Welcome to

A SONG OF ICE & FIRE

TACTICS

Demo Kit!

This is a set of demo items for you to try a little of tactics at home, using your own SIF miniatures!
In this kit, you'll find profile cards for the models below:

- *Jamie Lannister • Adam Marbrand • 2x Lannister Guardsman*
- *Catelyn Stark • Rob Stark • 2x Stark Sworn Sword*
- *Daenerys Targaryen • Grey Worm • 2x Unsullied Pikeman*
- *Renly Baratheon • Brienne the Blue • 2x Baratheon Warden*

As well as a set of tiles enough to play an intro scenario. The contents of this kit represent less than a tenth of the content on the SNG starter sets! But it also contains cards that will only be released in future starter sets, so this is your chance to have a sneak peak.

To play this game, you will need currency and condition tokens. You will need Four coins, Four and Six Copper. You will also need Shaken and Routed condition tokens. You can use anything at hand, but we suggest using the tokens from the SIF starter sets. You will also need a few 10-sided dice. We suggest six 10-sided dice.

Happy Gaming!

UNIVERSAL ACTIONS

- **Move(1AP):** A model may move up to 3 squares with one move action. They may move diagonally once.
- **Charge(2AP):** A model may move up to 3 squares with one charge action. They may then take a single 1AP melee attack. This attacks roll +1 attack dice.

Models may only attack or use abilities on models they may see. To see if a model has line of sight, trace a line between its base and the target's.

Models, both allied and Enemy, block line of sight.

Terrain squares with an X on the center cannot be moved into and block line of sight.

Short Range is 3 squares in any Direction. Ranged attacks are unlimited range otherwise, but require line of sight.

Some actions may cause conditions. **There are two conditions in this game:**

: A Shaken model suffers a -1 penalty to its next roll. It discards the token after the roll is completed.

: A Routed model only generates 1AP when activated. After the activation ends, discard the token

MODEL CARDS

Each model uses a profile card to track its atributes and abilities. Only Soldier models may be repeated. Make sure to mark which card represents which Soldier miniature.



A SONG OF ICE & FIRE

TACTICS

TUTORIAL SCENARIO

This scenario is a simple free for all. You can use any of the pre-made warbands in this kit, they are already constructed following the base rules. It's simple and straightforward: you have enemies; they must die!

• Battle length •

1 2 3 4

• Deployment •

Player A Player B

- **OBJECTIVES.**
  There are no objectives on the battlefield.
- **VICTORY CONDITIONS.**
  The player with the most models on the battlefield at the end of round 4 wins the game. If there's a draw, play an extra round until there's a winner.
- **SPECIAL RULES.**
  None.

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 required to perform 1 test rolls 1 die. To succeed, it must roll equal to or above its value with that 1 die.

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

5 **represents the number of wounds the model can suffer 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. If attacked with a melee attack, Hero and Champion cards may be captured instead of killed. A captured model remains at 1 HP, but is removed from the battlefield. It returns if their captor is killed.

Captured Models are Worth 1VP for every turn they stay captured.

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

Additionally, the Hero models have an extra card called a motivation. Motivation cards have two sides. The colored side is active while the Hero is on the table, and the B&W side is active while the hero is out of the table (captured or killed). The motivations have a trigger that players can spend Gold to score extra VP during the match.

These are simplified demo rules for Tactics.
You may find the full rules set on the CMON Website
and on the Song of Ice and Fire Tactics Starter Sets!

SIMPLIFIED GAMEPLAY RULES

To decide intiative, players roll off. The winner decides between who goes first OR the deployment positions. If the winner chooses to go first, the other player chooses deployment positions, and vice versa.

The first player deploys their warband first.

Starting with the first player, players then can spend currency to activate their models. Players alternate activations between each other as long as they have currency to activate something.

Each player has 2 , 2 and 6 . Activating a model costs 1 . Other coins may be spent to activate special abilities as printed on their card or their motivation cards.

