

GEORGE R. R. MARTIN'S
**A GAME OF
THRONES**TM
THE BOARD GAME
SECOND EDITION

MOTHER OF DRAGONS
EXPANSION



COMPONENTS



1 Essos Side Board



2 Player Screens



48 Plastic Units



1 Influence Track Extension



1 Eyrie Overlay



1 The Bite Overlay



2 Garrison Tokens



1 "Braavos" Neutral Force Token



5 Dragon Strength Tokens



21 House Cards



7 Vassal Setup Cards



7 Vassal House Cards



10 Westeros Deck IV Cards



12 Loan Cards



40 Power Tokens



30 Order Tokens



20 Targaryen Loyalty Tokens



3 Influence Tokens



2 Supply Tokens



2 Victory Point Tokens



16 Vassal Order Tokens



24 Sea Order Tokens



15 Area Improvement/Degradation Tokens

NEUTRAL FORCE TOKENS

The *Mother of Dragons* expansion introduces a vassal system that replaces most of the neutral force tokens used in the base game. As such, only the King's Landing token (from the base game) and the Braavos neutral force token (from this expansion) are used. All other neutral force tokens are not used in this expansion and are placed back in the box.

GEORGE R. R. MARTIN'S
A GAME OF THRONES™
 THE BOARD GAME

MOTHER OF DRAGONS

MOTHER OF DRAGONS

This *Mother of Dragons* expansion increases the player count in the game to eight by adding two new playable houses, Arryn and Targaryen. Also, a vassal system increases the viability of playing with fewer than eight players. Finally, a new Essos side board extends the place space and allows for the ability to take out loans from the Iron Bank of Braavos.

Using This Expansion

Some components in this expansion require other components also introduced in this expansion. For this reason, there is no modular content; all content **must** be used unless otherwise noted in the rules.

MOTHER OF DRAGONS SETUP

When playing with this expansion, replace all of the setup instructions found on page 4 of the *A Game of Thrones: The Board Game* rulebook with the setup instructions presented here.

1. DETERMINE PLAYER AND VASSAL HOUSES

Choose a player randomly. Then, starting with that player and proceeding clockwise, each player selects the house they will play for this game. When playing with four or more players, any of the eight houses can be selected—Stark, Lannister, Greyjoy, Tyrell, Baratheon, Martell, Arryn, or Targaryen. **When playing with three players, House Targaryen is not available.**

Each house except Targaryen that was not chosen becomes a neutral house known as a **VASSAL** (explained later). If no player selected Targaryen as their house, Targaryen does not become a vassal and does not participate in the game; return all of the materials that correspond to House Targaryen to the game box.

2. GATHER HOUSE MATERIALS

Each player gathers the following materials that correspond to their chosen house: 1 player screen, 7 house cards, 15 order tokens, 3 sea order tokens, 1 supply token, 3 influence tokens, 1 victory point token, 1 garrison token, and all plastic units of their color (do not take any house-specific power tokens yet).

House Targaryen: The Targaryen player gathers their 20 loyalty tokens and 7 house cards marked with an “A.”

EXPANSION ICON

Cards in this expansion are marked with the *Mother of Dragons* expansion icon to distinguish them from the cards in other *A Game of Thrones: The Board Game* products.



3. PREPARE THE GAME BOARD

Unfold the game board and place it in the center of the play area. Then, place the Eyrie and Bite overlays on the game board and the influence track extension next to the game board as depicted below.



Influence Track Extension



The Bite Overlay



The Eyrie Overlay

House Targaryen: If playing with House Targaryen, place the Essos side board against the right side of the main board so that the bottom of both boards are flush and aligned. Otherwise, return the Essos board to the game box.



ALTERNATE HOUSE CARD SET

If players have both the *A Feast for Crows* and the *A Dance With Dragons* expansions, they can decide as a group to play *Mother of Dragons* with an alternate set of house cards that thematically emulate the state of the houses in the later books of the series. (These may contain plot spoilers.)

To play with this alternate set, replace all house cards from the base game with those found in the *A Dance With Dragons* expansion. Then, replace the Arryn house cards from this expansion with the Arryn house card from the *A Feast for Crows* expansion. Finally, use the Targaryen house card deck from this expansion with the “B” next to the expansion icon.

Replace them with their available counterparts to account for the difference of strengths.



