A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

RULEBOOK

VERSION 1.6

DARK SWORD MINIATURES, INC.

taking miniatures to the next level...

INTRODUCTION

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

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

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

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

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

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

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

This document contains the complete and updated rules for *A Song of Ice & Fire: Tabletop Miniatures Game*, currently in version 1.6. The rules presented here supercede any previous printings.

For more information, including Frequently Asked Questions, Erratas, and Tournament Support, please visit *asoiaf.cmon.com*

TABLE OF CONTENTS

OVERVIEW & PRE-GAME

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

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

- Players construct armies
- Select Game Mode
- Setup Battlefield

Once these steps have been completed, the game begins!

GAME MODES & VICTORY

Each game will be played using a different Game Mode, each with its own style of play. These Game Modes will be covered more in depth later (*see pg. 25*).

In each, players will fight to claim Victory Points, based on criteria set out by each Game Mode. The first player to reach this Victory Point criteria at the end of a round is declared the winner. **Additional Game Modes may be added, and can be found in the War Council App or at asoif.cmon.com.**

COMMON GAME TERMS

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

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

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

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

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

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

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

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

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

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

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

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

PIVOT: When a unit pivots, it is rotated around its center to any facing, ignoring other units' trays (*both friendly and enemy*), as long as they do not end overlapping another tray (*see Pivoting and Other Units, pg. 13*).

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

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

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

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

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

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

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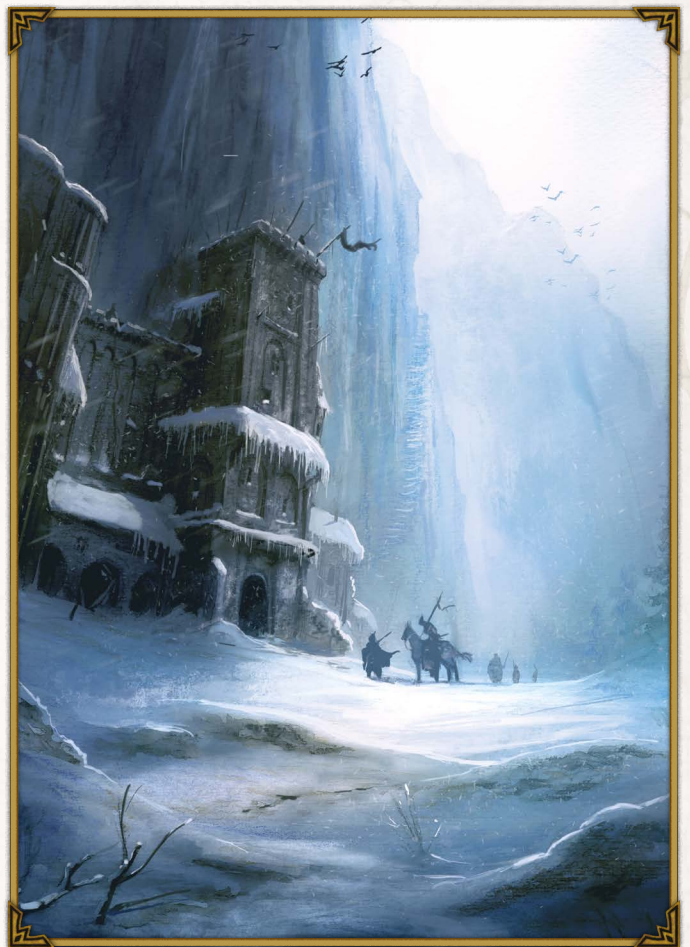
GAME ROUND

Each game is played over a series of **rounds**, which are broken into two phases: The Activation Phase and the Clean-Up Phase.

✷ Activation Phase

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

- **Resolve any Start of Turn effects:** Sometimes, players will have effects that specifically trigger at the start of a turn. These effects are resolved before anything else on a player's turn.
- **Select 1 unit to activate:** The player will now select 1 of their units that has not yet activated this round to activate. This may be either a Combat Unit or a Non-Combat Unit. This is known as a unit's **activation.**
- **Unit performs action:** The unit will then select and resolve 1 Action (see Actions, pg. 13 and pg. 20).
- Once that unit has completed its action, all players will have 1 additional opportunity to play any cards, trigger Abilities, etc. before the turn ends.

Once these steps have been completed, that player's turn ends and their opponent's turn begins. Players will continue back and forth, taking alternating turns, until **all units have been activated**.

On their turn, a player **must** select an un-activated unit to activate. They cannot voluntarily pass if they still have units left to activate! If they **do not** have any units left to activate, they must pass their turn to their opponent until their opponent has activated all their remaining units. Only once **all units** have been activated does the Activation Phase end and the Clean-Up Phase begin.

✷ Clean-Up Phase

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

- Resolve any effects that trigger "At the End of the Round".
- Score **Victory Points** (*if applicable to the chosen Game Mode*).
- Check to see if **Victory Conditions** have been met (*see Victory, pg. 26*).
- Remove all **Activation tokens** from all units.
- Remove all models from the **Tactics Board.**
- Remove all **Influence** effects from units.
- Players may freely discard any **Tactics cards** from their hand.
- They will then draw until their hand contains 3 Tactics cards.
  - *There is no limit to the amount of Tactics cards a player may have in their hand, but they will **only** draw additional cards at the end of the round if their hand contains less than 3.*
  - *Tactics Decks are **not** replenished if they are used up! If a player should ever attempt to draw cards from their deck, but their deck does not contain enough cards, they only get to draw however many they can!*
- Pass the **First Player token** to your opponent.
- Advance the **Round Track** by 1

UNIT TYPES

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

❋ COMBAT UNITS

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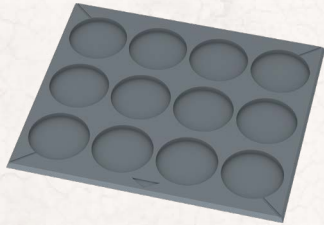
INFANTRY	CAVALRY	MONSTER	WAR MACHINE

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

- **Cavalry Units** are represented by a tray of **4 models**. When you add a Cavalry Unit to your army, you gain 1 full tray of the listed models. Models belonging to different units are **never** mixed together.
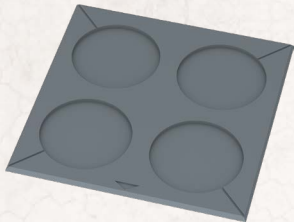
- In addition to the 2 trays listed above, various other types of units, ranging from single warriors, monsters, or large war machines, make use of special trays known as **Small Solo Trays** and **Large Solo Trays,** as they are usually comprised of a single model.

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

- **Front Arrow:** The front arrow on a tray is used to mark its facing, as well as the origin point for the unit's Ranged Attacks.
- **Individual Models:** Models represent the overall health of a unit, and are usually removed as the unit suffers damage. Usually, 1 model represents 1 Wound. Some Abilities and special rules, however, might modify this (*see Wounds, Pg. 22*). When the last Wound is lost from a unit, it is destroyed and removed from the battlefield.
- **Line of Sight Arcs:** These guides are used to determine what a unit can and cannot see, and also if another unit is in its Front, Flank, or Rear. This will be covered more in Line of Sight (*pg. 14*).
- **Ranks:** While the individual models on a tray represent the unit's overall health, the remaining ranks in a unit determine most game effects. Each Infantry Unit is composed of **3 ranks**, while each Cavalry Unit is composed of **2 ranks**. Solo units only ever have a **single** rank.

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

When models are removed from a unit, they are **always** removed from the last remaining rank, moving from right to left, only moving to the next rank when all models from the previous rank have been destroyed.
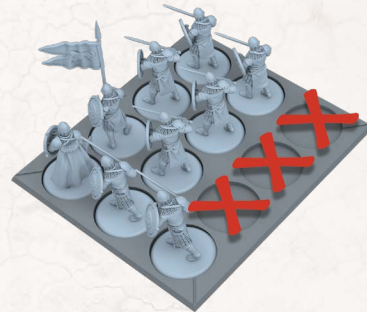
EXAMPLE: If a unit were to suffer 3 Wounds (thus removing 3 models), it would still have 3 ranks, as there is still at least 1 model remaining in that rank. Should this last model be destroyed, then the unit would be reduced to only 2 remaining ranks.
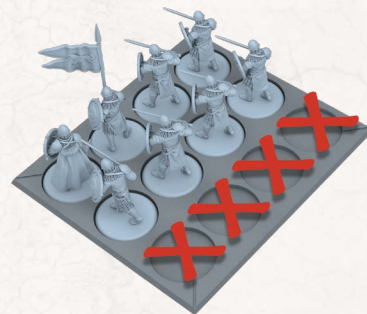
The unit above has lost all models in its last rank, meaning it only has 2 ranks.

ATTACK

Each unit will have one or more attacks, which are broken up into the following information:
- **Attack Name:** This is the name of the attack.
- **To Hit Value:** How skilled a unit is with its weapons. A lower number is better.
- **Attack Dice:** When a unit uses the chosen attack, it rolls a number of Attack dice based on its remaining ranks: the Green value for full ranks, the Yellow value for 1 destroyed rank, and the Red value if the unit has 2 destroyed ranks.

SPEED

This represents how fast the unit moves across the battlefield.

ORDER: SET FOR CHARGE
If this unit is unengaged and Charged from the Front:
This unit may make 1 Attack action against that enemy before they resolve their Charge attack.

HALBERD
- Sundering (*Defenders suffer -1 to their Defense Save rolls.*)

MORALE

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

DEFENSE

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

LANNISTER HALBERDIERS

Updated v1.5

HOUSE EMBLEM

The Faction the unit belongs to.

UNIT NAME

The name of the unit.

ABILITIES

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

MELEE/RANGED ATTACK: This shows that the Ability is tied to the unit's melee/ranged attack. If a unit has a Ranged Attack, its maximum range will also be listed in this box. **While listed here, the Attack's maximum range is not an Ability, and can never be canceled or removed.**

ORDER: Orders are a special type of Ability that can be used once per round (*see Orders, pg. 22*).

INNATE ABILITIES: This shows that each model in the unit can suffer multiple Wounds before being destroyed (*see Wounds, pg. 22*).
Innate Abilities cannot be canceled or removed by effects or other Abilities.

