Welcome to A Song of Ice and Fire

New to the Tabletop Hobby?

The tabletop game *A Song of Ice and Fire* isn't just for hobby veterans and competitive players. It might just be one of the best games to start your journey into the hobby. The community will eagerly support you as you begin!

The Most Important Elements of the Game

A Song of Ice and Fire is a rank-and-file system with alternating activations. The playing field measures 48 inches by 48 inches (approximately 120 cm by 120 cm). Six-sided dice are used, and the game duration is about 90 to 120 minutes.
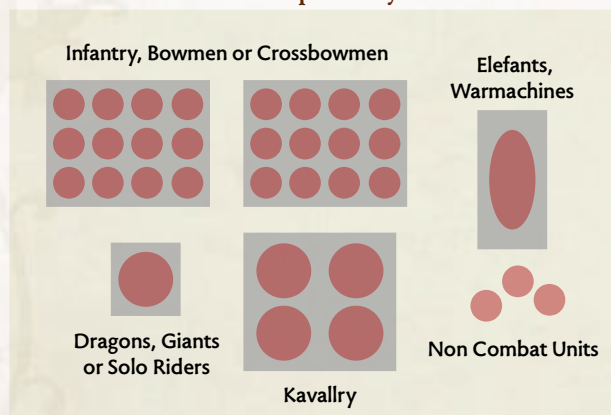
As with any tabletop game, the models are the centerpiece. An army usually consists of 4 to 6 fighting units of infantry, cavalry, war machines, or monsters. An infantry-heavy army contains about 50 models, while lists with more monsters or cavalry have proportionally fewer models.

In addition, a faction-specific tactics deck is used, which is supplemented by special cards from the army's commander. These cards can be played during the battle to boost your own units and weaken the opponent.

The third element of the game is the tactics board, symbolizing political intrigues and schemes. It is typically used with 2 or 3 civilian units (NCUs, or Non-Combat Units) per army, influencing the events on the battlefield.

The better you manage to integrate these elements into your strategy, the more likely you are to emerge victorious from the battle.

A Sample Army

Infantry, Bowmen or Crossbowmen

Elefants, Warmachines

Dragons, Giants or Solo Riders

Non Combat Units

Kavallry

The Tactics Deck

The Tactics Board

Starter Boxes and Expansion Boxes

Pre-assembled and faction-specific colored plastic miniatures, along with the other contents of a starter box, allow each player to immediately play their first game with at least 30 points. In addition to the faction-specific dice, the rules, all cards, measuring tools, tokens, and cardboard terrain are included. With just one or two expansion boxes, you can already play standard-sized games of 40 points.

Seasons

The game is continuously developed to maintain the balance between units and factions. About twice a year, some cards are updated for this purpose. CMON provides updated PDFs of rules and cards on their website. The *Hits and Crits* community will show you ways to keep your cards up to date.

Which House Will You Fight For?

House Baratheon wields either the power of R'hllor or the support of the Tyrells. Stannis favors a flexible approach, while Renly constantly replenishes his troops.

House Bolton will use any means necessary to achieve their goals. Fear is a weapon they eagerly wield, as terrified enemies fuel their battle lust!

The Brotherhood Without Banners fights for the common folk of Westeros, relying on regeneration and mobility. This unique faction can field units from House Stark or Baratheon, offering players versatile gameplay options.

The Free Folk unite a variety of diverse tribes with their unique abilities under one banner, also fielding giants and animals and using terrain to their advantage.

House Greyjoy sends primarily strong but often fragile infantry to raid. However, killing and pillaging makes them stronger, while solid healing keeps these units in play for longer.

The Lannisters are masters of manipulation and deception. They understand that wars are not won by brute force but by breaking the enemy's morale.

House Martell uses the sun and their enemies' thirst as a weapon. Their units deliver precise attacks and their tactics cards foil an enemy's plans, while their NCUs (Non-Combat Units) influence the tactics board in an unrivaled manner.

