

TINY EPIC

GAME OF THRONES™

ICE & FIRE

RANGERS' CODE



# Prologue

In the chilling struggle for Westeros, the once-disparate Seven Kingdoms have found themselves united in the ultimate battle between the living and the dead. Players must set aside the differences of their houses, and all must fight as one to vanquish the Night King and his army of White Walkers.

Amidst the mounting fear, two powerful leaders emerge: Daenerys Targaryen, the Mother of Dragons, and Jon Snow, the King in the North. They unite their forces with the realm and embark on a perilous campaign against the relentless advance of the Night King! The fate of Westeros hangs in the balance. With your help, there is hope for its survival!

## Expansion Overview

This rulebook describes two different modes of play; choose one before setting up:

### *Ice & Fire Standard Gameplay* (see pg15)

This game mode adds two new playable houses to the standard gameplay:

1. The Night's Watch, with its home in Castle Black, led by Jon Snow,
2. House Targaryen, with its home in Dragonstone, led by Daenerys Targaryen, and in control of 3 Dragons (see pg15).

These House Mats and components may be used as players, or as non-players, as per the standard rules. The *Ice & Fire* plot cards should be shuffled into the main deck to accommodate these new houses.

### *Ice & Fire Cooperative Gameplay* (see pg4)

In this game mode, players unite as the Westeros Kingdoms to confront the imminent threat of the Night King and his undead army of White Walkers. Players strive for a collective triumph by defeating the Night King in battle. They lose if he is undefeated after 6 game rounds.

## The Wall

The Wall is a barrier against the undead hordes. In the beginning of the game, the Wall shows that the Night King has not yet attacked "South of the Wall." Players CANNOT march or sail to any domain "North of the Wall" while it is standing. As soon as the Night King attacks any domain South of the Wall, the Wall is destroyed and players can now move North, and the Wall is then replaced with the Ice Dragon Token (see p12).



# Components



2 North of the Wall Map Mats



Terror Pool Mat



Night King Mat

Night King Figure



Night King Shield



Treaty Mat



White Walker Mat



13 White Walkers



Action Mat



Round Mat



2 Hero Cards

17 Plot Cards



2 Hero Figures



18 Power Tokens



2 House Shields



2 House Mats



18 Ranger Cards



28 Exploration Tokens



Ice Dragon



Ice Dragon Card



Dragon Card



3 Dragons



3 Eggs



Castle



Wall Construct



Action Die



Gold Coin





2 Solo Hero Cards





# Cooperative Setup

- Add the **2 North of the Wall Map Mats** above the Map to extend it north, *NotW* on the left and *NotE* on the right.
  - Place the **Wall** between the *NW* and *NE* Map Mats and the 2 mats.
- Add the **Night's Watch** and **Targaryen House Components** to the other houses, before selecting players and non-player houses. If Targaryen House is in the game, see rules for setting up the **Dragons** on pg15.
- Replace the base game Action Mat with the **Ice & Fire Action Mat**, flipped to the COOPERATIVE side.
- Replace the base game Round Mat with the **Ice & Fire Round Mat**, flipped to the COOPERATIVE side. Place the **Crown** on its normal spot. The **Vengeance Tokens** can be returned to the box as they will not be used in this mode of play.
- Shuffle in the **Ice & Fire Plot Cards**.
- Place the **Treaty Mat**, flipped to the COOPERATIVE side, by the Scoring Mat. Place **1 Gold Coin** on the Gold Track, setting it at 2x the number of players. *For example, in a four-player game, start with 8 gold.*
- Place these 4 components in a row:
  - The **Night King Mat**, with a **Night King Figure** on it.
  - The **White Walkers Mat**, with the **13 White Walkers** on it.
  - The **Terror Pool Mat**.
  - The **Ice Dragon Card** flipped to its "Phase 1" side, with the **Ice Dragon** on it.
- Shuffle the **14 Brown Exploration Tokens** (👤) face-down, placing 1 into each of the **11 Fief Domains** "South of the Wall" and 1 into **King's Landing**. Return the 2 unplaced tokens to the box.
- Shuffle the **14 Blue Exploration Tokens** (👤) face-down pile, placing 1 into each of the 8 domains north of the Wall. Place the unused tokens in a face-down pile nearby to be used later.
- Place the **Castle** onto the Craster's Keep Domain.
- Prepare the **Ranger Deck**:
  - Separate the **18 Ranger Cards** into 6 stacks of 3 cards each, based on the round number on each cards' back.
  - Shuffle each stack and draw 1 card from each without revealing it. Return the unused cards to the box. Place these 6 cards face-down and **in order** with "Round 6" on the bottom and "1" on the top, making a face-down deck of 6 cards (one for each round).
- Take the **Night King Shield** and the Scoring Mat. Choose one **Player Shield** to represent the collective score of the Treaty (the other shields can be returned to the box). Select the Treaty's degree of difficulty (*Standard, Hard* or *Epic*) and advance either the Night King's Shield ("NK") and the Treaty Shield ("T") on the Scoring Mat based on that difficulty and the number of players in the Treaty:

