When a zone is claimed, its base effect resolves. If the total number of council units on the board (regardless of owner) meets or exceeds an escalation value listed on that zone, that effect also resolves.

Target 1 enemy battlefield unit. It gains 1 condition token.

Escalation 2: Target then suffers a panic test (1), with (+1) for each condition token on it.
Escalation 4: Target suffers -1 to its morale dice results.

Target 1 friendly battlefield unit. It restores 2 wounds or removes 1 condition token.

Escalation 2: Target may perform both effects.
Escalation 4: Target may restore +1 wound or remove +1 token.

Draw 1 tactics card or target 1 friendly battlefield unit. It refreshes 1 spent order.

Escalation 2: Perform this effect twice.
Escalation 4: Then, draw 2 tactics cards and shuffle 1 card from your hand into your deck.

Target 1 engaged enemy battlefield unit. It suffers 3 hits.

Escalation 2: Target suffers +3 hits.
Escalation 4: The target suffers -1 to its defense dice results.

Target 1 friendly battlefield unit. It performs a 2" shift.

Escalation 2: Target may instead perform 1 maneuver or retreat action.
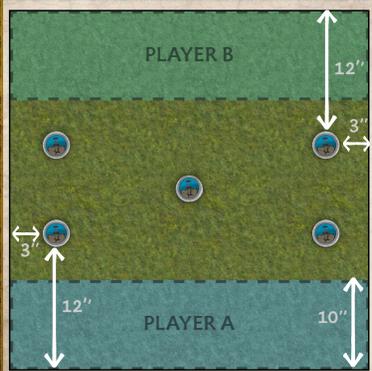*Escalation 4:* Target may instead perform 1 march action.

1   2   3   4   5   6

A GAME OF THRONES
Deployment: 10″ from table edge

Place 1 Objective token in the center of the table, then place 4 tokens as shown:
12″ from Deployment Table Edge and 3″ from each Flank Table Edge.

SPECIAL RULES
• **Controlling an Objective:** Whichever army has the most combined battlefield unit ranks within 3″ of an objective token controls it. In the event of a tie, neither player controls the objective.
• **Commander Bonus:** Your commander counts as +1 rank for controlling objectives.
• **Scoring Victory Points:** Beginning at the end of round 2, the player who controls more objectives than their opponent gains 2 victory points. Additionally, the player controlling the center objective gains 1 victory point.
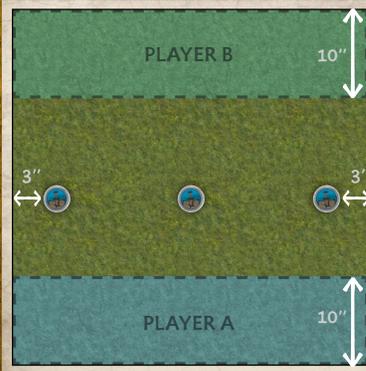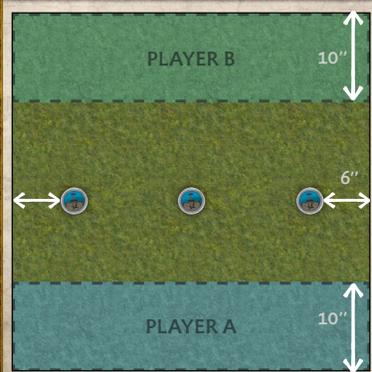

A CLASH OF KINGS
Deployment: 10″ from table edge

SETUP
Place 1 objective token in the center of the table, and 2 tokens as shown, 3″ from each flank edge.

SPECIAL RULES
• **Controlling an Objective:** Whichever army has the most combined battlefield unit ranks within 3″ of an objective token controls it. In the event of a tie, neither player controls the objective.
• **Commander Bonus:** Each time a unit containing your commander destroys an enemy, gain 1 victory point.
• **Scoring Victory Points:** Beginning on round 2, each player scores 1 victory point for each objective they control at the end of each round.

A DANCE WITH DRAGONS
Deployment: 10″ from table edge

SETUP
Place 1 Objective token in the center of the table, and 2 tokens as shown, 6″ from each Flank Edge.

SPECIAL RULES
• **Claiming Objectives:** When a unit ends a move on an objective token, it claims it and places it on its tray (a unit may hold only 1 objective). If a unit holding an objective is destroyed by anything other than a melee attack, its opponent places the token within 2″ before the unit is removed. Units holding an objective have their 🛡 reduced to 2 and this value cannot be increased. If a unit holding an Objective ends a move overlapping another objective token, its opponent places that token anywhere within 2″ of the unit's tray, not overlapping Impassable Terrain or another unit.
• **Taking Objectives:** After an unit completes a melee attack on an enemy with a token, if it has more remaining ranks, it gains the token. If a unit with a token fails a panic test, 1 enemy unit engaging it, chosen by their opponent, gains the token.
• **Scoring Victory Points:** Beginning on round 2, each player scores 1 victory point for each objective they control at the end of each round.

BOG

Hindering (*Terrain Penalty*): Units charging through this terrain piece must roll 1 additional charge distance die and, before determining results, discard the highest result.

Rough (*Terrain Penalty*): Units performing maneuver or march actions into, out of, or through this terrain piece subtract 1" from the total distance they would move.

FOREST

Cover (*Defense Bonus*): Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

CORPSE PILE

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

Horrific: (*Terrain Trait*): While within 2" of this terrain piece, units performing morale tests suffer -1 to their morale dice results.

WEIRWOOD TREE

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

Inspiring: (*Terrain Trait*): While within 2" of this terrain piece, units performing morale tests gain +1 to their morale dice results.

HEDGE

Cover (*Defense Bonus*): Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Rough (*Terrain Penalty*): Units performing maneuver or march actions into, out of, or through this terrain piece subtract 1" from the total distance they would move.

STAKES

Dangerous (*Terrain Penalty*): Units performing actions while on this terrain piece, or moving into, out of, or through this terrain piece, suffer 1 wound for each of their remaining ranks after completing that action or move.

Destructable (*Terrain Trait*): During their activation, units within 1" of this terrain piece may perform a Destroy Terrain Action. If they do, remove this terrain piece from the battlefield. That unit may then perform a 2" shift directly forward, then pivot.

Hindering (*Terrain Penalty*): Units charging through this terrain piece must roll 1 additional charge distance die and, before determining results, discard the highest result.

LOW WALL

Cover (*Defense Bonus*): Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Destructable (*Terrain Trait*): During their activation, units within 1" of this terrain piece may perform a Destroy Terrain Action. If they do, remove this terrain piece from the battlefield. That unit may then perform a 2" shift directly forward, then pivot.

Fortified (*Defense Bonus*): When charging, if the attacker moves into, out of, or through this terrain piece, and did not start the action within 1" of this terrain piece, the defender gains +1 to defense die results.