

HOUSE TARGARYEN

☬ FIRE AND BLOOD ☬



GAME OF THRONES

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FIRE AND BLOOD



Setup

- Knight+ Footman in Meereen.
- Footman in Yunkai.
- Boat in Slaver's Bay.

Starting Tracks

- 4th on iron throne track
- 5th on fiefdom track
- 10th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

1) Westeros Phase (round 2 onwards only)

Advance round marker, draw westeros event card, advance wilding track, resolve event

2) Negotiate

Not an official step in game, but what makes it fun

3) Assign Orders

Place down 1 order token per territory with a unit

4) Reveal Orders simultaneously

5) Use Messenger Raven

6) Resolve Raid orders

7) Resolve march orders + combat

8) Resolve consolidate power

9) Remove remaining tokens (e.g. support orders)



Remove one adjacent enemy Support, Consolidate Power, or Raid Order.

☯ can star to remove defence actions too



Add combat strength to an adjacent combat



All units in the Order token's assigned area may move to one or more adjacent areas.



Gain 1 Power token, plus 1 token for each Power icon printed on the assigned area

☯ can star to muster new troops instead

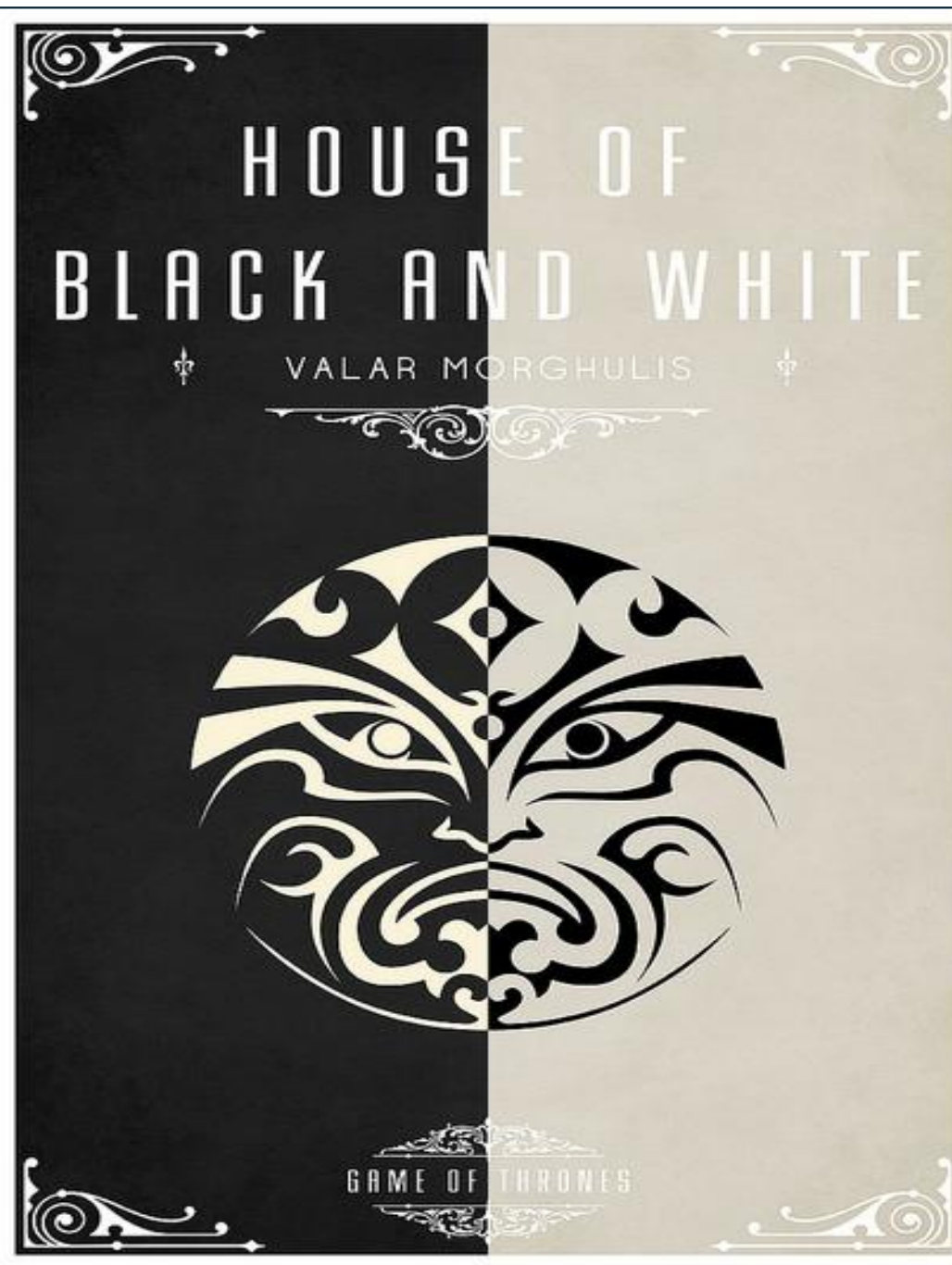
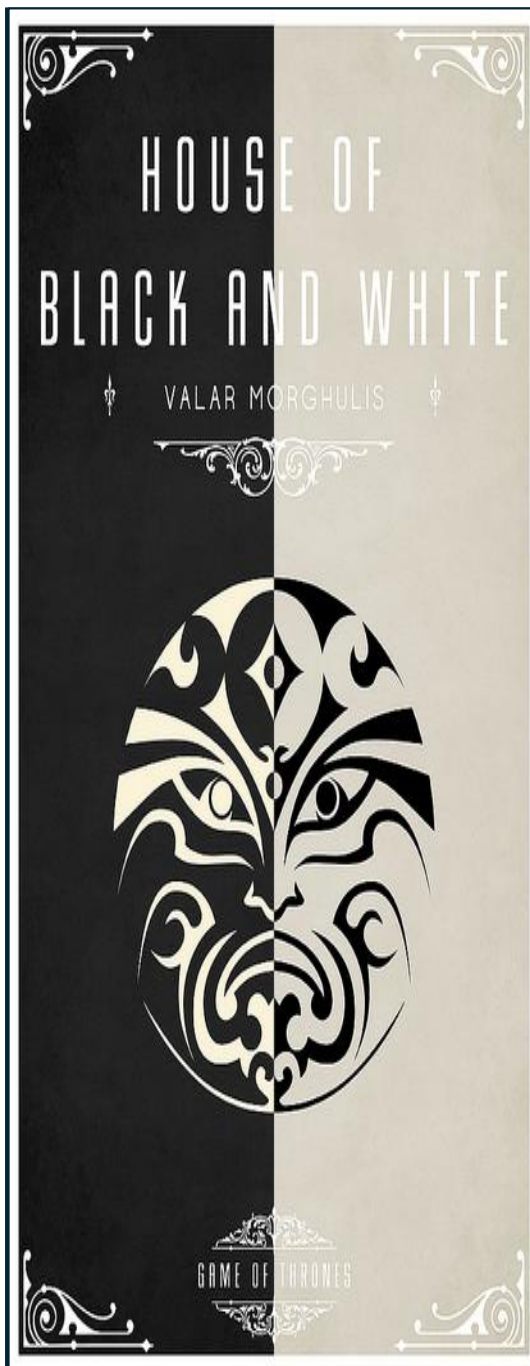


Gain combat strength bonus when defending an area

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HOUSE OF BLACK AND WHITE

✦ VALAR MORGHULIS ✦



Setup

- Knight+ Footman in Braavos.
- Footman in Bravoosi coast
- Boat in Bravoosi Bay.

Starting Tracks

- 10th on iron throne track
- 10th on fiefdom track
- 1st on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

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DAEMON BLACKFYRE

THE BLACK DRAGON



GAME OF THRONES

DAEMON BLACKFYRE

THE BLACK DRAGON



GAME OF THRONES

DAEMON BLACKFYRE

THE BLACK DRAGON



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DAEMON BLACKFYRE

THE BLACK DRAGON



Setup

- Knight+ Footman in Volantis
- Footman in Selhorys
- Boat in The Smoking Sea.

