

8



KHAL DROGO

7



RHAEGALL

6



VISERION

5



JORAH MORMONT

4



GREY WORM

3



DAARIO NAHARIS

2



VISERY'S TARGARYEN

1



MISSANDEI

8



CERSEI LANNISTER

7



JAIME LANNISTER

6



JOFFREY BARATHEON

5



TYRION LANNISTER

4



THE MOUNTAIN

3



LITTLE FINGER

2



TYWIN LANNISTER

1



BRONN

8



ARYA STARK

7



NED STARK

6



ROB STARK

5



SANSA STARK

4



CATELYN STARK

3



GREY WIND

2



SYRIO FOREL

1



THEON GREYJOY

8



OBERY'N MARTELL

7



MARGAERY TYRELL

6



OLENNA TYRELL

5



HIGH SPARROW

4



ELLARIA SAND

3



NYM SAND

2



RENLY BARATHEON

1



LORAS TYRELL

8



JON SNOW

7



JEOR MORMONT

6



TORMUND

5



YGRITTE

4



LOCKE

3



MANCE RAYDER

2



SAMWELL TARLY

1



ORELL THE WARG

8



RAMSI BOLTON

7



EURON GREYJOY

6



NIGHT WALKER

5



PYAT PREE

4



STANNIS BARATHEON

3



ROOSE BOLTON

2



STYR THE MEGNAR

1



WALDER FREY

9



RED WOMAN + SHADOW

10



NIGHT KING + DRAGON

9



HODOR + BRAN

10



JON + GHOST

10



KHALESSI + DRAGON

9



VARYS + TYRION

10

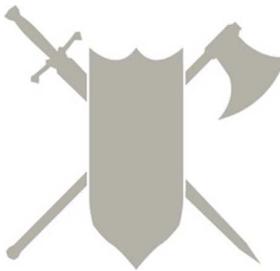


CERSEI + JAMIE

9



BRIAN + PODRICK

<p>10  </p>  <p>DERIC + HOUND</p>	<p>9  </p>  <p>TOMMEN + MARGERY</p>	<p>10  </p>  <p>MAN+GIRL WITH NO NAME</p>	<p>9  </p>  <p>WILDLINGS</p>
<p># TACTIC </p> <p>Declare as any color &amp; power you want in your set.</p>  <p>MERCENARY FOR HIRE</p>	<p>1-3 TACTIC </p> <p>Change to any color. Declare power from 1 to 3.</p>  <p>SPARROW SPY</p>	<p>8 TACTIC </p> <p>Change to any color. Power is fixed to 8.</p>  <p>SHIELD BEARER</p>	<p>X TACTIC </p> <p>All other formations disabled. Win is decided only on <math>\Sigma</math></p>  <p>FOG</p>

X

TACTIC



4 troops required on both sides to declare winner.



RAIN

X

TACTIC



Take 3 cards from deck.  
Discard back 2 cards from your hand.



SCOUT

X

TACTIC



Send one top troop card to elsewhere from your own side.



REDEPLOY

X

TACTIC



Discard one top troop card from enemy side's unclaimed land.



DESERTER

X

TACTIC



Transfer one top troop card from enemy side's unclaimed land.



BACKSTABBER

X

TACTIC



Ask enemy one question about his cards & take an extra turn



GATHER INTELLIGENCE

X

TACTIC



Blindly take one card from enemy hand, and give him one back of your choice.



MEN OF MANY FACES

X

TACTIC



Remove effect of any other tactic (troop or weather) card on unclaimed land



CLARITY

<p><b>ATTACKER</b></p>	<p><b>ATTACKER</b></p>		
 <p>- KING'S LANDING -</p>	 <p>- THE WALL -</p>	 <p>- WINTERFELL -</p>	 <p>- MEEREN -</p>
<p>Defender can use 4 cards to defend. Attackers can only use 3 cards.</p>	<p>Attackers highest power card will be considered ZERO, but they can use 4 cards.</p>	<p>House Stark  get +1 power per card</p>	<p>House Targaryen  get -1 power per card</p>
<p><b>DEFENDER</b></p>	<p><b>DEFENDER</b></p>		
<p><b>DEFENDER</b></p>	<p><b>ATTACKER</b></p>	<p><b>ATTACKER</b></p>	
 <p>- CASTERLY ROCK -</p>	 <p>- HIGHGARDEN -</p>	 <p>- DRAGONSTONE -</p>	 <p>- EYRIE -</p>
<p>Requires 4 cards from both players to claim</p>	<p>Attacker total <math>\Sigma</math> will be reduced by -3. Formations still work as usual.</p>	<p>Attacker lowest power card will be considered as ZERO in total <math>\Sigma</math>.</p>	<p>Formations disabled, Only highest <math>\Sigma</math> wins</p>
	<p><b>DEFENDER</b></p>	<p><b>DEFENDER</b></p>	



- SUNSPEAR -



- STORM'S END -



- RIVERRUN -



- HARRENHAL -

Once this land is claimed: Land on ← side,  
Gets +2 power by default, if yet unclaimed

Unclaimable  
Draw one more location card next to it



- BRAAVOS -



- PYKE -

Once this land is claimed: Property on → side,  
Gets +2 power by default, if yet unclaimed

