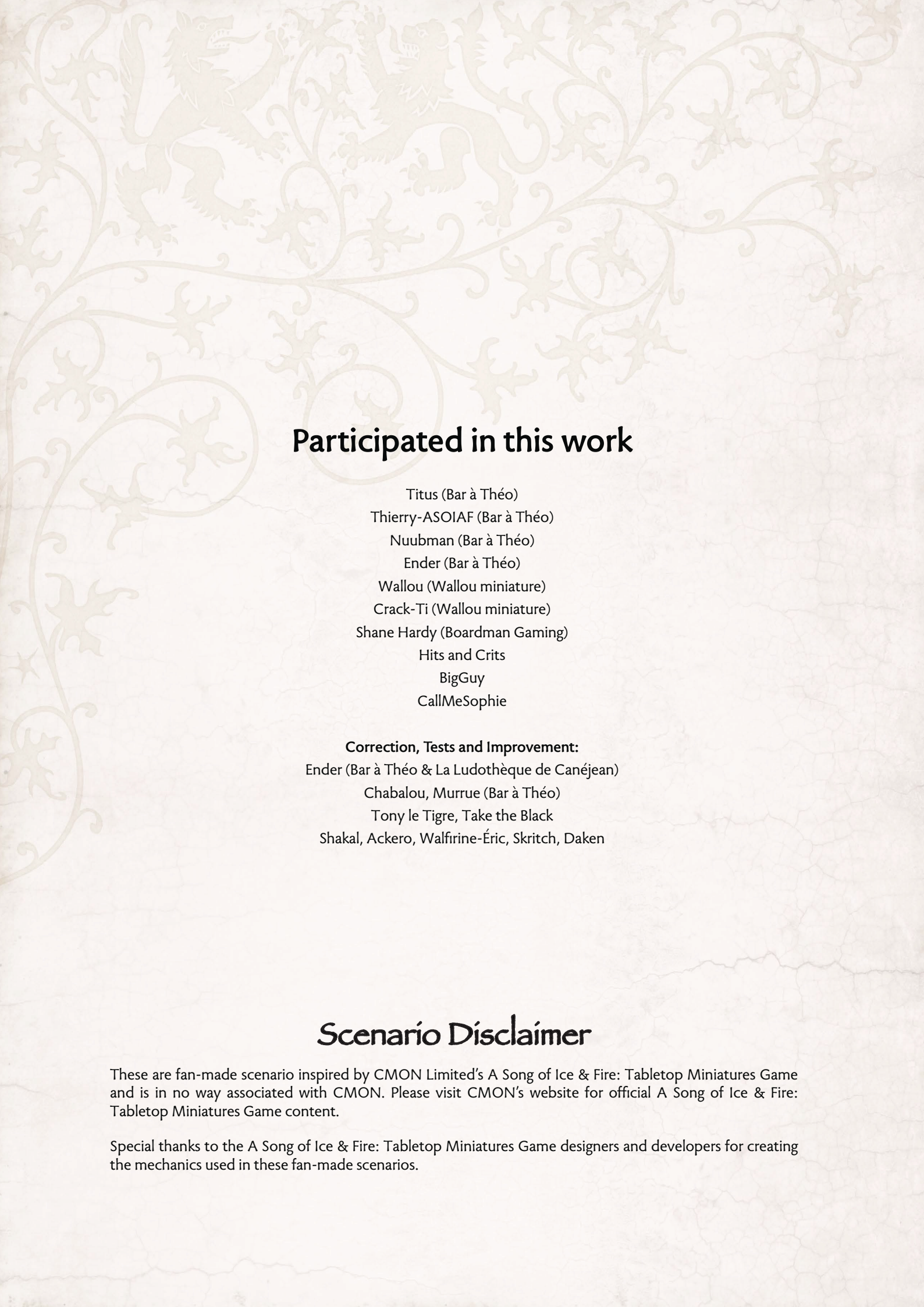


A Song Of Ice & Fire

Alternative scenarios & Game mode





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Scenario Disclaimer

These are fan-made scenario inspired by CMON Limited's A Song of Ice & Fire: Tabletop Miniatures Game and is in no way associated with CMON. Please visit CMON's website for official A Song of Ice & Fire: Tabletop Miniatures Game content.

Special thanks to the A Song of Ice & Fire: Tabletop Miniatures Game designers and developers for creating the mechanics used in these fan-made scenarios.

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• **VICTORY THROUGH COMBAT** •

In addition to any methods listed in the Game Mode, a player always earns 1 **Victory Point** when they destroy an enemy Combat Unit. In the event that a unit is destroyed by an effect generated by their owner, or an effect not controlled by any player, each of their opponents will earn 1 Victory Point.

Spoils of War



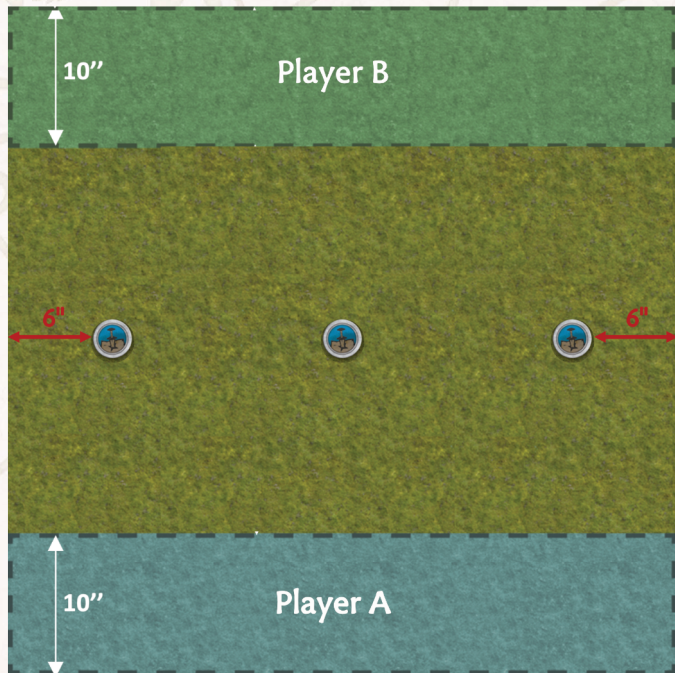
Setup

- Place 1 objective token in the center of the table.
- Place 2 additional tokens as shown on the map.
- Take 2 objective decks without cards 1 to 4 and shuffle them together.



Special Rules (Objectives)

- Each time a unit scores a Victory Point from an Objective Token, place 1 VP on it (maximum 3 VP) and draw an objective card. This card is a new ability for the unit.
- If the unit has already an objective card, discard the previous card.
- If the objective deck run out of cards, no more card is drawn.
- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Scoring

- Beginning on Round 2, players will score 1 Victory Point for each Objective token they Control at the end of each Round.
- In addition to the Victory through combat rule, if the unit is destroyed in melee attack, add the VPs placed on the unit. If the unit is destroyed in range attack, add half VPs round down placed on the unit.



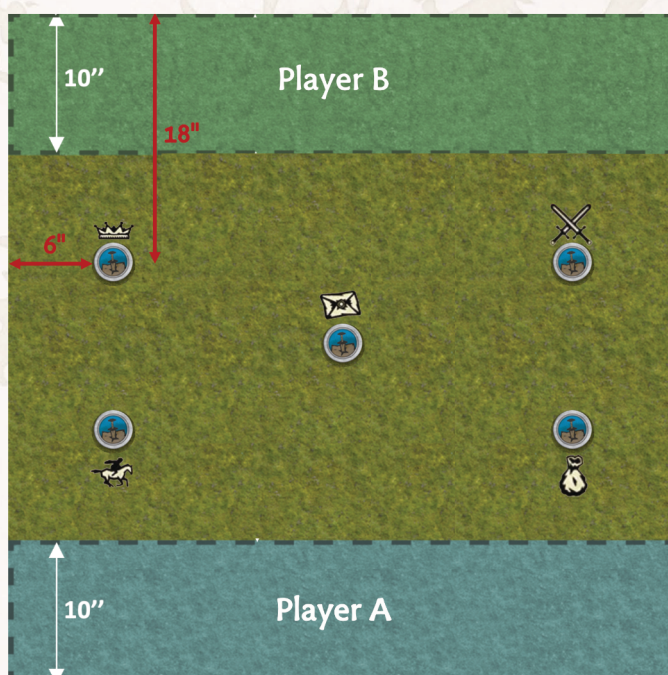
YouTube <https://youtu.be/T7cKEzDyP88?si=GwhSSgV46fAJkmqs>

Intrigue and Subterfuge



Setup

- Place 1 objective token in the center of the table.
- Place 4 additional tokens as shown on the map.
- Each objective token is attached to one zone of the Tactics Board. They are named **Attached Tactics Zone Objectives**



Special Rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Rules (Tactics Board and NCU)

- Only the 5 zones that are present on the original tactics Board are concerned with theses rules.

