A SONG OF ICE & FIRE

OF

ICE & FIRE

TABLETOP MINIATURES GAME

FIRST IN BATTLE CAMPAIGN

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FIRST IN BATTLE: A MINI-CAMPAIGN

GENERAL OVERVIEW

The following guide outlines the rules for playing a short, progressive series of games featuring options to expand and customize units, as well as utilizing special Character Units only available during the **First In Battle** campaign. This campaign is designed primarily for 2 players, but rules for expanding the number of players are given below. We would also like to note that this Campaign module is still in its design and development stages. We decided to release this document in its early format to provide some additional content for those facing quarantine and/or limited social availability due to recent events, so please expect to see this re-released in a more flushed out/finalized version sometime in the future.

GAME MODES

First in Battle stretches over a series of four games. The Game Modes are listed below, and should be played in this order:

1. A Game of Thrones
2. A Dance With Dragons
3. A Feast for Crows
4. Fire and Blood

INITIAL LIST BUILDING

First In Battle features progressive lists, meaning you will begin the Campaign with a small 30pt army, which will expand after each game. The rules for list building are as follows:

• Each player selects 2 Commanders to use throughout the campaign. These may not be Neutral Commanders unless the chosen army is also Neutral.
• Each player begins the campaign with a single 30 point list, built via normal Army Construction rules.
• In addition to their chosen 30 points, players also include the special Character Unit, listed at the end of this document, in their army, specific to the faction they are playing. **These units are added to free to each army, and do not cost army points.**

LIST PROGRESSION

• Before each game, players may switch out their Army Commanders.
• After each game, players gain 5 additional army points to add to their army. In addition, they may also remove 1 unit, and its Attachments, from their army (*regaining their army points to spend*).
• After the third game, players gain 5 additional army points (*Meaning the 4th and final game of the campaign will be played at a total of 50 points*).
• The special Character Unit cannot be removed from your list.

PROGRESS POINTS

During the Campaign, Combat Units can earn Progress Points by completing various goals during play. After each game, these units can then spend any Progress Points they have earned to gain various bonuses and Abilities. They keep these for the rest of the Campaign.
• Each Combat Unit can only gain 1 additional **Ability** through Progress Points.
• Each Combat Unit can gain multiples of any **non-Ability Bonuses**, but may only gain each bonus once.
• Each Combat Unit can gain a maximum of 3 Progress Points worth of Abilities/Bonuses through the entire campaign.
• Units keep their Progress Points through the entire campaign, only losing them when spent, or as outlined below.

GAINING PROGRESS POINTS

Units can gain progress Points via the following methods.
Each may be completed once per game, and grants 1 Progress Point:
At the end of each game, regardless of outcome, each player assigns 1 Progress Point to any 1 Combat Unit of their choosing that did not earn any Progress Points that game.

• Destroy an enemy Combat Unit.
• Pass 3 Panic Checks during a single game.
• Destroy the unit containing the enemy Commander.
• End a round unengaged in the enemy Deployment Zone.
• Gain at least 2 Victory Points from Objectives in a single game.
• If a unit is destroyed, it loses 1 Progress Point.

Ability/Bonus	PP Cost
ABILITY: SPREAD FEAR	1
ABILITY: GO DOWN FIGHTING	1
ORDER: MARTIAL TRAINING	1
+1 ATTACK DIE (1 ATTACK PROFILE)	1
–1 WOUND FROM FAILED PANIC TESTS	1
+1 (INFANTRY)	1
+1 (OTHER)	2
+1 TO HIT (1 ATTACK PROFILE)	2
ABILITY: VICIOUS (MELEE)	2
ABILITY: SUNDERING (MELEE)	2
ABILITY: STALWART	2
ORDER: STUBBORN TENACITY	2
ABILITY: WEAKEN RESOLVE	2

FIRST IN BATTLE: A MINI-CAMPAIGN

⊞ Victory and Scoring

- Each game will end according to the chosen Game Mode.

- Each game will potentially earn players up to 3 Campaign Points, based on their total Victory points compared to their opponent:
  - **Crushing Victory (5+ VP):** Winner: 3 CP / Loser: 0 CP
  - **Standard Victory (3-4 VP):** Winner: 2 CP / Loser: 1 CP
  - **Narrow Victory (0-2 VP):** Winner: 1 CP / Loser: 1 CP

- If a player ever has 0 remaining Combat Units on the battlefield, their opponent immediately Wins the game and scores a **Crushing Victory**.
- At the end of the 4 games, the player with the most Campaign Points wins the overall Campaign.
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⊞ 3-4 Player Campaigns

When playing with 3-4 participants, the following rules apply:

• Thematically, each player should choose a different faction. If not possible, then we recommend players utilizing the game faction use a drafting method to choose Commanders (*again, only for thematic reasons*).
• The overall winner will be the player who earned the most Campaign Points throughout all games.
• When playing with 3 players, only the first 3 Game Modes should be utilized, with each player facing off against the other two players. After this, the two players with the highest total CP should face off in one final game to determine the overall winner.
• If playing with 4 players, each player should face off against each other player, with the player earning the most total CP after all games being declared the winner. In the event of a tie, the two players with the highest total CP should face off in one final game to determine the overall winner. Game Mode should be randomized.

