

A SONG OF ICE & FIRE

TABLETOP MINIATURES GAME

RULEBOOK

WORK IN PROGRESS

CM
ON

DARK SWORD
MIDIACURES, LLC
taking miniatures to the next level.



INTRODUCTION

The War of the Five Kings officially began in 298 AC, and traces its primary roots to the simmering tension shared by House Lannister of Casterly Rock and House Stark of Winterfell. Scholarly consensus names Lord Eddard Stark's arrest by King Joffrey Baratheon I as the primary catalyst behind House Stark's attempted secession, and, ultimately, the War of the Five Kings proper.

With Lord Eddard's arrest, his firstborn, Robb Stark, and many Northern bannermen mounted an armed advance south to free Lord Eddard from Lannister hands. Robb Stark's forces consisted largely of sworn men, known for their fierce loyalty forged under Lord Eddard's thoughtful leadership. It should be noted that freedom for Lord Stark was their primary goal, not the Iron Throne itself.

Upon the Iron Throne sat the newly crowned King Joffrey I, direct heir to King Robert, and heir to Casterly Rock. King Joffrey's well-documented volatility found temperance at the hands of his mother, the formidable Queen Cersei. Thus, while the Iron Throne itself commanded little loyalty by grace of King Joffrey's natural charms, gold washes away many sins, and Casterly Rock and its vast vaults lent ample weight to King Joffrey's claim.

Lord Stannis Baratheon had long gathered his strength at Dragonstone, some say in anticipation of this 'imminent' civil instability. Although his land forces paled in comparison to many participants, his command of the royal navy provided superior mobility, and allowed even such meagre numbers to pose a significant threat to coastal holdings.

Lord Renly Baratheon, King Robert's youngest brother, successfully negotiated marriage to Margaery Tyrell of Highgarden, which provided the strength of arms necessary to lend weight to his claim on the Iron Throne, arguably the weakest. Indeed, Lord Renly fielded the largest of all armies involved in the War.

Lastly, straining under the Iron Throne's yoke, Lord Balon Greyjoy of the Iron Islands saw a timely opportunity to secede from the Seven Kingdoms and establish the Iron Isles as sovereign nation once more. Using Lord Robb's advances south of the Neck as a distraction, Lord Balon managed to carve significant winnings from the Northlands.

While many a ruler's passing has caused marked instability in its wake, it can be safely said that King Robert I's death brought about the bloodiest, and most devastating conflict ever seen in the Seven Kingdoms.





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GAME COMPONENTS



8 Attachment Cards



7 Unit Cards



2 Reference Cards



4 Non-Combat Character Cards



10 Objective Cards



15 Secret Objective Cards



52 Tactics Cards



1 Rulebook



1 Scenario Book



2 Measuring Sticks



1 Tactics Board



1 First Player Marker



5 Weakened Tokens



5 Panic Tokens



5 Objective Tokens



10 Dice



1 Round Track Token



14 Activation Tokens



5 Vulnerable Tokens



5 Wound Tokens



15 Victory Point Tokens

15 Terrain Tokens



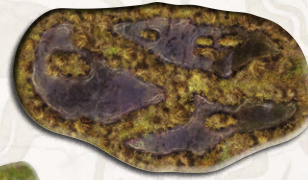
3 Castle wall Section



2 Palisade / Low Wall



2 Spikes / Hedge



2 Bog



4 Corpse Piles



4 Weirwood Tree



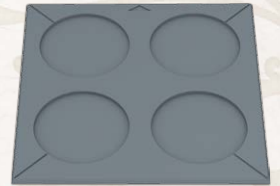
1 Trees



1 Solo Movement Tray



7 Infantry Movement Trays



1 Cavalry Movement Tray

103 Miniatures



Greatjon Umber



Grey Wind



Robb Stark



Catelyn Stark



Sansa Stark



Jaime Lannister



Cersei Lannister



Ser Gregor
"The Mountain"
Clegane



Tyrion
"The Imp"
Lannister



2 Stark Sworn
Sword Captains



2 Stark Sworn
Sword Bannermen



22 Stark Sworn Swords



1 Umber
Champion



11 Umber Berserkers



4 Stark Outriders



11 Mountain's Men



1 Mountain's Men
Bannerman



2 Lannister Guard
Captains



2 Lannister Guard
Bannermen



22 Lannister Guards



1 Lannister
Assault Veteran



1 Lannister
Halberdier
Bannerman



11 Lannister Halberdiers

WORK IN PROGRESS



GAME OVERVIEW

A Song of Ice & Fire: Tabletop Miniatures Game has players acting as leaders of the massive armies of Westeros in an attempt to win the War of the Five Kings. Players control various units, ranging from basic infantry, thundering cavalry, to grand warmachines and creatures. In each game players will attempt to accomplish various goals, ranging from controlling territory to accomplishing secret objectives to claim victory.



GETTING READY TO PLAY



GAME MODES & ACHIEVING VICTORY

There are five Game Modes available, each offering a different way to play. Players may either agree upon a chosen Game Type or choose randomly. The five Game Types are:

- A Game of Thrones
- A Clash of Kings
- A Storm of Swords
- A Feast for Crows
- The Winds of Winter

The Scenario Book contains detailed descriptions of all the available Scenarios and related Game Types. Once a scenario has been chosen to play, it must be setup on the play area (also known as the *Battlefield*).

The game is won when a player gains a specific number of **Victory Points**, based on the Game Size:

- **Small:** 10 Victory Points
- **Medium:** 15 Victory Points
- **Large:** 20 Victory Points

At the end of any round, if a player has the listed number of Victory Points, and has more VP than any other player, that player wins. However, each game also only lasts a **maximum of eight rounds**. If, after that time, a winner has not been declared, then the player **with the most victory points wins**.

Each Game Type will list specific rules for obtaining Victory Points. The Game Type will also list any special rules for setting up the Battlefield, including how much terrain should be used.

- Players should take turns placing Terrain across the Battlefield, as outlined by the Game Type.
- Beginning with the first player, players will alternate deploying their **Combat Units** (see more on page X) into their **deployment zones**, as dictated by the Game Type. This will continue until all units have been deployed.
- Both players roll a die. The player who rolls highest becomes the **First Player**. Give them the First Player Token. In case of a tie, the players roll again.
- Both players then draw 3 cards from their Tactics Deck.

