Game of Thrones

Reference Sheet

Game Turn

1. The Westeros Phase.
2. The Planning Phase.
3. The Action Phase.
4. The Combat Phase.

1. The Westeros Phase

1. Advance Game Round Marker.

2. Draw Westeros Cards.

Reveal the top card of all three Westeros Decks.

3. Advance Wildling Track.

Count the number of Wildling icons on the three revealed Westeros cards and move the Wildling Threat token that many spaces on the Wildlings track. If the Wildling Threat token reaches position '12', a Wildling Attack is immediately resolved (ignore any surplus Wildling icons). See page 22 for resolving Wildling Attacks.

4. Resolve Westeros Cards.

Resolve each Westeros Card in order by deck number. Read the card's text and implement its effects.

2. The Planning Phase

1. Assign Orders.

Each player must place exactly one Order token facedown on each area he controls that contains at least one of his units. All players place their orders simultaneously. An area cannot be assigned more than one Order token. While players may not reveal placed orders, they are free to plead, and/or suggest strategies to each other during this step.

2. Reveal Orders.

All orders assigned to the board are revealed simultaneously. Turn all orders face up. They will be resolved during the Action Phase.

3. Use Messenger Raven.

As described on page 11, the player holding the Messenger Raven token may perform one of the following actions:

Replace an Order Token: Swap one of his Order tokens on the board for one of his unused Order tokens.

Look at the top Wildling Card: After looking, he may choose to return the card facedown to the top of the deck, or place it facedown at the *bottom* of the deck. He may share the information found on the card with other players, but may not show the card to others.

Whenever a player uses the Messenger Raven, he flips the Messenger Raven token over to its faded side, indicating it has been used.

3. The Action Phase

1. Resolve Raid Orders.

In turn order, each player resolves one of his Raid Orders. If a player has no such orders remaining, he skips any further action during this step.

Cycle through the turn order, with each player resolving one of his Raid Orders, until no Raid Orders remain on the game board. See page 14 for Raid Order effects.

2. Resolve March Orders (and any Combat).

In turn order, each player resolves one of his March Orders. If a player has no such orders remaining, he skips any further action during this step.

Cycle through the turn order, with each player resolving one March Order at a time, until no March Orders remain on the game board. See page 15 for March Orders and pages 17-21 for Combat.

3. Resolve Consolidate Power Orders.

In turn order, each player resolves one of his Consolidate Power Orders. If a player has no such orders remaining, he skips any further action during this step.

Cycle through the turn order, with each player resolving one of his Consolidate Power Orders until none remain on the game board.

4. Clean-up.

All remaining Support and Defence Orders are removed from the board and all routed units are stood to their upright position (see "Retreats and Routing" on page 21). The Messenger Raven and the Valyrian Steel Blade tokens are both flipped to their non-faded side.

Card Icons

Sword Icon

Causes one casualty to the defending player at the end of combat (if icon is present on victor's House card).

Fortification Icon

Prevents one casualty to the defending player at the end of combat (if icon is present on victor's House card).

Skull Icon (Tides of Battle cards)

Causes one casualty to the opposing combatant at the end of combat. This casualty cannot be prevented by Fortification icons.

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Westeros Cards

Winter is Coming.

Shuffle this Westeros Deck (including this card) and draw another card. Resolve that card, including possible Wildling icons. Repeat if 'Winter is Coming' is drawn again.

Last Days of Summer.

Nothing happens. Proceed to resolve the next Westeros card.

Mustering.

In turn order, players muster new units in every one of their areas containing a Castle or Stronghold.

Supply.

In turn order, players adjust their Supply tokens on the Supply Track. Then each player must reconcile his armies to ensure they conform to his new supply limits.

A Throne of Blades.

The holder of the Iron Throne token chooses one of the following:

a) All players are allowed to muster units.
b) All players must update their supply and reconcile armies.
c) Nothing happens.

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In turn order, each player collects one power token from the Power Pool for each power icon present in areas he controls. Each player also collects one power token for each friendly port containing a Ship (as long as there are no enemy Ships in the adjacent sea area).

Clash of Kings.

Remove all influence tokens from the three Influence Tracks. Then each player bids for position on each track, starting with the Iron Throne Track.

Dark Wings, Dark Words.

The holder of the Messenger Raven token chooses one of the following:

a) All players must bid for position on the three Influence Tracks.
b) All players collect power tokens for each power icon and port they control.
c) Nothing happens.

Wildlings Attack.

The Wildlings attack Westeros with the current strength indicated on the Wildling Track. All players must bid power to bolster the Night's Watch and prevent a Wildling victory.

Rains of Autumn.

Players cannot assign their Special March +1 Order during the upcoming Planning Phase.

Storm of Swords.

Players cannot assign any Defence Orders during the upcoming Planning Phase.

Sea of Storms.

Players cannot assign any Raid Orders during the upcoming Planning Phase.

Feast of Crows.

Players cannot assign any Consolidate Power Orders during the upcoming Planning Phase.

Web of Lies.

Players cannot assign any Support Orders during the upcoming Planning Phase.

Put to the Sword.

The holder of the Valyrian Steel Blade token chooses one of the following:

a) Players cannot assign their Special March +1 Order during the upcoming Planning Phase.
b) Players cannot assign any Defence Orders during the upcoming Planning Phase.
c) Nothing happens.

Game Board Icons

Stronghold.

Can muster two points of units in its area during mustering. Control of Strongholds contributes to a player's victory condition.

Castle.

Can muster one point of units in its area during mustering. Control of Castles contributes to a player's victory condition.

Supply.

Provides its controller with an advance on the Supply Track.

Power.

Provides one additional Power token when a Consolidate Power token is resolved in this area.

Bridge.

Connects two areas otherwise considered not adjacent due to being separated by a river.

Port.

Ship units must be mustered (from its connected land area) into a Port. Ship units may move to and from a friendly Port into its connected sea area.