PLAYER B

18"

6"

PLAYER A

10"

A GAME OF THRONES

Deployment: 10" from table edge.

Setup
- Place 1 Objective token in the center of the table, then place the 4 additional tokens as shown above: 18" from Deployment Table Edge and 6" from each Flank Table Edge.
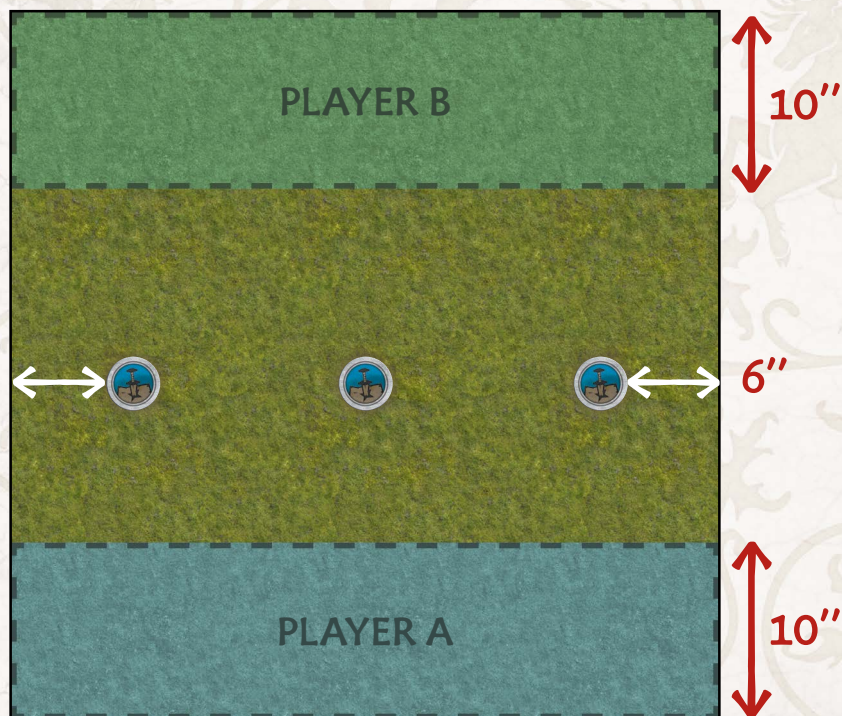
Special Rules (Objectives)
- Before Deployment, randomly draw 1 card from the **Objective Deck** and place it face-up near each Objective. That is the Ability of that token for this game.
- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** 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, each player scores **1 Victory Point** for each Objective they Control at the end of each Round.
- Objectives Controlled by your army's **Commander** grant +1 Victory Point.

A CLASH OF KINGS

Deployment: 10″ from table edge.

Setup
- Place 1 Objective token in the center of the table.
- Place 1 Objective token 6″ from each Flank Table Edge, as shown above.

Special Rules (Commander)
- Take **Objective Cards** 6-10.
- Before Deployment, beginning with whomever is not the First Player, players will alternate selecting from these Objectives, until each player has 2.
- When your Commander's unit Activates, you may select 1 of these cards. Until the end of the Round, your Commander's unit gains the effect listed on that card, as if they were Controlling an Objective. Each effect may only be used once per game.
- At the Start of each Round, beginning with the First Player, if your Commander and their unit have been destroyed, you may Re-deploy them fully within a friendly Deployment Zone or fully within 6″ from any Flank table edge.

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.

