

A Game of Thrones: The Board Game

A game for 3-5 players designed by Christian T. Petersen, based on the bestselling *A Song of Ice & Fire* novels by George R.R. Martin. Playing time: 2-4 hours.

Welcome to Westeros

King Robert Baratheon is dead, and the lands of Westeros brace for war. House Lannister, whose daughter Cersei was Robert's queen, claims the throne for her young son Joffrey. Stannis Baratheon, knowing that Robert was not the true father of Joffrey, rightfully claims the throne for himself. On the Iron Isles, House Greyjoy is about to embark on its second rebellion, but this time with a much grander goal. In the north, House Stark gathers its strength to defend what is right, and in the south the wealthy House Tyrell harbors an old ambition to sit on the Iron Throne. As armies gather and ravens fly, a clash of kings is inevitable.

Introduction

Thank you for acquiring the A GAME OF THRONES board game. You are about to immerse yourself in George R.R. Martin's exciting world of kings and queens, knights and ladies, swords and boiled leather. An epic tale set in a harsh land with a dark legacy.

As a player in the A GAME OF THRONES board game, you will control one of the great noble Houses: Lannister, Stark, Baratheon, Tyrell, or Greyjoy. With planning, diplomacy, and clever card play, you will seek to control the most Strongholds and Cities to finally claim the Iron Throne for yourself and your House.

Game Objective

The A GAME OF THRONES board game is played over 10 turns. At the end of game turn 10, the player who controls the most Cities and Strongholds on the game board wins the game.

Number of Players

The A GAME OF THRONES board game is designed specifically for 5 players. The game can also be easily be played with 3 or 4 players, however. See the special rules in the back of this rules set for that apply to 3 and 4 player games.

Components

Enclosed in this box you will find the following components:

- 75 cardboard order counters (15 per house).
- 100 cardboard Power tokens (20 per house)
- 15 cardboard Influence tokens (3 per house)

- 5 cardboard Supply tokens (1 per House)
- 35 House Cards (7 for each house)
- 5 House Start Cards (1 for each house)
- 30 Westeros Cards
- 50 Wooden Footmen units
- 20 Wooden Knight units
- 30 Wooden Ship units
- 1 "Wildling" token
- 1 "King's Landing" token
- 1 "Eyrie" token
- 1 "Sunspear" token
- 1 Cardboard Valyrian Steel Blade token
- 1 Cardboard Messenger Raven token
- 1 Cardboard Iron Throne token
- 1 Mapboard
- 1 Turn order token
- 1 Rules set

Before you play the game for the first time, carefully punch out the cardboard tokens from their frames so that they do not tear.

The Order Counters

Each house is provided 15 round order counters, 3 each of March, Support, Raid, Consolidate Power, and Defense. These are used during the Planning Phase to give hidden orders to your Knights, Footmen, and Ships on the board.



The Power Counters

These shield-shaped counters represent your political and economic influence among the people and minor nobles of Westeros. You use these counters to bid for position on the Areas of Influence, to support the Night's Watch against the wildling attacks, and to establish control on the board.



The Footmen, Ships, and Knights

These wooden counters represent the military might of your House.



The House Cards

Each house receives seven unique House Cards which represent important characters from *A Song of Ice and Fire*. These characters are used as leaders in your battles against rival houses.



The Westeros Cards

These cards are divided into three distinct groups (I, II, and III), and represent's special events and mundane tasks during the Westeros Phase.



The House Start Cards

Before the game begins each player is provided with a House Start Card. This card describes that House's starting units and provides the initial placement for that house on the Areas of Influence and the Supply track. This card is only used for setup and has no function in the game itself.



The Iron Throne, Valyrian Steel Blade, and Messenger Raven tokens.



These three large cardboard tokens are awarded to the strongest player in each of the three Areas of Influence (The Iron Throne, The Fiefdoms, and the King's Court). These oversize tokens provide their owner with special powers in the game.

The Game Board

The main feature of the A GAME OF THRONES board game is the game board. The board is divided into several sections, the largest of which represents Westeros itself divided into a number of Land and Sea areas. The other sections of the board are: The Wildling Attack track, the three Areas of Influence, the Supply track, and the Game Turn track.

Game Setup

Before you start playing, follow these instructions to set up the game.

- 1) Unfold the board and place it centrally on a large table.
- 2) Place the Kings Landing, Eyrie, and Sunspear tokens on their respective areas on the board (these represent neutral forces in these areas).
- 3) Place the Wildling Attack token on the "0" space on the Wildling Attack track in the north of Westeros.
- 4) Place the Turn Order token on "Turn 1"
- 5) Place all the Power tokens (for all the Houses) in a large pile next to the game board. This pile of available Power tokens is also called the **Power Pool**.
- 6) Each player now randomly draws a House Start Card to determine which house he will control for the rest of the game.
- 7) Each player takes the 7 House Cards that correspond to his House.
- 8) Separate the three decks of Westeros Cards (each separate deck is indicated by a roman numeral I, II, or III). Shuffle each of the three decks and place them separate-

ly face down next to the game board.

9) Players now set up their starting units and tokens as instructed by their House Start Cards. This is done in the following three steps:

a) Each player places his octagon-shaped Influence tokens on his starting position on each of the three Areas of Influence.

b) Each player now receives 5 Power tokens from the Power Pool.

NOTE: Whenever a player receives a Power token from the Power Pool, he must



Example of Game Setup



After drawing the Lannister Start Card (which indicates that the player will control that house), the Lannister player now reads the setup instructions on that card.

Following the instructions, he does the following:

First, he places a Footman and a Knight on Lannisport, a single Footman on Stoney Sept, and a Ship on the Golden Sound.

After his starting units are placed, the Lannister player notes his starting positions on the Areas of Influence and places his octagonal Influence tokens on position 2 in the Iron Throne Influence

Area, position 5 in the Fiefdoms Influences area, and finally position 1 on the King's Court Influence Area.

The Lannister player also takes the Messenger Raven special token (since he starts at the top position on the King's Court).

The Lannister player now places his House Cards, 5 available Power, the Messenger Raven, and his unused units in front of him and places the Lannister Start Card back in the box (it is no longer needed).

House Lannister is now ready to start the game.

always take a Power token that represents his house (ie. a Stark player may never take a Lannister Power token). Power tokens in a player's possession are called **available power**. Available power must be kept visible for all players to see (except when bidding).

c) Each player now places his starting units (Footmen, Knights, and Ships) in the areas indicated by his House Start Card.

The game setup is now complete and the game is ready to commence.

The Turn Sequence

The A GAME OF THRONES board game is played over 10 whole game turns, with each game turn separated into three phases played in the following order:

- 1) **The Westeros Phase (skipped on Game Turn 1)**
- 2) **The Planning Phase**
- 3) **The Action Phase**

After the Action Phase on game turn 10, the game is over and the player who controls the areas containing the most cities and strongholds wins the game (explained in detail later).

