

'GAME OF THRONES' RISK – 'HOUSE MITCHELL' AMENDMENTS

You'll need a few extra counters and pieces.

1) AT THE START.

Place 5 X armies in – and remove the cards - for:-

***House Stark** Winterfell
House Arryn Eyrie
House Targaryen OFF TABLE – IN EXILE
***House Baratheon** Storm's End
***House Tyrell** Highgarden
***House Lannister** Casterly Rock
***House Martell** Sunspear
Wildings North of The Wall

Place 3 X armies in – and remove the cards - for:-

Kings Landing Neutral
House Greyjoy Pyke
Night's Watch The Gift (*Amend the rules of control of the North to the other twelve territories, excluding The Gift.*)

Players then choose – or draw – which House marked * to play – and receive five cards at random from the deck. They place an army in each. Every other province has a single neutral army allocated.

Play then proceeds as normal; with a 'turn' for all neutral Houses *together* after all players have taken theirs ('yes – even if passive they get reinforcements too'). The Night's Watch and Wildings are *not* House for this rule.

2) DURING THE GAME

a) Any of the above Houses eliminated is assumed to go 'into exile', with a notional 'three armies' of supporters 'waiting in the wings' off table for 'the return of the king' (*sic*). N.B. House

Targaryen is already in this state – but with five armies – as they have dragons and Essos Dothraki allies.

b) These 'exiles' can be activated by any House represented by a player. Instead of drawing a card for capturing territories at the end of its turn a player can instead have an 'exiled' House and their armies arrive at any port wished. There they will immediately fight the occupier. If they fail they go back into 'exile' with their statutory armies – if successful they occupy the province as 'neutrals', advancing no further (unless a new or returned player is introduced to actively run them).

3) a) The Wilding armies above The Wall can also be activated as if an 'exiled House'. They will cross The Wall and fight The Night's Watch in The Gift. If they lose they go back into exile (as above), with three armies. If they win they will occupy The Gift (as above) as a 'neutral'.

b) If The Night's Watch are thus eliminated they are returned 'from exile' (as above), in The Gift, at the end of the next card-drawing player's or neutral turn, and any combat is resolved. *This is compulsory.* Action continues each turn until all Wildings are back beyond The Wall, tis taking priority over player reinforcements.

3) The ports of Sunspear and Oldtown are considered linked.



The box art for Risk: Game of Thrones features a dark, textured background with a repeating pattern of various House of Lannister symbols, including lions, roses, and thorns. The word "Risk" is prominently displayed in a large, metallic, blocky font with a weathered texture. Above the letters "i", "s", and "k" are four red stars. Below "Risk" is the subtitle "THE GAME OF STRATEGIC CONQUEST" in a smaller, white, sans-serif font. The title "GAME OF THRONES" is written in a large, elegant, serif font with a thin horizontal line above it. In the bottom right corner, the text "AGES 18+" and "2-7 PLAYERS" is printed in a small, white, sans-serif font.

Risk

THE GAME OF STRATEGIC CONQUEST

GAME OF THRONES™

AGES 18+
2-7 PLAYERS

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INTRODUCTION

War and chaos have descended upon the realms of Men. In Westeros, the death of Robert Baratheon has created a power vacuum with rival Houses competing for control of The Iron Throne. Meanwhile, in Essos, Daenerys Targaryen is building an army to contest the rule of the Ghiscari slavers, before returning to reclaim The Iron Throne. There are 3 different ways to play RISK®: Game of Thrones™.

1. SKIRMISH

Basic version designed as an introduction to RISK®: Game of Thrones™ game play. Once you are comfortable, move on to Dominion.

2. DOMINION

Advanced version of RISK®: Game of Thrones™ including Objectives, Character, and Maester cards, offering more in-depth strategic action.

3. WORLD AT WAR

Play with both maps and up to seven players using either the Skirmish or Dominion rules.

OVERVIEW OF COMPONENTS

Contents:

2 Game Boards, 315 Army Pieces, 7 Seats of Power, 7 Player Boards, 187 Cards, 63 Special Unit tokens, 75 Gold Dragon Coins, 20 Player Board Score Trackers, 9 Dice, and 1 Rule Book.

GAME BOARDS & ARMY PIECES

RISK®: Game of Thrones™ includes two game board maps and seven House armies.

WESTEROS (3-5 player game)

This map is divided into 48 territories grouped into nine regions. Play this map with Stark, Baratheon, Lannister, Tyrell, and Martell armies.



Each player will control the armies of one noble House. Each House is represented by two different pieces, representing either 1 or 3 armies. Use the 3-army pieces to save space by representing three of your armies.