The Night's Watch relies on battle-hardened units that grow stronger through the swearing of oaths. They defend the Wall with war machines and send out skilled rangers.

The Bloody Mummers, the Stormcrows, the Golden Company: Neutral mercenary armies influence the War of the Five Kings, either as a standalone faction or as allies of other houses.

From the Karstarks in the North to the Tullys of the Riverlands, the Starks unite many banners. The mobile Stark armies strike fast and hard, growing stronger as they take losses.

Fire and blood instead of deceitful actions are the way of House Targaryen. The Dothraki and dragons excel with speed, while the Unsullied demonstrate their steadfast morale for Daenerys of House Targaryen.

Ressources

The War Council App (available for Android and Apple) is the official app from the manufacturer CMON. It includes the rulebook, tactics cards, unit cards, and a function for creating army lists.

ASOIAF Stats (asoiaf-stats.com) is a community tool that records and analyzes game results statistically. After registering and entering a game, you can view lists, statistics, and results.

ASOIAF Army Builder (https://builder.asoiaf.fr) is a website for creating army lists. The export of army lists includes unit and tactics cards.
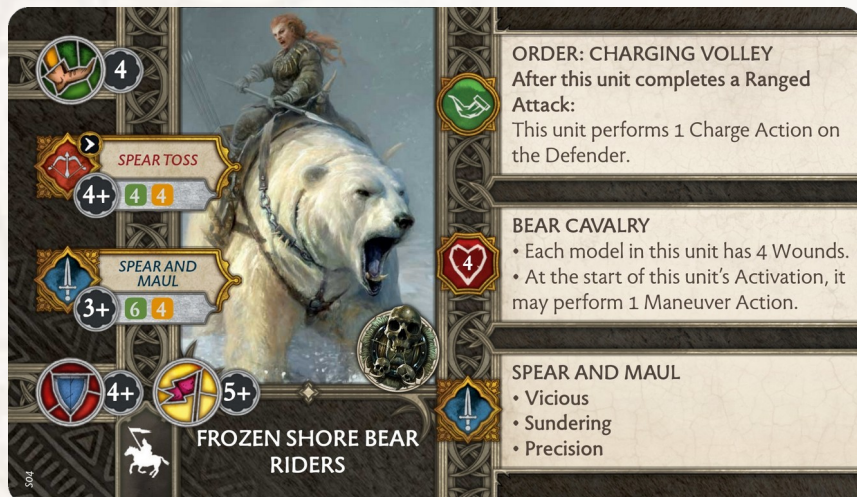
Join the *Hits and Crits* Community!

Game Flow

◆ A game mode is chosen, which determines, among other things, what you need to achieve for victory. Then, the armies are placed in their deployment zones.

◆ In each round, players take turns activating either a combat unit or a civilian unit. During its activation, a unit can perform one → action. Combat units can receive additional actions through civilian units or other effects.

◆ Watch your flanks and rear, as attacks from these directions gain → attack bonuses. Some combat units have special → attack abilities, making their attacks even more dangerous. Further danger comes if your troops flee due to failed → panic tests.

◆ Infantry and cavalry units are fielded on trays with 12 or 4 models, respectively, with each cavalry model having 3 health points. When a unit takes damage, individual models are removed from the trays to represent losses. As your units lose ranks, their combat effectiveness usually decreases (see below).

◆ During the battle, your combat units can be affected by three different → conditions: Panicked, Vulnerable and Weakened. These can be applied to enemy units through abilities and the tactics board, and the opponent can spend them at the appropriate moment.

◆ At the end of each round, check if a player has met the victory conditions of the game mode. If not, the game continues and ends no later than after round 6.

Combat Unit Cards

FROZEN SHORE BEAR RIDERS

ORDER: CHARGING VOLLEY
After this unit completes a Ranged Attack:
This unit performs 1 Charge Action on the Defender.

BEAR CAVALRY
• Each model in this unit has 4 Wounds.
• At the start of this unit's Activation, it may perform 1 Maneuver Action.