The Westeros Phase

The Westeros Phase represents special events and mundane activities in Westeros. *This phase is skipped on the first turn, when play should proceed directly to the Planning Phase.*

The Westeros Phase is split into following steps:

- 1) *Advance the Turn Order token*
- 2) *Reveal the top card on each of the three Westeros decks*
- 3) *Resolve the top card on deck I*
- 4) *Resolve the top card on deck II*
- 5) *Resolve the top card on deck III*
- 6) *Place the three resolved Westeros cards on the bottom of their respective decks.*
- 7) *Proceed to the Planning Phase*

The Westeros Cards

There are three decks of Westeros Cards (I, II, and III). During each Westeros Phase, the top cards of all three decks are revealed simultaneously and then resolved in order (starting with I). Players resolve cards by following the instructions for each card as outlined below or on the back page of this rules sheet.

The rules for each Westeros Card is summarized on the back page of this rules sheet. Four cards, however, require a more detailed explanation. These cards are: Supply, Mustering, Clash of Kings, and Wildling Attack. These cards are explained below:

Supply



Armies require an enormous amount of supplies: food, water, steel, horses, clothing, etc. Even in the modern day, it is a fact that an army can only be as large as its

supplies allow. Without adequate supply, an army will quickly deteriorate and its warriors scatter. In the A GAME OF THRONES board game, the Supply Track creates a relevance between a house's armies and its access to supplies.



The *Supply* icon

The Supply track is located on the game board and indicates how many, and how large, the armies of each house may be. A player receives one step on the Supply Track for every Supply icon present in areas under his control.

Below every Supply step on the Supply track are a number of banners. These banners illustrate the number of armies that this level of supply allows. The number inside each banner represents the maximum number of units that this army may have.

Armies

An **army** is defined as 2 or more of your units sharing the same area. This also applies to two or more of your Ships in the same Sea area (which also is called a *fleet*).

• Note that Knights, even though they are stronger than footmen, only count as one unit for purposes of Supply.

• The more areas you control that contain Supply icons, the more supply you will have, and thus the ability to maintain more and larger Armies. Blackwater, for example, provides you with two Supply icons, and may therefore be a contested location.

Controlling a Location

A house is said to **control** a Land area when it has at least one Footman or Knight in the area, or has previously established control (placed a Power token) in that area. Rules for establishing control are found later in this rules set.

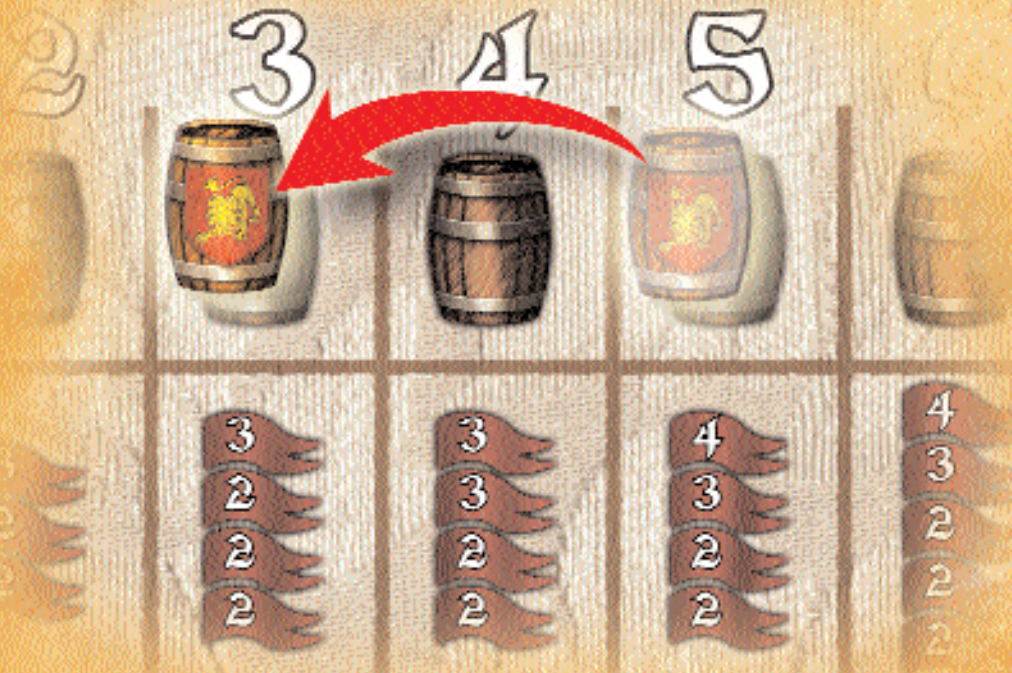
To resolve the Supply Card in the Westeros Phase, each player, in **order of play**, counts the number of Supply icons in the areas that he controls and then adjusts the Supply tokens on the Supply track to reflect his new Supply reality.

Order of Play

The **order of play** is the order of houses as they are represented on the **Iron Throne track** in the Areas of Influence. The first (leftmost) house, starts, followed by the second (second from left) house, etc.

If a player has lost Supply icons on the board, it is possible that his armies on the board now **exceed** his Supply allowance. If you have more and/or larger armies than your new supply allows, you must remove units from the board until the number/size of your armies match your allowed Supply (see example).

Example of change in Supply



Before the previous turn, House Lannister had a Supply of 5, but last turn lost control of the Riverrun and Seagard areas to the Greyjoy player (each area contains a single Supply icon). During the next Westeros Phase, a Supply card is revealed. Lannister must now adjust his Supply from a value of 5 to a value of 3.

Before the effects of declining Supply are resolved, Lannister fielded four Armies: a 4, 3, 2, and 2 as described below:

- One army of 2 Knights and 2 Footmen (at Harrenhal) (4)
- One army of 3 Ships (in the Golden Sound) (3)
- One army of 2 Knights (at the Seaward Marches) (2)
- One army of 2 Footmen (at Stoney Sept) (2)

House Lannister also controls several other areas containing a single Footmen unit in each, but single units do not form an army and so do not count towards Supply limits (they are said to be “living of the land”).

Now that the Lannister Supply has dropped to 3 (after losing the two Supply to Greyjoy) he can no longer adequately supply some of his armies. As indicated on the Supply track, a Supply of 3 allows you to field 4 armies with the sizes: 3,2,2,2. To conform to this new supply reality, Lannister destroys one of his ships in the Golden Sound and one of his Footmen from the army at Harrenhal. His armies now look like this:

- One army of 2 Knights and 1 Footman (3)
- One army of 2 Ships (2)
- One army of 2 Knights (2)
- One army of 2 Footmen (2)

Thus, as a result of losing Supply, Lannister had to destroy 2 units and cannot field larger armies until he gains control over more Supply icons (and his Supply token is adjusted during a future Westeros Phase Supply card).

Important Note: Even though you may gain or lose Supply icons on the board during the Action Phase, change in Supply is only reflected on the Supply track when the Supply card is drawn and resolved during the Westeros Phase.



Mustering



This card reflects the efforts of the great houses to call upon their bannermen, train warriors, and build mighty ships. A Mustering card is resolved in the following manner:

In Order of Play, each player musters all his new units (Footmen, Knights, and Ships) using mustering points from the Cities and Strongholds under his control.