STARK



BARATHEON



LANNISTER



TYRELL



MARTELL



1 Army



3 Armies
(equals 3 1 Army pieces)



Seat of Power
(Dominion mode only)

OVERVIEW OF COMPONENTS (CONTINUED)

ESSOS (2 player game)

This map is divided into 34 territories grouped into six regions. Play this map with Ghiscari and Targaryen armies.



GHISCARI



TARGARYEN

DICE

Dice are used when attacking and defending territories to resolve battles.

6-SIDED DICE

(three Attack and two Defense)



Attack



Defense

8-SIDED DICE

(two Attack and two Defense)

(Dominion mode only)



CARDS

There are five different decks of cards, as indicated by their backs. Decks should be separated by type before playing.

TERRITORY CARDS

(Two Decks; Westeros & Essos)

Each deck has a card for each territory on that map. Territory Cards are used for initial set-up in Skirmish and will be collected to gain extra reinforcement armies *(or special units in Dominion)* to bolster your forces.



END GAME CARD

The End Game card is randomly placed into the bottom half of the Territory Card deck to end the game in Skirmish mode.



CHARACTER CARDS

These feature four prominent members of your House. By paying an associated cost, your characters will grant special abilities for your House.

(Dominion mode only)



MAESTER CARDS

These are purchased and used to grant tactical advantages to your House during deployment and battles.

(Dominion mode only)



OBJECTIVE CARDS

These create goals and strategies for earning Victory Points.

(Dominion mode only)



OVERVIEW OF COMPONENTS (CONTINUED)

COINS

Gold Dragon coins can be collected and spent in Dominion mode to activate Character powers, buy and use Maester Cards, and plot new Objectives. There are two denominations (100 and 500) of coins. Any coins not spent during a turn may be saved and used in a future turn (Reinforce p. 12, Buying and Using Cards p. 12-13).

(Dominion mode only)



SPECIAL UNIT TOKENS

There are **three types of special unit pieces** for use in Dominion mode, which can be gained by redeeming Territory or Maester Cards. These pieces will be deployed with your armies to give you tactical advantages in battle.

(Dominion mode only)



PLAYER BOARDS

Each House has a player board to help you keep track of your Characters and treasury of Gold Dragons as well as Victory Points, Territories, Castles and Ports you control. Keep track of these with army pieces, and use the +10/+20 tokens as needed to track totals. *(Dominion mode only)*



+10

+20

GAME MODE: SKIRMISH

PLAY THIS FIRST!

Skirmish mode is designed as an introductory version of RISK®: Game of Thrones™ game play.

It is easier to learn, plays more quickly, and is recommended for getting comfortable with the basic rules and mechanics of RISK®. Once you have perfected your strategies, feel free to move on to more advanced game play with Dominion. (p. 10)




OBJECT OF THE GAME

The player with the most points when a special End Game card is revealed from the Territory Deck wins the game. Players are awarded points for controlling territories, Castles, and Ports. You do not have to control all the territories to win.



End Game Card

SKIRMISH SET-UP

	ACTION	2 PLAYER GAME	3-5 PLAYER GAME
1	Gather game components for Skirmish mode.	1. Essos Map 2. Essos Territory Deck 3. Army Pieces 	1. Westeros Map 2. Westeros Territory Deck 3. Army Pieces 
2	Set aside all other components. Unused cards and pieces are not needed in Skirmish mode.		
3	Roll a die to see who goes first, starting with high roller for turn order.		
4	In turn order, players choose a House and collect their set of army pieces.		
5	Territory Cards	Shuffle and deal 12 Essos Territory Cards to each player. The remaining 10 territories will start out controlled by neutral armies.	Shuffle and deal all Westeros Territory Cards equally. In a 5-player game, the 3rd, 4th, and 5th players get an extra card.
6	Place Armies	Look at your Territory Cards and place three armies on each of those territories on the map (use a combination of 1-army and 3-army pieces as needed). Place two 1-army pieces for a neutral third faction (use an unused set of pieces from the Westeros Houses) on the 10 remaining territories.	Look at your Territory Cards and place three armies on each of those territories on the map (use a combination of 1-army and 3-army pieces as needed).
7	End Game Card	After initial set-up, collect and shuffle the Territory Cards. Then, insert the End Game card randomly into the bottom half of the deck. Place the deck near the game board. 	
8	Start the Game	Start with high roller, and play proceeds clockwise.	