4. GATHER VASSAL MATERIALS

Gather the following materials that correspond to each vassal determined in step 1: 1 vassal setup card, 1 supply token, 3 influence tokens, 1 garrison token, and all plastic units in their color.

5. PREPARE THE WIDLING DECK AND WIDLING THREAT TOKEN

Shuffle the wildling cards to form a deck. Place this deck on the space provided at the top of the game board. Then, place the wildling threat token on the “2” position of the wildlings track.

6. PREPARE THE WESTEROS DECKS

Separate the Westeros cards into decks according to their Roman numeral (I, II, and III). Shuffle each deck and place them separately facedown next to the game board.

House Targaryen: If playing with House Targaryen, also shuffle the Westeros cards labeled “IV” and place that deck facedown next to the Westeros III deck.



7. PLACE MARKERS ON ROUND TRACK

Place the game round marker on the “1” position of the round track.

House Targaryen: If playing with House Targaryen, place one dragon strength token on spaces “2,” “4,” “6,” “8,” and “10” of the round track.



Dragon Strength Token

8. PLACE VICTORY AND SUPPLY TOKENS

Place each house’s victory and supply tokens on the game board as instructed on the back of its player screen.

For each vassal, place their supply token on space “4” of the supply track (regardless of how many areas they control).

9. PLACE AND ADJUST INFLUENCE TOKENS

Place each house’s influence tokens on the influence tracks according to the order shown below. Ignore the order listed on the player screens.



Then, if any vassals are in any of the top three spaces of a track, remove all vassals from that track and slide the player tokens forward. Finally, fill the empty spaces at the end of the track with the removed vassals, maintaining their original order (relative to each other).

10. CLAIM DOMINANCE TOKENS

The house occupying the highest position on each influence track claims the dominance token (Iron Throne, Valyrian Steel Blade, or Messenger Raven) that matches the image presented near that track.

11. PLACE VASSAL MARKERS AND ASSIGN VASSAL TOKENS

Place each vassal’s victory point token near the Iron Throne track; these are the **VASSAL MARKERS**. Then, for each vassal, assign a set of four vassal order tokens to the player highest on the Iron Throne track who does not already have a set of these tokens.



One Set of Vassal Order Tokens

Three Player Game: If playing with only three players, the set of vassal order tokens for the fourth vassal is assigned to the player on the highest position of the Iron Throne, who thus starts the game with two sets.

12. PLACE UNITS

Place each player’s starting units on the game board according to the instructions on their player screen.

Then, place each vassal’s starting units on the game board according to the instructions on its vassal setup card.



Example: This vassal setup card is used when House Martell is not a player.

13. PLACE GARRISON AND NEUTRAL FORCE TOKENS

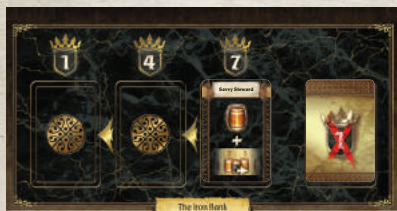
Place the garrison token for each house on its home area (matching the area name on the token). Then, place the “King’s Landing” neutral force token in King’s Landing.



Loyalty Token

House Targaryen: If playing with House Targaryen, place one loyalty token in King’s Landing.

14. PREPARE BRAAVOS AND THE IRON BANK



House Targaryen: If playing with House Targaryen, shuffle the loan cards, place the deck facedown on the designated space at the top of the Essos side board, and draw one loan card to place faceup in the rightmost space of the Iron Bank track (marked with the “7”).

Then, place the Braavos neutral force token in the Braavos area.

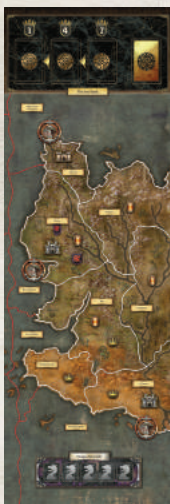
15. GATHER POWER TOKENS

Place all power tokens in a central pile. This pile of power tokens is referred to as the power pool. Each player then takes seven power tokens that match their house from the power pool. Vassals do not collect power tokens and only use power tokens for marking control.

ESSOS BOARD

The Essos board featured in this expansion extends the playable space by adding multiple new sea and land areas to the game. When playing with this board, all houses are free to move from any of the sea areas on the Westeros board to the adjacent sea areas of the Essos board (and vice versa) as if those areas were directly adjacent. While the Essos side board is in play, any rules that refer to the “game board” refer to both the Westeros and Essos boards.