When an NCU claims a zone:

- If the player controls the corresponding **Attached Tactics Zone Objective**: the NCU and the Tactics zone play as usual.
- If the opponent controls the corresponding **Attached Tactics Zone Objective**: the NCU loses all its abilities but the Tactics zone is controlled and its effect is available.
- If no one controls the corresponding **Attached Tactics Zone Objective**: the NCU cannot use the zone effect but still controls the zone.

Any effect that changes the place of an NCU or changes the Zone effect is affected by theses rules.



Scoring

- Beginning on Round 2, players will score 1 Victory Point for each Objective token they Control at the end of each Round.
- If a player controls at least one objective token and one of its NCU is on the corresponding Tactics zone, he scores 1 additional VP (only 1 per round).

Fortuitous Battle



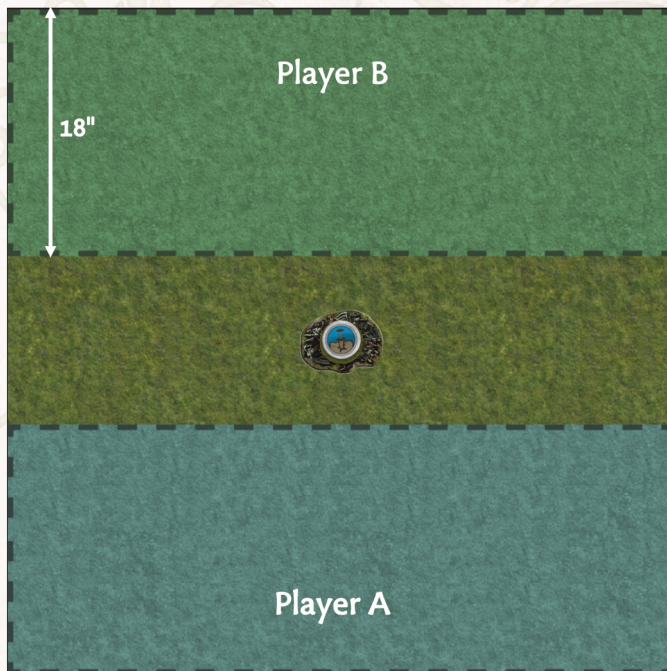
Setup

- Place 1 corpse Pile with 1 objective token in the center of the table.
- Palissade and Stakes are not allowed.
- Before the players choose their side, each player (draw a D6 to determine who starts) places an objective token anywhere in a Deployment zone then draw 1 random Objective card for each Objective token. That is the effect of that token this game.



Special Rules (Avant Guard)

- At the beginning of the game, each player chooses only 2 units (not solo units **except full solo list**) for deployment. Others units remain out of the game (Outflank is not modified but if the player wants to declare one unit outflank during its deployment phase, he can deploy only one other unit).
- At the start of Round 2, beginning with the first player, each player deploys one more unit (not activated) **fully within 10"** of a **Friendly deployment edge**.
- At the start of Round 3, beginning with the first player, each player deploys alternatively all remainings units (not activated) **fully within 10"** of a **Friendly deployment edge**.



Special Rules (Objectives placed by players)

- A unit ending a move with any part of its tray on an Objective token Claims it; place that token on the unit's tray to show that it is Controlling the token. While Controlling an Objective token, that unit may never March, and its Speed is reduced to 2. This cannot be increased by any means.
- A unit may only Control 1 Objective token at any time. If a unit Controlling an Objective token ends a move over another token, their opponent places that Objective token anywhere within 2" of the unit's tray, so long as the token is not over Impassable Terrain or another unit's tray.



Special Rules (Central Objective)

- Central Objective is fixed.
- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Scoring

- Beginning on Round 2, players will score 1 Victory Point for each Objective token they Control at the end of each Round.

Politic is nothing, only Weapons count



Setup

- Terrain may be placed anywhere on the Battlefield but at least 6" from any Table Edge and another Terrain piece.



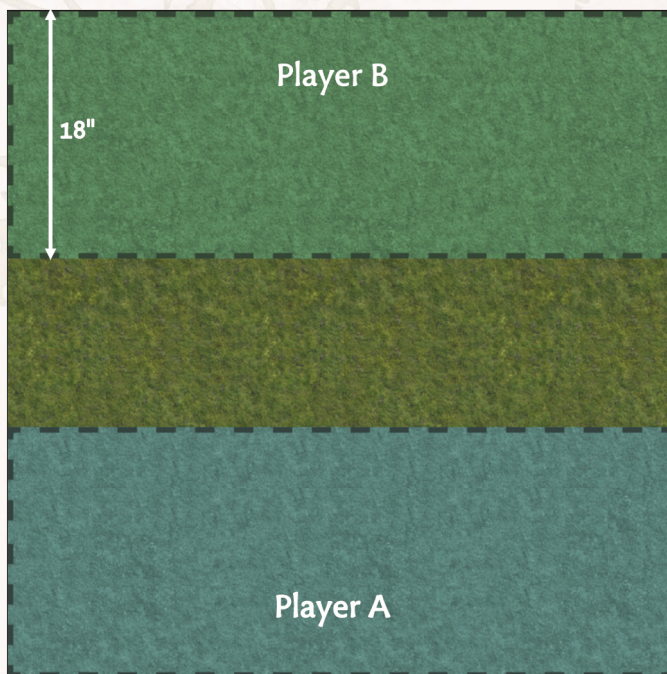
Special Rules (Commander)

- When your Commander's unit activates, you may select 1 Friendly NCU who can play as normal for the next activation this round.



Special Rules (NCU)

- NCU can only play as normal way if your Commander unit uses its **Special rule** to select it.
- The NCU which are not selected by Commander unit Special rule, when they activate and claim a zone on the Tactics Board must replace the Zone effect by:
 - Add 1 VP on one enemy combat unit.
 - or
 - Remove 1 VP on one friendly combat unit.
- NCU's Ability can be used as usual and the Zone is still controlled.



Special Rules: Politics has no price

- When a **non-selected** NCU moves to the Tactics Board and wants to trigger the Zone's effect, the player must pay 1VP to his opponent.



Scoring

- Each time a friendly Unit destroys an enemy with an Attack or Ability, the player gains 1 VP.
- Each time a unit destroys an enemy unit, this unit gains +1 VP token on it.
- Each time a unit with VP token on it is destroyed, the player gains +1 VP per VP on this unit.

May the Light shine our Choices



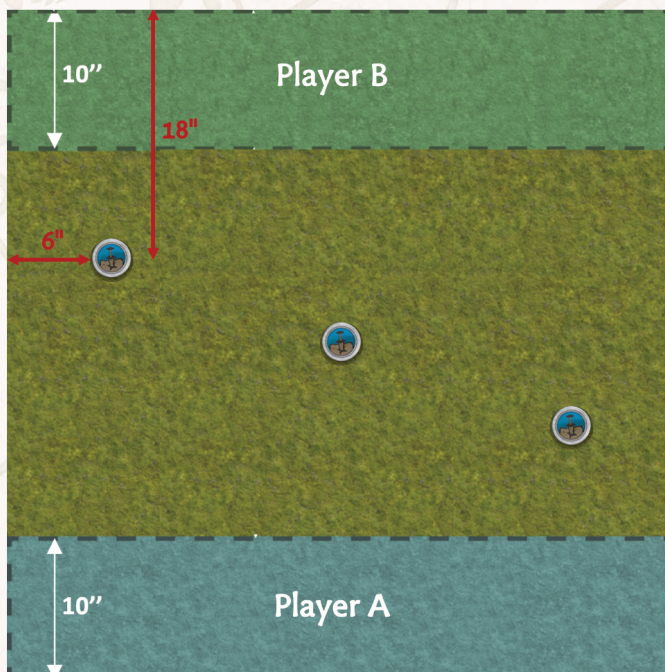
Setup

- Place 1 Objective token 6" from each flank and 18" from deployment side, as shown on the map.



Special rules (Mission Deck)

- This Game mode utilizes Mission cards.
- Remove mission cards 10, 11 and 12. Shuffle the deck and place the Deck face down.
- Before Deployment, draw and reveal 2 Mission cards. These are Active Missions.
- Beginning of round 2, at the **start** of each round, discard the 2 Active Missions and draw 2 new Active Missions.
- If the Mission deck runs out of cards, shuffle all discarded cards to form a new deck.



Special Rules (Replacing Missions)

- When a friendly NCU Claims a zone, you may replace that zone's effect with "Discard 1 Active Mission and draw a new card to replace it."
- Once per game, during their Activation, Commanders may forfeit their Action. If they do, they may discard 1 Active Mission and draw a new card to replace it.