GAME PLAY OVERVIEW / ON YOUR TURN

On your turn, you will take the following four actions:

1. **REINFORCE** by deploying additional armies to bolster your House (p. 6).
2. **INVADE** opposing and/or neutral territories (p. 7-8).
3. **MANEUVER** your armies (p. 9).
4. **DRAW** a Territory Card, if eligible (p. 9).

SKIRMISH REINFORCE

At the start of your turn, you will deploy additional armies from your reserves to reinforce your territories. The number of reinforcement armies you can deploy is determined by the following steps:

1 COUNT UP THE TERRITORIES AND CASTLES YOU CONTROL AND DIVIDE THAT NUMBER BY 3, ROUNDING DOWN.

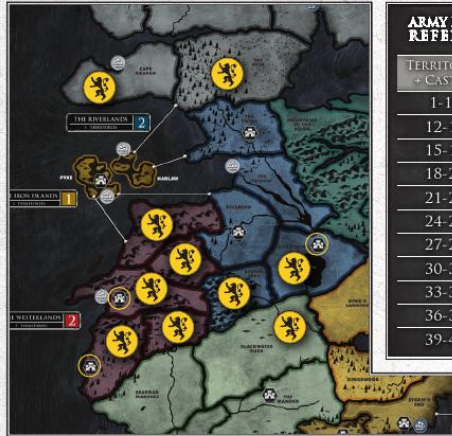
For example, the Lannisters control 10 territories and 3 castles. Divide 13 (territories plus castles) by 3 to get 4 armies to deploy.

Note: You ALWAYS gain at least 3 armies each turn, so if this number is less than 3, round up to 3 armies.

2 DETERMINE IF YOU HAVE ANY REGION BONUS.

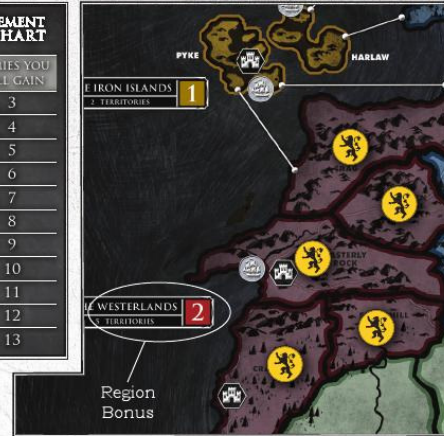
If you control every territory in a region, you earn the region bonus indicated on the map as additional armies.

For example, the Lannisters control all 5 territories that comprise the Westerlands region, earning 2 bonus armies.



ARMY REINFORCEMENT REFERENCE CHART

TERRITORIES + CASTLES	ARMIES YOU WILL GAIN
1-11	3
12-14	4
15-17	5
18-20	6
21-23	7
24-26	8
27-29	9
30-32	10
33-35	11
36-38	12
39-41	13



3 TRADE IN SETS OF THREE TERRITORY CARDS FOR BONUS ARMIES.

Each Territory Card has an icon on the bottom. During the game, you will collect Territory Cards, and can turn in a set of three for bonus armies. Refer to the chart here (and on the board) for redemption value.



For example, if you trade in 3 cards with a Knight icon, you get 4 bonus armies.

Additionally, when you turn in a set of cards, if you control the territories shown on any of the cards in the set redeemed, you get an extra 2 bonus armies to deploy to those territories only.

Note: You can never have more than 5 Territory Cards in hand! If you have 5 cards at the start of your turn, you must redeem a set.

Territory Card Redemption

REINFORCEMENT CHART			
			→ 4 ARMIES
			→ 5 ARMIES
			→ 6 ARMIES
			→ 7 ARMIES

4 DEPLOY ARMIES

After totaling up reinforcement armies to deploy for your turn, you will place ALL of them into territories you control. You can choose to deploy all armies into one territory or spread them out across multiple territories.

SKIRMISH INVASIONS AND BATTLES

This is the main part of your turn, where you decide who and where to attack, in order to gain control of more territories and consolidate power to win the game.

You may invade territories controlled by opponents that are adjacent to territories you control. You may declare multiple invasions during your turn, but each invasion can only come from one of your territories at a time. You may invade territories with a Port from any other territory with the same color Port (p. 9). Declaring an invasion is always optional, so you can choose if and when to attack each turn.

HOW TO INVADE AN OPPOSING TERRITORY:

1

To declare an invasion, choose a territory you control from which to attack and an opposing territory you seek to conquer. **The two territories involved must be connected** to each other by shared border, sea-line connection, or Port (Territories with a Port, p. 8). The attacking territory must have at least 2 armies in it. You can never leave a territory unoccupied, so 1 army must remain behind in the attacking territory to 'stand guard', retaining control of it. All other armies may be used in the invasion.

