

**SETUP**

HOUSE BARATHEON STARTS THE GAME WITH THE FOLLOWING UNITS ON THE GAME BOARD.

2 SHIPS IN SHIPBREAKER BAY

1 KNIGHT AND 1 FOOTMAN IN DRAGONSTONE

1 FOOTMAN IN THE KINGSWOOD

HOUSE BARATHEON STARTS ON THESE POSITIONS ON THE FOLLOWING TRACKS:

POSITION 1 ON THE VICTORY TRACK

POSITION 5 ON THE SUPPLY TRACK

POSITION 4 ON THE KING'S COURT TRACK

POSITION 2 ON THE SUPPLY TRACK

POSITION 1 ON THE VICTORY TRACK



HOUSE BARATHEON

ORDER TOKENS

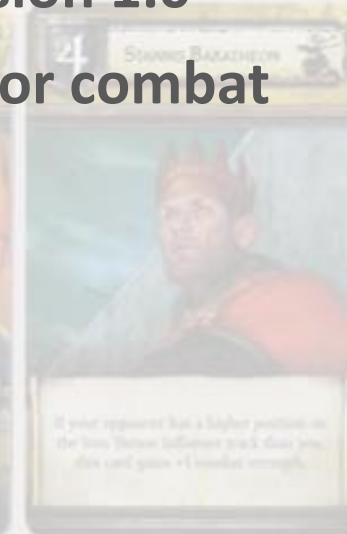
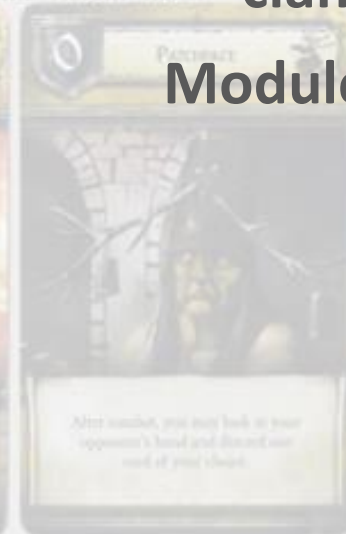
1) **RAID ORDER:** REMOVE THIS TOKEN AND AN OPPONENT'S RAID, SUPPORT, OR CONSOLIDATE POWER ORDER TOKEN IN AN ADJACENT AREA.

2) **MARCH ORDER:** MOVE UNITS INTO AS MANY ADJACENT AREAS AS DESIRED. MUST SAY WITHIN SUPPLY RANGE AND MAY NOT START MORE THAN ONE COMBAT. ADDS (OR SUBTRACTS) THE PRINTED STRENGTH TO YOUR COMBAT STRENGTH WHEN

3) **CONSOLIDATE POWER ORDER:** GAIN ONE POWER TOKEN PLUS AN ADDITIONAL POWER TOKEN FOR EACH CROWN SYMBOL ON THIS AREA. THIS ORDER HAS NO EFFECT ON SEA AREAS.

4) **DEFENSE ORDER:** ADDS +1 STRENGTH TO YOUR COMBAT STRENGTH WHEN DEFENDING IN

5) **SUPPORT ORDER:** YOU MAY ADD THE STRENGTH OF THESE UNITS TO COMBATS IN ADJACENT AREAS.

