


**ALESTER FLORENT**  
LORD OF BRIGHTWATER




**SHIFTING LOYALTIES**

Alester begins the game with 3 Order tokens on him.

Each time Alester Claims a zone, after resolving that zone's effect, you may remove 1 Order Token from him.

If you do, move him to any empty zone, or switch zones with any other NCU.



**ALESTER FLORENT**  
LORD OF BRIGHTWATER

"...a man who changes kings and gods the way I change my boots." -Cortnay Penrose

4

**CHARACTER**




**AXELL FLORENT**  
HAND OF THE QUEEN




**IN R'HLLOR'S NAME**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

Each time Axell Influences an enemy unit, it becomes **Panicked**.

While Influencing a friendly unit, when that unit is performing a Melee Attack, before rolling Attack Dice, the Defender becomes **Vulnerable**.



**AXELL FLORENT**  
HAND OF THE QUEEN

"If you are truly the Queen's Hand, I pity her Grace" -Jon Snow

4

**CHARACTER**



**LOYALTY:**

**STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.



**CORTNAY PENROSE**  
RELIABLE CASTELLAN




**CASTELLAN'S DUTY**

Cortnay begins the game with 3 Order tokens on him.

Each time an enemy NCU Activates, you may remove 1 Order token from Cortnay.

If you do, choose 2 zones. If that NCU Claims either zone this Turn, before resolving that zone's effect, target any number of friendly Combat Units. Restore D3+2 Wounds (total) across these units.



**CORTNAY PENROSE**  
RELIABLE CASTELLAN

"Is it the justice of your cause you doubt, my lord, or the strength of your arm?"


4

**CHARACTER**




**LOYALTY:**

**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.




**CRESEN**  
MAESTER AT DRAGONSTONE

**SACRIFICE FOR THE KING**

At the start of any Round, you may Activate Cressen. If you do, destroy Cressen at the end of the Round.

**LOVING COUNSEL**

Each time Cressen Claims , you may replace that zone's effect with:

Draw 2 Tactics cards and place any 1 Condition Token on an enemy Combat Unit.



**CRESEN**  
MAESTER AT DRAGONSTONE

"I had a maester on Dragonstone who was almost a father to me." - Stannis Baratheon

4

**CHARACTER**



**LOYALTY:**

**STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.



**DAVOS SEAWORTH**  
HAND OF THE TRUE KING



**SMUGGLER'S CUNNING**

Davos begins the game with 4 Order tokens on him.

Each time a friendly unit Charges, after rolling Charge Distance Dice, you may remove 1 token from Davos. If you do, you may re-roll any Charge Distance Dice.

Each time a friendly unit Activates, you may remove 1 token from Davos. If you do, until the end of the Turn, enemies engaged with that unit may not use Orders or be the target of friendly Tactics card.


4




**DAVOS SEAWORTH**  
HAND OF THE TRUE KING  
*"Kings and corpses always draw attendants."*

**CHARACTER**

**LOYALTY:**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**ELDON ESTERMONT**  
VENERABLE KNIGHT



**AGE AND WISDOM**

Once per game, when Eldon Claims a zone, you may search your Tactics Deck for any 1 card and place it in your hand. Then, shuffle your Tactics Deck.

Each time Eldon Claims a zone, you may replace that Zone's effect with:

*Draw 3 Tactics cards, then shuffle 1 card from your hand into your Tactics Deck.*

4



**ELDON ESTERMONT**  
VENERABLE KNIGHT  
*"An old knight, nearing seventy, he is the Lord of Greenstone"*

**CHARACTER**

**LOYALTY:**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**MARGAERY TYRELL**  
LITTLE ROSE



**A ROSE AND ITS THORNS**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

While Influencing a friendly unit, each time that unit restores Wounds, you may target 1 enemy it is engaged with. That enemy suffers 1 Hit for each Wound this unit restores, to a maximum of 3.


4




**MARGAERY TYRELL**  
LITTLE ROSE  
*"The girl is a maid of fourteen, sweet and beautiful and tractable." -Varys*

**CHARACTER**

**LOYALTY:**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**MELISANDRE**  
THE RED WOMAN




**SACRIFICE TO THE LORD OF LIGHT**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

When Melisandre Influences a friendly unit, that unit may suffer up to 2 Wounds. It gains 1 of the following effects while she is Influencing it, plus 1 additional effect for each Wound it suffered:

- This unit gains +2 to Morale Test rolls.
- This unit's Melee Attacks gain Vicious.
- When this unit performs a Melee Attack, before rolling Attack Dice, target the Defender. It becomes Vulnerable.
- When this unit Activates, target any enemies in Short Range. They become Panicked.

5



**MELISANDRE**  
THE RED WOMAN  
*"Lady Melisandre wore no crown, but every man there knew that she was Stannis Baratheon's real queen."*

**CHARACTER**

**LOYALTY:**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**OLENNA TYRELL**  
QUEEN OF THORNS



**PULLING WEEDS**

Each time Oleanna Claims a zone, target 1 enemy NCU and choose 1:

- That NCU loses all abilities until the end of the Round.
- If that NCU Claims a zone this Round, before resolving that zone's effect, target 1 enemy Combat Unit. They suffer D3 Hits and becomes **Weakened**.

5

**OLENNA TYRELL**  
QUEEN OF THORNS

*"All men are fools, if truth be told, but the ones in motley are more amusing than the ones in crowns."*

**CHARACTER**



**LOYALTY:**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**PATCHFACE**  
PATCHES



**MISUNDERSTOOD OMENS**

Patchface begins the game with 3 Order tokens on him.

At the start of any Round, you may spend 1 Order token from him. If you do, you may state the name of a Tactics card. If your opponent has 1 or more Tactics card in their hand with that name, they must discard 1 Tactics card with that name.

4

**PATCHFACE**  
PATCHES

*"Here we eat fish, under the sea, the fish eat us. I know. I know..."*

**CHARACTER**



**LOYALTY:**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**SELYSE & SHIREEN**  
QUEEN AND PRINCESS



**FERVENT CONVICTION**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

While Influencing a unit, each time it passes a Morale Test, 1 enemy it is engaged with suffers 1 Wound.

**NECESSARY SACRIFICES**

Once per game, when a friendly Combat Unit would be destroyed, instead, that unit is not destroyed and remains in play with D3 Wounds. Until the end of the game, it is a R'hllor unit.

5

**SELYSE & SHIREEN**  
QUEEN AND PRINCESS

*"The red woman had won her, heart and soul, turning her from the gods of the Seven Kingdoms."*

**CHARACTER**



**LOYALTY:**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*



**SHYRA ERROL**  
LADY OF HAYSTACK HALL



**RESOLVE OF HAYSTACK HALL**

Once per Round, if Shyra has Claimed a zone, and an enemy targets 1 of your engaged Combat Units with an NCU Ability, zone effect, or Tactics card, after resolving that effect, you may target any enemies engaged with that unit. They become **Vulnerable**, then suffer 1 Hit for each remaining rank in your unit.