2

Each invasion consists of a series of battles. Choose how many armies from your attacking territory to commit to the battle. For each battle, 1, 2, or 3 armies may attack, and you will roll a die for each attacking army in the battle.

3

The defending player then chooses how many armies to commit in defense. The defender may choose to battle either 1 or 2 armies, even if there are more in the defending territory.

4

Players roll a die for each army in the battle. This means the attacker rolls 1, 2 or 3 dice and the defender rolls 1 or 2 dice.

5

Pair up the attack and defense dice in order from highest to lowest. Then, compare the pairs of attack and defense dice.

- If the attack die is higher than the defense die, remove one defending army from the battle and return it to the reserves.

- If the defense die is equal or higher than the attack die, remove one attacking army from the battle and return it to the reserves (defender wins ties).

6

Continue by comparing second highest die on each side of the battle, again with the loser removing 1 army. If there is no die to pair up with and compare, meaning you rolled more dice than your opponent, simply ignore those extra dice (with the lowest numbers).



SCENARIO:

The Stark forces (7 armies) in Harrenhal declare an invasion on the Lannisters in King's Landing. The Starks commit 3 armies to the first battle, while the Lannisters only have 2 armies to defend the territory.

The Stark player rolls 3 dice (one for each attacking army) rolling 6, 4 and 1. Lannister rolls 2 dice to defend, rolling 5 and 4. Comparing highest die rolls for each side, the Stark's 6 beats the Lannister's 5, so the Lannisters remove 1 army. Then, comparing second highest rolls, both sides rolled a 4. The Lannister defender wins ties, and the Starks remove 1 army. The third Stark die is not used, since there is no defending die to compare.

SKIRMISH INVASIONS AND BATTLES (CONTINUED)

If the defender still has armies in the territory being invaded, the attacker may continue the current invasion from the same territory by committing more armies to that battle, but can always choose to end an invasion after the first battle and declare another invasion elsewhere.

When the last defending army is defeated in an invasion, the territory has been conquered. Move the remaining attacking armies committed to the final battle into the defending territory. You may also move in additional armies from the attacking territory. Even though you can only attack with 3 armies at a time, you may move more than that into the defending territory. Remember that you must always leave 1 army behind in the territory that attacked, as no territory may ever be left unoccupied.



CONQUERING A TERRITORY:

The Stark player continues the attack with 3 more armies, and defeats the last Lannister army in King's Landing. All 3 attacking armies must move from Harrenhal to King's Landing. The Starks decide to move 2 more armies to King's Landing to join the 3 attackers, leaving 1 army behind to hold Harrenhal.

Remember, you can declare as many invasions as you like on your turn, provided you have the armies available. Also, you can fight as many battles as you like during each invasion, or can stop after just one battle. The choice is up to you: play it safe, or risk it all in the name of domination!

If you manage to remove all of another player's armies from the map, that player is eliminated from the game. You collect that player's Territory Cards, and if that puts you over 5 cards, you may immediately turn in a set and deploy bonus armies, even though it is not your Reinforcement phase. If you manage to eliminate ALL opposing armies from the map, you immediately win the game!

When playing on the Essos map, some of the territories are controlled by neutral forces. Your opponent rolls the defense dice when you attack neutral armies, always rolling the maximum number of defense dice possible. The neutral forces hold the territories they are placed in, and will never attack, but will always defend when attacked by either player.

TERRITORIES WITH A PORT



SCENARIO:

The Baratheon player wants to attack the Martell forces in Sunspear. Because he controls Dragonstone, which has a Port and is on the same coastline as Sunspear, which also has a Port, he can send his armies from Dragonstone to declare an invasion on Sunspear.

Ports are important strategic positions on the coastlines. Any territory with a Port is considered connected to all other territories with a Port on the same coastline (they will all have the same color Port icon). As such, these territories can attack one another as if they had a shared border, and will allow you to attack territories you might otherwise not be able to invade.

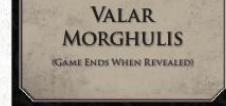
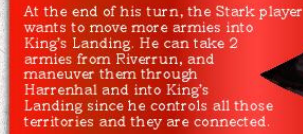


Ports of Westeros



Ports of Essos





GAME MODE: DOMINION

Once you feel comfortable with Skirmish mode, you can move on to more in-depth strategies and options by incorporating the Dominion rules. By including Character and Maester Cards, as well as Special Units and Objectives, you can create a richer, deeper, and more strategic RISK®: Game of Thrones™ experience.