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A Game of Thrones 2ed

clanmacrae9 version 1.0

Module guidelines for combat

Major redesign of the War Room



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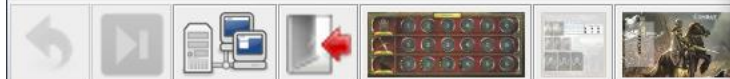
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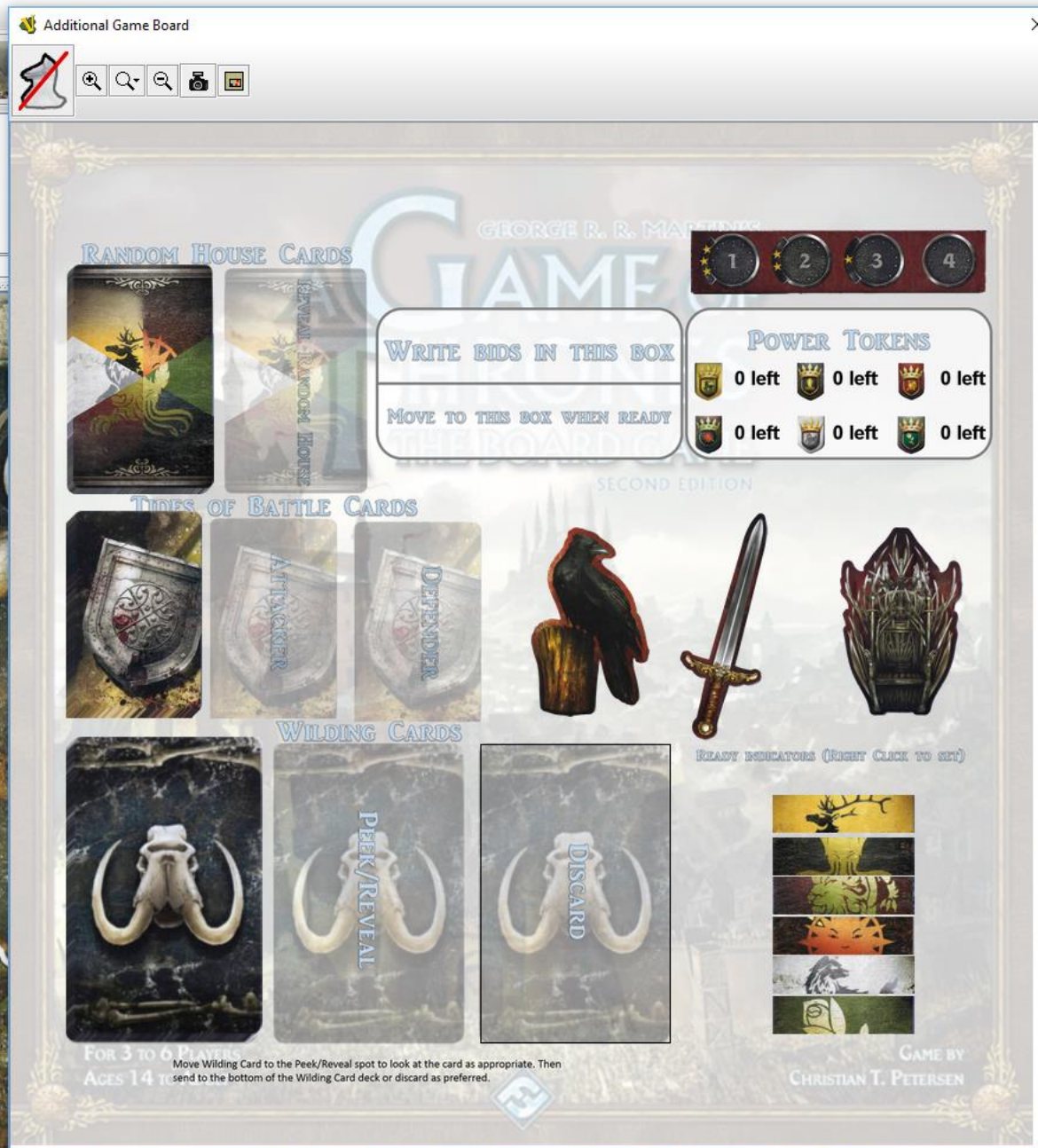
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<p>2 SER DAVOS SEAWORTH</p> <p>If your "Stannis Baratheon" House card is in your discard pile, this card gains +1 combat strength and a sword icon.</p>	<p>1 MELISANDRE</p> <p></p>	<p>0 PATCHFACE</p> <p>After combat, you may look at your opponent's hand and discard one card of your choice.</p>	<p>3 RENLY BARATHEON</p> <p>If you win this combat, you may upgrade one of your participating Footmen (or one supporting Baratheon Footmen) to a Knight.</p>	<p>4 STANNIS BARATHEON</p> <p>If your opponent has a higher position on the Iron Throne Influence track than you, this card gains +1 combat strength.</p>	<p>2 BRIENNE OF TARTH</p> <p></p>	<p>1 SALLADHOR SAAN</p> <p>If you are being supported in this combat, the combat strength of all non-Baratheon Ships is reduced to 0.</p>
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The Additional Game Board houses most of the functions between player turns.