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

*EXAMPLE: The **Lannister Halberdier's** Halberd attack has the **Sundering** Ability. This Ability is **always** applied to their attack. A player cannot choose not to use it. Their **Set for Charge** Ability, however, says that it **may** be used in that situation, so it is optional.*

UNIT TYPE

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

INFANTRY

CAVALRY

MONSTER

WAR MACHINE

• Combat Unit Card Back

HOUSE EMBLEM
The Faction the
unit belongs to.

UNIT NAME
The name
of the unit.

LANNISTER
HALBERDIERS

*While capable of mounting
offensive assaults, House
Lannister's Halberdiers excel in
defensive formations and positions.
Charging enemies should think
twice before facing an entrenched
Halberdier line. Care should be
taken to shield Halberdiers from
flanking maneuvers or ranged
fire, but, when properly employed,
nothing gets past a Halberdier's
deadly blade.*

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

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

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

⚜ ATTACHMENTS

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

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

INFANTRY   **CAVALRY**

- When adding the Attachment's model to the unit, it replaces 1 of the basic models in that unit and **always** replaces the left-most model in the **front rank** of the unit. This means that Attachments are **always** the last model destroyed in a unit.

- In some exceptional situations, a unit could have multiple Attachments in it. In the case of 2+ Attachments in a single unit, the second left-most model in the front rank is replaced for the second Attachment, and so forth. This order is decided by the Combat Unit's owner.

Attachment cards slot under a Combat Unit's card.

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

ATTACHMENT NAME
The name of the Attachment.

ABILITIES
Any Abilities on an Attachment are added to the unit they are attached to, and considered originating from that Combat Unit for all gameplay purposes (*Example: If the Combat Unit ever loses its Abilities, all Abilities from Attachments are also lost*).

POINT VALUE
This shows how many points it costs to include the Attachment in your army.
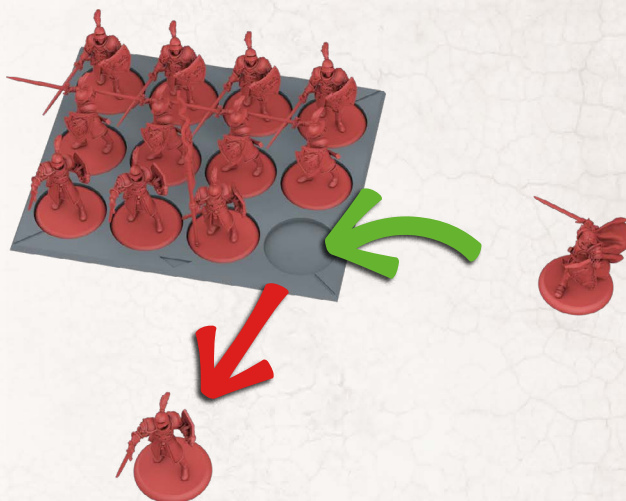
UNIT TYPE
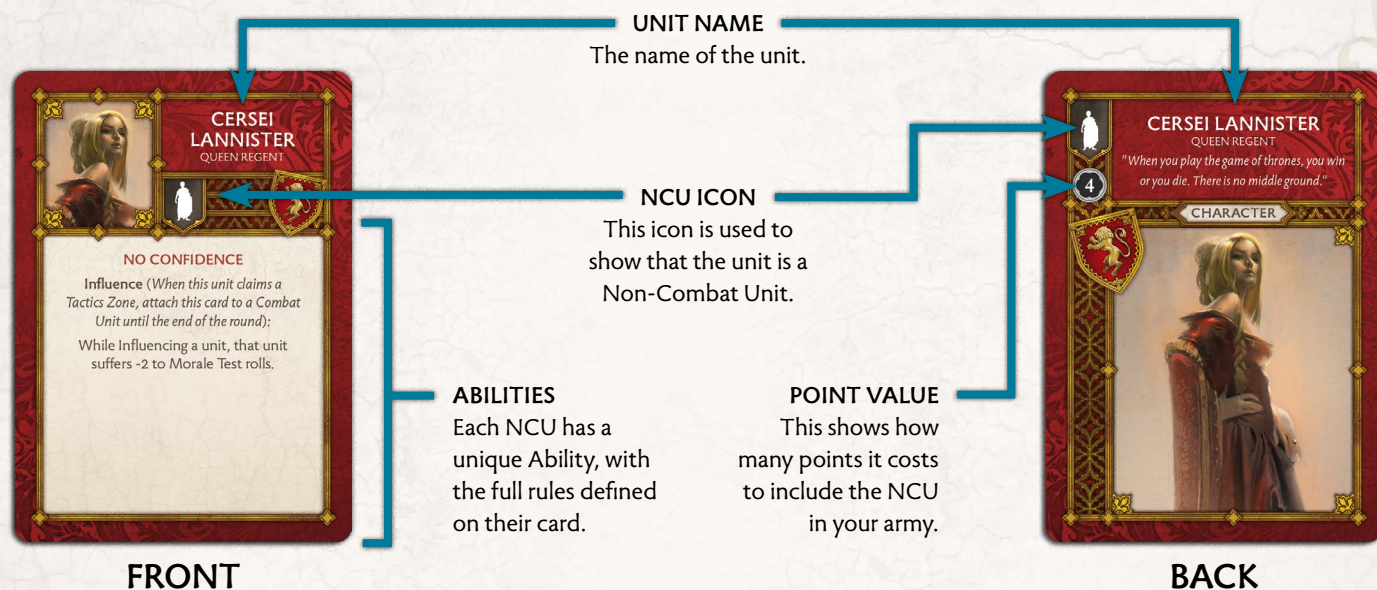This shows what type of Combat Unit the Attachment can join.

FRONT

BACK

✷ Non-Combat Unit

Non-Combat Units (*or NCUs*) represent influential individuals working away from the battlefield to further the goals of their chosen House. These models are not deployed to the battlefield, but instead interact with the **Tactics Board**, which will be detailed later (*see Tactics Board, pg. 19*).

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

UNIT NAME
The name of the unit.

NCU ICON
This icon is used to show that the unit is a Non-Combat Unit.

ABILITIES
Each NCU has a unique Ability, with the full rules defined on their card.

POINT VALUE
This shows how many points it costs to include the NCU in your army.

CERSEI LANNISTER
QUEEN REGENT

NO CONFIDENCE
Influence (*When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round*):
While Influencing a unit, that unit suffers -2 to Morale Test rolls.

FRONT

CERSEI LANNISTER
QUEEN REGENT
"When you play the game of thrones, you win or you die. There is no middle ground."
**CHARACTER**

BACK

✶ LINE OF SIGHT

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

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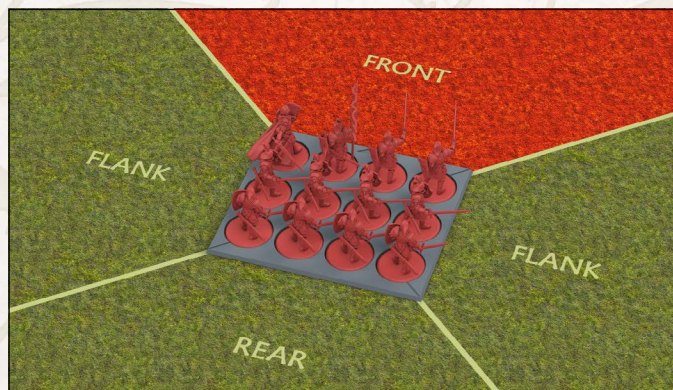

To check what a unit can see, if an unbroken and unblocked line can be drawn from any point in their front arc, from their tray to any part of their target's tray, the target is in Line of Sight. Note that other units (*and some Terrain pieces*) block Line of Sight.
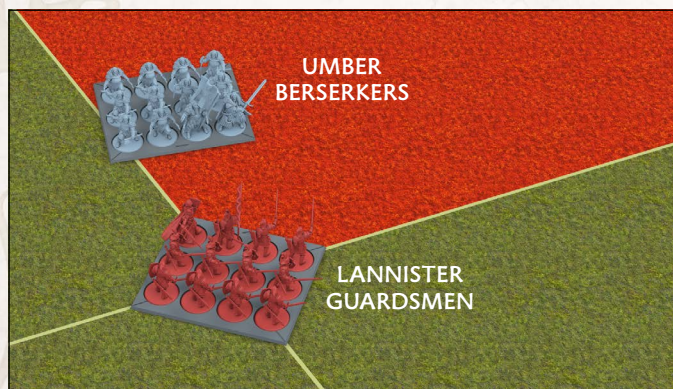
The Lannister Guardsmen unit can see the Umber Berserker unit because at least part of their tray is in the Lannister Guardsmen's Front Arc.
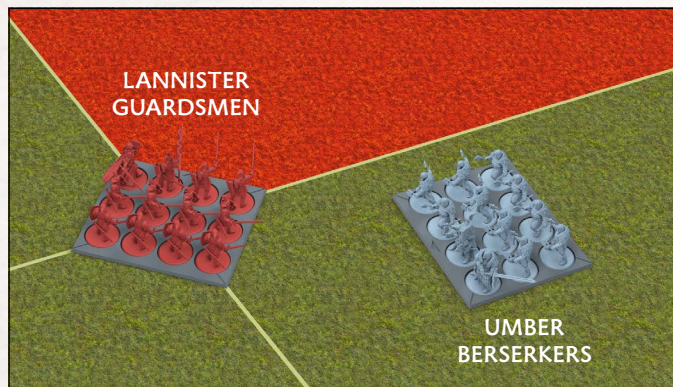

*The Lannister Guardsmen unit **cannot** see the Umber Berserkers because no part of their tray is in the Lannister Guardsmen's Front Arc.*
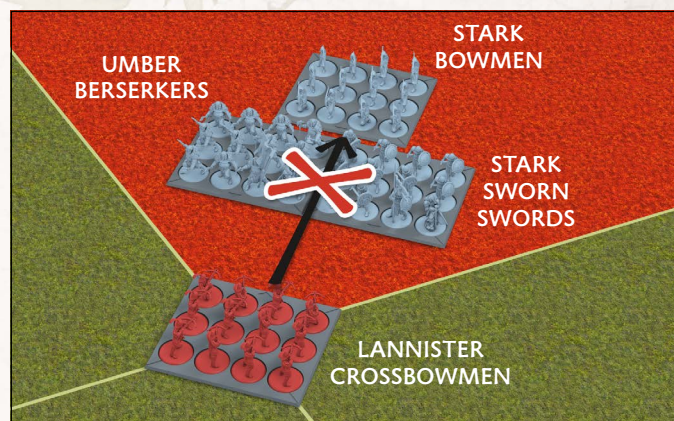
*The unit of Lannister Crossbowmen **cannot** see the Stark Bowmen, as the 2 units in front of them are blocking any potential Lines of Sight.*

What Line of Sight Arc a unit is in is very important, as units gain bonuses for Attacking and Charging enemies in their Flank and Rear (*see Charge, pg. 16, and Combat Bonuses, pg. 18*).