You can always choose to include some of the Dominion rules, and set others aside. For example, you could add in Gold, Characters, and Special Units, but not Objectives or Maester Cards, and play with the Skirmish victory conditions. Review all the rules presented for Dominion mode, and feel free to customize what to include to your liking.

OBJECT OF THE GAME

Instead of simply trying to control the most territories, castles, and ports you are now trying to achieve specific Objectives to earn Victory Points, furthering your efforts to consolidate power and establish dominion over the rival Houses. Objectives are worth from 1 to 4 Victory Points, based on the difficulty to achieve them. **The first player to earn 10 Victory Points while also controlling his Seat of Power wins the game.**

DOMINION SET-UP

	ACTION	2 PLAYER GAME	3-5 PLAYER GAME
1	Choose one of the two maps on which to wage battle and gather all map-specific game components.	1. Essos Map 2. Essos Territory Deck 3. Army Pieces  GHISCARI TARGARYEN	1. Westeros Map 2. Westeros Territory Deck 3. Army Pieces  STARK BARATHEON LANNISTER TYRELL (4 PLAYER) MARTELL (5 PLAYER)
2	Players roll a die. Starting with the high roller, players choose one of the listed Houses. <i>Note: Houses are listed in turn order. Choice of House also determines turn order, with play proceeding clockwise.</i>	 Targaryen Ghiscari	3 Player  Stark, Baratheon, Lannister 4 Player  Stark, Baratheon, Lannister, Tyrell 5 Player  Stark, Baratheon, Lannister, Tyrell, Martell
3	Armies	Collect the set of army pieces matching your chosen House.	
4	Select the Player Board matching your chosen House.	 Player boards help keep track of territories, castles, ports, victory points (use army pieces to track), treasury, and character cards	

DOMINION SET-UP (CONTINUED)

	ACTION	2 PLAYER GAME		3-5 PLAYER GAME		
5	Character Cards	Collect the set of 4 Character Cards matching your chosen House, and place them on your player board face up.				
6	Objective Cards	Each player is dealt three cards, and chooses to keep two. Discard the third, and shuffle it back into the deck. Then place deck near game board.				
7	Territory and Maester Cards, Gold, and Special Unit Tokens	Place near game board.				
8	Collect Starting Armies <i>The rest will make up your reserves for Reinforcement.</i>	21		3 Players 28	4 Players 24	5 Players 20
9	Claim your Seat of Power <i>Place the Seat of Power piece and a 3-army piece (p.3) in your House's Seat of Power territory. This is in addition to starting armies.</i>	House	Seat of Power	House		Seat of Power
		Targaryen	The Flatlands	Stark		Winterfell
				Baratheon		Dragonstone
		Ghiscari	Astapor	Lannister		Casterly Rock
				Tyrell		Highgarden
		Martell		Sunspear		
10	Deploy Armies	1. Draw 10 territory cards, and place two neutral single-army pieces in each of those territories. (Redraw for Seat of Power territories.) 2. Taking turns in turn order (see#2), deploy one army at a time on unclaimed territories until all territories are claimed.* 3. When all territories are claimed, take turns reinforcing claimed territories with remaining starting armies, until all starting armies have been placed.		1. Taking turns in turn order (see #2), deploy one army at a time on unclaimed territories until all territories are claimed.* 2. When all territories are claimed, take turns reinforcing claimed territories with remaining starting armies, until all starting armies have been placed.		
		*This is instead of dealing out Territory Cards for initial army placement in Skirmish mode.				
11	Collect your Turn Order Start Bonus. <i>See #2 for House turn order.</i>	2nd Player (Ghiscari)		3rd Player (Lannister)		
				300 Gold		
		300 Gold		4th & 5th Player (Tyrell & Martell)		
				500 Gold and 1 Territory Card		
12	Start the Game	Play proceeds clockwise.				

GAME PLAY OVERVIEW / ON YOUR TURN

On your turn, you will take the following actions in this order:

- 1. REINFORCE** with additional armies, Gold, and Special Units to bolster your House (p. 6 & 12).
- 2. PURCHASE** Maester and Objective Cards (p. 13).
- 3. REFRESH** Character Cards (p. 13).
- 4. INVADE** opposing and/or neutral territories (p. 7 & 13).
- 5. MANEUVER** your armies (p. 9).
- 6. COMPLETE AN OBJECTIVE** and check for victory (Objectives p. 14).
- 7. DRAW** a Territory Card, if eligible (p. 14).

