



GAME OF
THRONES™

Miniatures Game



Published by Knight Models.

Art Direction: José Miguel Caballero Delso.

Original Design: Gustavo Adolfo Cuadrado Egea.

Game Design and Development: Sergio García Vicente, Gonzo Bríos & José Miguel Caballero Delso.

Writer: Mark Latham, Sara Fernández Rosas & Sergio García Vicente.

Miniatures Design: Alfonso Gozalo Torres, José Miguel Caballero Delso, Aaron Fernández Fernández & Jorge Velázquez Boyero.

Editors: Mark Latham, Sergio García Vicente, Gonzo Bríos & Sara Fernández Rosas.

Graphic Design & Layout: Israel Pato, Juan García & Sergio García Vicente.

In loving memory of Gustavo Adolfo Cuadrado. The Knight Models team will never forget you.

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GAME COMPONENTS

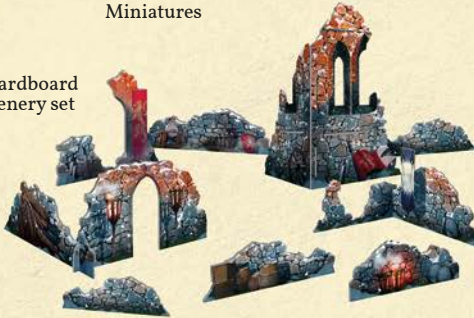


8 House Lannister Miniatures



8 House Stark Miniatures

1 Cardboard Scenery set



Assembly instructions available in KNIGHTMODELS.COM



6 Six-Sided Dice



34 House Stark Objective Cards



34 House Lannister Objective Cards



8 Encounter Cards



18 Intrigue markers



30 Numeric Counters



2 Boss markers



48 General purpose counters



6 Betrayal markers



6 Raven Feather markers



6 Broken Blade markers



8 Resource markers



12 Event markers



8 Audacity markers



INTRODUCTION

In Westeros, the noble Starks find themselves in a tense confrontation with the cunning Lannisters. This conflict sets the stage for a power struggle that will ultimately shape the destiny of both houses and the very realm they inhabit.



In the *Game of Thrones Miniatures Game*, you will form a 'group' of characters, represented by finely detailed miniatures, and play through myriad scenarios where you must overcome your opponents through a combination of brains, brawn and chance. Whether you wish to save Westeros from the evil that stalks, or reclaim the kingdom with a force of knights, the freedom afforded by this game will let you weave your own stories on the path to victory.

Whether you're new to tabletop gaming, or you're a hardened veteran of Westeros sprawling chaos, you'll find all the information needed to play in this rulebook. Enter the world of *Game of Thrones*, and bring the tales of this universe to life like never before.

In the *Game of Thrones Miniatures Game*, **you** control the heroes and the villains. **You** choose their strategies. **You** decide the fate of Westeros!

FIGHT WITH HONOR

No matter how much you like the *Game of Thrones Miniatures Game*, how often you play, or how competitive you are, you should remember that it's just a game, and the ultimate goal is to have fun – and that means letting your opponent have fun, too. Of course, everyone wants to win, but it's not worth it if another person (usually a friend) has a bad time during the game.

It's almost impossible for a set of game rules to account for every conceivable situation that may arise. Therefore, disputes over the rules should always be reasonably discussed and solved in the spirit of cooperation and sportsmanship. If no agreement can be reached, we recommend that you just keep the game flowing, and have one player rolls a die: on a result of 4+ their interpretation of the rule is right this time; on a 1–3, the opposing player is right. When the game is over, you can discuss the rule with cool heads, and work out what to do if it ever arises again. You could say this is the most important rule – that's why we print it first!

Before diving headlong into the game rules, it's worth spending some time establishing **the basic principles** of the game. Take a moment to familiarize yourself with these concepts, especially if it's your first foray into tabletop skirmish gaming.

THE FIRST STEPS

Before diving headlong into the game rules, it's worth spending some time establishing **the basic principles** of the game. Take a moment to familiarize yourself with these concepts, especially if it's your first foray into tabletop skirmish gaming.

WHAT YOU'LL NEED

Before you can play the *Game of Thrones Miniatures Game* for the first time, you will need:

- A collection of Knight Models miniatures, to represent your 'Warband' in the game.
- The official **Game of Thrones Miniatures Game App** installed on your device.
- A game board, where the action takes place.
- Counters and markers.
- A retractable measuring tape, or a ruler marked in inches (").
- Several six-sided dice (one or two dice of a different color to the rest will be very useful).

THE MODELS

The most important component of the game are the miniatures, or **models**, as they are often called throughout the rules. These represent your **Warband** – a small group of characters belonging to a particular faction, such as the House Stark, or the Lannister forces.

Knight Models produces detailed miniatures representing the diverse characters of the *Game of Thrones* universe. These miniatures come with their corresponding base.

THE GAMING AREA

The game is played across a flat surface, such as a tabletop or area of floor, with a minimum size of 36" square. This area is commonly referred to as the 'board' or 'game board'. The board should be populated with model scenery, representing the buildings, streets, forest, towns and cities of Westeros.

When setting up a game board ready to play, you and your opponent should try to position the scenery in a mutually agreeable fashion, so that it does not confer an inherent advantage to either side. If you can't decide, try splitting the scenery pieces between the two players as evenly as possible, and take turns placing them onto the board.

Knight Models provides you a range of scenic elements for your games, like the



cardboard items included on the core box. Many gamers also like to scratch-build their own scenery – a rewarding hobby in its own right, which means your setups are limited only by your imagination and skill.

Our advice is that you have as much scenery as possible, providing plenty of cover from enemy ranged attacks, and providing a varied board across which your models can run, jump, climb and hide.

MARKERS AND COUNTERS

Markers and counters are used to keep track of different aspects of the game, from the position of key objectives to the amount of damage accumulated by your characters. They are sometimes placed on the game board, on the App and sometimes at hand where you can remember the effect, to record various effects and conditions. A marker that is placed on the game board can never overlap another marker.

If you don't have the special Knight Models counters to hand, you can use poker chips, coins, or even spare dice (just make sure they're of a different type to the ones you roll during the game, to avoid confusion). In addition, Knight Models provide a range of premium quality 3D markers, including special markers customized to specific Warbands

MEASURES

The movement of models around the gaming area, and the measuring of weapon ranges, require the use of a measure, marked in inches ("). A retractable tape measure will be most

useful for getting into the hard-to-reach areas of the gaming table, although a ruler or special **measure stick** will be fine for most situations.

Measuring Distances

Any measurement must be taken between the two closest points of the miniatures or objects involved (such as when measuring between an archer and his target, for example). For horizontal measurements, this is usually done from the edges of the models' bases.

When determining if something is within the measured range, remember:

- 'Within' means at least part of the object/model/base lies within the measured distance.
- 'Completely within' means the entirety of the object/model lies within the measured distance.



It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the diameter of the model's base to the distance moved. As shown in this example, when measuring movement across the ground, the outer edge of the model's base must not move beyond the limit of the distance measured.



DICE

The outcome of many game actions is determined by the roll of one or more dice. You will need a number of six-sided dice (or 'D6') to play the game – the more dice you can lay your hands on the better. Try to make sure that at least one of them is a different color from the others, as this can be used to easily separate out important rolls from the rest of the batch.