Stronghold



City



***A Stronghold provides 2 mustering points.
A City provides 1 mustering point.***

The Units

There are three types of units in A GAME OF THRONES: The FOOTMAN, the KNIGHT, and the SHIP. Each costs the following amount of mustering points:

Footman	1 Point
Knight	2 Points
Ship	1 Point
Upgrade a Footman to a Knight	1 Point*



* A Footman already in play may be upgraded to a Knight for 1 mustering point. Such an upgrade must take place in a City or Stronghold and uses the muster points of that City or Stronghold. A Footman located in an area without a City or Stronghold may not be upgraded.

New units are placed directly in the area of the City/Stronghold that provided the mustering points. Ships are placed in any Sea area adjacent to the area containing the mustering City/Stronghold. If such a Sea area is occupied by ships from another house, you may not muster a ship there.

After a player has completed all his mustering, the next player in the order of play starts his mustering.

VERY IMPORTANT NOTE: A player may never muster a new unit so that it creates an army that exceeds his Supply limit. If playing a new unit in any of your Cities/Strongholds will cause you to have more, or larger, armies than allowed by the Supply track, you may not Muster that unit.

- Remember that you must use a City/Stronghold's mustering points to create a new unit in that specific City/Stronghold's area and not elsewhere. If you cannot create new units due to short Supply, those unused mustering points are lost.

- Each house has 10 Footmen, 4 Knights, and 5 Ships. If a player is using all the units of a particular type, he may not create additional units of this type. Units that are killed in battle, or removed from the board for any other reason, become available for mustering once more.

Example of Mustering



A mustering card is revealed during a new Westeros Phase. The Lannister player (Supply of 3) is the first player in the order of play and now musters his new units.

For the 2 mustering points for Lannisport (which currently holds 1 Footman), he places 1 additional Footman at Lannisport (creating an army of 2 Footmen), and one Ship in the Golden Sound, which was previously empty.

Turning his attention to Harrenhal, he uses its single mustering point to upgrade one of his two Footmen here to a Knight (upgrading does not affect the army size).

Since he already has an army of 3 Knights at

Riverrun, he uses one of his mustering points at Riverrun to place another ship in the Golden Sound (which is also adjacent to Riverrun), creating another army (fleet) of 2 ships. He cannot use the 1 remaining mustering point at Riverrun since he has met his Supply limits everywhere.

The Lannister player now has an army of 3 Knights at Riverrun, an army of 2 Footmen at Lannisport, an army of 1 Knight and 1 Footman at Harrenhal, and an army (fleet) of 2 ships outside Lannisport. This satisfies the Lannister Supply limit, which at step 3 allows four armies of the sizes: 3,2,2,2. Lannister also has one Footman at Stoney Sept, and one ship in the Sunset Sea, yet these areas do not contain Cities or Strongholds, and thus do not muster.

Clash Of Kings



The Clash of Kings card reflects the dynamic change in power of the great houses. This card causes the positions on the 3 Areas of Influence (Iron Throne, Fiefdoms, and King's Court) to be redistributed after player bid power for position in each of the areas.

First remove all of the octagon Influence tokens from the 3 Influence Areas on the game board. Players must now

secretly bid their available power to retain positions of influence on the 3 tracks. The bidding is resolved one area at a time always starting with the Iron Throne track, then proceeding to the Fiefdoms track, and finally the King's Court track.

See the "Bidding" sidebar for details of how to resolve each bidding process.

First bid: The Iron Throne

Your house position on the Iron Throne influence track abstractly represents the strength of your claim to be king as seen among the minor nobles, knights, and people of Westeros. In the game, the Iron Throne Influence track determines the **Order of Play**, and the highest bidder also gains control of the Iron Throne token after all the bidding is resolved.

The players now bid for the Iron Throne, and their Influence tokens are placed in order of high bid. After all tokens have been placed, the highest bidder (the player in the 1 position on the track) wins the Iron Throne token and takes it from its previous owner.



Important Note: The Iron Throne token does not change hands until all bidding for the Iron Throne is over and all House Influence tokens have been placed. Thus, the player previously controlling the Iron Throne token still breaks ties throughout this round of betting, even though he may clearly lose the Iron Throne token after the bidding is over and all the Influence tokens have been placed.

This large oversize token represents your strong claim for the Iron Throne. A player controlling this token decides the outcome of all ties that occur in the game, with the exception of ties in battle.

All Power tokens bid by the players for the Iron Throne are returned to the Power Pool.

Second Bid: The fiefdoms

The Fiefdoms Influence track represents your efforts to lead the minor nobles and bannermen of your lands. The greater a position in the Fiefdoms track, the more potentially powerful you will be in battle. In addition, the

Bidding during Clash Of Kings

During the resolution of this card, players will bid for position on the three Areas of Influence. The below process of bidding is the same for all three Influence tracks.

Immediately before bidding for one of the three areas, players hide their total number of available power and place the number of Power tokens that they wish to bid into their palm, making a fist. Then, when all are ready, players reveal their bid simultaneously by opening their fists.

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

After all Influence tokens have been placed on a single area, the special token (Iron Throne, Valyrian Steel Blade, or the Messenger Raven) is awarded to the player in the "1" position of the track.

Important Note: After bidding has been resolved for one area, all bid Power tokens are placed back in the Power Pool, and are thus no longer available power for the players.

Ties in bidding are determined by the player who controls the special Iron Throne token. The player who controls this token may place the tying Influence tokens in the order that he wishes (he must, however, place each token in the best position currently available to it).

Example of Bidding for an Influence Area:

A Clash of Kings card has been drawn during this turn's Westeros Phase, and players have already finished bidding on the Iron Throne influence track (with House Greyjoy winning the first place and the Iron Throne token). They now proceed to the Fiefdoms influence track. The players hide their available power, and secretly place the number of Power tokens in their palms that they wish to bid. The bid is revealed simultaneously as follows:

Lannister	4 power
Baratheon	3 power
Stark	3 power
Tyrell	2 power
Greyjoy	0 power

House Lannister claims the first spot, but Baratheon and Stark are tied. Greyjoy (who currently controls the Iron Throne token) decides that Baratheon will go on spot 2, and Stark on spot 3, Tyrell goes on spot 4, and finally Greyjoy on spot 5. After all House Influence tokens have been placed, House Lannister takes the Valyrian Steel Blade token.

strongest position on the Fiefdoms Influence track is awarded the powerful Valyrian Steel Blade token.



A player with a higher position on the Fiefdoms track will win ties in battle against players in lower positions (see later for the rules of battle).

The players now bid for position on the Fiefdoms Influence track. Their Influence tokens are placed in order of high bid in the same fashion as the Iron Throne.

The highest bidder (the player in the '1' position on the track) wins the Valyrian Steel Blade token and takes it from its previous owner.

Remember that any ties in bidding are determined by the player who controls the Iron Throne token.

The player who controls the Valyrian Steel Blade token possesses a powerful weapon for battle. Once per game turn, a player may use the Valyrian Steel Blade in a battle (in which he participates as either attacker or defender) to grant him a +1 combat strength bonus in any battle. Battles are explained later in these rules.

When the Fiefdoms track has been resolved, bidding moves on to the 'King's Court'. All Power tokens bid by the players for the Fiefdoms are returned to the Power Pool.

