

BEYOND THE WALL



House rules gathered on BBG and a Night King campaign for the Game of Thrones Board Game 2ed with all its expansions (Feast for Crows, Dance With Dragons and Mother of Dragons) Written in 3 parts; House special rules, The Small Council rules and The Night King campaign.

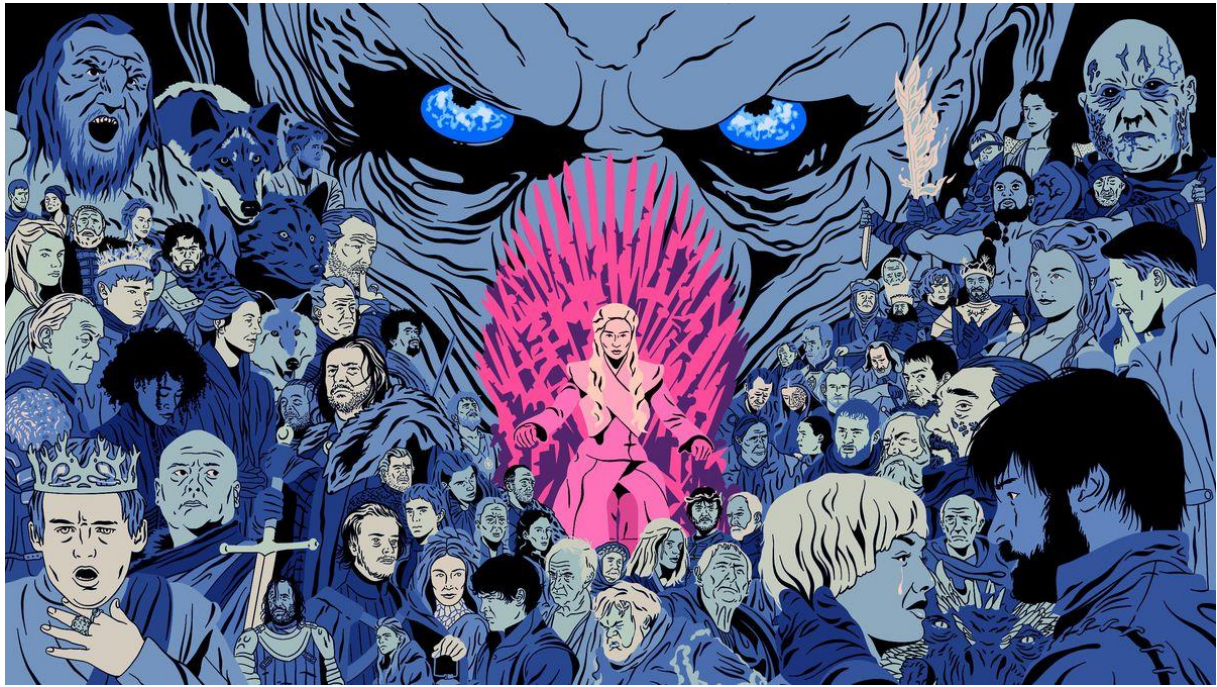
By

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Comments and other ideas welcome in this thread, also a native english speaking editor....

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DIPL?MACY

By Hodor Hodor and

The diplomatic statuses are as follows:

War : The position you revert to after backstabbing / being backstabbed. But can also be formally declared for strategic purposes (see later).

Neutral : default position

Alliance pact : an ad-hoc alliance that lasts 1 turn with short term benefits

Committed alliance pact : a deep-rooted friendship or marriage pact that lasts 2 turns with greater benefits.

War only has to be declared by one player for both players to be at war. When a backstab occurs, both players are immediately at war. Attacking, raiding or supporting against someone you are neutral with does not result into war. Obviously both players need to agree upon an alliance for an alliance to be created.

Diplomatic statuses are transitive, as in: You cannot ally with anyone that one of your allies is already at war with. Hence (since declaring war is immediate and irrevocable for the remainder of the turn) by declaring war upon a player, you force a possible ally to choose between you or him (or remain neutral of course, but he cannot be ally of both). Since the diplomacy phase is quite a chaos, standing up and shouting to declare a war can sometimes be a tactical maneuver.

Alliance-rewards and possible penalties when backstabbing :

War : (none) just like the normal game

Neutral : (none) just like the normal game

Alliance pact : Both players gain 1 power token at the next CP-phase. Breaking this alliance can be done at any time during the turn and costs 3 power tokens to break. If you do not have 3 power tokens you can also downgrade yourself 2 places on the supply track and discard all your power tokens.

Committed alliance pact : Both players gain 3 power token at the CP-phase of the next turn. Breaking this alliance can be done at any time during the turn and costs 5 power tokens to break. If you do not have 5 power tokens you can also downgrade yourself 3 places on the supply track and discard all your power tokens.

Downgrading using the supply track is limited to 0 supply. So if you have no power tokens and are at 0 supply you can backstab without repercussion (but you obviously do forego the alliance rewards).

Also a major perk for the Iron throne token is added:

The iron throne: At the CP phase gain 2 power tokens and gain 1 power token for anyone that is neutral with you at the end of the CP-phase. This presents a dilemma, allying with someone does not provide much benefits when you possess the Iron Throne (since being neutral would be just as good for you). But probably you must seek allies to prevent everyone from declaring war on you. This really makes the game revolve around the Iron Throne. Having it means gaining power (for sure), but probably half of Westeros will declare war on you and the other half you will have to ally with (and they will have their own agenda as well).

And 2 minor perks for the VSB and the raven:

The Valaryan steel blade: When using the VSB against anyone you are in war with the VSB gains one sword icon.

The raven: You are allowed to diplomatically engage with anyone less than 4-tiles away.

At the beginning of every new turn (before the planning phase), all diplomatic statuses (except 'committed alliance pact' if it was brokered this turn) are reverted back to neutral. Thus alliances are automatically broken and one can choose to (re-)ally oneself with other houses. The diplomacy phase is not structured by turn order and is limited by time (e.g: 2 days in a PBF, 15 minutes in a table game)



HOUSE SPECIAL BENEFITS & SPECIAL UNITS

Each house in the game having an unique ability that could be used once per game, under the gameplay. They also have optional special units



We do not sow House Greyjoy

Either Drowned God, (Grey Joys only) if you have some other in front of you in the victory track; arise dead ancestors from the deeps of the ocean. Number of footmen equals number of players in front of you in the victory track (including ties). Risen in any land with shore side occupied by Greyjoy or unoccupied.

Or Extra Wind in the Sails, player may move their commanded ships one extra field for one round only.

Special Unit Longship

Attack strength 2

Mustering points 2 (max 2 per game)

Only 2 longships at the same time in the same territory.

Diplomatic Bonuses – The Old Ways

Greyjoy is always allowed to raid, regardless of alliance.
Ironborn captains tend to do what they want. And you can't really stop them from plundering.





Winter is Coming House Stark

Old faith, (Stark only) if you have some other in front of you in the victory track; recruit Dire Wolfe's into your army. Treat them as normal knight pieces. Number of wolves is equal number of players in front of you on the victory tracker (including ties)

Special Unit Direwolf.

Attack strength 2

Mustering points 3 (max 2 per game)

Hability to move through two territories in one turn as long as it does not cross a territory controled by another house (that'd cause combat). If in the first move there is combat, the direwolf cannot move further.

This unit proves extremely useful for stark in the first turns given the great ammount of space it has available.



Diplomatic Bonuses - Loyalty

When house Stark is in only one committed alliance, both players gain 4 power tokens instead of 3 at the end of this committed alliance (Stark can still engage in regular alliances and utilize this ability with one committed alliance).

This obviously represents Eddard and Roberts friendship, that (sometimes) proved stronger than short term scheming.



Growing Strong House Tyrell

(Tyrell only) For one round only, Tyrell player may earn double the income of powertokens made that round only.

Special Unit Archers

Attack strength 1

Support strength 2

Mustering points 2 (max 5 per game)

Archers can support sea battles. Are not affected by fortifications.

This was thought with the goal of holding the greyjoy ships, and works pretty well.



Diplomatic Bonuses – Knights of Summer

If house Tyrell chooses to do so, at the end of any alliance both players are allowed to discard a card from their hand (and if this is the last card refresh according to the rules).

House Tyrell is very chivalrous and likes to consolidate their power by displaying acts of valor on the tournament field.



Unbowed, Unbent, Unbroken House Martell

Viper of the south (Martell only) poison one of the opponents knights in an adjacent field. Remove it from the game board. Martell player wont bend his knee, once per game he may chose to retreat casualties one battle only, to an unoccupied adjacent field.

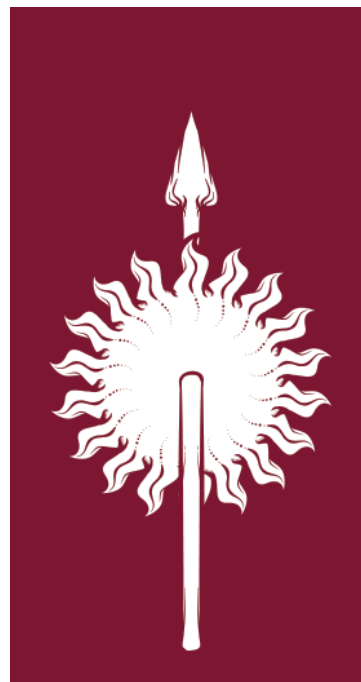
Special Order Assassination

Write down order of what knight or footman gamepiece on the gameboard. In the beginning of next round, remove the gamepiece written on the note.

Diplomatic Bonuses - Vengeance

House Martell can freely break its alliance pact with any player that has broken an alliance pact with someone else.

Well, this incorporates the 'being branded as a turn cloak' idea. House Martell does not forget and as the game progresses this ability becomes more powerful.



Ours is the Fury! House Baratheon

(Baratheon only) Once per game the Baratheon player may double the total battle strenght made in a battle. And for one battle only.

Special Unit Bastion

Units use the same rules as for fortifications, only available to Baratheon.

Can be left alone in a territory without disappearing. Successful CP order providing a bonus fortification in addition to power tokens.

Defensive strength 2

Diplomatic Bonuses – The Strongest Claim

Receive 3 power tokens at the end of the diplomacy phase when you are at war with the current holder of the Iron Throne. Distribute these tokens equally among your allies, rounded and you being allowed to distribute the remainder.

This represents Stannis's attitude towards anyone who claims the throne that is his by right. The fewer allies he has, the stronger the reward is.





Hear me Roar House Lannister

(Lannister only) Once per game, Lannister player may return his loan to the Iron Bank, paying 3 power tokens. No debt or more interests to pay for that round.

Special Order Bribe

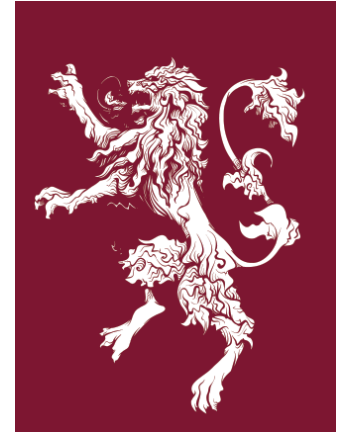
Consolidate power order can be used to bribe an enemy unit in an adjacent territory. Lannister must pay the mustering points of the unit in tokens. Special units cannot be bribed.

Lannister gain a bonus power token on any CP order. And may deny the opponent a power token if the CP gets raided.

Diplomatic Bonuses - Lannister always pays their debt!

At any time you can pre-commit towards paying the penalty of breaking an alliance between two other players, this costs 1 less than normally required and only works with power tokens (not supply downgrading). You can also break your own alliance with this reduced cost.

This represents Tywin's (and Cersei's / Tyrion's) talents at turning enemies against each other. By promising power, and having the reputation of paying their debts, they can break alliances with ease.



As High As Honor House Arryn

(House Arryn only) Due to the steep mountainous lands, Arryn player gains some defending benefits. For one round only: +1 in defence on all his homelands fields, +2 if a Castle or as Stronghold is on the battlefield. Spending this option may be chosen before the rounds combat phase.

Special Unit: Warmachines

Attack strength 2

Support strength 2

Mustering points 3 (max 2 per game)

Add an Warmachine to one castle, stronghold or port.

Warmachines in ports can support sea battles.

Diplomatic Bonuses

Forced Marriage – force a player to go into an alliance, for minimum 2 rounds



Fire and Blood House Targaryen

(House Targaryen only)

One round only, Targaryen player may use her dragons, each to scourge one field on the gaming board. Same rules as the pyroblast (Iron Bank card) Dragons starts and ends their move in the same field as the stayed before the scourging. If soldiers are in the scoured field, they defending player may choose between, flee to adjacent field or do a normal battle against the dragon.

Special units: Dothraki Riders

Attack strength 2

Support strength 2



Initiative – First Strike - May Move Twice and join 2 combats in one round, second move may go to an adjacent field with a combat.

Mustering points 2 (max 2 per game)

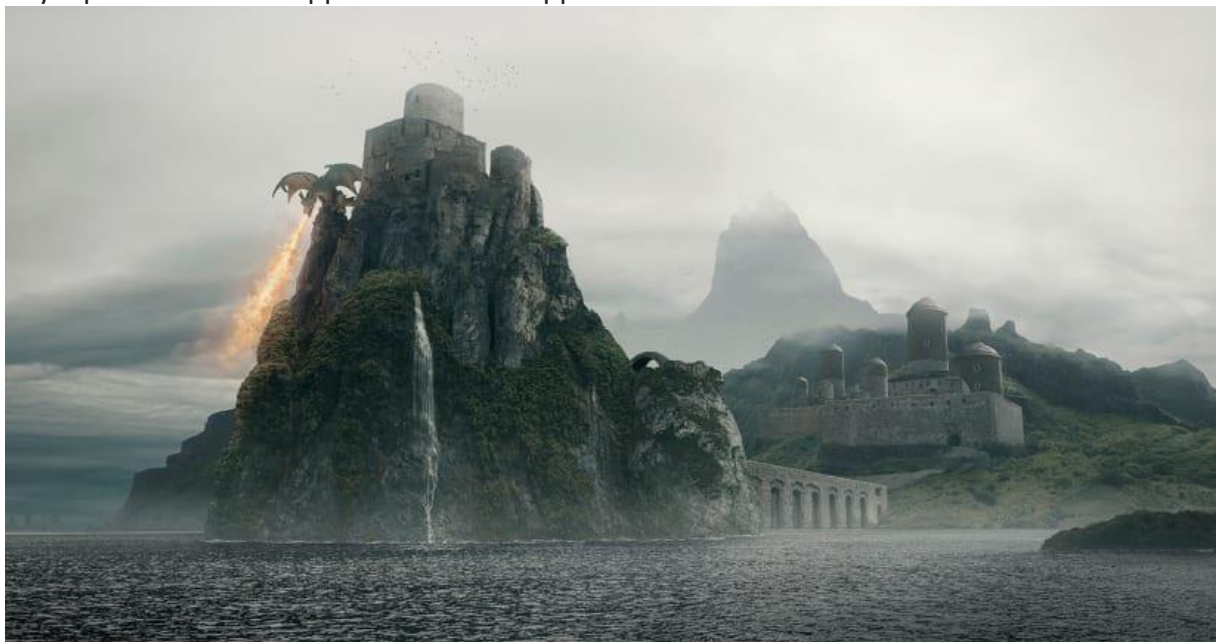
Dothraki Riders can support Dragon Attacks.

This was thought with the goal of holding the greyjoy ships, and works pretty well.

Diplomatic Bonuses

Ain't Loyalty Tokens enough?

Pay 1 power token to opponent. Force support for one battle





USING THE FEAST FOR CROWS EXPANSION:

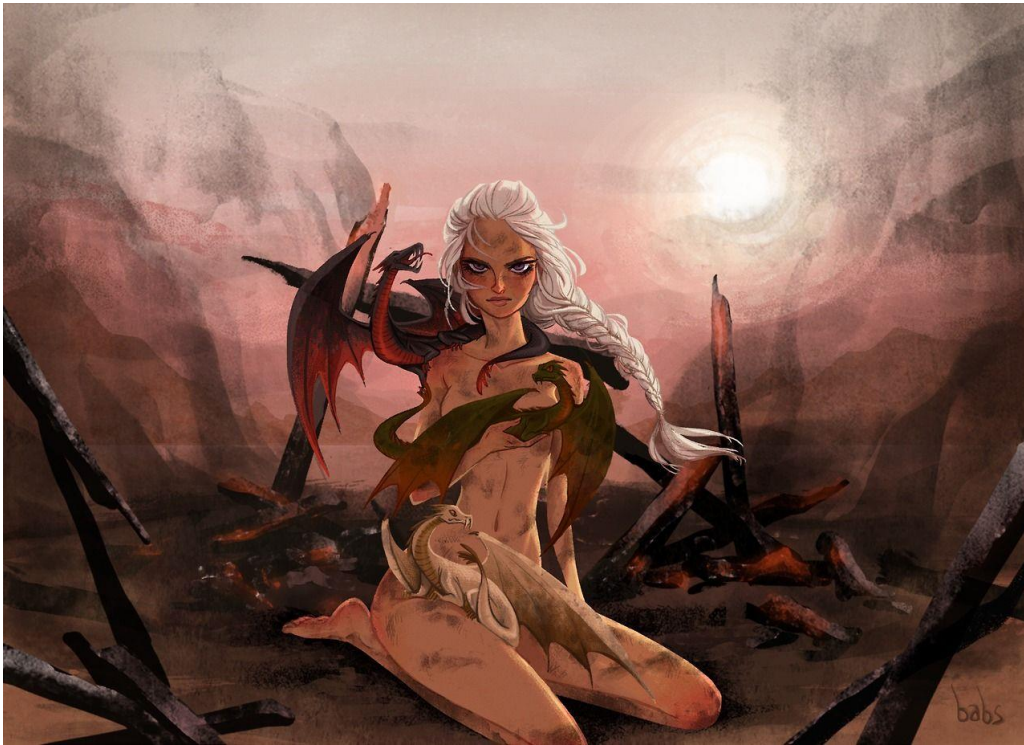
As suggested in the game, remove all the Mustering, Supply and Clash of the Kings cards from the Westeros Decks. And introduce the following game steps that occur after each Action Phase:

1. Update Supply, do the same as the card
2. Mustering, do the same as the Call for Support card
3. On odd rounds (3,5,7,9) Clash of Kings, do the same as the card
4. Score One Special Objectives, move victory token up forward, put card in front of your screen.
5. Score One Other Objectives, move victory token forward, put the card in front of your screen.
6. Draw up to 3 Objective cards to you handsize of 3
7. Clean Up phase.