4


**SHYRA ERROL**  
LADY OF HAYSTACK HALL

*"Sworn to House Baratheon... First Renly, then Stannis."*

**CHARACTER**



# Baratheon Attachments



**RENLY BARATHEON**  
THE CHARISMATIC HEIR

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

**EMBOLDEN**  
Friendly units in Short Range gain +1 to Morale Test rolls.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**RENLY BARATHEON**  
THE CHARISMATIC HEIR  
*"As in so much else, Renly was like his brother Robert, and utterly unlike Stannis."*

CHARACTER



**COMMANDER**  
*Wealth And Charisma  
Younger, Bolder, And Far More Comely  
They Will Make Me King*

507



**STANNIS BARATHEON**  
THE RIGHTFUL HEIR

**ORDER: ADAPTIVE PLANNING**  
Start of any Turn:  
Target 1 Combat Unit in Long Range.  
Replace 1 Condition token on that unit with any other Condition token.

**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507


**STANNIS BARATHEON**  
THE RIGHTFUL HEIR  
*"Kings have no friends, only subjects and enemies."*

CHARACTER



**COMMANDER**  
*Will Of The One True King  
Harsh Conditions  
Tactical Approach*

507



**MASTER WARDEN**

**ORDER: HOLD THE LINE!**  
When this unit Activates:  
Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.


507

**MASTER WARDEN**



1

507



**STAG KNIGHT NOBLE**

**GO DOWN FIGHTING**  
Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.

**IRON RESOLVE**  
This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

507


**STAG KNIGHT NOBLE**



1

507

# Baratheon Attachments



**RED PRIESTESS**

**DIVINE SACRIFICES**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, it may suffer 1 Wound. If it does, this Attack gains +1 to Hit and the Defender becomes Panicked or Vulnerable.

507

**RED PRIESTESS**



**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

1

507



**ANDREW ESTERMONT**  
FIRST OF THE KING'S MEN

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

**FIRST OF THE KING'S MEN**  
• You count as Controlling the  and  zones for Tactics cards that target this unit.  
• While your opponent does not Control  or , this unit may re-roll any Morale Test Dice.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**ANDREW ESTERMONT**  
FIRST OF THE KING'S MEN  
*The Estermont's loyalty to Stannis is without question.*


**CHARACTER**



**COMMANDER**  
*Assault Orders  
Reckless Fury  
Rush Of Aggression*

C

507



**ANDREW ESTERMONT**  
TRUE LOYALIST

**ORDER: INCITE**  
When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack gains Vicious and rolls its highest Attack Die Value.

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

507

**ANDREW ESTERMONT**  
TRUE LOYALIST  
*"Even after Blackwater, he remained fully devoted to the One True King."*

**CHARACTER**



**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

1

507



**AXELL FLORENT**  
FANATICAL DEVOTEE

**AFFILIATION: R'HLLOR**  
This unit is a R'hllor unit.

**ZEALOUS FANATICISM**  
This unit's Melee Attacks gain Vicious and always roll their highest Attack Die Value. This unit suffers 1 Wound for each Attack Die roll of 1.

**INTIMIDATING PRESENCE**  
Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.

507

**AXELL FLORENT**  
FANATICAL DEVOTEE  
*"One land, one god, one king!"*

**CHARACTER**




**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

1

507

# Baratheon Attachments



**AXELL FLORENT**  
FIRST OF THE QUEEN'S MEN

**AFFILIATION: R'HLLOR**  
This unit is a R'hllor unit.

**INTIMIDATING PRESENCE**  
Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.

**STALWART**  
This unit gains +2 to Morale Test rolls.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**AXELL FLORENT**  
FIRST OF THE QUEEN'S MEN  
*"Stannis Baratheon will sit the Iron Throne. I have seen it. And I know what must be done."*

**CHARACTER**



**COMMANDER**  
Fiery Charge  
Fiery Resolve  
R'hllor's Wrath



**DAVOS SEAWORTH**  
HERO OF BLACKWATER

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**OUTFLANK**  
You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.

**PATHFINDER**  
This unit ignores the Dangerous, Hindering, and Rough keywords.

**DAVOS SEAWORTH**  
HERO OF BLACKWATER  
*"He makes me wish I had more smugglers in my service. And fewer lords"* -Stannis Baratheon

**CHARACTER**



**COMMANDER**  
Flea Bottom Tricks  
"Everything"  
Fealty To The Crown  
Parlay



**DAVOS SEAWORTH**  
ONION KNIGHT

**ORDER: SUPPLY AID**  
Start of a friendly Turn:  
This unit suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

**DAVOS SEAWORTH**  
ONION KNIGHT  
*"A smuggler must be a fair judge of men."* -Stannis Baratheon

**CHARACTER**



**LOYALTY**  
**STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.



**DEVAN SEAWORTH**  
KING'S SQUIRE

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action:  
This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

**DEVAN SEAWORTH**  
KING'S SQUIRE  
*"You have a passing clever father, Devan"* -Stannis Baratheon


**CHARACTER**



**LOYALTY**  
**STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

If your army contains Stannis Baratheon, reduce the cost of Devan Seaworth, King's Squire by 1.

# Baratheon Attachments



**STANNIS BARATHEON**  
THE ONE TRUE KING

**AFFILIATION: R'HLLOR**  
This unit is a R'hllor unit.

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

**IRON RESOLVE**  
This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**STANNIS BARATHEON**  
THE ONE TRUE KING  
*"His claim is the true one... and he is utterly without mercy." -Varys*

CHARACTER



**COMMANDER**  
*In R'hllor's Name  
Test Of Faith  
Azor Ahai!*

507



**BRIENNE**  
THE BLUE

**RENLY'S PROTECTOR**  
After Renly Baratheon's unit is Attacked, this unit performs 1 Attack or Charge Action on the Attacker.

507

**BRIENNE**  
THE BLUE  
*"...all that Brienne wanted was to die for him." -Loras Tyrell*

CHARACTER



**LOYALTY**  
**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

1

507



**CORTNAY PENROSE**  
CASTELLAN OF STORM'S END

**BOOKKEEPING**  
As long as Cortnay Penrose is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**MIGHT OF THE THRONE**  
While your opponent does not Control , each time this unit Attacks, it gains +1 Attack Die to Melee Attacks and counts as rolling a 6 for all Charge Distance Dice.

507

**CORTNAY PENROSE**  
CASTELLAN OF STORM'S END  
*"A stubborn man" -Davos Seaworth*

CHARACTER



**COMMANDER**  
*Counterplot  
Issue Commands  
Surprise Strategy*

507



**CORTNAY PENROSE**  
LOYAL TACTICIAN

**ORDER: TACTICAL REPOSITION**  
**Start of an enemy Turn:**  
Target 1 friendly unit in Short Range. They perform a 3" shift.

**MIGHT OF THE THRONE**  
While your opponent does not Control , each time this unit Attacks, it gains +1 Attack Die to Melee Attacks and counts as rolling a 6 for all Charge Distance Dice.

507

**CORTNAY PENROSE**  
LOYAL TACTICIAN  
*"May the Others bugger your Lord of Light!"*

CHARACTER





**LOYALTY**  
**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

*If your army contains Renly Baratheon, reduce the cost of Cortnay Penrose, Castellan of Storm's End by 1.*


2

507

# Baratheon Attachments

**ELDON ESTERMONT**  
LORD OF GREENSTONE



**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

**HARDENED**  
Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**ELDON ESTERMONT**  
LORD OF GREENSTONE  
*"It takes a certain cunning to reach his age"*

**CHARACTER**



**COMMANDER**  
Hefty Ransom  
Martial Superiority  
Battle Endurance




507




**LORAS TYRELL**  
KING'S SQUIRE



**EXPERT DUELIST**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:  
• This Attack deals +1 Wound.  
• Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.