SPEAR AND MAUL
• Vicious
• Sundering
• Precision

Movement (Boots) The maximum movement range in inches for straight movements. This value influences the range of marches, maneuvers, charges, or retreats. Movement range can be doubled by marching (Move × 2) or increased by 1D6 (Move + 1D6) during a charge attack, for example.

Attack Values (Crossbow and Sword) Depending on the number of ranks (3 for infantry, 2 for cavalry), the card shows how many dice you roll when attacking (green, yellow, red) and what result counts as a success (e.g., a spear throw hits on a 4 or higher). For ranged weapons, a "›" or "»" next to the crossbow symbol indicates whether the range is 6 inches or 12 inches.

Defense (Shield) and Morale (Flag) Hits are blocked by a successful defense roll. Roll a die for each hit. For this unit, hits are blocked on a roll of 4 or higher. For each failure, the unit suffers a wound. In the case of infantry, each wound typically removes one model. Cavalry units usually have 3 wounds per model, while Bear Riders have 4. After taking wounds, a panic test determines if additional wounds are inflicted.

Innate Abilities These abilities cannot be canceled or removed by other abilities or effects.

Orders Orders are abilities that can only be used once per round.

ACTIONS OF COMBAT UNITS

Manoeuver
Turn → Move → Turn

Marsch
Move × 2 → Turn

Charge
Drehen → Move + 1D6 → Attack (Melee)

Attack (Melee)
Re-align → Attack

Attack (Ranged)
Shift up to 2 Inches → Attack

Retreat
Move + 1D6 → Turn

ACTIONS OF NON COMBAT UNITS (NCU)

Occupy a zone of the tactics board or pass with an NCU, provided there is still a free zone on the tactics board (activations of NCUs are lost if the tactics board is fully occupied).

CONDITIONS

Spend the respective condition marker to force the opponent to re-roll individual or all dice of the next roll.

Panicked: Morale Test

Weakened: Attack Roll

Vulnerable: Defense Roll

MORALE TEST

The unit rolls 2D6. If the sum is equal to or greater than the morale value, the test is passed.

Panic Test A special type of morale test rolling 2D6 and 1D3. If it fails, the unit suffers the result of the D3 as wounds.

ATTACK BONUSES

Charge Re-roll any attack dice.

Flank Attack Defenders suffer -1 on defense rolls and -1 on the 2D6 result of their panic test.

Rear Attack Defenders suffer -2 on defense rolls and -2 on the 2d6 result of their panic test.

ATTACK ABILITIES

Vicious Defenders suffer -2 on the 2D6 result of their panic test.

Sundering Defenders receive -1 on the result of their defense rolls.

Precision For each rolled 6, the defender does not roll defense dice and instead suffers 1 wound.

Critical Blow For each rolled 6, the defender suffers +1 hit.

Game Preparation

Setting Up the Battlefield

#1 Choose a game mode, mark deployment zones and mission objectives.

#2 Determine terrain: Variant 1: Each player alternates choosing 1 terrain piece until a total of 4 terrain pieces are placed (see #3). Variant 2: Instead of choosing, the number and type of terrain pieces are randomly determined (see right).

#3 Both players roll dice. Alternately, starting with the player who rolled higher, players place terrain outside the deployment zones, ensuring at least 6 inches of distance between terrain pieces.

Deployment

#1 Both players roll dice. The player who rolls higher decides who chooses the deployment zone. The player choosing the zone also determines who deploys the first combat unit.

#2 Combat units are deployed alternately.

Start of the Game

#1 Each player draws three tactics cards.

#2 The player who did not choose the deployment zone decides who starts the first round with the first turn as Starting Player.

Activation Phase

#1 Resolve effects that trigger "at the start of the turn."

#2 Activate a unit.

#3 Perform an action with the activated unit.

#4 Resolve effects that trigger "at the end of the turn."