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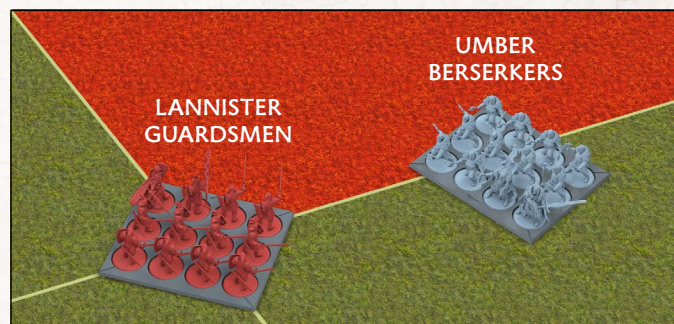
The Umber Berserkers wish to Charge the Lannister Guardsmen. They must first check what Line of Sight Arc they are in, as that determines where they will contact the Guardsmen. The Umber Berserkers' tray crosses over the FRONT and FLANK LoS Arcs of the Guardsmen, but the majority of the tray is in their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

ACTIONS

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

→ MANEUVER

→ MARCH

→ RETREAT

→ ATTACK

→ CHARGE

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

• FREE ACTIONS •

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

• PIVOTING •

Pivoting is a type of move that allows a unit to be rotated along its center to any facing, usually done as part of another movement effect. When pivoting, a unit ignores other unit's trays (both friendly and enemy), as long as after all movement has been completed it is not overlapping any other tray.

• MOVING AND OTHER UNITS •

• Units may never move through enemies.
• Units may never end a move within 1" of an enemy, except when moving as part of a Charge action (*see Charging: "Roll Charge Distance and Move Attacker", pg. 16*).
• While moving, units may freely pass through (but never end overlapping) friendly units.

⊞ MANEUVER

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

A Maneuver action may not be performed while engaged.

When a Combat Unit performs a Maneuver action, it may first be pivoted to face any direction. You may then move it directly forward up to its Speed Stat. Once this move is completed, the unit may then again be pivoted to face any direction.
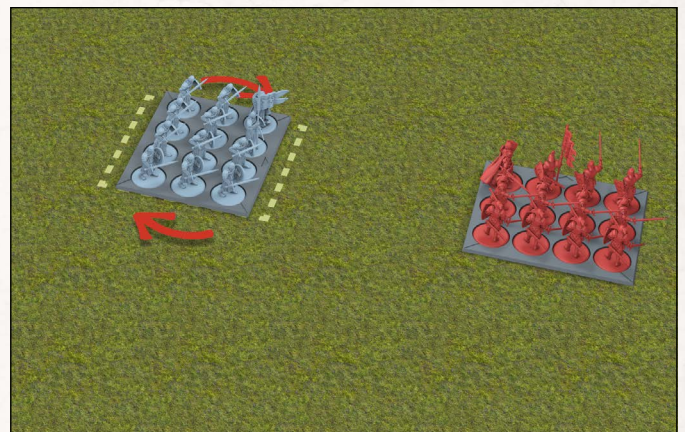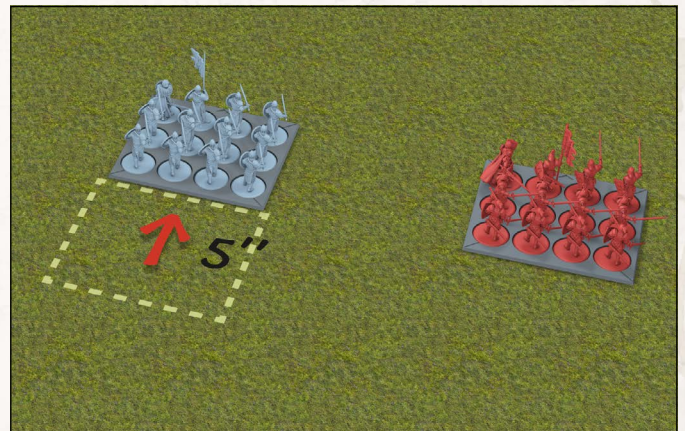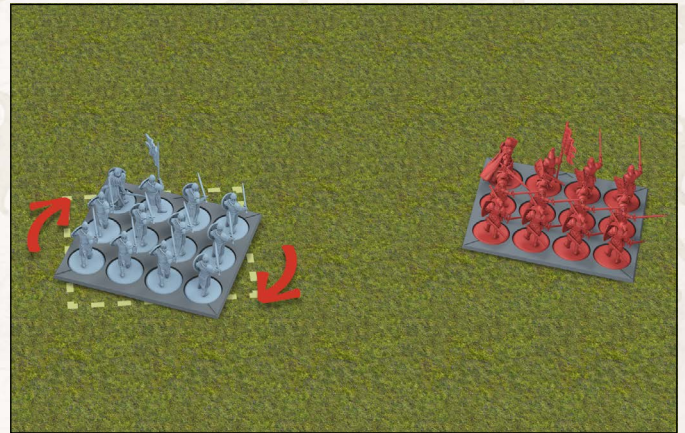
Here, we see the unit of Stark Sworn Swords pivot, move directly forward their Speed (which is 5"), and then pivot again to a new facing.

⊞ March

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

A March action may not be performed while engaged.

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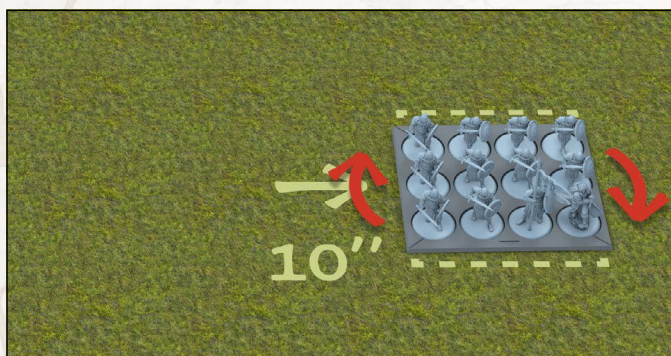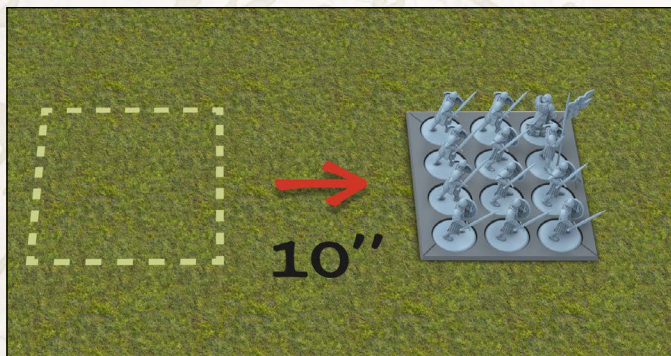

Here, the Stark Sworn Sword unit performs a March action. It may move up to 10" (twice its Speed Stat of 5) and then pivot.
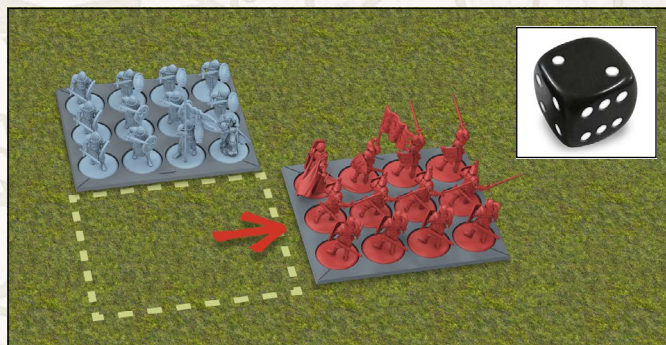
⊞ Retreat

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

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

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

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

The Lannister Guardsmen wish to Retreat from the Stark Sworn Swords. They roll a D6 and the result is 2. They may move up to 6" (2 + their Speed Stat of 4) directly backwards or sideways.
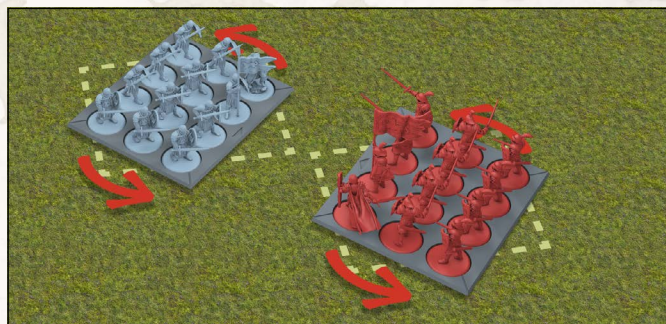
Once their move has been completed, the Guardsmen may pivot. Since the Stark Sworn Sword unit is no longer engaged, it also gets to pivot for free.

Note that a Retreat is subject to all normal movement rules, including not being able to move over, or end a move overlapping, an enemy unit's tray. This means there can be situations where a unit cannot legally perform a Retreat action (such as being surrounded from all sides, or there not being enough room for it to move and not end up within 1" of an enemy unit).

⊞ Attack

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

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

• Ranged Attack:

- **Ranged Attacks may not** be performed while engaged.
- A unit must have a Ranged Attack, and a viable target within their maximum range (*including after their shift, see below*).
- When a unit performs a Ranged Attack, it may first **shift** up to 2", so long as, at the end of that shift, a viable target is still within their maximum range and Line of Sight.
- Once this shift is completed, the unit will then select 1 enemy unit in Line of Sight and within range of its Ranged Attack and resolve an attack against that enemy (*see Resolving Attacks, pg. 17*).