Once these steps are complete the first round will begin.





GAME ROUND

Each game is played over a series of **Rounds**, with each round being broken into the following two phases:

1. ACTIVATION PHASE

The **First Player** will begin by selecting one of their units to **Activate**. That unit will then perform an action, gaining an activation token (to remind all players that it has activated this round) and then play will pass to their opponent, who will then activate one of their units. This will continue back and forth until **all units have activated**. On a player's turn they **must** activate a unit if they have units left to activate - they cannot voluntarily pass their turn!

2. CLEAN-UP PHASE

After all units have activated, the Clean-Up Phase begins. During this phase, the following steps should be taken:

- Check to see if **Victory Conditions** have been met.
- Remove all **Activation Tokens** from all units.
- Remove all miniatures from the **Tactics Board**.
- Remove any **NCU Cards** from units they are influencing.
- Players may freely discard any **Tactics Cards** from their hand, and then draw until their hand contains **at least 3 Tactics Cards**.
 - *Note that there is no limit to the amount of Tactics Cards in a player's hand. But they will only draw more if their hand contains less than three.*
 - *Tactics Decks are not replenished when they are used up! If a player should ever attempt to draw cards from their deck, but that deck does not contain enough cards, they only get to draw however many they can.*
- Pass the **First Player Token** to the other player.
- Advance the **Round Token** by 1.

Once these steps are done the new round will begin.



UNITS AND MOVEMENT TRAYS

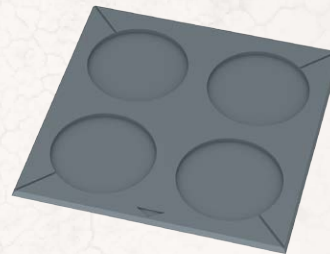
Units are represented by miniatures on various **Movement Trays**. Each Movement Tray has a notched arrow showing its **Front**. This is important as it determines which way a unit is **facing** as well as **what it can see** (*this will be covered in greater detail later*).

When placed into their respective Trays, miniatures should all face forward to avoid confusion.

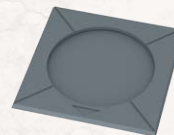
- **Infantry Tray:** Infantry are arranged into three **Ranks** of four miniatures each on a singular tray.



- **Cavalry Tray:** Cavalry are arranged into two **Ranks** of two miniatures each on a singular tray.



- **Solo Tray:** Singular, larger miniatures may be organized on a tray by themselves:



- **Warmachine Tray:** Warmachines, and some larger miniatures, may be organized on these trays:



Individual miniatures on a tray represent the total **Hit Points (HP)** of the unit, and are removed as the unit takes damage. It is important to note, however, that a unit's remaining **Ranks** are what will determine most of its capabilities, not how many individual miniatures remain!

UNIT TYPES

There are three types of Units in **A Song of Ice & Fire: Tabletop Miniatures Game**. They are:

- Combat Units
- Unit Attachments
- Non-Combat Units

Each type comes with their own Stat Card, which shows their various powers and abilities.

• COMBAT UNITS

Combat Units represent bands of troops fighting on the battlefield for your cause. Their cards contain the following information:

To Hit Value

When a unit rolls its attack dice, each die that rolls this number or higher is a Hit.

Speed

This number represents how fast the unit can move.

Attack Dice

All units have one or more types of Attack, which will be either **Melee** or **Ranged**. The three numbers show how many attack dice a unit will roll, based on its remaining Ranks: **Green** value for three Ranks, **Yellow** value for two Ranks, and the **Red** value if the unit has been reduced to one remaining Rank!

A slight exception to this are Cavalry units, who only have two values (due to only having two Ranks) and Solo models, who do not have Ranks at all, and thus never lose dice!



Defense

When a unit is attacked, it will roll a number of dice (equal to the incoming hits) to try to defend itself. Each die that rolls its Defense value or higher successfully blocks a Hit from that attack.

Unit Type

This icon shows whether the unit is an Infantry, Cavalry, Non-Combat, Solo, or Warmachine unit. Many different Abilities and effects will target only specific Unit Types.

Morale

Morale represents the mental resolve and defense of the unit. We will cover how this is used on page XX.

Abilities

Units have various Abilities. Each is unique, but its full rules will be explained on the unit's Stat Card. Abilities are passive and always active unless specifically stated otherwise. In addition, some Abilities might have icons next to them - these act as quick visual reminders as to when the ability is used.

Some examples:



These Icons show that the Ability is related to the Unit's Attack.



This icon shows that the unit can join together with another unit of the same type to gain powerful benefits.



• UNIT ATTACHMENTS

Unit Attachments are special types of miniatures that can be added to Combat Units, drastically increasing their power and abilities. When an Attachment is placed in a unit, it will grant that unit additional special Abilities.

A unit may only ever have 1 Unit Attachment at any time. An Attachment can only be added to units of the same Unit Type (ex. An Infantry Attachment cannot be added to a Cavalry unit).



• NON-COMBAT UNITS

Non-Combat Units represent the various individuals and forces working away from the battlefield- influencing the fight from afar with their tactical prowess or political manipulations. These miniatures interact with the **Tactics Board**, which will be explained later.



• INFLUENCE •

Some NCUs have abilities that allow them to attach their card to units, causing benefits or penalties to that unit. It is important to note that this is not the same as a Unit Attachment, and thus is not restricted by the "1 Unit Attachment per Combat Unit" rules.



BASIC CONCEPTS

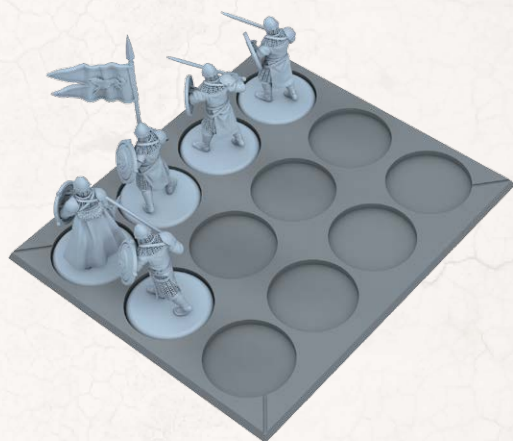


COMBAT UNITS AND RANKS

The most important aspect of a Unit is its remaining **Ranks**. Many gameplay elements will reference them, such as when determining its total Attack Dice. **As long as there is at least one miniature remaining in a Rank, the unit is considered to have that Rank.**



EXAMPLE: This unit of Stark Sworn Swords started with twelve miniatures, but has suffered four casualties. It has now been reduced to only having 2 Ranks.