Only coins are refunded at the beginning of a turn. All other coins are spent and do not return to the player.

The warbands in this kit are pre-constructed. Each one has 1 hero model, 1 champion and 2 soldiers

Players resolve abilities by rolling 10-sided dice. No matter the modifiers, 10 is always a success and 1 is always a failure. Additionally, when attacking a 10 causes 2 hits, and when defending a 10 blocks 2 hits.

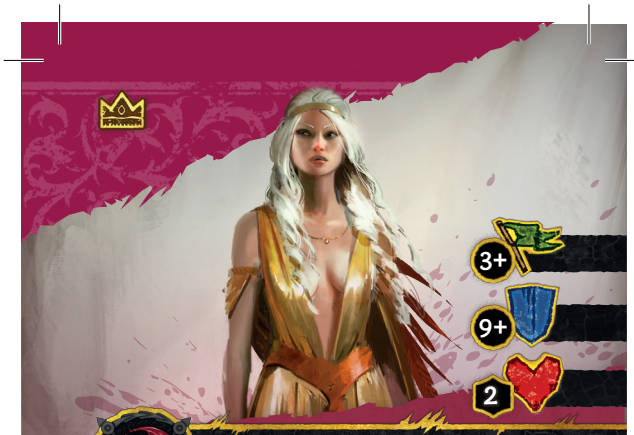
If an ability has the keyword **Aftermath**, it may be used after all rolls are finished and the ability is resolved.

HOW ACTIVATION WORKS

- Each model can only be activated once per turn;
- Activating a model costs 1 . If the player no longer has any in their reserve, they cannot activate any more models this round;
- Once activated, a model gains 2 action points. The AP cost of actions is printed on their unit card. Most actions cost 1AP, some actions may cost 2. If an action has a listed cost of 0, it can be performed for free.

Only one free action is allowed per activation. If a model wishes to use a cost 0 action again, it must pay 1AP for it.





DAENERYS TARGARYEN
Mother of Dragons

BLOOD OF THE DRAGON 1

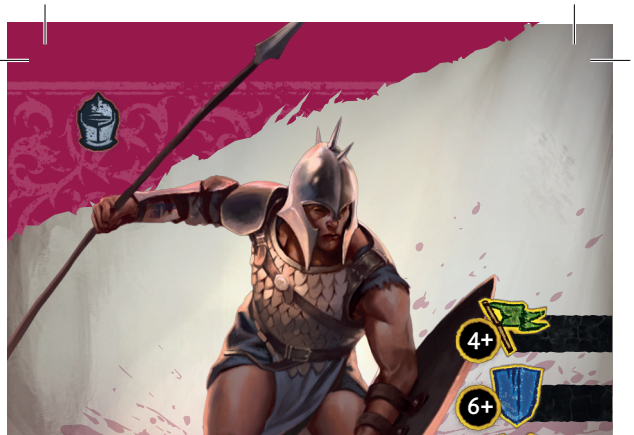
2●: 1 enemy model in short range performs 1 test. On a failure, they become .
1●: On a failure, they suffer 1 instead.

MHYSA 0

2●: 1 friendly in short range performs 1 **move action** 0 .

UNBURNT

Once per game, 1●: If Daenerys would be killed or captured, she performs 1 test. On a success, she remains on the battlefield with 1 .



GREY WORM
Unsullied Commander

2 5+ SPEAR AND SHORT SWORD 1

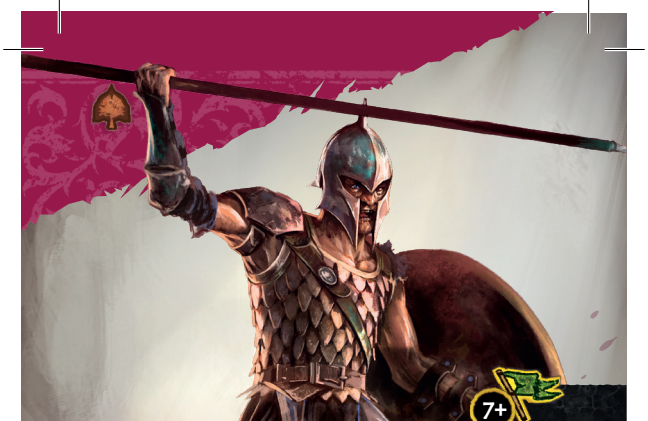
2●: Gain +2 to this roll.
Aftermath 1●: If this attack dealt any , the defender becomes .