BAY OF ICE



WINTERFELL

Major redesign of the War Room



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Attacker clicks to send a masked combat card to the combat board.



Combat modified to support new War Room design.
(See sequence of combat on next 7 pages)

HOUSE BARATHEON

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HOUSE BARATHEON

3 RENEY BARATHEON 4 STANNIS BARATHEON 2 BEHENNE OF TAREN 1 SALLADHOR SAAN

Mask/Send as Attacker ALT A
Mask/Send as Defender ALT D
Mask/Unmask CTRL M
Return card as "Used" SHIFT U
Show card as "Used" CTRL U
Remove "Used" ALT U
Send back to Player Board CTRL B

HOUSE MARTELL

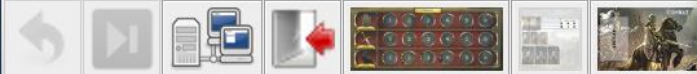
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HOUSE MARTELL

3 AERD HETIAN 1 ARIANNE MARTELL 2 DARRIGAN 0 DORIAN MARTELL 1 NYMERIA SAND 2 ONARA SAND 4 THE RED VIKER



- AGOT2ED version 1.1



The defender also
sends a masked card
to the Combat Board.



HOUSE BARATHEON

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1 KNIGHT AND 1 FOOTMAN IN DRAGONSTONE
1 FOOTMAN IN THE KINGSDOME

HOUSE BARATHEON STARTS ON THESE POSITIONS OF THE FOLLOWING TRACKS:
POSITION 1 ON THE THRONE TRACK
POSITION 5 ON THE FIFEDONS TRACK
POSITION 4 ON THE KING'S COURT TRACK
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POSITION 1 ON THE VICTORY TRACK

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IF YOU WIN THIS COMBAT, YOU MAY UPGRADE ONE OF YOUR PARTICIPATING FOOTMEN (OR ONE SUPPORTING BARATHEON FOOTMAN) TO A KNIGHT.

IF YOUR OPPONENT HAS A HIGHER POSITION ON THE KING'S COURT TRACK THAN YOU, THIS CARD GAINS +1 COMBAT STRENGTH.

IF YOU ARE BEING SUPPORTED IN THIS COMBAT, THE COMBAT STRENGTH OF ALL YOUR BARATHEON SHIPS IS REDUCED TO 0.

2 SER DAVID SEAWORTH
If your "Ser David Seaworth" House card is in your discard pile, this card gains +1 combat strength and a sword icon.

1 MELANDRE
After combat, you may look at your opponent's hand and discard one card of your choice.

0 PANDART
If you win this combat, you may upgrade one of your participating footmen (or one supporting Baratheon footman) to a knight.

3 RENLY BARATHEON
If your opponent has a higher position on the King's Court track than you, this card gains +1 combat strength.

4 STANNIS BARATHEON
If you are being supported in this combat, the combat strength of all your Baratheon ships is reduced to 0.

