# A Song of Ice and Fire: The Miniatures Game

# Game Mode Cards

The game mode cards can be used to randomize game modes, instead of rolling dice or using other means of randomization. They can also be used as a rules reference. **However**, when in doubt consult the **official CMON Game Modes 2021** document, since the rules have been **abbreviated** by me in order to fit them on the cards. The same is true for the terrain overview card.

## Printing Instructions

When printing do **not** adjust size to printer margins and use **A4** paper. For best quality use photo paper.
Cut along the solid grey lines and then fold along the dotted lines to create 2 sided cards. The cards should fit into standard **tarot card sleeves**.

## Disclaimer

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The game was designed by Eric M. Lang and Michael Shinall with development by Fabio Hirsch, Leo Almeida, Fabio Tola.

Apologies if I forgot to mention anybody.

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Created by Sebastian Peschties (www.spitl.de)

## TERRAIN KEYWORDS

- **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this terrain piece by units not inside this Terrain piece.
- **COVER:** When tracing Line of Sight for Ranged Attacks, Line of Sight may not be traced through this terrain piece by units not inside this terrain piece.
- **DANGEROUS:** Before performing actions while within this terrain piece, or when moving into it, units suffer D3+1 wounds (units only suffer damage once during a Charge).
- **DESTRUCTIBLE:** While within 1" of this terrain piece, units may make a melee attack action targeting it to automatically remove it from play.
- **ELEVATED:** Units on this terrain piece may ignore intervening units and terrain when making ranged attacks.
- **FORTIFIED:** If the Attacker moved through or ended on this Terrain piece during a Charge, the defender gains +1 to their Defense Dice Rolls vs. their attack.
- **HINDERING:** If the Attacker moved through or ended on this Terrain piece during a Charge, they do not gain their Charge Bonus.
- **HORRIFIC:** While within short range of this Terrain piece, units suffer -1 to Morale Test rolls.
- **IMPASSABLE:** Units may pivot over, but never move into, through, or end overlapping, this Terrain piece.
- **INSPIRING:** While within Short range of this terrain piece, units gain +1 to Morale Test rolls.
- **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.

## TERRAIN

- **CORPSE PILE (2-3):** Hindering, Horrific



- **BOG (4):** Hindering, Rough



- **PALISADE (5):** Blocks Line Of Sight, Destructable, Impassable



- **HEDGE (6):** Cover, Destructable, Rough



- **LOW WALL (8):** Destructable, Fortified, Hindering



- **STAKES (9):** Dangerous, Destructable



- **FOREST (10):** Cover, Fortified



- **WEIRWOOD TREE (11-12):** Inspiring



## A GAME OF THRONES



**Deployment:** Short 10" each side.

**Setup:**

- Place 1 objective in the center and 4 as shown below 18" from deployment edge and 6" from flank edge.




**Special Rules:**

- Before deployment randomly draw 1 **objective card** an place it face up next to each token.
- A unit ending a move **entirely** overlapping an objective **claims** it.
- A unit **controls** an objective as long as it is not engaged by an enemy combat unit with more remaining **ranks** than itself. The moment this happens, it stops controlling the objective.
- **Solo** units count as having remaining ranks equal to their remaining **wounds** for controlling and contesting objectives.
- Objectives not completey overlapped by a unit's tray are not controlled by any unit.

**Scoring:**

- Starting with the end of round 2, players will score **1 victory point** per objective they control; +1 victory point for objectives held by their **commander**.
- All **victory points** are scored simultaneously. Afterwards players resolve „When you score points..." effects in player order.







## GAME MODES



**BATTLEFIELD SETUP**

- **Mark deployment zones** as instructed by the mode.
- **Place pbjectives** if instructed by the game mode. **Impassable** terrain may never be placed on objectives.
- **Place terrain chosen by players:** Roll dice. Players alternate placing 1 terrain piece outside of deployment zones and at least 6" from other terrain until 4 pieces have been placed. High roller starts.
- **Or place random terrain:** Place 2+D3 terrain pieces. Alternate rolling 2D6 to chose and place a terrain piece.

[2-3]: Corpse Pile
[4]: Bog
[5]: Palisade
[6]: Hedge
[7]: Player's Choice
[8]: Wall
[9]: Stakes
[10]: Forest
[11-12]: Weirwood Tree

**DEPLOYMENT**

- After setup roll dice. High roller may choose deployment zone or pass choice to opponent.
- Beginning with the player who chose the deployment zone, alternate deploying combat units until all units are deployed.