	<i>Standard</i>	<i>Hard</i>	<i>Epic</i>
	T +10	T +5	-
	T +5	-	NK +5
	-	NK +5	NK +10
	NK +5	NK +10	NK +15

The other shield begins with no score.



Night King and Night King Mat



White Walkers and White Walkers Mat



Ice Dragon



Terror Pool Mat

Ice Dragon Card on "Phase 1" Side



Night's Watch and Targaryen Components

2 North of the Wall Map Mats

Blue Exploration Tokens



Ranger Card Deck

Only Gold Coin

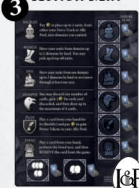


Treaty Mat

Brown Exploration Tokens



Ice & Fire Action Mat



Night King & Treaty Shield



Set Shields to Select Difficulty



Ice & Fire Round Mat



Ice & Fire Plot Cards



# Cooperative Gameplay Overview

Players work together as the Westeros Treaty and play against the Night King and his icy horde of White Walkers. The movements of the Night King and his army are directed through the **Ranger Cards**, which serve as vital intelligence reports from the valiant Rangers of the North. Each round a Ranger Card is revealed, marking the Night King's whereabouts and his destructive plan. To stand a chance against this formidable foe, players must embark on daring expeditions, both North of the Wall and in the Seven Kingdoms, in search of invaluable weapons and other resources to aid in their epic battle.



Victory for the Treaty is achieved if the players can vanquish the Night King before the conclusion of the final round. Players lose if they cannot defeat the Night King before the end of round 6. The Shields on the Score Track are not used in determining victory. They are only used in determining if the Treaty has enough morale to attack the Night King (see *Battling the Night King*, pg9).

## Cooperative Round's Order

Rounds in the cooperative mode follow these **4 Steps**:

- 1. Reveal a Ranger Card:** Draw the top card of the Ranger Deck (its number should match the current round). Follow its directions, and resolve the Night King's attack and any battles with players.
- 2. Perform Player Actions/Evoke Terror:** Each player takes a turn; after each turn, draw a Plot Card from the deck to Evoke Terror on the houses.
- 3. Check Alliances/Terrify:** Alliances for the Treaty and terror for the Night King.
- 4. Collect Taxes:** Players collect gold, and the Night King has the opportunity to score points based on White Walkers in the game.



### Step 1: Reveal a Ranger Card

At the start of each round, flip over and read aloud the card from the Ranger Deck that matches the current round. *For example, the first card revealed in the game is the "Round 1" card.* This card directs you to perform 4 actions:




1. Add/reveal Blue Exploration Tokens (see next page).
2. Add White Walkers to the domains North of the Wall (see pg8).
3. Move the Night King to a Castle Domain to attack (see pg8).
4. Resolve any Night King/White Walker battles (see pg9).





## Exploration Tokens

Across the map are Exploration Tokens for players to gain; you must enter the domain with **an army of at least 3 units**, via either a March, a Sail, or moving as the result of an Event Card. If this results in a battle, it must be resolved before an unrevealed token can be revealed. There are **2 colors** of token:



 **Blue Tokens (North of the Wall)** - When resolving a Ranger Card, if a domain on the card marked with a blue token matches one with a face-down token, immediately flip that token (and resolve it if it is a negative effect). If there is no token in the domain marked by the card, or there is already a face-up token in that domain, add a new face-down token to that domain. If there you already have an army with 3+ units in the domain, reveal and resolve the token.