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 Victory Point when scoring.
- Score 1 Victory Point each time your Commander's unit destroys an enemy unit with an Ability or Attack.
- Gain +2 Victory Points the first time the enemy Commander is destroyed.
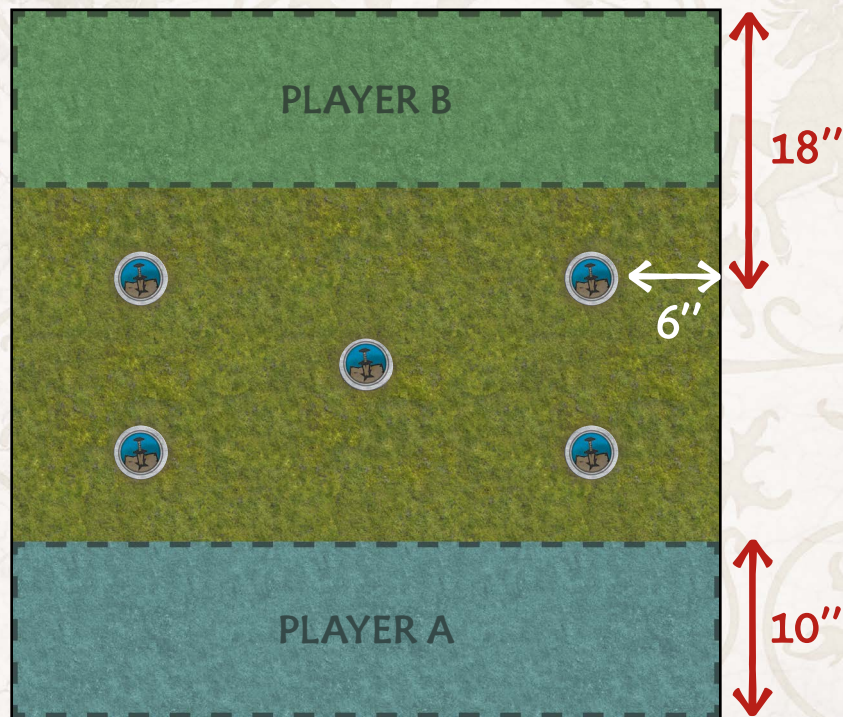
WINDS OF WINTER

Deployment: 10″ from table edge.

Setup
- Place 1 Objective token in the center of the table, then place the 4 additional tokens as shown above: 18″ from Deployment Table Edge and 6″ from each Flank Table Edge.
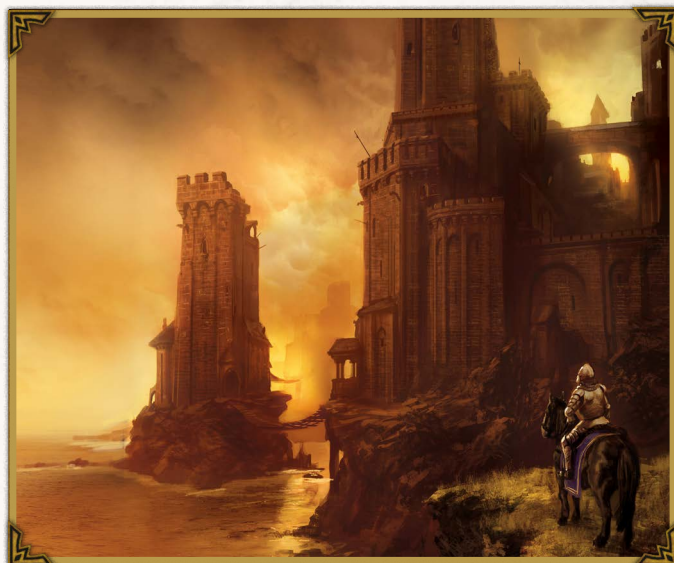
Special Rules (Mission Deck)
- This Game Mode utilizes the Mission Decks.
- Each player takes 1 Mission Deck, then takes 1 copy of **Mission cards 11 and 12** and selects 4 additional Mission cards, creating a hand of 6 cards.
- Beginning on Round 2, at the start of each Round and beginning with the First Player, each player selects and reveals 1 Mission card from their hand.
- Revealed Mission cards are discarded at the end of the Round.

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.

