

# A GAME OF THRONES THE CARD GAME KINGS OF THE SEA™

## The Kingsmoot

The Kingsmoot is a game variant for 3–6 players, played with the cards of the *A Game of Thrones* LCG, the title figures of the AGoT LCG Core Set, and the six Kingsmoot title cards included in this expansion. These title cards are used in place of the title cards and title abilities found in the AGoT LCG Core Set, and they can be identified by an alternative card back, that looks like this:



In this variant, players attempt to lay claim to the Iron Islands of Westeros by prevailing in a Kingsmoot. This variant is not intended as a replacement for the Melee game that is included in the Core Set, and all sanctioned AGoT LCG Melee tournaments are still held using those rules. Instead, the Kingsmoot is offered as a flavorful novelty, a chance for players to enjoy a slightly different and distinctly “Iron Islands” experience with the AGoT LCG. The Kingsmoot is

most thematic if all the players are playing House Greyjoy, but there is no reason that other great Houses cannot take part in the Kingsmoot if they desire to do so.

## Object

The object of the Kingsmoot is to collect as many of the Kingsmoot titles as possible. If a player collects all six Kingsmoot titles, the game immediately ends and that player is declared the winner. The game also ends if a player hits the standard AGoT LCG win condition of 15 power, at which point the player with the most Kingsmoot titles is declared the winner. In such an instance, reaching 15 power counts as an additional Kingsmoot title. If multiple players are tied for having the “most” Kingsmoot titles at this time, the tied player with the most power on his or her House card is the winner of the Kingsmoot.

## Set-up

After initiative has been determined for the first round of play, the six Kingsmoot titles are randomly dealt to the players in a serpentine manner. The first player should be dealt the first card, with the cards then dealt clockwise to each subsequent player. Once all players have been dealt one Kingsmoot title card, the dealing continues with the final player to receive a card receiving a second card, and then moves back towards the first player in a counterclockwise order, until all six titles have been dealt. (With four or five players, all players do not start with an equal number of titles.)

## Game Play

Each Kingsmoot title has two effects on the game. The first of these effects is a benefit for the player holding that title. The second effect is a condition upon which the title changes hands. This exchange condition gives other players a means to wrest that title from the hands of its controller. Kingsmoot titles remain in play throughout the game, changing hands as their exchange conditions dictate.

The six Kingsmoot titles, their benefits, and their exchange conditions are listed below:

### Lord of the Isles

**Benefit:** +3 STR to your side during all power challenges in which you control at least 1 character.

**Changes Hands:** If a player wins a power challenge against the player holding Lord of the Isles, that player takes control of Lord of the Isles.



### Priest of the Drowned God

**Benefit:** Each gold token in your gold pool counts as 2 STR during the dominance phase.

**Changes Hands:** If a player wins dominance, that player takes control of Priest of the Drowned God.



### Commander of the Iron fleet

**Benefit:** +3 STR to your side during all military challenges in which you control at least 1 character.

**Changes Hands:** If a player wins a military challenge against the player holding Commander of the Iron Fleet, that player takes control of Commander of the Iron Fleet.



### The Reader

**Benefit:** +3 STR during all intrigue challenges in which you control at least 1 character.

**Changes Hands:** If a player wins an intrigue challenge against the player holding The Reader, that player takes control of The Reader.



### The Crow's Eye

**Benefit:** After you win an unopposed challenge, claim 1 additional power for your House.

**Changes Hands:** If a player wins an unopposed challenge against the player holding The Crow's Eye, that player takes control of The Crow's Eye.



*Note that a new controller can claim the benefit immediately when The Crow's Eye changes hands.*

### Pirate Marauder

**Benefit:** If you win initiative, take 2 gold from the treasury and add it to your gold pool.

**Changes Hands:** If a player wins initiative, that player takes control of Pirate Marauder.



*Note that a new controller can claim the benefit immediately when Pirate Marauder changes hands.*