 **Brown Tokens (South of the Wall)** - At the start of the game 12 of the 14 tokens are placed face-down, one into each of the 11 Fief Domains (domains with a ) and 1 in King's Landing.

Both blue and brown tokens have a variety of effects:



**Dragon Glass** - These relics reduce the overall strength of the Night King (see *Battling the Night King*, pg9). Each **must be picked up by an army 3+ units from its domain**, even if revealed. However, you first must win a battle against the **Ice Dragon** to do so (see pg12). Place it on the rightmost spot on the Night King's Mat.



**Valyrian Steel** - These heirlooms reduce the overall strength of the White Walkers (see *Battling the White Walkers*, pg9). Place it on the rightmost spot on the White Walkers Mat.




**Three-Eyed Raven** - A cryptic glimpse into the Night King's plan! Immediately flip next round's Ranger Card to view it before next round. Discard this token afterward.



**Remove a White Walker** - Immediately remove 1 White Walker from anywhere on the map and return it to its pool. This token does not have to be picked up when revealed; it may be picked up later and remain face-up in its domain. Discard this token afterward.



**Cache of Gold** - Gain the listed amount of gold (). This token does not have to be picked up when revealed; it may be picked up later and remain face-up in its domain. Discard this token afterward.



**Loss of Gold** - When this token is revealed, the Treaty immediately loses 3 gold, or as much as possible. Discard this token afterward.



**Add a White Walker** - Immediately add a White Walker to that domain (see next page). If a player has revealed this token in a Treaty-controlled domain, then resolve the battle. Discard this token afterward.



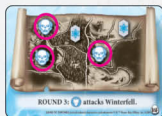
**Evoke Terror** - Immediately perform an *Evoke Terror* action (see pg13) and discard this token afterward.




## Adding White Walkers

White Walkers can be added from their pool in 4 ways:

1. Into domains marked on the round's Ranger Card.
2. Into the Night King's domain and each adjacent domain after he attacks and gains control of a domain (see below).
3. The result of resolving certain blue Exploration Tokens.
4. Into the domain of the Night King when moving with the Ice Dragon (see pg12).



If a player has units in that domain, this immediately results in a battle (see next page). If there are only units of a NP house in the domain, one unit is placed onto the Terror Pool and the remaining units must retreat. If there is already a White Walker in a domain, then the Night King instead gains a Victory Point. There may only be **1 White Walker per domain**.

Likewise, if all the White Walkers are on the map and more must be placed, the Night King gains  per White Walker that cannot be placed (this is listed on the White Walker Mat). Players may decide which order they are placed and in which order battles are resolved. If a White Walker occupies a domain with a castle, it receives the defense bonus, but the castle remains on the map.




## The Night King Attacks

At the start of each round (except for Round 1 and possibly 2), the Night King attacks a castle. Place the Night King's figure in the domain listed on the bottom of that round's Ranger Card. He does not move through connected domains like a normal player, and his movement cannot be blocked—he moves directly to the castle.

If any player has units in that domain, this may start a battle (see next page). If no player units are in the domain, he immediately takes control of the domain. If the Night King gains control of the domain, the follow steps occur:



1. **The castle is destroyed** for the remainder of the game. Lay the castle on its side to indicate that it is destroyed. It still offers the + defensive bonus but can no longer be controlled by the players.



2. If there are any non-player units in the domain, he gains a Terror Token. Place **1 non-player Power Token** from the domain into the **Terror Pool**. All other units from that domain must retreat to the nearest friendly or unoccupied domain, with players choosing which one if there are multiple options.



3. **Add 1 White Walker** to that domain, and then add 1 to each adjacent domain (this is listed on the Night King's Mat). If this results in additional battles, resolve each in any order you wish (see next page).










**Attacking King's Landing:** The Night King does not need to control any castles to enter King's Landing or place a White Walker there. This gives him control of the Iron Throne, which counts as a **"wild" Terror Token** when checking alliances (see pg13).