If it were to then lose another three miniatures, leaving just 1 in its second Rank, it is still considered to have 2 Ranks until that last miniature is killed.



MORALE TESTS

A unit's **Morale** is a measure of their mental fortitude on the battlefield. Several Abilities and situations might cause a unit to make a **Morale Test**.

When a unit makes a Morale Test, it must roll 2 dice. If the combined result is **equal to or higher** than the unit's Morale Stat, they have passed the test. Otherwise, they have failed.



EXAMPLE: A unit of Stark Sworn Swords has a Morale of [6] and is forced to make a Morale Test. Their owner rolls 2 dice and the combined total is [7]. They have passed the test!

PANIC TEST: The most common type of Morale Test a unit will be forced to take is a **Panic Test**, which will most commonly result from being attacked by an enemy or failing a charge. When a unit makes a Panic Test, it rolls 2 dice and compares the result to its Morale Stat, as explained above. If it fails to meet its Morale Stat, however, the unit immediately suffers 1 automatic casualty for each point it failed its test by!

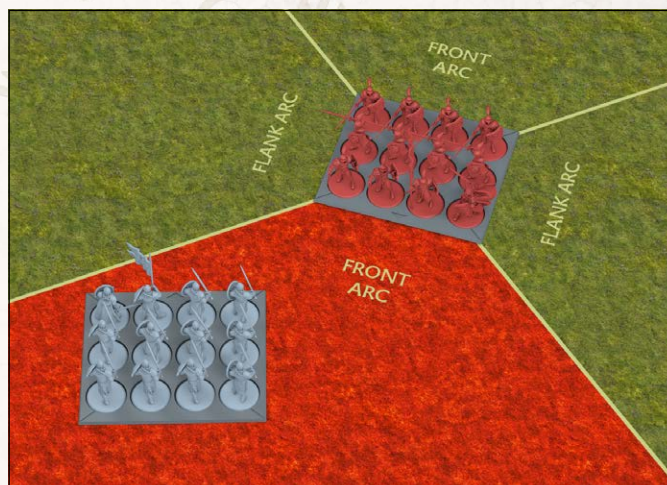


EXAMPLE: A unit of Lannister Guards is forced to take a Panic Test. It has a Morale Stat of [7] but unfortunately the combine rolls add up to only a [4]! The unit will suffer 3 automatic casualties from the test!

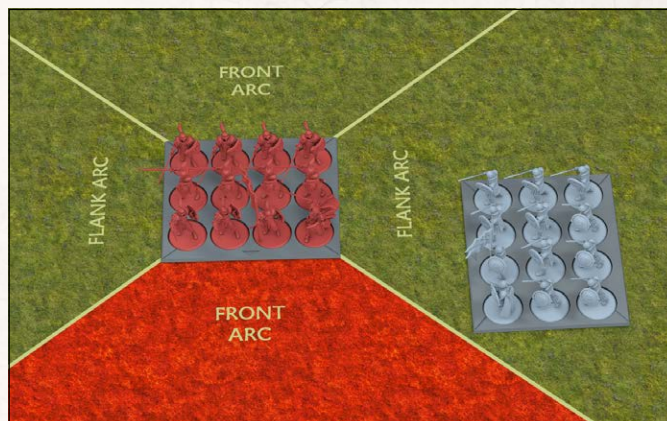
LINE OF SIGHT

A unit's Line of Sight determines what it can and cannot see. This is important for a number of reasons, but mostly to determine what it can target when making **Charge Actions** and **Ranged Attacks**.

Each unit tray has notches on its corners to denote its **Line of Sight Arcs**. Units have **Front**, **Flank**, and **Rear** Arcs. Units can see anything that lies in their Front Arc. We will see the importance of Arcs in the **Charging** section (on page XX) but it should be noted that in most cases, units receive bonuses for attacking an enemy in their **Flank** or **Rear**.



EXAMPLE 1: The Mountain's Men Unit can see the Umber Berserkers Unit because it is in their Front Arc.



EXAMPLE 2: The Mountain's Men Unit cannot see the Umber Berserkers Unit because it is not in their Front Arc. The Umber Berserkers are considered to be in the Flank Arc of the Mountain's Men.





PLAYING THE GAME



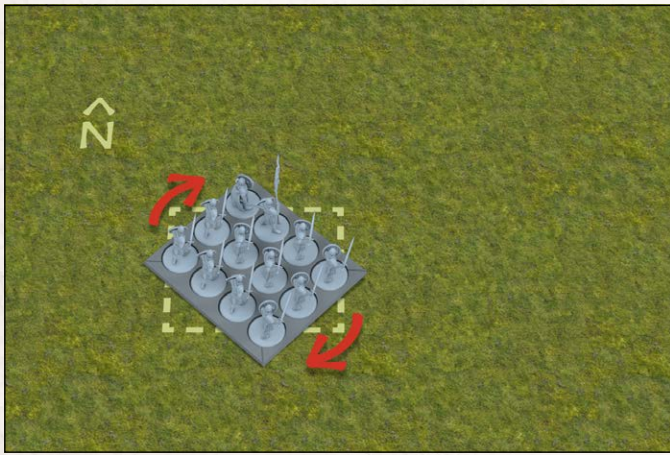
ACTIVATING A UNIT

On your Turn, you must select one of your Units to activate. If it is a **Combat Unit**, then the unit will perform one Action (remember to place an Activation Token next to it to show it has been activated this round). Once that action is complete, play passes back to your opponent. **Non-Combat Units** function a bit differently, and will be covered later (see page XX). If you have no units left to activate, you will pass your turn until your opponent has activated all their remaining units. Only once all units have been activated will the **Activation Phase** end and the **Clean-Up** Phase begin.