• CHECKING RANGE •

- All Ranged Attacks list whether they are Short Range or Long Range. Short Range attacks have a maximum targeting range of 6". Long Range attacks have a maximum targeting range of 12".
- To determine whether a unit is in range, place the ruler in contact with the Front Arrow/center of the attacker's front arc and measure to any part of the target's tray. If any part of their tray is within the maximum range of that attack, that enemy may be targeted (assuming they are in Line of Sight).
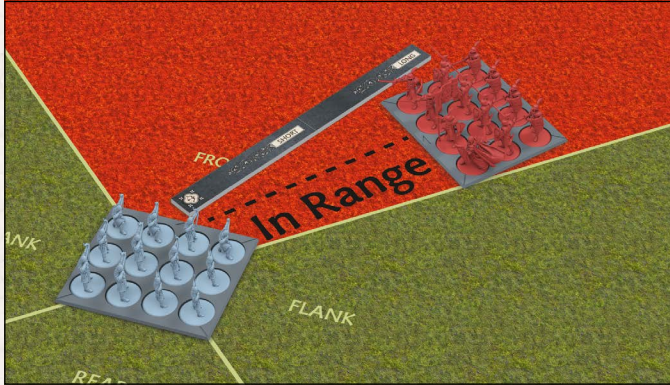
The Stark Bowmen wish to make a Ranged Attack against the Lannister Guardsmen. Their "Arrow Volley" attack is Long Range (12"). Placing the ruler in contact with their Front Arrow, they see the Guardsmen are in range.
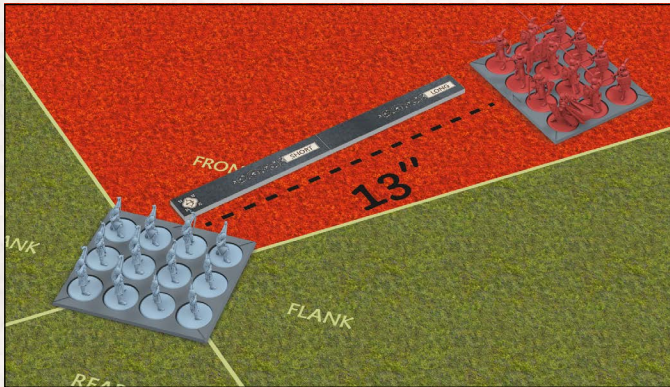
In this example, while the Lannister Guardsmen are in the Front Arc of the Stark Bowmen, they are unfortunately out of range, meaning the Bowmen cannot target them for a Ranged Attack!

• FIRING INTO MELEE •

Sometimes, desperate measures must be taken, and destroying an enemy is all that matters. Units may freely fire at enemies that are engaged with friendly units (assuming they have Line of Sight to said enemy), but by doing so, they will force all friendly units that were engaged with that enemy to suffer a **Panic Test** (*see Panic Tests, pg. 18*) once that attack has been completed!

• MELEE ATTACK:

- Melee Attacks **may only** be performed while engaged.
- A unit **must** have a Melee Attack to select the Melee Attack option.
- When a unit performs a Melee Attack, and it is engaged with only 1 enemy unit, it may first choose to change its facing so that it is facing said enemy head-on (*in the case of an enemy being in its Flank or Rear*). **A unit engaged from multiple sides may not change its facing. The enemy has prevented them from doing so!** The unit may then choose to shift its tray so that its tray is 100% aligned center-to-center with its enemy, or choose to move so that their trays are only 50% aligned (*as to allow another friendly unit to later engage that enemy in that same Arc*).
- Once these moves are completed, the unit will then select and resolve 1 of its Melee Attacks against an enemy it is engaged with (*see Resolving Attacks, pg. 19*). **Note that said enemy does not need to be in the attacker's Line of Sight. The attacker may freely target any enemy unit it is engaged with!**
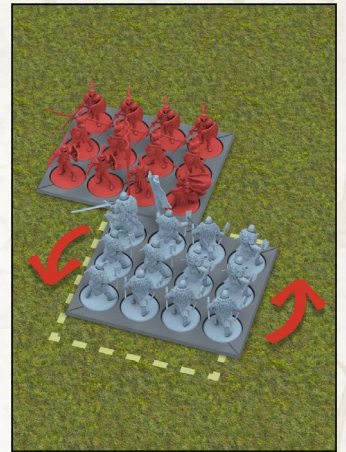
The unit of Umber Berserkers has been engaged on its Flank by the Lannister Guardsmen. When it makes a Melee Attack, the Berserkers may choose to change their facing towards the Lannister Guardsmen, as well as shift to 50% engagement.
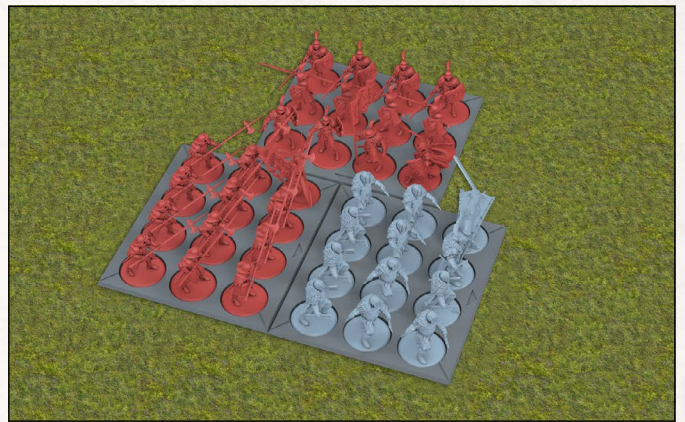
The Berserkers are being attacked on two sides, meaning they cannot pivot at the start of their action. However, they can still target either enemy unit with their attack, regardless of LoS.

✠ CHARGE

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

A Charge action may not be performed while engaged.

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

- The targeted enemy must be in the attacker's Line of Sight at the start of the action.
- The LoS Arc (see below) of the target unit must have space for the attacker's tray to align to at least 50% contact with the target's tray without being obstructed by another unit/terrain.
- The enemy must be within the maximum distance the attacker may be able to move (*including the die roll, see below*). **A unit may never declare a Charge action it cannot complete.**

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

- **Determine Line of Sight Arc:** You must first determine which of the defender's Line of Sight Arcs (*see Line of Sight, pg. 14*) the attacker is in. If the charge is successful, the attacker will end up contacting the enemy in whichever Line of Sight Arc it began in. If the attacker's tray crosses into several of the defender's Line of Sight Arcs, use the one the majority of its tray is in. In the event it is exactly 50/50 across different LoS Arcs, the attacker may choose the arc.
- **Pivot Attacker:** The attacker may then pivot, as long as the targeted enemy remains in its Line of Sight and will potentially contact the target during its move.
- **Roll Charge Distance and Move Attacker:** The attacker will then roll a D6. This roll, plus the attacker's Speed Stat, is its **total charge distance**. The attacker is then moved directly forward its **total** charge distance, stopping only if it would contact another unit it cannot cross or a Terrain piece it cannot cross (in which case, it will stop 1" away from that unit/Terrain piece). If, at any point during this move, it contacts the targeted enemy's tray, then it was a **Successful Charge**. If it fails to contact the targeted enemy's tray for any reason (*such as rolling too low on its total charge distance*), the result is a **Failed Charge** (*see next page*). Additionally, if the attacker rolls a 1 for its charge distance roll, it suffers a **Disorderly Charge** (*see next page*).
- **Align with Enemy:** On a Successful Charge, the attacker's tray is then aligned to the targeted enemy's tray. Place the attacker so that it is aligned to either 50% or 100% to the defender's tray. If the attacker cannot be aligned directly at 50% or 100% their tray must be aligned as close to one of these two as possible (*remembering that for a Charge to be valid the attacker must have been able to align to at least 50%*).

• ENGAGING MULTIPLE ENEMIES •

In some cases, after making a Successful charge, the attacker might end up in contact with other enemies beside the target of their charge. In this case, those enemies will be aligned so they are engaging the attacker at 50% (*moving the least possible distance*). If they cannot be aligned to 50%, they are instead moved, by their owner, to 1" away from the attacker. If a situation arises where 1" cannot be done, any/all trays should be moved the least possible distance to avoid being engaged.

- **Resolve Attack:** Once in their final positions, the attacker will then resolve 1 Melee Attack against the defender (*see Resolving Attacks, pg. 17*). This Charge attack gets the bonus of being able to re-roll any attack dice.
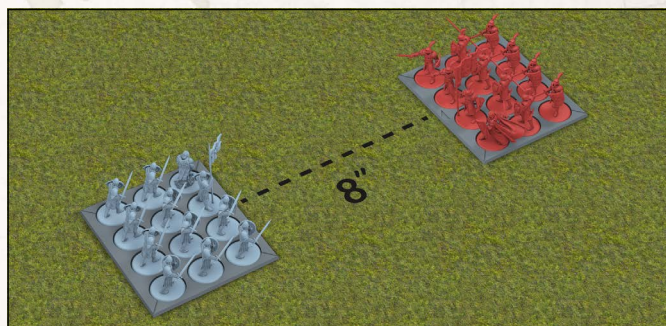
In this example, the Stark Sworn Swords are 8" away from the Lannister Guardsmen. Their Speed is 5. They will need to roll a 3+ to successfully charge the Lannister Guardsmen.
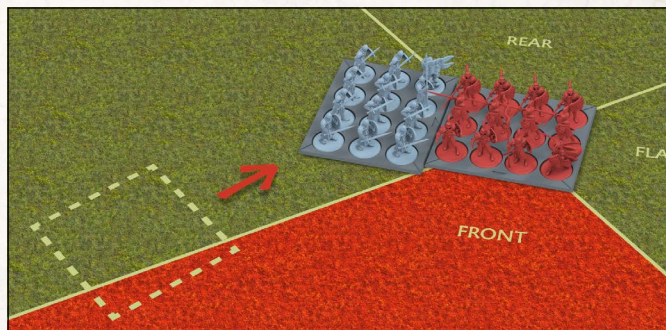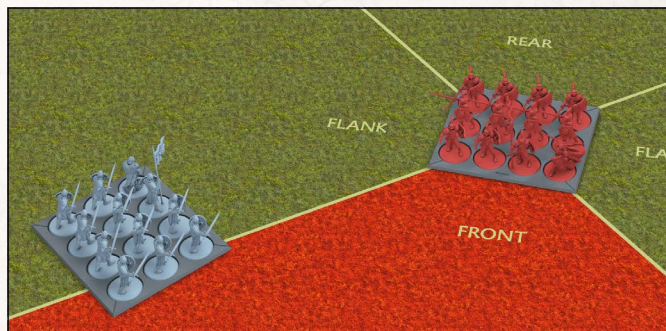
In this example, the majority of the Stark Sworn Swords' tray is in the Flank Arc of the Lannister Guardsmen. Assuming they roll high enough to contact them, they will align with the Flank of the Guardsmen, gaining additional benefits when attacking!