THE OBJECTIVE DECK

Works as normal, but also add the following houses to the decks already signed symbols:

1. House Arryn also apply for House Martell
2. House Baratheon also apply for House Grey Joy
3. House Lannister also apply for House Tyrell
4. House Stark also apply for House Targaryen in Round 9 and 10, else Targaryen follow the normal Mother of Dragons rules
5. Rise the Winning Score on the Victory Tracker to 8



MOTHER OF DRAGON EXPANSION HOUSE RULES:

Vassal setups are used for every faction.

Remove 1 House Lannister footman from Riverrun and add 1 House Lannister footman to King's Landing.

Support orders on sea areas become -1 strength when supporting land areas (the +1 strength support order would become 0 strength).

Home area garrison tokens that have been removed are replaced at the beginning of the next turn if a player recaptures their home area.

The garrison token on King's Landing is never removed.

The player that controls King's Landing is always first on the Iron Throne track. When the players bid on the Iron Throne track, the player that controls King's Landing does not bid for themselves, but instead may bid their power tokens for another player. The winner of the bid is placed in the second position. If House Targaryen gains control of King's Landing, they get the Iron Throne token and the first position on the Iron Throne track.

If the Tides of Battle cards are used (recommended), any skull icons drawn permanently discard the opponent's chosen house card from play (never vassal house cards), in addition to killing a unit. If all of a player's house cards are permanently discarded, they must use the vassal house cards. They must randomly draw 2 cards to use instead of 3 as a vassal would.

When playing without House Targaryen, the Iron Bank sea order token gives 1 power token per ship in that area, and if raided adds and removes that many power tokens from the respective players.



A LONG OR A SHORT PLAY GAME?

For a long game follow the Scenario setup on the game screen, ignore the setup card in Dance with Dragons house cards. Put them back into the game box. Targaryen use deck A. Objective card hand size is 3.

For a short game the time marker starts the game in round 6. In short games start the game with the Dance with Dragons house cards. Put the other house cards back into the game box. Objective hand size is 2.

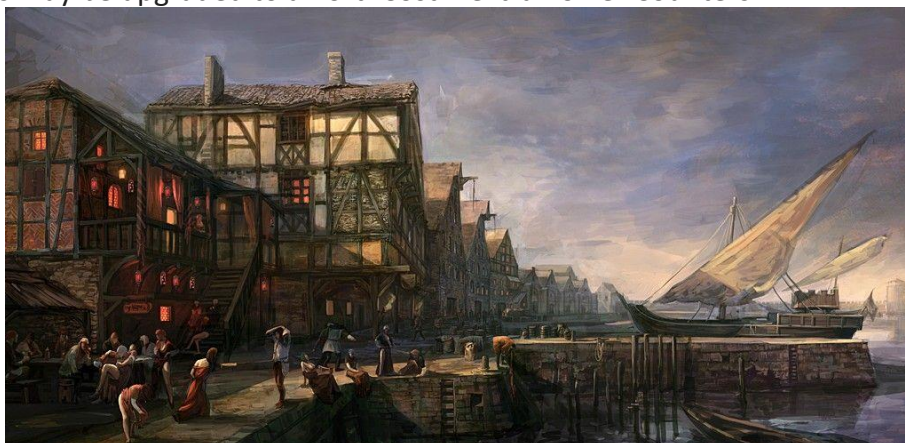
SENDING MESSAGES VIA RAVEN

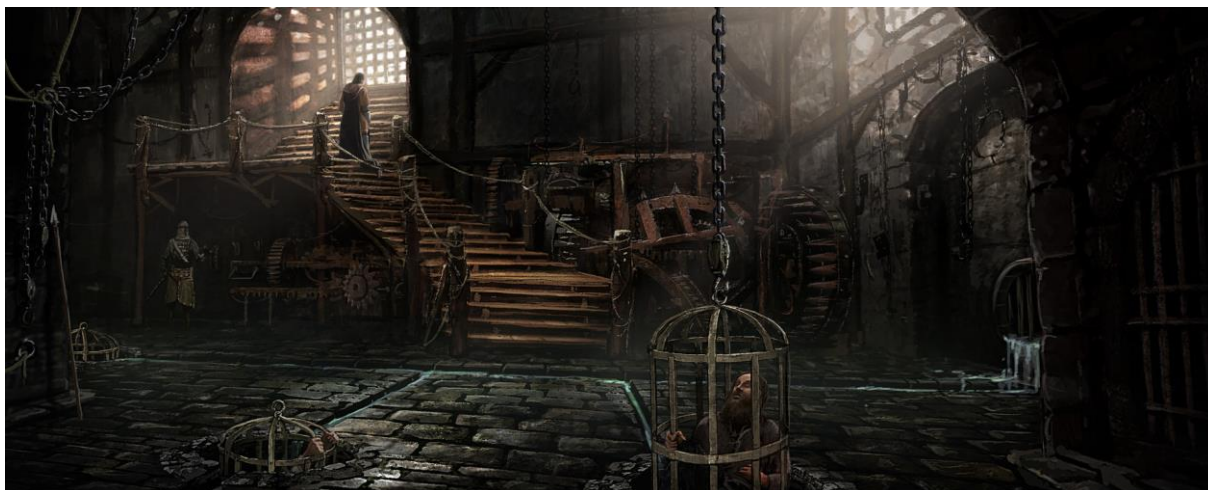
Make the game more paranoid, ban all tabletalk, at the start of every Planning phase, everyone gets a few slips of paper and must use those to communicate.

- 1) The number of messages you can send is determined by your position on the Iron Throne. 1st and 2nd get 3 messages, 3rd and 4th get 2, and 5th and 6th get 1.
- 2) The holder of the Valyrian Steel Blade can flip it to destroy one message that a player is sending to another - that message is discarded without anyone but the author knowing what it says.
- 3) The holder of the Messenger Raven can flip it to intercept a message a player is sending to another. They get to read it, but the message is then passed along to the original destination.
- 4) The message exchange is a special phase at the beginning of Planning

NEW PORTS

Add in this as an option, along with the normal Iron Bank upgrade card. Coast Castles or Strongholds may be upgraded to a Port. Cost 2 extra Power Counters.





HOSTAGES

TAKING A HOSTAGE

When a unit would be destroyed after combat, the winning player may instead choose to take the losing player's house card hostage.

Hostages are held in the castle/stronghold that is closest to the place of battle. The hostage is then the property of any House that takes control of that castle/stronghold. The player holding the hostage may move the hostage to another castle/stronghold they hold, at the expense of 1 power token, and may only do this at the end of the Hostage Phase.

TRADING A HOSTAGE

After the Action Phase of each round, the Hostage Phase begins. In turn order, players may make an offer for any hostage that is currently held by any other player. Once all offers have been made, each player in turn order, decides whether to accept or reject each offer they have received.

When a hostage is returned to a player, that house card is available for immediate use and is not discarded.

(Players may offer other hostages and/or power tokens for a player's hostage).

EXECUTING A HOSTAGE

After the Hostage Phase, in turn order, players may choose to execute any hostage that remains in their care. When a player declares that they wish to execute a particular hostage, each other player in turn order may bid a specified amount of power tokens to spare the hostage (exerting their power/dominance). Following this, the player holding the hostage (and any other remaining player that wishes to contribute to the execution) must then pay the total amount bid collectively by the other players in order to execute the hostage (if multiple players are paying this 'price', they decide amongst themselves the amount that each will contribute. This process is fully transparent).

If the hostage is executed, all bid tokens are discarded. If the hostage is not executed, each player returns their bid tokens to their token pile.

ALLIANCES

Vassals are used as normal and all rules around them are the same. However, players will also use the vassal cards for their own House.

When it is a player's turn to select a Vassal, they may instead form an alliance with another player, with their agreement. Neither player in an alliance may command a vassal.

When an alliance is declared, the players exchange their house vassal cards to indicate this, and each pays one power token, placing it one space above their victory point tracker.

Being in an alliance has the following effects:

- You cannot march, raid, or support against the allied player.
- You do not automatically win at 7 points while in an alliance.

At the end of each round, players in an alliance can win the game together if all of the following are true:

- They collectively have 10 or more points.
- They both control their home territory.
- Both of their victory point trackers are at or above their power tokens (they both have more points than they did when they formed the alliance)

Otherwise, at the end of the round, they players must return the vassal cards to each other and discard the tokens on the victory track. They may establish an alliance again in the next round, but they will have to pay power tokens again.

Edge Cases:

- You cannot declare an alliance if there are unclaimed vassals and doing so would make everyone after you ineligible to command them. (Example: If you are second to bottom and there are unclaimed vassal, you cannot ally the bottom player. If the bottom player is already allied, you must take the remaining vassals.)
- If more than one alliance is eligible for victory, the one with the highest total score wins. If tied, the alliance who has the highest player on the Iron Throne track wins.

Strategy/Thoughts:

- An alliance in the first few rounds is not likely to reach the victory condition, but it may be worth spending the token just to guarantee no conflicts on a certain front for the round.
- Mid to late game, houses with 4 or 5 castles can take a decent shot at an allied victory if a regular victory seems out of reach.
- A player at 6 castles doesn't gain much from an alliance (they would have to get to 7 AND hold it through the round AND have their ally gain at least one castle) but the extra difficulty may be offset by having one fewer neighbor to worry about, or gaining crucial support in taking their 7th castle.
- Even a player doing poorly at 2 or 3 houses could be valuable enough to a leading player (with key supports or raids in positions the leader can't reach) that they can negotiate a favorable alliance and still pull out a win.



GOLD

- Players start with 3 gold in addition to 5 power. Player Gold total must be kept public in the same manner as power tokens. Themed option: Lannister and Tyrell Starts with 4 gold each.
- 1 Gold = 1 Power for purposes of bidding. Players may use gold/power interchangeably and simultaneously during any bidding process.
- Gold cannot be used to maintain control of territory such as power tokens.
- Gold can be traded between players for any type of purpose/deal (including providing your enemies ship transport). ***Side note, anything that is absolutely crazy that comes up through this that we do not foresee, we might not allow to happen and make a specific rule for it***
- Gold deals can only be proposed in between the flipping of orders and the resolution of the last Consolidate Order token.
- Using normal Consolidate Orders, only 1 gold per turn can be accumulated (ex. normal Consolidate on Kings Landing = player gets 3 power and may choose to take 2 power and 1 gold instead)
- When playing the Special Consolidate order, players may choose to take the mustering points, or take the equivalent in gold (i.e. if choosing gold w/ Special Consolidate on King's Landing, player gets 3 gold). Gold can be collected in this way *in addition to* the 1g per turn collected from normal Consolidate Orders. *Players may not collect power using the Special Consolidate Order, only gold or mustering.
- When a player has no available power tokens to be collected, gold is collected instead (i.e. ignore the 1 gold per turn rule w/ Consolidate Orders if player has no available power to gain).
- There is no "player specific" gold discard pile such as there is with power tokens. There is 1 central discard pile that, once exhausted, cannot supply players with gold until more gold is discarded.



GOLD - Mother of Dragons update:

- Create a Markedplace Phase as the last action under the Westeros Phase, where dealing with gold could be done.
- Gold may be loaned at the Iron Bank, with interests of 1 gold (or 1 power token) per 4 gold. This can be done once for each castle or stronghold player occupies (or Source – Crown symbols)
- Iron Bank has an unlimited source of cold coins.
- Raider star token got an extra ability; you may raid other players for one gold token. It only requires that robbed players field is adjacent to the played Raider Star token, and that you are higher/above the one you raid on the King's Court tracker.
- Gold can be used when asking for assistance. However, when creating an alliance with gold, the alliance cannot be broken. Favor can be purchased for 1-3 gold pieces depending on the severity of the situation or the desperation of the player asking for assistance. Terms are presented by both players, if players agree they shake hands and exchange the gold. This scenario should not be used for long time alliances, only for temporary assistance within a single game round.
- During the *Call for Support* step, Brigands, Smugglers and Sellswords may be purchased by each player. Brigands are Footmen that are purchased for 2[?] gold pieces. Smugglers are - Ship units purchased for 2[?] gold and Sellswords are Knights purchased for 4[?] gold. These are excellent because they can be purchased if your forces take a severe blow the previous round and you fear a breach of your homeland is imminent.
- During the *Call for Support* step, Power tokens may be traded for 2[?] gold pieces. Power tokens may also be purchased for 3[?] gold pieces.
- Once your Garrison is defeated, flip the token over. During the *Call for Support* step you may pay 3[?] gold pieces to flip your Garrison token back to its active side.
- Flip your active Garrison token to opposite side bearing the house sigil for 7[?] gold, in doing so your Garrison is either permanent OR enemies may not take control of your homeland. This however does not stop them from landing on your home land and killing your troops there. Instead your homeland is under a shared control due to uprising and revolt from the people of your homeland. When this happens, enemy houses may use your homeland's mustering point(s) as well as acquire power via Consolidate Power tokens but you too may also do the same. Both players share a victory point as well.
- Supply can be purchased for 6[?] gold pieces.



MERCENARIES

Mercenaries can be mustered at the cost of 1 Mustering point and 1 Power Token from any City/Stronghold.

They do not count as units in terms of supply. If you have Mercenaries and a single unit in an area, they do not constitute an army. If you have more than one unit in an area, the size of that army is considered the number of all the units without the Mercenaries.

Mercenaries can't be trusted and so can't be left alone in an area without at least one of your units.

Any card that affect Footman, also affect Mercenaries.

Mustering cost 1

-Token cost 1

-If leaved alone in a territory it disappears.

-Does not count for supply limitations.

A limitation: Lannister can only have on the board as many mercenaries as power tokens Lannister owns.



MERCENARIES VERSION 2

When during the Westeros phase the card “Sellswords to Hire” is drawn, players have the chance to hire a mercenary company.

If this happen before the IV game round, than ignore the “Sellsword to Hire” card, shuffle the deck and draw/resolve a new card.

The same happens if no player is interested in hiring a mercenary company, than shuffle the deck, draw, and resolve a new card.

Once one card “Sellswords to Hire” is drawn and used, as long as the company is under contract, the card is discarded from the Westeros deck it belongs. There is a “Sellsword to Hire” card in each of the Westeros decks (I to III).

Since the sellswords have to land from “overseas” (Essos), only players that own a territory with access to a sea area, free from enemy ships, may hire a mercenary company. In order to engage a mercenary company, players have to make a GD offer. When bidding in order to hire sellswords, players first hide all their available GD behind their player screens. Then each player that want to make an offer, secretly places any number of his available GD into his hand, hiding them in a closed fist. Once all interested players have made their selections, everyone simultaneously reveals their bid by opening their hands. The player with the highest bid hire the company and spend the money. The other players become their money back.

It's possible to engage only one mercenary company at a time.

Once a player win the bid, he receive a “*mercenary base camp token*” with the colours of the company, which he put on the territory on which the





mercenaries will land. He may now hire (not 'muster') mercenary units on that territory. Mercenaries do not need mustering points to be recruited, just GD and do not count against supply, since you pay them a salary.

There are three different mercenary companies available to hire. They are different for unique abilities, company cards deck (every company has an own characters 4 cards deck) and army composition. Mercenary units may be hired immediately at a mercenary base camp by spending the required number of gold dragons. A player may

purchase any number of units, provided he stay within the mercenary army composition. The army composition define which kind of mercenary units and how many of them are available to hire:

The new hired units are immediately available and ready to receive orders in the following planning phase.

From now on is possible for the player to hire new mercenary units in each mustering phase, provided he stay within the mercenary army composition. Differently from Houses units, which might be replaced through mustering, mercenary units are definite in number and once destroyed cannot be replaced.

The company cards deck is added to the house cards whenever the company engage in combat.

Once the cards are used, they have to be discarded as usual.

It is possible to mix up the armies, e.g., mercenaries and ordinary units on the same territory.

It is also possible to use ship transport to move your mercenary troops.

The sellsword army have the same position on the fiefdom track as their employer Westeros house.

During each Mustering Phase of the game round, you have to pay to mercenaries a salary. The salary of a mercenary army is the equivalent of their hiring price halved and rounded down.



E.g., House Lannister managed to hire the Golden Company (spending 5GD in the bidding), A Golden Company base camp is placed than in Lannisport. Immediately the Lannister player hire 3 cavalry units, 1 battle elephants and 1 siege engines, for a total hiring price of 10GD. This army is immediately available to receive order in the planning phase. Later in the Mustering Phase (of the same round), the Lannister player have to pay 5GD salary for this mercenary army. He is also able to recruit further mercenary units in Lannisport, within the mercenary army composition: up to 5 footmen units, 1 more battle elephant, 1 more siege engine.