Special Rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Scoring

- Mission cards list various ways players can score additional Victory Points.
- Each revealed Active Mission may be scored by each player if the requirements are met, even during round 1.
- Beginning on Round 2, players will score 1 Victory Point for each Objective token they Control at the end of each Round.

To Conquer without Risk is to Triumph without Glory



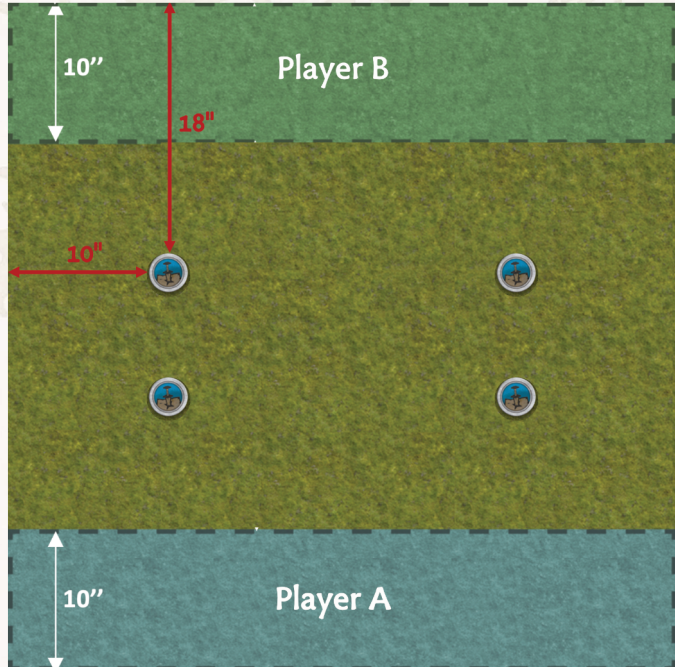
Setup

- Place 4 Objective tokens as shown on the map: 18" from the Deployment table edge and 10' from each side of the table.



Special Rules (Objectives)

- Remove objective cards 1 and 5 from the Objective deck.
- Before Deployment, randomly draw 1 card from the Objective Deck and place it face-up near each Objective. That is the Ability of that token for this game.
- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Rules (NCU)

- An NCU can, at its activation, instead of moving on the Tactical board, position itself on an Objective token. This NCU don't claim any zone.
- In this case, neither player can score points on this Objective this round even if this Objective is controlled.
- Only 1 NCU per player can cancel an objective each round.



Scoring

- Beginning on Round 2, at the end of each round, each player scores 1 VP for each Objective they control on their side and 2 VPs for each Objective they control on the opposing table side.
- Destroying the General's unit earns +1 VP.

Storm's Wrath



Setup

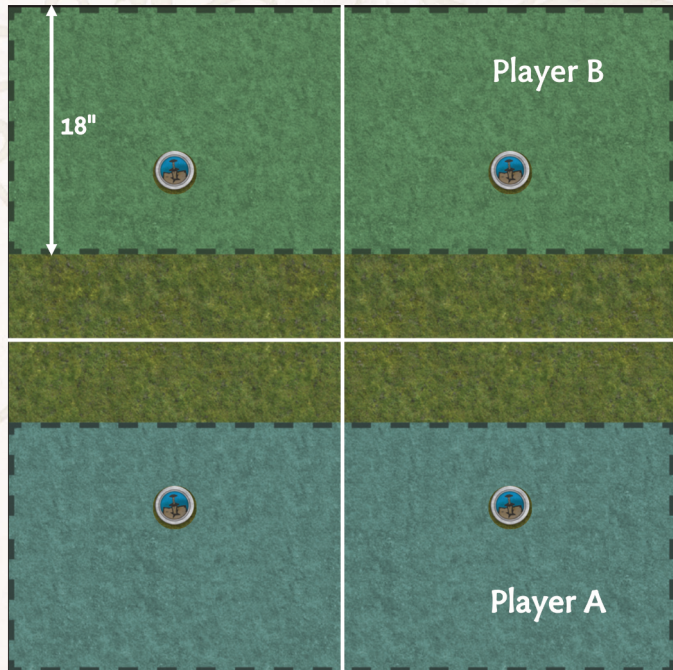
- Place 4 Objective Tokens across the battlefield (in the center of each quadrant).
- Each quadrant containing an Objective Token represents a dangerous storm moving through Westeros.



Special Rules (Storm Zones)

- Beginning on round 1, at the start of each round, roll a dice for each quadrant: on a 4+ the corresponding Storm Zone triggers, causing all units in the zone to suffer D3 wounds.
- If a unit is exactly 50 % in two different zones, the corresponding player has to decide before dice are rolled in which zone the unit is in.
- If a unit is hit by the storm but survives, they gain the **Storm-Hardened** ability until the end of the game.

"Storm-Hardened: This unit gains +2 to Morale Test rolls".



Special Rules (Objectives)

- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Scoring

- Beginning on Round 2, score 1 VP for each controlled Storm Zone at the end of each Round (same as **Here we stand** game mode for all purpose).
- Score +1 VP for each unit with Storm-Hardened ability controlling an Objective Token in the corresponding storm zone at the end of each Round.

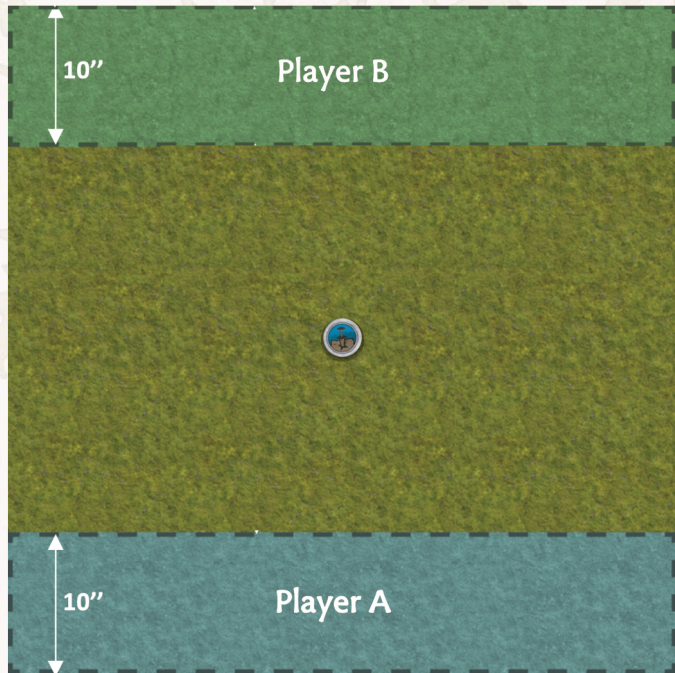


The Last Hearth



Setup

- Place one Objective Token in the center of the board
- Remove the Objective card 1.
- Before Deployment, draw two random Objective cards for the center Objective token. That is the effect of that Objective.
- Before terrain is placed, both players alternately place 4 Weirwood trees on the battlefield, with a minimum distance of 8" between them and not in their deployment zone. After that, both players place terrain pieces (no Weirwood trees allowed) with a minimum distance of 1" from the Weirwood trees and the battlefield edge and 6" from other terrain pieces.
- Place one Objective Token at the Center of each Weirwood tree and assign 1 random Objective card to each Objective token. This is the effect linked to that Objective.
- Each Objective is linked to the Weirwood Tree it is on.
- Weirwood Objectives are claimed, controlled and lost as in **Feast for Crow** game mode.



Special Rules (Hearthfires & Survival)

- Units controlling the objective Token of a Weirwood tree heal 1 wound at the start of each round.
- Controlling a Weirwood tree Objective Token grants **Winter Resilience**: +1 to Panic test from melee attacks.
- If a unit controlling a Weirwood tree objective token is destroyed, roll a D6. On a 4+, the Weirwood tree dies, becoming useless for healing and scoring. The corresponding Objective token is also destroyed.



