GEORGE R. R. MARTIN'S
A GAME OF THRONES
THE CARD GAME

The Hand of the King was the second-most powerful man in the Seven Kingdoms. He spoke with the king's voice, commanded the king's armies, drafted the king's laws. At times he even sat upon the Iron Throne to dispense king's justice, when the king was absent, or sick, or otherwise indisposed. Robert was offering him a responsibility as large as the realm itself.
- George R.R. Martin

The Hand of the King Variant

The Hand of the King is a game variant the *A Game of Thrones* LCG. This variant is not intended as a replacement for the Melee or Joust games that are included in the Core Set. Instead, the Hand of the King variant is offered as a flavorful novelty through which players can appoint their own Hand of the King as the main character of their deck.

A Hand of the King deck can be constructed using any of the Great Houses in the AGoT LCG.

Deckbuilding

When building a deck, each player chooses any 1 **unique** character in the LCG cardpool to be his "Hand of the King." *Creature* and *Army* characters cannot be chosen. A copy of this character is placed next to its owner's House card at the start of the game. A player cannot have any cards with the same title as his "Hand of the King" in his deck. The Hand of the King's House affiliation does not need to match its owner's House card, and "House X only" text on a Hand of the King does not apply.

Gameplay

The Hand of the King is considered out of play at the start of the game; when it is not in play it does not interact with other cards.

When a player counts gold in the marshalling phase, he also places 1 gold token from the treasury on his Hand of the King. When a Hand of the King has as many or more gold tokens on it as its printed cost, it is considered "in play." A Hand of the King with a printed cost of 0 must have at least 1 gold token on it to be considered in play.

Card effects cannot be used to place or move Gold Tokens onto or off of a player's Hand of the King. Gold Tokens on a player's Hand of the King cannot be used to pay the cost of cards or card effects.

When in play, a Hand of the King can be used as a character by its controller, to attack, defend, and use card effects. Any effect that would cause the Hand of the King to leave play or change control instead removes one gold token from it.

If a Hand of the King has fewer gold tokens than its printed cost, it is considered out of play, and does not interact with the game until it has the necessary number of gold tokens. Discard all power and attachments on any Hand of the King that is out of play.

During the challenge phase, a player may initiate 1 of his 3 challenges against his opponent's Hand of the King, if the opponent's Hand of the King is in play. This is announced when the player declares the challenge. An attacked Hand of the King automatically counts its STR during challenges initiated against it (even if it is knelt); other eligible characters may also be declared as defenders.

If a player wins a challenge against his opponent's Hand of the King, in addition to the regular claim effects, he also removes 1 Gold Token from his opponent's Hand of the King, and adds 1 Gold Token to his own.

To win the game, a player must have his Hand of the King in play, and it must have more Gold Tokens on it than the opponent's Hand of the King. The player must also reach his regular win condition. If time limit is reached and neither player has achieved both of these conditions, the player with the most Gold Tokens on his Hand of the King is victorious.