⊞ Ability Definitions

Go Down Fighting
Each time a rank in this unit is destroyed, 1 enemy engaged with it suffers 1 Wound. If you control ⚔, deal D3 Wounds instead.

Order: Martial Training
When this unit makes a Melee Attack, after Attack Dice are rolled:
The defender becomes Vulnerable.

Order: Stubborn Tenacity
When this unit passes a Panic Test:
1 enemy engaged with this unit suffers D3 Wounds.

Spread Fear
Each time an enemy engaged with this unit fails a Panic Test, 1 other enemy within Long Range of that unit becomes Panicked.

Stalwart
This unit gains +2 to Morale Test rolls.

Sundering
Defenders suffer -1 to their Defense Save rolls.

Vicious
Defender suffers -2 to their Panic Test.

Weaken Resolve
When an enemy engaged with this unit fails a Panic Test, that enemy becomes **Weakened**.

- These units are automatically added to each Army List, and are only usable in the **First in Battle** campaign. They ignore any normal unit/army restrictions.

THE BASTARD'S BOYS

SPIKED MACE
- If this attack targets an enemy that has not activated this round, that enemy becomes **Vulnerable**.
- Vicious (*Defenders suffer -2 to their Panic Test*).

GRISLY RENOWN
Enemies within **Short Range** of this unit suffer -1 to all Morale Test rolls.

PREY ON FEAR
Each time an enemy engaged with this unit fails a Panic Test, this unit may restore up to 2 Wounds.

CRAKEHALL SENTINELS

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

ORDER: TAUNT
When an enemy within Short Range that has Line of Sight to this unit activates:
That enemy must make a Morale Test. On a failure, it must declare a Charge action against this unit, if able.

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

WOLVES OF WINTERFELL

ORDER: LAST STAND
When this unit is destroyed:
This unit makes 1 free Melee Attack, using its highest Attack Die Value, before being removed.

WOLF'S BITE
Before rolling dice, this attack may gain **Critical Blow** (*Rolls of 6 deal 2 Hits*) and **Sundering** (*Defenders suffers -1 to Defense Save rolls*). If it does, after this attack has been completed, unless this unit only has 1 remaining rank, it suffers D3 **Wounds**.

MARSHALS OF CASTLE BLACK

DUAL WEAPONS

3+ / 8 / 7 / 6

3+ · 5+ · 5

ORDER: COUNTERATTACK
When this unit is attacked with melee, after Attack dice are rolled: For each blocked Hit, the attacker suffers 1 automatic Hit.

EMBOLDEN
While within **Short Range** of this unit, other friendly units gain +1 to Morale test rolls.

CROW KILLERS

MERCILESS CUNNING

3+ / 8 / 7 / 4

4+ · 5+ · 6

MERCILESS CUNNING
• **Precision** (*Hits from rolls of 6 do not allow Defense Saves*)
• If targeting an enemy that has not activated this round, this attack may re-roll any Attack Dice.

FUELED BY SLAUGHTER
Each time this unit destroys an enemy rank, it may restore D3 Wounds.

OUTFLANK
You may hold this unit off the table instead of deploying it. At the start of any round, as its activation, deploy this unit fully within **Short Range** of any Flank table edge.

DROGO'S VANGUARD

SCREAMER'S FURY

3+ / 8 / 5

4+ · 6+ · 6

CAVALRY
• Each model in this unit has 3 **Wounds**.
• At the start of this unit's activation, it may make a free Maneuver action.

SCREAMER'S FURY
While you control ⚔ this attack gains **Sundering** (*Defenders suffer -1 to Defense Save Rolls*) and always rolls its highest Attack Die Value.

OUTFLANK
You may hold this unit off the table instead of deploying it. At the start of any round, as its activation, deploy this unit fully within **Short Range** of any Flank table edge.

NIGHTSONG GUARDIANS

UNWAVERING FURY

3+ / 8 / 8 / 8

4+ · 5+ · 5

UNWAVERING FURY
When this unit attacks, for each of its destroyed ranks, select 1 of the following bonuses:
• **Critical Blow** (*Rolls of 6 cause 2 Hits*)
• **Sundering** (*Defenders suffer -1 to their Defense Save rolls*).
• **Vicious** (*Defender suffers -2 to their Panic Test*).

STAUNCH DEFENDER
For each of its destroyed ranks, this unit gains +1 to Defense Save rolls and suffers -1 Wounds from any failed Panic Tests.

FIRST IN BATTLE CAMPAIGN SHEET

PLAYER NAME: **FACTION:**

GAME	MODE	TOTAL CP EARNED
1	A Game of Thrones	
2	A Dance With Dragons	
3	A Feast For Crows	
4	Fire and Blood	

Army List

COMMANDERS	POINT COST
	-
	-

UNITS + ATTACHMENT	POINT COST

Progress Points

UNIT NAME	ABILITY/EFFECT GAINED	POINT COST