Special Rules (Central Objective)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Scoring

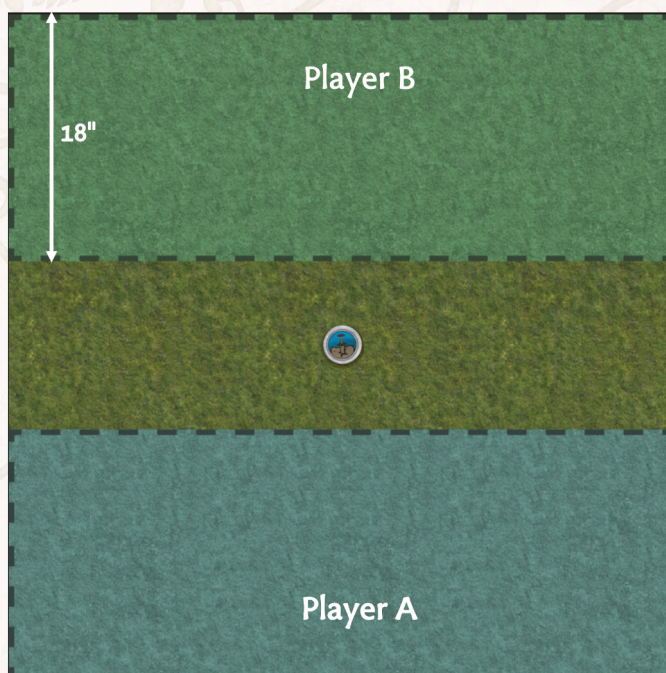
- Score 1 VP for each Weirwood tree controlled per round.
- Score 1 VP for controlling the center objective Token.
- Score bonus 3 VP extra in case you control more Weirwood trees than your opponent at the end of Round 6.

Heart of Battle



Setup

- Objective Cards 6-10 are used.
- After Deployment, both Players alternate selecting 2 Combat Units from their opponent's army to be marked, placing an Objective Token on them.
- When a unit is Marked, its owner selects 1 Objective Card and assigns it to that Unit. It gains the effect listed on that card until the end of the game, as if it were Controlling an Objective.
- A central Objective Token is placed at the center of the board.
- Terrain may be placed anywhere as long as it's at least 6" from any table edge or another terrain piece.



Special Rules

Marked Units & Objectives:

- Marked Units gain the effect of their assigned Objective Card for the entire game.

Claiming the Central Objective:

- A unit ending its movement overlapping the central token Claims it.
- Units Control the central token if they are not engaged by an enemy unit with more remaining ranks.



Commander Influence

- When a Commander's unit activates, it may select one enemy Combat Unit within Long Range and place one Victory Point token on it.



Scoring

- A unit Controls the central token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting the central Objective.
- If the central Token is not entirely overlapped by a unit's tray, it is not Claimed and not Controlled by any unit.



Special Scoring

- Each time a Marked Unit destroys an enemy, gain 1 Victory Point.
- Destroying a Marked Enemy Unit grants 2 Victory Points.
- Beginning on round 2, Controlling the Central Objective at the end of each round earns 2 Victory Point.
- Destroying an enemy unit with Victory Point tokens grants points equal to the number of tokens on that unit.

Blood & Honor



Setup

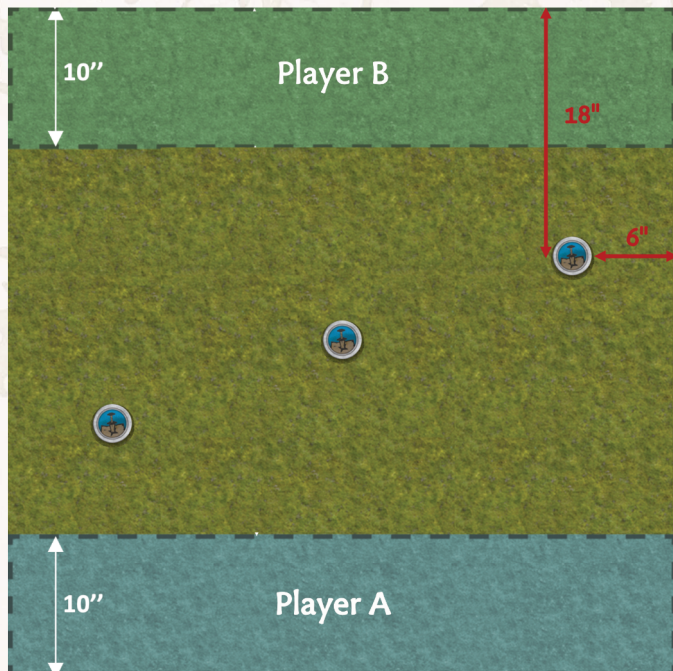
- Place 1 central objective and 2 side objectives, each linked to a Champion's Duel (see graphic).
- Before deployment, each player selects one unit to be their Champion Unit.



Special Rules (Champions & Duels)

Claiming Objectives & Duels

- A Champion Unit must issue a duel to an enemy within Short Range (6") when claiming an Objective Token.
- If no enemy is within range, they automatically gain 1 VP for securing the objective.
- If the challenged unit declines, the Champion scores 1 VP immediately.
- If the duel occurs, resolve combat immediately (ignoring standard turn order).



Duel Combat

- Both players roll attack dice simultaneously.
- No abilities, orders, or rerolls (charge bonus) can be used (raw combat prowess only). Unit attached cards (Tactic Cards, Influences, Faction Abilities "Raiders of the Iron Islands") are inactive for the Duel Combat.
- Condition Tokens can be applied (Weakened, Vulnerable, etc.)
- Keywords like Sundering, Critical Blow, Precision and Vicious remain active.
- Each player rolls a Panic Test after the duel.
- Whoever inflicts more wounds wins the "Duel Combat".

Duel Outcomes

Winner

- Gains 2 VP and controls the objective.

Loser

- Suffers wounds taken during the duel.
- Cannot gain VP from the objective this round.

Draw

- No VP awarded, but both suffer wounds inflicted.



Special Rules (Objectives)

- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Scoring

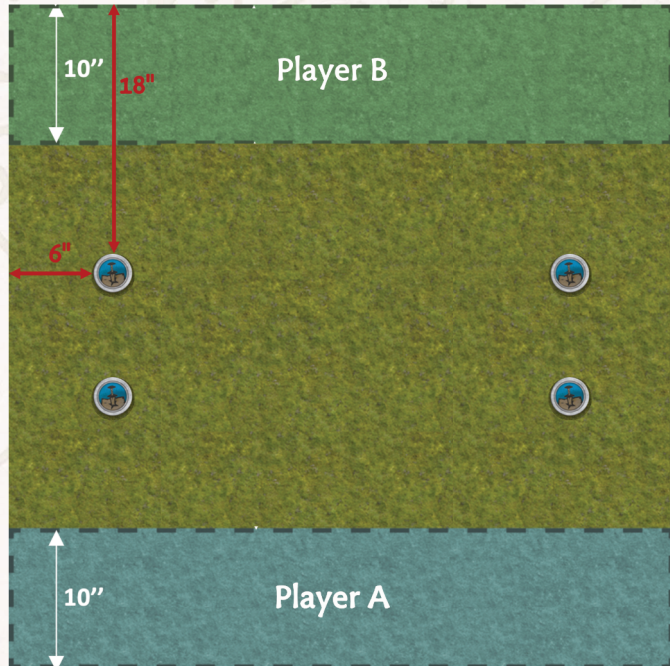
- Beginning on Round 2, score 1 VP for each controlled objective.
- Score extra VP for winning duels.

Vox Populi



Special Rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Rules (General)

- When the Commander's unit Activates, this unit may forfeit any Actions. In this case, the player must spend 2 Victory Points and target 1 friendly Combat Unit at Long Range. That unit performs any Action.
- If the General's unit destroys an enemy unit with an affect or attack, the player earns NO Victory Points.



Scoring

- Beginning on Round 2, at the end of each Round, players will score 2 Victory Points if they control the 2 Objective token in their deployment zone.
- Beginning on Round 2, at the end of each Round, players will score 1 Victory Point for each Objective token they Control in the ennemy deployment zone.

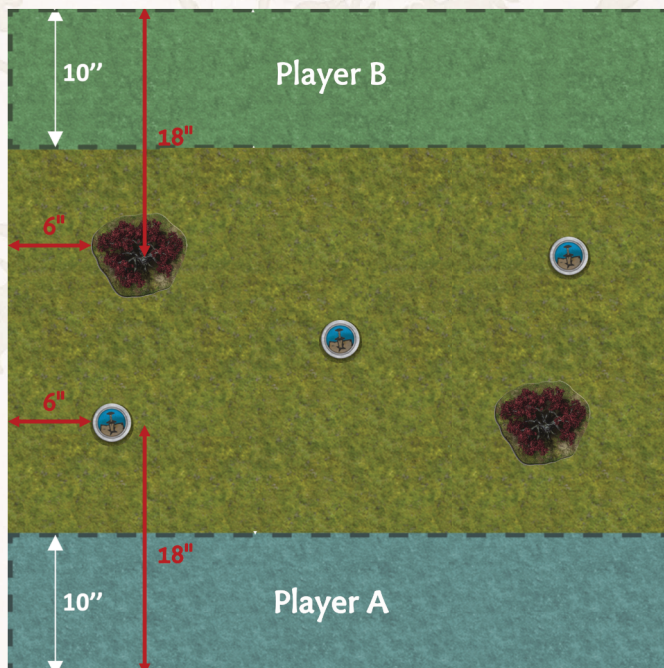


Banner's Peace



Setup

- Weirwoods trees cannot be selected.
- Place 3 Objective tokens and 2 Weirwoods trees as in the diagram. These Weirwoods trees are placed in addition to the other Terrain pieces.
- When you place other Terrain, you must also place them 6" away or more from the Barrals.