#5 End the turn. Now the other player starts their turn with #1 until both players have activated all their units, then go to Cleanup Phase.

Cleanup Phase

#1 Resolve all effects that trigger "at the end of the round".

#2 Score victory points and check victory conditions.

#3 Remove activation markers from units.

#4 Remove all influence effects from units.

#5 Remove all influence effects from units.

#6 Discard any number of tactics cards from hand if necessary, then draw back up to 3. Each player may have a maximum of 5 tactics cards in hand at any time. If a player draws cards exceeding this limit, they must immediately discard enough cards to return to 5 hand cards. The tactics deck is not reshuffled.

#7 Pass the first player marker to the opponent.

#8 Move the round marker forward by 1.

Digression: Declaring and Executing Actions, Cards, and Abilities

All actions in the game, as well as playing a tactics card or using an ability, generally consist of two phases:

#1 Declaring the action, card, or ability.

#2 Executing the action, card, or ability.

The active player (the one whose turn it is to activate a unit) declares first and fully, followed by the passive player. Likewise, the active player executes their action first, followed by the passive player.

- Players can determine the order of their own actions during execution.

- *Only 1 order or 1 tactics card can be played for a single trigger. This does not apply to other abilities, which are not limited.*

Terrain

For random determination: Roll 1D3 + 2 to determine the number of terrain pieces. Take turns rolling 2d6 and choose the corresponding terrain piece (value in parentheses). Choose a terrain piece under [7].

Corpse Pile [2-3]
Hindering If an attacker moves onto or over a corpse pile while making a charge, they lose their charge bonus.
Horrific While a unit is within short range of the corpse pile, it suffers a -1 penalty to its morale test results.

Bog [4]
Hindering If an attacker moves onto or over a bog while making a charge, they lose their charge bonus.
Rough Units must subtract 1 inch from any movement onto, off of, or through the bog.

Palisade* [5]
Impassable Units may pivot over the palisade but may never move onto, over, or end their movement overlapping the palisade.
Blocks Line of Sight Units cannot draw line of sight through this terrain piece.

Hedge* [6]
Cover When drawing line of sight for a ranged attack, units not on the hedge cannot draw line of sight through it.
Rough Units must subtract 1 inch from any movement onto, off of, or through the hedge.

Wall* [8]
Fortified If an attacker moves onto or over the wall while making a charge, the defender receives +1 to their defense rolls against this attack.
Hindering If an attacker moves onto or over the wall while making a charge, they lose their charge bonus.

Stakes* [9]
Dangerous Units that perform actions while on the stakes suffer 1D3+1 wounds before resolving the action. Units moving into the stakes suffer 1D3+1 wounds (a unit can only suffer damage from stakes once during a charge).

Wood [10]
Fortified If an attacker moves onto or over the wood while making a charge, the defender receives +1 to their defense rolls against this attack.
Cover When drawing line of sight for a ranged attack, units not on the wood cannot draw line of sight through it.

Weirwood Tree [11-12]
Inspiring While a unit is within short range of the Weirwood Tree, it receives +1 to its morale test results.

*Destructible
While in 1" of this Terrain piece, units may perform a Melee Attack Action targeting it to automatically remove it from play.

Charge

Eligible Targets

#1 Is there line of sight at the start of the action (→ see Digression)?

#2 Is there enough room to align the tray with the target (→ see Digression).

#3 The maximum movement range + d6 must be sufficient to make contact with the target after turning.

Charge - Step by Step

#1 Determine the field of view (→ see Digression).

#2 Rotate the attacker.

#3 Check for sufficient movement range (Movement value + 1D6).

#4 Move the attacker:

- On a roll of 1 on the D6: **Disorderly Charge**.
- Target not reached: **Failed Charge**.
- Target reached: Successful Charge.

#5 Align with the target (→ see Digression).

#6 Perform a melee attack.

Roll of 1 on D6: Disordered Charge

- No attack bonus.
- The attacker may not play tactic cards for this turn.