Reading the Dice

As dice are called 'D6' for short, if the rules ask you to roll **2D6**, you will have to roll two dice, if they say **3D6**, you will roll three dice, etc. Sometimes, the rules will ask you to roll a **D3**. In this case you need to roll a regular die, and count the score of 1 or 2 as a '1', 3 or 4 as a '2', and 5 or 6 as a '3'.

You will also notice that sometimes we use expressions like 4+, 5+, etc. These are a common abbreviation for the result that you need to score when rolling a die. For example, if a model needs to score 4+, it simply means the roll will be successful on a score of 4, 5, or 6.

Please note that, unless otherwise specified, the results of multiple dice are not added together (there are, however, exceptions). For example, if you need to score a result of 4+, and you are able to roll more than one die to achieve it, one of the dice must score a 4 or more to be successful. If the results of the dice were 2 and 3, you couldn't add them together to score a 5.

Modifying Dice Rolls

Sometimes you may have to 'modify' a dice roll, or 'apply a modifier'. This is normally denoted in the rules as a plus or minus figure, such as +1, -2 and so on. Roll the dice and add or subtract the number to or from the score to get the final result. So, rolling D6+1 will give you a final score of between 2 and 7, for example.

Where several different modifiers are listed, they are applied in this order:

1. Modifiers that multiply or divide a score;
2. Modifiers that add or subtract.

Rerolls

In some situations, the rules allow you to 'reroll' your dice. This is exactly how it sounds – pick up all the dice you wish to re-roll, and roll them again. The second score always counts, even if it is worse than the first – no dice can be re-rolled more than once.

Fractions and Rounding

In some situations, the rules will instruct you to divide a number, usually by half. If there is a remainder, the result should be always rounded down. For example: a score of 5 needs to be divided by two. As the result would be 2.5, you will need to round it down to 2.



RANDOMIZING

Sometimes, you'll be asked to randomly pick between several models, objectives, items, etc. If randomizing between two items, simply roll a D6, nominating each item odds or evens. If randomizing between three items, roll a D3 to determine which is picked. If randomizing between four items, allocate a D6 score to each item, and then roll the dice, rerolling scores of 5 and 6, and so on.

If you're ever asked to randomize between cards (such as Objective cards in hand), simply shuffle the cards, face down, and pick the specified number without looking.



CHARACTER CARDS

All *Game of Thrones Miniatures Game* models have their own unique **character card**, available on the official **Game of Thrones Miniatures Game App**. This serves two purposes: It shows the profile and abilities of the model, and allows you to keep track of its actions during the game. A character card always displays the following elements:

1. Name

This is the true identity of a given character (so The Mountain is listed as Gregor Clegane, for example). You can't include more than one model with the same Name in the same Warband.

Note: The exception to the rule is when a model has Name 'Unknown' (such as Stark Soldier 1). You may include several such characters as long as they all have a different **Alias** (see below).





2. Alias

The Character Card will include the most relevant Alias by which the character is known – so Tyrion Lannister, for example, has the Alias 'The Imp'.



3. Base Size

This section indicates the size (diameter) of the base on which the model must be mounted (the correct base will be supplied with the miniature). Some models allow several options for their base size – simply choose one of the specified bases when assembling the model.

4. Rank

Every model fulfils a different role in its Warband (some even act as mercenaries of sorts, which can ally with other Warbands). To represent this, models are assigned one of five different **ranks**: **Leader** , **Hand** , **Ally** , or **Soldier** . These distinctions are important when you create a Warband because they determine the number of models of each type you can include. If a character has more than one, the owner can choose the model that he will use during the game.

5. Affiliation

All models are limited in which Warbands they are able to join, denoted by one or more House icons on the character card. All Warband members must have the same Affiliation as their Boss () – see page 35 for more on .

6. Rivals

A character's nemeses! A character may not be included in a Warband that also contains models with one of these Warband icons.

7. Reputation

All games set a Reputation limit for the Warbands involved, and the sum of the Warband members' Reputation cannot be higher than that limit.



8. Funding

Some models are loaded out with powerful weapons and items, which cost a premium in your Warband. We measure the value of all this gear in Coins (🪙). This amount is subtracted from the Warband's **Funding stash** when you choose the model. See **Forming the Warband** (page 35) for more details.

9. Traits

This section shows all of the model's special rules (known as personal and special **Traits**), as well as any equipment that bestow special rules of their own.

10. Weapons

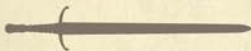
Any weapons that the model has at its disposal are listed here.

BASIC SKILLS

This portion of the character card is given over to the essential characteristics, or **basic skills**, that each model possesses. Every skill has a numeric value attached to it. Some situations may cause these skills to increase or decrease during a game (either temporarily or permanently), but **with the exception of** 🗡️, no basic skill can ever be reduced below 1.

11. Willpower

The 🌟 is one of the most important characteristics, representing a model's mental fortitude and endurance: the higher a model's 🌟 value, the more they will be able to Effort during the game.



2 ROBB STARK *King in the North*
Robb Stark / 50mm

1 **3** **4** **6** **7** **8**

5 AFF **7** RIV **90 REP** **00**

11 **7** **7** **12**

14 **4** **3** **16**

15 **4** **10** **13**

10 ✖️ **MASTER CRAFTED SWORD** 🌟 / 🗡️ / 🗡️
Sharp / Balanced (1) / Burst (1)

🛡️ **STARK'S ARMOR** 1 🌟 1 🛡️ / 🛡️
Cut Resistance / Armor (1)

9 *House Stark.
King in the North.
Mobility Master.
Move, Move. ♦️
Scout.*




- A model can Effort as long as the number of Effort (★) it accumulates does not equal or exceed its 🌟 value to improve some dice rolls.

12. Resilience


This skill represents the model's ability to soak up damage and carry on fighting. Its value represents the maximum Damage (🩸) a model can accumulate before being removed as a Casualty.







13. Movement

This skill represents the model's mobility (their ability to run, climb, dodge, etc.). The  value is the number in inches the model may move when taking a  Action. Unlike other skills,  value can be reduced to 0 due to modifiers or special rules.


14. Fight

This skill represents the model's offensive ability. The higher the model's  value, the more times it may Strike in combat. This value also determines the minimum result that the target enemy must score in order to **block** the attack.

15. Strength

Strength is a measure of a character's physical power. When a model performs an  Action, in addition to rolling the  dice, you must roll an extra die of a different color from the rest. This is the  die. If the  die scores a hit on the target, it cannot be blocked.

16. Defense

This skill represents how well the model defends itself against attacks. When a model is attacked, the enemy must score equal to or greater than the target's  value to score a hit.





OTHER BASIC RULES

We're almost ready to learn the main rules of the game – but first, let's take a look at some of the common situations that will crop up during play.

LINE OF SIGHT

The concept of 'line of sight' (LoS) is very important in tabletop gaming, as it allows you to work out what your models can 'see' – usually their target! To see another model, you must be able to **draw a straight and unobstructed line** between the two models. The simplest way is to draw an imaginary line between the models using a measure, or even a laser pointer.