UNSULLIED DISCIPLINE 0

3●: 1 friendly Unsullied Pikeman in short range performs 1 **attack action** 1 .

NO FEAR

Grey Worm cannot become .



UNSULLIED PIKEMAN

1 6+ PHALANX PIKE 1

2●: May target an enemy model 2 squares away and in LoS.

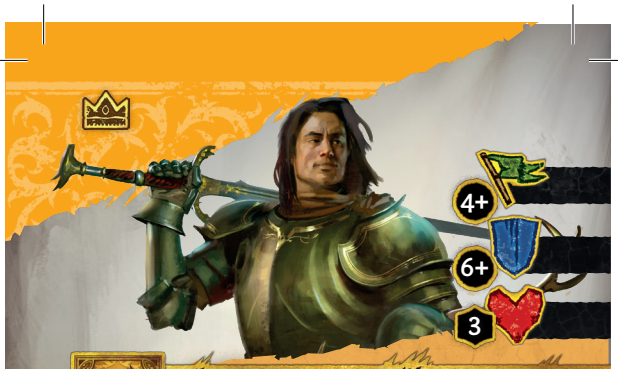
SHIELD PHALANX

1●: Gain +1 to this roll for each friendly Unsullied Pikeman in contact with this model (max +2).


GREY WORM
Unsullied Commander


DAENERYS TARGARYEN
Mother of Dragons


UNSULLIED PIKEMAN



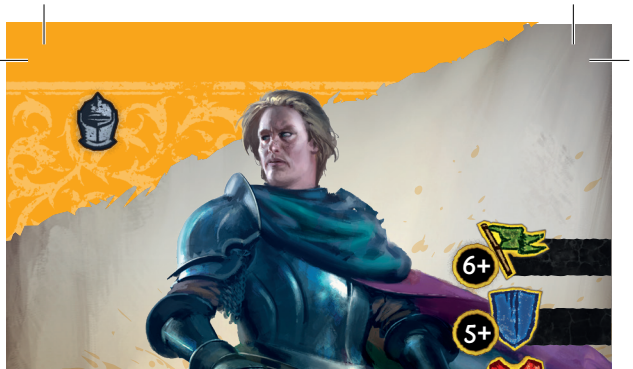
RENLY BARATHEON
King in the South

KING'S SWORD 1
2 6+
1●: Gain +2 to this roll.

BOISTEROUS CHARISMA 0
2●: 1 friendly model in short range removes all condition tokens.
1●: All friendly models in short range do so instead.

RALLY THE RAINBOW GUARD 1
1●: 1 friendly in short range performs 1 **attack action** 1.

BELOVED BY THE PEOPLE
Friendly models in short range gain +1 to rolls.



BRIENNE
The Blue

LONGSWORD 1
2 5+
2●: Roll +1 ◆.
1●: Re-roll any failed attack dice.

RENLY'S PROTECTOR
1●: When a friendly Renly Baratheon in contact with Brienne would suffer , Brienne suffers them instead.

OATHKEEPER
2●: Gain +2 to this roll.
Aftermath 1●: If Brienne did not suffer any from this attack, the engaged attacker suffers 1 .



BARATHEON WARDEN

WAR HAMMER 1
1 6+
3●: Sundering. The defender suffers -2 to their rolls.

HEAVY PLATE
Attacks against this model do not generate +1 hit on natural rolls of 10.


