

Great Escape Games
Presents:

A Song of Ice and Fire: Conquest of Westeros

ASOIF: Conquest of Westeros is a map-based campaign designed to bring new players into the community by introducing them to ASOIF in a way that will let them enjoy learning the game, building their armies, painting their miniatures, and becoming loyal customers of both GEG and ASOIF.

The campaign will be a map conquest style campaign where players will pick a starting location on the map of Westeros and be rewarded by conquering new territories, capturing valuable resources, and carving out their kingdoms. On the flip side, there will be penalties for losing territories and resources. This will create a system of play that will limit uber competitive play for at least the beginning of the campaign. If one house Lord becomes too powerful then it will be up to the other house Lords of Westeros to band together through diplomacy to overthrow the tyrannical rule of a single house.

Registration:

Registration will cost \$15 for the entire 10-week campaign which will be added to the prize total given to the winner of the Iron Throne.

****2nd place winner will receive 1 infantry, hero, or cavalry regiment box set of their choice. Price will be deducted for total prize pool.***

All players will receive a 15% discount on all A Song of Ice and Fire products on (2) individual campaign dates as determined by Great Escape Games.

Starting the campaign:

Each player must select a House name and Commander character that will serve as the Lord of their house.

Each player will then select a Capital City region on the map. Each player starts with 1 army flag. As a player's power grows, they can elect to raise a second army flag for a minimum cost of 40 points. This new army can now move, claim territory, and fight battles on their own. A player can divide newly acquired points across as many armies under their control as they choose.

******* If a player raises a second or third army, each army operates independently from each other and therefore cannot include the same characters or NCU's as any other army under***

their control. There is only 1 Eddard Stark and he cannot be in more than one place at a time. Commanders that are already commanders of another player cannot be chosen to lead the new army.

Army Growth Chart:

Each House starts with 20 Gold Dragons (points) and grows from there.

20 points	1 commander	1 NCU	No named characters
30 points	1 commander	2 NCU	1 named character
40 points	1 commander	2 NCU	2 named characters
50 points	1 commander	3 NCU	3 named characters
60+ points	1 commander	Unlimited	Unlimited

Army growth:

+5 points for conquering new map territory

-5 points for losing a map territory

Additional army growth for non-territorial dispute battles:

+ 3 points for winning a battle

+1 point for losing a battle, but having the courage to take to the field

+ 5 points for each fully painted and based unit in your army (units are only awarded once, any new units added after week 1 would be an additional 5 points only per new unit. This does NOT apply to characters and NCU's.)

Terrain features that add additional growth:

+ 5 points for controlling the Twins (House Frey Bridge tax collected)

+ 2d6 points per gold mine captured (Gold mines will keep initial randomly generated value throughout the entire campaign.)

+ d6 points per farm captured (Farms will keep initial randomly generated value throughout the entire campaign.)

Major cities within Westeros will be assigned a point value, i.e. (King's Landing is worth 15 points because of the ports in Black Water bay.)

********all lost income from terrain features will be deducted from available army points.***

Map Movement:

- Map spaces may only be claimed that are adjacent to current territory. (A player may forfeit their map movement for any given week if they wish to attack another player's territory on another point on the map, i.e. traveling the King's road will take a week to get to their intended destination. The winning player claims the space, and the loser must retreat back to their own territory.)
- Up to 2 map spaces may be claimed per campaign turn (A maximum of 2 campaign battles may be fought each week.)
- If a player controls a map space that contains a harbor (i.e. White Harbor), then that player may attack any shoreline space along the continent of Westeros or any coastal cities (i.e. King's Landing) but must return to the port of origin if the battle is lost.
- Armies moving more than one map space a turn will be considered on the march and will suffer a desertion penalty of 10%-point reduction from army total points.

Regional penalties and bonuses:

Southern based armies (i.e. Lannisters, Baratheons, Targaryens) will suffer a penalty of -1 movement to all units during battles taking place on northern soil as the cold stiffens their bones and makes it harder to move.

Northern based armies (i.e. Night's Watch, Stark, Free Folk, Boltons) will suffer a penalty of -1 movement to all units during battles taking place on southern soil as the heat depletes northern fortitude.

Haunted regions inflict a penalty of -1 leadership to all units fighting in this region as the children of the night roam the land.

Alliances:

Any number of players may ally together through diplomacy. Players need to be mindful of who they ally with as it may cause them to enter into a war that they are unprepared to fight. Newly acquired points may be shared among allies as they send units to help each other out in upcoming battles.