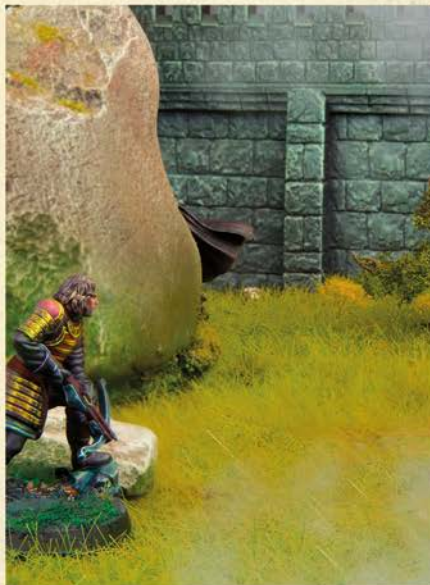
All models have a **line of sight of 360°**, which means they can see everything around them, unless otherwise specified.

Models never block line of sight – they are considered to be in motion at all times, and don't get in the way. In addition, no decorative element of the model, such as scenic items on a model's base, can block line of sight – treat it as though those items are not present.

When determining LoS from one model to another, we only take into account the **main physical block** of the character or vehicle, defined as their head, torso and legs for the purposes of line of sight. Ignore arms, protruding weapons, capes, etc.



The Lannister Soldier has LoS with Robb Stark.



The Lannister Soldier hasn't LoS with Robb Stark, because the rock hides his main physical block.

CONTACT


When the bases of two models are physically touching, the models are said to be **in contact**. It is very important that, when models move during the game, they can move into contact with each other, but never in such a way that they overlap one another's bases at the end of the move.

Models on Higher Levels



Models on different elevations of the gaming area can still be in contact with each other, as long as neither model is higher than the other's head (the fundamental block of the model, as used for line of sight), and there is no substantial scenery between them. Simply take a top-down view of the two models – If their bases would be touching if they were on the same level, they are considered in contact.

SKILL ROLLS

In order to successfully perform many actions, or to avoid certain effects, models may be required to pass a **skill roll**, comparing the roll against the value of the model's basic skills.

To take a skill roll, simply roll **2D6**. Then, compare their combined result with the specified skill (such as , for example). **If the sum of the two dice is equal to or less than the skill value, the test is passed.**

The most common skill rolls you'll need to make are:

- **The  roll:** These types of rolls are used to ignore adverse psychological effects, such as hypnotism.
- **The  roll:** Usually used to resist special effects, such as **Poison**.

Opposed Skill Rolls

Sometimes, when using a special ability, you will be asked to take a skill roll **against the target model's skill value**. This is called an 'opposed skill roll'. In this instance, roll the dice as before, but this time the sum of the two dice must be **greater** than the specified skill of the target.



In both pictures, the models are considered in contact.

THE GAME RULES



If this is your first game, you might find the rules that follow a little daunting – but don't worry! The rules of play are presented in a logical order, so that you can get playing straight away. The more advanced rules, such as Traits and special Status, can be found in the free rules Compendium on the official App.

SEQUENCE OF PLAY

Fighting in the winding streets of Winterfell, the debris-strewn streets of King's Landing, or within the close confines of The Wall is chaotic, visceral and confusing. To mitigate the brutal reality of combat, we structure the game by breaking it down into a series of 'rounds', in which players take it in turns to activate, move and fight with the models in their Warband.

Each round is broken down into four 'phases', which are always resolved in the following order:

I. TAKE THE LEAD: The players determine the order in which they will proceed during the rest of the round.

II. RAISE THE PLAN: All the players decide in secret how and in which way their models will act, distributing activation markers between them. These markers will determine which models have the most impact in the round.

III. EXECUTE THE PLAN: Players activate their models and resolve actions with them (move, fight, shoot, etc.). Play alternates one model at a time, starting with the player who took the lead, then moving to the opponent, and so on, until all models that can activate have done so.

IV. RECOUNT: This phase provides an opportunity for models to recover from their injuries, and for Knocked Out models to get back into the game. Ongoing effects are resolved, and victory conditions are checked – if the game does not end, the round is over and a new round begins.

When all players have completed the sequence, a new round will start and the process begins again. Rounds will go on until the game ends (this happens automatically at the end of Round 4, but can happen sooner – see page 34).

TAKE THE LEAD

At the start of each round, before doing anything else, each player must roll 1D6. The player that scores the highest chooses who has the Initiative (they don't have to take it themselves if they don't wish to).

If the roll is a tie, the player who lost the Initiative roll in the previous round automatically wins it here. If this is the first round of the game, continue rolling until a clear winner is established.

The chosen player is referred to throughout these rules simply as 'the player with Initiative'.

The player with Initiative is responsible for:

- Performing each step first whenever players are instructed to alternate (for example, when placing scenery).
- Starting the activation of models in the Execute the Plan phase.

RAISE THE PLAN

Now it is time to decide which of your models will have the greatest impact on the round ahead. Note that, in the next phase, all models that are able to activate will be able to perform one action: either a **Movement action**, a **Tactical action**, or a **Special action**. Some, however, can do more.



To do this, each player chooses 4 of their models in play and mark the **Audacity** (☒) option on them. Now they have ☒. If you have less than 4 models able to activate, then mark ☒ on as many as you can.

EXECUTE THE PLAN

When all players have finished allocating their ☒, it is time for action! Beginning with the player with Initiative, players alternate the activation of the models, choosing one at a time. Each model can be activated once per round, and all its actions must be completed before the other player activates a model. Once all models that can activate have done so, players will move on to the next phase.

Activate a Model

When a model is activated, it can perform one of the following actions: A **Movement** action, a **Tactical** action, or a **Special** action. If the model has ☒, it may perform one of each type instead (3 actions in total). These actions may be performed in any order, but an action must be completed before starting another (you cannot stop halfway through a move, stab an enemy, and then continue moving, for example). You don't have to perform all the available actions if you don't wish to – in fact, you don't have to perform any actions at all, but the models must still be activated if able.

The actions available to models are detailed on page 19. Some models have additional actions available to them as a result of their special rules.

Once a model has completed its actions, its activation ends. Mark the model on the app as Activated, as a reminder that it may not activate again this round.



PASSING ON ACTIVATION

As play alternates between models from different players during a round, Warbands with larger numbers of models gain an advantage over Warbands with fewer models, as they get to act more frequently and respond better to enemy plans. To balance things out a little, each round the player with the least models in their Warband gains a number of 'passes'.

At the beginning of the Execute the Plan stage, players must work out how many **Pass markers** the player with the smallest Warband will have. The number of passes is equal to the difference between the number of models in the largest Warband, minus the number of models in the smallest (models that are off the table for any reason, do not count for this purpose).

When one of your models **that has not yet been activated** is removed as casualty, **take a Pass marker immediately**.

Each time a player 'passes', they discard one Pass marker and defer activation of a model, instead handing the activation to the next player in the sequence. This may mean that a player ends up activating two models consecutively, as their opponent temporarily 'gives up' their turn. The player who passes on activation must still activate all of their models during the round – but they get the chance to hang back and see what their opponent does before being forced to act themselves.