• Disorderly Charge •

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

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

• Failed Charge •

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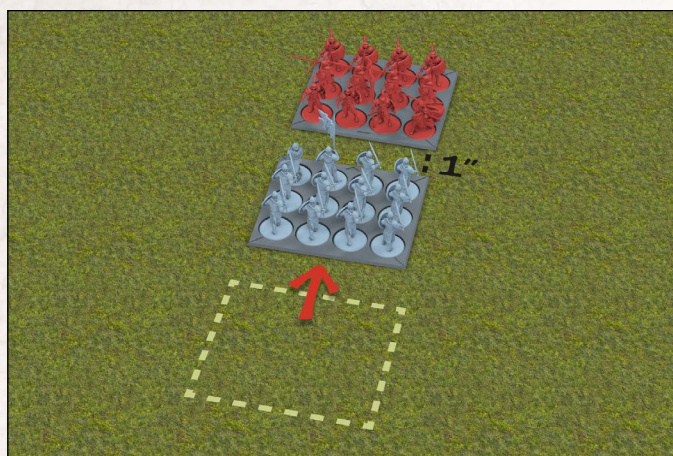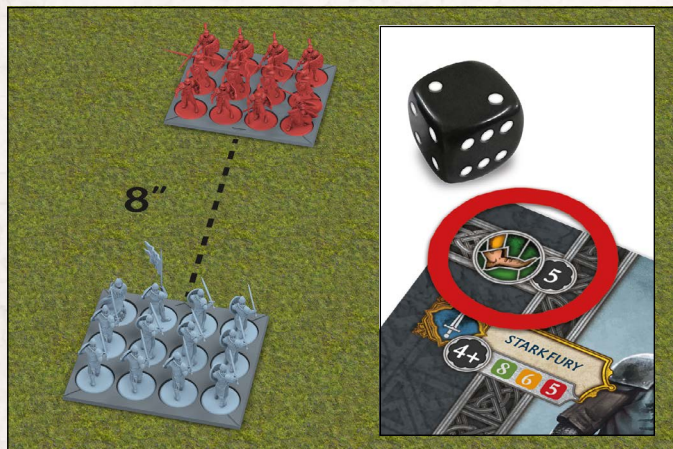

The Stark Sworn Swords are 8" away and have a Speed of 5. They need to roll a 3+ but unfortunately only roll a 2. They will move 7" directly forward, falling 1" short of contacting the Lannister Guardsmen. Not a good position to be in!

RESOLVING ATTACKS

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

- **Determine Attack Dice:** Each attack lists a number of dice it rolls, which is in turn based on the unit's remaining ranks.
- **Roll Attack Dice:** Each roll equaling or exceeding the attack's To Hit Value is a **Hit**. Each roll failing to meet this value is a **Miss**. Additionally, each die that rolls a 1 is **always** a Miss, and each die that rolls a 6 is **always** a Hit, regardless of modifiers.
- **Apply Attack Die Re-rolls:** If either player has effects that would cause Attack Dice to be re-rolled, they are applied now. Once the final results have been generated, any effects that trigger "After Attack Dice are rolled" may be used.
- **Defender Rolls Defense Dice:** For each Hit, the defender will then roll 1 die. Each roll equaling or exceeding their Defense Stat is a success and blocks 1 of the attacker's Hits. Additionally, each die that rolls a 6 is an automatic success and **always** blocks a Hit, regardless of modifiers. A roll of 1 is always a failure, regardless of modifiers.
- **Apply Defense Die Re-rolls:** If either player has effects that would cause Defense Dice to be re-rolled, they are applied now. Once the final results have been generated, any effects that trigger "After Defense Dice are rolled" may be used.
- **Defender Suffers Wounds:** For each unblocked Hit, the defender suffers 1 Wound. Unless otherwise noted by the unit, each Wound removes 1 model from the unit.
- **Defender Makes Panic Test:** Once Wounds have been dealt, the defender then makes a Panic Test (*see Panic Tests, pg. 18*). If the defender did not suffer any Wounds from the attack (*by either blocking all incoming Hits, or if the attacker simply missed with all their dice*), they do not need to roll. They automatically pass this Panic Test. (*It is important to note, however, that they still count as having taken the test, even if they automatically pass, as various Abilities or effects might trigger off of this!*)
- **Attack Completed:** Once all these steps have been performed, the attack will be completed. At this point any Abilities/effects that trigger "After a unit is attacked" can be played. Once this is done, in the case of a Melee Attack, the attacker may also be able to **Surge Forth** (*see below*).

• Surge Forth! •

If the attacker completely destroys the defending unit with a Melee Attack (*including the Panic Test*), their momentum allows them to Surge Forth! Once all Abilities, effects, and/or cards that trigger from the attack's resolution (*including units being destroyed*) have been resolved, the attacker may make 1 free Maneuver action (*assuming they are unengaged*). Additionally, any other friendly units that were engaged with that enemy (*and only that enemy*) may make a free pivot.

⊞ Combat Bonuses

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

- **CHARGE BONUS:** When a unit makes a Melee Attack resulting from the Charge action, it may re-roll any attack dice for that attack. Note that while many Abilities and effects might trigger from charges, **Charge Bonus** specifically refers to only the aforementioned re-roll!
- **FLANK BONUS:** When a unit makes a Melee or Ranged Attack while in a Flank Arc of an enemy, that enemy suffers -1 to their Defense Save rolls, as well as a -1 to their Panic Test roll.
- **REAR BONUS:** When a unit makes a Melee or Ranged Attack while in the Rear Arc of an enemy, that enemy suffers -2 to their Defense Save rolls, as well as a -2 to their Panic Test roll.

MORALE TESTS & PANIC

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

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

⊞ Panic Tests

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

When a unit makes a Panic Test, it rolls 2 D6 dice and the D3 die and compares the combined result of the D6 dice to its Morale Stat, as explained above. If it passes this test, nothing happens. On a failure, however, the unit will suffer **1 + the result of the D3 Wounds** (*meaning no Defense Saves!*). Also note that if an Ability or effect would allow any dice to be re-rolled during a Panic Test, this **includes the D3 die** as well!

EXAMPLE: The same unit of Stark Sworn Swords has just been attacked and, due to the attack, must now make a Panic Test. They roll 2 D6 dice and the D3 die. The combined result on the D6 dice is only a 4. This is 2 lower than their Morale Stat, meaning they have failed the test! They suffer 1 Wound, plus the result of the D3, for 2 Wounds total.

EXAMPLE ATTACK:
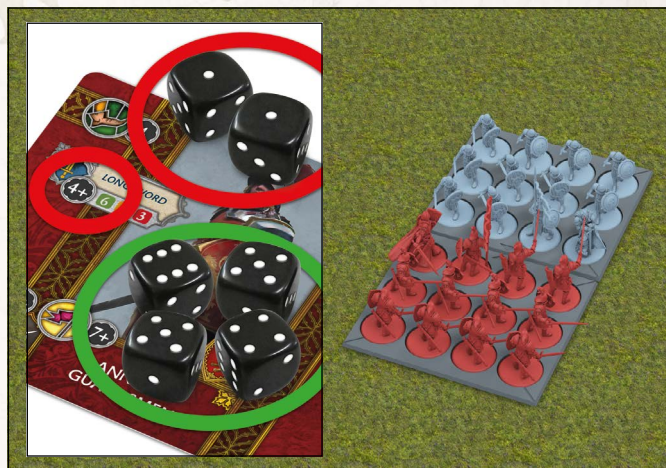
*A unit of Lannister Guardsmen and Stark Sworn Swords are engaged. It is the Lannister Guardsmen's activation, so they choose to perform a Melee Attack on the Stark Sworn Swords. They have full ranks so, looking at their Stat card, we see they roll 6 Attack dice with a To-Hit value of 4+. They roll ▦, ▦, ▦, ▦, •, and •. That is 4 **Hits** and 2 **Misses**. Not bad!*
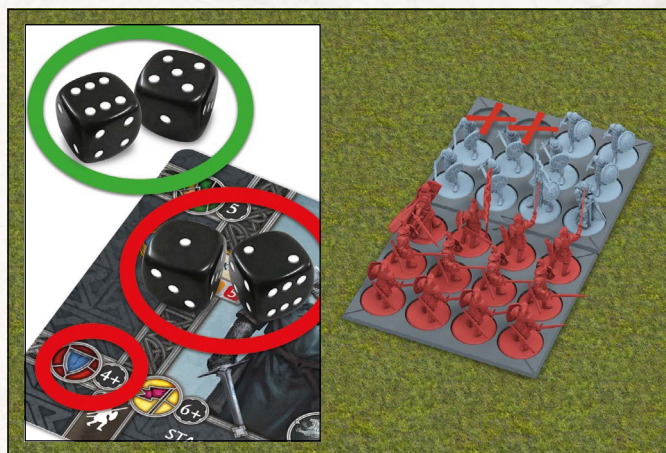
The Stark Sworn Swords will roll 4 Defense dice, 1 for each Hit. They have a Defense Stat of 4+, so every roll of 4+ will block 1 Hit.
They roll ▦, ▦, •, and •, blocking only 2 of the 4 Hits. This means the unit suffers 2 Wounds, which removes 2 models from the unit.
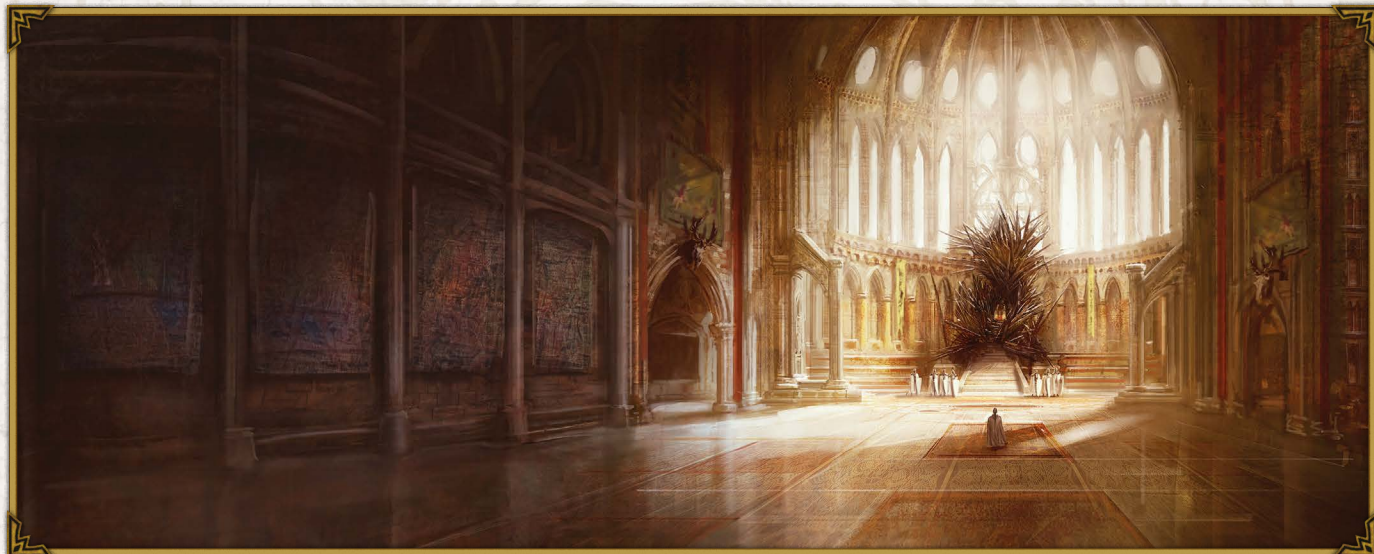
The Stark Sworn Swords must now make a Panic Test. They roll 2 dice, rolling ⚁ *and* ⚁*, for a combined total of 4. They then compare this to their Morale Stat, which is 6+. Unfortunately, this means they have failed their Panic Test, and will suffer D3+1 additional Wounds (2 in this case), resulting in the unit having lost a total of 4 models from this attack.*