Third Bid: The King's Court

A house's position on the King's Court represents its level of intrigue, spies, and secret communications. The higher your position on the King's Court, the more available (and stronger) Order tokens you will have available to play during the Planning Phase of the game turn. In addition, the top bidder receives the Messenger Raven token, which allows you more flexibility during the Planning Phase.



Now, players bid for the King's Court. This bidding is handled just like the bidding for the Iron Throne and the Fiefdoms tracks.

Once the bidding is resolved, and all the house Influence tokens have been placed, the player in the first position takes the Messenger Raven from its previous owner.



The stars on the King's Court track represent how many special orders (order tokens marked with a star) you may use during the Planning Phase. For instance, if you are in the third position on the King's Court Track, you may use up to 2 of the special orders. The function of order tokens is explained later during these rules.

The Messenger Raven may be used once per turn during the Planning Phase to change one of your orders after all orders have been revealed. It is a very powerful tool that allows you greater flexibility when placing your order tokens during the Planning Phase. The Planning Phase and the orders tokens will be explained later.

All Power tokens bid by the players for the King's Court are returned to the Power Pool.

Wildling Attack



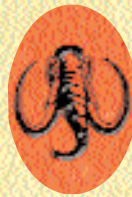
This card represents an assault of Mance Rayder's hordes of wildlings upon the great Wall in the north.

The Night's Watch is protecting the Wall, but their strength will fail without the support of the great houses.



The Growing Threat

On the top part of the game board, covering the icy North, you will see the "Wildling Threat" track. This track represents the growing strength of the wildling hordes.



The Wildling Threat token

Throughout all three decks of Westeros Cards, certain cards have the Wildling symbol (a woolly mammoth) printed upon them. Every time such a Westeros card is drawn, before resolving it, immediately advance the Wildling Threat token one space. It is thus possible to advance the Wildling Threat track up to three times during one Westeros Phase.

When the Wildling Attack card is revealed from deck III, the wildlings attack with all of their strength. It is now up to the players to prevent the wildlings from doing damage throughout the lands of Westeros.

The Wildling Attack card is resolved in the following way:

- 1) The wildling attack strength is noted (0, 2, 4, 6, 8, 10, or 12)
- 2) Players now hide their available power, and secretly place a number of Power tokens in their palm, making a fist.
- 3) Players simultaneously reveal their bid. Add all the power bid by all the players into a single number. This number is the strength of the Night's Watch.
- 4) If the strength of the Night's Watch equals or exceeds the wildling attack strength, the wildlings are defeated and the Night's Watch is victorious.
- 5) If the wildling attack strength exceeds the strength of the Night's Watch, the wildlings are victorious.
- 6) All Power tokens bid for the Night's Watch by the players are discarded and placed back in the Power Pool.

Night's Watch Victory

If the Night's Watch is successful, the wildling threat has been quelled for now. The player who bid the highest amount of power (ties are decided by the player controlling the Iron Throne) may immediately take back any one used House Card character from his pile of used House Cards (Characters are explained later).

Wildling Victory

If the wildlings are victorious, marauding bands will wreak havoc throughout Westeros. Each player must immediately remove 2 mustering points worth of units (Knights, Footmen, or Ships) from the board to deal with this threat (Removing one Knight, which is worth 2 mustering points, will satisfy this requirement). If the wildlings win, **the one player who bid the least amount of power** to the Night's Watch, must remove an additional 2 points of mustering points (for a total of 4 points). If there is a tie for the least bid, the player who controls the Iron Throne token breaks the tie any way he chooses.

Regardless of the outcome of the attack, the wildling token is always returned to the "0" threat spot. The wildlings will attack every time the Wildling Attack is drawn during the Westeros Phase.

Note: Due to the dangers of suddenly losing 4 mustering points to the wildlings, it is always wise to hold a few Power tokens in reserve for this occasion.

End of the Westeros Phase.

After the top card of each of the 3 Westeros decks has been resolved, the Westeros Phase is over. Place the revealed cards on the bottom of each deck (so that the top card of each deck is now a new face down card), and play continues to the Planning Phase.

The Planning Phase

During this phase, players use their order tokens to give commands to their units on the board. The phase is conducted in the following steps:

- 1) All players assign orders (simultaneously)
- 2) All players reveal orders (simultaneously)
- 3) Messenger Raven may be used

The Order Counters

Each house has a total of 15 round order tokens (marked with the individual house symbol on the back side). 10 of these orders may be used freely in every Planning Phase, and 5 special orders (marked by a star) may be used only if a house has a high enough position on the King's Court Influence track.

The effects of the orders themselves are explained later.

Why give orders?

The planning phase is perhaps the most important phase in the A GAME OF THRONES board game. Here you secretly assign all your units orders by placing one order token face down on each area you control that contains at least one unit (Knight, Footman, or Ship). This is a phase where diplomacy, deduction, and a sudden strike

must be made. You may ask yourself the following questions: Where will the enemy attack? Can you trust the alliance that you made? Will you betray your ally and march upon him?

Important Rule: Though players may make promises (which are never binding) and seek alliances with other houses, you may never show your order counters to another player. Thus even the staunchest of allies cannot be 100% sure of the good intentions of their partners.

Step One: Assign Orders

During this step, players simultaneously and secretly choose their orders and place them face-down (house symbol side up) on the board in areas containing their units. To receive an order, an area must contain at least one unit (Footman, Knight, or Ship). Each area may only receive only one order token, regardless of how many units are in that area.

What order tokens can I place?

Each house has 10 normal orders, 2 of each type: March (a "0" and a "-1"), Raid, Support, Consolidate Power, and Defense (+1, +1). Each house also has one additional order of each kind, but a slightly improved version printed with a star. You may use all 10 of the normal orders during your Planning Phase, but you may only use as many special orders (marked with a star) as you have stars in your position on the King's Court Influence track.

Example: House Lannister is in position 3 on the King's Court Influence track. This allows the Lannister player to use a total of 2 special order tokens during his next Planning Phase. These 2 tokens may be any of the 5 available special orders.

The Special Orders:



Defense +2: This order gives the area +2 defense, a +1 improvement over the standard Defense order tokens.



March +1: This order gives you a +1 to attack an adjacent enemy area. This is a huge improvement over the standard "-1" and "0" March orders.



Support +1: This order allows its area to support an adjacent battle with a +1 combat strength in addition to its normal supporting strength.



Raid +1: This raid is doubly effective and can remove 2 adjacent enemy Support, Consolidate Power, and/or Raid order tokens when resolved. The normal Raid order only allows you to remove one order.



Consolidate Power: This token does not have any special powers, but you may now consolidate power in three areas rather than two.

Note: A player cannot use more orders than he is provided. You thus cannot use more than 3 March orders, for instance, and this only if you have access to the special March order. A player in the last (fifth) position on the King's Court can never place more than 2 of each order during the Planning Phase (since this position provides no stars). Also remember that you cannot assign more than one order per area, even if that area contains a large army with many units.

Special rule: The Consolidate Power order may only be placed on a Land Area. All other orders may be placed on both Sea and Land areas.

Step 2: Reveal Orders.

