

A GAME OF THRONES THE CARD GAME PRINCES OF THE SUN™

A Game of Thrones LCG Civil War Variant

“Why not? You favor him and always have. He looks like you, he thinks like you, and you mean to give him Dorne, don’t trouble to deny it. I read your letter.” The words still burned as bright as fire in her memory. “‘One day you will sit where I sit and rule all Dorne,’ you wrote him. Tell me, Father, when did you decide to disinherit me? Was it the day that Quentyn was born? What did I ever do to make you hate me so?”

—George R.R. Martin, *A Feast For Crows*

The Civil War

The Civil War is a game variant for 2–6 players that can be played with the cards of the *A Game of Thrones* LCG. A Civil War can be played either as a Melee (multiplayer) or as a Joust (head-to-head) game. This variant is not intended as a replacement for the Melee or Joust games that are included in the Core Set, and all sanctioned AGoT LCG tournaments are still held using those rules. Instead, the Civil War variant is offered as a flavorful novelty through which players can experience the intricacies of the intra-House politics and the struggles for influence and supremacy that occur in George R.R. Martin’s fantasy world. A Civil War game can be played with any of the Great Houses in the AGoT LCG.

Game Overview

In a Civil War game, all players share a common draw deck, but bring their own plot deck to the game. Players also share a discard and dead pile, which is a single pile next to the draw deck, referred to hereafter as the “discard/dead” pile.

The game otherwise plays as per the Melee and Joust rules laid out in the AGoT LCG core rulebook. The first player to claim 15 power wins the game.

Deckbuilding guidelines and specific Civil War variant interactions are discussed in detail below.

Deckbuilding

The common draw deck for a Civil War game should contain at least 100 cards in a two player game, 120 cards in a three player game, and so forth, adding 20 additional cards for each additional player. The cards should all belong to a single House, although some neutral cards can be used for variety. No more than one copy of any unique character should be used, and no more than five copies of any other card.

One player can build the Civil War deck before the game, or it can be put together as a group, with each player selecting and contributing a portion of the deck.

Each player then builds his or her own seven card plot deck to use for the game.



Gameplay

Since all players use a common draw deck and share a dead/discard pile, there are several variations from the core game rules. These occur when a player is instructed to manipulate the draw deck, to kill or discard a card, or to manipulate the discard or dead pile.

Manipulating the Draw Deck

Any time a player is instructed to draw cards, that player draws from the top of the common draw deck.

During the draw phase, when all players are instructed to draw cards simultaneously, the “first player” (appointed by the player who won initiative that round) draws first, with the other players proceeding in clockwise order.

If multiple players are instructed (by a card effect) to simultaneously draw, search, reveal, or discard cards from the draw deck, the player playing the card follows the instructions first, with play proceeding from that player around the table in a clockwise order until each affected player has fulfilled the effect’s requirements.

Killing or Discarding Cards

Any time a card is killed or discarded (from play, from a player’s hand, or from the draw deck), that card is placed in the dead/discard pile next to the draw deck. If multiple players are instructed to kill or discard cards simultaneously, the player playing the card fulfills its instructions first, with play proceeding from that player around the table in a clockwise order until each affected player has fulfilled the effect’s requirements.

Manipulating the Dead or Discard Pile

If a player is instructed to retrieve a card from the dead or discard pile, that player may retrieve any card of the specified type from the dead/discard pile. If a single effect allows multiple players to manipulate the dead or discard pile, the player who played the effect acts first, with all other affected players proceeding around the table in a clockwise order.

Running Out of Cards

If the draw deck runs out, the common dead/discard pile is immediately shuffled to create a new draw deck.

