

Work In Progress

# A SONG OF ICE & FIRE TACTICS

## BATTLE OF THE TRIDENT\*

TARGARYEN

BARATHEON



### RULES



DARK SWORD  
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BASED ON THE #1 NYT BESTSELLING NOVELS BY GEORGE R.R. MARTIN\*\*





## TALES OF ADVENTURE

Welcome to *A Song of Ice & Fire: Tactics*. Set in the world of George R.R. Martin's *A Song of Ice & Fire* series of novels, *Song: Tactics* is a small-scale, scenario-centered miniatures game where Westeros personalities, and their motives, matter. It offers ready-to-use miniatures and battlefields that allow players to quickly get into the game.

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### OVERVIEW OF THE BATTLE

A game of *Song: Tactics* is divided into rounds. During a round, both players use their whole warband, one model at a time. Each time a player does so, it is during their turn. The number of rounds is determined by the scenario chosen earlier. At the end of the battle, players add all victory points (VP) they have acquired during the game.

During their turn, a player activates one model. This will always be a single miniature, be it a hero, a champion, or a soldier. During its activation, a model has two actions points (AP). The two most basic ways to spend them is by moving or attacking.

Once all models from both players have activated, and thus all turns in the round have been played, you enter the end phase. It is now time to calculate VP for the round and prepare for the next.

All these steps, and these specific terms, will be explained in detail. For now, we present an overview of what's going to happen in *Song: Tactics*. If there's ever a wording conflict between a rule and a card, the card always wins.


Once you are familiar with the following rules, start the game by choosing the first scenario found at the end of this book. Scenarios indicate what forces fight each other for victory and on what terrain they bleed and die.

Once you choose a scenario, it is time to assemble your warband and set up the terrain. The small-scale force you control is called a **warband**. To build it, you can use the cards provided in this *Skirmish Set*. The next step is to set up the terrain. Simply follow the map that comes with the scenario. Pick up the necessary elements and position them on the battlefield. Now, you are ready to play!



# COMMON GAME TERMS

The following terms appear frequently in the rules. We provide upfront definitions to familiarize yourself as you read further.

- ♦ **ABILITY:** A model's special skills and effects, found on their model card.
- ♦ **ACTION POINTS (AP):** Action points determine how much your model can do in one round. All models have 2 AP when they activate. Basic actions cost 1 AP.
- ♦ **ACTIONS:** All options available during a model's activation.
- ♦ **ACTIVATION:** On a player's turn, they choose a model and activate it. The model can then use its AP and abilities. Once these are used, the model is unable to activate again until the next round.
- ♦ **ADJACENT:** Two elements occupying orthogonal or diagonal touching squares are adjacent.
- ♦ **ATTACKER:** A model performing an attack action.
- ♦ **BLOCKER:** An element or a model that blocks line of sight (LoS).
- ♦ **BLOCKING ELEMENT:** An element that blocks movement and LoS.
- ♦ **CONTACT:** Two models in adjacent squares with LoS to each other are in contact.
- ♦ **DECEASED:** A model that loses all wounds is killed and removed from the battlefield.
- ♦ **DEFENDER:** Any model targeted by an attack action is known as a defender.
- ♦ **DEPLOYMENT ZONE:** The area of the battlefield outlined in either gold or silver in which a player deploys their warband. Before the battle begins, models must be placed within their available deployment zones.
- ♦ **DICE:** Song: Tactics uses ten-sided dice . The higher the roll the better.
- ♦ **ELEMENT:** Anything on the board with which models interact is an element. This includes terrain pieces and other models, but not tokens or dice.
- ♦ **ENEMY:** All the models in your opponent's warband are enemies. If you're facing several opponents, all the models in their respective warbands are enemies.
- ♦ **ENGAGED:** A model in contact with an enemy model is engaged. A friendly model in contact with another friendly model is NOT engaged.
- ♦ **FRIENDLY:** All the models in your warband are friendly. If playing with an ally, models in their warband are also friendly.
- ♦ **HIT:** Each successful attack die generates 1 hit. Each unblocked hit causes 1 wound.
- ♦ **INFANTRY:** A model that sits on a 30 mm diameter round base.
- ♦ **MODEL:** A single miniature that represents one member of either player's warband. Terrain and tokens are not considered models.
- ♦ **NATURAL 10:** A result of a 10 on a die prior to any modifiers.
- ♦ **LARGE MODEL:** A model that sits on a 50 mm diameter round base.
- ♦ **LINE OF SIGHT (LoS):** The capacity of one model to see another. There is no limit to the range of sight except for blocking elements. Therefore, you can see anything on the battlefield so long as LoS isn't blocked. You may likewise shoot at anything under the same conditions.
- ♦ **MOTIVATION:** Personal needs drive heroes in Song: Tactics. They all have motivations, powerful goals and desires that make them risk their lives on the battlefield. Succeeding in their motivations grants their player VP.
- ♦ **MOVE:** Movement is a basic action allowing a model to move up to 3 squares on the battlefield.
- ♦ **NEMESIS:** A character (hero or champion) from your opponent's warband whose demise is of significance. Some characters can choose a nemesis before the battle begins or have one imposed upon them. Usually, killing a nemesis grants you VP.
- ♦ **OBJECTIVE:** An element on the battlefield that grants VP. Holding objectives is the most common way to achieve victory.
- ♦ **ROUND:** Song: Tactics is played over several rounds. Each one is composed of a series of turns.
- ♦ **SHORT RANGE:** Short range is any square up to 3 squares away from a respective model or element, regardless of LoS.
- ♦ **SQUARE:** A subdivision of the battlefield.
- ♦ **TERRAIN:** Elements on the battlefield that are not models. Examples include a tree, a barrel, a table, etc.
- ♦ **TILE:** A single 7x7 square tile which, together with others, makes up the battlefield.
- ♦ **TOKEN:** A cardboard tracker for any special condition or wounds. Tokens are placed next to a model.
- ♦ **TURN:** A player's turn is composed of a single model's activation unless some special abilities say otherwise. Rounds are composed of various player turns. Turns alternate between players until a round is complete.
- ♦ **WARBAND:** A group of models commanded by a player.
- ♦ **WOUNDS:** The overall health of a model. When a model's wounds reach 0, they are removed from play.

## CREDITS

*Based on the #1 NYT bestselling novels by George R.R. Martin*

- ♦ **GAME DESIGN:** Fábio Cury and Olivier Zamfirescu
- ♦ **GAME DEVELOPMENT:** Felipe Galeno (Lead), Chris Lites, Chris Hamm, Travis Chance
- ♦ **LEAD PRODUCER:** Rebecca Ho and Erwann Le Torrivellec
- ♦ **LICENSE COORDINATOR:** Jim Ludwig and Raya Golden
- ♦ **PRODUCTION:** Marcela Fabreti, Vincent Fontaine, Isadora Leite, Kenneth Tan, Thiago Aranha, Nicholas Sia, Randall Chua, Gregory Varghese and Daryl Choo
- ♦ **GAME DESIGN DIRECTOR:** Guilherme Goulart
- ♦ **ART DIRECTOR:** Mathieu Harlaut
- ♦ **COVER ART:** Paul Dainton
- ♦ **CHARACTER ART:** Stefan Kopinski, Prosper Tiplaldi, Carlos Amaral, Anastasia Komissarova, Grim Moon Studio, Angelo Peluso, Alberto Dal Lago, Ivana Abbate, Bogdan Tomchuk, Jacopo Schiavo, Matteo Spirito, Mark Tarrisse and Alexandra Grishina
- ♦ **ADDITIONAL ART:** David Demaret and Léni Scheider
- ♦ **LEAD GRAPHIC DESIGN:** Stéphane Gantiez
- ♦ **GRAPHIC DESIGN:** Gabriel Burghi, Fabio de Castro, Marc Brouillon, Louise Combal, Max Duarte, and Júlia Ferrari
- ♦ **SCULPTING:** BigChild Creatives, Alban Gungjah, Aragorn Marks, Arnaud Boudoiron, Olivier Thill and Yannick Fusier
- ♦ **RENDERING:** Edgar Ramos
- ♦ **WRITING:** Chris Lites
- ♦ **TRANSLATION:** Board Game Circus, Lis Díez Bourgoïn, Jael Herrera Gómez, Sebastian Klinge, Benjamin Rodigas
- ♦ **PROOFREADING:** Jason Koepp
- ♦ **PUBLISHER:** David Preti
- ♦ **PLAYTESTERS:** Thyago Berardinelli, Rafael Assaf, Marco Saccomani, Euclides Ribeiro, Fernando Monteiro, Alexandre Hepner, Juarez Maccarini and Mark Rupp