The Essos side board is used only if one of the players is playing House Targaryen. If no player elected to play House Targaryen, place the Essos side board and all of the Targaryen and Iron Bank components back in the box.



VASSALS

During games with fewer than eight players, each house **except Targaryen** that was not chosen by a player during setup becomes a **VASSAL**. A vassal is a neutral house that is commanded by a player house and can be manipulated to act as an extension of that player’s forces. However, the vassal each player commands can change from round to round.

Choosing Vassals

At the start of each Planning Phase, each vassal’s vassal marker (their victory point token) is placed near the Iron Throne track. Then, the highest players on the Iron Throne track each receive a set of four vassal order tokens. (It does not matter which set each player receives; the icons on their backs tie the sets together but otherwise have no meaning.) Then, in turn order, each player that has a vassal order token set can select a vassal to **COMMAND**, becoming its **COMMANDER** until the beginning of the next Planning Phase.



Vassal Order Tokens

To select a vassal, a player takes that vassal’s vassal marker from the Iron Throne track and places it in front of their screen, indicating that they command that vassal. If a player does not wish to command a vassal this round, they may pass, handing their set of vassal order tokens to the next player on the Iron Throne track, who may then choose a vassal or pass as well. The last player on the track cannot pass and must command all remaining vassals. After all of the vassals have been selected, the Planning Phase proceeds as normal.


Through other players passing, it is possible for a player to have more than one set of vassal order tokens. In this case, that player can pass on or choose a vassal for each set of vassal order tokens they possess (provided they are not the last house on the track).


Ordering Vassals

During the Planning Phase, **after** players have assigned order tokens for their house, each player who commands one or more vassals assigns order tokens for their vassals as well. In turn order, for each vassal a player commands, they can place up to **two** tokens from their set of four vassal order tokens. Like the house order tokens, a player must place a vassal order token in an area that contains a unit belonging to that vassal. It is possible that not all areas containing vassals will receive order tokens.


Vassals resolve their orders identically to player houses, following the turn order established by the Iron Throne track. When it is a vassal’s turn to resolve an order, their commander does so according to the order token that was placed on the board. A player **cannot** use the Messenger Raven to swap a vassal’s order token with a different token.

There are four types of vassal order tokens, one of each type in a set. They are resolved as follows:

- 
March 0: The vassal march order token functions identically to the player house march order. However, a vassal cannot march into a port, and it cannot march into an area controlled by its commander or its commander's other vassals.


- 
Raid/Support 1: This order token is both a raid order and a support order. When it is a vassal's turn to resolve a raid order, that vassal's commander chooses whether or not to resolve that order as a raid. If the token is used to resolve a raid, it is removed from the board following normal rules. Otherwise, the token remains on the board and can be used as a support order instead. A commander and their vassals cannot resolve raid orders against each other.

The commander decides who the vassal supports each time it is eligible to provide support with this order.

- 
Defense 1/Muster: This order token is both a defense order and a muster order, which is a new order for this expansion. The defense order functions as normal (providing +1 combat strength to combat in that area).

The **MUSTER ORDER** allows the vassal to initiate the mustering of units in the area where the token is placed. During the "Resolve Consolidate Power Order" step, a vassal can resolve a muster order, which follows normal mustering rules, identical to the resolution of a special consolidate power order. (Even though the muster order has an image of a stronghold on it, the token does not provide a stronghold to the area in which it is placed.)

If this token is placed in a port, it has no effect. Because this token is a defense order, it can only be raided by the special raid order (with the star).


- 
Defense 3: This order token is a defense order that functions as normal (providing +3 combat strength to combat in that area).

Some of the new order tokens in this expansion contain a small, circled crown icon. This icon is a reminder to players that they resolve that order using the same timing they would normally resolve a consolidate power order, during the "Resolve Consolidate Power Order" step.



Combat with Vassals

A vassal's commander resolves combat on behalf of their vassal. Players resolve combat that involves one or more vassals following the same steps as a combat between two houses. Some of the steps are altered slightly, as follows:

- 
Step 3: Choose and Reveal House Cards: Vassals do not use the standard house cards during a combat. Instead, they use house cards from a common deck of **VASSAL HOUSE CARDS**. During this step of a combat, a vassal's commander shuffles the vassal house cards and draws three of them as their temporary hand. Then, they choose one of those cards as their played card. (The other two cards remain as their "hand" until the end of combat for the purposes of certain abilities.) These cards function identically to standard house cards. Any player can look at the entire deck of vassal house cards at any time **before** a player draws their hand during a combat.