Special Scoring
- Mission cards list various ways players can score additional Victory Points.
- Each revealed Mission may be scored by each player if the requirements are met.
- Objectives do not grant Victory Points unless specifically stated by a Mission card.
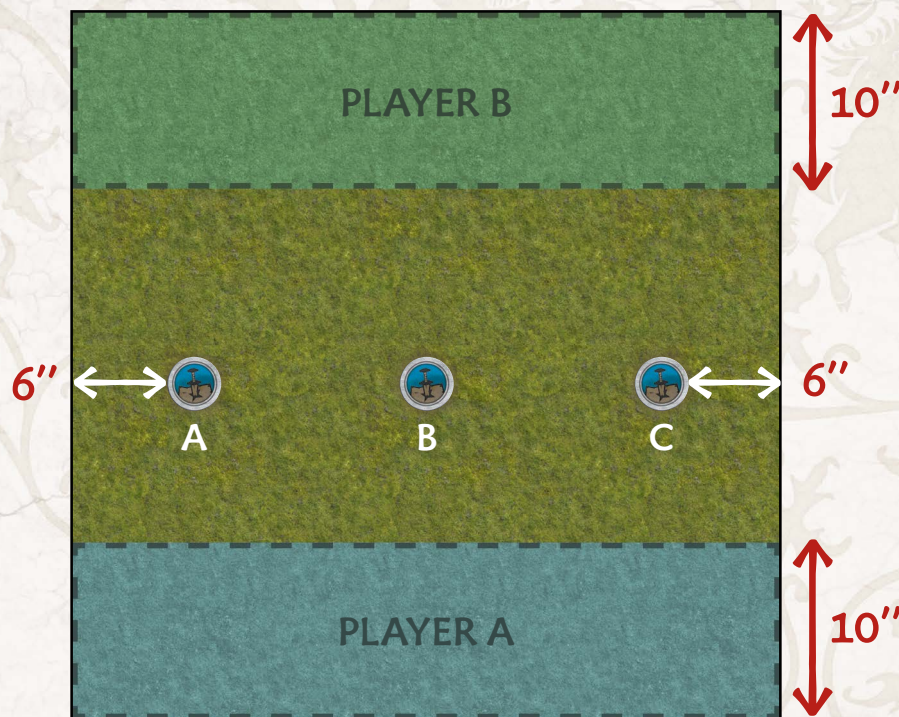
DARK WINGS, DARK WORDS

Deployment: 10'' from table edge.

Setup
- Place 1 Objective token in the center of the table.
- Place 1 Objective token 6'' from each Flank board edge, as shown above.

Special Rules (Mission Deck)
- This Game Mode utilizes Mission cards.
- Take 1 Mission Deck. Remove **Mission cards 10-12**. Shuffle the remaining cards and place the deck face-down.
- Before deployment, draw and reveal 2 Mission cards.These are the **Active Missions**. Then draw and reveal 2 additional Mission cards and place them neat the Active Missions. These are the **Reserve Missions.**
- Beginning on Round 3, at the start of each Round, discard the 2 Active Missions and replace them with the 2 Reserve Missions. Draw 2 Missions from the Mission Deck to replace the Reserve Missions. If the Mission Deck runs out of cards, shuffle all discarded Missions to form a new deck.

Special Rules (Replacing Missions)
- When a friendly NCU Claims a zone, you may replace that zone's effect with:
  ''Discard 1 Active Mission and replace it with a Reserve Mission, or discard 1 Reserve Mission, drawing a new Reserve Mission from the deck.''
- During their Activation, your Commander may forfeit their Action. If they do, you may discard 1 Active Mission and replace it with a Reserve Mission, or discard 1 Reserve Mission, drawing a new Reserve Mission from the deck.

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.