2 BRIENNE OF TARTH

1 SALLADHOR SAAN



HOUSE MARTELL

20 left

SETUP
HOUSE MARTELL STARTS THE GAME WITH THE FOLLOWING UNITS ON THE GAME BOARD:
1 SHIPS IN SEA OF DORNE
1 KNIGHT AND 1 FOOTMAN IN SUNSPER
1 FOOTMAN IN SALT SHORE

HOUSE MARTELL STARTS ON THESE POSITIONS OF THE FOLLOWING TRACKS:
POSITION 4 ON THE THRONE TRACK
POSITION 3 ON THE FIFEDONS TRACK
POSITION 3 ON THE KING'S COURT TRACK
POSITION 1 ON THE SUPPLY TRACK
POSITION 1 ON THE VICTORY TRACK

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IF YOU ARE DEFENDING AND LOSE THIS COMBAT, YOUR OPPONENT MAY NOT MOVE HIS UNITS INTO THE EXCLUDED AREA. THEY REMAIN IN THE AREA FROM WHICH THEY STARTED. YOUR UNITS MUST REMAIN STILL.

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3 ARIO HODAN
If you are defending and lose this combat, your opponent may not move his units into the excluded area. They remain in the area from which they started. Your units must remain still.

1 ARIANNE MARTELL
If you are defending and lose this combat, your opponent may not move his units into the excluded area. They remain in the area from which they started. Your units must remain still.

2 DARRIGAR
If you are defending and lose this combat, your opponent may not move his units into the excluded area. They remain in the area from which they started. Your units must remain still.

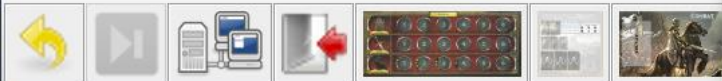
0 DURAN MARTELL
If you are defending and lose this combat, your opponent may not move his units into the excluded area. They remain in the area from which they started. Your units must remain still.

1 NYMERIA SAND
If you are defending, this card gains a fortification icon. If you are attacking, this card gains a sword icon.

2 OBARA SAND
If you are defending, this card gains a fortification icon. If you are attacking, this card gains a sword icon.

4 THE RED VIPER
If you are defending, this card gains a fortification icon. If you are attacking, this card gains a sword icon.