# COMPONENTS LIST AND USE

Each *Skirmish Set* for *A Song of Ice & Fire: Tactics* is packed with everything you need to have a great gaming experience. This set includes:

- 8 plastic ten-sided dice used to resolve all interactions between models and their environment.



- 6 modular, double-sided, unique cardboard tiles. These allow you to create many battlefields. Some *Skirmish Sets* even share the same art as they are in the same region of Westeros. Combining them allows for even more variety and larger battles!



- The turn tracker is composed of 4 elements, the turn token, 2 lock tokens, and the turn strip overlay. Setup the locks to match the number of turns indicated by the scenario and indicate the current turn with the turn token.



- 2 decks of model cards (tarot size), representing the miniatures of the warbands found in this *Skirmish Set*.



- 2 decks of motivation cards (tarot size), each specific to the heroes of each warband found with this Set.



- 10 agendas cards (mini size), drawn by each player at the start of the game.



- 10 objective cards (mini size), placed on objectives before the battle begins.



- Cardboard punchboards with tokens for terrain, conditions, coins, etc. These markers are used in every stage of the game.



Plunder Tokens



Equipment tokens



Wound Tokens



Capture Tokens



Shaken Tokens



Routed Tokens



Nemesis Tokens



Objectives Tokens



Victory Point tokens



Gold dragons, Silver stags, Copper stars tokens



- 24 high quality plastic miniatures, called models in the game, representing all the characters fighting on the battlefield. Each *Skirmish Set* is made of 2 warbands of 12 models each, designed for 2 players, or sides, to combat each other.



## TARGARYEN

## BARATHEON



Rhaegar Targaryen (*mounted*)



Rhaegar Targaryen



Jon Connington



Young Robert Baratheon (*mounted*)



Young Robert Baratheon



Jon Arryn



Young Barristan Selmy



Lewyn Martell



Lyn Corbray



Hooster Tully



Roose Bolton



Denys Arryn



Myles Mooton



Jonothor Darry



Jason Mallister



Eddard Stark



Stag Knight



Targaryen Honor Guards



Royal Shield-Bearer






Baratheon Wardens









## DICE

*Song: Tactics* uses ten-sided dice to resolve all combat and non-combat situations. In the rules and on the cards, they are represented by this  icon. Whenever you roll multiple , roll them all at once to speed up the game but never tally the results. Only the result of each individual  counts. You always want to roll as high as possible. Any result of 10, before applied modifiers, is known as a natural 10.

## THE BATTLEFIELD

*Song: Tactics* uses tiles, split into 49 squares, in a 7 by 7 grid, dividing the battlefield into smaller discrete parts. Squares are used to measure movement and range. They determine how much space an element occupies and determine LoS. All elements in *Song: Tactics* must always be clearly placed inside a single square or group of squares (doors and windows are the exceptions).

There are 4 types of squares in the game:

	OPEN-	BLOCKED-
○		
×		

Each square can have two types of sides:

- an **open (OPEN)** side, with no icon or symbol, means that a model can move through or stand on this square.
- a **blocked (BLOCKED)** side, marked with 2 narrow parallel lines, means that a model cannot move through or stand on this square.

Two different icons can be found in the middle of a square:

- a **dot (○)** means that the square doesn't block line of sight through it. A model standing on this square can be seen and attacked by another model (if LoS is open between them).
- a **cross (×)** means that the square blocks LoS after it, but not to it. A model standing on this square can also be seen and attacked by another model (if LoS is open between them).

When a precise type of square is mentioned in the rules, it's always in the following fashion: **OPEN-○**, **OPEN-×**, **BLOCKED-○**, **BLOCKED-×**.

### OPEN-○



**OPEN-○** squares can contain models, elements, and do not block LoS. These are open ground or floors where models can move freely and fight. This type of square is the most common in *Song: Tactics*.

### OPEN-×



**OPEN-×** squares block LoS through them, but a model can move into them. They represent heavy smoke, fog, or a lightly forested area. A model in an **OPEN-×** may be the target of a close combat or ranged attack.

### BLOCKED-×









**BLOCKED-×** squares block LoS and movement. They can't contain any model or element. Examples are large rocks, huge trees, stone walls, anything that a model can hide behind but not stand upon.


### BLOCKED-○



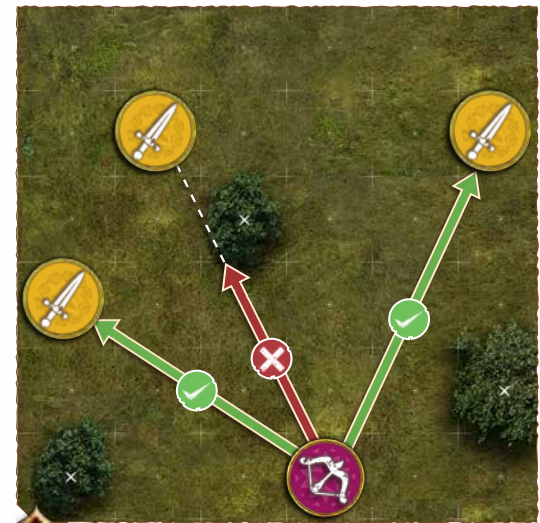
**BLOCKED-○** squares do not block LoS and can't contain a model. Examples include a moat, a deep river, or a sizable hole in the ground. Models can make ranged attacks through them but can't stand on these squares.



The central / in squares are used to determine LoS between models. To determine if 2 models can see each other, trace an imaginary line between the / of the 2 squares in which the models sit. You may briefly push aside the models to draw the line, since the / is below their base. If no squares with blocking element stands in the way, LoS is open between these models.

Blocking elements when determining LoS are:

- a model, friendly or enemy
- a 
- a wall (see further)



Having LoS allows models to see each other and thus attack or charge. If there is no LoS between two models, there are actions they cannot perform against each other.







- ✓ The Archer can trace an uninterrupted line from the central  of the square they occupy to the 1<sup>st</sup> Guard and thus perform a ranged attack against them.
- × If the Archer tries to draw a line to the 2<sup>nd</sup> Guard, the line goes through a  square, in this case a bush. This blocks LoS and thus the Archer can't shoot the 2<sup>nd</sup> Guard. The Archer can shoot the 3<sup>rd</sup> Guard since there are no blocking elements between them.



# TERRAIN

Every Skirmish Set comes with specific terrain. All their rules are contained at the end of this book. A model that enters a square marked  **must** interact with the terrain. A model that enters a square marked  **may choose** to interact with the terrain and thus use the rule found in this book.

Use the following table to help you understand the nature of each square:

CAN A MODEL:	OPEN 	OPEN 	BLOCKED 	BLOCKED 
Stand in this square?	Yes	Yes	No	No
See through this square?	Yes	No	Yes	No

When a terrain, such as the tree in the example above, is larger than 1 square, all the squares from the terrain share the same rules. You can see that all the outward sides of the tree are **BLOCKED** and thus the whole tree is **BLOCKED**.