Starting Tracks

- 3rd on iron throne track
- 4th on fiefdom track
- 11th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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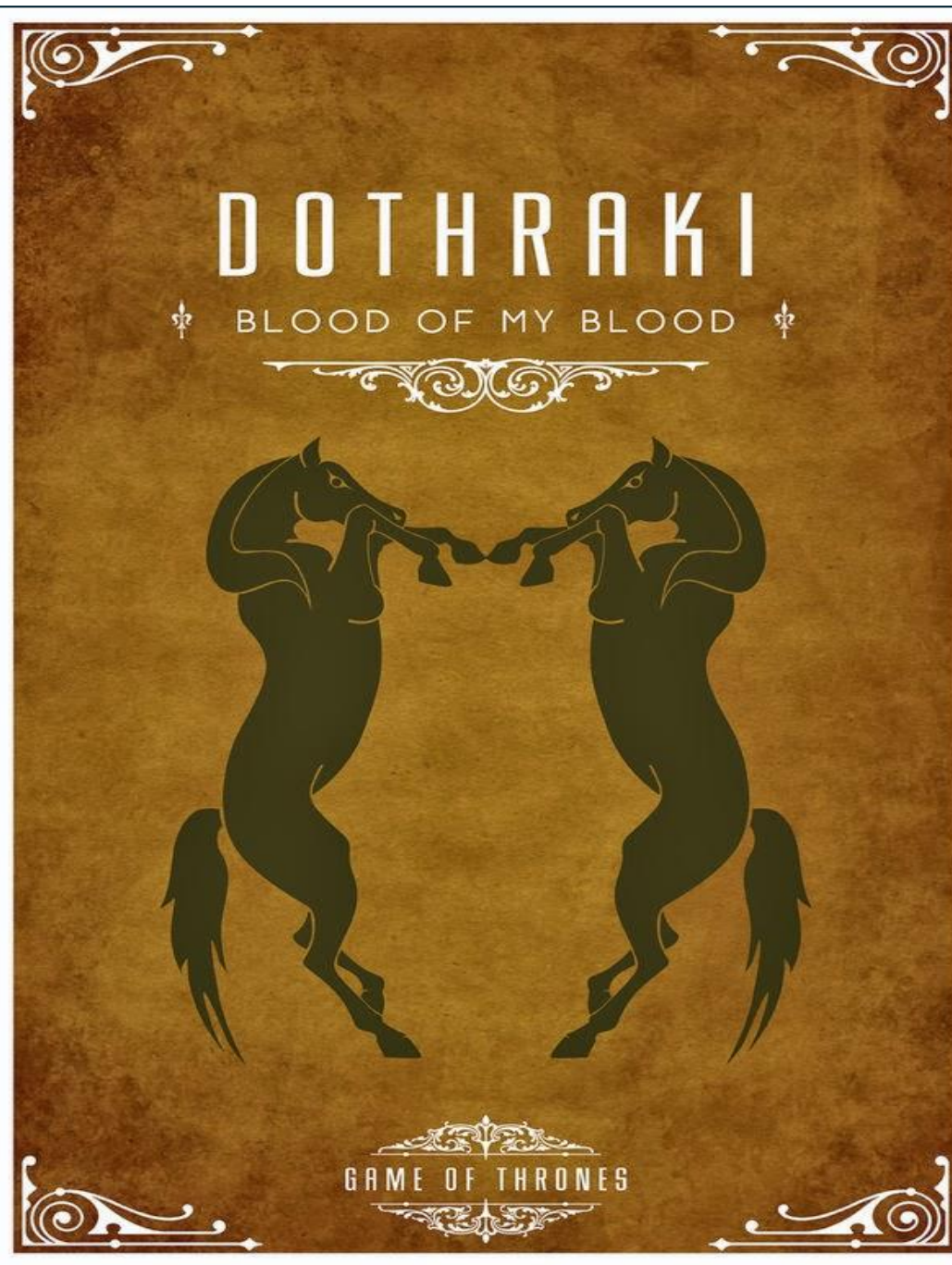
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DOTHRAKI

BLOOD OF MY BLOOD



Setup

- Knight+ Footman in Vas Dothrak
- Footman in Ra'aki
- Boat in Port of Ibben (yeah... but it's for balance reasons...)