## Battling the Night King

Defeating the Night King in battle is the only way for players to win the game. You can be attacked by him (you are the defender), and the only time you can battle the Night King (either as the attacker or the defender) is if the Treaty's score on the Score Mat is **equal to or greater** than that of the Night King's (that is, you are beating or are tied with him). If he attacks a domain you control, and the Treaty's score is less than the Night King's, you **must lose a unit and retreat** (see previous page). The Night King's total strength comes from **5 sources**:





1. A base of .
2. *Conscripts* (): He gains the total  from each White Walker in his current domain and adjacent domains.
3. A *Secret* card () drawn from the deck (a  counts as a  since he does not retreat).
4. Bonuses listed on the Strength Track on his mat that are not covered by **Dragon Glass** tokens.
5.  from the **Ice Dragon** if it is in his domain.



**Note:** He DOES NOT gain strength from castles or The Iron Throne in his domain.


## Battling a White Walker

Players may attack a White Walker by entering its domain (you are the attacker), or if one is added to a domain where a player has at least 1 unit (you are the defender). Each White Walker's strength is totalled by these 3 sources:


1. A base of .
2. A *Secret* card () drawn from the deck (a  counts as a  since they do not retreat).
3. Bonuses listed on the Strength Track on their mat that are not covered by **Valyrian Steel** tokens.



**Note:** They DO NOT gain strength from castles or The Iron Throne in their domain.

**If you defeat a White Walker:** the Treaty gains  for winning the battle and returns the White Walker to its pool on the White Walker Mat.

## Losing a Battle

When a battle is lost against the Night King or a White Walker, 1 unit must be lost from the domain before retreating (if you played a  card, you ignore this). If at least 1 non-player Power Token was in the domain, that unit must be lost and it is placed in the Terror Pool (see pg12).

If it is a non-player Hero, it returns to its House Mat (gain its benefit like normal) and the Night King takes 1 Power Token from the house's mat and places it in the Terror Pool. If only your units are in the domain, you must return 1 unit to your House Mat before the remaining units retreat. The Night King and White Walkers never gain victory points for winning battles.






## Step 2: Player Cooperative Actions

After resolving the Ranger Card and all of the Night King's effects, players take turns, starting with the player with the Hand of the King. After each turn, the Night King *Evokes Terror* (see pg12).



Players are allied together as the Westeros Treaty. They share gold, castles, and non-player (NP) allies using the Treaty Mat. There are several key changes to the game for cooperative play:








**House Mats, Shared Gold, and Shared Alliances:** Ignore the Gold Track and Ally Pool on your House Mat. Instead, the Treaty uses the Gold Track and Ally Pool on the Treaty Mat. Whenever you spend , use this shared track to reduce the Treaty's current holdings. When you gain  through collecting taxes on Fief Domains, turning in cards, and so forth, raise the marker on the track (max 10 ).

Similarly, players gain and lose alliances with individual NP houses jointly, using the Treaty Mat to hold all the Treaty's NP Shields and Power Tokens. Any player can recruit or lead any NP house in the Treaty. Hero Cards of NP house leaders may only be used by a player sharing a domain with that leader. White Walkers can never be taken as Ally Tokens and the Night King can never be an ally. The Night King does not make alliances, but instead evokes fear to make the NP houses *Terrified* (see pg12).

**Dice and Actions:** Playing rounds are the same as in the Standard Game. You cannot use any other player's House ability, but you can use any NP ally's ability. For 2- and 3-player games, the starting player still **rolls additional dice** to place in the bottom slots of the Action Mat.

**Scoring:** The Treaty gains victory points in all the same ways as in the base game, noting the changes to scoring rounds on pg14. Use a single Shield Token to track , but note that the only use for  is to determine if the alliance is able to battle the Night King.

**Battling:** Players cannot attack other players' domains, or the domains of NP houses already in the Treaty. NP houses who are not in the Treaty may be attacked, following the same rules as in the base game. When you defeat an NP house, the Ally Token you gain is placed in the pool on the Treaty Mat. Terrified houses gain + when battling against players (see pg12). *Conscripted* () includes any adjacent allied unit — a powerful option, indeed!

**Castles:** All castles controlled by the Treaty are placed on the spaces on the Treaty Mat (it is possible to control more than the 10 castles listed on the mat). During the scoring phases, players score  for every 2  they control. Destroyed castles remain in their domains lying on their sides and do not count as being controlled by the Treaty. The Treaty must control at least 6  in order to enter **King's Landing**. (Instead of 3 in the base game. A reminder of this is listed on the Treaty Mat).