DOMINION REINFORCE

Reinforcement for Dominion works like it does in Skirmish (p. 6), **with the addition of also collecting Gold Dragon coins** to spend:

- 1 COUNT UP THE NUMBER OF TERRITORIES AND CASTLES YOU CONTROL, AND DIVIDE THAT NUMBER BY 3, ROUNDING DOWN. COLLECT THAT MANY ARMIES AND THAT AMOUNT IN HUNDREDS OF GOLD.**

For example, if you control 10 territories and 3 castles (totaling 13), you get 4 armies and 400 Gold. (See chart p. 6)

$$13 = \text{4 armies} + \text{400 Gold}$$

- 2 DETERMINE IF YOU HAVE ANY REGION BONUSES.**

If you control every territory in a region, you earn the region bonus indicated on the map as additional armies and that number in hundreds of Gold.

For example, if you control all 5 territories that comprise the Westerlands region, you get 2 bonus armies and 200 Gold.

$$\text{THE WESTERLANDS 5 TERRITORIES 2} = \text{2 armies} + \text{200 Gold}$$

- 3 COLLECT GOLD FOR PORTS YOU CONTROL**

You also collect Gold for the number of Ports you control (in hundreds). For example, if you control 3 Ports, you get 300 Gold.



$$3 \text{ ports} = \text{300 Gold}$$

- 4 TRADE IN SETS OF THREE TERRITORY CARDS FOR BONUS ARMIES, AND COLLECT BONUS ARMIES FOR CARDS OF TERRITORIES YOU CONTROL.**

As in Skirmish mode, you can turn in a set of three cards for bonus armies. (p. 7)

Note: You do not get Gold for redeeming Territory Cards.

- 5 TRADE IN A CARD FOR A SPECIAL UNIT**

You may also turn in a single Territory Card to collect a Special Unit piece matching the icon on the card (Knight, Siege Engine, or Fortification), to deploy with armies. You can redeem both a set (for armies) and a single card (for a Special Unit) on the same turn, but the single card cannot be part of the set.



You do NOT get bonus armies when redeeming a single card for a Special Unit (Special Units, p. 13).

- 6 DEPLOY ARMIES**

After collecting reinforcement armies (from reserves) and Gold for your turn, you will deploy ALL reinforcement armies into territories you control. You can choose to deploy all armies into one territory or spread them out across multiple territories.

If you collected a Special Unit, you can deploy it into any territory you control, independent of where you deploy armies. Gold is added to your treasury, to be spent on cards and abilities. You may save Gold in your treasury, and do not have to spend it all each turn.

BUYING AND USING CARDS

After deploying armies and collecting Gold, you may buy Maester Cards and Objective Cards.

MAESTER CARDS

Maester Cards will give you one-time special abilities, and can be purchased for 200 Gold each. Simply turn in the coins and draw the top card from the Maester Card deck, adding it to your hand. You may buy as many as you like each turn. Keep your cards hidden, as they will allow you to surprise your opponents with special abilities granting you tactical advantages.

Maester Cards denote when they may be used, as well as how much Gold it costs to use them. Cards may be used on the same turn they are purchased, unless otherwise noted. After using a card, discard it to a stack beside the deck.



DOMINION BUYING AND USING CARDS (CONTINUED)

OBJECTIVE CARDS

Objective Cards give you specific missions to achieve, each earning you an indicated number (1-4) of Victory Points. The first player to earn 10 Victory Points wins the game. You start the game with two Objective Cards, and will gain more as you achieve Objectives. Keep Objectives hidden, so opponents won't know what you are trying to achieve. At the end of your turn, check to see if you achieved any Objectives. If you have, reveal and discard the card, and advance your Victory Point total (p.14). You may only achieve one Objective per turn.

To diversify strategies, you may spend 200 Gold and draw two cards from the Objective Card deck. If you do, choose one to keep, adding it to your hidden Objectives, and discard the other.



CHARACTER CARDS

Each House has a set of four Character Cards with unique special abilities. These abilities can be activated once per round by paying the associated cost in Gold. Some abilities grant attack or defense bonuses, while others work outside of battle.

To activate an ability, turn in the indicated amount of Gold, resolve the ability, and flip that character over. This denotes that the ability has been used for the round. After deploying reinforcements and buying cards, flip all face-down characters face up again, ready to be used in the current round.



INVASIONS AND BATTLES

Invasions in Dominion work exactly like they do in Skirmish (p. 8). Some Character and Maester Cards, as well as Special Units, allow you to modify die rolls, re-roll battle dice, and even roll 8-sided dice. Pay close attention to these abilities and when they can be used. They can make all the difference between defeat and victory. If a card or ability contradicts the basic rules, follow the rules for the card or ability.