Two terrain elements don't interact with each other, unless explained otherwise on their terrain cards. Additionally, you can't place or move any terrain on top of a square that isn't **OPEN**.

Simply put, you can't push a table on top of a tree. You can't put a large chair on top of a barrel that itself is on top of a bar. This isn't the circus. This is a serious miniature game.




A model is in a square with a straddling barred door. They can choose to spend 2 AP to destroy the barred door. They can then flip the barred door terrain to a broken door and move 1 square.



The Archer can't shoot the 1<sup>st</sup> Guard, as they stand behind a tree  that blocks LoS. The 1<sup>st</sup> Guard also blocks LoS to the 2<sup>nd</sup> Guard. To shoot them, the Archer will have to move first.

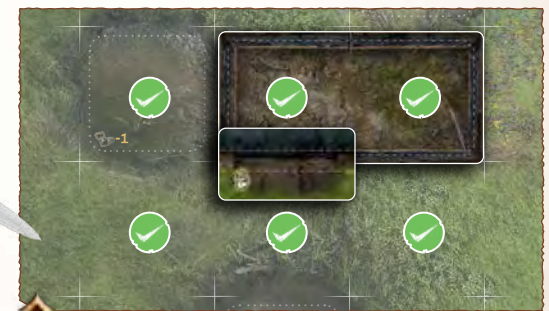
The battlefields in *Song: Tactics* come alive with the addition of various types of terrains. Some features are printed on the tiles themselves, but most terrain comes printed on cardboard cutouts placed on top of the tiles, following the scenario's maps.



This 2x2 square large tree is a common piece of terrain found all over Westeros. When placed over a tile it makes the area **BLOCKED**  and thus blocks LoS and movement.

## DOORS AND WINDOWS

Unlike other terrain doors and windows are not placed completely overlapping a square. Instead, they are placed over walls. They can be interacted with from any of the adjacent squares.



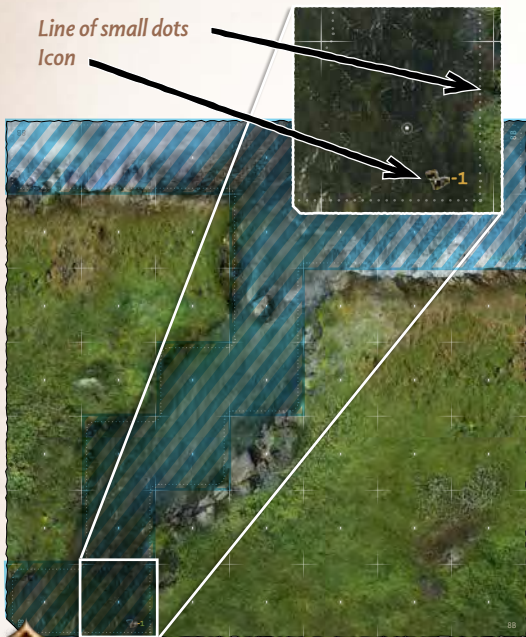
This door can be opened by models in any of these squares.





## TERRAIN ZONES

Terrain zones are parts of tiles or cut-out terrain that share common characteristics over an area instead of a single square. They are defined by a line of small dots and an icon. Terrain zones are always clearly explained in their respective rulebooks. All squares within the zone, or all identical squares on the tile, share the same terrain zone rules.



Line of small dots  
Icon

This tile includes a large river that counts as a terrain zone.

All the squares in the river abide by the same rules.

## WALLS



Walls are special terrain features that are **BLOCKED-X**, but don't occupy a whole square. They block movement, line of sight, being engaged, being in contact, etc. Large models can't be placed over walls. Walls are always clearly marked by dashed lines. The angle of a wall is treated like the corner of a **BLOCKED** square for all rules.

# COINS OF WESTEROS

Coins play a central role in Song: Tactics. Coins are used before the game to assemble warbands. During the game, they are spent to use abilities as well as indicating which models have activated.

Gold dragons are the most valuable of all coins, allowing you to field heroes and score extra VP through their motivations. Silver stags are used to field champions and serve as currency for their abilities. Copper stars allow you to field soldiers, serve as activation tokens, and activate many abilities. This Skirmish Set contains 6 gold dragons, 12 silver stags and 36 copper stars.

Each player starts the game with a pool of coins, identical to the pool given by the scenario to assemble their warband. During the game coins have many functions:

- 1 gold dragon is required to activate a model. If you don't have any gold dragons left, you can't activate any models. When you declare a model's activation, place 1 gold dragon next to or on its base, in its square. By doing so, both players clearly see which models were activated this round. Each player starts each round with a set amount of gold dragons. It is important to remember that gold dragons fully replenishes at the beginning of each round.
- 1 silver stag also allows a player to pass an activation if they so choose (see page 15). Passing allows warbands with fewer activations to pass their turn. Passing a turn costs 2 silver stags.

During the battle, once gold dragons and silver stags are spent, they're gone for the rest of the game, unlike copper stars that are refreshed at the beginning of each round.

# MODELS

Every Skirmish Set comes with models that allow players to field many different warbands. There are three model types. Each model can only be of one type:

## HEROES

These iconic and beloved characters play a pivotal role in the game: your warband does anything to protect their heroes and your opponent revels in capturing them. When you build your warband, heroes cost 1 gold dragon. They bring powerful abilities and precious motivations, allowing them to score extra victory points. A model whose coin cost includes at least 1 gold dragon is **always** a hero.

## CHAMPIONS

These characters possess extraordinary combat or leadership abilities that make them unique. When you build your warband, champions cost 1 silver stag. Any model that costs 1 silver stag, or 1 silver stag + 1 copper star, is a champion.

## SOLDIERS

Regular troops, mercenaries, men-at-arms with swords and shields, bows, or halberds—soldiers are the rank and file of any warband. They protect your heroes, support your champions, hold objectives, and die a painful death. Soldiers are models who cost 1 copper star only.

One infantry model occupies a single square. A large model occupies a larger square of 4 mutually adjacent squares, with the model placed in the middle of the square. There can never be two models in the same square.

## MOUNTED CHARACTERS

Some heroes or champions have two versions: one mounted (large model) and one infantry. They are the same unique character, so these two models can't be fielded or on the battlefield at the same time.



If you choose to field the infantry version, pay the appropriate coin cost. Characters that start the game as infantry can never become mounted during the battle, but some mounted characters can be knocked off their horse or choose to leave their steed. This is known as being dismounted.

If you choose to field the mounted version of a model, pay the coin cost mentioned on the mounted model card only (don't add the infantry cost). The model then starts the game mounted. They can choose to dismount and become infantry as a free action at any point during their activation. Remove the mounted model from the battlefield and place the infantry model on any square previously occupied by the mounted version, without any wounds or condition tokens.

If the mounted model's wounds are reduced to 0, only the mount dies. The model does not perish. As with dismounting, remove the mounted model from the battlefield and place the infantry model on any square previously occupied by the mounted version. The infantry model is placed without any wounds or condition tokens and before any enemy model surges forth (see pg. 18). Either voluntarily or through combat, if a model dismounts, they can't get back on their mount for the rest of the battle.



## GAME TOKENS

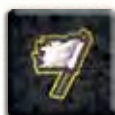
There are several tokens in Song: Tactics, small cardboard pieces that you place on the battlefield to track information. They help you and your opponent note any special conditions affecting specific models, if a model lost any wounds, and where objectives or treasures are.



### MODEL TOKENS

Condition tokens track **shaken** and **routed** models. These are both conditions that affect the aptitude of the model.






