

Game of Thrones: Board game (2nd edition) Play as any house (for 3,4 & 5 players)

This document is designed to add some variety to 3, 4 and 5 player games by removing restrictions on available houses. Mix things up by playing Greyjoys vs Tyrells vs Martell for example. New battlefronts will take shape while the impassable zones are now in the North, creating an entirely different scenario.

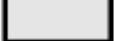






Place garrison tokens on the indicated zones on the map. Look for the shield icon and the corresponding value. The names on the garrison tokens should be ignored because they will rarely match the zones which they must cover. Starting units, locations and conditions remain unchanged, as shown on the house screens.

Although care was taken to include roughly the same amount of accessible strongholds, castles and resources, none of the scenarios have been tested for balance. Play at your own risk. Have fun!

Map icons:

-  Supply
-  Power
-  Castle
-  Stronghold
-  Impassable
-  Neutral garrison

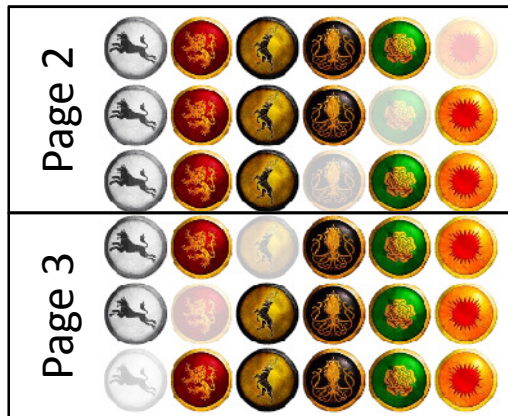
Garrison zones:

- Stark 
- Lannister 
- Baratheon 
- Greyjoy 
- Tyrell 
- Martell 
- Neutral force 
- Impassable 

5 Players

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4 Players

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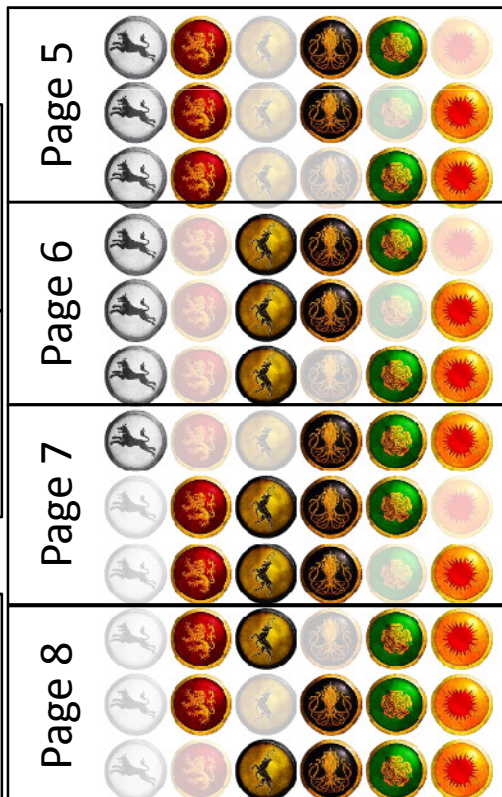


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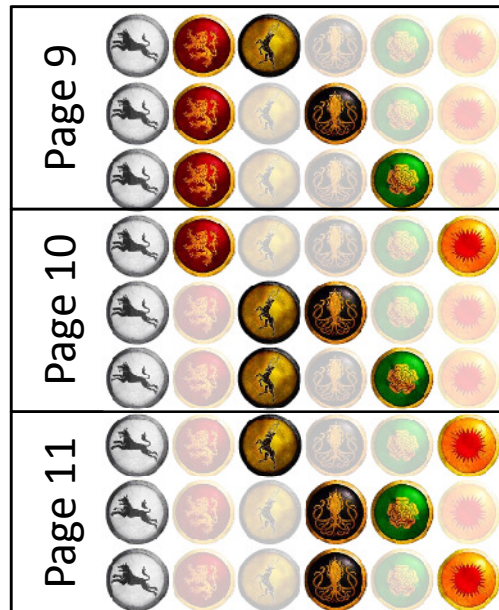


3 Players

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