THE TACTICS BOARD & NON-COMBAT UNITS

👑	👝	✉	⚔	🐎
1 enemy must make a Panic Test and suffers -1 to their roll.	Restore up to 3 Wounds and remove 1 Condition Token from 1 unit.	Draw 2 Tactic Cards and place any 1 Condition Token on an enemy unit.	1 friendly unit may make a free Attack action.	1 friendly unit may make a free Maneuver or Retreat action.
1	2	3	4	5	6

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

- 👑 **CROWN:** The Crown zone represents political manipulation and subterfuge.

- 👝 **WEALTH:** The Wealth zone represents your House using its resources to bring reinforcements into the battle.

- ✉ **TACTICS:** The Tactics zone represents communication and strategic plotting across the battlefield.

- ⚔ **COMBAT:** The Combat zone represents orders to take aggressive actions on the battlefield.

- 🐎 **MANEUVER:** The Maneuver zone represents orders to swiftly advance across the battlefield.

• INFLUENCE •

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

- A unit may only have 1 friendly and 1 enemy Influence effect on it at any time.
- NCU cards attached to units **are not** Attachment cards.
- All Influence effects are removed from a unit during the Clean-Up Phase.
- If an effect ever causes a Combat Unit to lose all Abilities, note that this **does not** include Influence Abilities unless specifically mentioned.

COMMANDERS & THE TACTICS DECK

▣ Non-Combat Unit Actions

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

Alternatively, a Non-Combat Unit may choose to forgo performing any action at all during its activation (*though this is seldom beneficial*).

• A FULL TACTICS BOARD •

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

▣ Army Commander

Each army is led by a powerful individual known as the **Army Commander**. Your Commander is chosen as part of Army Construction (*see pg. 23*) and determines a number of things about how your army will function on the battlefield.

- Commanders can be identified by the **Commander** keyword on their Stat card and a **(C)** on their point cost.
- Commanders are typically an **Attachment,** but, in some cases, they can be a **Non-Combat Unit** or, in very rare cases, even a Solo unit. This will be noted on their individual Stat card.
- Commanders function exactly as a unit of their type (*Attachment, NCU, etc*) except that they also add cards to your **Tactics Deck** (*see next page*).
- Commanders do not cost any points to add to your army (*see Army Construction, pg. 23*)

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

TACTICS DECK

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

Each Tactics card lists the following information:

NAME
The name of the Tactics card.

NORTHERN FEROCITY

When a friendly unit makes a Melee Attack:

This attack gains **Sundering** (*Defenders suffer -1 to their Defense Save rolls*).

If this unit has only 1 remaining rank, it also gains **Vicious** (*Defenders suffer -2 to their Panic Test*).

If you control ⚔, the defender also becomes **Vulnerable**.

TRIGGER
Each Tactics card lists a specific trigger at the top of the card which denotes when it can be played. It is important to note that triggers are based off of game-play events and steps, **not** the specific wording of the card/effect.

Example: "When a friendly Combat Unit is Attacked, after Defense Dice are rolled." and "When a friendly Combat Unit is Attacked with a Ranged Attack, after Defense Dice are rolled" are the same trigger.

EFFECT
Each Tactics card lists its specific effect. Additionally, many Tactics cards gain additional benefits if you control specific zones of the Tactics Board.

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

PLAYING TACTICS CARDS

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

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

ADDITIONAL RULES

PRE-MEASURING

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

TIMING CONFLICTS:
ORDERS & TACTICS CARDS

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

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

SIMULTANEOUS ACTIONS

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

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

*EXAMPLE 1: It is Player A's turn and they have a Tactics card with the trigger **When a friendly unit attacks**. Player B has a Tactics card with the trigger **When an enemy unit attacks**.*
Player A must declare their use of their card first. Player B, upon seeing this, may then decide whether or not they wish to use their card.

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

✠ Re-Rolls

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

- A die may only ever be forced to be re-rolled once by each player.
- If both players have an effect that would cause a die to be re-rolled, the **active player** will first declare and utilize their effects. Once the new results have been generated, their opponent may opt to utilize their effects that would force re-rolls.
- Previous results from a re-rolled die are discarded and have no effect on gameplay, being replaced by the new result entirely.

✠ Ability Stacking and Loss of Abilities

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

Additionally, sometimes an Ability or effect will remove Abilities from a Unit. When this happens, the unit loses the effects of all **non-Innate Abilities** printed on their card, as well as Abilities and effects from any **Attachments** on the unit. **Removing a unit's Abilities will have no effect on Abilities/effects granted by other sources unless specifically mentioned.**

✠ Wounds ❤

Some units might have Abilities that state each model in the unit has multiple Wounds. Each Ability will also state how many Wounds each of these models has. When that unit suffers Wounds, they are distributed exactly as normal, except each model is only removed when it suffers the listed amount of Wounds. Wounds **cannot** be spread across multiple models in a unit. Whole models must be removed.

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

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

✠ Orders 🏳

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

✠ Condition Tokens

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

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

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

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

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

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

✠ Dice Roll Modifiers

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

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

EXAMPLE: A unit with a Morale Stat of 6+ is forced to make a Panic Test and is currently suffering a -4 modifier. They roll a ⚃ *and a* ⚀ *on their dice. Their result would be 0, as their final total cannot be reduced below that.*

ARMY CONSTRUCTION

• Determine Game Size

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

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

• Select Faction

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

• Select Commander

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

• Neutral Units •

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

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

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

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

• Construct Tactics Deck

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

• Add Units/Attachments

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

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

MULTIPLAYER

❈ Team Games

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

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

❈ Free-For-All

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

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

TERRAIN

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

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

❈ Terrain Keywords

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

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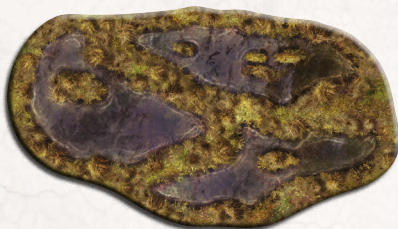
✷ Terrain Examples

• Forest
Cover, Rough

• Weirwood Tree
Inspiring
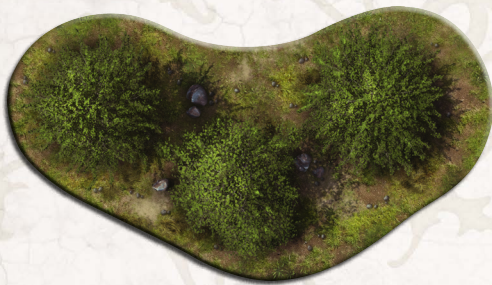
• Corpse Pile
Hindering, Horrific, Rough

• Palisade
Blocks Line Of Sight, Destructible, Impassable

• Bog
Hindering, Rough

• Stakes
Dangerous, Destructible, Hindering

• Low Wall / Ruined Wall
Cover, Destructible, Fortified

• Hedge
Destructible, Hindering, Rough

GAME MODES, VICTORY, & BATTLEFIELD SETUP

✷ Game Modes

Each game of *A Song of Ice and Fire* is played using 1 of the 10 Game Modes listed below. These modes all offer unique methods of achieving victory, as well as having their own rules that modify gameplay. After constructing their army, players should agree upon a Game Mode, or select one at random.

- **A Game of Thrones:** Armies fight to claim various Objectives across the battlefield, each granting a unique power.
- **A Clash of Kings:** Players only start with a small portion of their army, with the rest arriving throughout the game.
- **A Storm of Swords:** One army must hold off their opponent in a mighty castle siege.
- **A Feast for Crows:** The mental fatigue of the battlefield takes its toll on units as bodies stack up during the fight.
- **A Dance With Dragons:** Units pick up and contest three key objectives across the battlefield.
- **The Winds of Winter:** Both armies take to the battlefield to complete secret missions, hidden from their opponents.
- **Fire & Blood:** Opponents target key enemy units for destruction and death.
- **Dark Wings, Dark Words:** Both players contest over a number of shared missions.

✦ Victory

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

The following rules apply to all Game Modes:

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

✦ 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.

• 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.

- **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 in a friendly Deployment Zone, so long as their tray remains fully within the boundaries of that zone.
- Attachments must be deployed into the unit they are attached to.
- Non-Combat Units are not deployed to the battlefield. They should instead be placed near the Tactics Board.