SPECIAL UNITS

There are three types of Special Units, which can be deployed by redeeming a Territory Card (p.6). Special units grant combat bonuses for the armies they accompany when engaged in battle, but do not count as armies on their own. You never lose Special Units while attacking, but if used in an attack where you conquer a territory, they must move in to the conquered territory with the attacking armies. Special Units are removed from the board along with defending armies when the territory they are in is conquered.

Knight – Each Knight in a territory allows you to add 1 to your highest die roll when armies in that territory are engaged in battle. This means you can effectively “roll” higher than the highest value on a die (6 or 8). If you have two Knights in a territory, you add 2 to your highest die roll.



Siege Engine – Each Siege Engine in a territory allows you to replace a 6-sided die with an 8-sided die when the armies in the territory are engaged in battle. If you have two Siege Engines in a territory, you may roll two 8-sided dice (assuming you have two armies in the battle).



Fortification – A Fortification in a territory allows you to add 1 to ALL your dice rolls, but ONLY when armies in that territory are defending. In addition, a Fortification CANNOT be moved. It must remain in the territory it is placed, and can only be used defensively.



DOMINION MANEUVER

Just as in Skirmish, once you are done attacking, you may make one maneuver, to reinforce a key strategic position (p. 10). Some abilities may grant you an extra maneuver or the ability to maneuver through an opponent's territories.

OBJECTIVES

After your maneuver phase, check your Objective Cards (p. 15) to see if you have completed any. **Objectives are worth between 1 and 4 Victory Points**, based on difficulty. You may only complete one Objective each turn regardless of whether you have achieved the requirements for multiple objectives, so choose wisely.

To score the points, reveal an Objective you have achieved, and advance the Victory Point tracker on your player board. After completing an objective and scoring the points, discard the card. Then, draw two new cards from the Objective Card deck. Choose one to keep and discard the other, to continue your campaign and march to victory.



Objective: Control 5 Castles

The Lannisters achieve their objective and earn 1 Victory Point by controlling 5 Castles at the end of the turn.



DRAW A TERRITORY CARD

If you successfully conquered at least one opposing territory, you may draw a card from the Territory deck. You can only draw one card, regardless of how many territories you conquered.

ELIMINATION

If you manage to remove all of another player's armies from the map, that player is eliminated from the game. You collect that player's Territory Cards, and if that puts you over 5 cards, you must immediately turn in a set and deploy bonus armies, even though it is not your deployment phase. You also collect all Gold in that player's treasury.

If you manage to eliminate ALL opposing armies from the map, you immediately win the game, regardless of Objectives and Victory Points!

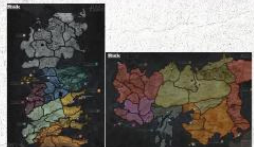


WINNING

At the end of your turn, if you have accumulated 10 or more Victory Points AND have control of your Seat of Power, you win! Keep an eye on opponent's Victory Point tallies. You may be able to prevent victory by capturing an opposing Seat of Power.

WORLD AT WAR (6 OR 7 PLAYER GAME)

You can use both Westeros and Essos maps together for massive **World at War** Skirmish or Dominion game play with six or seven players! Follow the rules and victory conditions previously described for Skirmish or Dominion. Use the following set-up and turn order chart for a 6 or 7 player Dominion game.

WORLD AT WAR SET-UP

	ACTION	6-7 PLAYER GAME	
1	Play on both maps for an even more massive World at War campaign.	1. Westeros & Essos Maps (Westeros on left, Essos on right.) 2. Westeros & Essos Territory Card Decks <i>Shuffle both Territory Card decks together to form a single deck to deal out for Skirmish play, and draw from when collecting Territory Cards.</i>	
2	Players roll a die. Starting with the high roller, choose to play as one of the listed Houses. <i>Note: Houses are listed in turn order, with play proceeding clockwise.</i>	6 Player 	7 Player 
3	Collect your Turn Order Start Bonus. <i>See #2 for House turn order. See p. 11 for 3rd, 4th & 5th player bonuses.</i>	6th Player (Tyrell) 500 Gold and 1 Territory Card	7th Player (Martell) 500 Gold, 1 Territory Card, and 1 Maester Card
4	Starting Armies	6 Players 26	7 Players 22
5	Claiming your Seat of Power	<i>Place Seat of Power piece and a 3-army Piece in your House's Seat of Power territory (p. 11)</i>	
6	Deploy Armies	1. In turn order (see #2), deploy one army at a time on unclaimed territories until all territories are claimed. 2. When all territories are claimed, reinforce claimed territories with your remaining armies, one at a time, until all starting armies have been placed.	