Vassal House Cards

POWER REWARD

After a combat that involves a vassal is completed, a vassal's commander may receive a reward for their deft leadership. If a vassal wins the combat, either as the attacker or the defender, its commander gains one power token for their player house.

Bidding with Vassals

When bidding on the three influence tracks during the Westeros Phase, vassals can change positions on the tracks; however, all vassals **automatically bid zero** power tokens on each track (though these bids can be increased with the help of House Targaryen as described later).

DOMINANCE

Vassals cannot gain any dominance tokens. If a vassal occupies the highest position on a track, the player house that occupies the **next** highest position on the track gains the dominance token for that track instead.

WILDING ATTACKS

Vassals do not participate in bids against wildling attacks, do not gain any benefits or suffer any penalties from wildling cards, and cannot be chosen as the highest or lowest bidder as specified by game effects on wildling cards.

Additional Vassal Rules

This section contains additional rules for vassals.

- Vassals cannot collect or spend power tokens. However, when they resolve a march order that vacates a land area, they always place a power token in the area to establish control.
- A commander **cannot** enter areas their vassals control.
- Vassals cannot win or lose the game.
- Vassals must obey all limits and rules of supply and adjust their supply when resolving the “Supply” Westeros cards. If a vassal ever exceeds their supply limit, their commander decides which units to destroy.
- Vassals are affected by Westeros cards (with the exception of wildling attacks). If any decisions need to be made by a vassal, the vassal’s commander makes the decisions for them.
- Any mustering that is granted from Westeros cards must occur in the vassal’s **home area only** (if they still control it). If the vassal does not control its home area, it receives no units.

HOUSE TARGARYEN

House Targaryen can be chosen by any player during step 1 of setup. House Targaryen is only playable in a game with four or more players and does not become a vassal if it is not chosen. House Targaryen begins the game on the Essos side board (see “Essos Board” on page 5). House Targaryen follows all the rules of player houses with the exceptions described in this section.

Targaryen Victory

Though the Targaryen dynasty was usurped, there are many in Westeros that wish for House Targaryen to reclaim the Iron Throne. These entities pledge false allegiance to their current overlords while they wait for the opportune moment to reveal their true loyalty. During a game of *Mother of Dragons*, the goal of House Targaryen is to uncover and rally these hidden Westerosi supporters.

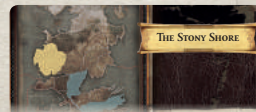
House Targaryen does not acquire victory points in the same way as the other houses. For House Targaryen, the victory track does not represent the number of castles and strongholds they control. Instead, the track represents the number of **LOYALTY TOKENS** they have gained.

Placing Loyalty Tokens

Loyalty tokens represent hidden Targaryen supporters in Westeros. These tokens are placed on the Westeros board through the Westeros IV deck. During the Westeros Phase, after players reveal a card from the Westeros I, II, and III decks, players reveal a card from the Westeros IV deck. Then, during the “Resolve Westeros Cards” step, players resolve all four of the revealed cards in order.

To resolve a Westeros IV card, the Targaryen player places one loyalty token on each space listed on a banner in the upper-middle of the card. (The map on the left of the card also helps locate these areas.) Then, they follow the rest of the instructions printed on the card—these instructions often allow the Targaryen player to place or move loyalty tokens, sometimes at a cost of power tokens.

The presence of loyalty tokens has no effect on other houses directly (i.e., they do not provide control, they cannot be naturally removed, they can coexist with all other tokens and units, etc). Multiple loyalty tokens **can** exist in the same area at once.



Example: When resolving this card, one loyalty is placed on The Stony Shore.

Gaining Loyalty Tokens

Any time an area controlled by Targaryen has one or more loyalty tokens (outside of combat), they gain those loyalty tokens. When the Targaryen player gains a loyalty token, they remove that token from the board (making it available to be placed again later) and advance their victory point token one space on the victory track. If House Targaryen ever reaches space “7” on the victory track, they immediately win the game. House Targaryen never loses the victory points gained through loyalty tokens; every loyalty token gained is thus a permanent step closer to victory for them.