Shaken indicates your model is in shock from a given event. When , a model subtracts 2 to every die result during the model's next roll (excluding a natural 10). After this roll is made, remove the .




Routed means when the model next activates, even if that is next round, it does so with 1 less AP. This usually means the model only has 1 AP left. When a model with a  token finishes their activation, remove the  token. No matter what happens, no models can have less than 1 AP when they activate.





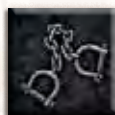
Wounds are tokens used to measure how many wounds a model lost from their starting amount. If a model suffers as many  as their starting amount, they are killed.

A model can be **shaken** and **routed** at the same time but can never have more than 1  AND 1  token at the same time.

Each time a model suffers wounds, place  tokens equal to those lost next to their base. By doing so, both players know how close to death a model is at any time.







Currently Robert is activated, lost 2 , and is . He is not in a great spot...



Capture tokens are placed on models that have successfully captured an enemy hero or champion. (See page 19)









When a character (hero or champion) chooses 1 or several nemeses, place  next to its base, and place  next to the nemeses' bases. This reminds all players who has been marked, and by whom. Use  and  if another character from your warband can also declare nemeses.



### BATTLEFIELD TOKENS

#### PLUNDER TOKENS







Plunder tokens are found on all battlefields in Westeros. Their locations are marked on every scenario map (excluding Learn to Play), and they come in 2 types: Money Bags  and Secret Letters . Any model in contact with a plunder token can perform  1 with that plunder to gain the following:

-  scores 2 VP and gains 1 
-  scores 2 VP, draw 1 agenda card (page 13) from your remaining cards.

When a plunder token has been interacted with, it is removed from the battlefield. Many abilities and motivations allow you to score more VP when interacting with plunder tokens. Some motivations apply only to a  or a  token specifically.

#### OBJECTIVES TOKENS



Objectives tokens are the main way to score VP during the battle. Their locations are marked with  on every scenario map (excluding Learn to Play). All  are **OPEN-**, any model that stands on this square controls it. Objectives are controlled or not, never contested. During the end phase (see page 15), each model that controls 1  scores 1 VP.



## EQUIPMENT TOKENS



When you assemble your warband, you might have left, or choose to save a few to buy equipment instead. This is done through equipment tokens, that you can find in every *Skirmish Set*. A single model can only benefit from 1 equipment token.

The benefits of all equipment tokens can be found at the end of this rulebook. There you can find how many this equipment costs to give to a single model, and which type of models this token can be given to. If the specific model doesn't have its type pictured there, they can't get this equipment.

The token's effect is always very precise and can be linked to a specific moment to be used. Please note that if a model is killed, their equipment token is discarded for the rest of the game.

Finally, some equipment tokens are unique, and you can only ever have 1 of these in your warband. This is specified in the description.



## GAME CARDS

The game uses 4 types of cards:

- model cards describe the stats and specific abilities of all the models.
- agenda cards allow your warband to score extra VP.
- motivation cards are also used to score extra VP but are linked to specific heroes.
- objective cards are tied to the objectives on the battlefield.

All these cards can be found on the game's App or our website. There they are kept up to date and can be easily printed.

## MODEL CARDS

Each model uses a model card to track its attributes and abilities. While players may use the same reference card for more than one soldier, it is important to note that heroes and champions always have unique model cards.



**1** This is the model's type (hero, champion, or soldier) and indicated coin cost. The indicated coin cost for soldiers is for a single model. Should you wish to field more than one of the same model, you must pay the indicated number of coins each time.

**2** This is the model's name, title, and House emblem. The House emblem determines a model's faction. Heroes and champions with the same name may never be included in the same warband.

**3** is will. It represents the mental fortitude of a model and is used for various game effects when necessary. A model asked to roll rolls 1 die. To succeed it must roll equal to or above its value with that 1 die.

*Robert has great resolve and as such his is 5+. He needs to get a result of 5 or more on a die to succeed a test.*

**4** is defense. When this model suffers hits, roll as many dice as each hit received. Every die that scores equal or higher than blocks 1 hit.

*Robert wears heavy armor, thus his value is great at 5+. He needs to get a result of 5 or more on his dice to block each incoming hit. For each unblocked hit, he suffers 1 .*




**5** represents the number of wounds the model can lose before it is killed. If, through combat, environmental damage, or special abilities, the model suffers as many wounds as their value, at the end of the current action, the model is killed and removed from the battlefield.




*With 4 , Robert is extremely resilient. He can take four wounds before being brought down. He's a beast!*

**6** Here are the model's attacks modes and abilities. Not all models have attack modes or abilities. Attack modes are used when a model makes an attack or charge action.

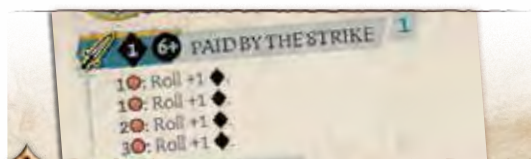








## ATTACK MODES

 is a **melee attack**. It is used when a model uses AP to attack in close-combat or when they charge. Thus  can only be used against an engaged enemy. The 1<sup>st</sup> value you find just right of  is the number of dice you roll when using this attack mode. The 2<sup>nd</sup> value is the number you must equal or surpass to generate a hit with each attack die.

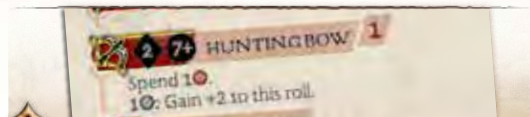
 is a **ranged attack**. It is used when a model uses AP to make a ranged attack. These attacks can hit an enemy at any range. To make a ranged attack, the model using  must be unengaged and have line of sight to their target. The 1<sup>st</sup> value you find just right of  is the number of dice rolled when using this attack mode. The 2<sup>nd</sup> value is the score you must equal or surpass to generate a hit with each attack die.




Using attack modes require models to spend AP. The amount required is indicated next to the attack mode's name. Most attack modes can improve or gain properties by spending extra coins. These extra coins must be spent for every action separately. Each such improvement can only be used once for each action.



This model has one attack mode, a close combat  attack, called **PAID BY THE STRIKE 1**. The **1** means that this attack mode requires 1 AP to use. When this model does so, they roll 1 die and need to score 6 or higher to generate a hit. **PAID BY THE STRIKE 1** also allows the player to spend extra coins. For 1  this model can roll 1 extra die. They can elect to add a 2<sup>nd</sup> die for another extra 1 , a 3<sup>rd</sup> die for 2  more and finally a 4th die for an extra 3 ! This costly attack would allow this model to roll 5 dice in total, each needing 6+ to generate a hit. Said attack would cost 7  to execute. Spending extra coins must be declared before any dice are rolled. If this model chooses to use **PAID BY THE STRIKE 1** again as his second action, he must spend coins again to get these bonuses.


Some attack modes require spending coins in addition to the attack's AP cost. This card notes this with the "Spend X" in the attack's text box, where "X" is the required amount to spend for each attack action.

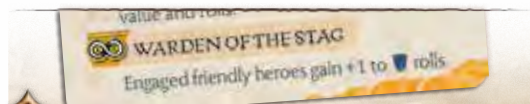



This model's  attack mode requires 1 AP to use. It also requires the attacker to spend 1 , though they may choose whether to spend 1  or not.

## ABILITIES



All abilities that target another friendly or enemy model do **not activate** the target. Even if the target model is required to perform an action, doing so never activates said model.

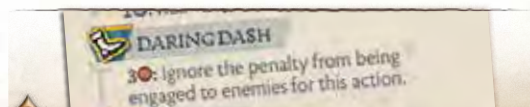
A model can only benefit from the same ability (with an identical name) once at a time. Even  passive abilities with the same name don't accumulate on a model.




