

# Lannister Attachments



The image shows a character card for 'The High Sparrow' from the game 'A Game of Thrones: The Board Game'. The card is divided into several sections. At the top left is a small portrait of the character. To its right is the title 'THE HIGH SPARROW' and the subtitle 'HIS HIGH HOLINESS'. Below this is a decorative border with a lion rampant. The main body of the card features a larger portrait of the character. To the right of the portrait is the title 'THE HIGH SPARROW' and the subtitle 'HIS HIGH HOLINESS', followed by a quote: 'What have we become, when kings and high lords must dance to the twittering of Sparrows.' Below the portrait is a 'COMMANDER' section with three abilities: 'Mercy of The Mother', 'Protection of The Father', and 'Wrath of The Warrior'. On the left side, there are two ability boxes: 'EMBOLDEN' and 'INTIMIDATING PRESENCE'. The card is framed with a decorative border and includes a small 'C' icon and a knight icon.

**THE HIGH SPARROW**  
HIS HIGH HOLINESS

**THE HIGH SPARROW**  
HIS HIGH HOLINESS  
*What have we become, when kings and high lords must dance to the twittering of Sparrows.*

**CHARACTER**



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

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

**COMMANDER**  
*Mercy of The Mother*  
*Protection of The Father*  
*Wrath of The Warrior*

505

## Lannister Tactics

 <b>MERCY OF THE MOTHER</b> HIGH SPARROW - HIS HIGH HOLINESS	 <b>PROTECTION OF THE FATHER</b> HIGH SPARROW - HIS HIGH HOLINESS
<p><b>When a friendly Combat Unit Activates:</b></p> <p>Remove 1 Condition token from that unit. They perform 1 Morale Test.</p> <p>On a success, restore 2 Wounds to that unit, +1 Wound for each of its destroyed ranks.</p> <p>On a failure, restore 1 Wound to that unit.</p>	<p><b>When an enemy is performing a Melee Attack, after rolling Defense Dice:</b></p> <p>The Defender performs 1 Morale Test.</p> <p>On a success, they block +3 Hits.</p> <p>On a failure, they block +1 Hit.</p>

## Lannister Units



5  
3+ 7 6 5  
5+

**LANNISTER OPPRESSION**  
Each time this unit performs a Melee Attack, before rolling Attack Dice choose 1, for each Condition token on the Defender, choose +1:

- Vicious
- Sundering
- Until the end of the Turn, Defender loses all Abilities.
- This unit may re-roll any Attack Dice.

3+ 5+  
CASTERLY ROCK HONOR GUARD



5  
LANCE  
3+ 5 4  
6+

**ORDER: LANNISTER SUPREMACY**  
After an enemy completes an Attack on this unit:  
Target the Attacker. They suffer 1 Panic Test with -1 to their roll and +1 Wounds on failure for each remaining rank in this unit.

**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.

3+ 6+  
KNIGHTS OF CASTERLY ROCK



**CASTERLY ROCK HONOR GUARD**

The vast castle at Casterly Rock serves as both a symbol of Lannister supremacy and an unbreakable fortress overlooking Lannisport. As such its guardians, the renowned Casterly Rock Honor Guard also serve as symbols of unbreakable Lannister might. Outfitted in the finest plate armor money can buy, and trained as a heavy response force to local threats, the Honor Guard can stand the line and exploit enemy vulnerabilities as they reveal themselves.

7







**KNIGHTS OF CASTERLY ROCK**

Expensively armed, expensively armored, and trained to perfection, the Knights of Casterly Rock bring unparalleled speed and lethality to the Lion banner. Few enemies are equipped to withstand a charge from these heavily armored juggernauts, and fewer still match their speed. While they can be bogged down in melee against determined infantry, few commanders let them remain so encumbered for long.