**BEGINNING THE GAME**

- After deployment each player draws 3 tactic cards.
- The player who **did not** choose the deployment zone chooses who will be **first player.**

**VICTORY**

- Victory is declared if, at the end of a round, a player has the required number of victory points and more victory points than any opponent.
- **Victory points by game size**: 30 pts: 8 victory points / 40 pts: 10 victory points / 50 pts: 12 victory points.
- At the end ouf round 6 the player with the most victory points wins.
- If a player has no more combat units that player loses.

**VICTORY THROUGH COMBAT**

- Earn 1 victory point each time you destroy an enemy combat unit.
- If a unit is destroyed by its owner, all opponents gain 1 victory point.

## A FEAST FOR CROWS

**Deployment:** 10" each side.

**Setup:**
- Players may not select **corpse piles** as terrain.
- Place 1 objective 6" from each flank edge on the center line. Place 1 corpse pile under each objective.
- Terrain pieces may not be placed within 1" of these corpse piles.

**Special Rules:**




- Randomly assign 1 objective card to each token when it is placed.
- If there are less than 4 corpse piles when an **infantary unit** is destroyed, its **owner** places 1 corpse pile **completely within** long range of that unit and at least 1" away from other terrain and units. He then places 1 objective on the corpse pile's center.
- Each objective is linked to its corpse pile.
- A unit ending its movement touching an objective claims it. Place it on its tray to show it controls that token.
- A unit may only control 1 objective at a time. If they touch another objective, their opponent places it anywhere touching its linked corpse pile.
- If a unit that controls an objective no longer touches its linked corpse pile, their opponent places the objective anywhere touching its linked corpse pile.
- If a unit controlling an objective fails a **panic test** or is **destroyed**, 1 enemy unit touching the linked corpse pile claims the objective. If no enemy unit touches the corpse pile, the opponent places the objective anywhere touching its linked corpse pile.
- After a Melee Attack on a unit controlling a token, if the attacker has more ranks, they claim the objective token.

**Scoring:**
- Starting with the end of round 2, players score **1 victory point** per objective they control. +1 victory point for objectives held by their **commander**.




## A DANCE WITH DRAGONS

**Deployment:** 10" each side.

**Setup:**
- Place 1 objective in the center.
- Place 1 objective 6" from each flank edge on the center line.
- Before deployment randomly draw 1 **objective card** an place it face up next to each token.

**Special Rules:**




- A unit ending its movement touching an objective claims it. Place it on its tray to show it controls that token. While controlling an objective that unit may not **march** and its **speed** is reduced to **2**. **This cannot be increased.**
- A unit may only control 1 objective at a time. If they touch another objective, their opponent places it anywhere within 2" of that unit. It may not touch another unit or impassable terrain.
- If a unit controlling an objective fails a **panic test** or is **destroyed**, 1 enemy unit engaged with it claims the objective. If no enemy unit is engaged with it, the opponent places that objective anywhere within 2" of that unit. It may not touch another unit or impassable terrain.
- After a Melee Attack on a unit controlling a token, if the attacker has more ranks, they claim the objective token.

**Scoring:**
- Starting with the end of round 2, players will score **1 victory point** per objective their units control. +1 victory point for objectives held by their **commander**.




## HERE WE STAND

**Deployment:** 18" each side.

**Special Rules:**
- Terrain may be placed anywhere at least 6" from table edges and other terrain.
- Divide the battlefield into four equal Quadrants as shown below.
- Units are considered to be in the Quadrant that the majority of their tray is in. In case they are exactly the same, the **opponent** chooses.
- A player **Controls** a Quadrant if they have at least 5 army points worth of units, and more total army points than their opponent, in that Quadrant.
- When a NCU activates, as its Action, it may be placed on a Quadrant of the map instead of claiming a zone on the Tactics Board. The NCU's army points will be added to the Quadrant for control. Each player may only have 1 NCU in each Quadrant.
- Commanders add 3 army points for determining Control of a Quadrant.
- At the Start of each Round, beginning with the First Player, players may Redeploy 1 of their previously destroyed Combat Units (including Attachments) in Short Range of their Deployment- or any Flank Table Edge. Units Redeploy Activated.