Starting Tracks

- 12th on iron throne track
- 1st on fiefdom track
- 9th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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NIGHT'S WATCH

⚔ SWORD IN THE DARKNESS ⚔



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NIGHT'S WATCH

⚔ SWORD IN THE DARKNESS ⚔



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NIGHT'S WATCH

⚔ SWORD IN THE DARKNESS ⚔



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NIGHT'S WATCH

✦ SWORD IN THE DARKNESS ✦



Setup

- Knight+ Footman in Haunted Forest
- Footman in Fist of the First men
- Boat in Bay of Seals

Starting Tracks

- 9th on iron throne track
- 2nd on fiefdom track
- 12th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

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HOUSE QARTH

♣ WEALTH IS ETERNAL ♣



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♣ WEALTH IS ETERNAL ♣



HOUSE QARTH

♣ WEALTH IS ETERNAL ♣





HOUSE QARTH

WEALTH IS ETERNAL



Setup

- Knight+ Footman in Qarth
- Footman in Yi Ti
- Boat in the Jade Sea

Starting Tracks

- 11th on iron throne track
- 9th on fiefdom track
- 2nd on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

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HOUSE STARK

❖ WINTER IS COMING ❖



GAME OF THRONES

HOUSE STARK

❖ WINTER IS COMING ❖



GAME OF THRONES

HOUSE STARK

❖ WINTER IS COMING ❖



GAME OF THRONES



HOUSE STARK



WINTER IS COMING



Setup

- Knight+ Footman in Winterfell
- Footman in White Harbour
- Boat in the Bite

Starting Tracks

- 6th on iron throne track
- 7th on fiefdom track
- 6th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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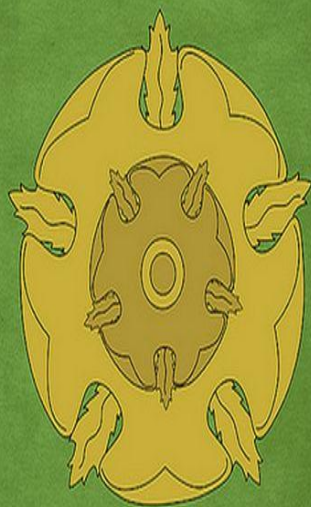


Gain combat strength bonus when defending an area



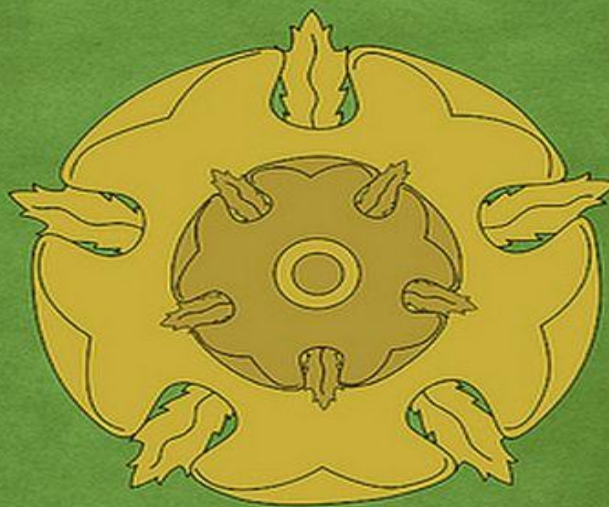
HOUSE TYRELL

† GROWING STRONG †



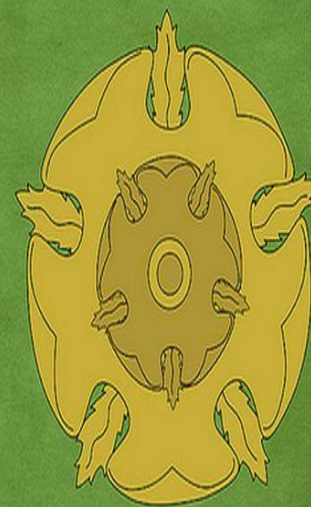
HOUSE TYRELL

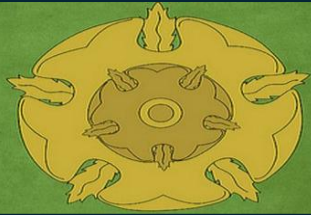
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HOUSE TYRELL