✦ Beginning The Game

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

GAME MODES
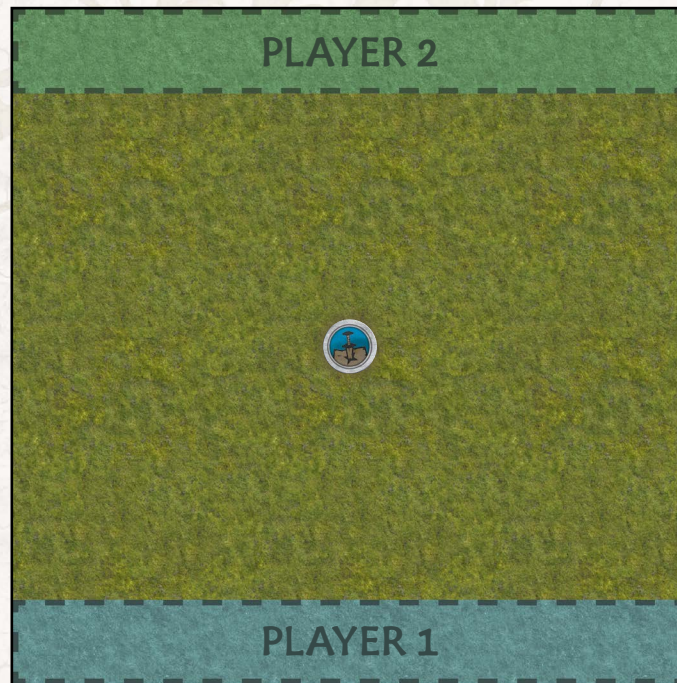
PLAYER 2

Short RANGE (6'')

PLAYER 1

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.
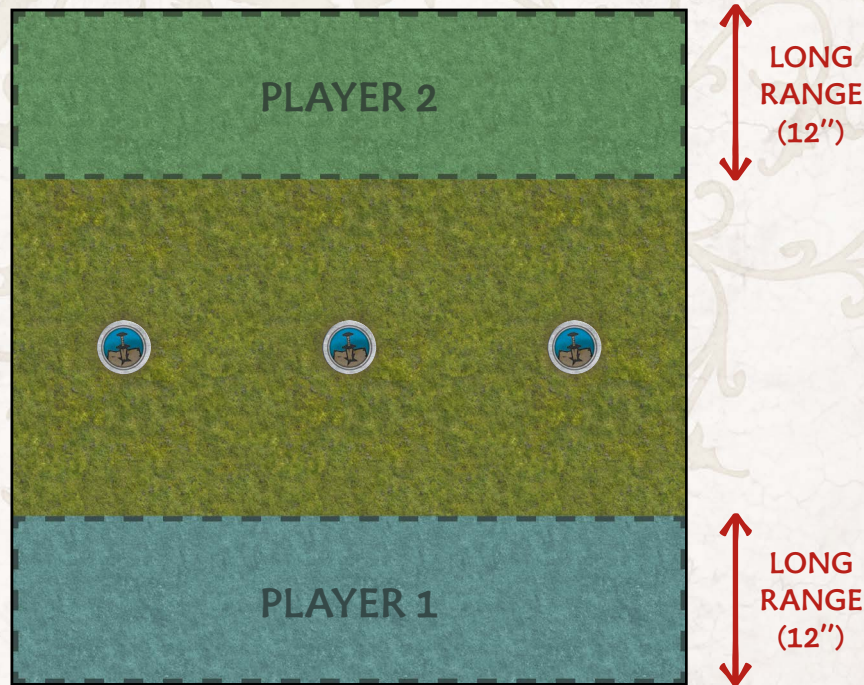

Special Rules (Objectives)

• 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 Controling 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 Objecive 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:
1. 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*).
2. 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 Controling 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.

ATTACKER

18"

DEFENDER
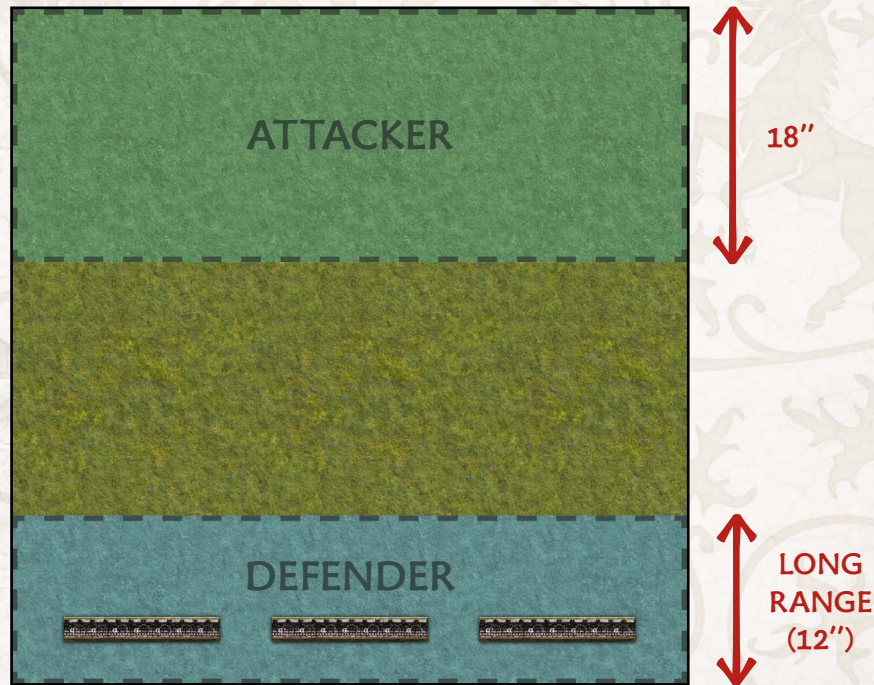
LONG RANGE (12")

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.

LONG
RANGE
(12")

Short
RANGE
(6")

Short
RANGE
(6")

LONG
RANGE
(12")
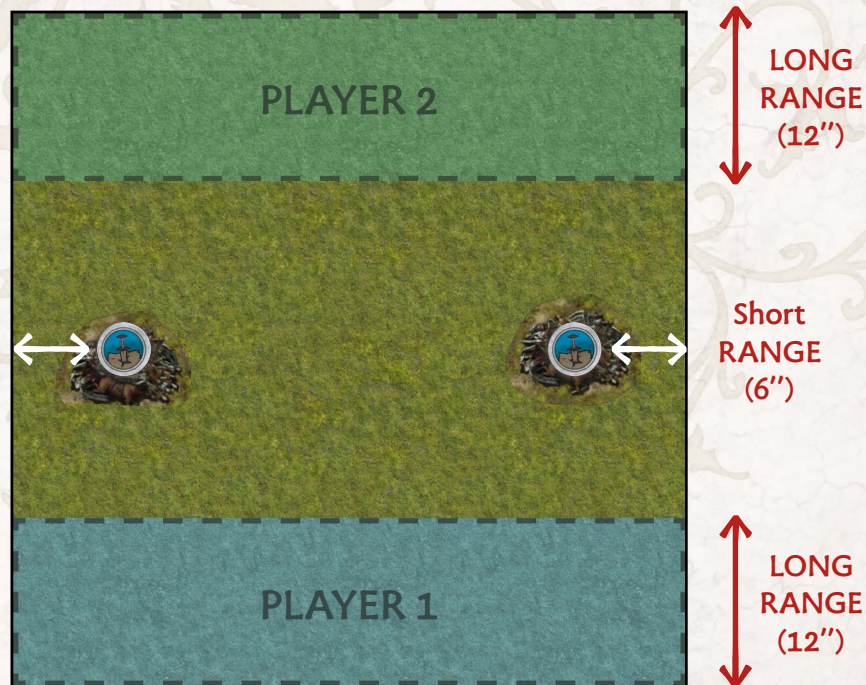
PLAYER 2

PLAYER 1

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 <u>completely within</u> 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.
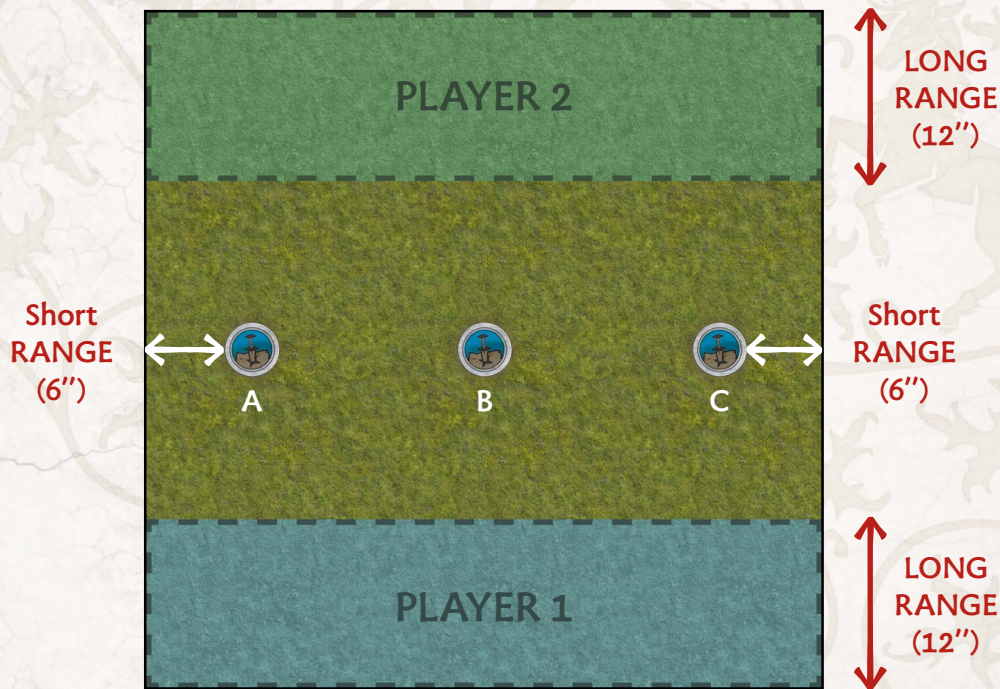
Special Rules (Objectives)

• 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.