A player who does not use all their Pass markers gains **+1 to the dice roll to Take the Lead** next round for each unused Pass marker, then all their Pass markers are discarded.

Passive Skills

Some skills of the game are passive, which means that the player does not have to declare their use during the activation of the model. They are commonly used during a rival activation, as a response to an attack, or when a special rule is activated. These skills do not usually use up a model's actions – each skill will provide full instructions for its use.



RECOUNT

During the Recount phase, follow this sequence:

1. Activate any trait that should be used at the beginning of the Recount phase, starting with the player with Initiative, and alternating between players, until all available traits have been activated.
2. Score any number of Objective cards that specify they should be reviewed at the end of the round, whose requirements have been fulfilled. However, you may not score two Objective Cards with the same name at the same time.
3. Perform skill rolls on models that have acquired Status to see how they are resolved (for example, models that are affected by Poison may attempt to resist it here).
4. All models still in play should now remove 1 ★.
5. Review the conditions to finish the game and, if these conditions are met, **check the score and establish a winner**. Otherwise:
 - a. Untap the Activated state on the app and reset Pass markers;
 - b. Refill your pool of Resource Points so that you have 3 again.
 - c. Discard up to one Objective Card from your hand if you wish, shuffle the Objective deck, and draw cards until you have 4 cards in hand.
 - d. Now start a new round, beginning with phase 1, **Take the Lead**.



ACTIONS

In this section, we look in detail at the various actions that your models can perform during an activation.



MOVE (M) ACTION

During its activation, a model can perform a single M Action. Effects and special rules that make a model move are resolved in addition to this Action.

All models in the game have a M Value, which is a number of inches equal to the M skill value. When performing a M Action, this is the maximum distance the model can move across the game board.

A model can move in any direction (they may even move directly up or down by jumping, see below), and it does not have to use all of its M value. The distance is

measured from the edge of the model's base, taking obstacles and scenery into account as you trace the model's path. No part of the model's base may move beyond the M value.

Models can pass through other models as if they weren't there. However:

- A model cannot pass through a gap in scenery that is too small for their main physical block to fit through;
- The model must end its move in a position where it will both fit and balance unsupported.
- The model's base must not overlap that of another model at the end of the move.

MOVING, PLACING AND SET

When a rule tells you to 'place' a model, this is not the same 'moving'. 'Place', represents a jump, or teleport, across the game board. The model is removed from its current position and replaced on the board within the distance indicated by the rule, ignoring intervening terrain. If any other rule or effect prevents a model from moving at all, it also prevents it from being placed. However, rules that reduce or increase the M do not affect the distance a model is placed. Set term refers to something that is not in play (Gaming Area) and is going to be placed on it.



Impaired Movement

During the game there will be times when a model's movement may be adversely affected, such as when crossing Difficult Ground or suffering from an impeding effect. This is called Impaired Movement.

A model with Impaired Movement reduces by -4" the maximum distance provided by its **Value that it can move during a **Action**.**

Thus, a miniature whose **Value** is 10" that is crossing Difficult Ground cannot advance more than 6".

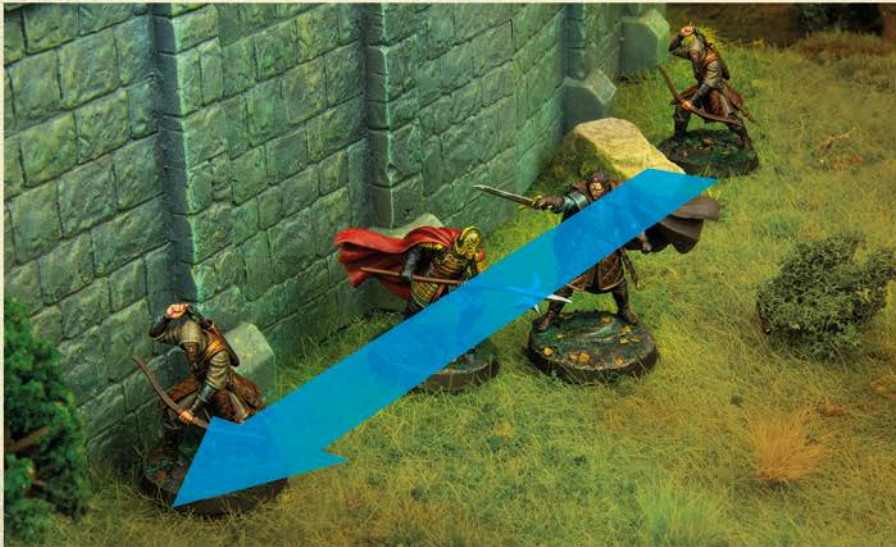
All effects that prevent movement are cumulative. So, if a model has suffered Impaired Movement from two different sources, its movement will be reduced by 8", and so on, to a minimum of 0 (at which point it cannot move at all).



Scenery elements like this box are considered small obstacles (no movement penalty apply).

Small Obstacles

For the purposes of movement, models ignore any obstacle that is 1" tall or less – these can be easily stepped over or jumped over without penalty. However, taller obstacles may need to be jumped, as described below. Similarly, narrow gaps of less than 1" across or drops of less than 1" deep can be moved across without jumping.



*The Stark Archer model doesn't suffer any movement penalty during this **Action**.*



Difficult Ground


Any area of the game board that is difficult to traverse, such as piles of rubble, deep water or thick vegetation, is considered **Difficult Ground**. A model whose base is even partially within Difficult Ground suffers **Impaired Movement**.

Before starting the game, players should agree on the areas of the board that should be considered Difficult Ground.

Impassable Terrain

Scenery elements that are too solid, tall or dangerous to traverse are categorized as 'impassable'. Impassable terrain cannot ordinarily be moved through – the model must find another way around. Players must decide at the start of the game whether impassable terrain can be landed upon (by a flying or teleporting character, or by grappling up with a Rope, for instance), or whether they are off limits.

Jumping

If a model's movement is blocked by a gap of more than 1" (such as the sharp drop between two rooftops), or it wants to move in any direction (including vertically, to be placed on top of a building for example) it may continue its movement by Jumping. Immediately apply **Impaired Movement** to the model. A  Action that includes a Jumping may end in a position where the base will fully fit, then nothing more happens and the action ends, but if the Movement is not enough, then the model must **Fall**.





Falling

A model may fall from an elevated position as a result of Jumping, or because it is pushed from a ledge by a special rule.

When a model falls, remove the model and place it on the next lowest level, as closely aligned to the position from which it fell as possible. If the area directly below is occupied or impassable, or it is simply too difficult to place the model due to the size of its base, try to place it as close as possible to the spot where it should have fallen. If there are several possible positions, the active player should decide between them.

Measure the total distance the model has travelled during the action (from the point where it started the **J** Action, to the end point of the fall).

- If the distance travelled is less than the model's **J** Value, it will not suffer any **W**.
- If the distance travelled is greater than the model's **J** Value, it will suffer **W****W** (see Damage, page 26).
- If the distance travelled is at least **double** the model's **J** Value, remove the model from the game as a Casualty.

Remember that, if the model has suffered Impaired Movement during the activation, its **J** Value will be reduced accordingly.

Stand Up

If a model has been **Knocked Down**, it can stand up when performing a **J** Action. It may continue its movement as normal, but standing up always counts as an Impaired Movement.