**QUICK REFERENCE CARD**

Priority of winning formations:

- ♥ ↓ & Σ > ###
- ### (&Σ)
- ♥ ↓
- ♥ Σ
- ↓ Σ
- ↓
- Σ

Legend:

- ♥ - Same House/Color
- ↓ - Consecutive powers
- Σ - Sum of power
- # - Same number

**QUICK REFERENCE CARD**

Priority of winning formations:

- ♥ ↓ & Σ > ###
- ### (&Σ)
- ♥ ↓
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## RULEBOOK

### SETUP

- Mix the location cards and spread 9 of them only in a line. One card facing the dealer, one facing the enemy player.
- Shuffle all troop and tactic cards together and give 7 to each player.
- Give one quick reference card guide to each player.

### PLAYING

- Place one card at a time under a location to send troops there to capture it.
- Troops can be sent to any location in any order as players wish.
- Once 3 cards have been played against a location, the score is resolved to see claim of winner
- Refer to quick reference score cards to see how the scoring is counted.

- Some locations have special requirements mentioned on their card. Orientation of location card only matters for cards with Attackers/Defender on them, that might give certain advantage to defender only.
- 9 and 10 power cards are of duets and can act as wild for two houses indicated.
- Once a claim is confirmed that location is moved over to winner side, this location is now immune to any troop or tactics cards.
- Player can either play tactic or troop card on his turn and then replenish his hand from the main deck. If all cards finish, shuffle used cards and make new deck.
- If player can prove that without tactic card, enemy cannot win then still he can claim the land even with less cards.
- Player can waste a turn to discard a card from hand to get a new one from deck.

## GAME MODES

- EASY:** Remove Tactics card & Ignore special requirements on land cards.
- MEDIUM:** Play with Tactics cards but ignore special requirements on land cards.
- HARD:** Play with Tactics cards and comply special requirements on land cards.

### HOW TO READ THE CARDS



The Power of any character represents his fighting power and political influence. 9 & 10 power cards are wild; and can be used with either houses mentioned on them.

## QUICK REFERENCE CARD

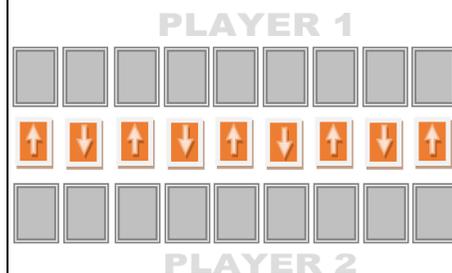
Priority of winning formations:

- ♥ ↓ & Σ > ###
- ### (&Σ)
- ♥ ↓
- ♥ Σ
- ↓ Σ
- ↓
- Σ

Legend:

- ♥ - Same House/Color
- ↓ - Consecutive powers
- Σ - Sum of power
- # - Same number

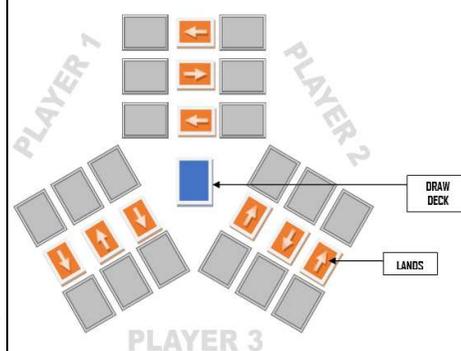
### 2 PLAYER SETUP:



Each player contests for 9 lands. As soon as any of following condition is met, game finishes:

- A player controls 5 lands out of 9
- A player controls 3 adjacent lands

### 3 PLAYER SETUP:

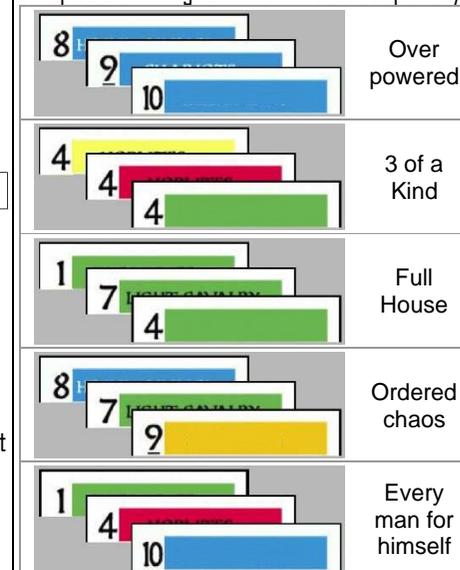


Each player contests for 6 lands (3 against each player) As soon as any of following condition is met game finishes:

- First player to get 4 lands captured.**
- First player to control 3 adjacent lands.**

### FORMATIONS EXAMPLES:

Examples of winning formation in order of priority



## QUICK REFERENCE CARD

Priority of winning formations:

- ♥ ↓ & Σ > ###
- ### (&Σ)
- ♥ ↓
- ♥ Σ
- ↓ Σ
- ↓
- Σ

Legend:

- ♥ - Same House/Color
- ↓ - Consecutive powers
- Σ - Sum of power
- # - Same number