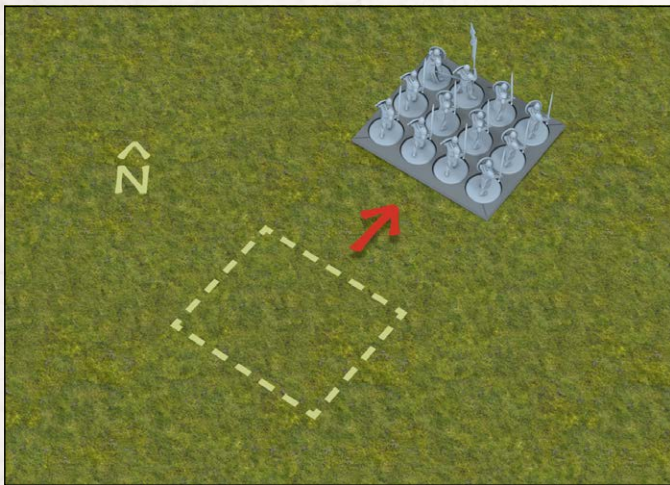
When a Combat Unit activates, it will select one of the following actions to perform:

• MANEUVER

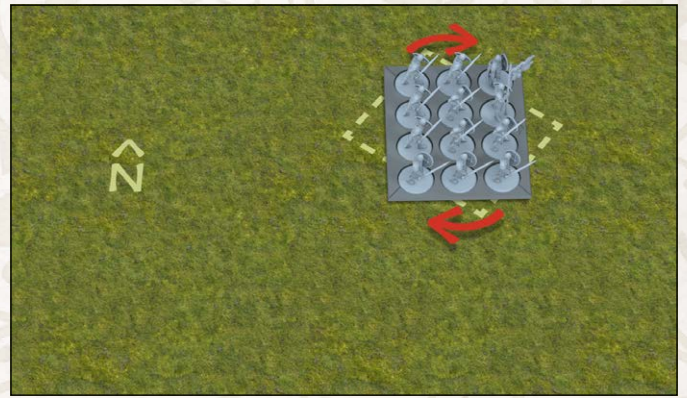
When a unit Maneuvers, it may **Pivot** to any facing, move **up** to its **Speed** stat, and then may **Pivot** again to any facing.



EXAMPLE: The Combat Unit begins facing North. It pivots slightly...



and then moves its Speed value.



It then decides it wants to Pivot again after moving, facing East after its final Pivot.

• PIVOTING •

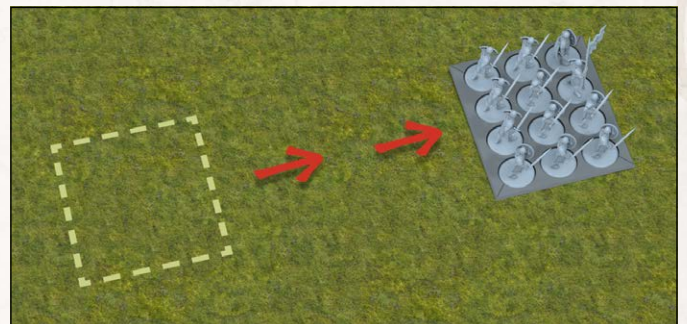
Many actions will allow a unit to Pivot: When a unit pivots, it may be rotated along its center to any facing. Units may ignore other unit's trays (both friendly and enemy) when pivoting, but may never end a pivot overlapping another unit.

• MOVING AND OTHER UNITS •

When moving, units may move through friendly unit's trays, as long as they do not end that move overlapping another tray. A unit may **never** contact an enemy unit when it moves unless it is performing a **Charge Action**.

• MARCH

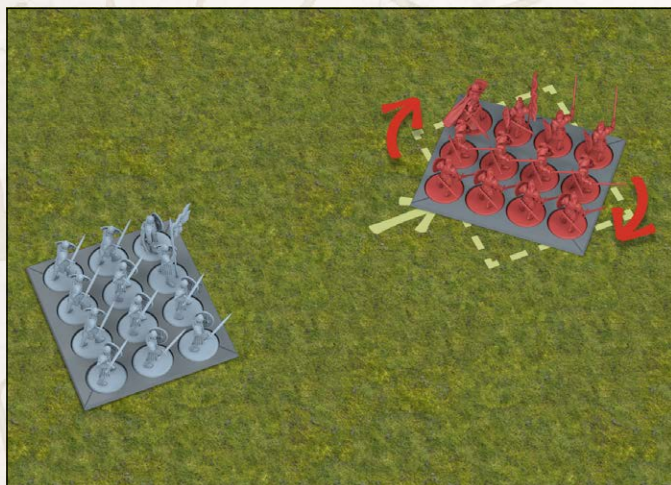
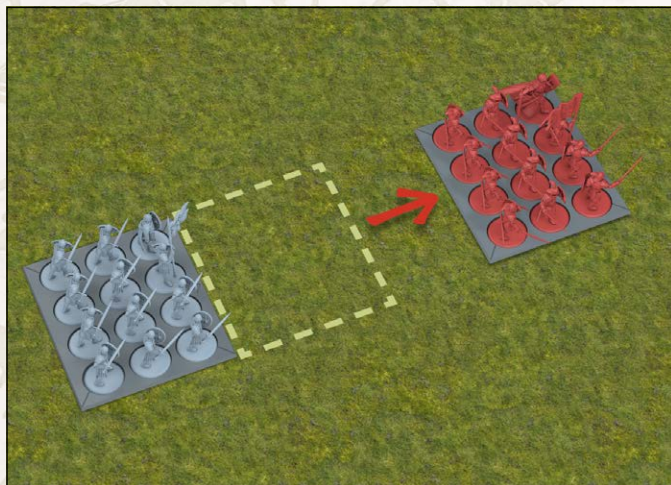
The unit moves directly forward up to **TWICE** its **Speed** stat, and then may Pivot.



WORK IN PROGRESS

• RETREAT

A unit may leave combat with an enemy. To do so, it must first make a **Panic Test**. It moves away from an enemy **up to twice its Speed stat** (exactly as if it were *Marching*). It may then **Pivot** to any facing.



