

# GAME OF THRONES

## THE IRON THRONE

### THE WARS TO COME

#### RULES OF PLAY

### COMPONENTS



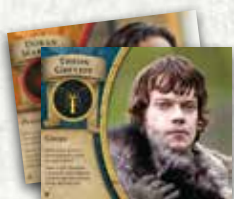
2 INFLUENCE BOARDS  
(1 PER HOUSE)



10 CHARACTER TOKENS  
(5 PER HOUSE)



10 INFLUENCE TOKENS  
(5 PER HOUSE)



10 LEADER SHEETS  
(5 PER HOUSE)



40 PLASTIC  
POWER MARKERS



7 REFERENCE CARDS



25 ALLY CARDS



6 EVENT CARDS  
(3 PER HOUSE)



50 HOUSE CARDS  
(25 PER HOUSE)

### EXPANSION OVERVIEW

In *Game of Thrones: The Iron Throne*, three to five players vied to claim the Iron Throne and rule over the Great Houses of Westeros. *The Wars to Come* expansion adds House Greyjoy and House Martell, which allows up to seven players to engage in the struggle for the Iron Throne.

Additionally, a host of new characters, from Westerosi elite to free agents from the Free Cities, make their debut in the all-new ally deck, bringing a wide variety of powerful abilities to whomever they pledge their services.

### NEW FEATURES

#### ADDITIONAL PLAYERS

No special rules are needed to play *Game of Thrones: The Iron Throne* with up to seven players. Use the two new houses and additional power tokens provided with this expansion to increase the number of available houses.

#### THE ALLY DECK

In Westeros, your allies can mean the difference between life and death. The ally deck features characters with unique abilities that can be a boon to players or a bane to their opponents.

The ally deck adds a sixth step to game setup (found on page 3 of the core game rulebook). To incorporate the new ally cards into your game, use the following rules:

- Shuffle the ally cards together to form the ally deck.
- Deal one ally card facedown to each player (players may look at their own ally cards, but must keep them secret from other players).
- Place the ally deck in the common play area, within reach of all players.

## USING ALLY CARDS

Each ally card lists the timing and conditions under which the card can be played. There is no limit to the number of ally cards that can be played in a turn, provided that the criteria to play each card are met. After resolving the text effect of an ally card, place it faceup next to the ally deck in the ally card discard pile.

## OBTAINING ADDITIONAL ALLY CARDS

Any player may draw one ally card from the ally deck instead of receiving rewards, regardless of whether they are an active player or supporting player, challenger or defender. If they do, they place that card facedown in their play area with their other allies, if they have any. When the last ally card is drawn, reshuffle the ally card discard pile to create a new ally deck.

## ADDITIONAL RULES

- Ally cards are not part of players' hands and cannot be taken as hostages.
- If a game effect targets a player's participating character, but another game effect allows that player to have more than one participating character (e.g., Mance Rayder), whoever is using the effect decides which of the player's participating characters is affected.
- Any number of ally cards may be exchanged as part of a truce outcome. Players may reveal their ally cards to one another during this process.

## CLARIFICATIONS

The following section consists of advanced rules that may not be necessary for every game.

## OPEN INFORMATION

The following are clarifications regarding open information (all players are allowed to know this information at any time).

- The number of, content of, and order of cards in the house, event, and ally discard piles are open information.
- The number of house cards in another player's hand and the number of ally cards in any play area are both open information.
- All other information is hidden.

## ENDING A PHASE

- If a card effect ends a phase (e.g., Syrio Forel), that phase has still occurred for the purposes of other game effects.

## CREDITS

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