*This Model has a **J** Value of 8".*

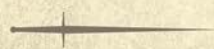
It wants to jump to the lower floor. Because of the jump it loses 4" because of Impaired Movement.

The distance to the yellow arrow is 4". So then, it starts to fall until the lower floor.

That distance (the orange arrow) is 7".

*Because it doesn't double the movement of the model (4" because it suffers Impaired Movement due to being Jumping), it suffers **W****W**.*

If it continues to the ground level, it is removed as a casualty because the distance is greater than 8".



TACTICAL ACTIONS

During its activation, a model can perform a single Tactical action from the following:

- **Attack (⌘) Actions**
- **Manipulate (Φ) Actions**

Tactical actions are mutually exclusive – even a model that can perform more than one action cannot perform both an ⌘ and a Φ action in the same activation, unless a special rule permits otherwise (like Inspire).

ATTACK (⌘) ACTIONS

There are two main types of ⌘ Actions a model may perform: a **Melee (⌘) Attack** (with a ⌘ Weapon) or a **Ranged (⌘) Attack** (performed with a ⌘ Weapon).

A model may only take an ⌘ Action using one of these types during each activation – it cannot make both a ⌘ and a ⌘ Attack in the same activation, unless it has a special rule that allows otherwise.

THE RULE OF 1 AND 6

When performing any attack or defense roll, a natural result of 1 on an attack die will always be a failure. On the other hand, a natural result of 6 will always be a success. ('Natural result' means the number rolled on the die before any modifiers are applied).

Attack (⌘) Roll

The Attack roll is the sum of the ⌘ or the ⌘ dice and the ⌘ dice and it is called the **⌘ Roll**.

⌘ DICE

Every time you perform an ⌘ Action (⌘ or ⌘), you must add 1 ⌘ die to the roll. This is a die of a different color from the ⌘ or ⌘ dice. The ⌘ die represents the attack's natural power, making some weapons or abilities far more effective than others.

The ⌘ die is rolled along with the ⌘ or ⌘ dice, as part of the **⌘ Roll**. However, the ⌘ die scores a successful ⌘ Hit if it equals or beats the attacker's ⌘ value.

A ⌘ Hit cannot be avoided in any way, but is otherwise treated as a normal Hit. Some special rules prevent an attacker from rolling the ⌘ die at all.

If during a ⌘ Attack any effect nullifies all the ⌘ dice, then that ⌘ Attack rolls 1 ⌘ die that cannot be negated by any way.

Example: A model attacks with a 'Dragon's Breath' ⌘ Attack, which is a ⌘ Roll of 1 ⌘ die and 1 ⌘ die. The target is wearing a **Shield**, whose effect is to remove 1 ⌘ die from an ⌘ Action, and it is also in **Cover**. Since both dice are denied by the target's **Shield** and the **Cover** effects, the attacker will roll 1 ⌘ die instead because a ⌘ Attack cannot be negated totally.

The ⌘ die is only removed from an Attack if a rule specifically requires to remove the ⌘ dice, unless it is a **⌘ Attack**, then the ⌘ die is the first to be removed, even if the dice to be removed are just ⌘.

MELEE (⚔) ATTACK

To attack an enemy in melee, your model must be in contact with a target enemy model. Then, take a number of D6 equal to the model's ⚔ value (these are the ⚔ dice), plus 1 🎲 die.

Make the ⚔ Roll. Each ⚔ die that scores equal to or greater than the target's 🎲 value is a ⚔ Hit.

⚔ Attack Modifiers

When performing a ⚔ Attack, the following modifier may apply. Note that additional modifiers may be imposed by special rules. All modifiers are cumulative unless stated otherwise.

Outnumbered: A model targeted by a ⚔ Attack that is in contact with more than one enemy model suffers a -1 penalty to its 🎲 value for each enemy model after the first (so, if the target is in contact with three enemy models, it suffers a -2 🎲 penalty and also rolls 2 fewer 🎲 Dice during the 🎲 Roll).



The Defense (🎲) Roll

When a model is the target of a ⚔ Attack, it may attempt to defend itself by rolling a number of dice equal to its 🎲 skill. For each 🎲 die that **equals or beats** the attacking model's ⚔ skill value, the target cancels (**Block**) 1 successful ⚔ Hit. The 🎲 Hits cannot be blocked.

RANGED (⚔) ATTACK

To attack at range, your model must carry at least one ⚔ weapon (see below), and meet the following criteria:

- The target must be within line of sight.
- The ⚔ Weapon must have at least 1 🎲 remaining.
- The attacking model must not be in contact with an enemy model.

Select one ⚔ weapon from those available. When a model performs a ⚔ Attack, take a number of dice equal to the ⚔ Weapon's 🎲 value (the ⚔ dice), plus 1 🎲 die.

MELEE (⚔) WEAPONS

Most models in the game carry some kind of weapon, whether it's a knife, a sword or an axe. The ⚔ Weapons are easily identified by their ⚔ icon. The ⚔ Weapons instructs you the 🎲 inflicted on its target by each ⚔ Hit and if it has any Special Rule.

If a model has a choice of ⚔ Weapons, it must choose one of them when making a ⚔ Attack.

⚔ MASTER CRAFTED SWORD 🎲 ⚔ ⚔

Sharp / Balanced (1) / Burst (1)



Target a model and make the ✂ Roll. Each ✂ die that scores equal to or greater than the target's ♠ Value is a ✂ Hit.

✂ Attack Modifiers

When performing a ✂ Attack, the following modifiers may apply. Note that additional modifiers may be imposed by special rules. All modifiers are cumulative unless stated otherwise.

- **Move before attacking:** If a model performs a Movement action *before* performing a ✂ Attack, subtracts 2 ✂ dice from that ✂ Attack.
- **Out of Effective Range:** Some ✂ Weapons have characteristics that limit their effectiveness depending on the distance to the target, such as the

Short Range or Medium Range weapon special rules. A ✂ Weapon fired beyond its effective range, subtracts 1 ✂ die from that ✂ Attack.

- **Cover:** If the target is partially obscured by scenery, it is in **Cover**. If any part of a model or its base is obscured by intervening scenery (but it can still be seen), the target claims Cover. A ✂ Weapon fired at a target in Cover subtracts 1 ✂ die from that ✂ Attack.
- **Other rules:** Some special rules such as Protective or Nimble, also subtracts dice from ✂ Attacks.



RANGED (✂) WEAPONS


These weapons, are used to attack enemies at a distance. They are typified by three characteristics:




- **The ♠ Inflicted:** the number of ♠ inflicted on the target by each ✂ Hit.
- **RoF ⚡:** 'Rate of Fire' is the number of ✂ dice, the weapon grants when performing a ✂ Attack. This represents the deadly of the impact, not the arrows fired by a Bow per action for example.
- **Ammunition ♣:** A ✂ Weapon's ♣ value represents the number of Ammo a model carries – this is number of times a ✂ Weapon may be used during the game. If the ♣ value is '✓', the ✂ Weapon can be used any number of times. Every time a model fires a ✂ Weapon you must use 1 ♣. A ♣ is used for each ✂ Action, not per ✂ dice. If you spend all the ♣, the ✂ Weapon cannot be used anymore, unless the model finds more ♣. A model cannot carry more ♣ than it began the game with (including any extra ♣ purchased when forming the Warband – see page 49).