BRIENNE
The Blue


RENLY BARATHEON
King in the South


BARATHEON WARDEN



JAIME LANNISTER

Dashing Lion

FEINT 2 3+ — 1

7●: Roll +4 ◆.

EXPERT RIPOSTE

Aftermath 1●: The engaged attacker suffers 1 ●.

THREATEN — 1

1●: Up to 2 enemy models in short range perform 1 ⚑ test each. On a failure, they become ⚲.



ADDAM MARBRAND

Outrider Commander

LUNGE 2 6+ — 1

3●: Defender suffers +1 hit.

INSPIRING LEADER

1●: When a friendly model in short range performs a ⚑ test, they may use Addam's ⚑ instead.

RALLY TO ME! — 1

1●: Each friendly ♠ in short range removes 1 condition token. Then, they each perform 1 ⚑ test. On a success, they may remove 1 ●.



LANNISTER GUARDSMAN

SWORD 1 7+ — 1

SUPREMACY

Aftermath 2●: Attacker becomes ◎.


2
ADDAM MARBRAND
Outrider Commander


1
1
JAIME LANNISTER
Dashing Lion


3
LANNISTER
GUARDSMAN



ROBB STARK
Dutiful Son

LONGSWORD 1
2 4+
2●: Re-roll 1 failed attack die.
1●: Roll +2 ◆.

DARING DASH
2●: Ignore the penalty from being engaged for this MOVE.

BOLSTER
1●: 1 other model in short range may re-roll any failed attack dice until the end of the turn. Dice re-rolled this way gain +1 to their roll.



CATELYN STARK
Lady of Winterfell

FAMILY 1
2●: Until the end of the round, all friendly models in short range gain +2 to rolls.
3●: Until the end of the round, all friendly models in short range gain +2 to rolls.

DUTY 0
1●: 1 other friendly model in short range performs 1 MOVE 0.

HONOR 1
3●: Remove 1 from 1 friendly model in short range.
1●: Remove all from 1 friendly model in short range.



STARK SWORN SWORD

STARK FURY 1
2 6+
3●: Roll +2 ◆. Then, this model suffers 1 hit.


2
CATELYN STARK
Lady Of Winterfell


2
ROBB STARK
Dutiful Son


3
STARK
SWORN SWORD

JAIME LANNISTER
Dashing Lion

KINGSLAYER
1 ●: It joins kills a unit or while both are on contact with each other, score 1 VP.

CATELYN STARK
Lady Of Winterfell

DUTY & FAMILY
When an enemy is captured in short range, unactivated (but with ▮ remaining). Then, your opponent places that enemy in short range, unactivated (but with ▮ remaining).

DAENERYS TARGARYEN
Mother of Dragons

WHISPERS CHILDREN
1 ●: After kills a unit, score 1 VP for each ▮ you have in play.

RENLY BARATHEON
King in the South

THE PEOPLE'S KING
1 ●: At the end of your turn, if Renly is in contact with at least 2 friendly models and no enemy models, score 2 VP.

JAIME LANNISTER
Dashing Lion

PAYS HIS DEBTS
When friendly is killed, choose an enemy in short range. That enemy's friendly models in short range cannot activate this round.

BREAKER OF CHAINS
1 ●: When a friendly enemy unit is killed, score 1 VP.
If that enemy was a ▮ model, score 2 VP instead.

CATELYN STARK
Lady Of Winterfell

HONORBOUND
When an enemy is captured, score 1 VP.

WORK THE SHADOWS
When Renly is killed, target enemy unit in short range cannot activate this round.
1 ●: When Renly's enemies become injured, target enemy unit in short range: that unit's controller scores 2 VP.