Special Scoring
- Mission cards list various ways players can score additional Victory Points.
- Each revealed Active Mission may be scored by each player if the requirements are met.
- 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 Victory Point when scoring.
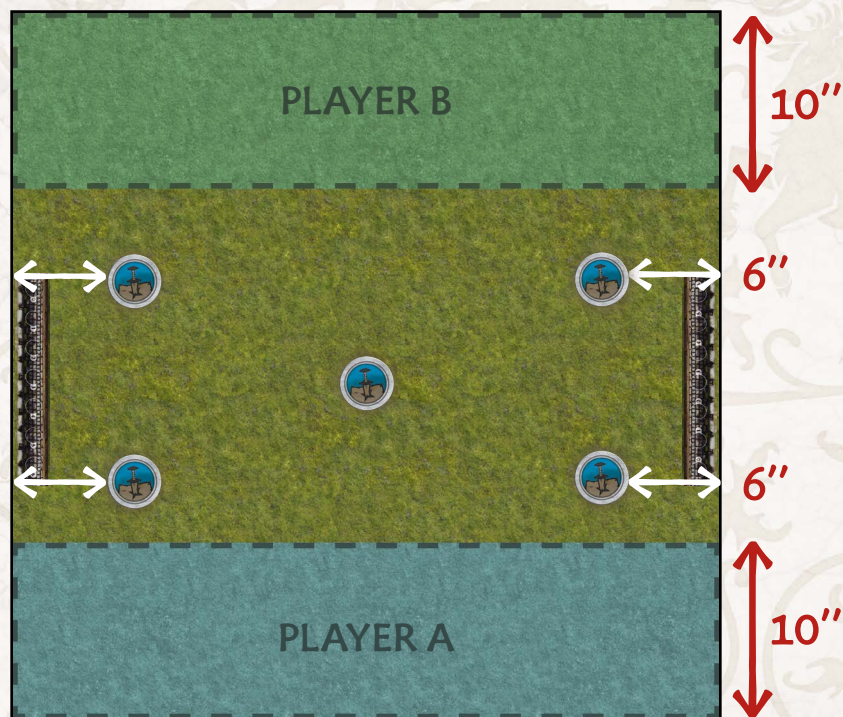
HONED AND READY

Deployment: 10" from table edge.

Setup
- Place Objective tokens as shown above.
- Place 2 Castle Walls as shown above.

Special Rules (Terrain)
- Terrain with the Impassable keyword may not be placed.
- When placing Terrain pieces, Castle Walls may be ignored so long as no other Terrain piece is placed within 1" of them.

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.

Special Rules (*Castle Walls*)
- **Castle Walls** are Terrain pieces with the **Impassable** keyword.
- Each time Victory Points are scored from the Objectives closest to Castle Walls, those Walls rain down arrows upon the unit Controlling the Objectives. Those units each suffer D3+2 Hits (*these ares not Attacks*).

Special Rules (NCUs and Tactics Board)
- When a friendly NCU Claims any zone, you may replace that zone's effect with:

"1 unit Controlling an Objective other than the Center Objective suffers D3+2 Hits."

Special Scoring
- Beginning on Round 2, players will score **1 Victory Point** for each Objective token they Control at the end of each round.
- Objectives Controlled by your army's **Commander** grant +1 Victory Point.

![A Dance With Dragons icon]
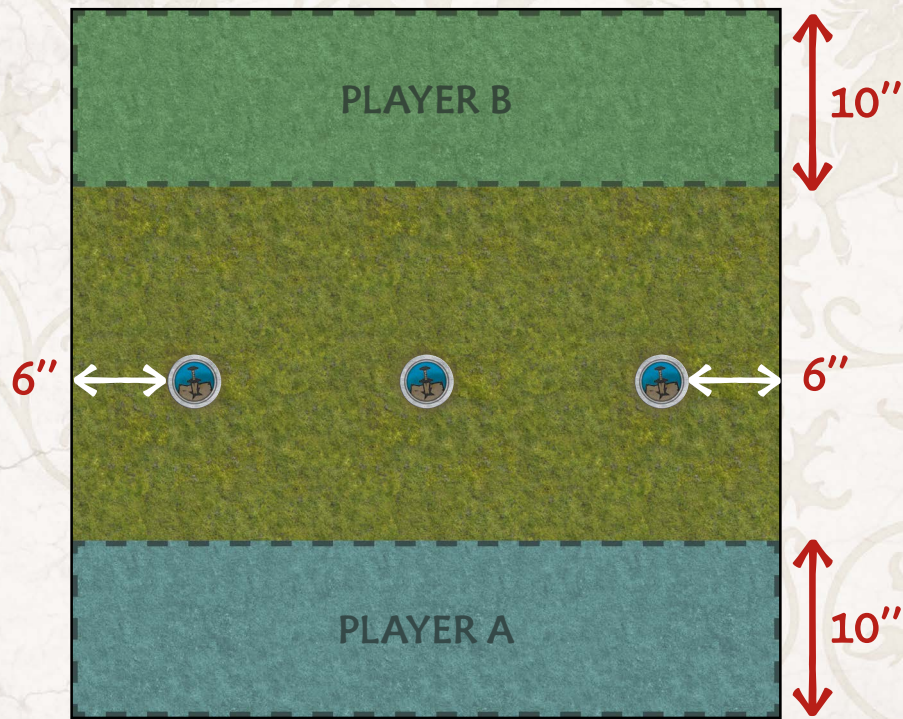
A DANCE WITH DRAGONS

