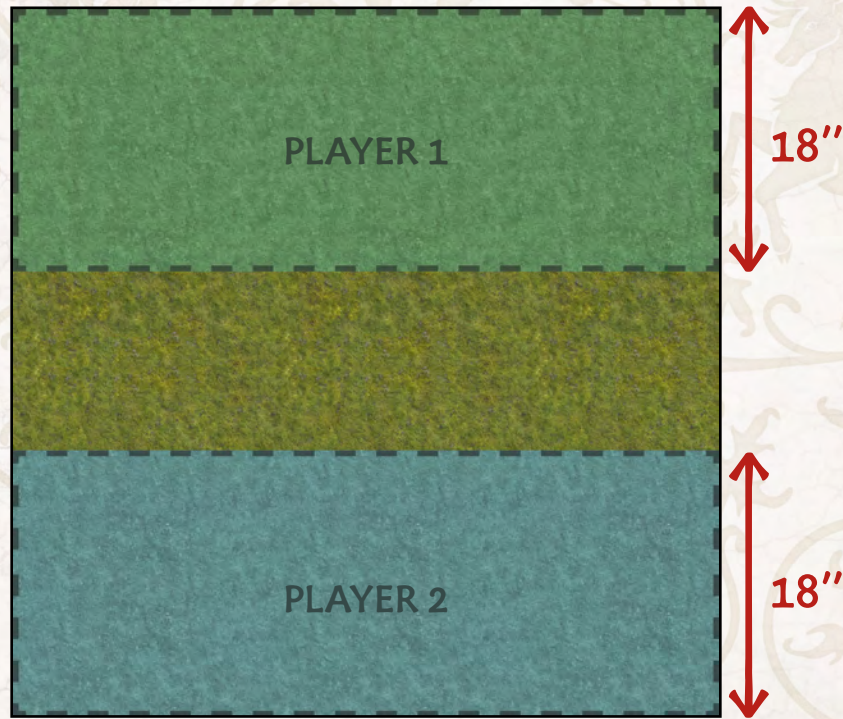
### Objective B

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

### Objective C

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





## FIRE & BLOOD

**Deployment:** 18" each side.

### Setup

- Once units have been deployed, beginning with the First Player, each player will alternate selecting 2 of their opponent's deployed Combat Units and place 1 Objective token on each of them. These tokens represent **Marked Units**.
- Units costing 0 points cannot be **Marked**.

### Special Rules

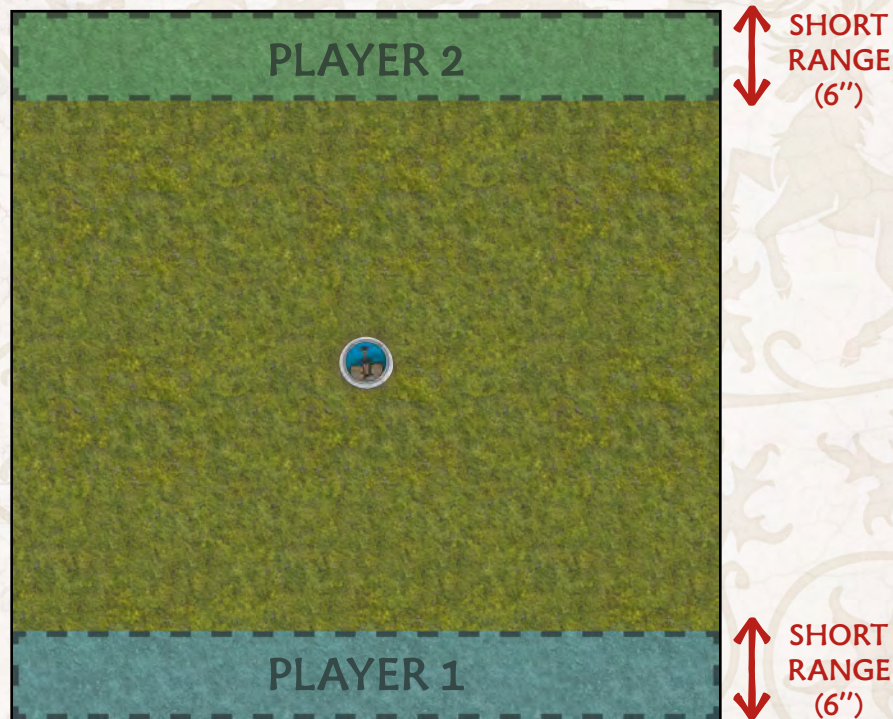
- **Marked Units** roll +2 Attack Dice on all attacks.
- When your **Commander's** unit activates, you may select 1 enemy Combat Unit within **Long Range** and place 1 Victory Point token on that unit.