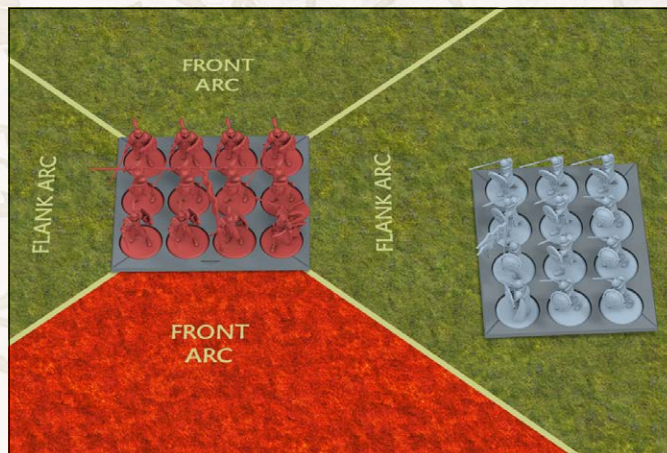
EXAMPLE 1: A Lannister Guards Unit decides to **Retreat** from the Stark Sworn Swords Unit. After its **Panic Test**, it moves directly away then **Pivots** to face the Sworn Sword unit.

• CHARGE

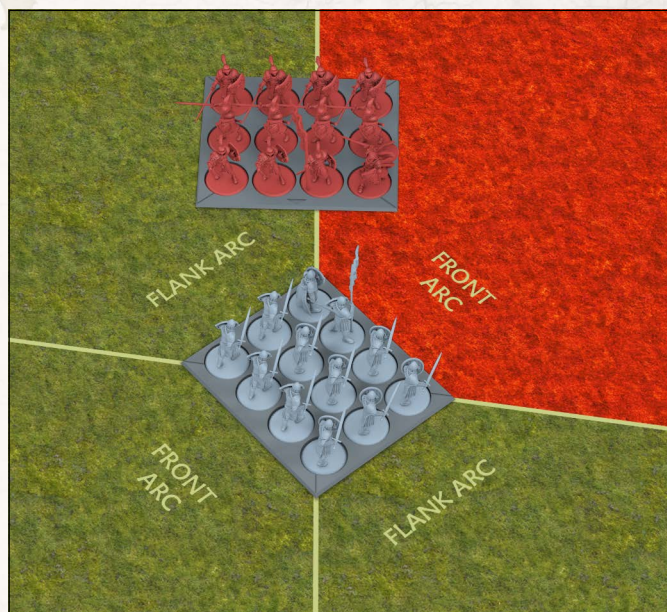
Charging allows a unit to move into contact, and then **Attack**, an enemy unit. To perform a **Charge**, the following steps are done:

- 1. Declare Target:** The activating unit must target 1 enemy in **Line of Sight**. A unit may never **Charge** an enemy it cannot see.
- 2. Check Target's Line of Sight:** Which **LoS Arc** the Charging unit begins in is very important, as it determines where it will actually end up, as well as what bonuses it will gain for **Charging** the enemy.

Which Arc an enemy is in is always determined from the unit being Charged. If an enemy unit crosses over multiple Arcs for a unit, use the Arc that the **majority** of the enemy unit is in. If a unit is split exactly 50/50 between Arcs, the **attacker** may choose which arc to impact.



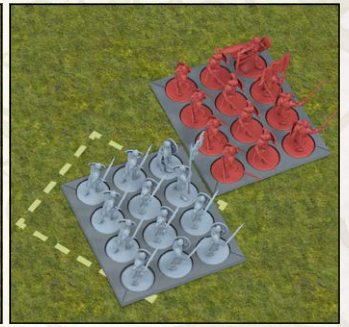
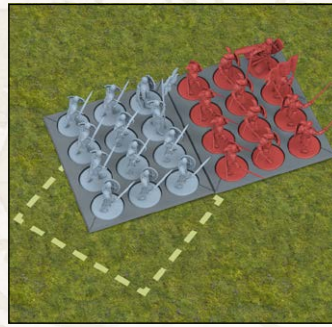
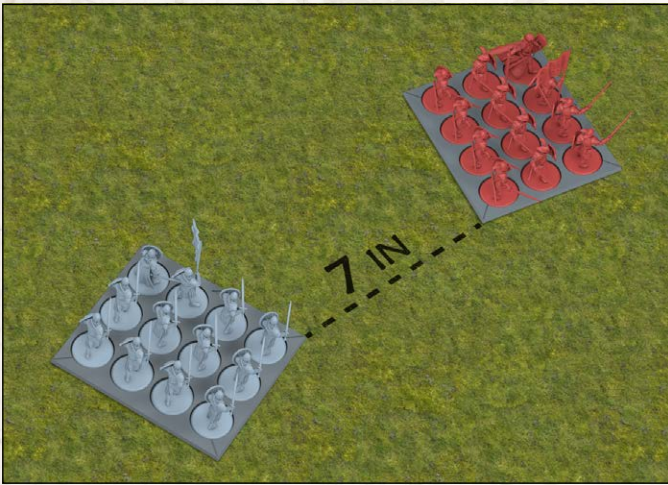
EXAMPLE 1: A Stark Sworn Swords Unit declares a **Charge** against the Lannister Guards Unit. The Stark Sworn Swords will impact the Lannister Guards' **Flank**.



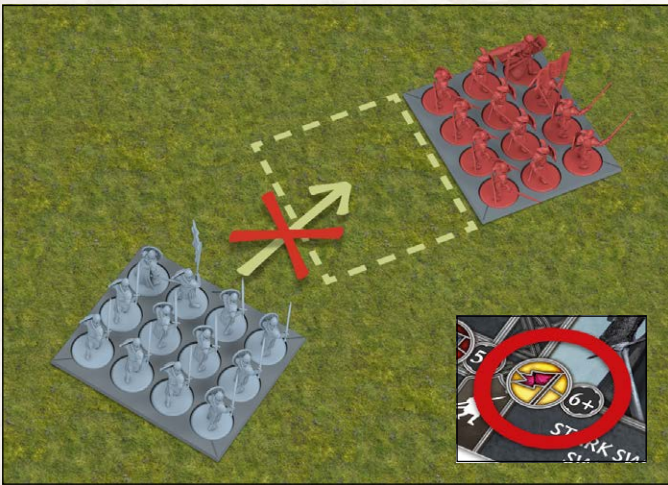
EXAMPLE 2: A Lannister Halberdier Unit declares a **Charge** against the Umber Berserker Unit. It will impact the Umber Berserker's **Flank** because the majority of the Lannister Halberdiers are in the Umber Berserker's **Flank Arc**.