After all players are finished placing orders, all the order tokens are revealed. This is done by simultaneously flipping over all the order tokens so that they are now face up.

Step 3: The Messenger Raven

After all the orders have been revealed, the player controlling the Messenger Raven token (the player with the top spot in the King's Court Influence Area) may use his Raven to replace one of his assigned orders with one of his unused orders (but only a special order if he has any unused stars left over from the Assign Orders step). The Messenger Raven can only be used once per turn.

Land and Sea Areas

The map board is divided into many separate areas. Of these areas, there are two types -- the **Land area** and the **Sea area**. Land areas are completely surrounded by a white borders, and Sea areas (all in blue) are separated by red borders -- except where they border a coastal Land area (where they are separated by the Land area's white border).

Ships can only move into and do battle in Sea areas (against other ships). Footmen and Knights can only move into and do battle in Land areas (against other Footmen and Knights).

The Action Phase

It is during the Action Phase that the orders given during the Planning Phase are resolved. The Action Phase is played by following these three steps:

- a) Resolve Raid Orders
- b) Resolve March Orders (and resulting battles)
- c) Resolve Consolidate Power Orders

Note that neither Support or Defense orders are resolved in a step by themselves, these orders are only relevant during **battle**, see later.

A) Resolve Raid Orders



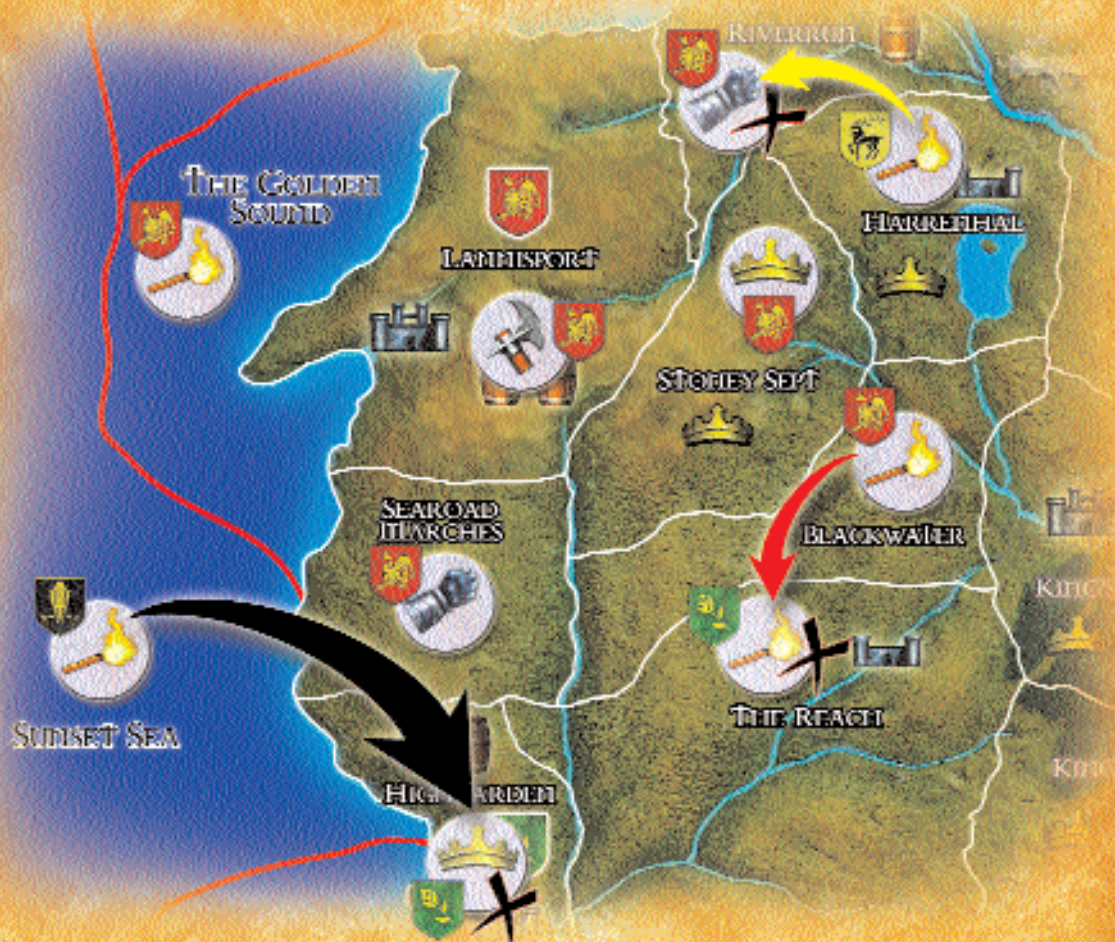
The Raid Order

Players who placed Raid orders may now enact those raids. In order of play, each player may resolve **one** of his Raid tokens. In other words, the left-most house on the Iron Throne Influence Track may resolve one of his Raid orders, followed by the second house who may resolve one of his Raid orders, etc. Keep running through the order of play left-to-right, with every house executing one raid per cycle. When all raids are completed, play proceeds to Step B: Resolve March Orders.

Resolving Raid Orders

The raid represents a command for your units to make a disruptive incursion into enemy territory. It is a tactic that is used to foil your enemy's ability to support com-

Example of Raids



The Action Phase has just begun, and players first proceed to resolve Raid orders. The order of play is as follows: Greyjoy, Stark, Lannister, Baratheon, and Tyrell.

There are 5 Raid orders on the board. Lannister has a Raid order at Blackwater and in the Golden Sound. Greyjoy has a Raid order in the Sunset Sea. Tyrell has a Raid order at the Reach. Baratheon has a Raid order at Harrenhal.

Greyjoy resolves his Raid order first. He sees that the Tyrell player has a Consolidate Power order at Highgarden, and therefore decides to raid there. Greyjoy removes his Raid order from the Sunset Sea and Tyrell's Consolidate Power order from Highgarden. Since he was pillaging, Greyjoy collects one power from the Power Pool.

Stark has no Raid orders, so Lannister goes next. Lannister decides that the Tyrell Raid order at the Reach threatens the Lannister Support order at the Searoad Marches. Lannister therefore raids The

Reach from Blackwater -- Lannister removes his Raid order at Blackwater, as well as the Tyrell Raid order at the Reach.

Baratheon uses his Raid order at Harrenhal to remove the Lannister support order at Riverrun. He removes both tokens.

Since his one Raid order was removed by the first Lannister Raid, House Tyrell has no Raid orders. Play now goes back to the top of the turn order.

Only Lannister has a Raid remaining. Since the Lannister Raid token in the Golden Sound is adjacent to no opponent Support, Consolidate, or Raid orders, that Raid order has no effect and is removed from the board (Greyjoy's adjacent Raid order in the Sunset Sea was removed earlier to raid Tyrell at Highgarden).

Play now proceed to the Resolve March Orders step.

bat elsewhere, disrupt his consolidation of power, or foil other raids ordered by your opponents.

To resolve a Raid, simply remove your Raid order from the board, and simultaneously remove an opponent's Raid, Support, or Consolidate Power order token from the board. The raided enemy order token must be in an area adjacent to your Raid order.

