Lands of Always Winter
Wildings Assault
Ice Rivers
Milkwater
Haunted Forest
Thenn
Gaunt's Stairs
Frostfangs
Skirling Pass
Ranger's Run
Castle Black
Eastwatch
Amber
The Gorge
The Fang
Queenscrown
The Gift
Crastor's Keep
Last Hearth
Whitecrow
Dreadfort
Stonedolf's Point
Bear Island
Ray of Ice
Stony Shore
Torrhen's Square
Deepwood
Wolfswood
Winterfell
White Harbor
Widow's Watch
The Bite
Sunset Sea
Flint's Finger
Greywater Watch
Moat Cailin
Fairmarket
Riverrun
Harrenhal
Stony Sept
Blackwater
The Twins
The Eyrie
The Fingers
Bloody Gate
The Vale
Gulltowns
Kingswood
Crackclaw Point
Blackwater Bay
Bay of Crabs
Ironman's Bay
Pyke
Seagard
The Golden Sound
Seaguard Marches
Lannisport
Oldtown
Highgarden
The Reach
Bitterbridge
Ironwood
Prince's Pass
Dornish Marches
Starfall
Sunspear
Sea of Dorne
Sun Shore
The Boneway
Rainwood
Storm's End
King's Landing
Gasterly Rock
Redwyne Straights
The Arbor
West Summer Sea
East Summer Sea
Shipbreaker Bay
Dragonstone
The Narrow Sea
The Shivering Sea
Sea of Myrth
Ibben
Tyrosh
Myr
Volantis
Orange Bay
Pentos
Braavos
Golden Fields
Norvos
Lorath
Round
1 2 3 4 5 6 7 8 9 10
Victory
1 2 3 4 5 6 7
Influence
Iron Throne
Fiefdoms
King's Court
Influence
Turn Order
Battle
Special Orders
Supply
0 1 2 3 4 5 6 7 8