507

**LORAS TYRELL**  
KING'S SQUIRE  
*"Ser Loras is so Tyrell he pisses rosewater" - Carsei Lannister*



**CHARACTER**




**LOYALTY**  
**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.




507

**LORAS TYRELL**  
THE KNIGHT OF FLOWERS



**EXPERT DUELIST**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:  
• This Attack deals +1 Wound.  
• Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**LORAS TYRELL**  
THE KNIGHT OF FLOWERS  
*"I will never betray Renly, by word or deed."*

**CHARACTER**



**COMMANDER**  
Loved By The Smallfolk  
Overgrowth  
Growing Strong




507




**RENLY BARATHEON**  
LORD PARAMOUNT OF THE STORMLANDS



**BOISTEROUS CHARISMA**  
Each time this unit passes a Panic Test, target 1 enemy unit in Short Range. They become **Vulnerable** or **Weakened**.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**STALWART**  
This unit gains +2 to Morale Test rolls.

**PRECISION**  
This unit's Melee Attacks gain **Precision**.




507

**RENLY BARATHEON**  
LORD PARAMOUNT OF THE STORMLANDS  
*"As in so much else, Renly was like his brother Robert, and utterly unlike Stannis."*

**CHARACTER**



**COMMANDER**  
Hidden Affairs  
Inexplicable Return  
In His Brothers' Shadows




507

# Baratheon Attachments



## THORN WATCH SENTINEL

**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become **Vulnerable**.

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

**PATHFINDER**  
This unit ignores the Dangerous, Hindering, and Rough keywords.

507



## THORN WATCH SENTINEL

**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

507



## PIKEMAN CAPTAIN

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

**LEADERSHIP FOLLOWER**  
This unit gains +1 to Morale Test rolls while in Long Range of the Commander's unit.

507



## PIKEMAN CAPTAIN

**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

507




## BRYEN FARRING

KING'S SQUIRE

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

**PROTECTION OF THE CROWN**  
While you Control , each time this unit is Attacked, it may re-roll any Defense Dice and opponents cannot expend **Vulnerable** tokens on this unit.

507



## BRYEN FARRING

KING'S SQUIRE  
*"Squires carry capes, swords, and secrets."*

**CHARACTER**

**LOYALTY**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

507



## DALE SEAWORTH

CAPTAIN OF THE WRATH

**DAVOS' VASSAL**  
This model counts as Davos Seaworth for all abilities and effects.

**COUNTERSTRIKE**  
Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

507



## DALE SEAWORTH

CAPTAIN OF THE WRATH  
*"I have tried to be a father to my sons, to help make them a place in this world." -Davos*

**CHARACTER**

**LOYALTY**  
STANNIS BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

507

# Baratheon Attachments

**JUSTIN MASSEY**  
CUNNING FOLLOWER

**ORDER: BATTLE PLAN**  
Start of any Turn:  
Discard 2 Tactics cards to search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.

**ORDER: THREATEN**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become Weakened.

507

**JUSTIN MASSEY**  
CUNNING FOLLOWER  
*"Myself, I would sooner live to see another spring."*

CHARACTER

**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

2

507

**JUSTIN MASSEY**  
THE SMILER

**ORDER: TACTICAL REPOSITION**  
Start of an enemy Turn:  
Target 1 friendly unit in Short Range. They perform a 3" shift.

**INSPIRING PRESENCE**  
This unit's Morale Stat becomes 5+.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**JUSTIN MASSEY**  
THE SMILER  
*"Your understanding is not required. Only your obedience. -Stannis Baratheon"*

CHARACTER

**COMMANDER**  
*Regroup and Reform  
Sudden Retreat  
Precious Supplies*

507

**STANNIS BARATHEON**  
KING AT THE WALL

**ORDER: INCITE**  
When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack gains Vicious and rolls its highest Attack Die Value.

**STUBBORN TENACITY**  
Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.

**LOYALTY: STANNIS BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**STANNIS BARATHEON**  
KING AT THE WALL  
*"Gold is cold and heavy on the head, but so long as I am the king, I have a duty..."*

CHARACTER

**COMMANDER**  
*Muster  
On The Double!  
Ride Them Down!*

507

**DRAGONSTONE NOBLE**

**ORDER: SENTINEL**  
After another friendly unit in Long Range is Attacked:  
This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

507

**DRAGONSTONE NOBLE**

**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.  
Your army may only contain up to 2 Dragonstone Nobles.*

1

507

# Baratheon Attachments



**BRIENNE**  
RAINBOW GUARD

**BATTLE SCARS**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- **Vicious**
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.

507

**BRIENNE**  
RAINBOW GUARD  
*"You don't feel so helpless when you fight."*


CHARACTER



**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

1

507



**BRYCE CARON**  
BRYCE THE ORANGE

**ORDER: TAUNT**  
When an enemy in Long Range Activates:  
If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes **Vulnerable** and **Weakened**.

507

**BRYCE CARON**  
BRYCE THE ORANGE  
*"Why are they not here in your company, they who loved Renly best?" -Cortnay Penrose*

CHARACTER



**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

1

*May not be fielded in an army containing the Rainbow Guard unit.*

507



**EMMON CUY**  
EMMON THE YELLOW

**VENGEANCE OF THE CROWN**  
After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 1 Wound, +1 Wound for each of this unit's destroyed ranks.

507

**EMMON CUY**  
EMMON THE YELLOW  
*"Away from him, you vile creature!"*

CHARACTER



**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

1

*May not be fielded in an army containing the Rainbow Guard unit.*

507



**GUYARD MORRIGEN**  
GUYARD THE GREEN

**COUNTERSTRIKE**  
Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

507

**GUYARD MORRIGEN**  
GUYARD THE GREEN  
*"His only wish was to command the vanguard."*

CHARACTER



**LOYALTY**  
RENLY BARATHEON  
*Your army may never contain Units or Attachments with different Loyalties.*

1


*May not be fielded in an army containing the Rainbow Guard unit.*

507

# Baratheon Attachments




**LORAS TYRELL**  
LORD COMMANDER OF THE RAINBOW GUARD



**DEADLY BLOOM**  
Each time this unit restores Wounds, target 1 enemy it is engaged with. They suffer 1 Wound.

507

**LORAS TYRELL**  
LORD COMMANDER OF THE RAINBOW GUARD  
*"Under all his flowers and finery, Ser Loras is as hot tempered as Jaime Lannister." -Petyr Baelish*



CHARACTER



**LOYALTY**  
RENLY BARATHEON  
Your army may never contain Units or Attachments with different Loyalties.

1



507




**PARMEN CRANE**  
PARMEN THE PURPLE



**RALLY CRY**  
Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.

507

**PARMEN CRANE**  
PARMEN THE PURPLE  
*"Don't underestimate his toughness merely by regarding the purple plums on his surcoat."*



CHARACTER



**LOYALTY**  
RENLY BARATHEON  
Your army may never contain Units or Attachments with different Loyalties.

1



May not be fielded in an army containing the Rainbow Guard unit.