In case more units are hired in the mustering phase the salary increase accordingly, starting from the next mustering phase, i.e., units 'just hired' in the mustering phase (not in the Westeros phase) do not need to get any further salary in that round.

In the Mustering Phase, you may also quit the contract with the mercenary army. In order to do that without consequences, you have to pay them a last salary. If you do that they sail back and their card go at the bottom of the corresponding Westeros deck.

If you cannot pay them, than one of the following scenarios will happen:

- I. There is immediately a new auction and they change banner.
- II. No one wants to hire them and they are automatically disbanded



I. Sellswords change banner

If someone else want to hire the mercenaries, bid and win the auction, he have to pay the hiring price of the already deployed mercenary units (refer to the table above). The new contractor take immediately control over the mercenary army (or armies) and eventually over the territory were they stationed. If the mercenary units are the only units present on that territory than the territory change hand immediately. On areas were both mercenary and units of the previous contractor are present, immediately resolve a combat following the ordinary combat rules (House cards, Tide of Battle cards, abilities and so on). But the

units of the previous contractor are considered to suffer an ambush and have a -1 combat penalty. Castles always stay on side of the previous contractors. The siege warfare rules apply (see above), i.e., the previous contractor may garrison his units into the castle, or divide his units to partially retreat or confront the mercenaries on open field, etc...

CAREFUL: if the Westeros card "Clash of Kings" is drawn then, after bidding for the influence tracks, is possible to engage sellswords companies already present on the board make them change banner. This means players willing to hire them may participate to the auction and bid GD. If no one is willing to do it, just skip this.



II. Sellswords are disbanded

In case the mercenary army is disbanded, on each territory where the sellsword are stationed starts a Revolt. If on that territory there are no units other than the mercenary company, then roll the dice and add the drawn number to half the strength of the company (rounded down), the result is the strength of a new neutral territory (max 9). Place the base camp token of the company on the strongest territory. If on the territory where the disbanded mercenary army was stationed are present other units, then resolve a combat as with a neutral territory, comparing the strength of the armies. If the mercenary army wins, your units are routed and must retreat. Then roll a dice and proceed as mentioned above to determine the strength of a new neutral territory and the following revolt. If you win then the mercenary company is destroyed.

Starting from the mercenary base camp a revolt spreads: as long as the mercenaries are undefeated, every round in the Westeros phase, for each territory adjacent to the sellsword base camp with a total defensive strength of 5 or less roll a dice. If the number rolled is greater than the total strength of the defending area, the revolt is successful, units eventually present on the area must retreat following normal rules for retreat (they are now routed). A new Neutral Force token is placed into the area with the corresponding strength of the unrest, which includes the strength from any castle in the area.

Above the Golden Company (Lannister) in all its strength, conquer Harrenhal from the Baratheon



THE GOLDEN COMPANY

For these pieces, we are going to be using the yellow units from a Risk game board that has unit values of 1, 5, and 10 (footman, knight, cannon). Obviously, footman is to soldier, as knight is to knight, as siege is to cannon. There are no ship units available to hire from the Golden Company.

-To recruit troops from the GC, you must:

- 1) Be maxed out on intended unit type,
 - 2) Spend mustering points (1 for soldier, 2 for a knight or 2 for an engine; no upgrading of soldier GC units, you hire them as is).
 - 3) Spend gold (1 gold soldier, 2 gold knight, 3 gold engine)
 - 4) Recruit GC units into castle or stronghold that is coastal AND occupied by friendly naval forces in the adjacent sea (naval occupation must extend to edge of game map)
- ***Players can offer other players gold to "ship transport" hiring of GC units

-GC troops must always accompany friendly units -- they follow the same rules of movement as regular troops with the one restriction that they must always occupy a territory occupied by regular unit(s).

-All GC troops in an attacking or defending army die when they are in a battle and lose (i.e. GC units auto die on loss and are never retreating/routed).

-GC units do not count against a player's supply limit.

-GC Unit Territorial Limitations:

- 1) A player may have up to 3 soldiers per territory
- 2) A player may have up to 2 knights per territory
- 3) A player may have up to 1 siege per territory

***Only combinations of GC units allowable are 1 Siege + 1 Soldier and 1 Knight + 2 Soldiers

-In the rare circumstance GC units are "abandoned" (i.e. the friendly troops they were aligned with died via wildling or house card), players with occupied territory adjacent to abandoned GC units may bid to have GC units move into their territory. If no bid and only 1 player can recruit GC units as such, the player must pay 2x the price. If no player is able, or no player accepts to pay recruiting price, GC units become "neutral" -- the next time a player marches into the territory with "neutral" GC units, the player must pay 2x the price for the GC units, or fight (with no card, like such as fight vs neutral force token) 2x the strength of the GC units. (debating making this 3x each)

-Wildling and House Cards do not apply to GC units, other than the 1 change described below.

-"Silence on the Wall" Wildling Card changed to:
"Bane of the Golden" (Loss) Lowest Bidder: All GC units are destroyed; Highest Bidder: Destroy all GC units on 2 territories with highest combined GC unit value ... (Victory) Highest Bidder: Gain 4 gold.





THE SMALL COUNCIL



Pre Game:

Introduce the Small Court into the game. The second, third and fourth space in each officer tracker, give players titles with some extra abilities. Create a counter piece for each title (idea for the gamepiece in brackets bellow)



On the Iron Throne Tracker:

Iron Throne appoints a Hand, and that appointment remains until the next bidding phase

2 place: Hand of the King: (needle)

1. An additional ability is unlocked for a special house card per house. (Also use the text from the equivalent card in the House card deck not in use) Example: Eddard Stark: After the fight, you can recruit a foot soldier into an uncontrolled area that is adjacent to an area you control.
2. All your support orders are considered to be support+1. The King needs a strong and firm hand to guide and lead the way. So all his support orders are strong alike, granting the two regular ones an additional point of strength each, but they are still subject to raids.
3. Per turn choose between:
 - Extra Power Tokens
 - +1 for one battle
 - +1 special order tile (no maximum)



On the Iron Throne Tracker:

3rd place: Master of Laws: (hammer)

1. Once per round: Only in Westeros phase after dealing with the Westeros cards: Add or remove a law, player can also decide to resolve the law, suspend an existing law or do nothing. Laws changes decided only by the Master of laws. Laws are "minor" rule changes that affect all players. Only a maximum of three laws may be active at a time. Examples of laws:

1. Maxim to support: Supporting units are considered defeated if the party loses the battle that those units have supported.
2. Transport legalization of sea fire on rowboats: Special raid orders in land areas can now raid orders in adjacent sea areas.
3. Player may travel with sea through fellow players ship pieces, paying one power counter, only if the owner of the ship is friendly and allows it. (Return is a new move and new cost!)
4. Ordinance to strengthen women's rights: All female house cards have +1 combat strength.
5. Stricter tax law for farmers: The supply track will be updated at the end of each round.
6. Pick and introduce one of the game terms in round 1 to 5 in the Night Kings chapter as a permanent rule.
7. Deals that can be actioned immediately are binding, by giving the other player a power token, and only last until players next move, otherwise they are non-binding as usual and backstabbing is allowed.
8. Players may buy a power token to play an extra star order token. This must be paid as the last action in the Westeros phase.
9. Holder of the Iron throne gets additional star order unless there are vassals in play.
10. Introducing new laws, must be voted for in the Small Council. One vote for each member. You only new laws proposed by the Master of Law, and maximum one per round.

2. All your defend orders are considered to be defend+2. None may question the laws, they are carved in stone and inevitable. Increasing the worth of each regular defend order by one point of strength. Useless during Storm of Swords though, as stormy days don't have a sense for respecting laws.



On the Iron Throne Tracker:

4th Place: Crown Regent (coin)

1. Your consolidate orders may not be raided. Also allows building of a fort (ACOK) or triggering a leader (ASOS) for noone to interfere by a simple raid.
2. Coin of the Faceless Men: Pay 5 power tokens to hire a Faceless Man. Write the name of the field you want the assassination taken on a note. Fold it twice and put it on the round tracker, for what round you want it executed. Token is removed from the gameboard in the beginning of that round.



On the Fiefdoms Tracker:

2nd Place: Lord Commander of the Kingsguard: (shield)

1. Once per round: In this combat, you get a fortification or a sword symbol. Cannot be used in a battle against the king.
2. Your support orders may not be raided. None dares to disgrace himself by disrespecting an order given to the members of the Kingsguard by the Lord Commander himself.



On the Fiefdoms Tracker:

3rd Place: Master of ships (flag)

1. Once per round: In this turn, treat an order on one of your ships as if it were the special order of its kind.
2. Pay an opponent an powertoken to move armies through his fleet tokens. Player cannot deny you. Once per round.



On the Fiefdoms Tracker:

4th Place: Grand Maester: (key)

1. Once per round (only at the end of the Westerosphase): View the top card from a Westeros card deck.
2. Raven from the Conclave (in Old Town) choose one (each available once):
 - Gain knowledge of the dragon glass. (Gain a dragon glass counter), at the same time offer player who control Old Town that he may choose to spend one power counter to discover the secrets of dragon glass as well. If spent, give player a Dragon glass counter. Other players must pay one power, (for spying) to get access to this secret. Give them who know, a dragon glass counter. Knowledge of dragonglass helps players defeat White Walkers later in the game
 - Gain knowledge of the children of the forest (gain control of the game pieces when they appears)
1. History of the wall, Brans story. Fresh up the importance of the Nightwatch. Allowed to read the rules from round 6 til round 10 in the Night King campaign.



On the King's Court Tracker:

2nd Place: Master of whisperers: (feather)

1. May use one star order in addition to the ones allowed according to his Kings Court track position. Its always good to pick up some rumors and know a way around the usual procedures of the Court
2. Once per round: In combat either:
 - you only have to choose your house card after your opponent has played his house card. **Or:**
 - Secrets from the brothels, master of whispers may look at one opponents command tokens before it is revealed. Once each round. **Or:**
 - Children in the sewers, once: look at players available house cards.



On the King's Court Tracker:

3rd Place: Master of Chains (handcuffs)

1. Discover the receipt of Wildfire. May start to produce Greenfire counters. Works like this: For each Greenfire counter made, pay 5 power tokens. Spend one Greenfire token to annihilate all game pieces in one of the fields on the game board. Both land and sea, or:
2. Connections in Essos, may place a diplomatic footman piece in any unoccupied field on the Essos map.



On the King's Court Tracker:

4th place: Master of coin: (chest)

1. Once per round: If a consolidate power order is executed to receive power tokens, the player receives an additional power token. All your consolidate orders yield one power in addition. At the end of consolidate phase you have to pass on one power to another player, if you have one or more power left, even if you did not collect any power this turn. You cannot assign your power token to someone who already maxed out his power stack though. Only if all players are maxed out on power, you don't have to make this gift. There is an undeniable advantage of being master of coins, but you cannot stuff it all into your own pockets before drawing too much attention by greed of others, so you better take care of that in advance by making gifts.
2. Discount (-1 power token cost) at the Iron Bank. Once per round.



In round 5 introduce the new force **Faith of the Seven**:

Give the player with least victory points (if tie; least active tokens on the game board) (if another tie; least land areas), the Septon token (a 7 pointed star)

Swap a footman in Kings Landing with a footman of your own color.

In beginning of each round forward, a footman may convert a footman or knight in an adjacent area from where they are.

Footmen are neutral pieces as long the player don't use them in battles (even support) pieces can stand in other players areas, don't move and takes a slot of maximum pieces in one field.

The player with least victory points in start of round 6 controlling the Septon token for the rest of the game. *So round 5 is the round player may wana lose some battles!*



SMALL COUNCIL VARIANT 2:

The Throne

House Mark

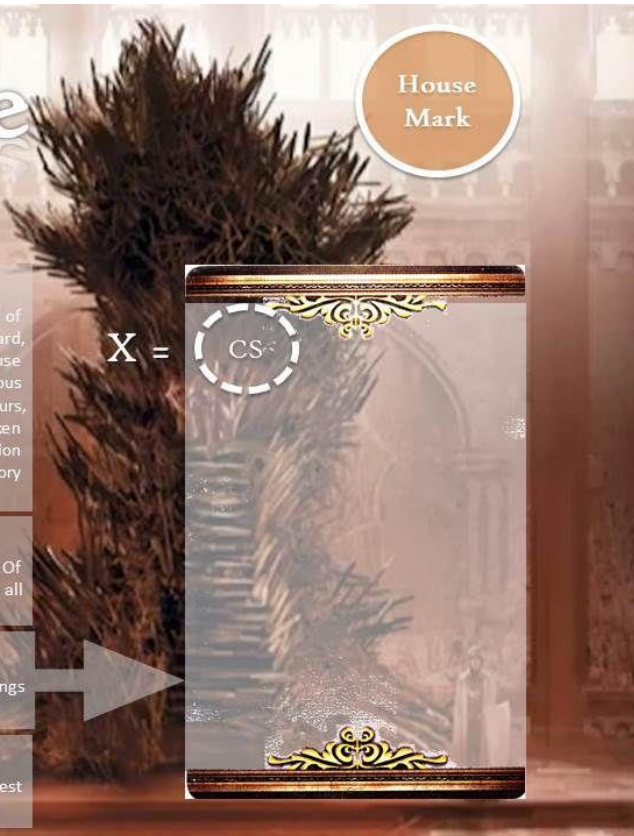
(1) Execute Hand of the King
Once every round, you can choose to replace the House on the Hand of the King board with one House on The Throne board, the Watching board, or the Master of Coin board of your choice. Remove the previous House Card on the Hand of the King board from the game, and put the previous House's Victory Token to Kings board (unless it is the same House of yours, then return it to this board). Destroy one of your available Power Token on Victory track and add a number of Power Token equal to the position of round token to the replaced House of Hand Of The King on Victory track.

Assume the Position
During Planning phase and Action phase, if you and the player Hand Of The King were the same House, the player Hand Of The King control all orders, units and combats of your House.

Kingsguard
The combat icons and text abilities of this card is regarded as Kings Landing's Garrison Token during every combat in Kings Landing.

Total Power
At the end of the game, the House on this board must be at the highest position of Iron Throne Influence Track for you to win the game.

X =




Hand of the King

House Mark

(2) Acting Hand of the King
Once every round, you can choose to replace the House Card on the Hand of the King board with one House Card in your hand and place the previous one in the discard pile. If you have only one House Card in your hand and take this action, the previous House Card will be kept in the discard pile after you return the discard pile to your hand.

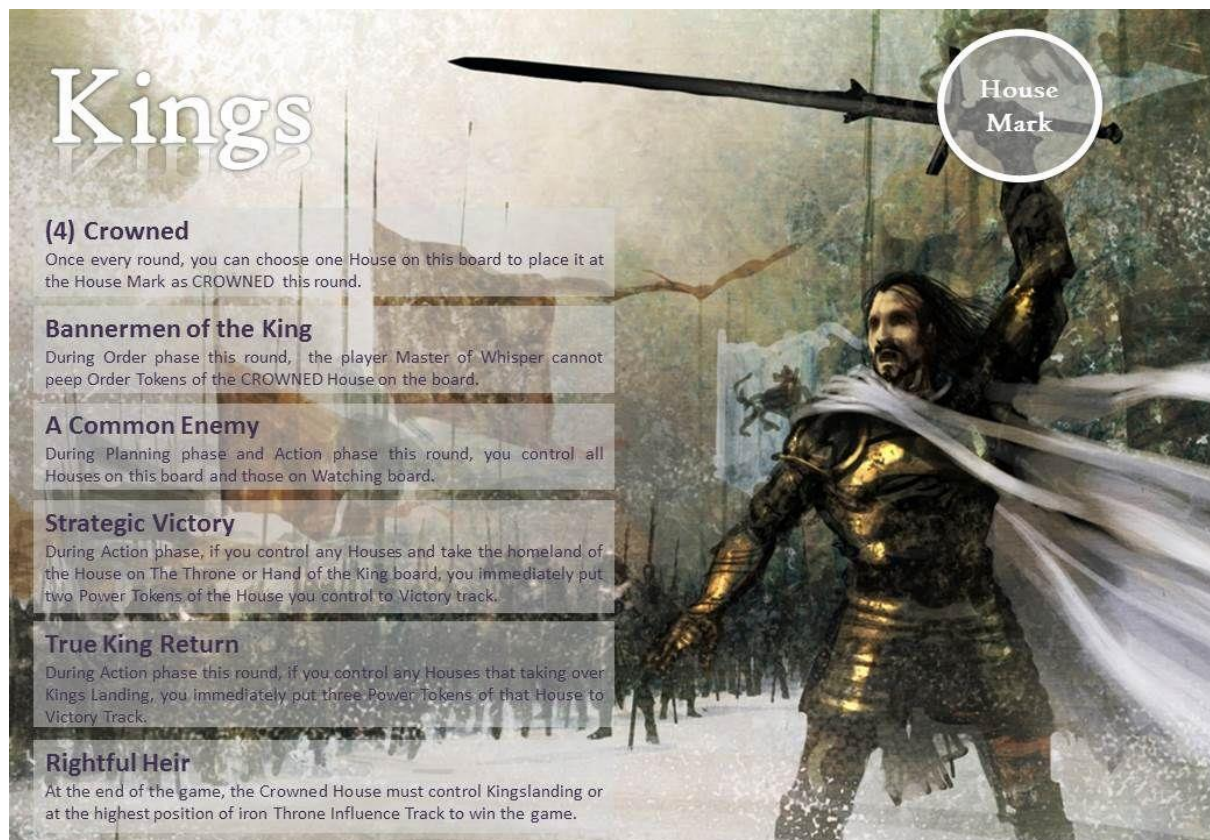
(3) Diplomacy
Once every round, you can choose to replace the House on the Master of Coin board with one on the Watching board. Add one Power Token of the replaced House to Victory Track.