3. Pivot Attacker and Measure Charge Distance: Next, the attacking unit is allowed 1 **Pivot**. They will then measure the closest point from their **Tray** to the closest point on the enemy **Tray**. This will determine the total distance they will need to cover to successfully **charge**.

4. Roll for Charge Distance: The unit will then roll 1 die and move its **Speed** plus the die roll directly toward its target. Be warned, however, that many factors can cause a unit to fail a **charge**, such as terrain or men's resolve wavering at the last moment, leading to disastrous results for the attacker! If a [1] is rolled for the **Charge Distance**, or the total distance moved was not enough to contact the target, the result is a **Failed Charge**! Something has caused the unit to waver at the last moment. The unit does not move, and must immediately make a **Panic Test**.

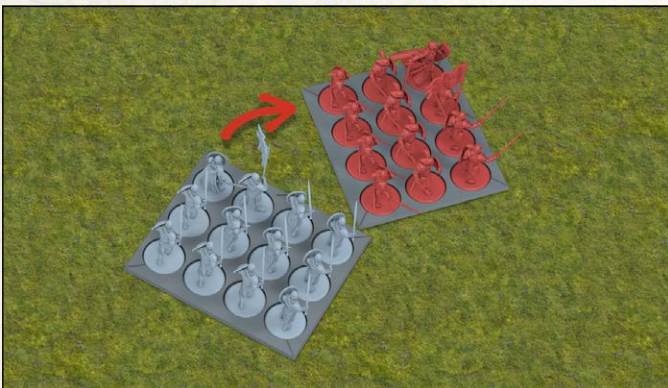


A unit may choose to only shift over half-way for numerous reasons, but the most common is to allow space for another friendly unit to engage that same enemy later in the round. If it shifts over entirely, there will be no space for its allies, thus they would not be able to engage!

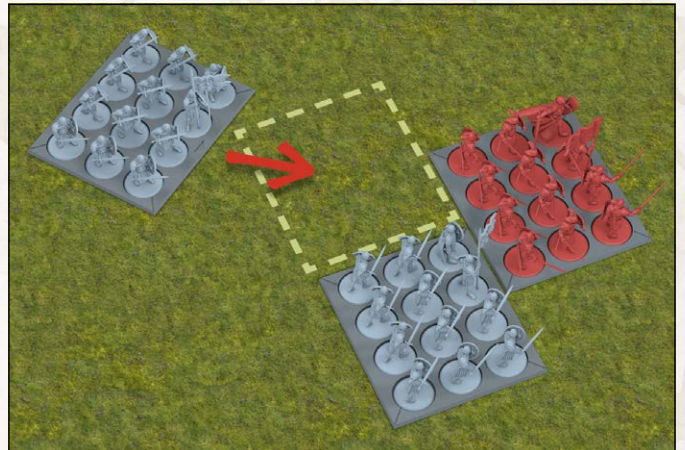


EXAMPLE: The Stark Sworn Swords Unit is 7" from the Lannister Guard Unit, and has a Speed of [5]. The Stark player must roll a [2+] to successfully Charge! Unfortunately, he rolls a [1], resulting in a Failed Charge. This unit will not move and must make a Panic Test!

5.Align with Enemy: Assuming the Charge was a success (e.g. the Attacking unit rolled high enough to make contact, and did not roll a [1]) then they will now align with their target. The attacker will first pivot to align his tray with the enemy's movement tray.



The attacker will then **shift** to either bring their Tray **completely edge-to-edge** with the Target's tray, or **half-way across** the Target's tray:



In rare cases, an Attacking unit may not be able to Pivot to close the gap between it and the enemy unit, or may not be able to slide at least half-way across the enemy's Tray. In these scenarios, the enemy unit will close the gap or move so that the units are at least 50% engaged.

If the situation arises where neither unit can shift to at least 50% then they should move as close to 50% as they can.

6.Make Attack: Once all units are in their final position, the Charging unit will now make 1 Attack on the target enemy.



• ATTACK ACTION

Ranged: If a unit is unengaged, it may pivot to any facing, and then make 1 Ranged Attack against a unit in range and Line of Sight.

Melee: If a unit is engaged with only 1 enemy, it may pivot to face that enemy (if not already facing them). It may also shift as well. If engaged with multiple enemies, a unit may not pivot or shift. Afterwards, it may make 1 melee attack against 1 engaged enemy (this enemy does not need to be in its Front arc, merely engaged!).

MAKING ATTACKS

When a unit attacks, the following steps are performed:

1. Determine Attack Dice: Each unit rolls a different amount of Attack Dice, determined by the unit's **Remaining Ranks**. Each Attack lists the number of dice it rolls based on the Attacking Unit's remaining ranks:



EXAMPLE: If this unit has been reduced to only 2 Ranks, it will only roll 5 Attack Dice. Should it have been reduced to only 1 remaining Rank, it only gets to roll 3 dice!

2. Roll Attack: Each roll meeting or exceeding its **To Hit** number is a **Hit**.

3. Target rolls Defense: For each Hit, the Defender will roll 1 die. For every roll that **equals or exceeds** their Defense Stat, they cancel 1 Hit.

4. Remove Casualties: For each remaining Hit, the target suffers 1 wound and removes 1 miniature from the unit. Miniatures are always removed from the last Rank of the unit, right to left, moving to the next Rank only when the previous Rank has been completely destroyed.

5. Defender Makes Panic Test: Units are seldom wiped to a man. Sometimes the psychological impact of being attacked and seeing allies slain can cause men to flee. If the Defender suffered **any** casualties from the attack, they must now make a **Panic Test**.

RANGED ATTACKS

Ranged Attacks come in two varieties and ranges: **Short Range** (max 6"), and **Long Range** (max 12").

Ranged Attacks cannot be used while engaged with an enemy.

To target a unit, the attacker must have Line of Sight to it. Take the measuring stick and place it touching anywhere in the front arc of the attacker. If an unbroken line can be traced using the stick from the attacker to its target, then the target is in Line of Sight. **All units, friendly and enemy, block Line of Sight.**

FIRING INTO MELEE

Sometimes desperate measures must be taken, and firing into an engagement involving your own men is necessary. A unit may freely fire into an engagement (assuming it has Line of Sight to its target), but if it does, once that attack is completed, all friendly units engaged with the targeted enemy must immediately make a **Panic Test**.