Loyalty Tokens

PENTOS

Targaryen begins the game with their victory point token on space “1” of the victory track. This victory point is awarded to them for controlling Pentos, their home area, which contains a printed loyalty token.



Pentos Garrison Token

If Targaryen ever loses control of Pentos, their victory point token is moved backward one space on the victory track. This is the only way Targaryen can lose victory points. If Targaryen regains control of their home area, they advance their victory point token one space on the victory track and place their Pentos garrison token back on their home area.

Dragons

House Targaryen has three Dragon units that are unlike any other units in the game. They are extremely mobile and grow in strength as the game progresses. Dragons are extraordinarily rare creatures and cannot be mustered like regular units. Instead, they are in play from the beginning of the game. However, the uniqueness of these majestic creatures is also their greatest flaw. Should a Dragon unit be destroyed for any reason, it is permanently removed from the game and cannot be mustered or brought back (outside of certain card abilities).



A Dragon Unit

Each Dragon is a single **land** unit that must adhere to the rules of supply. Dragons can be involved in combat as attackers, defenders, or supporters following normal rules. The current strength of each Dragon unit is represented by the total number of dragon strength tokens in the dragon strength box at the bottom of the Essos board. Because there are no strength tokens in the dragon strength box at the beginning of the game, each Dragon unit begins the game with a combat strength of 0.

When the round marker advances to a position on the round track that contains a dragon strength token, that token is placed in the leftmost slot on the dragon strength box, and the strength of each Dragon unit is increased by one.



By round 4, each dragon will have a combat strength of 2.

MARCHING AND FLYING WITH DRAGONS

When resolving a march order with a Dragon, it can either march normally or it can **FLY**. To fly, that Dragon moves to any land area on the Westeros or Essos boards. If a Dragon moves to a land area containing an enemy unit, they initiate a combat as normal. Non-Dragon units cannot fly, even if they begin in a Dragon's area. When resolving a march order, these non-Dragon units must follow the normal march rules.

Dragon units are subject to all normal rules regarding retreating (e.g., they must move back to the area they marched from, can retreat using Ships, etc.) and can be chosen as casualties. Dragons cannot fly when retreating (except when forced to retreat to the area they flew from).

Power Tokens

House Targaryen collects power tokens just like other houses; however, they spend their power tokens for different purposes. Many of the Westeros IV cards require House Targaryen to spend power tokens to place or move loyalty tokens on the board.

THE INFLUENCE TRACKS

House Targaryen permanently occupies space "8" on all three influence tracks for the entire game; they cannot rise any higher than "8" and no other house can occupy the 8th position. Because space "8" on the King's Court track has three stars, House Targaryen can always use up to three of the special order tokens during each game round.



BIDDING

Though they themselves cannot rise or fall on the influence tracks, House Targaryen can still heavily affect the others that do. When players bid on the influence tracks, the Targaryen player bids any number of tokens as normal. However, after all bids are revealed, Targaryen must distribute the power tokens they bid among any of the other players and vassals. The Targaryen player chooses the amount of power distributed and the way it is divided. Each Targaryen power token that a player or vassal receives increases that house's bid by one, even if they did not bid any power tokens. Other players or vassals cannot refuse to accept the power given to them.

House Targaryen bids on wildling attacks as normal, and they are subject to all effects described on the wildling cards. They are also able to establish control with their power tokens when vacating an area with a march.

FLEXIBLE PLAYER ATTENDANCE

With the introduction of vassals, players can drop out of a game that is in progress with minimal disruption to the game. If a player (other than Targaryen) leaves a game session early between rounds, treat their house and all of their units as a vassal, removing their victory point token and placing it near the Iron Throne track as a new vassal marker.

THE IRON BANK OF BRAAVOS

Nestled in a seemingly impenetrable northern bay, the free city of Braavos lays claim to one of the most powerful institutions in the Known World: the Iron Bank of Braavos.

PURCHASING LOANS

The Iron Bank provides a service to the lords of Westeros by offering them favorable bank loans. Each loan allows the lord to purchase useful aides for their cause. When resolving the special Iron Bank sea order (see “Sea Order Tokens” on page 10), a player may take one loan.



