

## A Feast for Crows - V6



### ***Background:***

The Lannisters may have defeated Robb Stark, but they still have many enemies : Stannis is still fighting for his crown, facing the Boltons to win the support of the North ; Brynden Tully holds Riverrun, protecting his queen ; Euron Greyjoy prepares his fleet to invade Westeros ; In the South, the Martell seek revenge for Elia and Oberyn. Meanwhile, Daenerys Targaryen brings death on the Slavers and their cities, and Beyond the Wall, the White Walkers are coming.

### ***Settings:***

A Feast for Crows is a 16-players scenario. The ideal turn length is 5 minutes. Starting money is irrelevant, as each side will get their own amount of money. 3 allies max.

***NEW :*** The victory conditions are now to hold the “Iron Throne” city right next to King’s Landing, as well as all the cities attached to it all over the map.

# Rules:

## General rules:

The usual:

- **No wall-fucking, no trespassing T1** (except for the Lands of Always Winter, on which the Wall can trespass as long as it stays away from the White Walker cities)
- Do not attack coastal or island cities on turn 2, as they are impossible to wall beforehand.
- No leaving before t15
- No unconsented ally-capping.
- Disable the strategy Covert Operation. It breaks the balance with several units.
- **Don't sail inside mountains or land that is clearly not sea.**
- **Don't use land units to make walls on the sea. Not even triangle walls around coastal cities will be tolerated.**

## Kingship rules:

There are five Kings/claimants: **Tommen Baratheon**, **Stannis Baratheon**, **Euron Greyjoy**, **Aegon Targaryen**, **Daenerys Targaryen**. Out of all of them, only **Aegon** and **Daenerys** can (can, not must) peace or ally each other. The other claimants must fight. They cannot peace or work together.

Several conditions can allow them to peace, however:

- *Ally end*
- *Mutual, imminent threat (White Walkers/Daenerys invasion...)*
- *Catastrophic defeat from a claimant which may prompt him to renounce his claim and bend the knee, thus allowing him to peace out or be vassalized by another king (loss of capital/loss of stack/incoming threat)*

One may declare himself king and claim the throne (the best way to show this is by using the Allegiance minigame ; see below) ; he is then subjected to the Kingship rules.

### The North:

- No one can peace the **White Walkers**
- You cannot attack the **Wall** (including its southern bases) and it cannot attack you until the **White Walkers** have been defeated.
  - **The Wall's** units and bases may be attacked if the player sends Jon Snow to capture the Stark Loyalism cities.
- **Stannis Baratheon** and the **Boltons** must fight to the death; only the White Walkers breaching the Wall can justify peace.

### The Riverlands:

- **Frey** and **Tully** must fight until at least t10. They must fight to the death.
- **Tully** and **Lannister** cannot peace unless the Lannister family has been wiped out (as in, all the RP characters on the main map).

### The Reach:

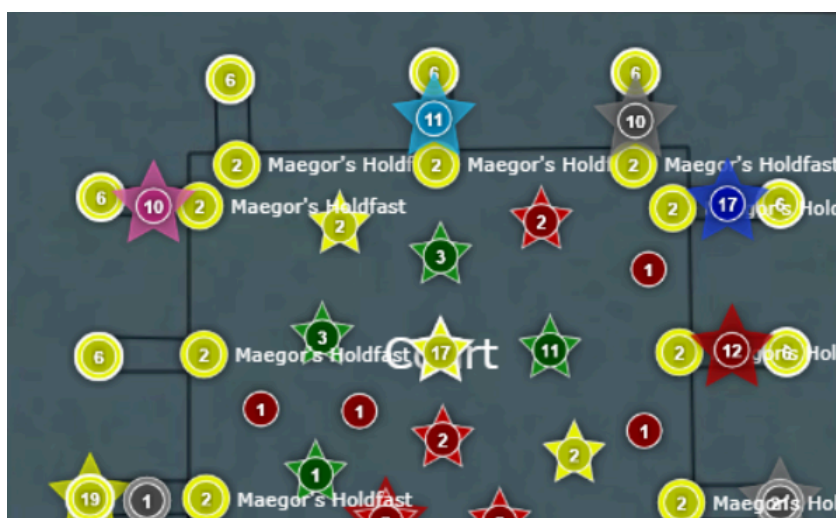
- **Tyrell** and **Euron Greyjoy** must war until t10

### Essos:

- **Daenerys** must fight the **Slavers** until the Slaver's Bay and Volantis are liberated.