Assume the Position
During Planning phase and Action phase every round, if you and player The Throne were the same House, you control all orders, units and combats of your House.

Right-Hand Man
Once each round, this card can join a battle in Kings Landing of your choice, providing its supporting combat strength, combat icons and text ability to one side of your choice.

No Crown But A King Should Be
At the end of the game, the House on this board must be at the highest position of Kings Court Influence Track for you to win the game..





Kings

House Mark

(4) Crowned
Once every round, you can choose one House on this board to place it at the House Mark as CROWNED this round.

Bannermen of the King
During Order phase this round, the player Master of Whisper cannot peep Order Tokens of the CROWNED House on the board.

A Common Enemy
During Planning phase and Action phase this round, you control all Houses on this board and those on Watching board.

Strategic Victory
During Action phase, if you control any Houses and take the homeland of the House on The Throne or Hand of the King board, you immediately put two Power Tokens of the House you control to Victory track.

True King Return
During Action phase this round, if you control any Houses that taking over Kings Landing, you immediately put three Power Tokens of that House to Victory Track.

Rightful Heir
At the end of the game, the Crowned House must control Kingslanding or at the highest position of iron Throne Influence Track to win the game.



Master of Coin

House Mark

(5) Gold Wins Wars
During the Character action phase every round, each player can get three Power Tokens by putting one Power Token of your House to Victory Track. Player Kings can only get three Power Tokens for the CROWNED House.

Alliance of the Council
During Planning phase and Action phase this round, you control the House on this board.

Machination
During Action phase this round, if there is a combat in Kings Landing that the House on this board is not involved (neither attacking, defending or supporting, you can activate one of the ability of your choice.

Greed for Power
During Action phase this round, if you control the Houses on this board and take Kings Landing, you immediately put two Power Tokens of your House to Victory Track.

Chaos Is A Ladder
At the end of the game, the House on this board must have the most Power Tokens for you to win the game.

The City Watch (Unlimited)
You may provide +1 supporting combat strength to one side in this combat of your choice.

Knife Behind Throat (Once in the Game)
You may cancel one House Card from The Throne or Hand of the King board to this combat of your choice.

Voyage (Once in the Game)
You immediately destroy one Power token on Victory Track for each House that join this combat (including supporting).

Only Lover (Once in the Game)
You immediately gain three Power Tokens for the House on this board.

Master of Whisper

House
Mark

(6) For The Realm

During the Character action phase every round, you may flip the Raven Token to force one other player to activate the Westeros activity on his board that has been chosen not to be activated this round.

Path Under Palace

When the player The Throne choose to Execute Hand of the King, you may immediately flip the Raven Token to take the House Card on Hand of the King board to this board (instead of removing from the game). You can only keep one House Card on this board.

Whisper

During Planning phase this round, you may peep any Order Tokens on the board and discuss openly or secretly with other player of your choice.

Blood and Fire

During Action phase this round, you may flip the Raven Token to play the House Card on this board to support one side of any combat of your choice (including combat strength, combat icons and text abilities). Remove the House Card you played from the game after this combat.

The Rot Begin

When no other player win the at the end, you win the game.





THE NIGHT KING CAMPAIGN

In the beginning of the game, go through these rules before the game starts. Players may put an

Round 1

1. In a long full game: Give all players the original house deck cards, Targaryen deck A
2. **Storm of Swords:** All combat command tokens do +1 extra damage this round to the player who initiate the battle

Round 2

1. **Clash of Kings:** Allow as many army pieces player want, going into the same field spot for a grand battle. Process the battle as normal. After the battle. Remove all illegal game pieces, before they can return to any unoccupied friendly field (as per normal game rules).
2. **Tournament of Harrenhal:** Introduce Gold into the game (read above), players joining tournament must pay one gold, and then move one knight to the Harrenhal field that is a neutral ground now. Save these golds into a pool, that becomes the first price.
 - a. Betting phase here may players bet gold on the winner. Place gold under the house you think win, on the victory tracker with your power token on. (to show its your bet) Limit to 3 gold, winner get twice the amount back.
 - b. Knights Battle phase is battled as normal with one housecard and the smaller battlecard (this time give each knight 3 cards). Swordsymbol kills knights, fortsymbol works as a shield and saves them.
 - c. Winner of the first rounds, goes again til the next battle with one of the other winners. (Again spend one housecard and one of the leftover 2 battlecards), if there's not enough players the first on the Fiefdom tracker may join in the last spot.
 - d. Dead knights are lost after this tournament, and is not put back on the gaming board.



Round 3

1. **Safer Behind these Walls:** Defense tokens give +1 strength when placed on a stronghold and + 2 strength when on a castle, if there's a stronghold symbol on defending players housecard.

Round 4

1. **Sweet Revenge.** Players experienced a backstabbing earlier in the game, may spend a powertoken to kill a game pice owned by that player who broke the alliance, or broke another deal.

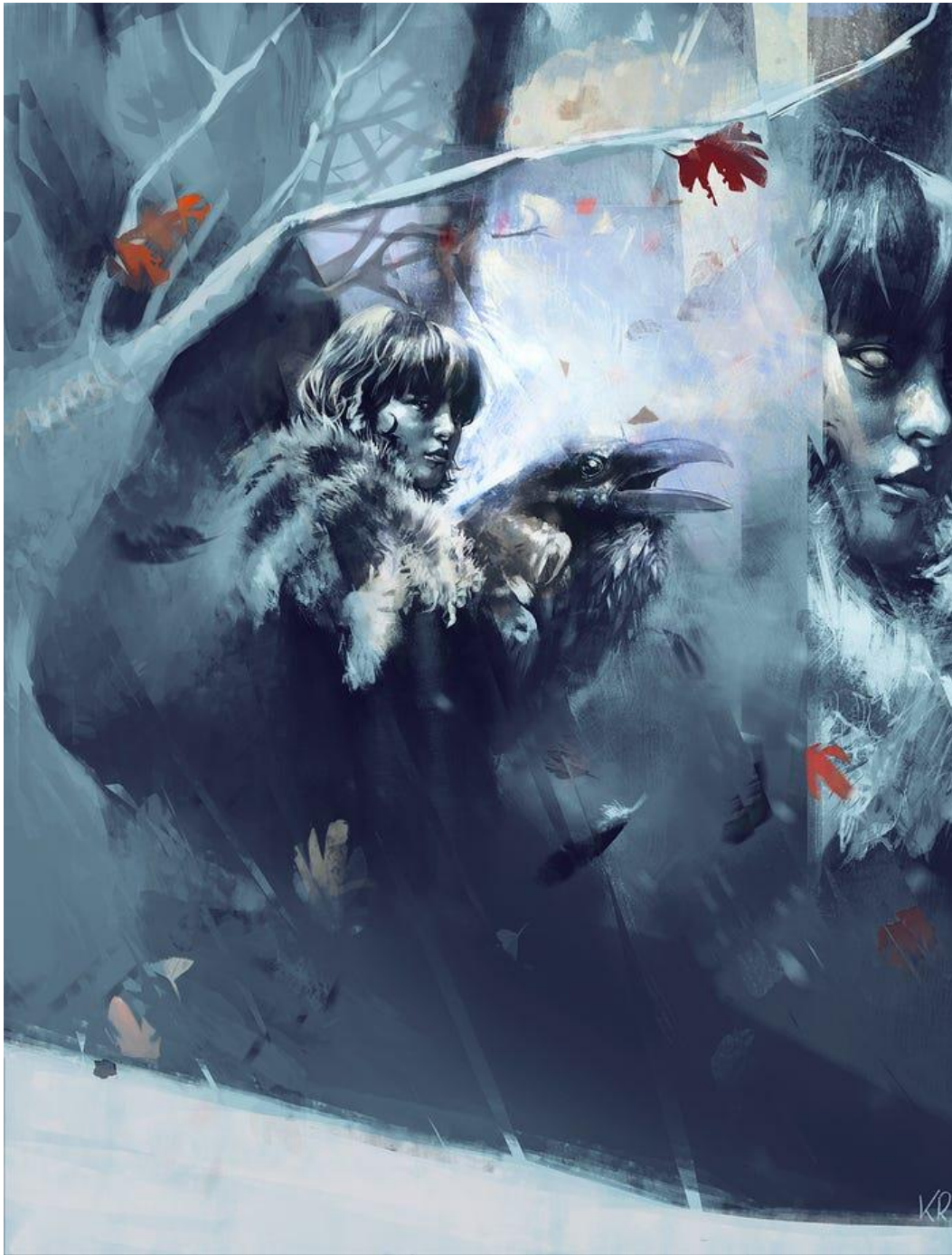
Round 5

1. **A feast for crows,** players may choose to not return to adjacent safe field after a defeated battle. If they do, they may choose to play two house cards in this battle.



Round 6

1. All players swap their house cards with the Dance With Dragons house decks, Targaryen deck B. All players start with “fresh” full decks! In a short game, players starts with these decks as well.
2. **Faith of the Seven:** Give the player with least victory points (if tie; least active tokens on the game board) (if another tie; least land areas), Septon token (7 pointed star). Swap a footman in Kings Landing with a footman of your own color. In beginning of each round forward, a footman may convert a footman or knight in an adjacent area from where they are. Footmen are neutral pieces as long the player don't use them in battles (even support) pieces can stand in other players areas, don't move and takes a slot of maximum pieces in one field.
3. **The Shield that guards the realms of men.** From every round now and forward, offer all players to move one footman (or knight) token to become a Nightwatch. The wall becomes neutral ground, where all players may “send an officer” to guard their realm from the threat of the north. Players may choose to pay two power counters instead of offering a footsoldier counter. Place that footsoldier on the wall. Convert then all these pieces to men in black / Nightwatch counters. Having 3 or more guard counters on the wall, players may defend the realm from the second Wildling attack, 6 or more defending from both Windling attacks. Do the combats between nightwatch and the wildlings. Lord Commander, player (except Targaryen) on the last place on the Iron Throne track, use the Vasal deck in that combat. Nightwatch men in black counters are removed by normal rules.
4. **Night kings presence** beyond the wall, rise killed soldiers in combat (or assanisations) in the closest field. Put a skull counter on the northernmost field to remember that dead rises here. From every round forward; if the number of Nightwatch is bellow the present round number, put a skull counter in each adjacent land field where skulls already are placed (equal to the difference between round number minus number of Nightwatches on the wall). *Example: in beginning of round 7 there's just 5 Nightwatch pieces on the wall. The difference is 2 (7-5=2). Put in 2 skull counters on the game board at the adjacent field to the earlier field with a skull token.*
5. **The Long Night starts.** If a dragon is defeated and killed in a combat, rest of the game, it is ressurected by the Night King. Put the game piece in the White Walkers army. In the following rounds. This game piece may pledge terror on the continent of Westeros. Last non-Targaryen player in the Fiefdom tracker, chose one field where the Night Kings comes and pledge terror. Remove all army pieces in the chosen realm, they escape to an adjacent realm.



Round 7

1. Spread the skull tokens if the requirements are not followed (read round 6)
2. **The Three Eyed Raven.** Player on last spot in the King's Court tracker (except Targaryen) Give the player a green sight token. Flipping the counter player may look on the top card of any chosen deck.
3. **Stronger Together.** Players may recruit smaller houses to join their armies. Have an auction as per voting on the Iron Throne order. Winning player may pick one of the smaller house army piece on the gameboard to his army. Convert the defending strenght number into points buing soldiers as per normal rules. These soldiers starts on the houses gamefield on the board. Second player may pick the second house piece and so on.



Round 8

1. White walkers gets one attempt to break the wall this round. If number of Nightwatches are lower than 6. Else convert all skull counters in the skull fields to white walker counters this round (from now and out the game). They start to attack adjacent realms each round.
2. Spread the skull pieces if the requirements are not followed (read round 6)
3. **The True Heir to the Throne** is revealed, earlier in the game, if the Stark or Targaryen player have a placed out an Nightwatch piece on the gameboard, earlier in the game. Their two armies may unite, giving Targaryen free access to enter Westeros through the Bolton/Winterfell field on the gameboard. Spreading out their game pieces together per maximum size rules.



Round 9

1. **Children of the Forest** manifest their existence on the game board, place one foot soldier in the marches of The Neck field and the God's eye (Harrenhal field). They are controlled by the player with least victory points. And they may occupy fields with opponents game pieces (walks around unwatched), both may do an assassination attempt this round and the next round.
2. **Movements beyond the wall.** The whole White walker army are put ready to breach the wall and walk southwards. The Lord Commander of the Nightwatch may choose to give the Wildlings sanctuary. Place number of white neutral wildling counters (equal to the strength of the wildling tracker), on the wall field. Lord Commander players decide their actions. Denying sanctuary, add same number of counters to the Nightkings army beyond the wall.
4. White walkers have new attempt to break the wall this round. If number of Nightwatch counters are lower than 9. Else convert all skull counters in the skull fields to white walker counters this round (from now and out the game). Wall is breached.
3. Convert all defeated footmen or knights in the skull fields to white walker counters this round. (They're not allowed to return to adjacent field after the battle)





Round 10

1. **Breach of the Wall**, White Walkers breach the wall, their number is too many. Number of Whitewalkers are equal to the total number of all victory points the players has earned on the victory tracker. Number of White Walker pieces in one field is not affected by the normal Supply rules.
2. Nightkings presence is here, as he fly all around over Westeros. Convert all killed footmen or knights on the whole gameboard to white walker counters this round. (They're not allowed to return to adjacent field after the battle)
3. Convert all defeated footmen or knights in the skull fields to white walker counters this round. (They're not allowed to return to adjacent field after the battle)
4. Players with dragon glass counters (or the Fiefdom leader having the Valyrian sword) may kill (remove) a white walker counter defeated in battle (it won't rise!), else put the white walker counter on side. Rise them up and move them to adjacent southward field the next phase of the combat sequence. Number of phases they may move is equal to the max number of command tokens (the player with most command pieces and n the game board) have put on the board this round. Use round tracker to keep number of battle phases. White walkers acts first each phase.
5. Players wins if they kill the Night Kings gamepiece or defeat all his White Walker pieces, White Walkers wins if they reach God's Eye or King's Landing.

DIPLOMACY MODULE

By Francesco Musso

This Modules enrich the round structure of the 3rd edition...

Every round is divided into phases:

1. Westeros Phase (from round two)
2. Diplomacy Phase (from round two)
3. Conspiracy Phase (from round two)
4. Planning Phase
5. Action Phase
6. Collect Taxes
7. Update Supply
8. Mustering
9. Consolidate Power
10. Increase Debts

O this post I'll Focus on the Diplomacy Phase...

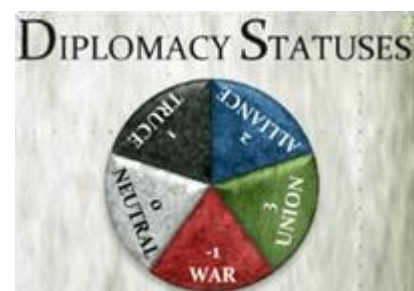
Time for negotiations and intrigue, during the diplomacy phase, formalized diplomatic statuses are used, that depict the level of friendship and trust between the Houses of Westeros at any point in time:

- war (Level -1)
- neutrality (Level 0)
- truce (Level 1)
- alliance (Level 2)
- Union (Level 3)

These relations can change dynamically over the course of the game and can even alter the victory conditions. Each diplomatic status above neutrality restricts movements/actions (such as march, raid or support) but allows rewards in terms of increased power (earning PT), strategic possibilities, e.g., allies and union partner can use the partner ships as mean of transportation, and the long-term possibility of mutual victory.

The diplomacy phase is the only moment per turn where one can formally improve a diplomatic relation. That is the time for overt negotiation, such as declaration of war or ask for a truce. The diplomacy phase is organised in seven steps:

1. Diplomacy Statuses
2. Price of War
3. Hostage negotiation
4. Confidential Diplomacy Negotiation
5. Overt Diplomacy Negotiations
6. Diplomacy Cards
7. Crown Privileges



Step 1 - Diplomacy Statuses

At the beginning of the diplomacy phase the holder of the Iron Throne token, which moderate this phase, declare loudly all current diplomatic relations between the houses. Every house starts being neutral with every other house. Players may only move 1 diplomatic level at a time during the diplomacy phase. Increasing their diplomatic status Westeros Houses build coalitions. In order to reach the highest diplomatic status, i.e., Union (level 3), you need in the best case, 3 game rounds (exception the “Marriage Proposal” diplomacy card). This reflects the time needed to build up trust. Improving a diplomatic relation costs 1 PT. Both player have to pay this price to enter a coalition. Entering a coalition, two players receive each round as much diplomacy cards (DC), as high their diplomacy status is (1-3), and are able to spend them forming card pairs (see later on). Declaring war is always possible, but automatically decreases the diplomatic status to -1, and comes at power costs (see “being at war” later on). Nevertheless the price for enter a war without declaring it in the diplomacy phase, might be very high (see “diplomacy penalty” later on).

Being Within Diplomatic Reach

The distance on the board make diplomatic relations between two distant houses more difficult, and therefore more expensive in terms of power. If you want to improve your diplomatic status, i.e. building a coalition, with a house that has units more than 1 land/sea areas away from any of your units, you have to spend an additional PT for each further area beyond 1.