Special Rules (Objectives)

- Take 1 Objective deck. Remove Objective 1 and 5. Randomly assign 1 Objective card to each Objective. The card represents the Ability of this Objective for this game.
- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Rules (Weirwoods trees)

- At the end of each round, only **ONE unit per player** (at their choice if they have several) and not engaged who are in contact with a Weirwood tree suffers 1D3 + 2 Hits (Vulnerable tokens are not usable). For each **failed save**, the unit restores 1 Wound instead of losing it. Solo units restore the half rounded down Wound.



Special Victory Rules

- Starting from Round 2, at the end of each Round, players earn 1 Victory Point per Objective they control.



YouTube <https://youtu.be/-jEnP67nFdG?si=fxg3NBaVwr6kg3f->

Heart of the Realm



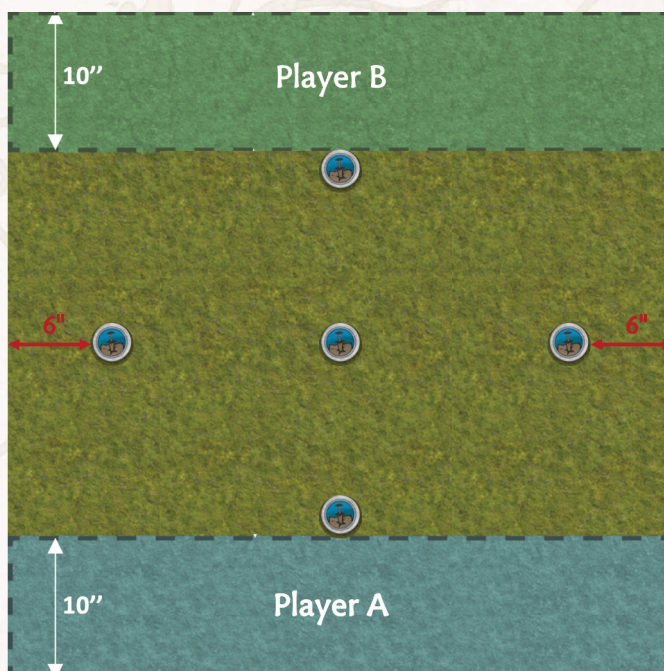
Setup

- Place 5 Objective tokens as shown on the map.
- In addition to being Controlled or Claimed, each Objective Token can change its **Ownership** during the game - they can be Neutral, or belong to either player.
- Each Objective Token is in the Neutral state at the start of the game.



Special Rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks than it. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Rules (Objectives, Ownership)

- Starting Round 2, at the end of each Round, after Victory Points are scored from Objective Tokens, change the Ownership of all Objective Tokens. Mark every Objective Controlled by a Combat unit as controlled by that player. Every other Objective token becomes Neutral.
- After the first time a Victory Point is scored from controlling the Center Objective, remove that Objective from the game. You can no longer score Victory Points from it. Other 4 Objective tokens can still generate Victory Points.



Special Rules (NCUs)

- As their action, instead of Claiming a Zone, NCUs may be placed near an Objective token to challenge Ownership of it. Each Objective Token can be challenged only by a single NCU from each player (so 2 total, 1 from each player).
- The NCUs only contest ownership of the objective. If there is a combat unit on the objective, it does nothing.
- At the end of the Round, before scoring Victory Points, change the Ownership of each Objective token to Neutral if that Objective token is not Controlled by a Combat unit, and that Objective token is only challenged by the Owner's opponent's NCU.



Special Scoring

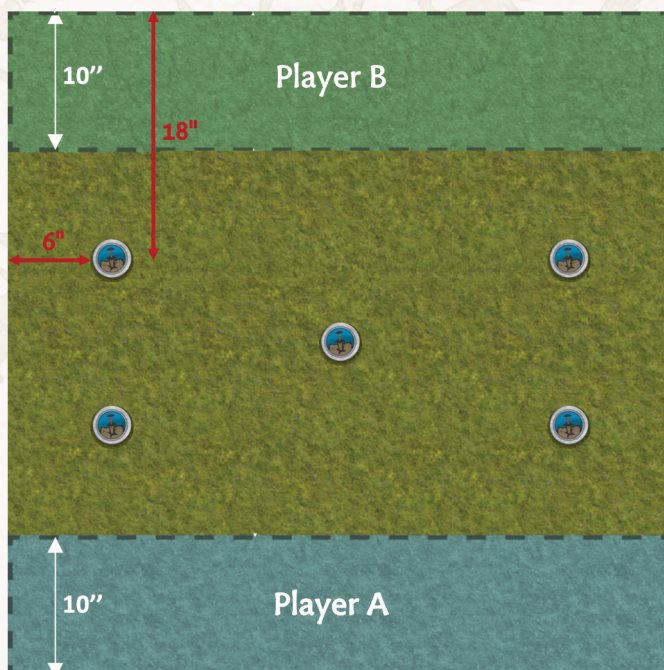
- Beginning in Round 2, players will score **1 Victory Point** for each Objective token they Control or have Ownership of at the end of each Round.

The Spider and the Mockingbird



Setup

- Place 1 Objective token in the center of the table, then place the 4 additional tokens as shown above: 18" from Deployment Table Edge and 6" from each Flank Table Edge.
- After Placing Terrain, the Player who placed the second Terrain piece must choose to become the **Spider** or the **Mockingbird**. Their opponent will become the other.
- The **Mockingbird** will select 1 zone of the 5 standard zones of the Tacticsboard (Crown, Wealth, Tactics, Combat, Maneuver), and choose 1 effect for that zone: either the standard effect, or 1 of the 3 special effects for that zone, detailed below. Then, the **Spider** will select 2 unpicked zones and choose their effects in the same manner. Then, the Mockingbird will select 1 unpicked zone and choose its effect in the same way. Finally, randomize the effect of the last unpicked zone.
- The effect chosen is for all the game duration except if a player change it when it has less VP.



Special Rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks than it. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special Scoring

- Beginning in Round 2, players will score 1 Victory Point for each Objective token they Control at the end of each Round.



Special Rules (Tactics Zones)

- At the end of each Round, after scoring Victory Points, if a Player has fewer Victory Points than their opponent, they may select 1 zone of the 5 standard zones of the Tacticsboard, and exchange that zone's effect with either the standard effect, or 1 of the 3 special effects for that zone.



Special Tactics Zone Effects

CROWN



1. You may remove 1 Activation Token from 1 friendly Combat Unit (it may activate again this Round). If you did, place 1 Activation token on another friendly Combat Unit without an Activation token (it may not activate this Round).
2. Score 1 Victory Point.
3. Draw 1 Tactics card. Restore 1 Wound to 1 friendly Unit. Place 1 Condition token on 1 enemy Combat unit.

WEALTH



1. Target 1 Friendly unit. It gains the Order: Resilience and Iron Resolve abilities until the end of the Round.
2. Target 1 Friendly unit. Remove all condition tokens from this unit and restore up to 2 wounds for each of its destroyed ranks.
3. Restore up to 5 Wounds to 1 friendly Unit. Your opponent may then restore up to 2 Wounds to 1 of their friendly Units.

TACTICS



1. Search your Tactics Deck for 1 card and add it to your hand. Shuffle your Tactics deck. Place 1 Condition token on 1 enemy unit.
2. Target 1 friendly Combat Unit. Remove all order tokens from it. It may use its Orders again this Round.
3. Draw 1 Tactics Card from each Player's Tactics deck. When the card is played, it goes to its owner's discard pile.

COMBAT



1. Target 1 enemy Combat unit. It becomes Panicked and Vulnerable. Draw 2 Random cards from Objectives 6-10. Target 1 friendly Combat unit and attach those cards to that unit until the end of the Round.
2. 1 friendly Combat Unit may perform 1 Melee Attack Action using its lowest Attack die, and then perform a 3" Retreat Action.
3. 1 friendly combat unit may perform a 6" Charge Action. Instead of making an Attack, the Defender suffers 2 Hits +1 Hit for each rank in this unit.

MANEUVER



1. Up to 2 friendly Combat Units may pivot and shift 3".
2. 1 Friendly Combat Unit may perform 1 March Action.
3. Target 1 Friendly unit. It gains the Swift Strike and Order: Swift Retreat abilities until the end of the Round.