Target not reached: Failed Charge

- Attacking unit makes a panic test.
- End activation immediately.

### Digression: Determining Line of Sight and Rotation

The attacker (orange) can see the tray of the target (green) because a part of it is within the attacker's front field of view, and an uninterrupted line can be drawn from the front of the attacker's tray to any point on the defender's tray. Therefore, it is a valid target.

Since the majority of the attacker's tray is within the target's front field of view (see tray's marked center), the attack takes place at the front. This is independent of where the target is touched. Note that turning the defenders tray before the charge is mandatory in this case, as the attacker needs to touch the defender's tray after moving forward in a straight line.
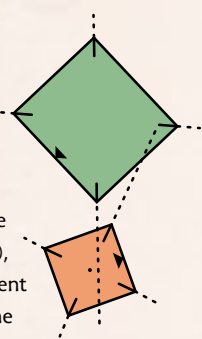
Digression: Aligning Trays with the Enemy

- The attacker's tray may be aligned either center-to-center or exactly covering half of one side of the enemy tray (to allow another friendly unit to engage the same enemy from the same angle in melee combat).

- If neither of these positions is possible, for example, due to other trays or impassable terrain blocking the space, a position can be chosen where the tray is aligned along more than half of one side of the enemy tray.

- Examples: Attacker (orange) in correct and incorrect alignment with enemy trays (green). The rules for proper alignment apply equally to all sides.
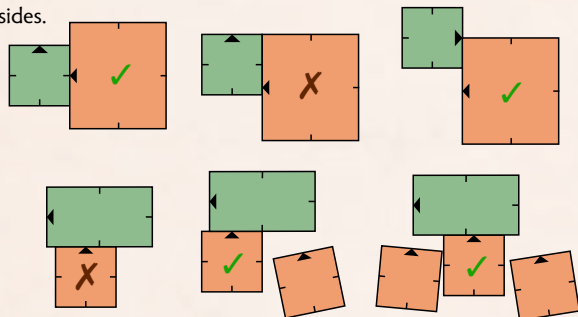
Attack: Melee Combat

Execution

#1 With only one enemy in melee: The unit may change its facing so that it looks directly at this enemy (if the enemy is in their flank or rear).

#2 Align the tray with the enemy.

#3 With multiple sides engaged in melee: The facing may not be changed.

#4 Choose and resolve a melee attack.

- The enemy does not need to be in the attacker's line of sight.
- The attacker may target any one enemy it is engaged with in melee.

Surge Forth

If a unit is destroyed in melee combat (including panic tests):

#1 Resolve triggered abilities, effects, and cards.

#2 The attacker may immediately perform a free maneuver action.

#3 Friendly units that were engaged in melee with the destroyed enemy (and only with this enemy) may perform a free pivot.

Attack: Ranged Combat

Execution

#1 Is a target within range (including after shifting)?

#2 Shift the attacker up to 2 inches in a straight line.

#3 Choose a target within range and line of sight.

Measure Range

#1 Within the field of view.

#2 From the center of the front of the ranged attacker to any part of the target unit.

Shooting into Melee

#1 There must be a line of sight to the target (all units and some terrain block line of sight).

#2 After the attack, friendly units of the attacker must make a panic test.

Retreat

Execution

#1 Determine maximum range: Movement Stat + 1D6.

#2 Move the unit backwards or sideways in a straight line without pivoting (or to the front, with an enemy in the rear or flank).

#3 Free pivot.

#4 If the retreat does not end more than 1" away from enemy units, it stays in the starting position.

#5 If the enemy unit is not in melee anymore after the retreat action, it may perform a free pivot.

Crafting Time

Instruction: Cut along the dotted golden line and make cards in the tarot format of 12 cm × 7 cm. This format corresponds to the cards of the combat units. You can buy transparent card sleeves in the appropriate format. In the print settings, make sure that the page is not scaled. To check, you should measure the bar, which is exactly 20 cm long if the print is not scaled.

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