All ✂ Weapons have **unlimited range**.




✂ CROSSBOW	♠♠	2 ⚡	2 ♣
<i>M. Range, Mechanical, Aim, Armor Penetration 1</i>			

ARMORS

In *Game of Thrones Miniatures Game* all the characters have an armor or evade skill. They will be represented on the Character Card by the  icon.

The  usually provide a model additional  Dice and/or with a higher chance to block a hit. Whatever  the model is using, the special rules it confers will be listed on the character card.

The  will provide to the bearer a number of additional  Dice () to its  Rolls, a positive Modifier () that will be added to each result of the  Dice rolled, and a numeric value () that if the model wants to surpass while doing a  Action, it must take 2  to being able to do so and move up to its full  Value.

When a Modifier makes the  Rolls to surpass the 2+ instead of that, the Defender gains 1 Free Effort per each modifier that surpass it (so for example, if a target has  Value of 3, and the defender has a  that provides a MOD +2, it gains 1 Free Effort).

 STARK'S ARMOR



1 




1 





Cut Resistance / Armor (1)



DAMAGE

Each time  is inflicted on a model, one or more  will be assigned to it, use the App to track it.

If the  that is inflicted to a model exceeds its  value, the  is considered inflicted, but the exceed is discarded.



REMOVED AS A CASUALTY

If at any time a model accumulates an amount of  equal or greater than its , the model must be removed from the game immediately as a **Casualty**.

Note: A model that was removed from play as Casualty and returns to play, first removes all ,  and Statuses.

EFFORT

Sometimes, the only way to beat the toughest foe, or survive the most punishing attack, a character must dig deep and go beyond their normal limits. In the *Game of Thrones Miniatures Game*, this is represented by the Effort rule.

A model can make an Effort when it takes a  Attack or if it takes a  Roll, and sometimes to trigger some special traits or actions (see below).



To make an Effort, a model voluntarily receives a number of ★ up to their Effort Limit. In exchange, that model may:

- Add 1 ✂ die per ★ to its ✂ Attack.
- Remove 1 ✂ die per ★ from an enemy's ✂ Attack when it is the target of that ✂ Action.
- Perform a special rules or trait that requires Effort as 'payment' to activate. In this case, simply add ★ to the model and then use the rule. If the model cannot receive the Effort (because its Effort Limit is reached, it has reached the ● value, or another rule prevents it), the model will not be able to carry out that action.
- Roll 1 additional die during a Skill roll (to a maximum of 3D6). For example, if your model is affected by the Mislead trait and it would normally roll 2 dice for its ● roll, you may receive 1 ★ to

roll 3D6 instead. You must choose 2 of the dice between them.

A model may not receive ★ if it would result in surpassing the model's ● value. For example, a model with a ● value of 7, which already has 7 ★, will not be able to make any more Effort.

Note: To make an Effort during a ✂ Attack, the ★ must be received by both the attacker and defender before any dice are rolled. The defender (target) must declare whether they are making an Effort first; then, the attacker may declare.

Effort Limit

All models start with an Effort Limit of 3 – this is the maximum amount of ★ a model can choose to receive for Effort for a single action, ability, attack, or defense improvement. A model that has its Effort Limit reduced to 0 by any rule cannot make Effort, even if it has enough ● to do so.



Jaime Lannister's ✂ value is 5 (He rolls 5 ✂ dice plus a ● die).

The Stark Archer makes 3 Efforts in order to remove 3 ✂ dice from Jaime Lannister's roll

Jaime Lannister also decides to make 2 Efforts to add 2 more ✂ dice to his attack. His final roll is 4 ✂ dice (5-3+2) and 1 ● Strength.

COURT PLAYER

A model with this trait represents normally a non combative character, that is not present in the battle, but with its political actions can intercede in the course of the battle.

They cannot be targeted/affected or target/affects by an ✕ Action unless the other model also has this rule, and does not suffer Statuses or ♠ unless it is inflicted by this rule or another model with this rule. It is only considered in contact with other models during its activation. When this model performs a Move, it is instead a Place. When an enemy model removes 1 of your ☉ Markers, inflict 1 ♠ to this model. When this model is removed as a Casualty keep it aside. In any subsequent Raise the Plan phase, you may reduce your models with ▼ by 1 during that round to return this model to play, placing it anywhere on the gaming area.

INTRIGUE (☉) ACTIONS

Of course, while most of the action in Westeros fields and streets will involve moving and fighting, that's far from all there is to it. The ☉ Action allows you to interact with elements of the game beside other models, and has various uses. Commonly, you'll use the ☉ Action to:

- **Set Intrigue (☉) Markers:** By performing a ☉ Action, a model can place an ☉ Marker in contact. ☉ Markers are points of interest on the tabletop, such as clues, or strategic positions. You cannot Set an ☉ Marker inside or within 2" of your own Deployment Zones, or within 4" of another friendly ☉ Markers.

Note: A player cannot have more than 8 ☉ Markers into the gaming area at the same time. If they want/are



Because Robb Stark's base is partially obscured by the scenery, the model is in Cover (The attacker deducts 1 ✕ die from the roll).

forced to Set a new one, the opponent must target another Φ Marker of that player that is not targeted by an Objective card, and removes it.

- **Reveal Intrigue (Φ) Markers:** An Φ Marker can be removed from the gaming area by a model in contact, using the Φ Action. This action is called Reveal.

Additionally, there are various rules, special traits and scenario conditions that may ask you to use your Φ Action to activate. In those cases, the Φ Action also counts as the model's Tactical action for the activation (so a model cannot activate a Trait using the Φ Action, and then an \times Action in the same activation, for example).



Using their Φ Actions, your models could Set Φ Markers in contact with them (Remember that you cannot place them within 4" of another of your Φ Markers).

SPECIAL (◆) ACTIONS

The third category of action available to your models is the ◆ Action. These do not have standard rules, but instead encompass the many and varies abilities possessed by the characters.

A model's traits may require the expenditure of a ◆ action to use. These will be marked in the traits compendium and on the character card with the ◆ icon, to differentiate them from those traits that do not require the expenditure of an action, or which are passive (always in effect).

RECOVERY

At the end of each round, during the Recount phase, **all models in play remove 1 ★**.

EXTRA ACTIONS

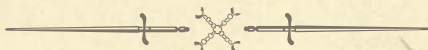
As a result of some effects and traits, your models may receive 'extra actions'. These are actions that may be taken in addition to those normally permitted during a model's activation.

If a rule specifies the type of extra action (for example, 'you have an extra ◆ action'), you must only take the extra action if it is of the specified type. If the type isn't specified, you can choose any type of action, even if the model repeats the same type of action during its activation (by ✕ twice, for example).



THE ROAD TO VICTORY

Now that you know how to play the Game of Thrones Miniatures Game, it's time to answer the all-important question: How do you win?



OBJECTIVE CARDS

In this game, the Houses of Westeros fight each other relentlessly, but not aimlessly. Rather than just becoming embroiled in mindless violence, each House has very specific objectives, and seeks to fulfil them while preventing their rivals from achieving their own goals.