E.g., If at the beginning of the game the Starks and the Lannisters want to improve their diplomatic relationship from neutral to truce, both have to spend 4PT instead of 1.

Dominion Tokens Diplomacy Benefits

- The owner of the Iron Throne Token earns 2 PT every time he concludes a truce.
- The owner of the Valyrian Steel Blade gains 1 PT every time someone is declaring War on him.
- The owner of the Messenger Raven is allowed to diplomatically engage with anyone less than 4-tiles away (e.g. being separated by 2 areas). Moreover he can move back 1 spot on one of the 3 influence tracks from every house that declares War on him.

Step 2 - Price of War

Each player at war have to pay the “price of war” or the “Iron Price” (see later on).

Step 3 - Hostage Negotiation

The two steps of hostage negotiation take place. The rules for hostage taking are reported here for commodity: when an army is destroyed after combat, i.e. no remained routed units, the winning player take the losing players house card hostage (if he used any).

Trading a hostage

During the diplomacy phase, Hostage negotiations take place. In turn order, players may make a money offer for any hostage that is currently held by any other player. The basic value is the card strength, e.g. Eddard Stark is a 4 strenght card and 4 GD is the basic price. Once all offers have been made, each player in turn order, decides whether to accept or reject each offer they have received (Players may offer other hostages and/or GD for a players hostage). An hostage may not stay captive for more than 3 rounds, after that he

must be released or executed: the player that keep the hostage has either to accept the offer or declare that the hostage will be executed.

When a hostage is successfully ransomed and return to a player, that house card is available for immediate use and is not discarded.

Executing a hostage

After the hostage trading, in turn order, players may choose to execute any hostage that remains in their care. When a player declares that they wish to execute a particular hostage, each other player may choose a faction: the one that want to spare the hostage, or the one that want the hostage executed. Than in turn order, players may bid a specified amount of PT (exerting their power/dominance). If multiple players are paying this 'price', each player decide secretly the amount of power with which he contribute, putting PT into two cups. Than the content of the two cups is revealed and the PT are counted. In case of a tie the holder of the Iron Throne dominance token decide (money bargain is allowed!). If the hostage is executed, all bid tokens are discarded. If the hostage is not executed, each player returns their bid tokens to their token pile. If a player fail to execute an hostage, i.e. he subdued to extern political pressure, the hostage must be released. In this case, that house card is available for immediate use and is not discarded.

Step 4 - Confidential Diplomacy Negotiation

Communication between players is usually open, nevertheless, in order to allow players to discuss confidentially, each receives a diplomacy token (DT, depicting another house) which grant 5 min of confidential discussion with that specific house (use the hourglass for this purpose). In case of conflict, e.g., two houses want to have a confidential speech with the same house proceed in turn order (Iron Throne track). A player is allowed to invite more than one house to a confidential meeting. Only the inviting player spend his DT. Once used, a diplomacy token might be purchased again for 2 PT.

Step 5 - Overt Diplomacy Negotiation

Each player that want to improve a diplomatic relation take the word and a negotiation begin. Just make sure they acknowledge they are not doing anything else before going to the next player. Check whether the two houses that negotiate are “within diplomatic reach”. If any changes in the diplomacy statuses between the houses occur then, the holder of the Iron Throne token update the diplomacy chart accordingly.

Restrictions and Benefits of Diplomatic Levels

In a 6-7 players game, each player may have up to 3 positive diplomatic relations (level 1 truce, level 2 alliance), but only one union (level 3). Any combination of those is allowed, e.g., 1 union, 1 alliance, 1 truce, or 1 union and 2 alliances, etc. In a 3-5 players game, each player may have up to 2 positive diplomatic relations (level 1 truce, level 2 alliance), but only one union (level 3). Any combination of those is allowed, e.g., 1 union, 1 alliance or 2 alliances, 2 truces etc.

Since a player gives away his “wedding dowry” to form a union (see later on), he can only enter a union relationship once throughout the entire game.

If a player breaks a coalition by attacking, he have to pay the diplomacy penalty, which reflects the loss of face in front of his bannermen and the other houses. He need than to exert his influence (i.e., power, as measured by PT) to face resistance and avoid the dismiss



of people for being a turncloak. If he is not powerful enough (short of PT), than he has to use money instead, or he will face a certain degree of boycott from his own bannermen and people (supply loss!). Moreover if a player breaks a Coalition by attacking, he must discard all diplomacy cards at his hand.

Despite the diplomatic penalty, the “backstabber” has a couple of advantages:

1. he perform a surprise attack against the former ally, and before the combat is resolved, he may exclude as many enemy units, as the value of the diplomatic status was. The removed units retreat in an adjacent territory and are not routed, as following the “voluntary retreat” optional rule.

E.g., the player attack a castle of an allied player (diplomatic status alliance = 2), he may exclude two units of the defender out of the territory that he attacks. Then the defender decides as usual for a siege or an open battle (see rules for siege warfare).

This reflect the possibility for a player to plan his backstabbing, choosing the right Moment. So the more trustful is the relationship, the more devastating is the Impact of a betrayal...

2. even if he must discard all diplomacy cards at his Hand, for the current round, he still benefit from previously played “Diplomacy Cards pairs”. Next round the diplomacy cards pair/s has/have to be discarded (see later on). The attacking player is the only one receiving the bonuses for these pairs (not his former coalition partner). See later on for rules about the diplomacy cards.

Being at War (Diplomatic Level -1)

To be at war with someone costs 1 PT (in the Diplomacy Phase) for each House with which that player is at war. If the player can neither pay with power nor buy it, he has to take a certain amount of units out of the game, e.g.: a footmen unit, a siege engine, or a ship, for 1 missing power; a knights unit or two foot soldiers, etc. for 2 missing power token, etc. However, if the player was military victorious against another player, in the previous action phase, e.g., he won more battles than he lost, than he do not need to spend power. This reflects the loosening of morale during a war, and the resulting desertion, when war is not successful.

Neutrality (Diplomatic Level 0)

A Neutral relationship means the two house cannot march on an area occupied by a unit (but they can if there's only an house token). If they still do (exception: backstabbing conspiracy card), they're declaring War out of the Diplomacy phase and have to pay a diplomacy penalty of 1 PT. If you can't afford the PT cost, you pay in GD equivalent (2GD, the Iron Bank will be happy to help you!) or reduce yourself on the supply track 1 position (but never lower than 0). You can still raid and support against a Neutral controlled area.

Truce (Diplomatic Level 1)

A Truce relationship means you cannot march on or support against ANY controlled area from the other house (but you can still raid!). If you still do (exception: backstabbing conspiracy card), it is considered a declaration of War out of the diplomacy phase and you have to pay a diplomacy penalty of 2 PT. If you can't afford the PT cost, you pay the rest in

GD equivalent (up to 4GD, the Iron Bank will be happy to help you!) or reduce yourself on the supply track 1 position (but never lower than 0).

From “War” to “Truce”

While you can usually advance only 1 level per turn in diplomacy, it is possible going from war to truce¹. During the diplomacy phase, if two players are at war (and are within diplomatic reach). Either player can discard 2 PT in order to offer a truce, if the truce is rejected the player gets his PT refunded.

Benefits of a Truce

Each house in Truce receives one DC per Truce per diplomacy phase (3 cards max, priority to Unions and Alliances).

Alliance (Diplomatic Level 2)

An Alliance relationship means you cannot march, raid or support against ANY controlled area of your ally, and you cannot attack an ally or an union of your ally. You can share ship transport with your ally. If you go against that (exception: backstabbing conspiracy card), it is considered a declaration of War out of the diplomacy phase and you have to pay a diplomacy penalty of 4 PT. If you can't afford the PT cost, you can also discard all PT and pay the remaining PT in GD equivalent (up to 8GD, the Iron Bank will be happy to help you!) or reduce yourself on the supply track 2 positions (but never lower than 0).

Note: You cannot switch an Alliance down to a Truce, you can only declare War or Neutrality.

Alliance Benefits

Each house in Alliance receives 2 DC per diplomacy phase + You share victories against Wildlings: Only one member of the alliance had to win the bid.



Union (Diplomatic Level 3)

A Union relationship means you cannot march, raid or or support ANY controlled area of your ally, and you cannot attack an ally of your union. In addition, you are obligated to support your union. You can share ship transport with your union. If you go against that (exception: backstabbing conspiracy card), it is considered an out of diplomacy phase declaration of War and you have to pay a diplomacy penalty of 6 PT. If you can't afford the PT cost, you can also discard all PT and pay the remaining PT in GD equivalent (up to 12GD, the Iron Bank will be happy to help you!) or reduce yourself on the supply track 3 positions (but never lower than 0).

Note: You can only have ONE UNION AT A TIME.

From “Truce” to “Union”

While you can usually advance only 1 level per turn in diplomacy, it is possible going from truce to union using the “Marriage Proposal” card in the diplomacy deck. During the diplomacy phase, if two players are in truce, the one that has the card can make the marriage proposal. Than either player can, discard 2 PT in order to unite the two houses, or if the marriage proposal is rejected the player gets his PT refunded.

Union Benefits

Each house in Union receives 3 DC per diplomacy phase + Marriage bonus + Joint Victory Possibility

Marriage Bonus (once an Union)

The bride brings a dowry (wedding gift) to the marriage depending on the faction:

- If you marry a Stark, you partially share their unique ability "Winter is Coming": +1 march bonus when the "Winter is Coming" Westeros card (Westeros Deck I) is drawn.
- If you marry a Lannister, you gain 8 GD and you partially share their unique ability "A Lannister always pays his debts": might ask for and additional loan to the Iron Bank of Braavos.
- If you marry a Baratheon, you share their unique ability "Our is the Fury": for each battle, your chosen house card, gains an additional sword icon for every 2 combat strength you are higher than your opponent.
- If you marry a Greyjoy, you partially share their unique ability "We do not sow": your ships are able now to support land combat.
- If you marry a Tyrell, you share their unique ability "Growing strong": +1 combat strength to each battle in which a cavalry unit is directly involved.
- If you marry a Martell, you share their unique ability "Unbowed, Unbent, Unbroken": +1 combat strength when you fight in your home territory (look at your setup on the House screen).
- If you marry a Arryn, you share their unique ability "As High as Honor": for every combat you win you can upgrade one participating footmen to knight.

Joint Victory

if you're in an active union (you're adjacent) and controlling 12 castles, both of your houses win the game. See Victory conditions later on. If the union is dissolved the wedding dowry card remains with the other player and may continue to be used; the two players cannot enter into any further union in the game and must remain at war with each other until the end of the game.

DIPOMACY DECK

Step 6 Diplomacy Cards

Diplomacy cards (DC) are used as a random and secret reward system. In this step of the diplomacy phase, when in a coalition (level 1 or higher diplomacy status), both players drawn from the "Diplomacy Deck" an amount of DC equal to their diplomatic level (proceed in turn order). This represents the benefits in terms of power and possibility they gain from a truce, alliance or union.

Players in a coalition (Truce, Alliance or Union) may build "card pairs" combining the cards they have drawn.

The drawn DC can either being immediately played, or retained for any later round. In order to profit from DC, both players of a coalition have to play together a DC of the same kind creating a "diplomacy card pair". However, players are not allowed to show each other their cards, so in turn order one member of the coalition may decide to take the risk and play an open card. The coalition partner than, decide to play or not play one of his cards. If he do not play any cards than no card pair is formed and the card played has to be discarded. If he play a card this has to be blank.

If the two card are of the same kind, there is a spendable diplomacy card pair. On the DC pair, is placed a "coalition token" depicting the two Houses on it.

Remember that more coalition are allowed, i.e.: up to 3 in a 5-7 game and up to 2 in a 3-4 game, therefore Players may have Card pairs with different houses.

The diplomacy card pairs are revealed in the phase in which they have to be used (see later on). Some DC are discarded after use, other DC stay in play. "Conspiracy Cards" may reveal or sabotage diplomacy card pair (see later on).

If the two cards are different, there is no diplomacy card pair, it is anyway a useful "bluff" to deceive conspiracy cards.

Players in a coalition may only spend as many "diplomacy card pairs" as the value of the coalition (1-3). As said some DC pair stays in play, anyway the maximum amount of DC pairs is always equal to the diplomacy status, i.e., 1 for truces, 2 for alliances and 3 for unions. If player want to play new cards, they have to discard an existing DC pair. It is not allowed to form more than one pair of cards of the same kind (for example, twice Joint Trade), except for Power Tokens Cards.

There are 7 different kind of Diplomacy Cards:
Power Token Cards, Wedding Proposal, Powerful Allies, Joint Trade, Enhanced Support, Enhanced Muster, Powerplay.



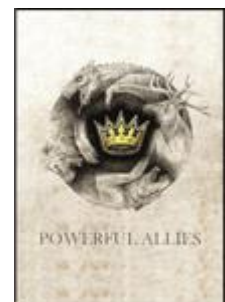
Power Token

The two players in the coalition receive PT in the consolidate power phase of the round, equal to the sum of the numbers on the two cards divided by 2 (rounded down), e.g. 2 in the example left. Once spendend this card pair has to be discarded.

Power cards are not limited to 1 card pair per turn, as the other Diplomacy Cards are.

Powerful Allies

In the consolidate power phase of the round, the two players receive PT equal to the strength of their diplomatic relationship (Truce: 1, Alliance: 2, Union: 3). This card pair remain active until someone broke the coalition or the conspiracy card 'Sabotage' is played on it.



Joint Trade

In the Collect Taxes phase of this round, the two players receive GD equal to the strength of their diplomatic relationship (Truce: 1, Alliance: 2, Union: 3).

This card pair remain active until someone broke the coalition or the conspiracy card 'Sabotage' is played on it.

Enhanced Support

In the action phase of this round, the two players receive a bonus on each support provided to the strength of their alliance (Truce: 1, Alliance: 2, Union: 3), BEFORE halving the armies strength.

This card pair remain active until someone broke the coalition or the conspiracy card 'Sabotage' is played on it.



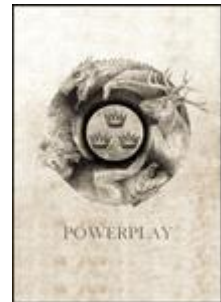
Enhanced Muster

In the mustering phase of this round, each of the two players receive a bonus on the mustering points in a castle or shipyard of their choice, equal to the strength of their alliance -1 (Truce: 0, Alliance: 1, Union: 2).

This card pair remain active until someone broke the coalition or the conspiracy card 'Sabotage' is played on it.

Powerplay

The two players must place 4 PT on this card pair to play it. The players immediately move any other player on one of the three influence tracks (Iron Throne track, Fiefdom track, King's Court track) forward or backward. The card pair is then directly removed.



As you noticed so far it seems that Players who opted for enter a coalition, obtain a lot of rewards and Advantages. But what about solo Players? They will not be able to play DC... For them there is an alternative option: "the Iron Price" (idea from "golem09")

The 'Iron Price'

If a player is not in a union, and on the "victory track" is at least 2 positions behind the best player, he may decide in the diplomatic phase to declare for his house the "Iron Price". In the step 2 "price of war" of the diplomacy phase, he must pay 1 PT to maintain the "Iron Price". This amount is increased by 1 each round. At once, he is in war with all other houses, but he pays no power for being in war (just like the players who are in war with him).

He loses all diplomatic cards; even already made "diplomacy cards" pairs in a coalition (see above) are removed.

For each Castle he is in control, he gets 1 additional PT in the consolidate power phase, and 1 additional GD in the collect taxes phase, as well as a permanent +1 supply bonus and +1 Mustering bonus in a castle (or shipyard) that he may choose each round.

In addition, he can no longer be the owner of the Iron Throne. If he is on the first position on the Iron Throne Track, the player on the 2nd place receive the Iron Throne dominance token.

Web of Lies

If the 'web of lies' Westeros III card was previously revealed. All diplomatic relations are considered frozen. Players have still to pay the price of war (step 2 of diplomacy phase), but cannot negotiate hostages, modify their diplomacy statuses (except for declaring war) or receive/use DCs. DC pairs eventually present on the board have to be discarded.

The Crown Privileges

The holder of the Iron throne token if holds also King's Landing CAN once per game turn at the end of the Diplomacy phase claim the Crown Privileges. The holder of the Iron throne token may then choose one option from the below chart:

a) Borrow Gold Dragons

The holder of the Iron Throne token take 2 GD from any other player/s (they have to allow if able). Next game turn in the start of the Diplomacy/Conspiracy phase the holder of the Iron Throne token has to pay back with interest (return 3 GD) to all players who loaned him GD (write a note reminding yourself to collect if you're the lender). If fail to pay back the holder of the Iron throne token goes down 1 position on 1 Influence track immediately, lender/s choice (can happen more than once depending on amount of lenders affected. I.e.: In case the "Clash of Kings" card is drawn and a new leader sit on the iron throne, the debt must be repaid anyway from the former holder of the Iron Throne token.

b) Hold a Realm Tournament

All player houses gain 1 GD for each Knight they have on the board (+1 for player with most, -1 with least).

c) Knighthood to hedge Knights

Hedge knights also known as "freeriders" are mounted fighters who are not part of a lord's retinue or feudal levy. Most do not collect wages, instead fighting for plunder or a hope to be taken into a lord or knights service whatever their origin, freeriders are mostly used as scouts, outriders, foragers, and light cavalry. The holder of the Iron Throne can than choose a House (including its own) and a band of hedge knights "present themselves" at the chosen players capital home, swearing obedience in exchange to knighthood. (only happens if they still hold their homeland, have a spare knight game piece left to use and supply allows).