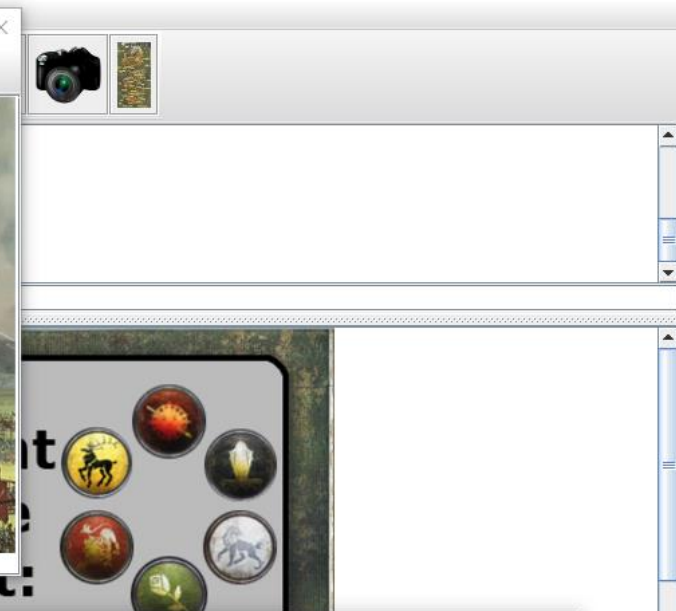
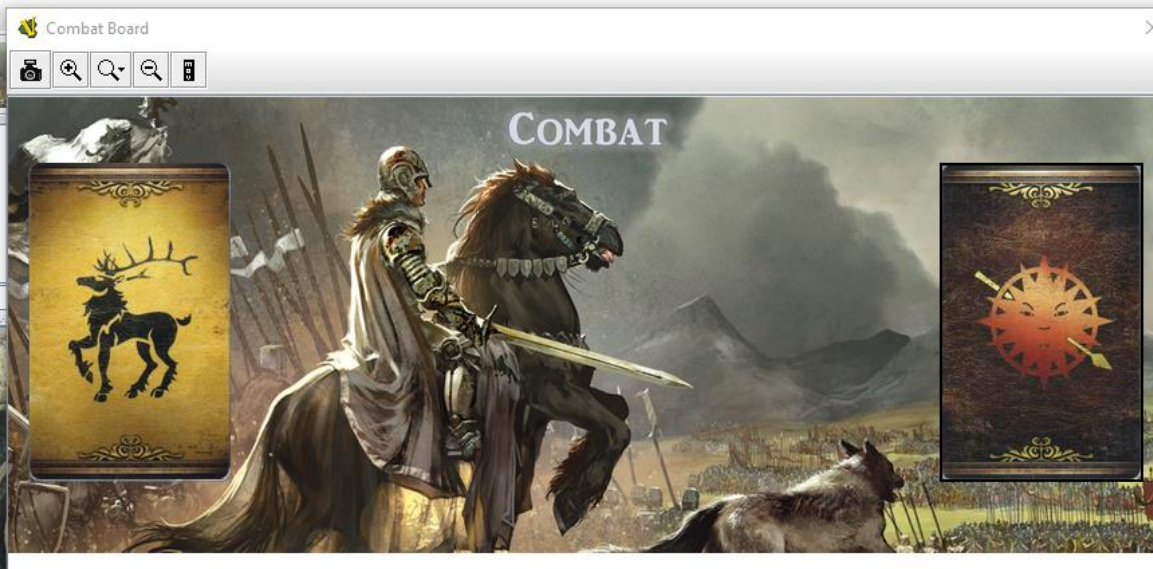
Mask/Send as Attacker ALT A
Mask/Send as Defender ALT D
Mask/Unmask CTRL M
Return card as "Used" SHIFT U
Show card as "Used" CTRL U
Remove "Used" ALT U
Send back to Player Board CTRL B



AGOT2ED version 1.1

* Solitaire has sent a house card as the attacker to the Combat Board

* Solitaire has sent a house card as the defender to the Combat Board



Hide Orders

Reveal Orders

Return Orders

House

BARATHEON

0

20 left

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2

SER DARVIS SEAWORTH

IN COMBAT

2

IN COMBAT

2

IN COMBAT

1

MELISANDRE

1

IN COMBAT

1

IN COMBAT

0

PATIENCE

0

IN COMBAT

0

IN COMBAT

3

RENDI BARATHEON

3

IN COMBAT

3

IN COMBAT

4

STANNIS BARATHEON

4

IN COMBAT

4

IN COMBAT

2

BRIENNE OF TARTH

2

IN COMBAT

2

IN COMBAT

1

SALADAHIN SAAN

1

IN COMBAT

1

IN COMBAT

Hide Orders

Reveal Orders

Return Orders

House

MARTELL

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3

ARLO HOSAR

IN COMBAT

3

IN COMBAT

3

IN COMBAT

1

ARIANNE MARTELL

1

IN COMBAT

1

IN COMBAT

2

DARSTAR

2

IN COMBAT

2

IN COMBAT

0

DORAN MARTELL

0

IN COMBAT

0

IN COMBAT

1

NYMERIA SAND

1

IN COMBAT

1

IN COMBAT

2

OSHA SAND

2

IN COMBAT

2

IN COMBAT

4

THE RED VIPER

4

IN COMBAT

4

IN COMBAT

WINTERFELL



- AGOT2ED version 1.1

* Solitaire has sent a house card as the attack to the Combat Board

* Solitaire has sent a house card as the attack to the Combat Board

Owning players may
Peek if needed or
unmask to reveal.