## *Game mechanics:*

### NEW: Court minigame:



It is a RPish minigame, but with financial stakes.

Every player gets their faction's RP characters in the little corridors on

turn 2. Use them to capture the outer cities (the ones called “Minigame”) owned by Tommen. *Do* capture the city that is assigned to you, even if you plan to peace/ally with Tommen later on. You have until turn 5 to capture it ; then a building will spawn and it will be too late.

Tommen CANNOT coerce or threaten another player into not taking his assigned minigame city. If he does, report it.

There are two ways to get inside the main square :

- Make peace with Tommen
- Capture King’s Landing in the main map. The outside “Minigame” cities are attached to it, so once you have King’s Landing, you will be able to recruit Crownlands units (and special units too) in the minigame, and thus take the “Maegor Holdfast” city blocking the path.

Taking another player’s city inside the main square without their consent, or even murdering a RP character, should be treated as a serious offense and a cause for war.

### **Braavos Minigame:**

Just south of Braavos. In the 4 neutral cities in the center, you can build “Iron Bank Supremacy”, which can be transported towards the Braavos Mercenaries cities thanks to the Diplomat units.

One “Supremacy” unit is generally required to take each Braavos city. If you build the Braavos building, you can make sure that NO ONE can take the Braavos city from you, except if they themselves attack with Supremacy units.

A large number of Faceless Men is required to capture another player’s base.

### **Dragons:**

The dragons spawn t10 near Meereen. They have been slightly nerfed compared to v5, but they are still very powerful : to be sure to kill Drogon, the strongest one, you will need about 200 units.

### **Fortified buildings:**

Important cities are protected by Defense Buildings (+1 def to each unit in the city), with generally 100 HP but only 5 defense, so they are not that strong on their own.

Note that some city-specific buildings, like Gulltown or Lannisport, don't give defense bonuses but instead add +3 reinf to that city.

You also need to look out for the "Major Fortifications" buildings, with 20 HP and 60 defense, which are much harder to kill (at least 40 units). There is also a weaker version of them, "City Walls", which only have 35 defense.

### **-The Wall:**

Each city of the Wall is protected by an event building, difficult to destroy (stronger than capital units). On top of this, the Wall can build one defense building per city, however less powerful than the event building and quite expensive.

### **-Stark Loyalism:**

You can find four neutral cities in the North. Conventional units cannot take them, you need rp units: Jon Snow (**the Wall's** general), Sansa Stark (owned by **Baelish**), Lady Stoneheart and Arya Stark (both spawning for **Tully**), "Arya Stark" (spawning in Winterfell t5), Rickon Stark (spawning in Skagos t7).

If you have one of these units, you can take the Stark Loyalism cities, and every 5 turn from t10 to t20, 15 event units of good quality will spawn in each of them (Stark Loyalists).

### **-Allegiance System:**

On the top-right of the map, you will find a diplomacy "minigame" where you can signal either your allegiance to a king, your independence or your own claim to the Throne.

It is mostly informative though, you may or may not use it.

There is no specific rule regarding it, except that it is forbidden to attack an allegiance unit, and that if you take the "New Claim" cities, than you ARE subjected to Kingship rules ; see above.

Other rules from Gilalad's scenarios :

**Seven Kingdoms :**

<https://docs.google.com/document/d/1c9Q6mq2Fdo6UXR8XjczsTC5x-nsR0U1RWa8lim1MiP0/edit?pli=1&tab=t.0>

**A Feast for Crows :**

[https://docs.google.com/document/d/13MP2Sv8ok4lpOg0bTkWLYBzuUsWi\\_-2cAL-E5hpL23w/edit?tab=t.0](https://docs.google.com/document/d/13MP2Sv8ok4lpOg0bTkWLYBzuUsWi_-2cAL-E5hpL23w/edit?tab=t.0)

or

[https://atwar-game.com/forum/topic.php?topic\\_id=46382](https://atwar-game.com/forum/topic.php?topic_id=46382)

**Third Age of Middle Earth :**

[https://atwar-game.com/forum/topic.php?topic\\_id=48633](https://atwar-game.com/forum/topic.php?topic_id=48633)

**France - The Capetian Miracle**

[https://docs.google.com/document/d/1LFwDwtEvoPbiS3hEM8LuaEXP5Grs\\_Jana8YosGkzSW8/edit?tab=t.0](https://docs.google.com/document/d/1LFwDwtEvoPbiS3hEM8LuaEXP5Grs_Jana8YosGkzSW8/edit?tab=t.0)

If available, refer to google docs : they are the most up-to-date.