



Turn Sequence

- 1) The Westeros Phase (skipped on Game Turn 1)
- 2) The Planning Phase
 - a. Reveal the top Ally Card of each deck (when playing on the STORM OF SWORDS board)
 - b. All players assign One-Time orders
 - c. All players assign regular orders and choose a Tactics Card
 - d. All orders and Tactics Cards are revealed
 - e. Messenger Raven may be used
- 3) The Action Phase
 - a. Resolve immediate effects of Tactics Cards
 - b. Resolve Raid orders
 - c. Resolve March orders
 - d. Resolve Consolidate Power orders
 - e. Routed units recover
 - f. Advance Turn marker

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A Game of Thrones

Units:

- 2 Ships in the Shipbreaker Bay
- 1 footman, 1 Knight, Stannis Baratheon, and Melisandre on Dragonstone
- 1 footman in the Kingswood

Track Positions:

- Iron Throne: 1
- fiefdoms: 5
- King's Court: 4
- Supply: 1 (3-5 players) / 2 (6 players)

You start with:

- Iron Throne
- 5 Power tokens

A Game of Thrones (5-6 players)

Units:

- 2 Ships in the Ironman's Bay
- 1 footman, 1 Knight, Balon Greyjoy, and Asha Greyjoy on Pyke
- 1 footman in Greywater Watch

Track Positions:

- Iron Throne: 5
- fiefdoms: 1
- King's Court: 6
- Supply: 2

You start with:

- Valyrian Steel Blade
- 5 Power tokens

A Storm of Swords

Units:

- 2 footmen in Crackclaw Point
- 1 Knight, Stannis Baratheon, and a 2-strength Garrison on Dragonstone
- 2 footmen and Melisandre in Storm's End

Track Positions:

- Iron Throne: 1
- fiefdoms: 3
- King's Court: 4
- Supply: 2

You start with:

- Iron Throne
- 4 Power tokens

A Storm of Swords (4 players)

Units:

- 2 footmen, Balon Greyjoy, and a 2-strength Garrison on Pyke
- 1 Knight and Asha Greyjoy in Oldstones
- 2 footmen in Banefort

Track Positions:

- Iron Throne: 4
- fiefdoms: 1
- King's Court: 3
- Supply: 2

You start with:

- Valyrian Steel Blade
- 6 Power tokens

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

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A Game of Thrones

Units:

- 1 Ship in the Golden Sound
- 1 footman, 1 Knight, Jaime Lannister, and Tywin Lannister in Lannisport
- 1 footman in the Stoney Sept

Track Positions:

- Iron Throne: 2
- fiefdoms: 6
- King's Court: 1
- Supply: 2

You start with:

- Messenger Raven
- 5 Power tokens

A Game of Thrones

Units:

- 1 Ship in the Shivering Sea
- 1 footman, 1 Knight, Eddard Stark, and Rob Stark in Winterfell
- 1 footman in White Harbor

Track Positions:

- Iron Throne: 3
- fiefdoms: 4
- King's Court: 2
- Supply: 1

You start with:

- 5 Power tokens

A Storm of Swords

Units:

- 1 footman, 1 Knight, Jaime Lannister, and a 2-strength Garrison in Lannisport
- 2 footmen and Tywin Lannister in the Trident Woodlands
- 1 footman and a 6-strength Garrison in King's Landing

Track Positions:

- Iron Throne: 2
- fiefdoms: 4
- King's Court: 1
- Supply: 3

You start with:

- Messenger Raven
- 2 Power tokens
- Eddard Stark as Prisoner

A Storm of Swords

Units:

- 2 footmen and a 2-strength Garrison in Winterfell
- 1 Knight and Rob Stark in Greywater Watch
- 2 footmen and Black Walder in the Twins

Track Positions:

- Iron Throne: 3
- fiefdoms: 2
- King's Court: 2
- Supply: 2

You start with:

- "frey Leadership" Ally Card
- 6 Power tokens

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A Game of Thrones (6 players)

Units:

- 1 Ship in the Dornish Sea
- 1 footman, 1 Knight, Doran Martell, and the Red Viper in Sunspear
- 1 footman in Salt Shore

Track Positions:

- Iron Throne: 4
- fiefdoms: 3
- King's Court: 3
- Supply: 2

You start with:

- 5 Power tokens

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

A Game of Thrones (4-6 players)

Units:

- 1 Ship in the Redwyne Straights
- 1 footman, 1 Knight, Loras Tyrell, and Mace Tyrell in Highgarden
- 1 footman in the Dornish Marshes

Track Positions:

- Iron Throne: 4 (4-5 players) / 6 (6 players)
- fiefdoms: 2
- King's Court: 5
- Supply: 3 (4-5 players) / 2 (6 players)

You start with:

- 5 Power tokens

Battle Sequence

- 1) Participants call for support
- 2) Participants announce current combat strength
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