By raiding, you are effectively canceling your opponent's orders, leaving those raided areas without an order token. Note that by canceling an opponent's Raid order with your Raid order, that enemy Raid order will not take effect this phase.

Important Rule: If you successfully raid (remove) an opponent's Consolidate Power order, you are said to be *pillaging*. After *pillaging*, receive a free Power token from the Power Pool. This represents your loot from the successful Raid.

Special Rule: A Raid order placed on a Land area can never Raid an adjacent Sea area. In other words, a Land area may never raid a Sea area. A raid from the sea (by ships), however, can successfully raid both Land and Sea areas.

Note: A Raid order does not affect, and cannot target Defense or March orders. Also, you may decide to remove a Raid order without raiding (even though you may be able to). If there are no adjacent enemy Consolidate Power, Support, or Raid orders, your Raid order is removed with no effect.

After all the raids are resolved and removed from the board, play moves on to the Resolve March Orders step.

B) Resolve March Orders



Marching is the means by which you move your units on the board and attack enemy areas. When an area has been given a March order, you may elect to move all or some of your units in that area. Units in an area may move to any one adjacent area, or they may split up and move to multiple adjacent areas. You may also leave some, or all, of the units in the original area.

Exception: A ship may never move into a Land area, and a Footman or Knight unit may never move into a Sea area.

Marches are resolved, one at a time, in the order of play, exactly as Raids were resolved. Thus, the first player in the order of play always executes his first **one** March order (if he has any), followed by **one** March order by the second player, then **one** March order by the third player, etc. This continues, cycling through the order of play, with a player executing one March order at a time, until all the March orders have been resolved and there are no longer any March order tokens on the board.

Executing a March

A player has up to 3 marches, including his special order (marked by a star). Each march has a combat strength modifier of either -1, 0, or +1. This number indicates the attacking combat strength bonus (or penalty) should you march units from this area into a battle.

Here are the fundamental rules for a march:

- In an area with a march order, you may move all, some, or none of your units there. The units may move together, separate and move into several adjacent areas, and/or remain in the area.
- You may only move your units into an **adjacent** area (unless you use ship transport, see later).
- For each March order, you may only move units into **one area containing units of another house**. You can still split your units and move them into several adjacent areas, but only **one** of those areas may contain units from another house. When you move one or more units into an area that contains units from another house, you are starting a **battle**, which is resolved before the next March order. See the rules for battle later in these rules. *Thus, you can only start one battle for every March order.*

Note: You can “stagger” movement by placing several March orders in a row. In this fashion, a unit can move more than one area in a turn. You accomplish this by marching units into an area that contains another of your March orders, and later (when resolving the second March order) move the units in this area into a third area

March Order Example



Lannister has a (-1) March order at Lannisport which contains 3 Footmen units. When it becomes his turn to execute a March order, he chooses this March order and moves one Footman into Stoney Sept, one Footman to the Searoad Marches (which already contains a Lannister Footman, thus forming an army of 2), and the remaining Footman unit remains in Lannisport. Lannister has now completed the March and removed the March order.

(potentially containing your third March order). This can be a difficult trick to accomplish, however, since a successful enemy attack can remove any of the March orders in this chain of March orders, as explained later. Please note that an area still needs to contain one or more units to receive an order token during the Planning Phase.

Ship Transport

Ship transport is a very important aspect of the game, and allows Knights and Footmen (not other Ships) to take advantage of the sea to move long distances.

Any two Land areas connected by a single or consecutive Sea areas ALL CONTAINING ONE OR MORE FRIENDLY SHIPS, is considered **adjacent** for purposes of marching and retreating (retreats are explained later).

Thus, House Greyjoy, for example, with Ship units in the Ironman's Bay, can move Knights and Footmen directly to Flint's Finger, Greywater Watch, Seagard, or Riverrun from Pyke with a single March order. If Greyjoy had another ship in the Sunset Sea, that same March could move the units from Pyke to Highgarden, the Searoad Marches, and/or Oldtown. These units simply move through the consecutive sea areas of Ironman's Bay and the Sunset Sea -- both containing Greyjoy Ships.

In other words, Ships, and consecutive Sea areas containing friendly ships, form a direct "bridge" for Knight and Footmen to move directly from a coastal area to another coastal area. It is possible, though very unlikely, by using a chain of 5 ships in 5 Sea areas, to move units directly from Flint's Finger to the Widow's Watch in one march.

- Even though you may be using ship transport, a single March order may still only start one battle.
- Note that you may never use the ships of another house for ship transport, even if that house will let you.
- There is no limit to how many times you can use the same ships for sea transport in any given turn.
- Ship transport may not be used to consider map areas “adjacent” for purposes of raids or support (see rules for support later).
- Note that ships may participate in transport, or a transport chain, regardless of whether they have an assigned order, or what kind of order it is.

The Golden Rule: You may never move (or retreat) a unit so that it violates your current Army Supply limits (as indicated on the Supply track). Should you do so by accident, you must immediately destroy enough units to make your armies in Supply again.

Establishing Control

If you leave a Land area with all of your Knights and Footmen, you lose control of that area unless you decide to **establish control**. To establish control over an area, simply place an available Power token on the Land area that you just vacated. This Power token represents your house's dominance over that area, and the token remains in the area until an enemy unit (Knight or Footman) successfully moves there (the token is removed after you lose a defending battle in the area). Marching into an area that **only** contains an opponent's Power token does not make for battle. Simply place the token back in the Power Pool and move your units into the area. Power tokens do not aid a defender in battle.

Exception: Each house's **starting area** (the area that contains the printed house shield) is considered to be under control of that house, until a) Enemy units are



Ship Transport Example



House Tyrell has two ships in the Sunset Sea, one ship in the Redwyne Straits, and one ship in the Summer Sea. All these Sea areas are consecutive,

and thus any number of Tyrell units in Highgarden can, with a March order, move directly to Sunspear (or any other coastal area adjacent to the ships).

located in that area, or b) an opponent has established control over the area (in which case the new Power token is placed over the house shield printed on the board).

A retreating army may not retreat into an area that contains an opponents Power token. You can never establish control over a Sea area.

Why establish control?

Since you may need your Footmen and Knight units elsewhere, establishing control ensures that you control any Supply, Power, Cities, or Strongholds in that area. Since Power tokens are printed with the house symbols, it is easy to determine which house controls the area. (Either its units or Power token are physically located in the area).

Battle

If you move one or more of your units into an area containing units from another house, a battle will ensue once you have completed all of your movement from that March order. If you move into such an area, you are considered the **attacker**, and the opponent currently occupy-

ing the area you entered is considered the **defender**. The units in the embattled area are considered the attacking and defending units (note that supporting units are not considered attackers or defenders).

You can only initiate one battle for each March order, and the March order token itself follows your units into the area that you are attacking.

Battles are resolved by following these steps:

- 1) **Attacker and defender call for support**
- 2) **Combat strength for both sides is announced**
- 3) **Both attacker and defender simultaneously play a House Card**
- 4) **The Valyrian Steel Blade may be played (once per game turn only)**
- 5) **Battle resolution. Loser is determined, casualties are removed, and the losing player retreats any surviving units**

What is Combat Strength?