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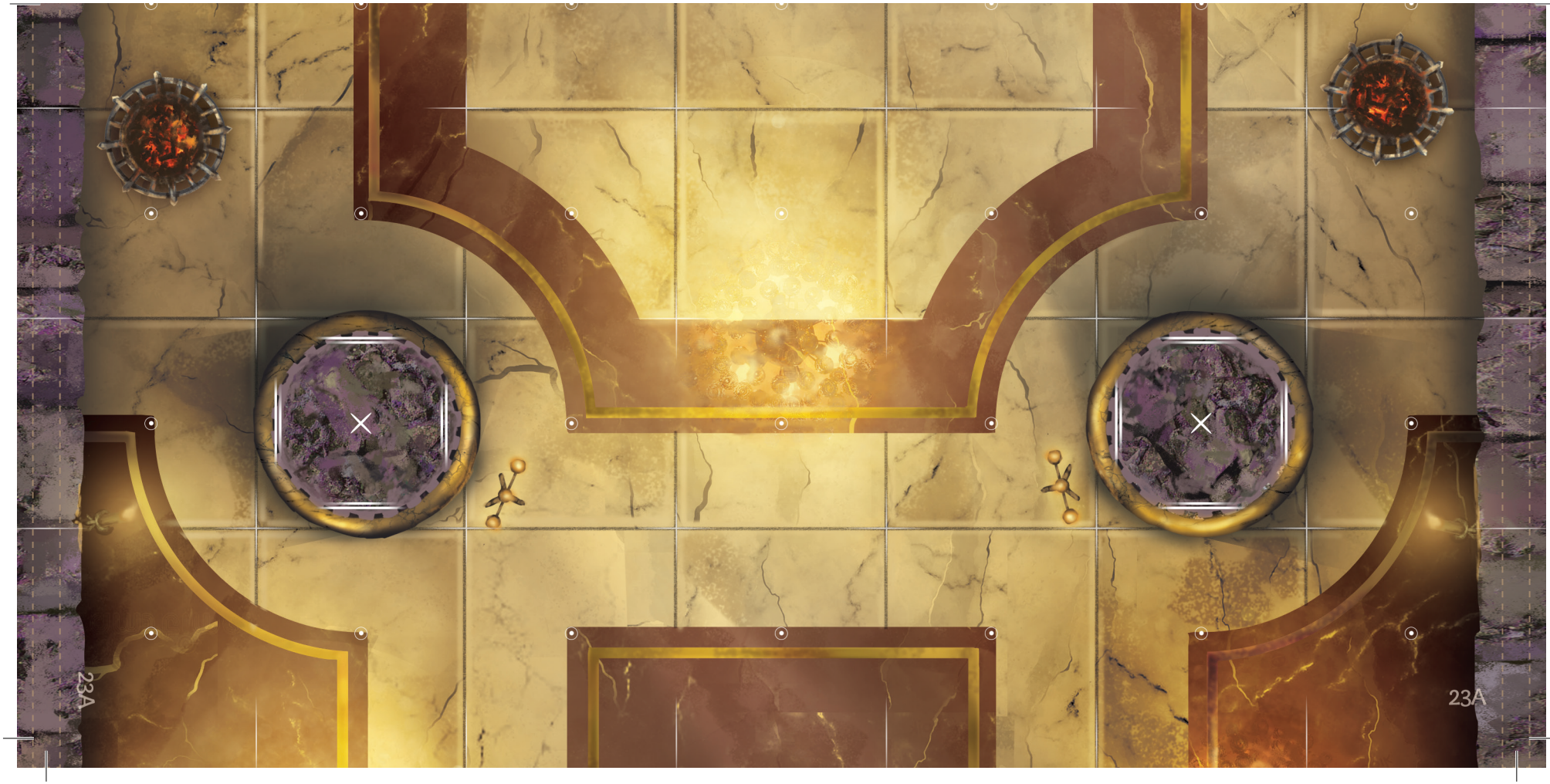
Tile 23A-1

CUT AND GLUE ON TOP OF THE TILE 23A-1



Tile 23A-2

Tile 24A-1

CUT AND GLUE ON TOP OF THE TILE 24A-1



Tile 24A-2