2 v 1 Alliance battles:

- A maximum of 2 players may ally together to fight a single player in a given battle.
- The alliance army may be no more than 80 points (40 points per player)

- The alliance army may only have 1 player control the tactics board with the NCU totals coming from that armies' total points. Any tactical cards that receive bonuses for zone control (i.e. the crown) will play as normal if the alliance controls the zone.
- The defending solo army may be no more than 60 points.
- Battles will be fought on a 6x4 table
- The attacking alliance army MUST deploy ALL combat units first.
- Due to the 20-point difference in army size, the defending army gets to survey the battlefield before deploying units.
- The defending army takes the first turn.
- The attacking alliance starts the game with the standard 3 tactical cards drawn per player for a total of 6 for the alliance. The standard 3 card max draw per turn applies to each player.
- The defending player starts the game with 6 tactical cards drawn and can draw up to 6 cards max per turn. Once the defending players tactics deck has run out, it will shuffle and re-draw new cards from the discard pile.
- The defending player will receive 15 points for a win, as they can pillage from two armies.
- The Alliance players will receive 5 points each for a win as they have to split the gold taken from the defender. In addition, only 1 alliance member can claim the new territory and will receive the standard 5 points for claiming a new territory.

Major battles:

- Each side will nominate one player to be the commander of the battle and control the NCU tactical board. NCU points will be paid for through the commander of the battle's points allotment.
- Each player will draw the standard number of 3 tactical cards to start the game and draw up to 3 cards maximum in each round.
- All tactical cards with zone triggers will play as normal as long as the side controls said zone.
- Each player may field up to 40 points max in their army.
- Standard game set up and deployment rules will be followed. Each player will place 2 pieces of terrain.
- Participants in a major battle will receive +5 points to their campaign army total

Campaign schedule:

Weeks 1-4 (regular campaign turns)
Week 5 Major Battle – The Battle of the Trident
Weeks 6-7 (regular campaign turns)
Week 8 Major Battle – The Battle of the Bastards
Week 9 (end of regular campaign – last turns, standings tallied)
Week 10 The Long Night – Battle for the Iron Throne

Campaign Games:

Campaign games should be played on Wednesday nights at Great Escape Games, however due to life intervening or a surprise wildling raid, games can be played when it is suitable for each player's schedule. (Example: If a player can only play games on Thursday nights, then battles against that player can be played on Thursdays.)

********Battles will need to be fought before the following week campaign night. If a player is attacked, then he/she will need to resolve their battle before the following campaign night or the defending player forfeits the attacked territory (This includes any resources, city, barracks or even their capital that is located in that region.) This is to prevent people not playing a battle for fear of losing territory or characters. Neither player will suffer casualties or loss of characters for the forfeited battle. The defending player will make a retreat move to their closet controlled territory.***

Campaign Special Rules:

Post Battle Actions:

Regiment/Unit:

Roll a D6 for each unit that was completely destroyed during the battle. On a roll of **1-3**, that unit has suffered catastrophic casualties and must return to their capital for replenishment and retraining. This unit cannot be taken for the next 2 battles due to marching back and forth from the capital.

Characters:

Roll a D6 for each character and field commander that was killed during the battle. On a roll of **1 or 2**, that character has succumbed to his/her injuries and died. All forms of that character are unavailable for the remainder of the campaign. If Eddard Stark is killed on the battlefield, then his NCU option is also unavailable for the remainder of the campaign.

******Commanders that die under one player's control are still available to other players who have access to that commander.**

NCU Characters:

If an NCU only character such as Sansa Stark loses **3** consecutive battles, then she is considered captured by the enemy and is no longer available for the remainder of the campaign.

Unit Replacement:

Capital – Units recruited from a player's designated capital region are recruited for their standard unit cost.

Regional recruitment – If a unit is recruited from a region outside of a player's capital, it will cost +3 points per unit as a recruitment penalty.

If a unit is recruited from a region that is more than 3 regions from a player's capital, it will cost +5 points per unit as a recruitment penalty.

If a unit is recruited from a region that is more than 6 regions from a player's capital, it will cost +10 points per unit as a recruitment penalty.

A player may construct a barracks building in any region under their control for a cost of 20 points. A barracks building removes the recruitment penalty suffered from recruiting units outside of a player's capital. In addition, when a region is attacked that has a barracks constructed in it, the defending player will receive an additional +20 points to their defense as the region is considered to be garrisoned.

***Capitals grant an additional +40 points to the defending player.**

Destruction of a House:

If a player's capital is successfully captured then their house is considered to be destroyed, as all living heirs are executed by the invading commander. Once a house is destroyed, that player is removed from the campaign and all regions that player controlled are now forfeit to the conquering army. The capital region will be converted to a region with a barracks constructed in it for the conquering army's continued campaign. **(If a player loses their original capital, but has conquered another player's former capital region, it can assume that region as its new capital.)**

Winning the Iron Throne:

The 2 players with the most conquered territories will face off in the battle of The Long Night.

Each player may field an army of up to 60 points. Standard list building rules apply.

Battle will be played on a 6x4 table

Standard set up rules apply with the exception of each player will place up to 3 terrain features each.

Game mode will be Storm of Swords (the one with reserves, and destroyed units coming back onto the table.

Game length will last until one player has claimed 20 Victory Points, regardless of turn count.

Winner of the battle will be crowned winner First of his name, of House, ruler of the andals, and King of the seven kingdoms and awarded the prize.

The losing player will be named Hand of the King and receive the appropriate award.

A Facebook group or discord will be set up.