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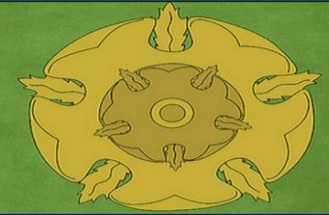




HOUSE TYRELL



GROWING STRONG



Setup

- Knight+ Footman in Highgarden
- Footman in Horn Hill
- Boat in the Redwyne Straits

Starting Tracks

- 7th on iron throne track
- 8th on fiefdom track
- 4th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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HOUSE MARTELL

UNBOWED. UNBENT. UNBROKEN



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HOUSE MARTELL

UNBOWED. UNBENT. UNBROKEN





HOUSE MARTELL

† UNBOWED. UNBENT. UNBROKEN †



Setup

- Knight+ Footman in Sunspear
- Footman in Salt Shore
- Boat in Stepstones

Starting Tracks

- 5th on iron throne track
- 6th on fiefdom track
- 7th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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HOUSE LANNISTER



HEAR ME ROAR



Setup

- Knight+ Footman in Lannisport
- Footman in Golden Tooth
- Boat in the Golden Sound

Starting Tracks

- 1st on iron throne track
- 12th on fiefdom track
- 3rd on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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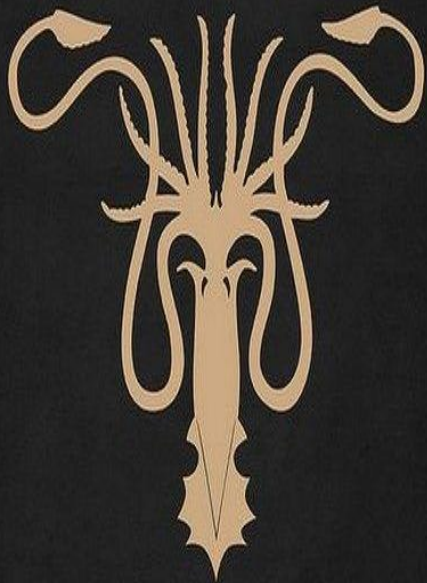


Gain combat strength bonus when defending an area



HOUSE GREYJOY

⚔ WE DO NOT SOW ⚔



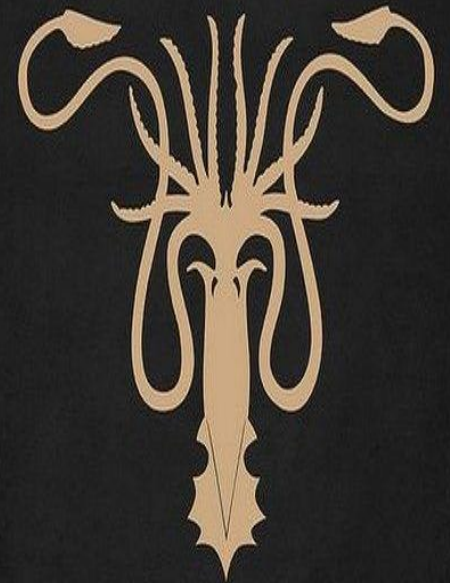
HOUSE GREYJOY

⚔ WE DO NOT SOW ⚔



HOUSE GREYJOY

⚔ WE DO NOT SOW ⚔





HOUSE GREYJOY



WE DO NOT SOW



Setup

- Knight+ Footman in Pyke
- 2 Boats in Ironman's Bay.

Starting Tracks

- 8th on iron throne track
- 3rd on fiefdom track
- 8th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

How a round plays:

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HOUSE BARATHEON

⚔ OURS IS THE FURY ⚔



HOUSE BARATHEON

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HOUSE BARATHEON

⚔ OURS IS THE FURY ⚔





HOUSE BARATHEON

OUR IS THE FURY



Setup

- Knight+ Footman in Dragonstone
- Footman in Craklaw Point.
- Boat in the Blackwater Bay.

Starting Tracks

- 2nd on iron throne track
- 11th on fiefdom track
- 5th on wealth track

Combat Reminder

- Calculate initial strength
- Supporting units
- Choose+Reveal house cards
- Use Valyrian Steel
- Casualties (swords - towers)
- Retreat and rout

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