### Special Scoring

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







## DARK WINGS, DARK WORDS

**Deployment:** SHORT RANGE each side.

### Setup

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

### Special Rules (Secret Missions)

- At the beginning of the game, before Deployment, draw 3 **Secret Mission** cards and reveal them to all players
- Ignore all "Discard if revealed as the Open Mission" and "Reveal this Mission when..." text on Secret Mission cards. These rules are not utilized in this Game Mode.
- At the end of each round, after Victory Conditions have been checked (*also meaning after Victory Points have been scored for the round*), the First Player will draw 1 card from the Secret Mission Deck and replace 1 of the revealed Secret Mission cards with it.
- If a Secret Mission card instructs a player to select a Unit and/or Objective, all players will select a Unit/Objective (*and may select different Units/Objectives*).

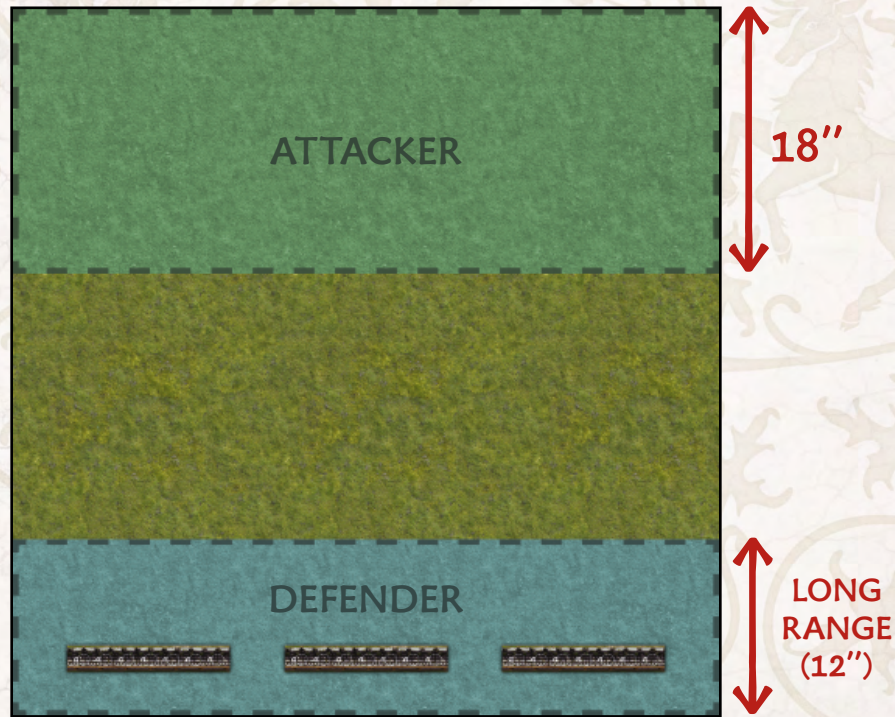
### Special Rules (Objectives)

- Objectives do not innately grant any bonuses and/or Victory Points for being Controlled. They only do so if instructed by a Secret Mission.
- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining **Ranks** than it. The moment this happens it immediately stops Controlling that token.
- **Solo** units count as having remaining Ranks equal to their remaining **Wounds** for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.

### Special Scoring

- Players must achieve +2 additional Victory Points to win this Game Mode in addition to the number based on Game Size.
- The **Victory Through Combat** rule is ignored for this Game Mode.
- Beginning on Round 2, players may complete revealed Secret Missions to earn the listed Victory Points. Each Secret Mission lists the rules for completing it.
- The "Score this Mission if 3 or more enemy units each have the same type of Condition token" mission is checked at the end of the round.





## A STORM OF SWORDS

THIS GAME MODE IS NOT USED FOR TOURNAMENT PLAY

### Deployment:

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

### Setup

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

### Special Victory Conditions

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

### Special Rules (Attacker + Defender)

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

### Special Rules (Attacker)

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

### Special Rules (Defender)

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

### Special Rules (Castle Walls)

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