

GAME MODES

BATTLEFIELD SETUP

- **Mark deployment zones** as instructed by the mode.
- **Place objectives** 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

[8]: Wall

[4]: Bog

[9]: Stakes

[5]: Palisade

[10]: Forest

[6]: Hedge

[11-12]: Weirwood Tree

[7]: Player's Choice

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 of 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 CLASH OF KINGS

Deployment: 10" each side.

Setup:

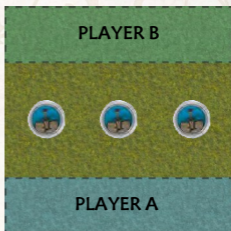
- Place 1 objective in the center, then place 1 objective at 6" from each flank.

Special Rules:

- Take **Objective cards 6-10**.
- After determining First Player, beginning with whomever is not first, 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.
- 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 completely 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.
- Score **1 Victory Point** each time your **Commander's unit** destroys an enemy unit with an Ability or Attack. If it destroys the opponent's **Commander's unit**, score **2 Victory Points** instead.



A DANCE WITH DRAGONS

Deployment: 10" each side.

Setup:

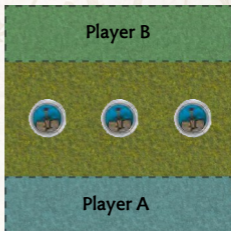
- Place 1 objective in the center.
- Place 1 objective 6" from each flank edge on the center line.
- Before deployment randomly draw 1 **objective card** and place it face up next to each token.

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 stat** 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.



A FEAST FOR CROWS

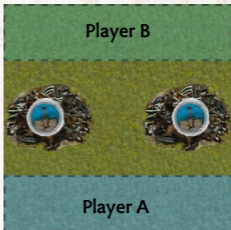
Deployment: 10" each side.

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 **infantry 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. They then place 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 ends a Move or an Action not touching 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 engaged with it claims the objective. If there is no eligible unit your opponent places it within 2" of the unit but not on impassible terrain or another unit.
- 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.

A GAME OF THRONES

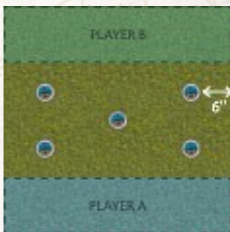
Deployment: Short 10" each side.

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** and 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 completely 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.
- All **victory points** are scored simultaneously. Afterwards players resolve „*When you score points...*“ effects in player order.

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 friendly NCU claims a Zone it may replace the effect with: „*Discard 1 Active Mission and replace it with 1 Reserve. Or discard 1 Reserve Mission and draw a new one.*“

- Commanders 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.

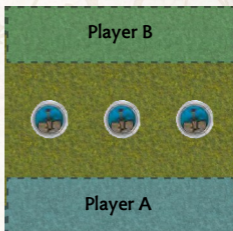
- Objectives not completely overlapped by a unit's tray are not controlled by any unit.

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.



FIRE AND BLOOD

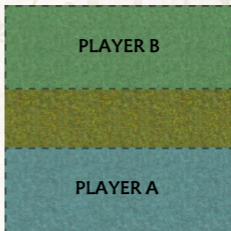
Deployment: 18 inch each side.

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 chooses 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 terrain 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.

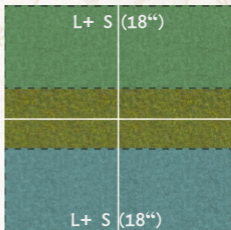
- Each time a unit with victory point tokens is destroyed, gain additional victory points for each victory point token on that unit.

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.



Scoring:

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

HONED AND READY

Deployment: 10" each side.

Setup:

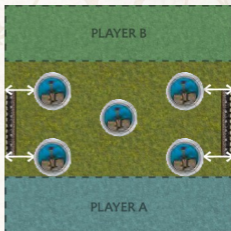
- Place 2 castle then place 1 objective in the center and 4 objectives 6" from flanks as shown below.
- Terrain may not be placed within 1" of castle walls
- Impassable Terrain may not be placed.

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 completely overlapped by a unit's tray are not controlled by any unit.
- **Castle Walls** are **Impassible** and cannot be targeted or affected in any way.
- When **Victory Points** are scored from the Objectives next to **Castle Walls**, the units controlling the Objectives suffer D3+2 Hits (these are 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.



WINDS OF WINTER

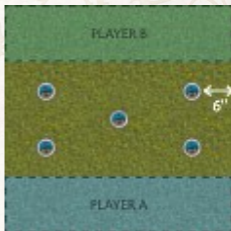
Deployment: 10" each side.

Setup:

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

Special Rules:

- Each Player takes **Missions 11 and 12** and then chooses 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 completely 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.

Banners & Butchery



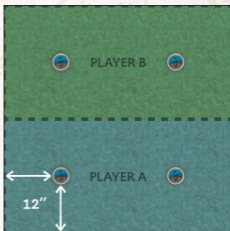
Deployment: Short 10" each side.

Setup:

- Place 4 objectives (as shown below) 12" from deployment edge and 12" from each flank edge.

Special Rules:

- Terrain may not be impassible nor may it be placed within 6" of any table edge.
- A unit may never be deployed within 1" of an enemy unit.
- 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 completely overlapped by a unit's tray are not controlled by any unit.
- Objectives in one's deployment zone are Friendly, others are Enemy Objectives.
- Beginning with round 2, units may destroy Objectives they control with an Attack.
- When an objective is destroyed its owner places a new one in their deployment zone 6" from other objectives and table edges.



Scoring:

- Score **3 Victory Points** when a friendly unit destroys an enemy Objective plus **1 Victory Point** if this was your Commander's unit
- Score **1 Victory Point** when your Commander's unit destroys an enemy unit.
- *Victory through combat does not apply!*

A SONG OF ICE & FIRE

OF

TABLETOP MINIATURES GAME

GAME MODES



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** 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.

Disclaimer

I have created this as a service to the A Song of Ice And Fire: The Miniatures Game community. I do not aim to make any profit with this. I do not claim ownership to any of the images or texts used in this document. All rights belong to their respective owners. The world of A Song of Ice and Fire was developed by George R.R. Martin. The rights to publish miniatures based on the book series belongs to Dark Sword Miniatures. The A Song of Ice and Fire: Tabletop Miniatures Game logo, CMON, and CMON logo belong to CMON Global Limited. I used material from the A Song of Ice and Fire: The Miniatures Game rule book which may belong to Raya GOLDEN and jim LUDWIG. Artists involved in the creation of the A Song of Ice and Fire Miniatures Game Rulebook whose work I may have used in this document are: júlia FERRARI, Ivan GIL, Diego GISBERT, Giovanna GUIMARÃES, Sebastian LUCA, Henning LUDVIGSEN, Antonio MANZANEDO, Pedro NUÑEZ, Adrian PRADO, Marc SIMONETTI.

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.

If you are a rights holder and object to my using any of your content, please let me know and I will take it down immediately.

Created by Sebastian Peschties (www.spitl.de)

Fonts made from [Web Fonts](http://www.webfonts.com) is licensed by CC BY 4.0