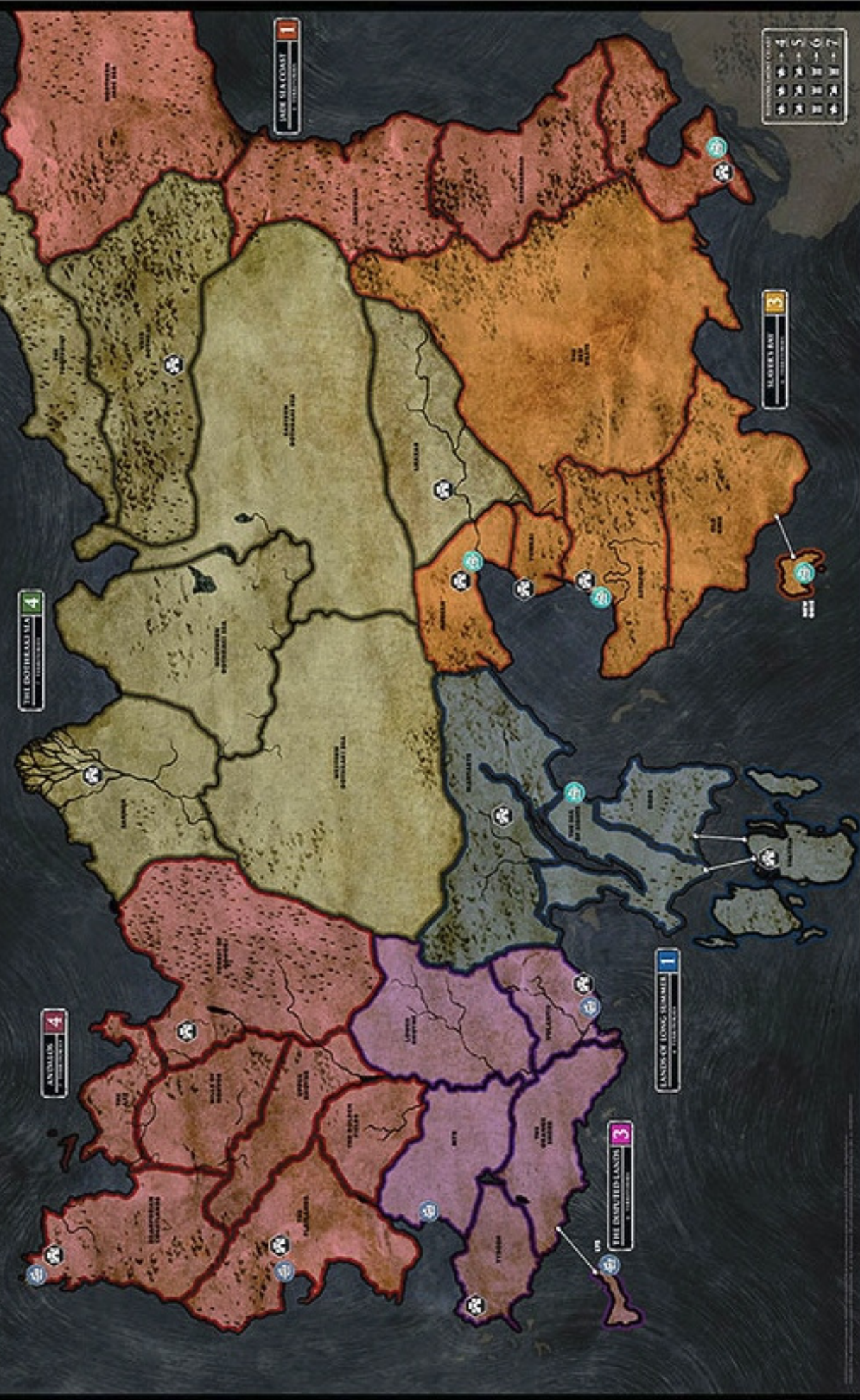
INVASIONS ACROSS THE NARROW SEA

All Ports on the eastern coastline of Westeros may attack all Ports on the western coastline of Essos, and vice versa, creating connections between the two continents. You may also maneuver using these Port connections.



WINNING

All other rules for either Skirmish or Dominion game play apply. For Skirmish victory, count up points for Territories, Castles, and Ports when the End Game Card is revealed from the Territory Card deck (inserted in the bottom half). For World at War, the first player to earn 10 Victory Points wins.



DEFENSE RATING

1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7

1
THE NORTH
4

3
SLAVE'S BAY
3

4
THE DOOTHKAY SEA
4

4
ANDALUS
4

1
LANDS OF LONG SUMMER
1

3
THE INSULATED LANDS
3