COMBAT MODIFIERS

CHARGE BONUS: When a unit Charges, the momentum it carries forth bolsters its attack. That unit may **re-roll any Misses**.

FLANK AND REAR: Attacking an enemy in its Flank or Rear can be devastating, as the unit is unprepared for such an assault.

- **When attacking an enemy's FLANK**, the defending enemy suffers [-1] to Defense Saves.
- **When attacking an enemy's REAR**, the defending enemy suffers [-2] to Defense Saves and becomes Panicked.

★ CONDITIONS

Conditions are various status effects that can plague a unit, reducing their effectiveness. When a unit suffers a Condition, it gains 1 token matching that Condition. When one of your units has a Condition, **your opponent can expend that token**, removing it to cause various penalties to that unit. A unit may only have 1 of each Condition Token at any time.



PANICKED: Force the unit to re-roll any/all dice when it makes a Morale Test.



VULNERABLE: Force the unit to re-roll any/all dice after it rolls Defense.



WEAKENED: Force the unit to re-roll any/all dice after it rolls Attack Dice.

Sometimes a unit will have an Ability that removes Condition tokens to trigger other effects. See a unit's specific ability for more information.



ARMY COMMANDER, TACTICS DECK, AND TACTICS BOARD

ARMY COMMANDER

As part of Army Construction (see Pg. 19) you will choose one **Army Commander**. Your Commander is a special type of Unit Attachment or NCU that also adds additional cards to your Tactics Deck. Choosing your Commander is very important, as each utilizes different strategies and methods of war!



The cards a Commander adds to your Tactics Deck are listed on the front of the Commander's card.

TACTICS DECK

Tactics Cards represent the various strategies utilized by the chosen Faction.



Each Tactic Card has a **Trigger**, showing when it can be played. This is followed by the card's **Effect**. Each card is unique so pay close attention to what it does!

- Each Faction has its own unique Tactics Deck, which contains 14 Tactics Cards (7 unique cards, two copies of each). At the start of the game each player should take the 14 generic Tactics Cards belonging to their chosen faction and add the 6 cards their Commander gives, shuffling these cards together to form their Tactics Deck.
- If a player would ever draw from their Tactics Deck but it does not contain enough cards, they should draw however many they can. **Tactics Decks are not replenished once they are emptied.**



THE TACTICS BOARD

The Tactics Board represents the various strategic and political benefits each of the Houses can access. At the start of the game, place this board within reach of both players.



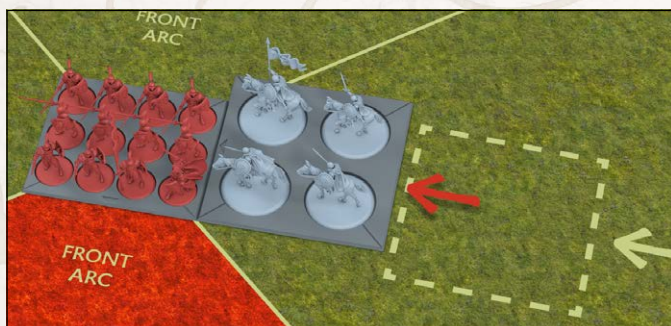
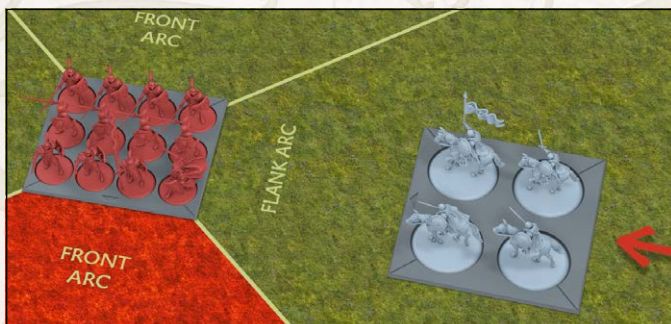
- On a player's turn, instead of activating a **Combat Unit**, they may instead activate a **Non-Combat Unit**, placing it onto a zone of the Tactics Board that has no other Units in it.
- Each of the zones gives an immediate benefit when it is claimed by a miniature.
- In addition to this, most **Non-Combat Units** have a special ability that will trigger when they are moved onto the Tactics Board.
- All miniatures are removed from the Tactics Board during the Clean-Up Phase of each round.



ADDITIONAL RULES

CAVALRY

At the start of a Cavalry unit's activation, if it is unengaged, it may make 1 free **Maneuver Action** before performing its normal action.



EXAMPLE: A unit of "Stark Outriders" activates. It may make 1 free **Maneuver Action**, placing it in the Flank of an enemy. It now takes its normal action, declaring a **Charge Action**.

RESILIENCE

Some units have a **Resilience Value**, representing extra durability and ability to shrug off damage. This is represented alongside the Defense Value, as the following image shows.



When a miniature with Resilience is attacked it will roll its Defense as normal. Once the total number of remaining Hits has been determined, you will compare that number to its Resilience Value. The defending unit suffers 1 casualty for each time the number of **remaining Hits** met their **Resilience Value**. Any remaining Hits are discarded (they have been shrugged off by the unit).



EXAMPLE 1: A unit with [2] Resilience is attacked and, after rolling Defense, has only suffered 4 Hits. It suffers two casualties - one for each time its Resilience was met.



EXAMPLE 2: A unit with [2] Resilience is attacked and, after rolling Defense, has 7 Hits remaining against it. The unit will suffer **three casualties total**. One for each time its Resilience of [2] was met, with the last Hit having no effect.

When a unit with Resilience is forced to take a Panic Test and fails, the amount it failed by is compared to its Resilience (just as if it had been attacked) when checking to see if the unit loses models.



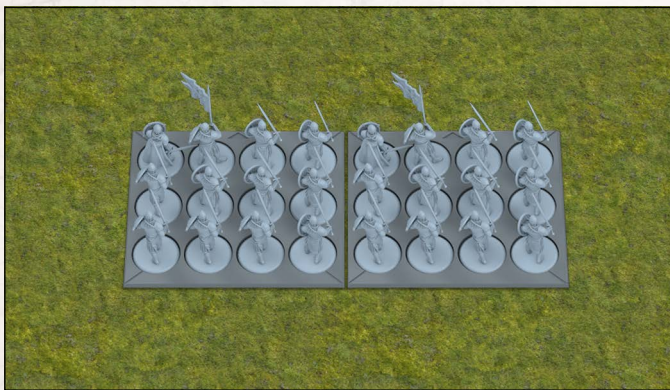


✦ BANDING

Some units have the ability to Band together, representing their ability to fight as a large group. Units with the Banding ability may begin the game linked together as shown in the diagram below.