Battles are resolved by comparing the **combat strength of the battling sides**. The winner of a battle is the player

who gathers the highest combat strength. Units in battle, supporting units, Defense orders, March orders, the Valyrian Steel Blade token, and the House Cards can all influence the total combat strength of the attacker or defender.

The base combat strength comes from the defending and attacking units. These are the combat strengths of various units:

Unit	Combat Strength
Footman	+1 combat strength point
Knight	+2 combat strength point
Ship	+1 combat strength point

Thus, an attacking army with 2 Knights and 1 Footman has a basic combat strength of **5** (4 points from the two Knights and 1 point from the single Footman).

In addition to the battling units, March and Defense orders present in the area will also influence the combat. The March order modifier only affects the attacker's combat strength, and the Defense order modifier will only affect the defender's combat strength. These are the possible orders:

Order	Combat Strength
March (-1)	Attacker must subtract 1 strength point
March (0)	Attacker is not affected
March (+1)*	Attacker adds 1 strength point
Defense +1	Defender adds 1 strength point
Defense +2*	Defender adds 2 strength points

* These are both special orders, available only with sufficient position on the King's Court Influence track.

Additional combat strength is gained from support, House Cards, and the Valyrian Steel Blade token.

Step 1: Call for support

During the first step of combat, the attacker and defender both call for support from adjacent areas. An adjacent area may only lend support if that area is showing a Support order. See the sidebar for the rules of support and an example of support in battle.

Step 2: Announce Combat Strength

Now both the attacker and defender count and announce their total Combat strength up to this point. Include all combat strength from battling Units, Defense and March order bonuses (or penalties), and support.

Step 3: Play House Cards

Now each player secretly selects a House Card from his hand of 7 unique House Cards and holds the card out in front of him. When both players are ready, the cards are simultaneously revealed.

The House Cards



Each player starts the game with a hand of seven specific House Cards. These cards are used in battle, where each side (attacker and defender) must play one House Card each.

All House Cards have a printed combat strength (from 0 to 3) in the upper left hand corner. This combat strength will be added to your total combat strength after cards are revealed. Some cards have a special ability that may trigger during or after the Combat, and other cards have one or more Sword and/or Fortification icons.

After the two House Cards are revealed, first resolve any special ability that may apply. Then each player adds the combat strength of his card to his total combat strength.

Step 4: The Valyrian Steel Blade

If either the attacker or defender controls the Valyrian Steel Blade token, that may now be used. The player using the Valyrian Steel Blade simply adds +1 to his total combat strength. The Valyrian Steel Blade may only be used once per game turn.

Step 5: Battle Resolution

Now both sides combine their total combat strengths. Below is a final summary of what may have contributed to the final combat strength:

- Units in the battle
- Orders (March or Defense orders bonuses/penalties)
- Support from adjacent areas
- Any special ability modifications from the House Cards
- The House Card combat strength bonus
- The Valyrian Steel Blade +1 ability

Loser is determined

The player with the **LOWEST** total combat strength is the loser of the battle. **If the two combat strength scores are tied, the player with the higher position on the Fiefdoms Influence track wins the battle.**

As a result of losing a battle, the losing player must:

- a) Check for casualties
- b) Retreat

a) Checking for Casualties

Only the losing player takes casualties in battle.

Fortification Icon



Sword Icon



Casualties are determined in the following way: The winning player shows how many **Sword icons** was present on the house card he played in the battle. The losing player then shows how many **Fortification icons** are present on the House Card he played in the battle. The losing player must now remove one unit in the embattled area (Footman, Knight, or Ship) **for every Sword icon on the winning player's House Card minus the number of Fortification icons on the losing player's House Card.**

Example: In a battle between Lannister and Tyrell, Lannister plays the Tywin Lannister House Card (2 Sword icons) and the Tyrell player plays Margaery Tyrell (one Fortification icon). If the Lannister player wins the battle, the Tyrell player takes one casualty (two swords against one fortification). If the Tyrell player wins the battle, Lannister takes no casualties since Margaery Tyrell does not show any Swords icons.



Designer Note: Though casualties were obviously inflicted on both sides of a medieval battle, actual losses were far less than those of modern battles. Typically, far greater casualties were inflicted after a medieval battle ended. A clever winning leader would press his victory by outflanking, pursuing, and slaughtering the broken enemy army as it retreated. In the A GAME OF THRONES board game, each unit represents a large force of warriors, and even one or two casualties should represent a stunning loss for the losing side.

Retreats

After taking casualties, the losing army must retreat from the embattled area. If the loser was the attacking army, all surviving units must retreat back into the area from which they came.

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

- 1) All retreating units must retreat into the same area.
- 2) Retreating units may only retreat into an empty adjacent area (i.e. containing no enemy units or Power tokens) or an adjacent area controlled by the same house. **Important rule: Defending retreating units may never retreat into the area that the attacker came from.**
- 3) You may never retreat a unit into an area so that you thereby exceed your Supply limit. If necessary, retreat the units allowed within your Supply limits, and destroy the remaining units.

Note that you are allowed to use ship transport to retreat your units (using the same ship transport rules as marching).

After you have retreated your units into a legal adjacent area, lay them down on their side to signify that they are **routed units**.

Routed units have no combat strength. They still count towards a player's Supply limit, but if a routed unit is forced to retreat again in the same game turn, it is automatically destroyed. Routed units may never be taken as casualties in battle. Routed units may not participate in a march, even if a March order token is resolved at their new location.

After all March orders have been resolved for the turn, return all routed units to their normal upright position.

Example: House Tyrell has just lost a battle against Baratheon in the Kingswood. A surviving Tyrell Knight unit retreats to Storm's End (which contains another Tyrell Footman) and is placed on its side to indicate that it is routed. Later that same turn, House Baratheon attacks Storm's End with two Knight units transported by sea from Dragonstone.

The Tyrell player has a defending combat strength of 1 for the Footman since the routed Knight unit provides no combat strength. If House Tyrell loses the battle, the Knight -- since a routed unit may not retreat -- will be automatically destroyed.

Existing orders in a conquered area.

If an area is successfully taken by the attacker, remove any Order token left behind in the area by the defender. Also remove the attacking player's expended March order.

Used House Card

Both the attacking and defending player now place the used House Card face up by the board in a *discard pile*. These used House Cards are considered **discarded** and may not be used again until later.

After a player has played his 7th and last House Card in battle, instead of discarding this card, he takes all the 6 previously used cards back to his hand. His hand of House Cards is now full again, and all the cards are available to be played in battle once more.

The game continues

After a battle has ended, the current March order is done and removed from the board. Continue to the next player's March order. If all March orders are resolved and removed from the board, continue to the Resolve Consolidate Power Orders step.

C) Resolve Consolidate Power Orders



In this phase, players simultaneously collect power from the areas in which they placed Consolidate Power order tokens. If a Consolidate Power order was removed by a raid, or was located on an area that was successfully invaded by an enemy, that order is no longer in play and the owner will collect no power.

To resolve this step, a player simply collects 1 Power token from the Power Pool for each Consolidate Power order he has on the board, **plus** one Power token for every power symbol (the crown) printed on the board in the area(s) containing his Consolidate Power order(s).