Deployment: 10″ from table edge.

Setup
- Place 1 Objective token in the center of the table.
- Place 1 Objective token 6″ from each Flank Table Edge, as shown above.
- Before Deployment, draw 1 random Objective card for each Objective token. That is the effect of that token this game.

**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.

Special Rules (Objectives)
- 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.
- After completing a Melee Attack on a unit Controlling an Objective, if the Attacker has more remaining ranks than the Defender, they Claim the Objective token from them.

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 Victory Point when scoring.

PLAYER B

18''

PLAYER A

18''
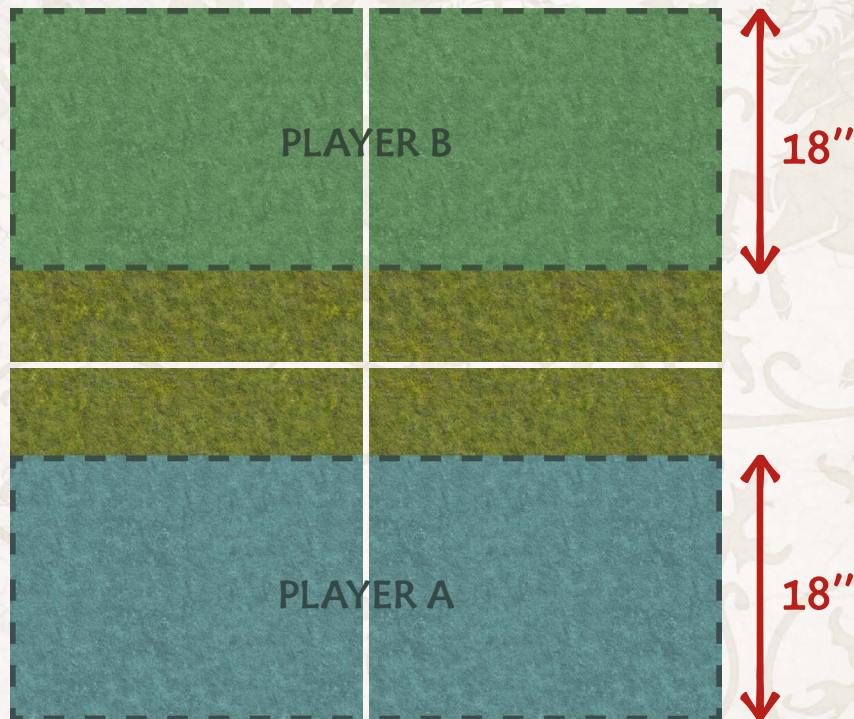
HERE WE STAND

Deployment: 18'' from table side.

Special Rules (Terrain)
- Terrain may be placed anywhere on the Battlefield as long as it is at least 6'' from any Table Edge or another Terrain piece.

Special Rules (Quadrant)
- Divide the battlefield into 4 equal Quadrants, as shown above.
- Units are considered to be in the Quadrant that the majority of their tray is in. In the case where they are split exactly between multiple Quadrants, the owner's **opponent** chooses which Quadrant that unit is in.
- A player **Controls** a Quadrant if they have at least 5 army points in that Quadrant (*in total between all Attachments, Combat Units, and NCUs*), and more total army points than their opponent in that Quadrant.

