



# EPIC GAME SIZE

**Epic game size** is an all new 80 points mode where commanders can lead larger armies into epic conflicts, testing their strategies on a grander scale. This expanded mode introduces a few changes to the Game Rules, detailed below.

## ★ ARMY CONSTRUCTION

Army Construction follows the same standard rules as in other game sizes, with the only difference being that players now have **80 points** to field their Units and Attachments.

## ★ VICTORY AND BATTLEFIELD

### SETUP

Additional differences in rules when playing with an Epic game size are listed below:

#### • **VICTORY**

Victory is achieved by reaching **18 Victory Points**, following the standard rules for determining a winner.

#### • **BATTLEFIELD SETUP**

The battlefield size is set to **6' x 4'**, providing a larger area for grander battles. The standard setup steps remain unchanged

#### Place Terrain:

Players must choose and place **6 terrain pieces** (instead of the standard 4), following the usual same terrain placement rules for placing terrain.

#### • **BEGINNING THE GAME**

Once all Combat Units have been deployed, each player will draw **5 cards** from their Tactics Deck (instead of the usual 3).

## ★ GAME ROUND

The Clean-Up Phase includes the following adjustments:

#### • **CLEAN-UP PHASE**

- Players draw until they have 5 Tactics cards in hand.
- A maximum of 7 Tactics cards can be held at any time. If drawing cards exceeds this limit, the player must immediately discard down to 7.

- At the beginning of the Round 3 Clean-Up Phase, both players must reshuffle all discarded tactics cards back into their Tactics Decks.
- Tactics Decks are not replenished when depleted. If a player attempts to draw but there are not enough cards left, they may only draw the remaining cards available.

All characters that modify the maximum hand size continue to do so in Epic mode. For example, Samwell Tarly - Sam the Slayer and Cortnay Penrose - Castellan of Storm's End still allow you to have +1 card, meaning you would start the game with 6 cards instead of 5 in this mode.

## ★ THE TACTICS BOARD AND NON-COMBAT UNITS

#### • **EXPANDED TACTICS BOARD**

The Epic game mode introduces an **Expanded Tactics Board**, enhancing political maneuvering and battlefield control for Non-Combat Units (NCUs). This board retains the same five zones as the standard Tactics Board but introduces a new twist with **Major Slots** and **Minor Slots**.

#### • **ZONES AND SLOTS OVERVIEW**

Each zone of the Expanded Tactics Board has 2 slots:

- **Major Slot:** Functions identically to the standard Tactics Board, granting the full effect of the zone.
- **Minor Slot:** Provides a reduced effect but still allows partial control of the zone.

#### • **SLOT CONTROL RULES**

- A player may occupy **both** Major and Minor slots with their NCUs.

*Example: Felipe controls the Major slot of the Crown with Joffrey. He can also claim the Minor slot with Cersei.*

- Controlling a Major or a Minor Slot both count as controlling the zone for the purpose of triggering abilities, effects, and rules.

*Example: If Cersei controls the Minor slot of the Crown, the Lannisters would still be considered to control the Crown for their abilities.*

- **Faction-Specific Zones** (such as Doran's Water Gardens) do not feature Minor Slots. They have only a Major Slot, as shown on their respective cards.
- When a **card or ability targets a Tactics Zone** (e.g., the Martell Tactics card *Sand Diplomacy*), both the Major and Minor Slots are affected.

# EXPANDED TACTICS BOARD



1 enemy must  
make a Panic  
Test and suffers  
-1 to their roll.



Restore up to  
3 Wounds and  
remove 1 Condition  
Token from 1 unit.



Draw 2 Tactic  
Cards and place any  
1 Condition Token  
on an enemy unit.



1 friendly unit  
may make a free  
Attack action.



1 friendly unit  
may make a free  
Maneuver or  
Retreat action.

1 engaged enemy  
unit must make  
a Panic Test.

Restore up to  
2 Wounds.

Draw 1  
Tactics Card.

Remove 1 Condition  
token from 1 engaged  
friendly Combat Unit.

1 friendly unit  
may make a free  
Retreat action.

1

2

3

4

5

6