507




**RENLY BARATHEON**  
KING IN THE SOUTH




**SWIFT STRIKE**  
After this Attack is completed, this unit may perform 1 Retreat Action.

**CLAIMS TO THE KINGDOM**  
Each time this unit is targeted by friendly Abilities or Tactics cards you count as Controlling  and  for that effect.

**LOYALTY: RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

507

**RENLY BARATHEON**  
KING IN THE SOUTH  
*"Small wonder the lords gather around him with such fervor, she thought, he is Robert come again." -Catelyn Stark's thoughts*



CHARACTER



**COMMANDER**  
Overconfidence  
Knights of Summer  
Lavish Encampment

C



507




**ROBAR ROYCE**  
ROBAR THE RED



**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become Vulnerable.

**RECKLESS STRIKES**  
This unit's Melee Attack gain Critical Blow and Precision. For each Attack Die roll of 1, this unit suffers 1 Wound.

507

**ROBAR ROYCE**  
ROBAR THE RED  
*"A second son must find glory where he can. A man grows weary of tourneys."*



CHARACTER



**LOYALTY**  
RENLY BARATHEON  
Your army may never contain Units or Attachments with different Loyalties.









1













May not be fielded in an army containing the Rainbow Guard unit.

507

# Baratheon Tactics

 <h3>ASSAULT ORDERS</h3> <p>ANDREW ESTERMONT - FIRST OF THE KING'S MEN</p> <p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If this targets Andrew Estermont's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p> <p>307</p>	 <h3>RECKLESS FURY</h3> <p>ANDREW ESTERMONT - FIRST OF THE KING'S MEN</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>This Attack gains <b>Vicious</b> and rolls its highest Attack Die Value. After completing this Attack, the Attacker suffers 2 Wounds, -1 Wound for each of its destroyed ranks.</p> <p>307</p>	 <h3>RUSH OF AGGRESSION</h3> <p>ANDREW ESTERMONT - FIRST OF THE KING'S MEN</p> <p><b>When a friendly unit is performing a Charge Action, before rolling Charge Distance Dice:</b></p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains <b>Critical Blow</b>.</p> <p>After this Attack has been completed, unless the Attacker is Andrew Estermont's unit, they become <b>Vulnerable</b>.</p> <p>307</p>	 <h3>FIERY CHARGE</h3> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p><b>When a friendly unit is performing a Charge Action, before resolving that Action:</b></p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and enemies Successfully Charged become <b>Panicked</b>.</p> <p>After this Attack has been completed, unless the Attacker is a R'hllor unit, the Attacker becomes <b>Vulnerable</b>.</p> <p>307</p>
 <h3>R'HLLOR'S WRATH</h3> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>Target 1 enemy Combat Unit.</i></p> <p><i>That enemy suffers 1 Panic Test with -1 to their roll for each enemy R'hllor unit in Short Range. On a failure, in addition to suffering Wounds, they also become <b>Vulnerable</b> and <b>Weakened</b>.</i></p> <p>307</p>	 <h3>FIERY RESOLVE</h3> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p><b>When a R'hllor unit Activates:</b></p> <p>This unit performs a Morale Test.</p> <p>On a success, 1 enemy engaged with this unit suffers 1 Panic Test with -1 for each remaining rank in this unit.</p> <p>On a failure, 1 enemy engaged with this unit becomes <b>Panicked</b>.</p> <p>307</p>	 <h3>FLEA BOTTOM TRICKS</h3> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>Target 1 friendly Combat Unit other than the Defender. They perform 1 Maneuver Action.</p> <p>If this targets Davos Seaworth's unit, it may pivot then perform 1 March Action instead.</p> <p>Before the game begins, remove the "Final Strike" Tactics card from your Tactics deck and replace it with this card.</p> <p>307</p>	 <h3>"EVERYTHING"</h3> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p><b>Start of any Turn:</b></p> <p>Target 1 friendly Infantry unit. That unit suffers up to 3 Wounds, then target 1 other friendly Infantry unit and restore 1+ that many Wounds to that unit. If they do not have an Attachment, as 1 of their restored Wounds, you may attach 1 previously destroyed friendly Infantry Attachment to that unit.</p> <p>307</p>

# Baratheon Tactics

 <h2>FEALTY TO THE CROWN</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p><b>When an enemy fails a Panic Test:</b> Target 1 friendly unit in Long Range. For each Wound that enemy suffered from this test, restore 1 Wound to that friendly unit, up to 3.</p> <p>If you Control , deal +1 Wound to the enemy unit and restore +1 Wound (to a maximum of 4) to the friendly unit.</p> <p>307</p>	 <h2>PARLAY</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p><b>When a friendly Unit Activates:</b> That unit cannot perform Actions this Turn. Target 1 enemy in Short Range. It Activates but does not perform any Actions.</p> <p>If this targets Davos Seaworth's unit, you may have both units restore 2 Wounds.</p> <p>307</p>	 <h2>IN R'HLLOR'S NAME</h2> <p>STANNIS BARATHEON - THE ONE TRUE KING</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b> This Attack gains 1 of the following. If this targets a R'hllor unit, gain both:</p> <ul style="list-style-type: none"><li>• Critical Blow</li><li>• Sundering</li></ul> <p>After completing this Attack, if the Defender was not destroyed, the Attacker suffers 1 Panic Test.</p> <p>307</p>	 <h2>TEST OF FAITH</h2> <p>STANNIS BARATHEON - THE ONE TRUE KING</p> <p><b>Start of any Turn:</b> Target 1 friendly R'hllor unit. That unit performs 1 Morale Test. On a success, that unit removes all Condition tokens.</p> <p>Attach this card to that unit. Remove this card after an enemy completes an Attack on this unit. While attached, this unit gains +1 to Defense Dice rolls.</p> <p>307</p>
 <h2>AZOR AHAI!</h2> <p>STANNIS BARATHEON - THE ONE TRUE KING</p> <p><b>When a friendly unit is performing a Panic Test, after rolling dice:</b> That unit can only suffer a maximum of 1 Wound from failing this test.</p> <p>If this targets a R'hllor unit, it passes this test instead, and all enemies engaged with it become <b>Panicked</b>.</p> <p>307</p>	 <h2>ISSUE COMMANDS</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S END</p> <p><b>When your Commander's unit Activates:</b> Instead of this unit performing an Action this Turn, target 1 friendly unit in Long Range. It performs 1 Attack or Charge Action.</p> <p><b>Start of any Turn:</b> Target 1 friendly Combat Unit. Remove 1 Order token from that unit. They may use that Order again this Round.</p> <p>307</p>	 <h2>SURPRISE STRATEGY</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S END</p> <p><b>Start of a friendly Turn:</b> Discard this card and 1 other card to return 1 card from your discard pile to your hand.</p> <p>If you Control , you only have to discard this card.</p> <p>307</p>	 <h2>COUNTERPLOT</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S END</p> <p><b>When an opponent plays a Tactics card, before resolving that Tactics card:</b> Roll a die: On a 3+, cancel the effect of that Tactics Card.</p> <p>If you Control  or , cancel the effect of that Tactics card on a 2+ instead.</p> <p>If you Control both, this roll automatically succeeds.</p> <p>307</p>

# Baratheon Tactics



## HEFTY RANSOM

ELDON ESTERMONT - LORD OF GREENSTONE

### When a friendly Attachment is destroyed:

Attach this card to 1 enemy unit in Short Range unit the end of the game. When that unit is destroyed, gain 1 Victory Point.