Special Rules (NCUs)
- As their Action, instead of Claiming a zone, NCUs may be placed in a Quadrant. The NCU's army points will be added to the Sector for determining Control of that Quadrant. Each player may only have 1 NCU in each Quadrant.

Special Rules (Commanders)
- Commanders add 3 army points for determining Control of a Quadrant.

Special Rules (Redeploy)
- At the Start of each Round, beginning with the First Player, each player may Redeploy 1 of their previously destroyed Combat Units (*including Attachments*) in Short Range of their Deployment Table Edge or any Flank Table Edge. Units Redeploy Activated for the Round.

Special Scoring
- Beginning on Round 2, at the end of each Round, players score 1 Victory Point for each Quadrant they Control.
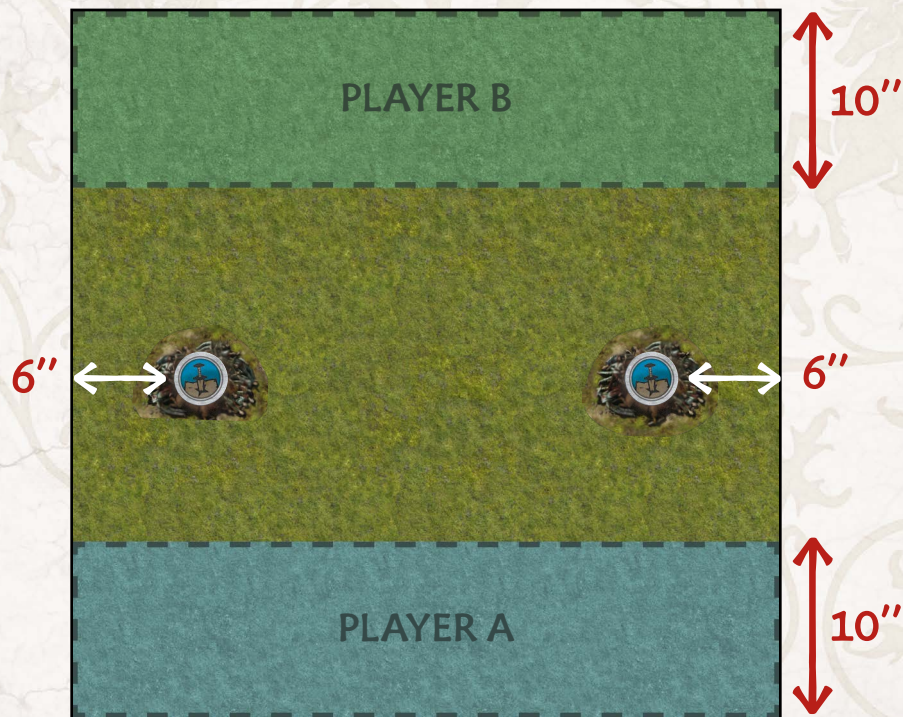
![A FEAST FOR CROWS]

A FEAST FOR CROWS

Deployment: 10" from table edge.

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 (Objectives)
- Assign 1 random Objective card to each Objective token at the start of the game, or when it is placed. This is the effect linked to that Objective.
- 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.

**Special Rules (Objectives, Cont.)**
- 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 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.
- After completing a Melee Attack on a unit Controlling an Objective, if the Attacker has more remaining ranks than the Defender, they Claim the Objective token from them.