In the *Game of Thrones Miniatures Game*, this is represented with Objective cards. When forming your Warband, you must choose 30 Objective cards (see page 37 for more on how to choose your cards), and form them into a deck.

These cards have a double function:

- They can be played as **Objectives** (as the name suggests). Once you meet the requirements for the Objective, these will give you valuable 'victory points' (VPs), which determine whether you will win or lose the game.
- They can be played as a **Resource** – a temporary bonus or tactical boost that can offer an advantage to one or more models in your Warband.





The elements of an Objective card are:

1. **Name.** A descriptive title of the card.
2. **House Icon.** This icon specifies which House(s) can include the card within its objective deck. If it has no symbol, it is a **general card** and can be included by any Warband in its deck.
3. **Number of Copies.** Indicates the number of copies of the same card that should be included in your Objective deck. So, a card whose number of copies is (3) indicates that, if you decide to include this Objective card in your deck, you must include 3 copies of the same card, or not include it at all. Thus, we distinguish between single cards (1 single copy) and multiple cards (more than one copy).
4. **Objectives.** The Objective Card can be used in two different ways during the game. One of them is, naturally, as an **Objective**. This text represents an Objective to be met by your Warband,

complete with several requirements. When you complete all of the requirements listed here, play this card and receive its Victory Points.

Note: The text in *Italics* (if any) is an instruction about how to play the card, while the Regular text is the condition required to score the card.

5. **When to Play.** This tells you when the card can be played as an **Objective**: During the Take the Lead phase **I**; during Raise the Plan phase **II**; during the Execute the Plan phase **III**; or during the Recount phase **IV**.
6. **When to Score.** This specifies the phase in which the card's Objective requirements must be checked for its scoring requirements: As soon as the requirements are met, instantly ; at the end of the current round ; or in a special way, expressed in the card's own text .
7. **Resource.** An Objective card can be used in two different ways during the game. One of them is as a Resource. This text represents an extra benefit that you can get by playing this card from your hand. Playing the card in this way doesn't provide you with Victory Points.
8. **Resource Points Cost.** Indicates the amount of Resource Points that it costs to use the card as a Resource.
9. **Objective Type:** Not all Objectives are achieved in the same way, and some Warbands favor one type over another. There are four Objective types represented in the game: **Protection** ; **Menace** ; **Violence** ; and **Control** .



10. Victory Points. If the card is played as an Objective (after fulfilling the requirements), place the card in your pile of Scored Objectives and, at the end of the game, add this number of Victory Points to your final score.

USING OBJECTIVE CARDS

At the start of the game, shuffle your Objective cards and form an **Objective deck**, face down, on your side of the table. Leave some space next to the deck for cards that have been played. During the game, you'll encounter a variety of terms that tell you how to use the cards, as follows:

- **Discard:** If an effect asks you to discard an Objective Card, choose a card from your hand and place it on the bottom of the Objective deck (face down).
- **Remove:** If an effect asks you to remove an Objective card, remove the card from play completely – it cannot be used for the rest of the game.
- **Use as Objective:** If the card is played from the hand as an Objective, place it next to the board, face up. When it is time to use it (this may be immediately, although some cards will specify when precisely it can be used), and if the Objective requirements are met, the card is left face up in a separate pile called **Scored Objectives**. Any 🔄 marker placed by an Objective are removed from play when the card is scored or discarded.
- **Use as Resource:** In order to play a card from your hand as a Resource, you must be able to play its Cost in

Resource Points. Once a Resource has been resolved, Discard the card and place it on the bottom of the Objective deck (face down).

At the beginning of the game, before deploying your models, draw four **Objective cards** to form your hand. You may **discard** once any number of these, and redraw the same number of cards you discarded until you have four cards in your hand again.



Now, tap the App until you have 3 🔄 Points. These points are used to pay the cost of using an Objective card as a Resource. Whenever you want to play a card using the effect of its Resource text, you must first expend a number of 🔄 points equal to the card's Resource cost. When several Resource cards must be used at the same time, always resolve them in reverse order to how they were played (so the most recent Resource to be played from a hand is resolved first, and the first to be played is resolved last).

The effect of a Resource only last the activation in which it was used, unless the card is required to be placed aside. In this case it will have its own instructions. There can only be 1 copy of each card played as a Resource that is placed aside. The effects of a resource card placed aside ceased to effect and any 🔄 marker placed by when they are discarded.

During the Recount phase, tap again until you have 3 🔄 points again, ready for the next round.

To play a card as an Objective, take the card from your hand and show it to your opponent. Unless it must be scored instantly, place the card face up by the

side of the game board. Check the When to Score criteria – at the specified time, check if all the requirements of the card have been met. If they have, add the specified number of VPs to your running total, and place the card face up on your **Scored Objectives** pile. If the requirements have not been met, **Discard** the card instead (unless it is **K**).

At most, during a model's activation (yours, or an opponent's), you can play **a single card** as a **Resource** and **a single card** as an **Objective**. Outside the Execute the Plan phase, you may play as many cards as you like. The only exception is that you may **never** play more than one Objective card with **the same Name simultaneously**.

If two players play a card at the same time, and their effects collide or negate the effect of the other, the card with a lower number of copies is resolved first. If both are the same, the active player's card will be resolved, and if not, the card of the player who had the Initiative will be resolved.

If an Objective targets a model, while that card is in play, you cannot target the same model with another copy of it.

A model that is KO cannot contribute to the requirements of a card (scoring or negates the scoring) that counts models on the Gaming Area near a specific point, marker or model unless instructed otherwise.

Each time an Objective card leaves your hand, for whatever reason (whether it's been played, discarded, etc), after resolving the effect you must draw the same number of cards from the Objective deck until you have the same

number of cards you had before the card left your hand. If for any reason, at any time **you have more than 4 cards** in your hand, **Discard** as many cards as needed until you have 4 again.

If a card that has already been played cannot be resolved (if its Resource effect can no longer be applied, or the Objective requirements have not been met, for example) **Discard** the card.

At the end of the Recount phase you may **Discard** an Objective card from your hand (and, of course, draw a new one). Before drawing the replacement card, shuffle your Objective deck.

When you search for whatever reason into a Deck, then you must shuffle it unless instructed otherwise.

END GAME AND VICTORY POINTS

The game ends:

- At the end of the Recount phase of **round 4**.
- At the end of any round in which one of the Warbands has **no models to activate** after the recoveries (because all their miniatures are been removed as Casualties).

When the game is over, **the player with the highest number of Victory Points is the winner**.



FORMING THE WARBAND

So you know how to play, and how to win – all you need now is a hard-bitten Warband of Westeros characters to take to the cities and fight for you! In this section, we show you how to choose a Warband and prepare for action.









REPUTATION LIMIT



First of all, players must agree on the amount of **Reputation** (or Rep) each of them can spend on their Warband. Typically, both Warbands will be of an equal Reputation value. The ‘standard’ Reputation limit for most games is 350, which offers a balanced game that you can play in less than an hour and a half. For quicker games, try 150 Reputation. For longer games with a larger number of models, we recommend a limit of 450 Reputation.