Robert Baratheon is engaged with the enemy and in contact with two Baratheon Wardens from his warband. He only receives +1 to  rolls since both **WARDEN OF THE STAG** don't stack.





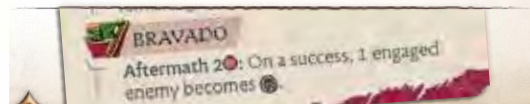
 are **movement abilities**. They can be used when a model makes a move action (see page 16), whether they're active or not. Their use and coin spend (if any) must be declared when the move action is declared by the player. These abilities can also be used when the model makes a charge, which is a  1 + **ATTACK 1** action.






With **DARING DASH** this model can spend 3  before making a move action to ignore enemies that would otherwise make them engaged.




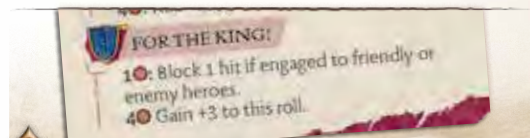
 are **will abilities**. They can be used anytime a model performs a  test.





Thanks to **BRAVADO**, Jon Connington can spend 2  after successfully passing a  test. He can then make one enemy with which he's engaged .





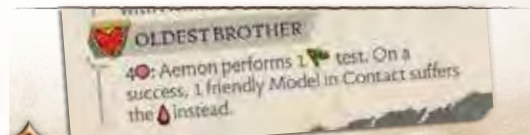
 are **defense abilities**. They can be used when a model makes a defense roll.







A Targaryen Honor Guard is attacked in close combat. Right after his attacker determined their hits, the Honor Guard decides to use **FOR THE KING!**. He's not engaged with a hero, so can't use the 1<sup>st</sup> improvement. But he can use the 2<sup>nd</sup> one to grant himself a bonus of +3 on his  rolls against each hit by spending 4 .




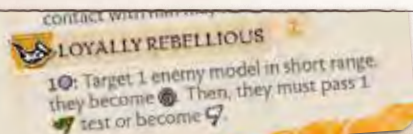
 are **wounds abilities**. They can be used anytime a model loses at least 1  and before the model would be killed.




This model can use their **OLDEST BROTHER** ability right after they lose a . They need to spend 4 , then pass a  test to cause a friendly model in contact to suffer any  that would otherwise harm them.

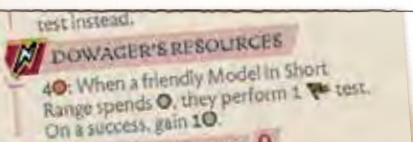


 are command abilities. They are actions unique to specific units. Only an active model can use command abilities. A command ability doesn't activate the model it targets.



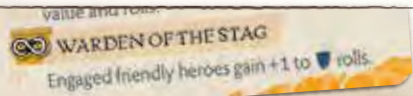
This model can use LOYALLY REBELLIOUS 1 when active. They need to spend 1 AP and 1 to force 1 enemy model in short range to become 10. Then, that enemy must pass 1 test or become 10.

 are special trigger abilities. Each of these has a specific condition of when it can be used written on its effect. These abilities never activate a model using the ability or a model targeted by the ability.



This model can use their DOWAGER'S RESOURCES special ability as soon as a friendly model in short range has spent 40. This model's player must announce the use of this ability right after the action spending 40 is resolved. This wouldn't end the model's activation nor activate this model. They must spend 40 to make the model perform 1 test that, if successful, gives 10 back.

 are passive abilities. These are always active.



This model benefits from the WARDEN OF THE STAG passive ability when applicable. Friendly heroes engaged with this model gain +1 to their rolls.



Any ABILITY 0 is a free action. The 1<sup>st</sup> time any free action is used during an activation doesn't require spending AP. A model may perform other free actions during their activation by spending 1 AP for each free action beyond the first.

### ABILITIES SPECIAL RULES

Many abilities share rules and specific terms described below. If any card contradicts one of the rules below, the card always takes precedence.

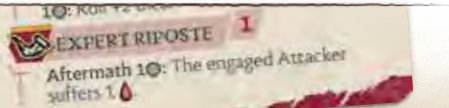
#### +1 SQUARE

When an ability describes that a model can move +1 square it always means a square they can legally occupy.

#### AFTERMATH

Some abilities have an aftermath effect, usually associated with a coin cost. These can be used after the initial dice are rolled and the regular action resolved. In the case of attack actions and defense abilities, their timing is specified in the attack section (See page 18).

If an active model uses an aftermath effect, it is still considered part of the model's activation. Using an aftermath effect or ability doesn't activate a model.



After being attacked in close combat, this model can choose to spend 1 to make the attacking model suffer 1.

#### AWAY

An enemy model forced to move away must end this compulsory move as far away as possible from the model who initiated the away action. If for any reason there aren't any OPEN squares available, the model is not moved.

#### ENGAGED/UNENGAGED

A model in contact with an enemy model (*in adjacent squares and having LoS to each other*) is considered engaged. A model not in contact with an enemy model is considered unengaged.



These 2 models are engaged. They are in adjacent squares and share a LoS to each other.



This Archer is unengaged. One Guard is not in an adjacent square, and the one that is in an adjacent square doesn't have LoS with the Archer because of the wall between them.

#### TOWARDS

Towards moves are compulsory. A model required to move towards another model must travel the shortest distance to end in contact with the model that initiated the towards movement. This may mean going around obstacles or other models.





## AGENDA CARDS

Warbands have many reasons to face each other on the battlefield. They are represented by agenda cards, drawn by players at the beginning of the battle (see *Playing The Game*, page 15). Agenda cards are kept secret until they are played, either at the end of the battle, or when specified on the card.

In *Song: Tactics*, there are 5 unique agendas for your warband:



allows the player to score 2 VP in the end phase of the last round of the battle if none of their heroes have been captured or killed.



allows a player to score 2 VP as soon as they spend their last coin before their opponent.



is scored in the end phase of the last round of the battle if the player who drew the agenda controls more objectives than their opponent.

If this is the case, the player who drew this agenda scores 2 VP.



can be played at the beginning of a friendly soldier model activation. This soldier immediately performs 1 as a free action, before announcing their first action.

In the end phase of the last round of the battle, the player who drew the agenda scores 2 VP if they have at least 2 soldier models in any of their opponent's deployment zone(s).



can be played at the beginning of a friendly model activation. This model immediately performs 1 as a free action, before announcing their first action.

In the end phase of the last round of the battle, the player who drew the agenda scores 2 VP if they have killed all enemy heroes and champions.

## MOTIVATIONS CARDS

A *Song of Ice & Fire* is full of colorful characters, driven by powerful emotions: fear, anger, vengeance, honor, love, etc. These emotions brew ambitions, betrayal, and murder in the world of Westeros.

In *Song: Tactics*, we call the driving forces behind our heroes as motivations. Fulfilling these during the game is difficult but rewarding. There are a limited number of objectives to score VP with and win the game. The VP granted by motivations can mean the difference between victory and defeat. Scoring VP through motivations is as important as preventing your opponent from doing the same.

Each hero has one unique motivation card. Motivations may require AP, have coin costs (usually only coin), or require specific triggers. Every rule that applies to abilities tied to an icon also applies to motivations tied to the same icon.

At the beginning of the game, motivation cards are used on their "Alive" side and can only score on that side. Right before a hero would be killed, flip their motivation card to the "Deceased" side. This side is used immediately and allows the controlling player to score VP even if the hero was removed from play.



Alive side



Deceased side

When all conditions to score motivations are met and the coin is spent, the player scores VP! Unlike VP scored during the end phase, VP gained through motivations are scored immediately.