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

Special 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.
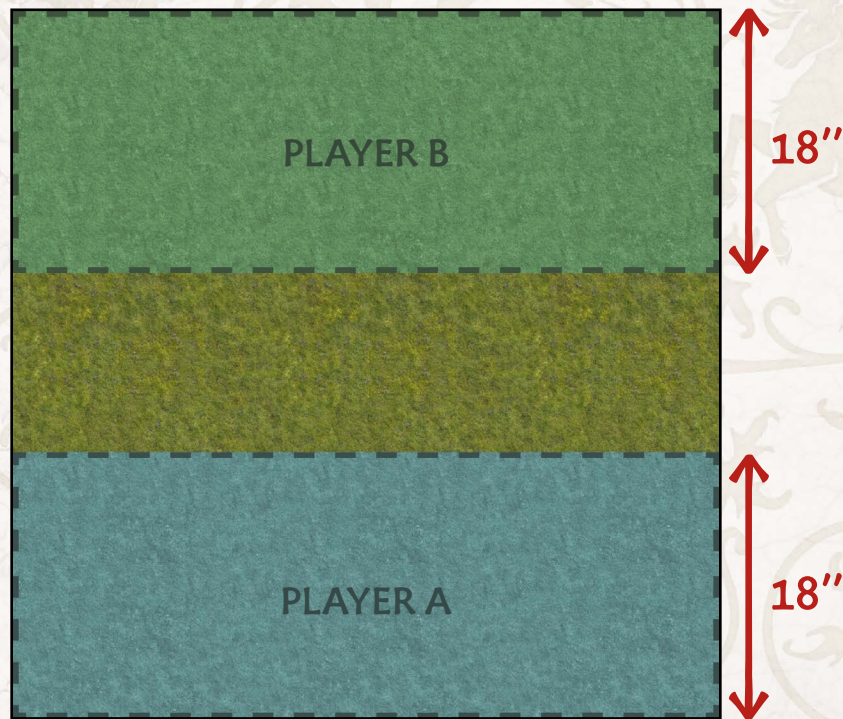
FIRE & BLOOD

Deployment: 18" from table edge.

Setup
- Take **Objective Cards** 6-10.
- Once units have been deployed, beginning with the First Player, each player will alternate selecting 1 of their opponent's Combat Units and placing 1 Objective token on each of them, until 2 units on each side have been selected. These tokens represent **Marked Units**. When a unit is Marked, its owner selects 1 Objective Card and assigns it to that Unit. It gains the effect listed on that card until the end of the game, as if it were Controlling an Objective.

Special Rules (Terrain)
- Terrain may be placed anywhere on the Battlefield as long as it is at least 6" from any Table Edge or another Terrain piece.

Special Rules (Commander)
- 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 Victory Point.
- Gain 2 Victory Points when a Marked Enemy Unit is destroyed.
- Each time **any** enemy unit with Victory Point tokens is destroyed, gain Victory Points equal to the Victory Point tokens on that unit.

ATTACKER

18″

DEFENDER
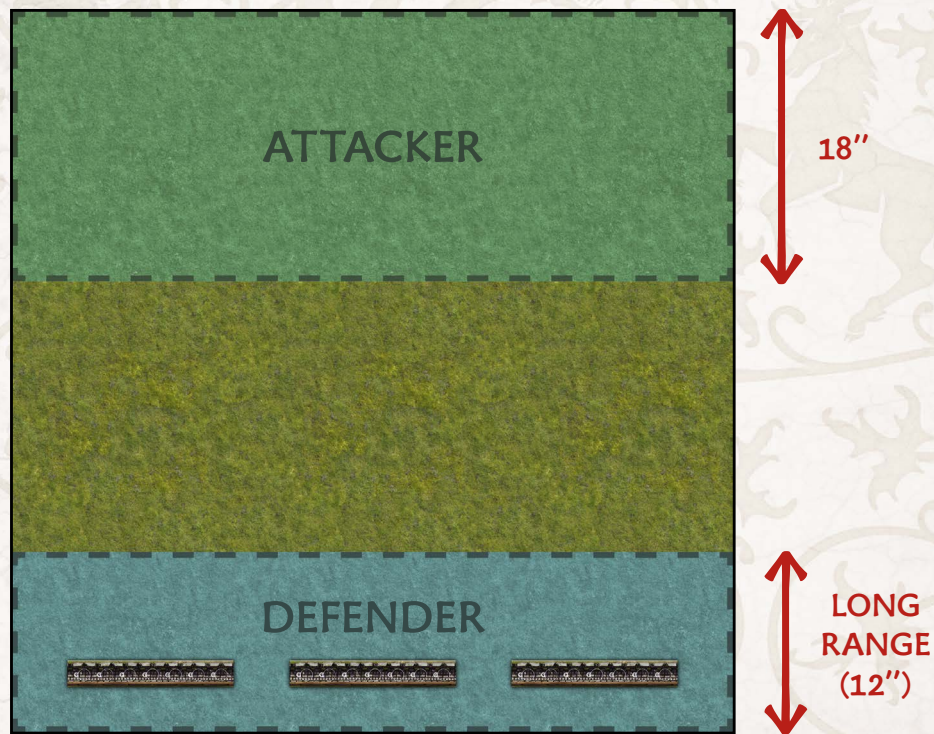
LONG RANGE (12″)