### When a enemy Attachment is destroyed:

Attach this card to 1 friendly unit in Short Range until the end of the game. While attached, that unit's Melee Attacks roll +1 Attack Die and it gains +1 to Morale Test rolls.



## MARTIAL SUPERIORITY

ELDON ESTERMONT - LORD OF GREENSTONE

### When an enemy is performing a Melee Attack, before rolling Attack Dice:

The Attacker suffers 1 Hit for each Miss.

If the Defender is Eldon's Unit, this attack also suffers -1 to Hit.



## BATTLE ENDURANCE

ELDON ESTERMONT - LORD OF GREENSTONE

### Start of a friendly Turn:

Target 1 friendly Combat Unit and attach this card to it until the end of the game. While attached, this unit's Melee Attacks gain the following bonuses, based on the Game Round (*effects are cumulative*):

- 3+: May re-roll any Misses
- 4+: Sundering
- 5+: Critical Blow
- 6+: +2 Attack Dice



## LOVED BY THE SMALLFOLK

LORAS TYRELL - THE KNIGHT OF FLOWERS

### When an enemy is performing a Melee Attack, before rolling Attack Dice:

That enemy performs 1 Morale Test. On a failure, they become **Vulnerable** and **Weakened**.

If they are in Short Range of Loras Tyrell's unit, they suffer -2 to their roll.



## OVERGROWTH

LORAS TYRELL - THE KNIGHT OF FLOWERS

### Start of an enemy Turn:

Target 1 friendly unit. It performs 1 Morale Test. If it is engaged with an enemy with more remaining ranks, it passes this test.

On a success, attach this card to the friendly unit until the end of the game.

While attached, each time that unit is Attacked, before resolving that Attack, the Attacker suffers 1 Hit, +1 Hit for each of the Defender's remaining ranks.



## GROWING STRONG

LORAS TYRELL - THE KNIGHT OF FLOWERS

### When a friendly Combat Unit Activates:

All enemies engaged with this unit with the same or more remaining ranks become **Vulnerable**.

Then, this unit restores 1 Wound, +1 Wound for each of its destroyed ranks.



## INEXPLICABLE RETURN

RENLY BARATHEON - LORD PARAMOUNT OF THE STORMLANDS

### When a friendly NCU Claims a zone:

Replace that zone's effect with: Choose 1:

- Move 1 friendly Attachment from 1 unit to another friendly unit without an Attachment in Long Range.
- Attach 1 previously destroyed friendly Attachment to 1 friendly Combat Unit without an Attachment (replacing a model as usual).

### Start of a friendly Turn:

Draw 1 Tactics card.



## HIDDEN AFFAIRS

RENLY BARATHEON - LORD PARAMOUNT OF THE STORMLANDS

### After a friendly unit not containing Renly Baratheon is Attacked:

Renly Baratheon's unit performs 1 Attack or Charge Action on the Attacker. This Attack rolls its highest Attack Die Value.

### Start of a friendly Turn:

Draw 1 Tactics card.

# Baratheon Tactics

 <h2>IN HIS BROTHERS' SHADOWS</h2> <p>RENLY BARATHEON - LORD PARAMOUNT OF THE STORMLANDS</p> <p><b>When an enemy Commander's unit Activates:</b></p> <p>Choose 1:</p> <ul style="list-style-type: none"> <li>If that enemy is in Long Range of Renly Baratheon's unit, that Commander loses all Abilities until the end of the Round.</li> <li>Renly Baratheon's unit performs 1 Maneuver or Retreat Action.</li> </ul> <p><b>Start of any Turn:</b></p> <p>If the enemy Commander has been destroyed, Renly Baratheon's unit restores 2 Wounds.</p>	 <h2>REGROUP AND REFORM</h2> <p>JUSTIN MASSEY - THE SMILER</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 2 friendly Infantry units in Long Range of each other. Remove up to 4 models from 1 of these units. Restore that many Wounds to the other.</p> <p>You may then move 1 Attachment from 1 of these units to the other (<i>replacing 1 model as usual, and keeping usual Attachment restrictions</i>), or switch 2 friendly Attachments in those units.</p>	 <h2>SUDDEN RETREAT</h2> <p>JUSTIN MASSEY - THE SMILER</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>Target the Defender. They perform 1 Retreat Action.</p> <p>If this targets Justin Massey's unit, it may re-roll any Retreat Distance Dice.</p>	 <h2>PRECIOUS SUPPLIES</h2> <p>JUSTIN MASSEY - THE SMILER</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>Target the Defender. They remove all Condition tokens. If they have 1 destroyed rank, they restore 1 Wound. If they have 2 destroyed ranks, they restore 3 Wounds.</p> <p>If this targets Justin Massey's unit, restore +1 Wound.</p>
 <h2>MUSTER</h2> <p>STANNIS BARATHEON - KING AT THE WALL</p> <p><b>When a friendly Cavalry Unit is performing a Retreat Action, before rolling Retreat Distance Dice:</b></p> <p>Enemies this unit disengage from cannot pivot. Then, this unit performs 1 Maneuver Action.</p> <p>If this is Stannis Baratheon's unit it also restores D3 Wounds, +1 Wound for each of its destroyed rank.</p>	 <h2>ON THE DOUBLE!</h2> <p>STANNIS BARATHEON - KING AT THE WALL</p> <p><b>When an unengaged friendly Cavalry Unit Activates:</b></p> <p>Once this Turn, if that unit performs a Maneuver Action, it gains +3 on that Maneuver Action. Then, it becomes Vulnerable.</p>	 <h2>RIDE THEM DOWN!</h2> <p>STANNIS BARATHEON - KING AT THE WALL</p> <p><b>When an enemy ends a Maneuver, March, or Retreat Action:</b></p> <p>Target 1 friendly Cavalry Unit in Long Range that can Charge that enemy. It performs 1 Charge Action on that enemy. If it Successfully Charges that enemy, instead of performing a Melee Attack, that enemy becomes <b>Panicked</b> and suffers 2 Hits for each remaining rank in this unit.</p>	 <h2>OVERCONFIDENCE</h2> <p>RENLY BARATHEON - KING IN THE SOUTH</p> <p><b>When an enemy ends a Maneuver, March, or Retreat Action:</b></p> <p>Target 1 friendly Infantry Unit in Long Range that can Charge that enemy. It becomes <b>Vulnerable</b> and performs 1 Charge Action on that enemy. If it Successfully Charges that enemy, instead of performing a Melee Attack, that enemy suffers 2 Hits for each remaining rank in this unit.</p> <p>If this targets Renly Baratheon's unit, it may re-roll any Charge Distance Dice.</p>