Game variants



In the Mist of the Neck



List building

- Each player has 6 **empty infantry trays** numbered from 1 to 6 and 3 **neutral figurines or token** representing the NCU numbered from 1 to 3. In the case of more populous armies (FF) or potentially larger number of NCU (Water Gardens + House of the Undying) players can agree in advance to have one more tray or one more NCU figure (both players must have the same number of trays and figures).
- The actual units and NCU are secretly numbered to match a blank tray or neutral figurine. It is not mandatory to follow the order (tray 1 may not correspond to any unit).



Deployment

- Applying the usual rules, each player deploys his blank trays. The trays can be deployed in any order and the trays that do not correspond to real units are lures.
- At the end of the deployment, each player removes the trays that do not correspond to real units.



NCU reveals

- As soon as a player activates an NCU to place it on the tactical board or uses one of its abilities, its identity is revealed. If the NCU is activated but doesn't claim a zone, it remains unknown to the opponent.
- When all of a player's actual NCUs are revealed, the player must remove from the game any figures that do not match an NCU and will not be able to activate them.

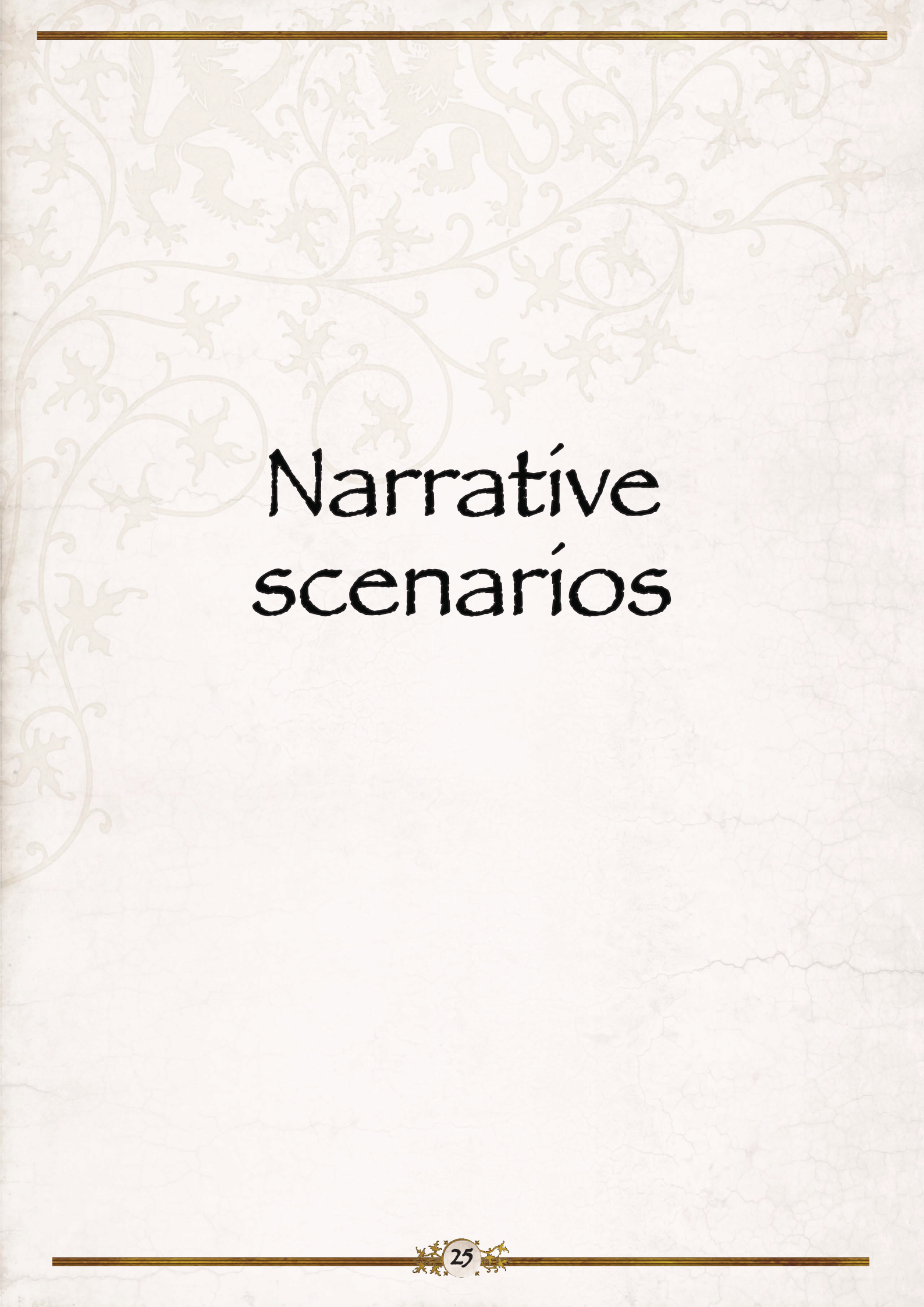


Combat units reveals

- When a blank tray finishes a move at 6" or less from an enemy blank tray or unit, the opponent can request that the unit be revealed and must in this case also reveal his own.
- When a blank tray performs a charge action, if the charge is successful, both units are revealed. If the charge fails, only the attacker reveals his unit.
- A unit can only perform a range attack action to a revealed unit and must be revealed.
- As soon as an ability or order of a unit is used, the unit is revealed.
- When a unit is revealed, replace the blank board with the actual board.
- If the revealed unit is a cavalry unit, a solo, a monster or a war machine, place the actual board by superimposing the arrows of the front arc. In case of impossibility (lack of space), place the unit at best, at the choice of the attacker. If, once placed, the unit can no longer perform the intended action (shot or charge out of range for example), the activation ends.
- A blank tray can't earn any victory point, contest or claim objective...







Narrative scenários

Saving Private Podrik



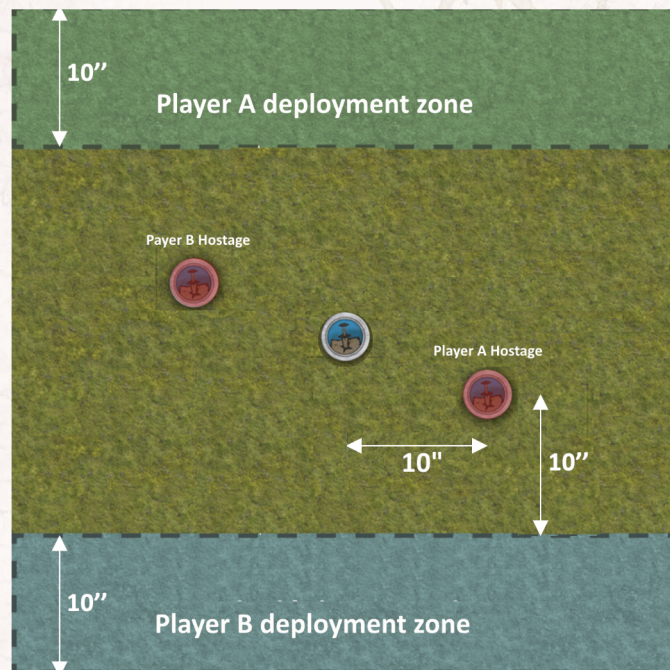
History

The battle was raging and the scrum was fierce. The generals call a strategic retreat to reorganize the troops and prepare for the next assault. During this retreat, some of the general's emissaries remained behind on the battlefield and became prime targets to be taken prisoner or saved. They have a mission order to collect in order to carry it out.

Will you be able to capture an enemy hostage and keep him prisoner while freeing the friendly hostage that is in your opponent's hands?



Set up



The **Central objective** will only serve for a possible mission, it does not grant any points otherwise.



Army lists

The army lists follow the usual rules. However, each player adds a figurine identifiable by the faction that will represent his **Hostage**. This figurine is not considered as an Attachment to all the rules of the game.



Special Hostage Rules

- When setting up the scenario, place the two **Hostages** as shown on the map.
- Take one mission decks. Among the **mission cards** 1, 5, 6, 7 and 8, randomly draw a card for each **Hostage** and keep it face down. No one should know about it. This will be the **secret mission** that the army must carry out once its **Hostage** is recovered.
- An Infantry unit whose movement tray covers an **Objective (Hostage)** even partially at the end of a move, takes it. It now controls this **Hostage**. The **Hostage** takes the place of a non attachment figurine at the location of the player choice.
- As long as a **friendly infantry unit** controls an **enemy Hostage** in its ranks, its speed is **reduced by 2** and it **cannot do any march action**.
- From the moment a **friendly infantry unit** controls **its own friendly Hostage**, the player becomes aware of the **Mission card**. At the end of each round, he checks whether the mission is completed. In this case, he reveals the mission, scores the points and discards the card (the mission can only be completed once during the game). The Objective control rules are those of Game of Throne. The mission remains active even if the player loses its **Hostage**.
- A unit can only control one **Hostage**.
- After solving a melee attack on a unit that controls a **Hostage**, if the defender fails the **panic test**, the attacker takes the **Hostage**.
- When a unit that controls a **Hostage** is destroyed, or the damage inflicted to the unit would destroy the **Hostage**, roll a **D6**. On a 1, the **Hostage** is killed and leaves the game. On another result, an enemy unit (chosen by the opponent) with which it is (or was) engaged takes the **Hostage**.
- If no Enemy unit is engaged with the unit.