STORM OF SWORDS

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

Setup
- Each player rolls a die (*re-roll ties*). Whoever rolls highest chooses whether they will be the Attacker or the Defender.
- Before placing Terrain pieces, place 3 **Castle Walls** 3″ from the Defender's table edge, with the first being centered to their deployment zone and the remaining 2 **Castle Walls** 4″ away on each side.
- 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.

> THIS GAME MODE IS NOT USED
> FOR TOURNAMENT PLAY

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.

OBJECTIVE CARDS

OBJECTIVE 1
When you score points from this Objective, 1 friendly unit in Long Range of the unit Controlling this Objective restores 1 Wound, +1 Wound for each of its destroyed ranks.

OBJECTIVE 2
When you score points from this Objective, 1 friendly unit in Long Range of the unit Controlling this Objective may shift 3".

OBJECTIVE 3
When you score points from this Objective, 1 enemy in Long Range of the unit Controlling this Objective becomes **Panicked**.

OBJECTIVE 4
When you score points from this Objective, 1 enemy in Long Range of the unit Controlling this Objective becomes Vulnerable.

OBJECTIVE 5
While you Control this Objective, you gain +1 Tactics Hand size, and draw +1 card when refilling your hand.

OBJECTIVE 6
While Controlling this Objective, this unit's Melee Attacks gain **Sundering**.

OBJECTIVE 7
While Controlling this Objective, this unit's Melee Attacks gain Vicious.

OBJECTIVE 8
While Controlling this Objective, this unit's Melee Attacks gain **Precision**.

OBJECTIVE 9
While Controlling this Objective, when this unit is performing a Melee Attack, before resolving that Attack, the Defender becomes Weakened.

OBJECTIVE 10
While Controlling this Objective, this unit always rolls its highest Attack Die Value.

✦ MISSION CARDS

MISSION 1	MISSION 2	MISSION 3	MISSION 4
At the end of the Round, if you Control the Center Objective, score 2 🪙.	When an enemy NCU Claims the ⚔ or 🐎 zones, score 1 🪙.	When an enemy NCU Claims the ⚔ or ✉ zones, score 1 🪙.	If your opponent Claims a zone on the Tactics Board before you do, score 1 🪙.

MISSION 5	MISSION 6	MISSION 7	MISSION 8
If you destroy the enemy Commander, score 2 🪙. If your Commander has been destroyed, score +1 🪙 if you destroy the enemy Commander.	At the end of the Round, if you have at least 1 unengaged friendly unit in an enemy Deployment Zone, score 2 🪙.	At the end of the Round, for each enemy your units are engaged with that has fewer remaining ranks, score 1 🪙, up to 2. Solo units count their remaining Wounds as ranks for this Mission.	At the end of the Round, you may expend 2 Condition tokens from each enemy Combat Unit. Score 1 🪙 for each unit you expended 2 tokens from, up to 2 🪙.

MISSION 9	MISSION 10	MISSION 11	MISSION 12
Once this Round, when an enemy destroys a friendly Combat Unit, place 2 🪙 on that enemy. Remove and score these 🪙 when that enemy is destroyed (*Even if this mission is discarded*).	At the end of the Round, for each Objective you Control on your opponent's side of the battlefield, score 1 🪙.	When you reveal this Mission, if you have less 🪙 than your opponent, score 1 🪙 and become the First Player.	At the end of the Round, for each Objective you Control, score 1 🪙.