

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.

MARMY 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 shuffle 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.

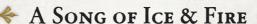
Example: Felipe controls the Major slot of the Crown with Joffrey. He can also claim the Minor slot with Cersei.

 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