**Scoring:**
- Starting with the end of Round 2, players score **1 Victory Point** for each of the Quadrants they Control.

## WINDS OF WINTER

**Deployment:** 10" each side.

**Setup:**

• Place 1 objective in the center and 4 as shown below 18" from deplyoment edge and 6" from flank edge.

**Special Rules:**




• Each Player takes Missions 11 and 12 and then choses 4 additional Missions, creating a hand of 6 cards.
• Starting round 2 each player reveals 1 mission (starting with First Player). Discard Missions at the end of the round.
• A unit ending a move **entirely** overlapping an objective **claims** it.
• A unit **controls** an objective as long as it is not engaged by an enemy combat unit with more remaining **ranks** than itself. When this happens, it stops controlling the objective.
• **Solo** units count as having remaining ranks equal to their remaining **wounds** for controlling and contesting objectives.
• Objectives not completey overlapped by a unit's tray are not controlled by any unit.

**Scoring:**
• Score as explained on revealed Missions.
• Each player may score each Mission.
• Objectives do not grant Victory Points unless a secret mission says otherwise.




## DARK WINGS, DARK WORDS

**Deployment:** 10" each side.

**Setup:**
• Place 1 objective in the center.
• Place 1 objective 6" from each flank edge on the center line.

**Special Rules:**
• Take 1 deck and remove Missions 10 to 12.
• Before deployment reveal 2 Missions. These are **Active Missions**. Then reveal 2 more: these are **Reserve Missions**.




• Starting round 3, at the start of the round, discard **Active Missions**, move **Reserve Missions** to Active and draw 2 new Reserve Missions.
• When a freindly NCU claims a Zone replace the effect with: „*Discard 1 Active Mission and replace it with 1 Reserve. Or discard 1 Reserve Mission and draw a new one*."
• Commander may forfeit their activation to do the same.
• A unit ending a move **entirely** overlapping an objective **claims** it.
• A unit **controls** an objective as long as it is not engaged by an enemy combat unit with more remaining **ranks** than itself. When this happens, it stops controlling the objective.
• **Solo** units count as having remaining ranks equal to their remaining **wounds** for controlling and contesting objectives.
• Objectives not completey overlapped by a unit's tray are not controlled by any unit.

**Scoring:**
• Score as explained on revealed Missions starting round 1.
• Each player may score each Mission.
• Starting with the end of round 2, players will score **1 victory point** per objective they control; +1 victory point for objectives held by their **commander**.




## A CLASH OF KINGS

**Deployment:** 10" each side.

**Setup:**
• Place 1 objective in the center, then place 1 objective at 6" from each flank.

**Special Rules:**
• Take **Objective** cards 6-10.
• Before Deployment, beginning with whomever is not First Player, players will alternate taking 2 of these objectives.
• When activating your commander's unit, you may chose 1 Objective. That unit gains the Objective's ability until the end of the Round. Use once per game.
• At the start of each round, beginning with First Player, players may redeploy their destroyed **Commander unit** in their deployment zone or fully within 6" any Flank edge.



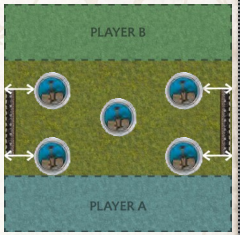

• A unit ending a move **entirely** overlapping an objective **claims** it.
• A unit **controls** an objective as long as it is not engaged by an enemy combat unit with more remaining **ranks** than itself. The moment this happens, it immediately stops controlling the objective.
• **Solo** units count as having remaining ranks equal to their remaining **wounds** for controlling and contesting objectives.
• Objectives not completey overlapped by a unit's tray are not controlled by any unit.

**Scoring:**
• Starting with the end of round 2, players score **1 victory point** per objective they control. +1 victory point for objectives held by their **commander**.
• Score **1 Victory Point** each time your **Commander's unit** destroys an enemy unit with an Ability or Attack.
• Gain **+2 Victory Points** the first time the **enemy Commander** is destroyed.

## HONED AND READY

**Deployment:** 10" each side.

**Setup:**
• Place 2 castle walls as shown below then place 1 objective in the center and 4 objectives 6" from flanks as shown below.
• Terrain may not be placed within 1" of castle walls
• Impassable Terrain may not be placed.