Combat Board



Mask/Send as Attacker ALT A
Mask/Send as Defender ALT D
Mask/Unmask CTRL M
Peek SHIFT P
Return card as "Used" SHIFT U
Show card as "Used" CTRL U
Remove "Used" ALT U
Send back to Player Board CTRL B

Baratheon War Room



HOUSE BARATHEON

20 left

SETUP
HOUSE BARATHEON STARTS THE GAME WITH THE FOLLOWING UNITS ON THE GAME BOARD:
7 SHIPS IN SHIPBREAKER BAY
1 KNIGHT AND 1 FOOTMAN IN DRAGONSTONE
1 FOOTMAN IN THE KINGSWOOD

HOUSE BARATHEON STARTS ON THESE POSITIONS OF THE FOLLOWING TRACKS:
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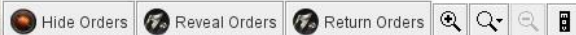
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IN COMBAT

2	1	0	3	4	2	1
SEA DAVEN SEAWORTH	MELANDRE	PATIENCE	RORY BARATHEON	SHANNON BARATHEON	BRIENNE OF EARTH	SALLADHOR SAAN

Martell War Room



HOUSE MARTELL

20 left

SETUP
HOUSE MARTELL STARTS THE GAME WITH THE FOLLOWING UNITS ON THE GAME BOARD:
1 SHIPS IN SEA OF DORNE
1 KNIGHT AND 1 FOOTMAN IN SUNSPEAR
1 FOOTMAN IN SALT SHORE

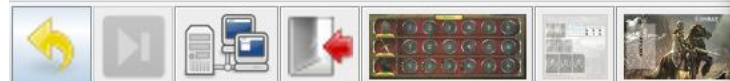
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IN COMBAT

3	1	2	0	1	2	4
AREO MARTIN	ARIANNE MARTELL	DARSTAR	DORIAN MARTELL	NYNERRA SAND	OBARA SAND	THE RED Viper

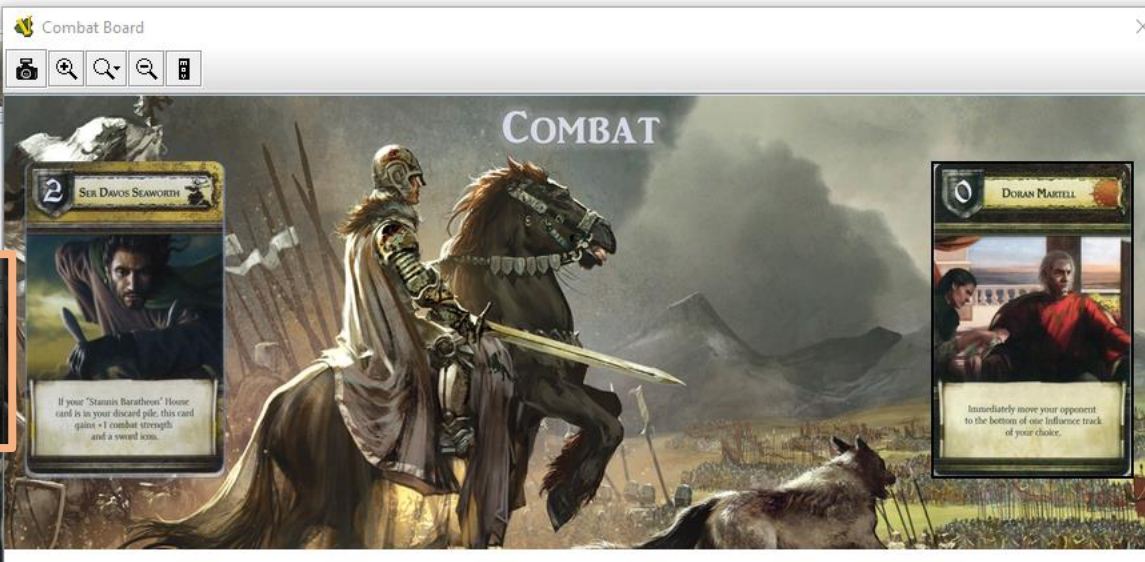


- AGOT2ED version 1.1

* Solitaire has sent a house card as the attacker to the Combat Board

* Solitaire has sent a house card as the defender to the Combat Board

Once revealed,
combat results are
determined.