While Banded, the following rules apply:

- The two units are treated as a single unit for all game purposes.
- If each of the two individual units had a Unit Attachment, the Abilities of both attachments effect the entire unit.
- Casualties are removed as normal (though it is worth noting that a Banded unit has twice as many models per rank than normal!)
- When the unit activates, you may declare that they are disbanding. In this case, select 1 of the two units to activate. It will then perform its action as normal.
- Once disbanded, the units cannot join back together.
- If the unit had any Conditions when it disbands, both units receive those Condition Tokens.
- If any other effects were on the unit, the owner of that effect chooses which of the two units the effect will persist on.



EXAMPLE: Two Stark Sworn Swords Units Banded together.

✦ TERRAIN

Terrain plays an important part in every battlefield. Each piece of terrain is unique, with its own special **keywords**, which define its rules. This Rulebook details the Terrain pieces below (see page XX), but note that new Terrain pieces may be introduced in other **A Song of Ice & Fire: Tabletop Miniatures Game** products. If a chosen terrain piece does not fall into one of the listed categories, you should discuss with your opponent what keywords the terrain has. Unless a terrain piece has the **Impassable** keyword, any unit may end a move on top of it. If there would be difficulty with the unit standing on the terrain piece, it is acceptable to remove the terrain piece from the table (noting where it is) until the unit moves in such a way that the Terrain piece could be placed back down.

• TERRAIN KEYWORDS

Here is a list of the most common Keywords associated with Terrain pieces:

- **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this Terrain piece by units not inside this terrain piece.
- **COVER:** Units gain [+1] Defense vs. **Ranged Attacks** while the center of their tray is in this terrain piece.
- **DANGEROUS:** Units moving through this terrain must roll a die. They suffer that many automatic wounds with no Defense Save.
- **ELEVATED:** Units on this terrain piece may ignore intervening units that are not in this terrain when drawing Line of Sight.
- **FORTIFIED:** While the center of their tray is in this terrain piece, units gain [+1] Defense vs. Charge Attacks if any part of the charging unit's tray crosses over this Terrain piece.
- **HINDERING:** Units must roll 2 dice when **Charging** through this terrain and select the lowest result.
- **HORRIFIC:** Units moving into or through this terrain gain 1 Panic Token.
- **IMPASSABLE:** Units may not move into or through this Terrain piece.

• TERRAIN EXAMPLES

TREES



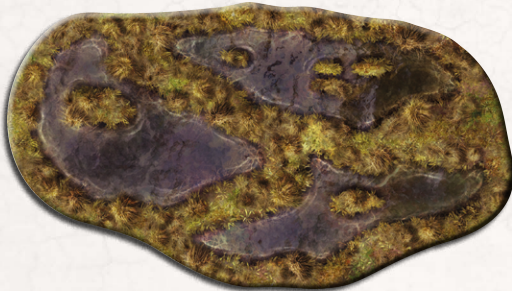
COVER: Units gain [+1] Defense vs. **Ranged Attacks** while any part of their tray is in this terrain.

CORPSE PILE



HORRIFIC: Units moving into or through this terrain gain 1 Panic Token.

BOG



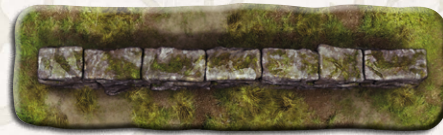
HINDERING: Units must roll 2 dice when **Charging** through this terrain and select the lowest result.

STAKE



DANGEROUS: Units moving through this terrain must roll a D6. They suffer that many automatic wounds with no Defense Save.

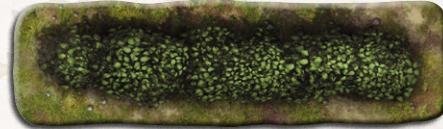
WALL



COVER: Units gain [+1] Defense vs. **Ranged Attacks** while the center of their tray is in this terrain piece.

FORTIFIED: While the center of their tray is in this terrain piece, units gain [+1] Defense vs. **Charge Attacks** if any part of the charging unit's tray crosses over this Terrain piece.

HEDGE



COVER: Units gain [+1] Defense vs. **Ranged Attacks** while the center of their tray is in this terrain piece.

HINDERING: Units must roll 2 dice when **Charging** through this terrain and select the lowest result.

PALISADE



BLOCKS LINE OF SIGHT: Line of Sight may not be traced through this Terrain piece.

IMPASSABLE: Units may not move through this Terrain piece.





ARMY CONSTRUCTION

- **Select Faction:** First a player must select a Faction. This will determine which units that player will have access to, as well as what Tactics Deck they will utilize.
- **Select Army Commander:** From those available to their Faction, players should now select 1 Army Commander, marked by a [C] under their Point Cost. The Army Commander will add their unique Tactics Cards to that player's Tactics Deck, as well as give them access to that Hero's miniature. Each army may only have 1 Commander. Commanders do not cost points to add to an army.
- **Players must first agree to a game size, this will determine the amount of points they have to construct their army.**
- **Each Unit costs a number of points. There are 3 primary game sizes:**
 - **Small:** 30 Points
 - **Medium:** 40 Points (the average game size)
 - **Large:** 50 Points



- Every Unit costs a number of **Points** to be fielded, listed on the back of their unit card. When a player constructs their army, they may freely add any units they wish, in any number they wish, as long as they belong to their chosen **Faction** or **Mercenary** forces, and as long as their total points do not exceed the agreed upon amount.
- **Characters** are **unique**, meaning only 1 of them may be included in your army. Note that Characters might have several different versions available - you can still only include 1 of that Character!
- When purchasing **Unit Attachments**, remember that a unit may only ever have 1 at any time.
 - Some Non-Combat Characters have effects that attach them to units. These are in addition to any **Unit Attachments** currently on the unit!
 - Unit Attachments are always deployed with the unit they are attached to, and always placed in the left most slot of the first rank (insuring that they are always the last model removed from the unit).

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