Example: A lone Footman has remained behind on Dragonstone. The Baratheon player gives this area a Consolidate Power order during the Planning Phase. During the Action Phase, this order is neither removed by invasion or a raid, and so, during the Resolve Consolidate Power Orders step, the Baratheon player collects 2 power for this order; 1 from the order itself,

and one additional power for the Power symbol on Dragonstone.

After players have collected their Power tokens for their Consolidate Power orders, the Action Phase is over. Remove all remaining order tokens from the board, and a new turn begins (starting with the Westeros Phase).

If this was the last turn (turn 10), the game is now over and a winner is determined.

Winning the Game

The A GAME OF THRONES board game is won in either of the two following ways:

a) At the end of turn 10, the player who controls the most areas containing Cities and Strongholds wins the game. If two players are tied for the greatest number of areas containing Cities and Strongholds, the player with the highest placement on the Supply track wins the game. If there is also a tie for highest supply, the player with the most available power wins the game. If there is still a tie, the game ends in a draw.

b) If a House, at any time, controls **seven areas** containing Cities and Strongholds, the game is immediately over and that player is declared the winner.

Other Rules

Neutral forces (King's Landing, The Eyrie, and Sunspear)



At the beginning of the game, special tokens are placed on the areas of KING'S LANDING, THE EYRIE, and SUNSPEAR. The number on each of these tokens represents the strength of its neutral forces, which will prevent a casual march into the area.

To successfully march into an area containing neutral forces, a player must equal or exceed the neutral strength with the strength of his marching units and any adjacent supporting areas (support from your own areas or from any other willing house).

Note that marching into a neutral area does not make a battle, and thus no cards are played. The March order modifier (-1, 0, or +1) however, is added/subtracted to/from your marching strength.

After an area containing a neutral force has been entered, discard the neutral force token -- it will not return for the rest of the game.

Example: A House Tyrell army seeks to enter Sunspear from Yronwood. Sunspear contains a neutral force of strength 5 -- a strength that must be met or exceeded by the Tyrell player in order for his march to be successful. The Tyrell army contains 1 Knight and 1 Footman and is marching with a +1 order. Thus the marching army has a strength of 4 (2 for the Knight, 1 for the Footman, and 1 for the +1 March order). A single Tyrell ship in the Summer Sea is showing a Support order -- which adds another +1 to the strength of the Tyrell march for a total of 5. The march is thus successful, and the Sunspear token is removed from the game.

Three and four Player Games

If you wish to play the A GAME OF THRONES board game with 3 or 4 players, the following rules apply:

Three Player Game

House Greyjoy and House Tyrell are not available to players. The starting units (Ships, Knights, and Footmen) for Greyjoy and Tyrell are set up as normal on the board, and now represent neutral forces (like those of King's Landing, Sunspear, and The Eyrie) with a Footman representing 1 neutral strength, a Knight representing 2 neutral strength, and a Ship representing 1 neutral strength (cumulative for areas containing multiple units). Do not place Influence or Supply tokens on the Influence Areas or Supply tracks for Greyjoy or Tyrell.

In a three player game, an instant win requires 8 Cities/Strongholds, rather than the normal 7.

Four Player Game

House Greyjoy is not available to players. As with the 3 player game, set up the starting Greyjoy units which are as neutral forces. In the 4 player game, an instant win still only requires 7 Cities/Strongholds.

Note: Houses not in the game will have no Influence token on any of the three Areas of Influence. This will leave some open positions at the beginning of the game. To fix this, simply move the other House Influence tokens towards the top, so that there is no gap between houses. ***This may result in a new house taking possession of the Valyrian Steel Blade at the beginning of the game.***

Token Limits

All the tokens and units in the game are limited to the provided number. If a player has all his 20 Power tokens as available power, for example, he cannot receive any more tokens from the Power Pool until he spends some of his available power.

The Islands



Note that DRAGONSTONE, PYKE, and THE ARBOR are considered Land areas, and thus cannot be entered by ships. Due to their island nature, Footmen and Knights on these areas can only march elsewhere with the help of Ship Transport.

The Rivers



The borders of Land areas on the game board are identified by a surrounding white border. Some borders, however, are bright blue and represent large rivers. Rivers may not be crossed by marching units unless there is a river crossing (marked on the board with a bridge symbol) between the two areas. The only two river crossings on the board are found by The Twins, and in the area of Crackclaw Point.

The North

The area above Castle Black -- the North -- is not considered to be part of the game, and may not be entered by units.

Based on the A SONG OF ICE AND FIRE novels by George R.R. Martin

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The Westeros Cards



Winter is Coming

(Found in decks I, II, and III)
Immediately shuffle this Westeros deck and draw another card. Repeat if Winter is Coming is drawn again.



Supply

In Order of Play, players adjust their Supply token and reconcile their armies until they meet the supply limit. (See detailed rules on page 4.)



Mustering

In Order of Play, players muster new units from their cities and strongholds. New units must conform to a player's Supply limits. (See detailed rules on pages 5 and 6)



Last Days of Summer

(Found in decks I, II, and III)
Nothing happens, continue to the game.



Clash of Kings

Remove all tokens from the Areas of Influence. Players now bid available power for position on the Areas of Influence. (See detailed rules on pages 6 and 7)



Game of Thrones

In the Order of Play, each player collects one Power token from the Power Pool for every Power Icon (Crown) present in the areas that he controls.



Sea of Storms

Players may not place Raid order tokens during the Planning Phase of this turn. The Resolve Raid Orders step of the Action Phase is skipped this turn.



Feast for Crows

Players may not place Consolidate Power order tokens during the Planning Phase of this turn. The Resolve Consolidate Power Orders step of the Action Phase is skipped this turn.



Rains of Autumn

Footmen do not provide combat strength to an adjacent battle while supporting this turn.



Storm of Swords

Players may not place Defense order tokens during the Planning Phase of this turn.



Wildling Attack

The wildlings attack Westeros with the current strength (as indicated on the Wildling Threat track). All players must bid power to bolster the Night's Watch. (See detailed rules on page 8.)



The Mammoth Symbol

Immediately after the three Westeros cards are revealed at the beginning of the Westeros Phase, advance the Wildling Threat token (on the Wildling Threat track on the board) one space for each Mammoth symbol showing on the three cards.

The Turn Sequence

- 1) The Westeros Phase (skipped on Game Turn 1)
- 2) The Planning Phase
 - a) all players assign orders
 - b) all orders are revealed
 - c) Messenger Raven may be used
- 3) The Action Phase
 - a) resolve Raid orders
 - b) resolve March orders (and resolve battles)
 - c) resolve Consolidate Power orders

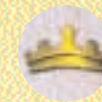
The Battle Sequence

- 1) Participants call for support
- 2) Participants announce current combat strength
- 3) Participants simultaneously reveal a House Card
- 4) Valyrian Steel Blade may be used (once per turn)
- 5) Loser is determined, casualties are removed, and loser retreats surviving units.

The Orders



March Order



Consolidate Power Order



Support Order



Defense Order



Raid Order

Stronghold



City



Supply



Power