CONSPIRACY DECK

Conspiracy Phase

(Phase 3 of game round)

At the beginning of the conspiracy phase, players may buy up to 3 conspiracy Cards (CC). 1 CC cost 1PT, 2 CC costs 3PT and 3 CC costs 5 PT. The owner of the messenger raven dominance token every round receive 1 CC for free and pay 2PT for 2CC and 4PT for 3CC.

Players are allowed to have as many conspiracy cards as they want. After the purchase, the conspiracy phase begins. One after the other, in order of the King's Court track, the players may play their cards or keep it for a better moment. If a player is in turn, he can either play one card, or drop two and draw a new one. Conspiracy cards that affect the diplomacy cards pairs of other players are placed face down on them, and only shown and activated when these are resolved.



Sabotage

If a sabotage card is placed face down on a diplomacy cards (DC) pair, it weakens the value of the card pair by the value on the card (0-3), and the DC pair have to be discarded at the end of the turn.



Raiders Party

Is placed on an diplomacy cards pair. When the card pair is resolved, you receive half the bonus (rounded down). In case Sabotage cards are placed on the pair, you receive half the bonus after subtracting their values.

Master of Whispers

Immediately unveil a diplomacy cards pair.



Raven Trap

Steal a random conspiracy card from any player.

Raven Hunter

Influence the outcome of a diplomatic relation. Remove randomly a diplomacy card from the hand of each players in a coalition.



Backstabbing

The player has the ability to reveal this DC at any time during the action phase. Doing so reduces the diplomatic status to 'war,' without paying the diplomacy penalty (see above, the costs of being in war remains).

Scandal

The player may spend PT to force another player to discard a house card to their own discard pile (discarded house cards can return later as usual per rulebook rules). The amount of power needed is 2 + the card strength, i.e., you may force a player to discard a 4 strength card spending 6 PT. If there are more cards of the same strength (such as 2's or 1's) the player that own the house cards choose.



Rebellion

The player can spend 4 Power (to the power pool) and force another player to suffer the effects of a "Rebellion" (see rules about Rebellion on page 39). Home provinces are not affected.

Use of Messenger Ravens

Anytime during the game players may send out "ravens" to contact other Houses in order to plot against common enemies or negotiate terms of mutual benefit. Players may send a certain number of messages each round. This number is determined by his position on the King's Court influence track, as follows:

In a seven to five player game.

- 1st and 2nd Position may send 3 messages. •
- 3rd and 4th Position may send 2 messages. •
- 5th, 6th and 7th position may send 1 message.

In a four to three player game.

-
- 1st Position may send 3 messages. •
- 2nd Position may send 2 messages. •
- 3rd and 4th Position may send 1 message.

In using of messenger ravens following steps has to be considered:

1. Sending Messages
2. Influencing Messages
3. Receiving/Replying Messages

1. Sending Messages

Players may write down their messages on small slips of paper. Than players who want to send a raven declare it loud, so that all other players became Aware of it. Players may abstain from sending any messages or send fewer messages then the number previously determined.

Note: in case of a conflict player's send messages in order of their positions on the Iron Throne Influence Track.

2. Influencing Messages

Any players with dominance tokens may perform one of the following actions: •

- The player holding the Valyrian Steel Blade token, once per round, may use the token to destroy one message that any player is sending to any other player. The recipient may not receive the message and the message is discarded. The Valyrian Steel Blade may still be used normally in the following Action phase.
- The player holding the Messenger Raven token, once per round, may use the token to intercept one message that any player is sending to any other player. The player holding the Messenger Raven token can read the message, but must then pass the message to its original recipient. The Messenger Raven may still be used normally in the following action phase. •
- The player holding the Iron Throne token, once per round, may mark one of his three messages with the "crown sygil". That particular message is safe to travel Westeros uninterrupted, and cannot be intercepted or destroyed by any other player.

3. Receiving/Replying Messages

Any players who received any messages may then read them. Players who received messages cannot say anything about the message to any other player, and cannot show the message to any other player. Any Player may also abstain from reading any or all messages they received from any other player. It is recommend that players reply in writing on the paper note they received (even if the reply is a NO THANKS). Reply slips are always safe from any interference.

All paper notes sent to another player like this, have to be handed on top of (not under) the table for all to see (so roll up your parchment note is usually a good idea). Player sends out their ravens when they want, but in case a priority conflict rise, than one by one following the King's Court influence track order.

There are no limitations about what kind of deal players might secretly arrange. It might be a strategy suggestion to an ally, since the main part of negotiation has to do with placing orders: "I'll support you here, then march against him from there", etc. However, of course secret messages might diverge drastically from the overt diplomacy status, e.g., planning a backstabbing against your ally. The use of raven allow you to arrange betrayal without collide to diplomacy constraints until the very end. A main point is to communicate with houses that are diplomatically still neutral, but still important to your strategy, e.g., for a virtual division of the sphere of influence: "you expand south of the Reach, I'll stay north and east of Stoney Sept". One may also offer GD for a specific purpose: "If you annihilate the Tyrrel fleet off the Redwyne Straits and I'll pay you 5 GD".

Note: the holder of the Messenger Raven token should "moderate" this form of communication, taking track of who messaged who and if the number of messages a player sent was appropriate to his rank on the King's Court influence track.

Victory Conditions using the Diplomacy Module

Castles are not all equal in terms of strategic relevance. Each castle is classified through a number from 1 to 3, which beside its garrison strength and provided mustering points, it represent (if conquered) the number of granted victory points (VP). Any single player who controls 7 castles (6 castles in 2-3 player games) or gathered 12 VP (10 VP in 2-3 player games) and holds them until the end of the round wins the game.

If you are in an active union diplomatic relationship, you are next to and are in control of 12 castles or gathered 22 VP, both of your houses win the game. As long as a player is in a union, is for him not possible to win the game alone (unless he backstab his friend, and has enough Castle/VP to win as single player).

Now if by the end of the 10 rounds, no player controls 7 Castles or gathered 12 VP (6 Castles/10 VP in 2-3 player games), the winner is the single player or the union players who controls most castles. Union players add their castles number/VP in order to be compared to single players following this table:

Single Player Nr. Castles (VP)	Equivalent Union Nr. Castles (VP)
1 (3)	2 (8)
2 (4)	4 (7)
3 (5)	5 (6)
4 (6)	7 (5)
5 (7)	8 (4)
6 (8)	11 (3)

In the event of a draw, the player (or the players in case of a union) with the most VP wins (Note: even allied players counts as single players, since only union grant joint victory condition).

WHISPERS OF WAR

By Kim R Pedersen



Pdf file link: http://kong-kim.dk/ftp/games/GoTWoW/GoTWoW_A4Cards_Lowres.pdf

Game of Thrones Whispers of War .v2

//// CARD TYPES & FACTS////

Intel Cards x12 different cards, two of each. +4 Special strong card, one of each.
 Equipment Cards x12 different cards, two of each. +4 Spacial strong cards, one of each.
 Giving 48 normal cards 2 of each type, and 8 spacial cards = a total of 56 cards.
 Card Size: 300dpi Width 57,15mm (675px). Height 88,9mm (1050px).

Maximum numbers of cards all players can hold in the hand together.

6 4 3 3 3 3 = 22

//// RULESET ////

All players start with one card on the hand.

A player can hold up to 3 cards at the time, +1 extra for each 1th position he has on the influence tracks, to a maximum of 6 cards in the hand by owning first place on all 3 tracks.

The player holding the 2nd place on the Iron Throne track can also hold one extra card.

Only one of each card type can be played by a player each turn.

Sabotage Cards cannot be played on special cards with a star.

You cannot play combat cards on others combat unless the card say so.

Cards are often different and can be played at different times.

At the bottom of each card you find a small scroll that will tell you when the card can or must be played.

//// GAIN & USE CARDS ///

Cards are gained when you attack a player or neutral force "resolves combat" and wins the new land (Not Sea), or when successfully using a raid order token on another player. As you find spoils of war and left overs of equipment and intel.

The 1st and 2nd place on the Fiefdoms track can draw two cards when they gain Wispers of War cards, look at them and choose which one to keep.

The player on the 1st place of the Fiefdoms track however gain both cards to his hand if he manage to take a Castle or Stronghold from another player or neutral force in combat. The 2nd place also gain 2 cards but only if he manage to take a Stronghold.

If you ever take more cards up on your hand then you can have, or loss position on the influence tracks, you must choose which cards to keep and discard the rest to the discard pile.

When a card is used and resolved they are discard to the discard pile.

When there are no more cards to take, shuffle the discard pile and start from top again.

//// TRADE ///

Wispers of War cards can be traded between players at any time except during combat. Cards can be traded for other Wispers of War cards or for promises between alliances, friends or foes.

When trading each player shows or tells the other player what he is willing to trade to reach an agreement. When cards are being traded they hand over the cards to the other player to look at and then place them facedown of the table in front of the new owner. The trade is now being done this round. The traded card can then be taken up on the hand and used at the start of the new round as the trade reach its new hand.

When trading with promises, they can always be broken.

Its up to the trading players if they wish to tell the other player what they traded.

////////// EXAMPLES OF CARDS (Intel) //////////

(1)Name: Spy of Westeros

Type: Intel

Card Text: One of your spies has returned with strategic information on one of the other houses you can use to your advantage. Look through the hand of another players Whispers of War cards.

(It's optional to share with other players).

/// Can be played at any time, but not in combat.

(2)Name: Sabotage

Type: Intel

Card Text: You have ears and eyes everywhere and men to do the dirty work. When you order something sabotaged or orders changed you know it will be done. Sabotage can cancel any regular Whispers of War card

(Cannot cancel special cards).

/// Can be played at any time.

(3)Name: Preparations

Type: Intel

Card Text: You resived intel about the attack before it arrived, and have used the time to prepare for the battle. You gain +1 fortification icon when defending.

/// Must be played in combat before bettle cards.

(4)Name: Defence Plans

Type: Intel

Card Text: You have received detailed planes of your enemies defences and can find their weakest spot to attack. Any combat strength from defence tokens played by your enemy is lowerd by 1 this combat.

/// Must be played in combat before bettle cards.

(5)Name: Escape Tunnels

Type: Intel

Card Text: When defending a castle and defeat is inevitable, one of your little birds tells you about a secret escape tunnel that lead out of the castle. You gain +2 fortification icons.

/// Must be played after battle cards (As a surprise).

(6)Name: Exhibition

Type: Intel

Card Text: You show your exhibition of power towards one of the other houses by either condemning them, show your dislike towards the house taking 2 of their power tokens. Or by showing your power and wealth by paying "7 minus your position on the Iron Throne track" in power tokens to move one position up. (Cannot buy the 1st place).

/// Can be played at any time, but not in combat.

(7)Name: Support Tactics

Type: Intel

Card Text: Good tactics from supporting armies can often win the war. You send a letter with detailed tactics to a supporting army from any house (Included your own), anywere on the map giving them a +1 combat strength. If the supporting army is lower then you on the Fiefdoms track and wins, you move one position up on the Fiefdoms track.

/// Must be played in combat before battle cards.

(8)Name: Master of Thieves

Type: Intel

Card Text: The master thieves in your region often works in the shadows for you and has come back with valuable intel or equipment. You can steal one random Whispers of War card from another players hand. If you manage to steal a special card move one position up on the King's Court track.

/// Can be played at any time, but not in combat.

(9)Name: A shift of Power

Type: Intel

Card Text: By influencing the nobels in a nabor land (Not over sea) you can affect the growth of power making a shift to your advantage. When the player owning the adjacent land resolve the consolidate power phase you gain all the power tokens printed on that land instead of him.

/// Must be played when an adjacent house resolve consolidate power.

(10)Name: Negotiations

Type: Intel

Card Text: There are raiders in the lands. You have send out a nobel from your house to negotiate with the raiders, and for now there is peace. You can cancel a raid token anywere on the map to help yourself or another player.

/// Must be played when a raid order is being resolved.

(11)Name: Rogue

Type: Intel

Card Text: In secret, a Rogue was given orders to backstab or sabotage the enemies hero before the battle. You must choose the outcome of the rogues mission. -1 to one of the three things, Combat Strength (Even below 0), Sword or Fortification icons. (The Rogue card can be played on any combat on the map).

/// Must be played in combat before battle cards.

(12)Name: Night's Watch Raven

Type: Intel

Card Text: A messenger raven arrive at night from the Night's Watch. The messenger tells you about the wildlings marching on the wall. Wildling cards has no consequences for you. (If played before bidding you don't bid, if played after you still participate in the bidding).

/// Must be played before the wildling card is revealed.

(15)Name: Master of Whispers

Type: Intel (Special)

Card Text: In your court you have the master of whispers, who has a large influence in the other house courts throughout Westeros. Master of Whispers let you set the influence tokens as you like on one of the three influence tracks of all the houses positioned lower then you on the chosen track.

/// Can be played at any time, but not in combat.

(25)Name: Peaceful Takeover

Type: Intel (Special)

Card Text: Lands without an army can sometimes be conquered by simple politics. You send over a few nobles to convince the people to follow your course. You can take control of an adjacent land, by land or

sea if only held by an enemy power token. Replace the token with one of your own.

/// Can be played at any time, but not in combat.

(35)Name: Assassination

Type: Intel (Special)

Card Text: Heroes come and go. Killing one at the right moment can change the tide of battle. By ordering an assassination on a house hero you may force a player to discard his played housecard and replace it with a new one. (Assassination can be played on any combat on the map, if it's the last housecard follow normal rules).

/// Must be played in combat after house cards is revealed.

(45)Name: Iron Throne Crown

Type: Intel (Special)

Card Text: The symbolic power of Westeros is held by the one sitting on the iron throne holding the crown. By acquiring the iron throne crown you immediately move to the top of the iron throne track, and the rest must then bid on the remaining positions.

/// Must be played when bidding starts on the iron throne track.

////////// EXAMPLES OF CARDS (Equipment) //////////

(1)Name: Militia Mustering

Type: Equipment

Card Text: You have found some spare equipment that you can use, and have therefore send men out to rally some militia troops. You can muster one footman unit in any land where you already have a unit, even if there is no castle. (You cannot upgrade a unit).

/// Can be played at any time, but not in combat.

(2)Name: Oil Pots

Type: Equipment

Card Text: In the dungeons of the castle you find and large stock of old oil pots, that you can boil up and use on the walls when defending the castle. You gain a +1 to combat strength when defending a castle.

/// Must be played in combat before battle cards.

(3)Name: Ambush

Type: Equipment

Card Text: You are in open lands with "no castles" and have acquired detailed map of the surroundings. Hiding and waiting for your enemies or sneaking up on them, making an ambush that

give you a +1 sword icon as you surprise the enemy. (Cannot be played on sea).

/// Must be played in combat before battle cards.

(4)Name: Scout Party

Type: Equipment

Card Text: You have a small scout party of horsemen to your disposal. That when you take an unoccupied land (Not at sea and no power tokens) can send out to scout the land. Take two Whispers of War cards when played, choose one and discard the other.

/// Can be played when taking an unoccupied land.

(5)Name: Viper's Poison

Type: Equipment

Card Text: Under one of your battles or raids you found some bottles of poison that you have used on the front lines weapons before the combat. After the combat is resolved, your enemy will lose one casualty even if he wins the battle. (Only Footmen or Knights and not playable at Sea).

/// Must be played in combat before battle cards.

(6)Name: Burning Oil Trap

Type: Equipment

Card Text: In the last raid or conquest you found some barrels with burnable oil that you have soaked the battle field with to set a trap. When the enemy attacks (You must be defending) you ignite the oil as the enemy march into the fire. You reduce the enemies combat strength and fortification icons by 1 as they struggle in the flames.

/// Must be played in combat before battle cards.

(7)Name: Long Spears

Type: Equipment

Card Text: To the enemys surprise you have equipped your front line troops with long spears that reduce the same numbers of knights as you have footmen to 1 combat strength.

/// Must be played in combat before battle cards.

(8)Name: Castle Feast

Type: Equipment

Card Text: The night before calling your bannermen to muster, you hold a grand feast at one of your castles. You can muster one point extra then normal in one of your castles or strongholds. (Following the normal rules for mustering).

/// Can be played when mustering units.

(9)Name: Alchemy's Rage

Type: Equipment

Card Text: The court alchemist have brewed up a potion that cast your footmen into a bloody rage (Must have footmen in the army). The potion give you a +1 to combat strength, but no fortification icons can affect you after the battle if defeted. (Do not work on sea).

/// Must be played in combat before battle cards.

(10)Name: March Supplies

Type: Equipment

Card Text: You have a long march before you and with you, you have a large caravan of supplies for your marching men. When resolving a march order, marching into a land without battle you can replace the same march token just used in the new land and resolve it again when its your turn if able to move again without combat.

/// Must be played when a march order is being resolved.

(11)Name: Healer Supplies

Type: Equipment

Card Text: After a battle the healers tend to the wounded with herbs and bandages, you have a few extra healers and supplies with you. After a defeat in battle your men retreats and is routed, the

healers tend to the routed units allowing you to raise them up again.

/// Must be played after a retreat.

(12)Name: Shipment from Braavos

Type: Equipment

Card Text: Merchants from the free city of Braavos have arrivied at your ports, with shipment of valuable goods. When the "Game of Thrones" Westeros card is resolved all port trades give double, if you have no ships in port you still manage to trade and gain 1 power token. (Use normal trade rules).

/// Must be played when trading with the free cities.

(15)Name: High Lords Banner

Type: Equipment (Special)

Card Text: You bear the banner of your high lord or king into battle. You gain +1 to combat strength, sword and fortification icon, and if your housecard with the highest combat strength is still in your hand or in combat you gain +1 extra combat strength.

/// Must be played in combat before battle cards.