Iron Bank Order Token

To take a loan, a player follows these steps:

1. The player chooses a faceup loan from one of the three slots of the Iron Bank.
2. The player pays the loan's **INITIAL COST** by discarding a number of available power tokens equal to the value shown above that loan card's current slot.
3. The player resolves the effect of their chosen loan (see “Loan Effects” on page 12).
4. The player places their chosen loan facedown in their play area.

At the beginning of each round (not including the first round), each loan card in the Iron Bank is shifted one slot to the left. Then, the loan card on the top of the deck is revealed and placed in the rightmost slot of the Iron Bank. When a card that is in the leftmost slot would be shifted, it is placed facedown on the bottom of the loan deck instead.

PAYING INTEREST

The shrewd money-lenders of the great institution of The Iron Bank do not easily forgive debt. After purchasing a loan, a house must pay an **INTEREST COST** to the Iron Bank for the remainder of the game. At the beginning of the Westeros Phase, in turn order, each player with a loan must discard one of their available power tokens for each loan they have purchased. If that player is not able to discard the requisite number of power, for each power they are short, the player who holds the Valyrian Steel Blade chooses one of that player's units anywhere and destroys it. If the player who cannot pay their interest is the holder of the Blade, the next highest player on that track makes this choice.



Loan Card Back

CONTROLLING BRAAVOS

Though no easy task, it is possible to gain the upper hand in negotiating with the Iron Bank by controlling the city it resides in. The first player to defeat the 5-strength neutral force token on Braavos places that token facedown in front of them. While a player has this token, that token acts as a reminder that the player receives a -1 to the initial cost of the loan (but not the interest).



Braavos Neutral Force Token Front



Braavos Neutral Force Token Back

If another player takes control of Braavos they immediately receive the Braavos neutral force token. If ever no player has control of Braavos, the token is simply placed aside until someone does.



Example: A loan card was purchased from space “4” of the loan track, leaving that space empty for the remainder of the round. At the beginning of the next round, the “Expert Artificer” loan card from space “1” is moved off the board and placed at the bottom of the loan deck. Then, “Siege Engineers” from space “7” is moved to space “4.” Finally, the “Pyromancer” card is drawn from the top of the loan deck and placed in the “7” space.

ADDITIONAL RULES

This section lists additional rules and changes from the base game of *A Game of Thrones: The Board Game*.

Sea Order Tokens

Each house receives three **SEA ORDER TOKENS**. These blue-hued tokens function identically to standard order tokens except they are only resolveable in sea areas or ports that have a ship. Before players begin resolving orders (after the Messenger Raven would be used), all sea order tokens that are on land areas are removed without effect.



Sea Order Tokens

IRON BANK ORDER TOKEN

The **IRON BANK ORDER TOKEN** is a sea order that players use to purchase a loan from the Iron Bank of Braavos. During the “Resolve Consolidate Power Order” step, a player can choose to resolve this order to purchase a loan from the Iron Bank of Braavos (see “The Iron Bank of Braavos” on page 9). The Iron Bank order token can be raided, but does not allow the raiding player to steal a power token (pillaging).



Iron Bank Order Token

Improvement and Degradation

Effects in the game can now **IMPROVE** areas, permanently increasing their effectiveness. These are indicated by the placement of **AREA IMPROVEMENT TOKENS**. Any area with one of these tokens is treated as having the matching icon printed on the board. For example, when resolving the “Supply” Westeros card, a player counts all of the supply icons they have printed in areas they control **plus** any supply improvements (barrels) they have in those areas.



Effects can also **DEGRADE** areas, permanently decreasing their effectiveness. The reverse side of each improvement token includes a **DEGRADATION**, which can be placed over any of the icons on the map. If an icon on the map has a degradation on top of it, that icon is treated as if it is no longer there.



Gifting Power Tokens

Players can now freely gift power tokens to other players at **any** time. When a player gifts power to another player, they place a number of their power tokens into the power pool. Then, the receiver takes an equal number of their own tokens from the power pool and places them amongst their available power.