**Movement:** Players may move their armies through domains controlled by other players, but units of two players cannot end a turn occupying the same domain. Allied NP units are shared by all players and may be picked up or dropped off in domains you pass through, but all results must still follow the *Domain Unit Limit*. Players must stop movement in domains occupied by a non-allied house, a White Walker, or the Night King, unless an event's effect allows them to move through "enemy domains."

**Recruiting:** Allied NP Power Tokens can be recruited by any player from that NP's House Mat and added to any domain controlled by the Treaty, even one controlled by another player.

**Plotting:** In addition to using NP Shields, players can use any player's Shield to gain any NP Power Token by paying 2. They can also use ANY Shield on their card and pay 1 to **remove 1 White Walker** from the Night King's Terror Pool, returning it to the White Walker Pool. (A reference of these costs are listed on the *Ice & Fire Round Mat*.) If there are no Power Tokens remaining on an NP House Mat, plotting instead returns Power Tokens from the Terror Pool back to the NP House Mat.

**Whispers:** Players still have individual player hands that hold a maximum of 4 cards (in addition to Hero Cards). Gold gained from discarding cards adds to the shared Treaty's Gold Track.

**Events:** There are several changes to how text is interpreted on Plot and Hero Cards:

- Text that refers to "your Ally Pool," means the Ally Pool on the Treaty Mat.
- Text that refers to the "enemy," "opponent," or "another player," means the Night King. *For instance, if it says to remove tokens from an "another player's Ally Pool," consider that the Terror Pool. In another example, an "enemy unit on the map" can refer to a White Walker or a non-allied house's unit.*
- White Walkers on the Map are considered "Power Tokens" in terms of "eliminating," however they cannot ever be added to "your Ally Pool," and instead are returned to the White Walker Pool. White Walkers cannot be "transferred," however NP Power Tokens on in Terror Pool can.
- The Night King's Figure or the Ice Dragon cannot be targeted as "Heroes" (since they are not Heroes).
- Text that allows you to steal gold from the Night King or his White Walkers always is successful (even though he has no Gold Track). You however cannot steal gold from non-players or Terrified Houses.

**Open Hands:** You may (and should) show your hand to the other players, but you can't use or receive another player's cards.



# The Ice Dragon

The Ice Dragon enters the game when the Wall is destroyed. It is not initially placed in a domain, but instead is placed in the space where the Wall was.



The Ice Dragon acts differently in its 2 phases (noted by each side of its card):

1. It protects the Dragon Glass found North of the Wall until all 3 Dragon Glass Tokens have been collected by the players.
2. Once all 3 Dragon Glass Tokens have been collected, it serves the Night King and provides him additional movement to attack castles after he Evokes Terror.

## Phase 1: Protecting the Dragon Glass

When you would collect Dragon Glass, players must win a battle against the Ice Dragon. After entering a domain with a Dragon Glass Token, immediately move the Ice Dragon to that domain. The player is considered the defender in this battle and the Ice Dragon (and a White Walker if it was already in the domain) is the attacker. The Ice Dragon has a strength of **3** and draws a Secret Card (🃏):

- If you win the battle, collect the Dragon Glass Token and the Ice Dragon is returned to the spot where the Wall was.
- If you lose the battle, you suffer the standard cost of losing and must retreat from that domain. The Dragon Glass Token remains face-up in that domain, however the Ice Dragon stays in that domain as well. When you enter that domain again, you are attacking the Ice Dragon this time.



## Phase 2: Serving the Night King

Once all 3 Dragon Glass Tokens have been collected, flip the Ice Dragon Card to its “Phase 2” side and move the Ice Dragon to the domain with the Night King. The Ice Dragon moves with the Night King until the end of the game.



## Attacking Castle Domains

In Phase 2, after **Evoking Terror** (see next page), the Night King and the Ice Dragon together move to **attack the nearest castle** that isn't destroyed, controlled by White Walkers, or controlled by a Terrified House. If there is a tie for nearest, he prefers to move to a castle controlled by one of the players. If still tied, it is the players' choice.