(25)Name: Wildfire

Type: Equipment (Special)

Card Text: Wildfire is a dangerous liquid thats burns so hot it melts wood, stone... even steel... and, of course, flesh. You filled a boat with it, surprising your enemy at sea by sailing it with collision into their fleet blowing itself up. You loss one ship right away, but gain +3 combat strength and +2 swords. (Can only be played at sea, and if loosing your last ship combat is still resolved).

/// Must be played in combat before battle cards.

(35)Name: Valyrian Steel Dagger

Type: Equipment (Special)

Card Text: The mysteries Valyrian Dagger also known as the assassin's blade. Stay or move to the 2nd place on the Fiefdoms track. Keep the card and use it as a second Valyrian blade. (Can only use one in battles). If you position changes you discard the dagger card. If +1 from the dagger is used with the assassination card no new housecard can be played.

/// Can be played and used at anytime to surprising your enemy.

(35)Name: Stock of Supplies

Type: Equipment (Special)

Card Text: Your stocks and granaries are full, and your people are well fed. Move your supply token one up on the supply track and muster men in one of your castles or strongholds. Your supplies will stay like this until a Westeros supply card is resolved.

/// Can be played at any time, but not in combat.

A CONSPIRACY OF RAVENS

Andrew C.S. Powers

A Game of Thrones: The Board Game Custom Rule Set

“Some battles are won with swords and spears, others with quills and ravens.”

The King is dead, The Iron Throne sits empty and Westeros is in turmoil. Your House stands ready to claim the throne. But choose your allies carefully. With every alliance, you may claim victory or suffer defeat. With every deal, you may gain wealth or lose everything. With every betrayal, you may seize power or bring ruin. So remember, when you play the game of thrones, you win or you die. There is no middle ground.

This custom rule set for A Game of Thrones The Board Game: Second Edition, was designed to make intrigue and betrayals, more balanced and fun.

New Additions A Conspiracy of Ravens This adds an additional gameplay element where players use “Carrier Ravens” to send secret messages to friends or enemies.

Rules

The Conspiracy Phase

This additional phase begins before “The Planning Phase” During this phase, any player may send secret messages to any other player. The Conspiracy Phase is resolved by performing the following steps:

1. Assessing Messages
2. Sending Messages
3. Influencing Messages
4. Receiving Messages
5. Quills and Ravens

1. Assessing Messages

Players first assess the number of messages they may send. The number of messages a player may send is determined by their position on the Iron Throne Influence Track which is as follows. (In a six to five player game.)

- 1 st and 2nd Position may send three messages.
- 3 rd and 4th Position may send two messages.
- 5 th and 6th Position may send one message.

(In a four to three player game.)

- 1 st Position may send three messages.
- 2 nd Position may send two messages.
- 3 rd and 4th Position may send one message.

After which players proceed to the next step in The Conspiracy Phase.

2. Sending Messages

During this step, players may then write down their messages (The number of which was determined in the previous step) on small slips of paper and send them to any other player. Any Player may abstain from sending any messages or send fewer messages than the number determined in the previous step. After which players proceed to the next step in The Conspiracy Phase. Note: Player's send messages in order of their positions on the King's Court influence track.

3. Influencing Messages

During this step, any players with the following dominance tokens may perform the following actions once during the current Conspiracy Phase.

1. The player holding the Valyrian Steel Blade token may, once per Conspiracy Phase, use the token to destroy one message that any player is sending to any other player. The recipient may not receive the message and the message is discarded. The Valyrian Steel Blade may still be used normally after the Conspiracy Phase.
2. The player holding the Messenger Raven token may, once per Conspiracy Phase, use the token to intercept one message that any player is sending to any other player. The player holding the Messenger Raven token can read the message, but must then pass the message to its original recipient. The Messenger Raven may still be used normally after the Conspiracy Phase.

3. The player holding the Iron Throne token may, once per Conspiracy Phase, use the token to mark one of his three messages with a crown symbol. This message cannot be intercepted or destroyed by any other player during the current Conspiracy Phase.

After all dominance token have been resolved players proceed to the next step in the Conspiracy Phase.

4. Receiving Messages

During this step, any players who received any messages may then read all their messages. Players who received any messages cannot say anything about the message to any other player except the sender and cannot show the message to any other player except the sender. Any Player may also abstain from reading any or all messages they received from any other player. After this step play then continues on to The Westeros Phase.

5. Quills and Ravens

This event begins if (during The Westeros Phase) the Clash of Kings card is drawn at which point the Conspiracy Phase begins. After which the Clash of Kings event continues. Note: After this event there is no Conspiracy phase for the duration of this game round.

So now I must ask you
Will you fight with honor or win with deception?
Will you unite your fellow houses or stand alone?
Will you honor your alliances or betray your friends?
Do you have what it takes to win the game of thrones ?



Master of Whispers



Immediately unveil a covert diplomacy cards pair.

Master of Whispers



Immediately unveil a covert diplomacy cards pair.

Master of Whispers



Immediately unveil a covert diplomacy cards pair.

Raven Hunter



Condition the diplomatic relation between two players. Remove randomly a diplomacy card from the hand of each coalition players.

Raven Hunter



Condition the diplomatic relation between two players. Remove randomly a diplomacy card from the hand of each coalition players.

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Condition the diplomatic relation between two players. Remove randomly a diplomacy card from the hand of each coalition players.

Rebellion



You can spend 4 Power Tokens and force another player to suffer the effects of a "Rebellion" (see rules about Rebellion on Rulebook).

Home provinces are not affected.

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Raiders Party



Placed this card on an diplomacy cards pair. When the card pair is resolved, you receive half the bonus (rounded down).

In case Sabotage cards are placed on the pair, you receive half the bonus after subtracting their values.

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In case Sabotage cards are placed on the pair, you receive half the bonus after subtracting their values.

Raven Trap



Steal a random conspiracy card from any player.

Raven Trap



Steal a random conspiracy card from any player.

Raven Trap



Steal a random conspiracy card from any player.



SABOTAGE

Place this card face down on a diplomacy cards pair. The value of the card pair will be awakened by the value on the card (0-3).



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Scandal



You may spend PT to force another player to discard a house card to his own discard pile. The amount of power needed is 2 + the card strength.

If there are more cards of the same strength (such as 2's or 1's) the player that own the house cards choose.

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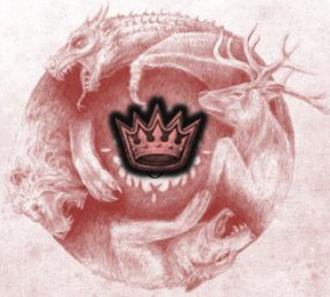
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SABOTAGE

Place this card face down on a diplomacy cards pair. You acquire the PT placed on the card pair. The card pair loses its bonus.



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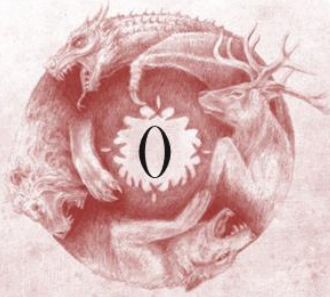
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Backstabbing



Reveal this card at any time during the action phase and declare 'war', without facing the *diplomacy penalty*.

Note: useless if you are in a union diplomatic relationship.

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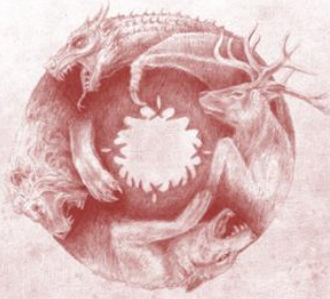
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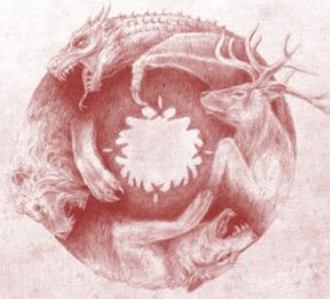


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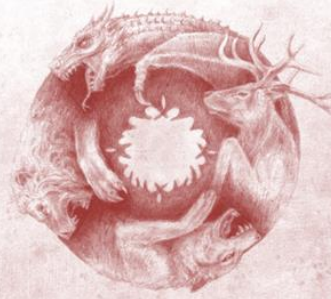
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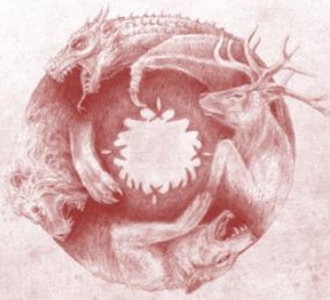
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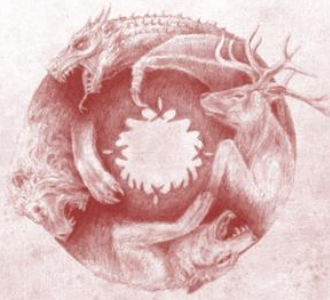
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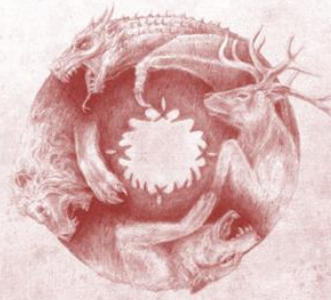
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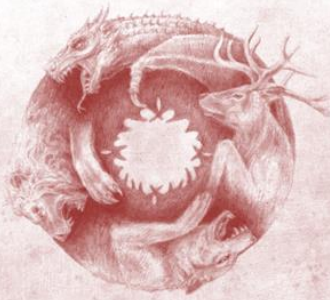
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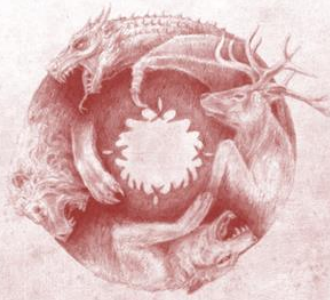
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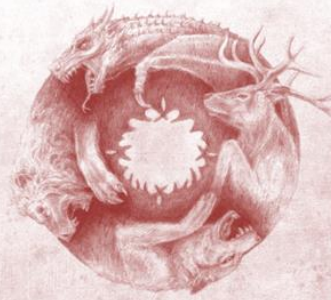
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CONSPIRACY



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CONSPIRACY



POWERPLAY



POWERPLAY



POWERPLAY



POWERPLAY



POWERFUL ALLIES



POWERFUL ALLIES



POWERFUL ALLIES



POWERFUL ALLIES



JOINT TRADE



JOINT TRADE



JOINT TRADE



JOINT TRADE



ENHANCED SUPPORT



ENHANCED SUPPORT



ENHANCED SUPPORT



ENHANCED SUPPORT



ENHANCED MUSTER



ENHANCED MUSTER



DIPLOMACY



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ROBERTS REBELLION

By An-Lun Chin

Set up:

- * Players choose to exclude one of these Houses from the game: Greyjoy, Tully, or Stark. Ignore set up of units of excluded House and its related Garrison tokens on the map.
- * If Tully is excluded, no additional modification.
- * If Greyjoy is excluded, put Garrison token "The Pyke (2)" and one Lannister's Power token to The Pyke. Tully player use Greyjoy's units and tokens in the game and start with Greyjoy's Influence positions.
- * If Stark is excluded, cover the stronghold of Winterfell while add one stronghold, one garrison token (3) and one Lannister's Power token in Searoad March. Remove garrison

tokens of White Harbor. Place one Greyjoy's Power token in Winterfell with its garrison token. Tully player use Stark's units and tokens in the game and start with Stark's Influence positions.

* upgrade the castle of Storms End to stronghold.

* Each garrison token is accompanied with one Power token according to the House controlling it.

* Add one Waverer and one Rebel objective card in the game.

Key rules changes:

* Each time bidding for any Influence track during Westeros phase, Targaryen player use MOD rule for bidding.

There are some House card changes for Stark, Lannister, Martell, and Baratheon:

Rickard Karstark replace Hoster Tully;
Bartimus replace Frey;
Pycell replace Jaime;
Jaime replace Quellon Greyjoy;
Yronwood and Arhara replace Darry and Whent;
Silveraxe replace Corbray;
Thoros replace Jon Arryn.



Lannister and Baratheon only change characters. Stark and Martell change both characters and card abilities. For 7p game with Greyjoy added, exchange the two house cards of Lannister.

The defense strategy of House Arryn rely on cooperation of Baelish and Borrell to manipulate consolidate symbol on the map. If you do not use Baelish's ability well, Borrell might weaken yourself dramatically when Targaryen player solve "Year of False Spring" in Westeros phase.

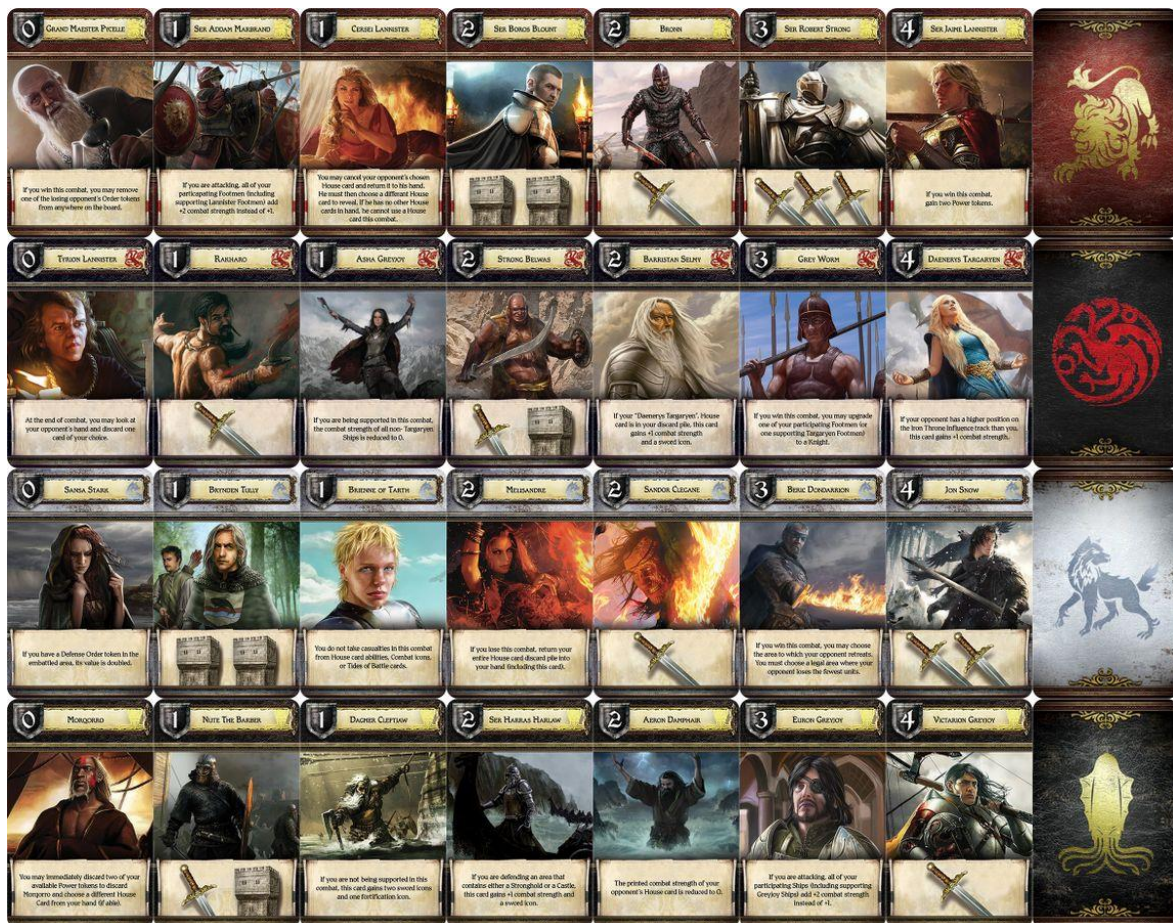


If you are in serious conflict with a specific counterpart, the combination of Balon, Quellon and Euron is very strong that your weaker House cards can be kept away from combat using Euron's text ability.



Tully can sacrifice 3 House cards to avoid from being force to lose Victory point, hence three times to avoid.

Currently I'm not considering making any rule about Vassal. I'm not interested in making a Vassal house cards set in this scenario, so it is more complicated for me.







HOUSE TULLY

Order Tokens

1) Raid Order: Remove this token and an opponent's Raid, Support, or Consolidate Power Order token in an adjacent area.

2) March Order: Move units into as many adjacent areas as desired. Must stay within supply limits and may not start more than one combat. Adds (or subtracts) the printed strength to your combat strength when attacking.

3) Consolidate Power Order: Gain one Power token plus an additional Power token for each crown symbol on this area. This order has no effect on sea areas.

4) Defense Order: Adds +1 strength to your combat strength when defending in this area.

5) Support Order: You may add the strength of these units to combats in adjacent areas.

Setup



House Tully starts the game with the following units on the game board:

- 1 Knight and 2 Footmen in Riverrun
- 2 Footmen in Fairmarket

House Tully starts on these positions on the following tracks:

- Position 5 on the Iron Throne Track
- Position 7 on the Valyrian Steel Track
- Position 2 on the Messenger Raven Track
- Position 2 on the Supply Track
- Position 2 on the Victory Track



FAMILY. DUTY. HONOR.

0 Late Lord Frey	1 Oswell Whent	2 Lysa Tully	3 Jason Mallister
			
If you are attacking, you may immediately re-assign the attacking units between the embattle area and the area you start this combat. If you leave no unit in the embattle area, cancel this combat and remove Frey from the game.		If you are forced to lose Victory Point by your opponent, you may remove Lysa Tully from the game to prevent from losing Victory Point.	
			