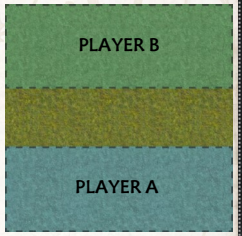

**Special Rules:**
• A unit ending a move **entirely** overlapping an objective **claims** it.
• A unit **controls** an objective as long as it is not engaged by an enemy combat unit with more remaining **ranks** than itself. The moment this happens, it stops controlling the objective.
• **Solo** units count as having remaining ranks equal to their remaining **wounds** for controlling and contesting objectives.
• Objectives not completey overlapped by a unit's tray are not controlled by any unit.
• **Castle Walls** are **Impassible** and cannot be targeted or affected.
• When **Victory Points** are scored from the Objectives next to **Castle Walls**, the units controlling the Objectives suffer D3+2 Hits (these ares not Attacks).
• When a friendly NCU claims a zone, you may replace that zone's effect with: "*1 unit Controlling an Objective other than the Center Objective suffers D3+2 automatic Hits.*"

**Scoring:**
• Starting with the end of round 2, players will score **1 victory point** per objective they control; +1 victory point for objectives held by their **commander**.

## FIRE AND BLOOD

**Deployment:** 18 inch each side.

**Setup:**
• Take **Objective** cards 6-10.
• After deployment, beginning with the first player, players alternate **marking** 2 of their opponent's units with an objective token.
• When a unit is marked its owner choses 1 Objective card and assigns it to the unit. The Unit gains the card's ability until the end of the game.




**Special Rules:**
• Terrain may be placed anywhere 6" away from table edges and other terain pieces.
• When your **commander's** unit activates, you may place 1 victory point on an enemy combat unit within **long range**.

**Scoring:**
• When a **friendly marked unit** destroys an enemy with an attack or ability gain +1 victory point.

• **Enemy marked units** grant +2 victory points when destroyed.
• Each time a unit with victory point tokens is destroyed, gain additional victory points for each victory point token on that unit.

# TERRAIN

**CORPSE PILE (2-3):**

- **HINDERING:** If the Attacker moved through or ended on this Terrain piece during a Charge, they do not gain their Charge Bonus.
- **HORRIFIC:** While within short range of this Terrain piece, units suffer -1 to Morale Test rolls.

**BOG (4):**

- **HINDERING:** If the Attacker moved through or ended on this Terrain piece during a Charge, they do not gain their Charge Bonus.
- **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.

**PALISADE (5):**

- **BLOCKS LINE OF SIGHT:** Line of Sight may not be traced through this terrain piece by units not inside this Terrain piece.
- **DESTRUCTIBLE:** While within 1" of this terrain piece, units may make a melee attack action targeting it to automatically remove it from play.
- **IMPASSABLE:** Units may pivot over, but never move into, through, or end overlapping, this Terrain piece.

**HEDGE (6):**

- **COVER:** When tracing Line of Sight for Ranged Attacks, Line of Sight may not be traced through this terrain piece by units not inside this terrain piece.
- **DESTRUCTIBLE:** While within 1" of this terrain piece, units may make a melee attack action targeting it to automatically remove it from play.
- **ROUGH:** Units moving into, out of, or through this Terrain piece subtract 1" from the total distance they would move.

**LOW WALL (8):**

- **DESTRUCTIBLE:** While within 1" of this terrain piece, units may make a melee attack action targeting it to automatically remove it from play.
- **FORTIFIED:** If the Attacker moved through or ended on this Terrain piece during a Charge, the defender gains +1 to their Defense Dice Rolls vs. their attack.
- **HINDERING:** If the Attacker moved through or ended on this Terrain piece during a Charge, they do not gain their Charge Bonus.

**STAKES (9):**

- **DANGEROUS:** Before performing actions while within this terrain piece, or when moving into it, units suffer D3+1 wounds (units only suffer damage once during a Charge).
- **DESTRUCTIBLE:** While within 1" of this terrain piece, units may make a melee attack action targeting it to automatically remove it from play.

**FOREST (10):**

- **COVER:** When tracing Line of Sight for Ranged Attacks, Line of Sight may not be traced through this terrain piece by units not inside this terrain piece.
- **FORTIFIED:** If the Attacker moved through or ended on this Terrain piece during a Charge, the defender gains +1 to their Defense Dice Rolls vs. their attack.

**WEIRWOOD TREE (11-12):**

- **INSPIRING:** While within Short range of this terrain piece, units gain +1 to Morale Test rolls.