Or

- If no Enemy unit is able to recover the **Hostage** (the unit is not an infantry unit or already controls a **Hostage** from which it does not want to separate).

Or

- If a unit that already controls one **Hostage** is in the situation of being able to control a second Hostage (the player concerned chooses which Hostage he keeps on his tray).

Then

- The enemy player places the **Hostage** entirely within 2" around the board of the unit that loses it and at least 1" from any element of Terrain and other tray of units.
- When a **Hostage** leaves a tray without being replaced by another Hostage, move a model to complete the hole (this is a loss).



Scoring and winning conditions

In addition to victory points earned by destroying enemy units:

- Beginning on round 2, at the end of each round, if a player controls an **enemy Hostage**, scores 1 VP.
- The first time a player retrieves his own **friendly Hostage** after he has been taken by the enemy, score 1 VP immediately. He can recover the **Hostage** by fighting or because it was abandoned on the battlefield after a previous action.
- At the end of any round, if the mission is completed, score the points awarded (for mission 5, if the enemy general was destroyed before disclosure, the mission is accomplished).
- At the end of the game, if a player controls his **friendly Hostage**, he scores 1 VP.

In the event of a tie at the end of the game, the winner is the player who still has his **Hostage** alive on one of his trays, then whose **Hostage** is still alive regardless of his situation, and then who still has the **enemy Hostage** in one of his trays. In the case of a tie at the end of these possibilities, it is the number of points remaining on the table that counts and then the number of destruction points.

Lady Donella's Hand

This scenario is largely inspired by the "Lady Donella's Hand" scenario from the Board Man Gaming site (<https://boardmangaming.wixsite.com/boardmangaming/post/lady-donellas-hand>) with the authorization of its author: Shane Hardy.

The original version brings together the Starks and the Boltons. Who can claim the poor widow's castle?



Setup and deployment

- Place the tower and 4 forests in the center of the battlefield.
- Place 4 objectives 18" from the deployment flank and 6' from the table edges.
- No other Terrain is added.



Special rules (Objectives)

- This scenario uses the mechanics of the game mode "Here we stand" to which objectives are added.
- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special rules (Tower)

- The tower has special rules: **Block line of sight**, **Impassable**.
- To control the tower, you must have units whose tray partially overlaps one of the forests near the tower.
- When activated, instead of claiming a zone, an NCU can be placed on the tower (only one per player). The point value of the NCU will be added to the total unit points to determine the control of the tower.
- The tower is controlled by the player who totals the most points and at least 5 army points in contact with the forests: total of the value of fighting units, attachments and the possible NCU placed on the tower. The General counts for 3 points. In case of a tie, no one controls the tower.
- When the players score VP, all the units of the player who controls the tower in contact with the forests suffer D3+2 Hits.



Scoring

- Starting from round 2, at the end of each round, the player who controls the tower scores 2 victory points.
- From round 2, at the end of each round, players score 1 victory point per objective controlled.

You Tube <https://youtu.be/0GJAYuoJbFo?si=iQ6Z02p7wfdNPpZh>

Desolation of the Riverlands

This scenario is largely inspired by the Board Man Gaming's "Desolation of the Riverlands" from Board Man Gaming (<https://boardmangaming.wixsite.com/boardmangaming/post/desolation-of-the-riverlands>) with permission from its author: Shane Hardy.



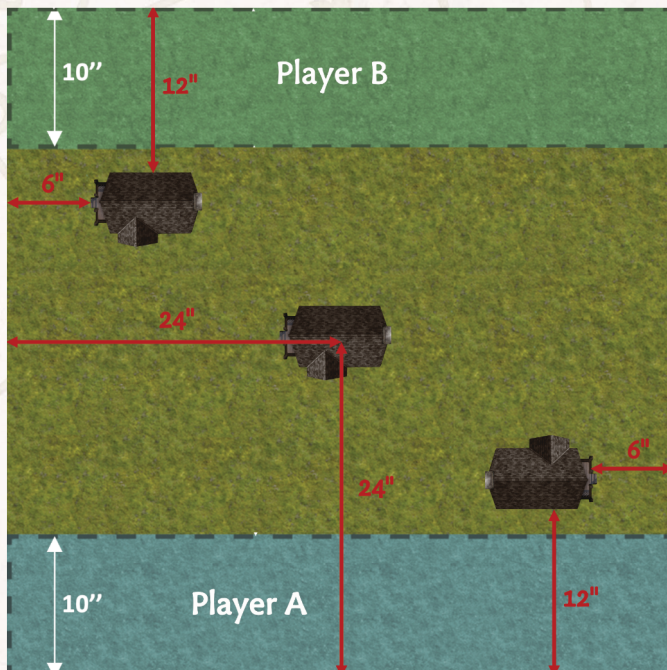
Setup

- Place the 3 houses as on the map.
- No other Terrain is added.
- Each player has "flame" Token of a specific colour.



Special rules (Houses)

- Houses have special rules: **Block line of sight** and **Impassable**.
- A unit within 1 inch of a house can use **Melee attack** action to set fire. The player places a flame token of his color next to it.
- A unit at 1 inch from a burning house can use **Melee attack** action to extinguish it. It suffers D3+1 damage.
- Houses on fire inflicts -1 to **Panic tests** for all units Short range.



Scoring

- Destroyed units earn 1 VP (usual rules).
- The house in the center, if it is on fire, gives 1 VP to the player who set it on fire.
- The house located near a player's deployment area, if it is on fire, gives 2 VP to his opponent.





Épíc mode



Epic Mode Scenario Upgrade Proposal

When playing in 40-point format, the victory conditions are based on the ability to score 10 points before your opponent.

Due to the increase in army points, during Epic encounters, this total has increased to 18 points.

As the scenarios played are not always suitable for this mode, we therefore propose adding the following Epic rules:

40-point armies are composed of 4 to 5 combat units; in 80-point format, we can significantly increase the number of our combat units. This allows for the mechanical addition of possible victory points by destroying units, in effect:

- In 40 pts, you score between 2 and 4 destruction points out of the required 10.
- In Epic mode, you can expect to increase your destruction points; we'll assume you'll score at least 2 more points in this mode where there are more units.
- We can therefore imagine that the 10 victory points can easily be increased to 12 without taking any action on scenarios already played.

This raises the issue of the 6 points missing to reach the required 18 victory points.

The idea would be to add a complementary mode

based on terrain control to the objectives of the original scenarios. The battlefield dimensions are 120 cm x 180 cm (48 inches x 72 inches), allowing for the division of 6 identical sectors (60 cm x 60 cm) (24 inches x 24 inches).

To represent the advance of your troops from round 2 onwards (as for scoring on objectives): for each sector captured from your opponent, score 1 victory point.

This generic add-on can be applied to all scenarios without affecting the chosen game mode. It can make it easier to obtain the points needed to win the battle.

You will need to maintain your wings and reinforce your center according to the enemy's advances and offensives, while also playing your mission.

Note: In reality, capturing enemy sectors will generally only be possible after destroying the opposing units defending them.

An enemy sector is occupied if and only if:

- No enemy troops are present there (the unit's center is in the sector in question).
- Solos cannot prevent the capture of a sector alone (unless the army is composed exclusively of Solos).

Epic Battle



Lists

- 80 points including units, attachments, and NCUs (no free attachment points).



Setup

- The terrain layout is a suggestion. The idea is to create a "nature" zone with forests, hedges and bogs and a "village" zone. Houses have the keywords **blocks line of sight** and **impassable** but can be replaced with palisades.
- Place the 7 objectives as shown on the map.
- Randomly assign each objective a card from the objective deck.