- AGOT2ED version 1.1

* Solitaire has sent a house card as the attacker to the Combat Board

* Solitaire has sent a house card as the defender to the Combat Board

Once combat is finished, players will return their cards back to their War Rooms as used.

Combat Board



Mask/Send as Attacker ALT A
Mask/Send as Defender ALT D
Mask/Unmask CTRL M
Return card as "Used" SHIFT U
Show card as "Used" CTRL U
Remove "Used" ALT U
Send back to Player Board CTRL B



Baratheon War Room



HOUSE BARATHEON

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SETUP
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IN COMBAT

2 SER DAVOS SEAWORTH
1 MELISANDRE
0 PATIENCE
3 RENLY BARATHEON
4 STANNIS BARATHEON
2 BRONN OF TARTH
1 SALLADOR SAAN

Martell War Room



HOUSE MARTELL

20 left

SETUP
HOUSE MARTELL STARTS THE GAME WITH THE FOLLOWING UNITS ON THE GAME BOARD:
1 SHIPS IN SEA OF DORNE
1 KNIGHT AND 1 FOOTMAN IN SUNSPEAR
1 FOOTMAN IN SALT SHORE

HOUSE MARTELL STARTS ON THESE POSITIONS OF THE FOLLOWING TRACKS:
POSITION 4 ON THE THRONE TRACK
POSITION 3 ON THE KING'S COURT TRACK
POSITION 2 ON THE SUPPLY TRACK
POSITION 1 ON THE VICTORY TRACK

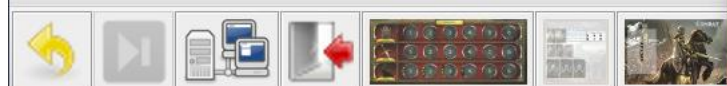
ORDER TOKENS

- 1) **RAID ORDER:** REMOVE THIS TOKEN AND AN OPPONENT'S RAID, SUPPORT, OR CONSOLIDATE POWER ORDER TOKEN IN AN ADJACENT AREA.
- 2) **MARCH ORDER:** MOVE UNITS INTO AS MANY ADJACENT AREAS AS DESIRED. MUST STAY WITHIN SUPPLY LIMITS AND MAY NOT START MORE THAN ONE COMBAT. ADOS (OR SUBTRACTS) THE PRINTED STRENGTH TO YOUR COMBAT STRENGTH WHEN ATTACKING.
- 3) **CONSOLIDATE POWER ORDER:** GAIN ONE POWER TOKEN PLUS AN ADDITIONAL POWER TOKEN FOR EACH CROWN SYMBOL ON THIS AREA. THIS ORDER HAS NO EFFECT ON SEA AREAS.
- 4) **DEFENSE ORDER:** ADOS +1 STRENGTH TO YOUR COMBAT STRENGTH WHEN DEFENDING IN THIS AREA.
- 5) **SUPPORT ORDER:** YOU MAY ADD THE STRENGTH OF THESE UNITS TO COMBATS IN ADJACENT AREAS.

IN COMBAT

3 ARLO HUSTON
1 ARRIANE MARTELL
2 DARRIELA
0 DORAN MARTELL
1 NYMERIA SAND
2 OHARA SAND
4 THE RED Viper

WINTERFELL



- AGOT2ED version 1.1

- * Solitaire has sent a house card as the attacker to the Combat Board
- * Solitaire has sent a house card as the defender to the Combat Board
- * Solitaire has returned Ser Davos Seaworth to the Player board as "I lead"
- * Solitaire has returned Doran Martell to the Player board as "Used"

Cards returning from combat are identified as "Used" in the War Room.