1 Jonothor Darry	2 Catelyn Tully	4 Hoster Tully	
			
	If you are forced to lose Victory Point by your opponent, you may remove Catelyn Tully from the game to prevent from losing Victory Point.	At the end of this combat, gain a number of Power tokens equal to the difference of Victory points between you and your opponent.	

ROBERT'S REBELLION VARIANT 2

This is the second time I tried to make a variant design on the official board. Initially I try to make a Robert's Rebellion Scenario variant on y 10p map. But after last time the 3p HBOS7 variant game, I realized that making a similar design on the official board is also possible and much easier for all of you to try it. So if you have the official AGOT board game, you can simply print the cards and try if this design is playable or not. Enjoy!

First of all, I know there are friends also made Robert's Rebellion variant game here. But like the 3p HBOS7 variant game, I do not attempt to make a Robert's Rebellion variant game like the original AGOT board game, competing with each other simply by taking castle or strongholds. I want to design a different mechanism of game rule based on the original game, different wining condition and thus a different strategy of diplomacy between players.

Based on this idea, for Robert's Rebellion scenario or story, what came out in my mind is the most famous card game "BANG". In this game (I think all of you are familiar with it), A SHERIFF (Targaryen) is been attacked by multiple OUTLAWS (Rebels, Baratheon, Stark, etc.) and been protected by DEPUTY (Loyalists, Tyrell and Martell) with few RENEGADE (Lannister, Greyjoy) that try to win their own success between the two camps. So I try to adapt this concept and mechanism into the Robert's Rebellion scenario variant with the Objective Card that has been made with official expansion:

There will be six Objective cards:

Targaryen Dynasty x1

Waverer x1

Loyalist x2

Rebel x2



There will also be three Westeros cards for this variant. the original three Westeros decks are not included in this variant.

The Robert's Rebellion scenario set up:



- * All black/Greyjoy's tokens and units are for Targaryen player.
- * All players put their Victory Token on Victory track position 5, reporting the Victory Point each player currently have.
- * All players put their Supply token on Supply track position 2 (regardless of the initial territories)
- * Wildling token and Round token are not included. No 10 Round time limit.
- * Targaryen player take Targaryen Dynasty Objective card and always reveal it.
- * The other five players draw one Objective card, check and cover it in front of you. Do not reveal it to other players.

Several key rules changes:

1. Westeros phase

* The first round still skip Westeros Phase. Put three Westeros cards face down besides the board.

* Starting from the second round, each round in Westeros Phase, solve the actions in order:

1. flip each Westeros Cards, no matter if it is face up or down;
2. Targaryen player choose one faced-up Westeros card and solve it. Flip other faced-up Westeros card.

2. Combat

* Whenever a combat is solved, at the end of the combat, the winner of this combat can "force your opponent to lose ONE Victory Point (move his Victory token one position lower on Victory track)".

3. Garrison tokens

* Neutral force tokens (King's Landing (5), The Eyrie(6), Storm's End(4), Yronwood(3), and Oldtown(3)) are all placed with one player's Power token and are regarded as the player's Garrison token.

* The Pyke and Dragonstone are placed with its different House's Power token and are regarded as the different players' Garrison token.

* Whenever a garrison token is removed from the board, the player that own that garrison token lose One Victory Point. This kind of losing Victory Point is not referred as "being forced by the winner" and cannot be affected by House cards' text abilities.

4. Victory Point, Game end and winning condition

* Except Targaryen player (his Objective card is always revealed), whenever a player lose all his five Victory points (move his Victory token below position 1 on Victory track), remove his Victory token from the game and reveal his Objective card. This player is regarded as "defeated", which can still play on the board as usual.

* There are two ways to end the game:

1. Targaryen player lose all his five Victory point;
2. The two Rebel players are both defeated (two Rebel Objective cards are both revealed).

* Winning conditions:

1. Rebel players win the game no matter if one of them are defeated when Targaryen player lose all Victory points.
2. Targaryen player win the game when both two Rebel players are defeated.
3. One of Loyalist player win the game when Targaryen player win the game, the Loyalist player is not been defeated, and have more Victory point then the other Loyalist player.

4. When both Loyalist players are defeated, both of them cannot win the game.
5. The Waverer player win the game when the game end (no matter Rebel or Targaryen player win), the Waverer player is not been defeated, and have more Victory point the each other player.
6. Whenever having the same number of Victory point, adapt the official winning rules (have more number of controlled castle and stronghold, and so on).

* For the two Rebel players, as long as one of them is not been defeated, their only objective is to defeat Targaryen player. Unlike BANG, defeated Rebel player can still attack Targaryen player and fight on the board.

* For the Targaryen player, survival is his first priority. He has the privilege to control Westeros phase to help him survive. How to identify the two Rebel players on the board and call Loyalist player to help you fighting with them is the second task.

* For the two Loyalist players, it is more complex than being DEPUTY in BANG. Because only one Loyalist player can win the game with Targaryen player, they have to attack or lure other players to attack each other. So it is not like DEPUTY in BANG that you can simply sacrifice your life to protect the SHERIFF. Survival and competition with the other Loyalist are also Loyalists' task that make them not able to put their full effort to help Targaryen player.

* For the Waverer player, the first task is to keep his Victory point (in other words, not to lost the fight too much). He also has to try to push the game to the end as fast as possible.

Text abilities of Targaryen are either taking Power tokens or devastating.



Because House Baratheon's starting setup is really bad, the strong text abilities of Baratheon's House cards are acceptable in my mind.



I still wonder if I made Lannister too strong with so many sword icons. But other than Jamie's text ability (as King Slayer to avoid Aerys' devastating ability), nothing special.

Tyrell is good at Mace's ability to play House cards faster. The three cards with combat icons are balanced that more powerful you give it to Mace the more CS you lost in your hand (CS2=2 swords, CS1=1 sword, CS0=two fortifications).



I specially offer one text ability about losing Victory point to each House's CS2 House card. Among them I think Doran Martell is the most powerful one. I hope the ability of Arthur Dayne is a good balance for it. A special design of Doran Martell's ability is that he cannot use that ability to immediately defeat another player by removing the last Victory point that player has. I don't want it be a too strong ability to counter-attack the Stark's strategy mentioned below.



The special strategy of Stark is Reed's ability can "Lock HP" when Stark has only ONE Victory point whenever Howland Reed is in the hand. No player can take that last Victory Point by winning the combat against Stark. If Stark's player take the risk to use this strategy, Eddard Stark can become a maximum CS8 card once in the game. Other than that, because House Stark can hardly join the major fights between the two camps unless he is the same camp with

Baratheon (too hard to reach House Targaryen), Lyanna Stark is another way to join the game by controlling Westeros phase.

Frey's text ability is also specially design for protecting his units from the devastating ability of Aerys and Lannister.

But after all, I think the overall balance of the game depend on the combination of the the Objective cards between the five players rather than House card abilities. The balance of the game may also be affected if all players should start the game with 5 Victory points or 7 (if made it 7 VP at start, the text abilities of Kevan Lannister and Quellen Greyjoy need to be re-designed).



THIRD VARIANT BY D'ARCY

SETTING

King Robert is dead. Eddard Stark is dead. Young Robb has called his banners to assemble at Moat Cailin. Renly Baratheon, having married Margaery Tyrell and declared himself King, has died as a result of blood magic. The once massive Tyrell host is in disarray and some have gone over to Stannis.

Long story short, there is no Eddard House card, no Renly card, and Storm's End is the Baratheon home area.

MAP BOARD

I have designed a new map of Westeros, which I will post later. It contains 40 land areas and 15 sea areas. There are no strongholds, only castles.

HOUSES

Each player selects a House to control during the game (Arryn, Baratheon, Greyjoy, Lannister, Martell, Stark, or Tyrell). Alternatively, players may be assigned a House at random. If there are fewer than seven players, any unassigned House becomes a vassal.

I have designed new House cards, which I will post later.

OBJECTIVE

At the end of the 10th game round, the House that controls the most power icons is declared the winner. If, at any time, during the game, a player controls six power icons, that player immediately wins the game.

House Greyjoy has ready access to fewer Power Icons, cares little for the intrigues of court, and primarily seeks tribute from the green lands of Westeros. Therefore, when calculating victory points, House Greyjoy counts castles instead of power

icons.

OTHER PROPOSED CHANGES

- * Only one Westeros deck
- * No Wildlings track and no Wildling deck
- * The three Influence Tracks are replaced by a single Initiative Track
- * No Valyrian Steel Blade or Raven token
- * Supply is adjusted every game round
- * Muster occurs nearly every game round
- * There are no strongholds, only castles
- * Intrigue Cards are introduced to the game
- * Vassals are introduced to the game with rules that differ slightly from MOD
- * No Special Order tokens, except for M+1*, which may be used by any player in any round

THE GAME ROUND

I. Westeros Phase (skipped on Round 1)

1. Advance Game Round marker
2. Draw Westeros Card

II. Rally Phase (skipped on Round 1)

1. Calculate Supply and reconcile Armies
2. Muster

III. Intrigue Phase (skipped on Round 1)

1. Discard Intrigue Cards
2. Play Intrigue Cards
3. Buy Intrigue Cards

IV. Planning Phase

1. Choose vassals
2. Place Orders
3. Reveal Orders

V. Action Phase

1. Resolve Raid Orders
2. Resolve March Orders Combat
3. Resolve CP Orders
4. Clean up remaining Support Defence Orders
5. Right routed Units

WESTEROS DECK

There are ten cards in the Westeros Deck. One card is drawn and resolved each game round. Thus, one card remains unresolved after 10 game rounds.

Clash of Kings (3 Cards)

Players immediately bid Power Tokens (PTs) for position on the Initiative Track. Ties are resolved by the player who holds the Iron throne token. Vassal Houses always bid 0.

Game of Thrones (3 cards)

Each player immediately collects a PT for each power icon in territories their House controls. Vassal Houses never collect PTs.

Last Days of Summer (1 card)

Nothing happens.

Wildlings Attack (1 Card)

During the upcoming Rally Phase, after calculating supply, each house must move down one position on the Supply track and then reconciles armies.

Winds of Winter (2 cards)

Muster does not occur during the upcoming Rally Phase.

INTRIGUE PHASE

1. Discard Intrigue Cards

In turn order, each player may discard any or all of their Intrigue cards without showing them to other players.

2. Play Intrigue Cards

In turn order, players may resolve one Intrigue Card.

3. Buy Intrigue Cards

In turn order, each player may pay 2 PTs and take one card from the Intrigue deck. Players may never have more than four Intrigue Cards in their possession at one time. Intrigue Cards may not be shown to

other players until they are played.

Once all cards in the Intrigue deck have been bought, shuffle the discarded Intrigue cards to create a new Intrigue deck.

INTRIGUE DECK

Except where otherwise specified, Intrigue cards are played during the Intrigue Phase only.

Black and Bloody Tide (2 cards)

When resolving a raid order, you may remove an opponent's defence order.

Brotherhood without Banners

An opponent you choose must immediately reduce their Supply by one and reconcile Armies.

Call the Banners (2 cards)

Play during the Action Phase. When resolving a CP order in an area that contains a castle, instead of collecting one or more PTs, you may instead muster in that area.

Chaos is a Ladder

Players immediately bid for position on the IT, as if resolving a Clash of Kings card from the Westeros deck.

Faceless Men

Any one unit you choose is routed.

Fortification (3 cards)

Play during combat.

The Free Cities (2 cards)

Play during the Rally Phase. You may pay one PT to increase your supply by one.

The Golden Company

Play during Rally Phase. Pay 3 PTs to place a knight and a footman in any territory you control that is adjacent to a sea.

Greenseer

You may view the card at the top of the Westeros Deck. You may not show it to anyone else.

Grumpkins and Snarks

Though it may be played during combat, this card is otherwise useless.

King Beyond the Wall

A Wildling attack occurs. All Houses, including yours, move down one position on the Supply track. Armies are reconciled in turn order.

Little Birds

You may view the Intrigue Cards your opponents buy during this Intrigue Phase. You may not show them to anyone else.

Messenger Raven

Play immediately after orders are revealed. You may replace one of your order tokens with another available token. You may not choose a vassal order token.

Storm of Swords

Move one position higher on the Initiative Track. If you move to the first position, claim the Iron Throne token.

Sword (6 cards)

Play during combat.

Take The Black

Pay PTs equal to its combat strength to force an opponent to discard a House Card of your choice. You may not choose a zero strength Card.

There Is Only One Thing We Say to Death

Play during combat. Cancel the text ability of your opponent's House Card.

Turncloaks

Discard one PT belonging to any House from any area on the map board.

Valyrian Steel (2 cards)

Play during combat. You gain +1.

Wildfire

Play during combat. Your opponent must immediately destroy one of their units in the embattled area.

COMBAT

At the same time that attacker and defender secretly choose a House card from their hand, they may also choose one Intrigue card, if available. House cards and Intrigue cards are then revealed, all simultaneously.

Support orders add only +1 to combat strength. Unit combat strength applies to the embattled area only.

If the Final Combat Strength results are tied, the House with the higher position on the Initiative track wins the combat.

VASSALS

Choosing Vassals

During the Planning Phase, players may choose, in turn order, a vassal to command until the next Planning Phase. If a player does not wish to command a vassal this round, they may pass. The player who is ranked lowest on the Initiative track may not pass and thus could end up commanding more than one vassal.

Orders

Each vassal has a set of four order tokens (Raid, M+0, Support, Defense+2*). The player commanding the vassal may place up to two of these tokens in areas containing one of the vassal's units.

A vassal's orders are placed and resolved in turn order, just like any other House.

Resolving the March+0 Order

Vassals always leave a PT to maintain control of an area when they march. A vassal's unit may never march into an area controlled by its commander, nor an area controlled by its commander's other vassals.

Combat

During combat, a vassal's commander always selects a House card from a common set of vassal House cards. Prior to selecting a card, any player may examine the entire vassal House card deck. The commander then shuffles the vassal House cards and draws three random cards. These three cards form the vassal's available cards for this combat. After drawing these three cards, the commander may not show any of the

vassal cards to other players. The commander selects one card from the vassal's hand for this combat. At this time, the commander may also select an Intrigue card from the commander's House to play together with the vassal House card.

Vassal House cards are never discarded in the same way that standard House cards are. Any three cards are available for each combat.

A vassal's unit may never retreat into an area controlled by its commander, nor an area controlled by its commander's other vassals.

Other Vassal Rules

- * Vassals are affected by Westeros cards, like other Houses.
- * Vassals never collect PTs.
- * Vassals always bid 0 during a Clash of Kings.
- * A vassal never claims the Iron Throne token, regardless of its position on the Initiative Track. Instead, the token is held by the player whose House ranks highest on the Initiative Track.
- * Vassals are subject to Supply, like other Houses
- * Vassals Muster like other Houses.
- * Vassals never acquire Intrigue cards.
- * A commander may never raid its vassal, and a vassal may never raid its commander, nor its commander's other vassal.
- * A commander's unit may never march into, nor retreat into, an area controlled by its vassal.
- * Vassals cannot win the game.



BRAAVOS FREEHOLD CARDS

4) Ferrego Antaryon: If you win this battle you may return house cards from your discard pile to your hand equal to this cards printed combat strength. (Including this card)

3)Qarro Volentin: One sword and one fortification icon.

2)Arya Stark: After this battle you may pay power tokens equal to your opponent's power tokens to remove their played house card from play.

2)Tormo Fregar: One fortification.

1) Jaqen H'ghar: If you lose this combat by 2 or more combat strength, the last card removed by Arya Stark returns to play if it's owner can pay power tokens equal to its printed combat strength to the power pool.

*** (thought so far to add... You may pay power tokens equal to the difference in combat strength to negate this effect.)*

1)Ternesio Terys: If this is a sea battle and your are being supported then all opposing supporting ships have a combat strength of 0.

0)Tycho Nostoris: If this card is in your discard pile you receive two power tokens for each purchase of Iron Bank loans. Collect one token for each loan interest paid. Also, you may not collect power via order tokens or Westeros card effects.

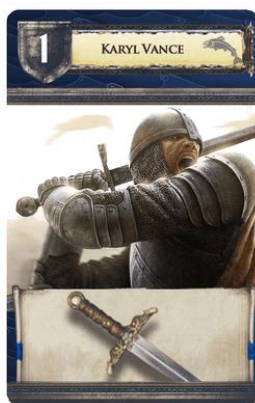
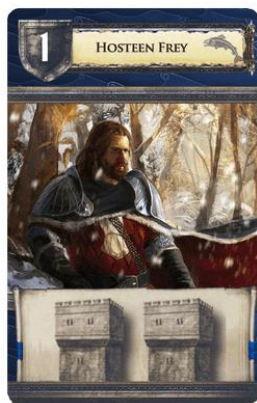




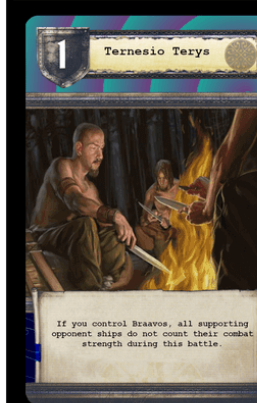
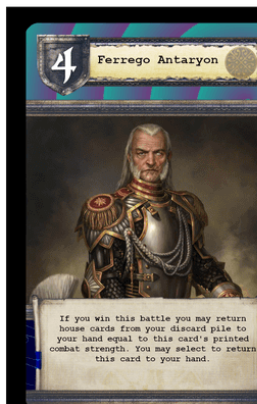








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