# Baratheon Tactics

 <h2>KNIGHTS OF SUMMER</h2>  <p>RENLY BARATHEON - KING IN THE SOUTH</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 friendly Combat Unit. That unit performs 1 Morale Test. For each zone you Control among  and , they gain +1 to their roll.</p> <p>On a success, each enemy they are engaged with performs 1 Panic Test.</p> <p>If this targets Renly's unit, on a success, each enemy in Short Range suffers 1 Panic Test instead.</p> <p>307</p>	 <h2>LAVISH ENCAMPMENT</h2>  <p>RENLY BARATHEON - KING IN THE SOUTH</p> <p><b>When an enemy NCU Claims a zone:</b></p> <p>After resolving that zone's effect, move that NCU to any empty zone.</p> <p>If you removed them from  or , target 1 enemy Combat Unit. It suffers 1 Panic Test.</p> <p>307</p>	 <h2>BARATHEON JUSTICE</h2> <p><b>After an enemy completes an Attack:</b></p> <p>The Attacker gains 1 Condition token.</p> <p>If you Control  or , they gain +1 token.</p> <p>307</p>	 <h2>STAG'S WIT</h2> <p><b>When a friendly unit gains a Condition Token:</b></p> <p>Remove that token. You may then target 1 enemy engaged with that unit. They gain 1 Condition token of that type.</p> <p>If you Control , target 1 other enemy in Long Range. They gain 1 Condition token of that same type.</p> <p>307</p>
 <h2>OURS IS THE FURY!</h2> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>Choose 1. For each zone you Control among  or , choose +1:</p> <ul style="list-style-type: none"><li>• This Attack gains +1 to Hit.</li><li>• This Attack gains <b>Sundering</b>.</li><li>• This Attack gains <b>Vicious</b>.</li></ul> <p>307</p>	 <h2>SUSTAINED ASSAULT</h2> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets your Commander's unit, the Defender also becomes <b>Vulnerable</b>.</p> <p>307</p>	 <h2>BARATHEON CONVICTION</h2> <p><b>When a friendly unit passes a Morale Test:</b></p> <p>That unit restores 2 Wounds.</p> <p>If you Control , all enemies they are engaged with suffer 1 Panic Test.</p> <p>If you Control , each enemy they are engaged with gains 1 Condition token.</p> <p>307</p>	 <h2>FINAL STRIKE</h2> <p><b>After an enemy completes a Melee Attack:</b></p> <p>For each Wound the Defender suffered, the Attacker suffers 1 Hit.</p> <p>If you Control , the Attacker suffers -1 to Defense Dice rolls against these Hits.</p> <p>307</p>

# Baratheon Tactics



## OATH OF DUTY



## WEALTH AND CHARISMA



## YOUNGER, BOLDER, AND FAR MORE COMELY



## THEY WILL MAKE ME KING!


RENLY BARATHEON - THE CHARISMATIC HEIR

RENLY BARATHEON - THE CHARISMATIC HEIR

RENLY BARATHEON - THE CHARISMATIC HEIR

### Start of any Turn:

Target 1 friendly Combat Unit and attach this card to them until the end of the game. When a friendly Infantry or Cavalry Unit is destroyed, place 1 Order token on this card.

While this card has a token, each time this unit performs a Melee Attack, before rolling Attack Dice, the Defender gains 1 Condition token and, while you Control , this unit may re-roll any Attack Dice.

### When a friendly NCU Claims a zone:

Replace that zone's effect with:

Choose 1:

- Restore 3 Wounds (total) across any number of friendly Combat Units.
- Remove all Condition from each friendly Combat Unit. For each token removed, deal 1 enemy engaged with that unit 1 Wound.

### When a friendly unit passes a Morale Test:

Attach this card to that unit until Renly Baratheon's unit is destroyed. While attached, and this unit is in Long Range of Renly's unit, this unit's Melee Attacks gain +1 Attack Die and this unit restores 1 Wound each time this unit Activates.

### Start of a friendly Turn:

Draw 1 Tactics card.

### Start of a friendly Turn:

Choose 1:

- Draw 1 Tactics card.
- Target all friendly units in Short Range of Renly Baratheon's unit. They restore 1 Wound.
- Target all enemies in Short Range of Renly Baratheon's unit. They suffer 1 Wound.



## WILL OF THE ONE TRUE KING



## HARSH CONDITIONS



## TACTICAL APPROACH

STANNIS BARATHEON - THE RIGHTFUL HEIR

STANNIS BARATHEON - THE RIGHTFUL HEIR

STANNIS BARATHEON - THE RIGHTFUL HEIR

### When a friendly NCU Claims :

Replace that zone's effect with:

- 1 enemy Combat Unit becomes **Panicked**.
- 1 enemy Combat Unit becomes **Vulnerable**.
- 1 enemy Combat Unit becomes **Weakened**.

### Start of any Turn:

Target 1 enemy unit. Remove any number of Condition tokens from that unit. For each token removed, that enemy loses 1 Ability until the end of the Round.

### Start of any Round:

Target 1 friendly Combat Unit. Attach this card to that unit until the end of the Game.

While attached, when this unit is performing a Melee Attack, after rolling Attack Dice, you may expend 1 Condition Token from the Defender. If you do, this Attack deals +1 Wound. If this targets Stannis' unit, it deals +2 Wounds instead.

## Baratheon Units



507

4

4+ 6 5 4

3+ 6+

BARATHEON WARDENS

**ORDER: HOLD THE LINE!**  
When this unit Activates:  
Target 1 enemy engaged with this unit.  
It suffers 2 Hits, +1 Hit for each of this  
unit's remaining ranks.

**WAR HAMMER**  
After this Attack is completed, target  
the Defender. It becomes Weakened.

**COUNTERSTRIKE**  
Each time this unit is Attacked with a  
Melee Attack, for each Miss, the  
Attacker suffers 1 Hit.



507

5

DOUBLE HAMMERS

4+ 7 6 5

4+ 6+

BARATHEON SENTINELS

**ORDER: SENTINEL**  
After another friendly unit in Long  
Range is Attacked:  
This unit performs 1 Charge or  
Maneuver Action. If Charging, it must  
target the Attacker.

**DOUBLE HAMMERS**  
• Sundering

**GO DOWN FIGHTING**  
Each time a rank in this unit is  
destroyed, 1 enemy they are engaged  
with suffers 1 Wound.



**BARATHEON WARDENS**

5

While House Baratheon may be divided in its loyalties, they still draw from the same battlefield doctrines and training that served the united house in the time before the War of the Five Kings. Baratheon Wardens are heavily armored in full plate, wielding heavy shields and the signature Baratheon war hammers. Steadfast and sturdy, Wardens can be depended on as both vanguard and center, though speed is not among their strengths.



**BARATHEON SENTINELS**

5

Although officially classified as medium infantry, the Baratheon Sentinels wear heavier armor than one might expect for a unit required to initiate or counter flanking maneuvers. Speed is the obvious trade-off, but most medium infantry cannot hold their ground as well, nor deliver such devastating assaults. In unskilled hands the war hammer is unwieldy, but for Sentinels, a well-timed strike from its heavy head can render plate armor useless.

## Baratheon Units



5

STAG'S FURY

3+ 7 7 7

4+ 5+

507

STAG KNIGHTS

**STAG'S FURY**  
Before rolling Attack Dice, for each Game Round beyond the first, choose 1 of the following effects. This Attack gains the selected effects until the end of this Action.

- Critical Blow
- Sundering
- Vicious
- If the unit began the turn engaged, this Attack deals +1 hit for each of this unit's remaining ranks.