Robert's motivation is a special trigger ability. When he kills an enemy champion, he may spend 1 coin to score 1 VP. When he kills an enemy hero, he may spend 2 coins to score 3 VP. Robert can do this as long as he has coins to spend and enemies to kill.



When Robert is killed, his deceased motivation is also a special trigger ability. It can still be used even when Robert has been killed.

## OBJECTIVE CARDS

Objectives on the battlefields of *Song: Tactics* give tactical or situational advantages to those who control them. These are represented by 10 objective mini cards. After players have chosen a scenario and placed all terrain and elements according to its map, they must draw and place objective cards (see page 15). A model who controls an objective can, during its activation, use the action associated with the card attached to the objective.





# ASSEMBLING YOUR WARBAND

All models in a warband must belong to the same faction: their model cards must bear the same House emblem. Some models within the same faction have different loyalties— their model cards share a common House emblem, but this emblem is marked with a sigil. Models within the same faction, but with different sigils, can never be part of the same warband.



## NEUTRALS MODELS



Neutral models can be fielded in a warband made entirely of their own faction or can join a warband from another faction. Up to 1 Neutral hero, 1 Neutral champion, and 1 Neutral soldier can join a warband from another faction.

Every model in a warband costs coins to field. Their coin value is found on the model's card, on the top left corner. Each scenario dictates the number of coins spendable by each player in building their warband. In any case, your warband can never contain more models than the amount of copper you possess.

*If the scenario dictates that both warbands are 2 - 4 - 12, they cannot have more than 12 models in total.*

There are 3 sizes of warbands:

- 2 - 4 - 12 per player is a small size game with a matching sized battlefield.
- 3 - 6 - 18 per player is a standard game requiring a medium table.
- 4 - 8 - 24 per player is a large game that plays over a couple of hours.

To assemble their warbands, players add up all the coin costs of all the models they want to play, without going over the limit imposed by the scenario. They can also choose to spend on one or several equipment cards, that must be given to a specific model.

When assembling their warbands, players are required to spend as many and coins as possible and cannot trade one type of coin for another. They can spend on soldiers or equipment, without going over the imposed limit.

Collect each type and number of coins for the given game size. Each time you add a model to your warband, remove their coin cost from the assembled lot. This way, you know exactly what coins remain and won't forget to use any. Keep these at hand. They're needed during the battle.



From his model card, we can see that Robert on his horse costs 3 - 1. Because he costs gold, he is a hero. A standard game is played with a warband that is worth 3 - 6 - 18. Fielding Robert would leave you with 0 - 5 - 18 to assemble the rest of your warband. As Robert costs 3 - 1 to field, he can never be part of your warband in a small size game, as these only allow 2 per player.




Robert on foot costs only 2. He can be part of a small size game warband but fielding him would use up all your gold and thus won't allow you to field another hero.



# PLAYING THE GAME

Now that you've assembled your warband, we can play the game. Before the battle begins, players gather all the models in their warband, as well as their equipment if they have any. Each play collects a pool of coins, as dictated by the scenario. A player that didn't spend all the allotted coins during warband creation still has access to the full number of coins given by the scenario, to spend during the battle.

The game starts with each player rolling a , re-rolling ties. The player who rolled highest can choose one of the two following options:

- select a deployment zone for their warband. Their opponent must use the other deployment zone, but decides which player gets the 1<sup>st</sup> player token.
- select which player gets the 1<sup>st</sup> player token. Their opponent chooses a deployment zone for their warband, thus forcing the other player to start in the other deployment zone.


The 1<sup>st</sup> player shuffles the objective cards and keeps them face down. Their opponent selects an objective at random, draws the top card of the deck and place it next to the objective chosen. Repeat this process until all objectives on the battlefield have been assigned one objective card.

Each player shuffles their own deck of 5 unique agenda cards and draws 2. Then they select one and shuffle the other card back to their agenda deck. The selected card is their hidden agenda.

The 1<sup>st</sup> player then places their models on the battlefield in their deployment zone. Then their opponent places their models in the other deployment zone. These zones are outlined on each scenario map with gold or silver lines. Deployment zones are sometimes split into several areas of the battlefield, depending on the scenario played.

As long as the zone is outlined with the same color, models from the same warband can deploy within those zones.

When placing their models, both players must start by placing all their heroes, then all their champions, and finally all their soldiers. Both players must occupy as many squares as possible from their respective deployment zones. If there isn't enough space left in their deployment zone before the beginning of the 1<sup>st</sup> round, the leftover models must be placed during the 1<sup>st</sup> round.





As its activation, a model that was not deployed can be placed anywhere inside the player's deployment zone during the 1<sup>st</sup> round. Placing a model this way requires spending 1 , just like a regular activation, and the model is activated for this round. If a model is not on the battlefield before the 1<sup>st</sup> round's end phase, it is killed. Some scenarios special rules may state otherwise.

Once all models are on the battlefield (or all deployment zones full), players resolve their abilities triggered **At the Start of the Game**, starting with the 1<sup>st</sup> player. Models that are not on the battlefield can't use these abilities. When done, the 1<sup>st</sup> round of the game begins.




## THE GAME ROUND

At the start of the round, the 1<sup>st</sup> player must take the 1<sup>st</sup> turn:

1. They must activate a model (or pass if they can, see below) and complete this model's activation.
2. Their opponent then takes their turn. They must activate a model and complete this model's activation.
3. It is then the 1<sup>st</sup> player's turn again. They must activate a model that has not been activated.
4. Continue alternating turns until all models from both players' warbands have been activated. As mentioned above, each model can only be activated once during a round.
5. Once all models that can be activated have been, the round is over. Then the end phase begins. The 1<sup>st</sup> player token is passed to the opponent.
6. The next round begins. The number of rounds in a game are determined by the scenario.


A player's round is over if they run out of , even if they still have models to activate. Their opponent can activate all models left in their warband, one after another, as long as they have  left for activations. The same applies if a player runs out of models to activate, even if they have  left. Their opponent can activate all models left, as long as they have  to do so.


## ACTIVATING A MODEL

On their turn, a player must activate a model. They must do this if they have any models left that haven't been activated this round, and if they have  available. To activate a model, the player must spend 1 . They place it next to the model's base, so all players can easily see which models activated this round. This  is spent for the round and is returned to the player at the beginning of the next.

A model that activates has 2 action points (AP). These can be spent freely from the list of actions found below. A model controlling an objective may also access the specific action granted by the objective. Each action has a name with a number next to this name. The number is the amount of AP required to perform the action. Models may keep performing actions one at a time as long as they have AP or free actions left.

*Robert Baratheon is in combat with a Targaryen Honor Guard. He activates and chooses to spend 1 AP to attack as his 1<sup>st</sup> action. This kills the Targaryen. Robert is now unengaged, can surge forth, and can use his 2<sup>nd</sup> AP.*

If a player has less models left to activate than their opponent, they can choose to pass. Passing buys some time. They player spends 2  and thus passes their activation. Their opponent must activate one of their models. They can't pass at this moment.

A player can pass several times in a round, as long as they have  to spare and less models to activate than their opponent each time.

Once a model has been activated, it cannot be activated a second time that round. Said model must wait to activate again during the following round.




Some special rules might make a model lose 1 AP, or gain a 3<sup>rd</sup> AP. In any case:

- A model can never perform more than 3 AP per activation
- A model can never perform more than 2 AP + one free ACTION 0 per activation
- A model always has at least 1 AP, even if it should have lost all its AP.

### THE END PHASE

When neither player can activate any more of their models, the round ends. **Resolve the end phase:**


- Players may use end of round effects.
- Each model that controls an objective scores 1 VP for their player.
- The player holding the most  scores 1 VP.
- Extra VP can sometimes be earned thanks to scenario special rules.
- Some game effects that last until the end of the round are removed.
- Players check if the game ends. If the game ends, players may use end of game effects.