Expansion Design and Development: Jason Walden

Technical Writing: Adam Baker

Proofreading: Sean O’Leary

Board Game Manager: Andrew Fischer

Expansion Graphic Design: Caitlin Ginther and Duane Nichols

Graphic Design Manager: Christopher Hosch

Cover Art: Michael Komarck

Interior Art: Mark Behm, Leonardo Borazio, JB Casacop, Sebastian Ciaffaglione, Emile Denis, Anthony Feliciano, Sebastian Giacobino, Joel Hustak, Tomasz Jedruszek, Jason Jenicke, Aleksander Karcz, Drazenka Kimpel, Romain Leguay, John Matson, Jacob Murray, Borja Pindado, Paolo Puggioni, Jose Manuel Rey, Ryan Valle, Magali Villeneuve, and Darek Zabrocki

Art Direction: Tim Flanders

Managing Art Director: Melissa Shetler

Sculpting: Bexley Andrajack

Sculpting Manager: Derrick Fuchs

Quality Assurance Coordinator: Zach Tewalthomas

Licensing Coordinators: Sherry Anisi and Long Moua

Licensing Manager: Simone Elliott

Production Management: Jason Beaudoin and Megan Duehn

Visual Creative Director: Brian Schomburg

Senior Product Manager: John Franz-Wichlacz

Senior Manager of Product Development: Chris Gerber

Executive Game Designer: Corey Konieczka

Publisher: Andrew Navaro

Playtesters: Adam Akers, Chris Akers, Tandra Akers, Tim Amundsen, John Atkinson, Cindy and Ken Auger, Alejandro Ayneto, Daniel Bazan, Jason Beaudoin, Dane Beltrami, Jorge Besteiro, Craig Bergeron, Tim Bierema, Matt Bradt, Frank Brooks, Amelia and Andrew Buschena, Vincent Carle, James Cartwright, Andrew Chai, Danial Lovat Clarke, Anthony Corrado, Francis Desforges, Gina and Robert Evans, Ryan Fitzharris, Eric Foertsch, Eric Forster, Scott Forster, Bridget Franz, Peter Fu, Ángel Gavaldá, Christian Glanville, Kristen and Tyler Gustafson, Geoff Hanks, Ethan and Tricia Hanks, Clay Hartman, Les Headley, Elizabeth and Robin Hildick, Grace Holdinghaus, Jeremy Hone, Amin Javadi, Francis Jetté, Cassandra Keller, James Kniffen, Kalar Komarec, Christopher Langland, Skyler and Tim Latshaw, Brian Lewis, Jamie Lewis, Benoit Lortie, Liya Ma, Molly McKinney, Tim Murray, Annette Nepomuceno, Ian Osborn, Beatriz Palacio, Brandon Perdue, Kimbul Picard, Betsy Probst, Mike Prower, Larry Rychly Jr, Kirill Sakovich, Marc-Antoine St-Onge, John Stoke, Ryan Struckman, Regine and Jacob Tighe, Ryan Thompson, Sean Tidy, Tara Tomaino, Jeffrey Tran, and Nikki Valens

Special thanks to all of our beta testers!

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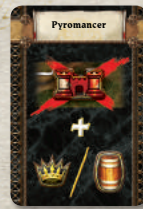
QUICK REFERENCE

Loan Effects

Each time a player purchases a loan, they immediately receive the effect as listed below:



Master-at-Arms: Choose any two areas that contain a castle. Improve those castles to strongholds (see "Improvement and Degradation" on page 10).



Pyromancer: Choose any area that contains a castle and degrade it. Then place either a power improvement or a supply improvement in that area (see "Improvement and Degradation" on page 10).



Savvy Steward: Choose any land area and place a supply improvement there (see "Improvement and Degradation" on page 10). Then, move up one position on the supply track.



Spymaster: Draw the top two cards of any one Westeros deck. After secretly reading them, put any number of them on the bottom of the deck in any order and the rest on top of the deck in any order.



Expert Artificer: Choose any land area and place a power improvement there (see "Improvement and Degradation" on page 10). Then, gain 8 power tokens.



Full Host, Vanguard Cavalry, Siege Engineers, and Sea Raiders: Place the units shown on the card in areas you control or already have units (obeying supply). Ship units shown may also be placed at ports you control.



Customs Officer: Gain 10 power tokens.



Loyal Maester: Choose any two land areas and place one supply improvement on each (see "Improvement and Degradation" on page 10).



The Faceless Men: Destroy one Knight in any one area and one Footman in any one other area. The units may belong to any player or vassal.

Influence Track Setup

During setup, place each house's influence tokens on the influence tracks according to the order shown below, regardless how many players are playing. Ignore the influence track information on the backs of the player screens. Then, reposition for any vassals (see page 4).