Immediately **add 1 White Walker** to that domain. If a player in that domain is able to battle the Night King then they must. If not, they must retreat (see *Battling the Night King*, pg9). If they lose or retreat, then the Night King gains control of the domain and the castle in that domain is destroyed (laid on its side).




## Evoke Terror

After each player has taken their turn, and players resolve any “follow” actions, the Night King Evokes Terror (noted by the icon next to each die slot on the Action Mat). This occurs following each player’s turn.



Evoking is similar to plotting, however the Night King steals non-player Power Tokens from House Mats to place in his Terror Pool. Reveal the top card from the Plot Deck, and for each the shield on it, resolve as follows:

- **One of the 4 non-player house shields in the game:** Take 1 Power Token from that House Mat (if available) and add it to the **Terror Pool**.
- **ANY other shield:** Move 1 White Walker from the White Walker Mat’s pool to the Terror Pool. If there are not enough White Walkers in the pool to move, the Night King immediately gains  for each Shield that did not result in moving a White Walker (this is marked on the White Walker Mat).



After Evoking Terror, place the card into the discard pile.


## Step 3: Checking Alliances/Terrifying

After the players’ actions are completed, first resolve any White Walkers in the Terror Pool: for every 2 White Walkers, the Treaty must move 1 Power Token of their choice from the Treaty’s Ally Pool, moving tokens into the Terror Pool. Afterward, return all White Walkers from the Terror Pool back to the White Walker Mat.



Then players check alliances, comparing their Ally Tokens in the Terror Pool. The Treaty are always considered first in turn-order and therefore wins all ties when checking alliances. The **Iron Throne** counts as a wild Terror Token if the Night King controls it (meaning counts as one of any non-player house). If the Night King wins an alliance, he terrifies that NP house (see below).

## Terrified Houses

The Night King does not have alliances, but instead place that house’s Shield in the Terror Pool (if that house’s Hero is in the game, return its card and figure to its House Mat) and follow rules for losing an alliance as in a standard game. All terrified houses’ domains can be attacked by players, but they are  when they are defending.





## Culling Ally and Terror Tokens

After resolving alliances and terrifying, Ally Tokens are culled from the Treaty Mat, and Terror Tokens from the Terror Pool. All Power Tokens on both mats are reduced to **2 per non-player house**, returning all culled tokens to their House Mats.



## Step 4: Collecting Taxes

After the Check Alliances Phase is complete, collect taxes with the following changes:

- Players collectively gain **1 gold coin** per Fief Domain the Treaty controls, and **2 gold coins** if they control **King's Landing**. They DO NOT gain gold from open spaces on their House Mats' Force Tracks, however they may each **draw new Plot Cards** based on their Force Track icons and pick up Hero Cards.
- The Night King then gains **1 shield** for each **White Walker on the Map**.



## Scoring Phases

There are only 2 Scoring Phase: one after Round 3 and after 5. The last Round's Scoring does not matter since either players win by defeating the Night King or else they lose if the Night King survives. On a scoring phase:

**Treaty Scoring** - All victory points the players score are tracked collectively using only one of the player's Shield (players decide which):

- Score **1 shield** for every **2 Castles** on the Treaty Mat.
- Each player individually scores **1 shield** based their **House Mat's Objectives** (based on tokens not on the Force Track like in the base game). For the Fief Domain objectives, only count Fiefs that you individually occupy. Fiefs that SOLELY are occupied by allied NP units do not count. A player only scores for King's Landing if one of their house's occupies it.

**The Night King Scoring** - The Night King **does not score during a Scoring Phase**. Instead, he only scores for each White Walker on the Map during the Collecting Taxes Phase (see above).

## End of the Game

If the players defeat the Night King before 6 complete rounds, they are victorious! Players lose if they do not defeat the Night King by the end of round 6.





# The Mother of Dragons

Daenerys Targaryen would not be complete without her dragons. These loyal and dangerous beasts can be implemented in both a standard or cooperative game when House Targaryen is in play, and either as a player or a non-player house! Place the **3 Dragons**, the **3 Eggs**, and the **Dragons Card** near the **Targaryen Mat**.



3 Dragons



3 Eggs



Dragons Card

**Gameplay:** If you have Daenerys's Hero Figure and Card, you also gain her Dragons. Take all of the components listed above and place them next to your House Mat. This also means that if House Targaryens are a NP and you choose not to take Daenerys as a hero, then you do not get her Dragons.