### The game ends if:

- The players resolved the end phase of the last round of the game as indicated by the scenario.
- A scenario special rule that demands the game ends is met.
- A scenario special rule that grants one player victory is met.

Victory conditions vary for each scenario. If none are specified, add all VP for each player (objectives, motivations, agenda cards, etc.), and the player with the most VP wins the game.

### If the game doesn't end:

- All  spent during the round are returned to their owner.
- The player with the 1<sup>st</sup> player token gives it to his opponent.
- A new round begins.

If a player loses all their models, the game ends. The player with models left on the table scores 2 VP per round remaining including the current one. If a player concedes, they lose and cannot score VP. Their opponent scores 3 VP for each round remaining, including the current one.



## LIST OF ACTIONS

### MOVE ACTION 1

A model assigned a move action can move up to 3 OPEN squares on the battlefield, 1 square at a time, in any direction. Models must have a path of free OPEN squares to their destination and can only go through empty OPEN squares, unless they are occupied by a friendly model. A model does not need to take their full movement when making a move action.

If at any point during its move a model enters a square that makes it engaged, it immediately stops and their move action ends.

If a model enters a square that has a terrain effect, the effect applies immediately, even if the move action isn't finished yet.

If a model is engaged, it can only move 1 square with its move action. If this move action makes the model unengaged, it may use a second move action to move as usual.


Models can't move between two squares that block movement.



*This Targaryen Honor Guard can't move between these two rocks. Their squares are **BLOCKED** and therefore block movement and LoS.*

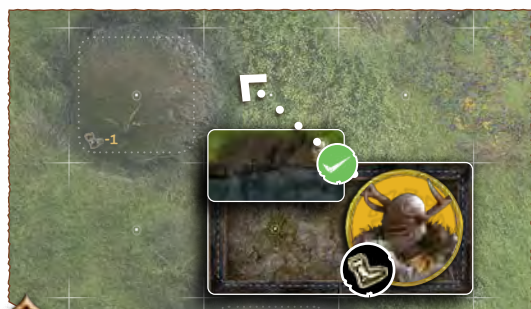
A model can move diagonally around a **BLOCKED** square if the other diagonal square is **OPEN**. Each time a model moves diagonally it must choose 1 of the 2 squares that compose that diagonal and apply all terrain effects from that square.



*This Targaryen Honor Guard can move diagonally past the rock, electing to pass through the bonfire (which is **OPEN**). Doing so, he suffers 1  because of the bonfire.*

Moving around a wall works the same way. The wall functions as a **BLOCKED** square but any opening allows diagonal movement.





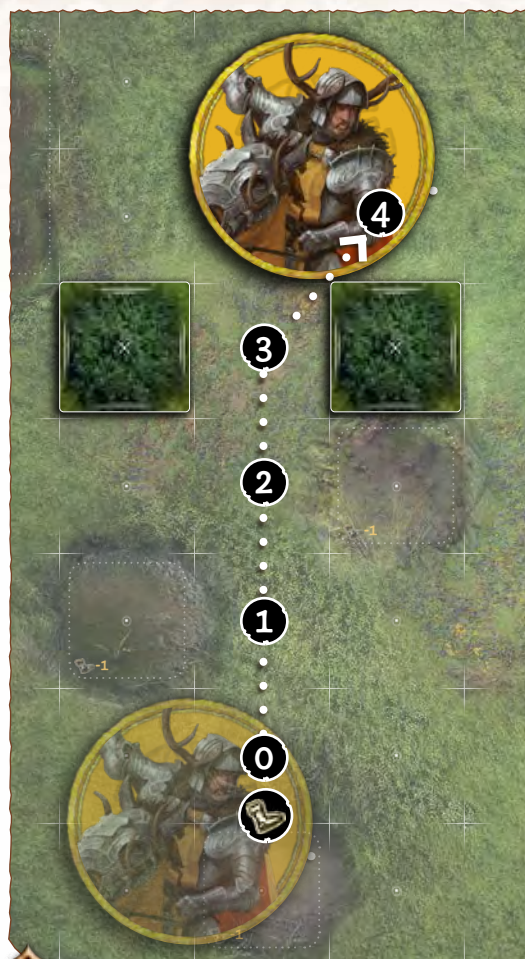
The dashed lines on either side of the opening indicate walls. Models can't see or move through them, just like they were **BLOCKED**. Robert can make a move to exit the cabin, despite the wall in front of him, because the square on his left is open.

### LARGE MODEL MOVEMENT

When a large model moves, choose one of the four squares the model occupies and move it up to 3 squares. The large model can reorient in any fashion upon arrival, as long as every square is unoccupied.


While a large model moves, it only needs a single free **OPEN** square all along the way to perform its move, just like a regular model. But it must end its move, after being reoriented, in a group of four **OPEN** squares it can legally occupy.

Large models are never engaged when they execute a move action.





Robert Baratheon, Rebel King Mounted declares a move action. Thanks to his "Rebel King" passive ability, he can move 1 extra square during a move action, for a total of 4 squares. During his move, he can pass between the two trees, even as a large model. He chooses one of the four squares he occupies and moves four squares. Upon arrival, he reorients freely, as long as he only occupies four free squares.

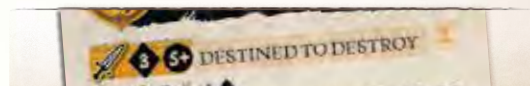
The square chosen determines if the model takes terrain effects.


If the square chosen went through a river, the model suffers a move penalty. If they didn't go through a bonfire, but the rest of the squares occupied by the model did, the model doesn't suffer a .

### ATTACK ACTION




To use the attack action a model must have an attack mode. The model must have an ability marked with  and/or , otherwise it can't use the attack action. Next to the attack mode's name is the AP cost of the action.

Each attack mode comes with 2 values:



- The 1<sup>st</sup> is the number of attack dice: how many  you roll in the attack.
- The 2<sup>nd</sup> is the attack value: the target number to equal or beat with each attack dice to generate hits.

Some attack modes cost coins to use; make sure you have enough left before attacking. Many attack modes allow modification of their attack dice or attack value by spending coins. This is mentioned along with the attack mode.

The  attack mode can only be used against an engaged enemy. They must be in an adjacent square and the two models must share LoS. The  attack mode can be used against an enemy at any range, as long as the model using  is unengaged and has LoS to its target.





## ATTACK SEQUENCE:

1. A model assigned an attack action chooses 1 of their attack modes, if it has more than one.
2. The attacker declares whether they spend any coin to modify the attack mode, if available.
3. The attacker chooses 1 target model and rolls the number of attack dice indicated by the attack mode, including extra dice granted by abilities. Each die result equal or above the attack value is a hit.
4. The defender declares if they use an ability to modify their model's **DEFENSE** value, spending coins if required.
5. The defender rolls as many **DEFENSE** dice as hits received. Each **DEFENSE** scoring equal or above their **DEFENSE** blocks 1 hit.
6. Each unblocked hit causes the defender to suffer 1 **WOUND**.
7. If the attacker's attack mode has an aftermath, it can be used now. Spend the required coin cost, if any.
8. If the defender has an aftermath **DEFENSE** ability, it can be used now. Spend the required coin cost if any.
9. Soldiers that have lost all **WOUNDS** are killed. They are removed from the battlefield. Champions and heroes that have lost all **WOUNDS** because of a close-combat attack can either be killed or captured. The attacker chooses. Either way they are removed from the battlefield (See captured champions and heroes page 19).