LONG RANGE (12″)

PLAYER 2

Short RANGE (6″) ← A   B   C → **Short RANGE (6″)**

PLAYER 1

LONG RANGE (12″)

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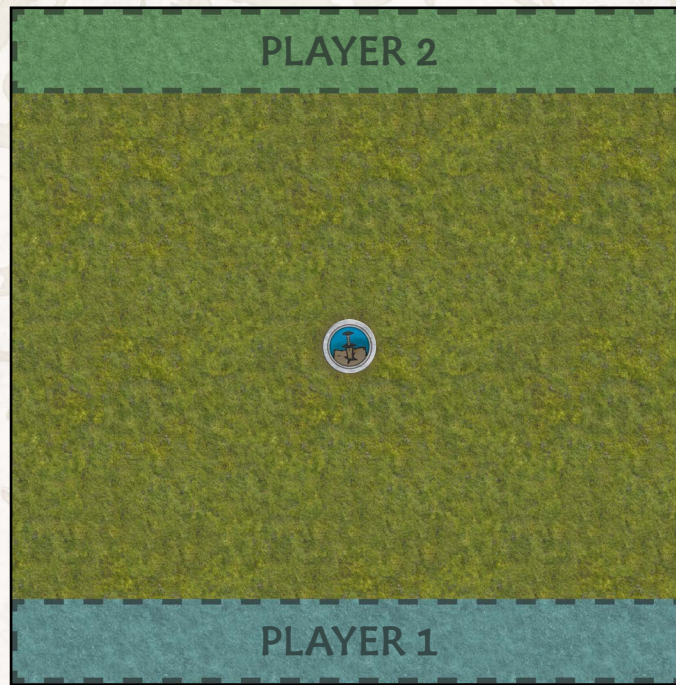
Objective B
- *While controlling this Objective, this unit's Melee Attacks gain **Sundering** (Defenders suffer -1 to Defense Save rolls) and **Vicious** (Defenders suffer -2 to their Panic Test). This unit suffers D3 Wounds after completing any Melee Attacks.*

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

Short RANGE (6")

Short RANGE (6")

PLAYER 2

PLAYER 1

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 Controling 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.

PLAYER 1

18"

PLAYER 2

18"
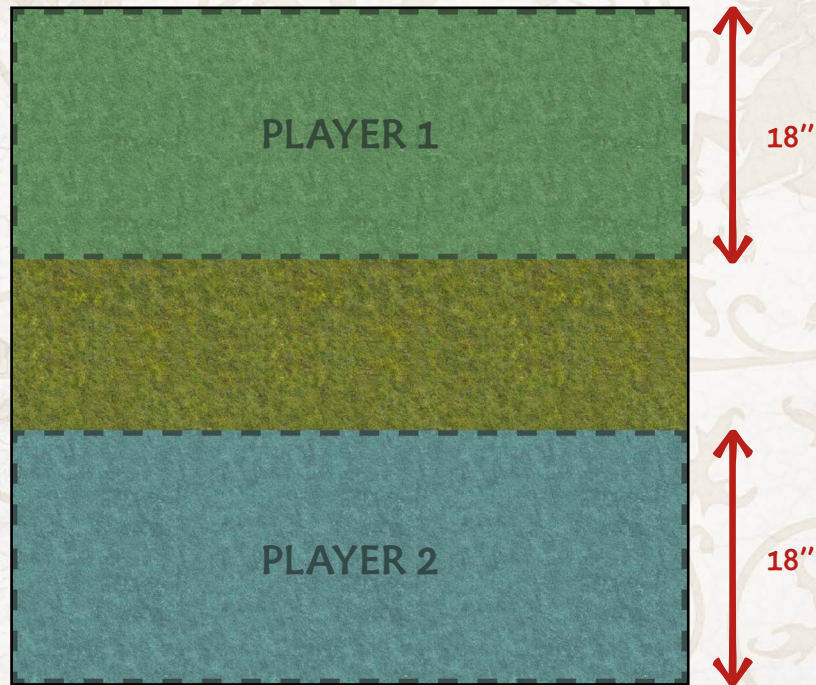
FIRE & BLOOD

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 Unit**s 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.
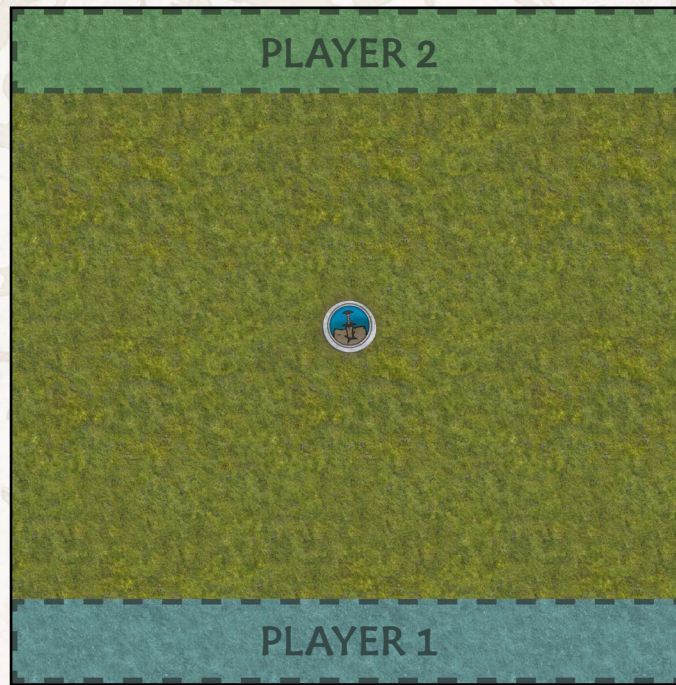
DARK WINGS, DARK WORDS

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 Controling 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.

• Credits •

Based on the best-selling novels by **George R. R. MARTIN**

GAME DESIGN: Eric M. LANG, Michael SHINALL

GAME DEVELOPMENT: Fábio HIRSCH (Lead), Leo ALMEIDA, Fabio TOLA

LICENSING: George R. R. MARTIN, Raya GOLDEN, Jim LUDWIG, DARK SWORD MINIATURES INC

LEAD PRODUCERS: Isadora LEITE, Safuan TAY

PRODUCTION: Guilherme GOULART, Thiago ARANHA, Vincent FONTAINE, Marcela FABRETI, Raphael GUITON, Rebecca HO, Aaron LURIE

ENGINEERING: Kirsty COTRELL, Vincent FONTAINE, Aragorn MARKS

SCULPTING DIRECTORS: Hugo Gomez BRIONES, Aragorn MARKS

COVER ARTIST: Stefan KOPINSKI, Stefano MORONI, Filipe PAGLIUSO, John SCHOLES

LEAD ARTIST: Pedro NUÑEZ

ART MANAGER: Jose Manuel PALOMARES

ARTISTS: Júlia FERRARI, Ivan GIL, Diego GISBERT, Giovanna GUIMARÃES, Sebastian LUCA, Henning LUDVIGSEN, Antonio MANZANEDO, Pedro NUÑEZ, Adrian PRADO, Marc SIMONETTI

ART DIRECTOR: Mathieu HARLAUT

LOGO: Fabio DE CASTRO

GRAPHIC DESIGNERS: Marc BROUILLON, Louise COMBAL

WRITING: Eric KELLEY

EDITING: Jared MILLER

PROOFREADING: Jason KOEPP, Colin YOUNG, Lucas MARTINI

SCULPTING: David ARBERAS, Arnaud BOUDOIRON, Daniel FERNANDEZ-TRUCHAUD, Ivan GIL, Hugo GOMEZ, Carl GONZALEZ, Aragorn MARKS, Africa MIR, Alejandro MUÑOZ, Edgar RAMOS, Adrian RIO, Raul Fernandez ROMO, Ivan SANTURIO, Edgar SKOMOROWSKI

PAINTERS: Sergio CALVO, Rodrigo CIPRES, Jennifer HALEY, Ruben MARTINEZ, Miguel MATIAS

PUBLISHERS: Chern Ann NG, David DOUST, David PRETI

PLAYTESTING: McKenzie Adlai Ewing, Daniel Caballero, Sean Chancey, Eduardo Cunha Vilela, Fábio Cury Hirsch, Laura Garrison, Luis Enéas Guarita, João José Goes, Luiz Kalagar, Socrates Kentaro, Anthony Livesey, Pep MacDonald, Lucas Massa, Justin Mc Auley, Bruno Meira, Rodrigo Mends, David Moffit, Diego de Moraes, André Natali, Pedro Obliziner, Flávio Oota, Andrew Persaud, Caio da Quinta, Owen Rehauer, Bob Smith, Rodrigo Sonesso, Peepo Suure, Simon Swan, Jessie Thomas, Robert Villnave, Jamie Wolff

RULES SUMMARY

Combat Unit Actions

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

MANEUVER:
PIVOT → MOVE SPD → PIVOT

MARCH:
MOVE x2 SPD → PIVOT

CHARGE:
PIVOT → MOVE SPD + 1D6 → ATTACK

ATTACK ⚔:
SHIFT / CHANGE FACING → ATTACK

ATTACK 🏹:
SHIFT up to 2" → ATTACK

RETREAT:
MOVE SPD + 1D6 → PIVOT

Morale Test:

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

PANIC TEST:
Special type of Morale Test. On failure, unit loses 1+ D3 Wounds.

Attack Bonuses

CHARGE BONUS: Re-roll any Attack dice.

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

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

Orders

Order Abilities may be activated once per round.

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

Conditions

Enemies expend Condition tokens to cause the following effects:

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

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

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

Terrain Keywords

• **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this Terrain piece by units not inside this Terrain piece.

• **COVER:** When tracing LoS for Ranged Attacks, if the majority of the defender's tray is concealed by this Terrain piece, the attacker suffers -1 To Hit with their Ranged Attack.

• **DANGEROUS:** Units performing Actions while within this Terrain piece, or units that cross it while moving, suffer D3+1 Wounds after completing that Action/Move.

• **DESTRUCTIBLE:** While within 1" of this Terrain piece, units may make a Melee Attack action targeting it to automatically remove it from play.

• **ELEVATED:** Units on this Terrain piece may ignore intervening units and Terrain when making Ranged Attacks.

• **FORTIFIED:** Units that move through or end on this Terrain piece while Charging lose their Charge Bonus, and the defender gains +1 to their Defense Save Rolls vs. this attack.

• **HINDERING:** Units must roll 2 dice when Charging into, out of, or through this Terrain and select the lowest result. When Charging, units suffer a Disorderly Charge on a roll of 1 or 2 if they cross this Terrain piece.

• **HORRIFIC:** While within Short Range of this Terrain piece, units suffer -1 to Morale Test rolls (Reminder: Effects with the same name are not cumulative).

• **IMPASSABLE:** Units may pivot over, but otherwise never move into, through, or end overlapping, this Terrain piece.

• **INSPIRING:** While within Short Range of this Terrain piece, units gain +1 to Morale Test rolls (Reminder: Effects with the same name are not cumulative).

• **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.