**Daenerys's Hero Card Event:** Played as an event, you spend 3 gold to **place an Egg** (all 3 are the same) into any domain you control (as noted on Daenerys's card). You may place multiple Eggs if you can afford to pay the 3 gold for each. You may also place more than 1 in the same domain (subject to domain limits).

**Eggs:** While on the map, these units count toward the *Domain Unit Limit*, but do not offer any strength in a battle. If another player attacks the domain and wins the battle, the Egg is the unit that is lost and is returned to their House Mat. An Egg can NEVER be the only unit in a domain.

At the end of the **Collecting Taxes** Phase, an Egg in any domain "hatches" and is swapped with a Dragon matching that color (marked by the House Targaryen's ability). There can only ever be 3 Dragons in play (not counting the Ice Dragon).



**Dragons:** They are treated like Heroes for the purpose of events, and therefore count as **2** in a battle. Each Dragon gains 1 additional gold when Collecting Taxes.

**Flying:** Dragons may March or Sail with other units normally, OR they may *Fly*. Perform either a March or a Sail action to **directly move only 1 Dragon** (either alone or with Daenerys) to a domain up to 3 domains away.

## Game Variants

**1-4 Player Competitive with Ice & Fire** - When setting up for a standard, competitive game, DO NOT add these Cooperative Play components to the game, as the Night King **cannot be used**: Night King components (his mats, figure, and shield), *Ice & Fire* Action and Round Mats, the Treaty Mat, Blue and Brown Exploration Tokens, Ranger Cards, the 2 North of the Wall Map Mats, and the single castle for Craster's Keep.

Instead, set up components this way:

1. Use the **Action Mat and Round Mat** from the base game (instead of *Ice & Fire*).
2. Shuffle the ***Ice & Fire* Plot Cards** into the deck.
3. Shuffle the **Night's Watch** and **House Targaryen** into the house components.

**5-Player Competitive** - Use the **additional Action Die and Coin** for a fifth player! Instead of using the base game's Round Mat, flip the ***Ice & Fire* Round Mat** to its 5-PLAYER side. Note that there are only 5 rounds and the scoring phases are different.

**5-Player Cooperative** - All the fun of a regular co-op game, now with 5-players!



## Solo vs. The Night King

When playing a solo game against the Night King, he is still your enemy. However, the Rival is not playing against you, and is instead your “Teammate.”

### Solo Cooperative Setup

An *Ice & Fire* solo game is the same as the base game, but you are also setting up all of the cooperative components, with these changes: Flip the *Ice & Fire* Action Mat, Round Mat, and Treaty Mat to their SOLO sides. Then after choosing your Solo Teammate, shuffle and place the **Teammate Action Cards** (previously “Rival”) on the left side of the Treaty Mat, and place the **Solo Hero Card** on the right side.

### Solo Round Structure





This flows the same as the solo base game, but with steps for the Night King added:

1. Reveal and resolve the Ranger Card.
2. You take your first turn.
3. The Night King Evokes Terror.
4. The Teammate takes a first turn.
5. You take your second turn.
6. The Night King Evokes Terror.
7. The Teammate takes a second turn.
8. Checking Alliances/Terrify, Collecting Taxes, and Cleanup.



### The Teammate’s Gameplay

Roll a die for the Teammate and draw a Teammate Action Card. Like the base game, the Teammate does not use gold to perform its actions and does not have a hand of Plot Cards. However, any domains and castles they control contributes to the Westeros Treaty.

When the Teammate moves, they still use an Action Card to direct movement. If the Teammate is told to move to NEXT TARGET, **they instead target the nearest domain with a White Walker and start a battle.** The Teammate cannot travel North of the Wall until The Wall comes down. If the Teammate ends up in a domain North of the Wall, when performing a , it is considered to be in the *North*-row of Map Cards. Any action the Teammate performs that refers to “you” instead refers to the “Night King.” “Alliances” for the Night King therefore refers to “Terrified Houses.” Any Teammate Hero Card ability that mentions a “” anywhere is replaced with “**The Teammate is**  **when they battle with** /”.

## Credits

TEGoT-IF01

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