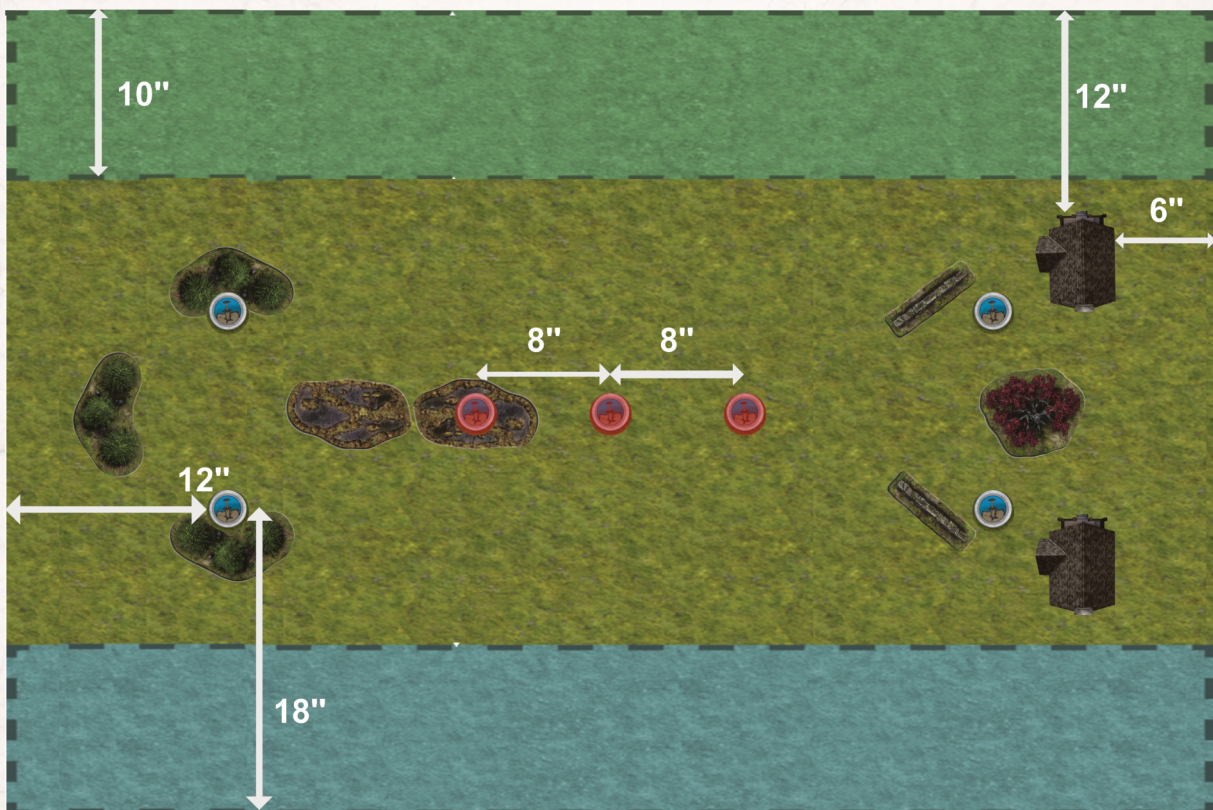
Special Objective Rules

- Blue objectives are played as in the Game of Thrones game mode.
- Red objectives are played as in the Dance with Dragons game mode.
- A unit can only control 1 objective at a time. In the case they would control more than 1, the player choose which one is controlled.



Scoring and Victory

- Starting with round 2, at the end of each round, score 1 VP per controlled objective.
- The game is played to 18 points.



The Shadow on Westeros

A dark, ancient and forgotten force awakens in the depths of Westeros. Whispers haunt the woods, the dead refuse to rest, and even the bravest feel the echo of a fatal fate. As the Houses clash, the Shadow creeps into every battle, altering the world's rules.



Lists

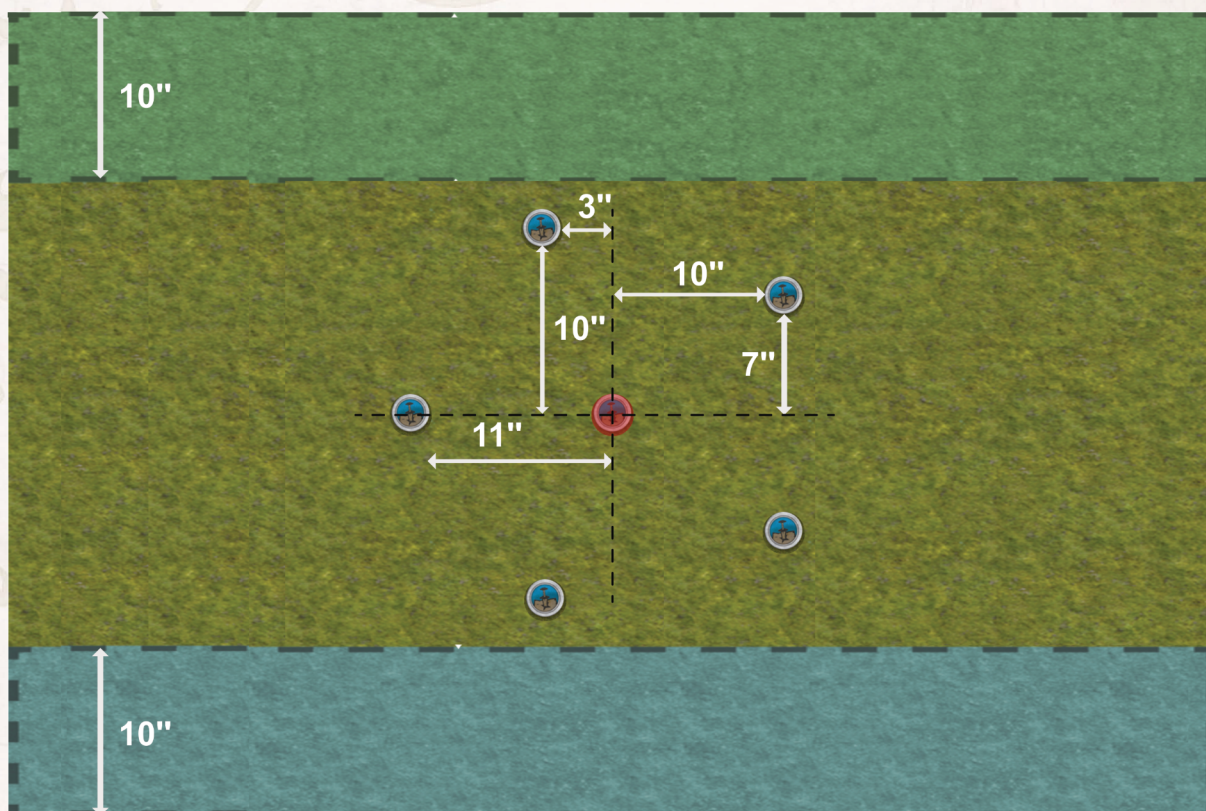
- 50 to 80 points including units, attachments, and NCUs (no free attachment points).



Setup

Place 6 Objective tokens on the battlefield:

- One in the center that represents the **Forgotten Throne**.
- Five others, forming a pentacle, representing the **Ancestral Pillars** that hold the Shadow.



special rules (Objectives)

- A unit ending a move with its tray entirely overlapping a token Claims that token.
- A unit Controls a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining Ranks. The moment this happens it immediately stops Controlling that token.
- Solo units count as having remaining Ranks equal to their remaining Wounds for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.



Special rule: The Shadow extends

- At the end of each round (after scoring VP), reveal a Shadow's event. This event affects all players for the entire next round: roll a D6 and apply the effect described in the following table.

Shadow's Effect Event

- 1: Mists of Oblivion**
The range for all abilities and ranged attacks is reduced for all units. Short range = 4", long range = 10", "unlimited" range = 15".
- 2: The Dead Rise Up**
At the end of each Melee attack, if the defender has suffered at least 1 wound, the attacker suffers a **Melee attack** from a Revenant: 3 dice 4+. The Revenant then disappears.
- 3: Ancestral Cold** 
All units suffer -1 on their movement this Round.
- 4: Void Blast**
Each unit immediately suffers a Panic test with -2 on their dice roll. If they fail, they suffer 2 Wounds instead of D3. These 2 Wounds cannot be reduced in any way.
- 5: Voice of Darkness**
Unnamed attachments lose their abilities.
- 6: Dark Resurgence**
The player with the fewest VP can redeploy one of his destroyed units not activated with half of their Wounds and no attachment (infantry unit with 6 models, a dragon with 4 Wounds...) in his deployment zone. In case of a tie, no units return.



Special rule: Corruption of the Pillars

- Starting with round 2, at the beginning of each round, a randomly drawn Uncorrupted Ancestral pillar objective is **Corrupted** by the Shadow.
- A unit that controls a **Corrupted objective** suffers -1 in Morale tests and -1 Attack dice.



Scoring and Victory Points

- Destroy an enemy unit: 1 VP.
- Beginning in Round 2, at the end of each Round, each player scores 1 VP for each Objective they Control. If the objective is **Corrupted**, after scoring the points, the unit suffers a Panic Test with -2 instead of -1 from the Corrupted Objective to their roll.
- Once per game, the player who controls the **Forgotten Throne** scores +1 VP.
- The player that controls 3 **Ancestral Pillars** objectives at the end of any Round scores +1 VP.





Game elements













A Song Of Ice & Fire
Alternative scénarios & Game mode

A European co-production staged by
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