All **WOUNDS** and **DEATH** that might be attached to models that are removed from the battlefield are discarded for the rest of the game, all **WOUNDS** for the rest of the round.

10. An unengaged attacker may surge forth 1 square into a square previously occupied by the model killed by the current attack action. A large model may reorient after surging forth, if possible.

Any attack **DEFENSE** that rolled a natural 10 causes 1 extra hit to the defender.  
Any defense **DEFENSE** that rolled a natural 10 successfully blocks 1 hit, regardless of any modifiers.



A Stark activates (1 **COIN**) and declares an attack against a Lannister. The Stark knows their opponent is a tough foe and wants to maximize damage right away. They decide to spend 7 **COIN** extra to roll as many **DEFENSE** as possible thanks to PAID BY THE STRIKE 1. The Stark's base attack dice is 1, plus 4 after spending for a total of 5 **DEFENSE**. Their attack value is 6+ and they roll 6, 5, 7, 3 and 9. The 5 and 3 fail, 6, 7 and 9 result in 3 hits. The Lannister's **DEFENSE** is excellent at 6+ and they must roll 3 **DEFENSE** in defense, 1 for every hit. They roll 7, 6 and 5. They therefore block 2 hits with the 7 and 6, thus suffering 1 **WOUND** because of the 5. Since they just used their **DEFENSE**, they can now use their EXPERT RIPOSTE ability, which is an aftermath. They spend 1 **COIN** and deal 1 **WOUND** to the Stark.

## CHARGE ACTION 2

A charge combines a **MOVE** 1 and an **ATTACK** 1 action, in that order. To declare a charge, a model must be unengaged and have LoS to its target model. The charging model must perform 1 **MOVE** 1 action towards its target and, if they become engaged with the target, 1 **ATTACK** 1 action against this target using a **ATTACK** attack mode. This attack benefits from +1 **DEFENSE**, to represent the charge's momentum.

## CHARGE SEQUENCE:

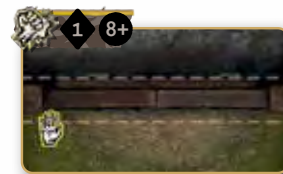
1. The active player declares the charge.
2. They declare the move action and the attack action, at the same time.
3. They declare whether they spend coins or use an ability for the move action and the attack action.
4. Spend all required coins.
5. The active player chooses a target then resolves the two actions of the charge.

Some attack mode abilities can only be used when a model is charging.



## CHARGE TERRAIN ACTION 2

Some terrain, like doors or windows, can be destroyed though the sole momentum of a charging model. Unlike a regular charge, a model is not required to have a **ATTACK** attack mode to perform a charge terrain action. Terrain that can be successfully charged with this action are designed with a number of dice to roll and a score to equal or beat, written on the terrain's description:



A charge terrain combines a **MOVE** 1 and a **SPECIAL ATTACK** 1 action, described below, in that order. To declare a charge terrain, a model must be unengaged and have LoS to its target terrain.

The charging model must perform 1 **MOVE** 1 action towards its target and if they become in contact with the target, roll for the **SPECIAL ATTACK** 1 action. The first number found on the terrain description is the number of dice rolled by the model performing the action. If at least 1 die result is equal to or higher than the target value (the second number), the charge terrain action is a success. The terrain element is destroyed, and its token flipped. If the terrain is successfully destroyed, the model who performed the charge terrain action can surge forth 1 square.



Actions granted by model's abilities don't activate the model that receive them. They must be used immediately.

#### WISE WORDS

40: 1 friendly hero or champion in short range may perform 1 test. On a success they may perform 1 action.

Jon Arryn uses WISE WORDS 0 on Robert Baratheon. Robert succeeds his test and may perform 1 ACTION 1 immediately. If he does not, he forfeits this action. Robert may perform this action even if he has already activated. He does not activate by performing this action.

If your opponent forces one of your models to perform an action, you retain control of your model, choose their move, and roll for their attacks if necessary.

#### ABILITY 0, 1 or 2

Some abilities require expending AP to use. An ability that requires AP is written as follows: "name of the ability X", where X is the amount of AP required to use it.

#### INTERACT 0, 1 or 2

A model in contact with an element can interact with it by using this action. Interactable elements are marked with ! or ?. These always refer to an element's specific rules in the rulebook. Remember, you **must** interact with a ! but you **choose** whether or not to interact with a ?. Some interact actions may cost AP.

#### IDLE ACTION 1

Sometimes a model just needs to stand their ground, defend an objective, or stay hidden. This is done by using the idle action. The model simply does nothing.

#### CAPTURED CHAMPIONS AND HEROES

When a champion or hero would be killed by a close-combat attack, the attacker can elect to capture that champion or hero instead. The captured model remains alive with 1 left but is removed from the battlefield. They lose all abilities, cannot activate, and captured heroes cannot fulfill their motivation. Place a on the model that captured the champion or hero. A model may only have 1 at any given moment.

When a model with is killed, before surging forth, place their captured champion or hero on the model's square, not activated and with 1 left. During the end phase, the player with the most captured enemy models scores 1 VP. Large models cannot be captured.

## SCENARIOS AND BATTLEFIELD SETUP

Now that you have bravely gone through the rules, it's time to play. Go to the "Learn to Play" scenario below and gather all the material necessary to represent the battlefield. The scenario tells you how many coins you have to assemble your warband. Once your warband is complete, place the tiles and all the elements (doors, objectives, plunder tokens, etc.) required on said tiles by simply following the scenario's map.

*The dice and heads may now roll!  
Enjoy the game!*





# EQUIPMENT TOKENS



2

## BLINDING POWDER

Once per game, discard this card before an engaged enemy model rolls any dice. You may change the result of 1 die to a 1.



1

## LUCKY CHARM

Once per game, discard this card before rolling any dice for this model. You may change the result of 1 die to a 10.



2

## STRANGLER FLASK

Once per game, if this model would be captured, discard to kill them instead.

Unique - 1 per warband



2

## CASTLE-FORGED STEEL

This model gains +1 to rolls.

Unique - 1 per warband



1

## MILK OF THE POPPY

This model may not become .

Unique - 1 per warband



2

## VALYRIAN STEEL

This model gains +1 to attack rolls on all attack modes.

Unique - 1 per warband



1

## FLASK OF MEAD

This model gains +2 to rolls.



1

## GLASS CANDLE

This infantry model has LoS to all other models.

Unique - 1 per warband



1

## HEIRLOOM ARMOR

This model gains +1 to rolls.



2

## OBSIDIAN DAGGER

Once per game, discard this card before rolling any attack mode. If this attack deals at least 1 wound, the defender is killed regardless of any remaining wounds, and cannot be captured.

Unique - 1 per warband



2

## HEALING BALM

Once per game, when this model activates, discard to restore 2 as a free action.

Unique - 1 per warband



1

## HEIRLOOM WEAPON

This model gains +1 to attack rolls on all attack modes.



2

## PRISTINE BOOTS

This infantry model gains +1 square each move action.



2

## HOLY ICON

This model may not become .

Unique - 1 per warband



1

## STEEL ARROWHEADS

This model gains +1 to attack rolls on all attack modes.





# TERRAINS

## HIGH GROUND



Models on High Ground gain +2 to attack rolls against enemies not on High Ground.



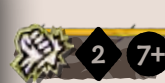
## OPEN DOOR



Flip this token.



## WOODEN DOOR



Flip this token.

## BIG CORPSE PILE



Perform 1 test. On a success, all Blocked squares on this Corpse Pile count as Open squares for this model until the end of the turn.

## DEAD LEAVES



When a model enters this square, flip this token. If it is a Ditch with Stakes, they suffer 1 .

## DITCH WITH STAKES



When a model enters this square, they suffer 1 hit. Large models suffer 2 hits.