**STAG'S METTLE**  
Beginning on Game Round 4, this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



4

CHAMPION'S WRATH

3+ 6 5

2+ 5+

507

CHAMPIONS OF THE STAG

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**CHAMPION'S WRATH**

- Critical Blow
- Before rolling attack dice, if this unit began the turn engaged, target the defender. It becomes **Vulnerable**, and this Attack rolls +2 Attack Dice.

**PUNISH COWARDICE**  
After an enemy engaged with this unit completes a Retreat Action, target that enemy. It becomes **Vulnerable** and **Weakened**.



7

STAG KNIGHTS

Stag Knights form the core of Baratheon elite units, each one a noble in their own right and wearing the signature horned helmet allowed to these honored sers. Stag Knights are heavily armored, wearing plate mail as fine as anything the Lannisters might field and wielding a powerful two-handed war hammer capable of crushing armor and shattering bones with equal proficiency. Even when surrounded, Stag Knights fight with unwavering fury.



8

CHAMPIONS OF THE STAG

In-keeping with the Baratheon doctrine of heavy arms and heavier armor, Champions of the Stag are knights in full plate mail atop massive destriers. These juggernauts have all the mobility of cavalry and the staying power of front-line units. Intelligent commanders are best served keeping them mobile to force engagements of their own choosing, but, if needed, Champions can hold the line for longer than most other cavalry.

# Baratheon Units



5

**KING'S BLADE**

3+ 7 6 5


4+ 5+

507

**KING'S MEN**

**TO THE LAST!**  
Place 2  tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1  token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 1 Wound.

**KING'S BLADE**

- Sundering
- While your opponent does not Control , this Attack gains **Critical Blow** and may re-roll any Attack Dice.



4

**LONGSWORD**



3+ 7 6 5


3+ 5+

507

**R'HLLOR QUEEN'S MEN**

**ORDER: HOLD THE LINE!**  
**When this unit Activates:**  
Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.

**TO THE LAST!**  
Place 2  tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1  token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 1 Wound.

**QUEEN'S BLADE**  
While your opponent does not Control , opponents cannot expend **Vulnerable** and **Panic** tokens on this unit.



**LOYALTY**

**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

7

## KING'S MEN

*In the court of Stannis Baratheon, the King's Men remain faithful to the Seven, which is the majority religion in Westeros. While at-odds with the so-called Queen's Men who worship R'hllor, the two groups are not mutually hostile, though have adopted different training regimens. The King's Men focus on the greatsword and what mobility their heavy armor allows, also carrying with them an unwavering conviction to the One True King Stannis Baratheon.*



**LOYALTY**

**LOYALTY**  
**STANNIS BARATHEON**  
*Your army may never contain Units or Attachments with different Loyalties.*

7

## R'HLLOR QUEEN'S MEN

*The Queen's Men of Stannis Baratheon's court are so-named not specifically for their dedication to Queen Selyse, but for their conversion to the R'hllor faith (though some speculate that their true loyalty lies more towards the Red Priestess Melisandre). Queen's Men are heavily-armored elite vanguard units, capable of blunting nearly any enemy assault. While suffering the usual slowness of heavy troops, theirs is a center that will hold.*

# Baratheon Units



5

R'HELLOR'S FIRE

3+ 7 7 4

DAGGERS

5+ 5 4 3

4+ 6+

R'HELLOR LIGHTBRINGERS

## R'HELLOR'S FIRE

- Vicious
- If the Defender fails their Panic Test, they suffer +1 Wound for each enemy R'hllor unit in Long Range.
- If this Attack destroys the Defender, before they are removed, target all enemies in Long Range. They become **Vulnerable**.
- After completing this Attack, you may target 1 friendly R'hllor unit in Long Range. They restore 2 Wounds.



6

SWORD OF THE FAITH

3+ 7 6 4

5+ 4+

R'HELLOR FAITHFUL

## FAITHFUL

This unit begins the game with 1 Faith token. Each time it passes a Morale Test, or an enemy in Long Range is destroyed, it gains 1 Faith token. It may have a maximum of 3 Faith tokens at any time.

## SWORD OF THE FAITH

- Vicious
- Before rolling Attack Dice, this unit may expend 1 Faith token. If they do, target the Defender. They become **Panicked** and **Vulnerable**.
- After rolling Attack Dice, this unit may expend 1 Faith Token to re-roll any Attack Dice.
- After completing this Attack, this unit may expend 1 Faith token to restore 2 Wounds, +1 Wound for each of this unit's destroyed ranks.



6

LOYALTY

LOYALTY

STANNIS BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

## R'HELLOR LIGHTBRINGERS

In-keeping with the Baratheon doctrine of heavy armor, a R'hllor Lightbringer's kit includes a scale shirt and plate helm, making them more capable than most archery units of withstanding direct assault. The extra protection aids in wielding their most potent weapon: fire. Lightbringer arrows are dipped in oil and ignited seconds before firing. The oil is sticky, and while it burns out quickly, can easily set materials ablaze on impact.



6

LOYALTY

LOYALTY

STANNIS BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

## R'HELLOR FAITHFUL

Although no one questions their steadfast belief in R'hllor, those of Stannis' troops known as the Faithful do not each possess their own Lightbringer, the fabled blazing sword of Azor Ahai. Instead, their blades are set ablaze with a mixture of oils that produce a strong heat, albeit for a brief period. While not heavily armored, their zealous conviction allows them to stand strong against any foe, ensuring that even if they fall they will inspire those around them.

# Baratheon Units



4

LONGSWORD

3+ 7 6 5

3+ 5+

ROSE KNIGHTS

**PERSEVERANCE AND VALOR**  
Each time this unit performs a Melee Attack, before rolling Attack dice, it restores 1 Wound.

**DEADLY BLOOM**  
Each time this unit restores Wounds, target 1 enemy it is engaged with. They suffer 1 Wound.



6

HIGHGARDEN CROSSBOW

3+ 7 7 4

LONGSWORD

4+ 7 6 4

5+ 6+

THORN WATCH

**ORDER: OVERWATCH**  
After an enemy ends a March or Maneuver Action in Long Range and Line of Sight of this unit:  
This unit performs 1 Ranged Attack Action on that enemy.

**HIGHGARDEN CROSSBOW**

- Precision
- Sundering

**SKIRMISHER**  
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.



LOYALTY

LOYALTY  
RENLY BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

## ROSE KNIGHTS

As dedicated front-line units, the Rose Knights in service to King Renly come heavily armed and armored in the finest plate and brightest green that Renly's extensive purse allows. Hard training and fierce loyalty to their king keep these troops standing and fighting, even in the face of dire wounds. A commander should take care to keep them from being surrounded, but Rose Knights can take the hardest hits and return them twice over.



LOYALTY

LOYALTY  
RENLY BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

## THORN WATCH

Thorn Watch crossbowmen are kitted out with mail shirts augmented with plate, longswords instead of the traditional daggers or short blades of most archers, and unique crossbows. Indeed, they undergo more training to battle enemies in melee than most archers ever see. That said, the crossbow is their primary weapon, itself capable of puncturing even heavy armor, and wise commanders will employ them appropriately.

## Baratheon Units



**6**

LANCE

**3+** **5** **4**

**5+** **6+**

**RIDERS OF HIGHGARDEN**

**ORDER: SWIFT RETREAT**  
After an enemy completes a Melee Attack on this unit:  
This unit performs 1 Retreat Action.

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**LANCE**

- Sundering
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.