Once you have decided on the size of the game, you can start choosing your Warband’s models. Remember that **the sum total of the models’ Reputation values can never exceed the established Reputation limit** (although it can be lower).

THE BOSS AND AFFILIATION






The first model to choose, and the most important, is your Boss. This is the character who will be in overall command of the Warband during the scenario. The  must be chosen from those models with the  rank or, if there are no models with the  rank, from those with the  rank. Once the  has been selected, place the  Marker at hand as a visual reminder.





The rest of the models in the Warband must be of the same Affiliation as the  (at least one of their Affiliation icons must match that of the ). A model with the ‘Unknown’ Affiliation can be included in any Warband.



SPECIAL RULES


The following special trait is automatically applied to the :

Inspire: All models with the  rank that begin their activation within 8" of this model gain an extra  Action (not cumulative).

When a  is removed from the game, you can designate any other model as your new  – hand that model the  marker. However, the range of the replacement  Inspire ability is reduced to 4".


RANK

All models in the game have one of the following **ranks**:







Leader 



Hand 







Ally 

Henchman 

The rank affects the configuration of your Warband as follows:

- You may only include one .
- You may include one . However, if you don't select any  models, you may choose a second .
- You may include one .
- You may include any number of , but no more than one with the same Name.

For every 150 points over 350 Rep (and part thereof) your Warband may include one additional . So, if you play a game of between 351 and 500 Reputation points, you could include 2  in your Warband.

When a model has **more than one rank** listed on its character card, the player chooses which Rank applies when forming the Warband. For example, Sansa Stark might choose not to occupy the  position in a  Warband, even though she has the  rank. Because she has both the  and  ranks, she can be chosen as a  instead.

Note that, during the game, models with more than one rank still count as having all of them for the purposes of any special rules or Objective conditions, even though only one was used during Warband formation.

EQUIPMENT AND FUNDING (🪙)

'Funding' is the total budget to spend on equipment (and some models) for your Warband, usually expressed as a coins value (🪙).

For every 150 Reputation or part thereof, you receive 🪙500 of Funding. So, in a 100-Rep game, you have 🪙500 to spend; in a 300-Rep game, you have 🪙1000; in a 460-point game, you have 🪙2000, and so on. This total amount of funding is sometimes called a 'stash'. 🪙 from your stash are spent on equipment (and some models) for your Warband.

If a model in your Warband has a Funding (🪙) value, then this value is **deducted** from the total amount of Funding available to you. Not all models have a Funding value, and, therefore, not all models reduce the Funding of your Warband.

Example: Stark Soldier 3 is a 🪖 with a funding value of 🪙600 and a Reputation of 38. If you choose him in a game of 350 Reputation points, the total available Funding is reduced by 🪙600 (🪙1500 - 🪙600 = 🪙900).

Once you have chosen all the models you can up to the game's Reputation limit, and deducted their Funding value from the stash, any remaining 🪙 can be spent on additional equipment for the 🪖 of your Warband. For the full list of the Equipment available to your Warband, check out the Compendium at the App.

FORMING OBJECTIVE DECKS

Just as important as creating a strong Warband, establishing the Objective deck can be key to victory. In this section we look at deck-building in *Game of Thrones Miniatures Game*.

When building an Objective deck, there are four main rules:

- The deck must contain 30 cards.
- The deck cannot include more general cards (with no Affiliation icon) than cards unique to your Warband. These includes the cards that some models adds to the deck. These differ from the rest in that they have a **subtitle** beside the card Name, in addition to a **rank icon**. These cards may be included in the deck, as long as the subtitle **matches the Name or Alias** of a model in your Warband, and the **rank icon matches the rank of that model**.
- No more than half the cards in the deck can be single cards (those cards that do not have multiple copies).
- You may not include multiple cards with the same Name, except where the card clearly instructs you to include several copies. In this case, you must include the number of copies specified, no more or less.



PREPARE THE GAME

Once you've gathered your Warband and cards, it's time to set up a game. In *Game of Thrones Miniatures Game*, play is structured around scenarios – a framework for the game, which provides information on where and how to deploy models, along with any special rules or criteria for the coming battle. Pick a scenario, then follow the setup steps below.

1. Game Board and Scenery
2. Deployment Zones
3. Draw & Mulligan Objective Cards
4. Deploy Warbands

GAME BOARD AND SCENERY

Once the scenario has been selected, players should place their scenery on the game board in a mutually agreeable fashion (or use the alternating placement method, page 6). To make an attractive-looking game, consider the theme of the scenario, and the Warbands involved – for example, your board setup might represent the courtyard of Castle Black, the northern forests, the streets of King's Landing, the scorched ruins of Harrenhal, and so on.

Once the scenery is placed, take a moment to be sure that neither player is disadvantaged by the positioning of scenic elements, and that both players are clear about what every piece of scenery counts as in terms of Difficult Ground, climbable and impassable scenery, small obstacles, and so on.

Finally, perform an **Initiative roll** (a D6 roll-off, as described on page 16). This does not dictate the first round of the game, but instead determines who has 'setup initiative' for the remainder of the pre-game sequence.

DEPLOYMENT ZONES

The player with initiative collects all the Encounter cards face down in a deck, shuffles them, and draws a card. The card displays a diagram, or setup map, of the game board, including several areas where the players must set up their models (marked A and B, respectively). These are the 'deployment zones'. The player with the initiative decides in which zone they will deploy their Warband (A or B); the opponent takes the other zone.



In addition, the Encounter Card may specify additional conditions regarding the deployment of models (see below), which must also be applied.

Draw Objective Cards

Each player now draws their hand of four Objective cards from their Objective deck. Once this is done, players can Discard any number of cards from their hand, and draw that same number of cards until they have four in their hand again. See page 33 for more on the Objective deck.

Deploy Warbands

The players should now divide their Warbands into two groups, with an equal number of models in each group (or as evenly as possible if the Warband contains an odd number of models). The player with setup initiative deploys one of their groups in their chosen deployment zone. The opponent then places one of their groups in their deployment zone. Next, the first player deploys their second group, and finally the opponent does the same.

Models must be placed wholly within their own deployment zones. If there

is more than once friendly deployment zone, models within groups may be separated between them as their player sees fit. In some cases, models are able to deploy after all other deployment is finished (due to traits such as **Hidden**). These models are not counted as part of the Warband when dividing up the models into the two groups. If both players have models to place in this manner, alternate their placement, beginning with the model with setup initiative.

FINAL THOUGHTS

The *Game of Thrones Miniatures Game* is living, breathing game, ever-expanding and evolving with new characters, rules and gaming material. It should be remembered that Character cards and special rules always take precedent over the 'standard' rules presented in this rulebook, never the other way around.

While every effort is taken to cover every eventuality, in a game with such a wide and varied source of miniatures, characters, and effects, unexpected conflicts can occur, and changes sometimes become necessary. To this end, be sure to visit knightmodels.com regularly to find the latest **Frequently Asked Questions** and **Errata** documents, as well as the up-to-date free **Compendium** of special rules.

With that, you are ready to fight your own battles for Westeros. Whether you're on the side of justice, or of villainy, we wish you the very best of luck. May your dice ever roll sixes, and the Gods always answer your call...



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MODELS™**



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