**5**

SPEAR

**4+** **7** **6** **4**

**4+** **6+**

**HIGHGARDEN PIKEMEN**

**PERSEVERANCE AND VALOR**  
Each time this unit performs a Melee Attack, before rolling Attack dice, it restores 1 Wound.

**COORDINATED ASSAULT**  
When Charging, deals +1 Hit for each remaining rank in this unit.



**6**

**LOYALTY**

LOYALTY  
**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**RIDERS OF HIGHGARDEN**

House Tyrell is steeped in chivalric traditions, and King Renly's alliance to them by way of Lady Margaery has earned the loyalty of the famed Riders of Highgarden. While not as heavily armored as most cavalry, the Riders can mount a charge as devastating as anything other factions can muster. A commander should guard against allowing them to be bogged down in a protracted melee, but even then, their loyalty and bravery shine through.



**5**

**LOYALTY**

LOYALTY  
**RENLY BARATHEON**  
Your army may never contain Units or Attachments with different Loyalties.

**HIGHGARDEN PIKEMEN**

Highgarden is House Tyrell's seat of power. Aiding House Baratheon's claim on the Iron Throne, House Tyrell sent their Highgarden Pikemen. These highly trained fighters create a mobile wall of death on the battlefield, trained to perfection in the use of their pikes. Though lightly armored, the perseverance of the troops is without equal, making them a mainstay on the battlefield. Opponents can never truly count them out until all have been defeated.

# Baratheon Units



**Dragonstone Noble**

4 (Wounds)

3+ (Mastery)

3 (Wounds)

2+ (Defense)

3+ (Attack)

507

**ORDER: NOBLE'S BOLSTER**  
When a friendly Combat Unit in Long Range would gain a Condition token: It does not gain that token.

**SOLO RIDER**  
• This unit has 3 Wounds.  
• At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.

**MASTERCRAFT WARHAMMER**  
• May always re-roll Attack Dice.  
• If the Defender rolls a 1 on any Defense Dice, after this Attack is completed, they become Weakened.



**Baratheon Halberdiers**

4 (Wounds)

3+ (Mastery)

7 7 4 (Attack)

3+ (Defense)


6+ (Attack)

507

**ORDER: ADVANCE THE LINE!**  
Start of the Round:  
Target 1 friendly unit in Long Range. It performs a 2" shift directly forward.

**ORDER: TAUNT**  
When an enemy in Long Range Activates: If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes Vulnerable and Weakened.

**HALBERD**  
• Sundering



**Dragonstone Noble**

4 (Wounds)


LOYALTY  
STANNIS BARATHEON  
Your army may never contain Units or Attachments with different Loyalties.  
Your army may only contain up to 2 Dragonstone Nobles.

**DRAGONSTONE NOBLE**

Dragonstone Nobles are easily marked by their signature antlered helmets, representing the House Baratheon sigil. Riding into battle on heavily armored mounts, and themselves encased in plate, Dragonstone Nobles are among the sturdiest individuals found on the battlefield. The more desperate the situation, the harder these fanatics battle. While they excel at locking down lighter troops, care must be taken to keep them from being encircled.

4 (Wounds)

507



**Baratheon Halberdiers**

6 (Wounds)

**BARATHEON HALBERDIERS**

Those facing House Baratheon have a conundrum. Their armor is thick, their forces resolute, and when accompanied by Halberdiers, even the inherent weakness of heavy infantry versus cavalry is nullified. Furthermore, any hesitation or failure to commit on the part of a cavalry unit (or other similar force) results in easily exploited confusion. Any competent Baratheon commander will find many uses for Halberdiers in their lines.

6 (Wounds)

507

# Baratheon Units

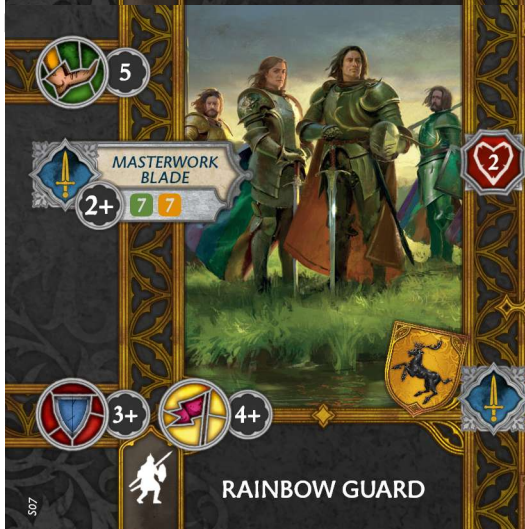


5  
LONGSWORD  
4+ 7 4  
3  
CROWNLAND SCOUTS


**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

**ORDER: TACTICAL REPOSITION**  
Start of an enemy Turn:  
Target 1 friendly unit in Short Range. They perform a 3" shift.

**CAVALRY**  
• Each model in this unit has 3 Wounds.  
• At the start of this unit's Activation, it may perform 1 Maneuver Action.



5  
MASTERWORK BLADE  
2+ 7 7  
2  
RAINBOW GUARD

**RAINBOW GUARD**  
• This unit has 8 models (including Renly), and 2 ranks.  
• Each Model in this unit has 2 Wounds.  
• This unit can suffer a maximum of 2 Wounds each time it fails a Panic Test.  
• Each time you Claim , if this unit has less than 4 Baratheon Banners, it gains 1 Baratheon Banner.

**RALLY CRY**  
Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.



6  
CROWNLAND SCOUTS

No army serves its king by blundering blindly about the countryside. The more skilled their scouting forces, the better a commander can distribute their troops for an impending attack. The Crownland Scouts under the Baratheon Stag are among the finest in the Seven Kingdoms. Lightly armored to move at great speed, they are not suited for combat under most circumstances, but their reports can be relied upon for optimal deployments.





6  
RAINBOW GUARD

King Renly Baratheon's Rainbow Guard are formed of the most formidable individuals to claim the youngest Baratheon as their liege and king. When taking the field together, they form the deadly core of Renly's force, capable of holding the line or flanking vulnerable units. Perhaps more importantly they serve as a symbol of the hope and faith which King Renly plans to use in uniting all of Westeros under his banner.

### CHARACTER

May only be fielded in an army containing 'Renly Baratheon, King in the South', he must be attached to this unit. Your army may not contain Loras Tyrell. Your army may not contain Brienne.

## Baratheon Special Rules

 <b>BARATHEON BANNERS</b> 	 <b>BARATHEON BANNERS</b> 
<p>The Kingsguard come with 4 Baratheon Banners. At the start of its Activation, it may remove Baratheon Banners to gain the following. Each may be selected only once per Activation:</p> <ul style="list-style-type: none"><li>• This Turn, this unit's Attacks gain <b>Critical Blow</b> and <b>Sundering</b>.</li><li>• This Turn, this unit's Attacks gains <b>Vicious</b> and, if the Defender fails their Panic Test, they suffer +1 Wound.</li><li>• This Turn, when this unit is performing an Attack, before rolling Attack Dice, the Defender becomes <b>Panicked</b> and <b>Weakened</b>.</li><li>• This unit restores 2 Wounds and may re-roll Charge and Retreat Distance Dice this Turn.</li></ul> <p>307</p>	