8

# Stark Attachments


  <b>MEERA REED</b> CUNNING TRAPPER	<b>MEERA REED</b> CUNNING TRAPPER <i>Mudmen are sneaks, they won't fight like decent folks. -Little Walder Frey</i>
	<b>CHARACTER</b>
<b>ORDER: HIDDEN TRAPS</b> When an unengaged enemy in Long Range performs any Action, before resolving that Action: Choose 1: • That enemy suffers 1 Hit for each of its remaining ranks. • That enemy suffers -1  until the end of the Turn.	 
 <b>AFFILIATION: CRANNOGMAN</b> This unit is a Crannogman unit.	<b>1</b> 

505

# Stark Tactics

 <b>WAR CRY</b>  BRYNDEN TULLY - THE BLACKFISH	 <b>CRANNOG TRAPS</b>  HOWLAND REED - LORD OF THE CRANNOGS	 <b>SUPERIOR POSITIONING</b>  ROBB STARK - THE WOLF LORD
<p><b>When a friendly Combat Unit Activates:</b></p> <p>That unit performs 1 Morale Test.</p> <p>On a success, target 1 enemy in Long Range. It becomes <b>Panicked</b> or <b>Vulnerable</b>.</p> <p>If this is a House Tully unit, on a success, it becomes <b>Panicked</b> and <b>Vulnerable</b> instead.</p>	<p><b>When an enemy performs a Maneuver, March, or Retreat Action, before resolving that Action:</b></p> <p>It suffers -1  this Turn.</p> <p>If that enemy is in Long Range of a friendly Crannogman unit, it is treated as moving through Dangerous terrain this Turn.</p>	<p><b>When an enemy performs a Charge Action, before resolving that Action:</b></p> <p>If that enemy Charges a unit in the Front, they suffer a Disorderly Charge on Charge Distance rolls of 3 or less. If they suffer a Disorderly Charge, they become <b>Vulnerable</b>.</p> <p>If the defender is Robb Stark's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.</p>

## Stark Units



**CRANNOG BOW**  
4+ 7 6 4

**TRACKER'S BLADE**  
4+ 6 4 3

6


7+

6+

**CRANNOGMAN TRACKERS**

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action:  
Choose 1:  
• That enemy suffers 1 Hit for each of its remaining ranks.  
• That enemy suffers -1 until the end of the Turn.

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



**LANCE**  
3+ 5 4

5

3+


5+

**HOUSE TULLY CAVALIERS**

**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.


**RALLY BANNER**  
Each time a friendly unit in Short Range passes a Morale Test, that unit restores 1 Wound.



**CRANNOGMAN TRACKERS**

5

The Crannogman Trackers are never what one would call a front-line unit. Lightly armed and lightly armored, Trackers stand little chance in formal engagements. What Trackers lack in direct damage, however, they more than make up for in their speed and ability to disrupt and confuse enemy formations, all the while combining their speed and mobility with deadly hit-and-run tactics to avoid direct engagements.



**HOUSE TULLY CAVALIERS**

8

Heavily armed, heavily armored, and with all the speed that cavalry commands, House Tully's Cavaliers are renowned for their devastating charges that can shatter even the hardest enemy line. The mere threat of an imminent charge forces enemy commanders to respond, allowing the Cavalier commander to project force against an enemy line without even engaging. A wise commander will have troops standing ready to exploit the chaos Cavaliers leave in their wake.

## Stark Units



5

LONGSWORD

4+ 7 5 4

3+ 6+

HOUSE TULLY SWORN SHIELD

**ORDER: SHIELD WALL**  
When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:

If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

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



HOUSE TULLY SWORN SHIELD

House Tully's Sworn Shields bring superior armor and defensive power to the battlefield under the greater banner of House Stark. With their ability to absorb nearly any determined assault, many battles turn on their impressive holding power. While not as fast as other offensive elements, Sworn Shields often define the line behind which assault units can safely retreat after a swift dash at the enemy.

6

# Free Folk Attachments



**BORROQ**  
BOAR SKINCHANGER

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action: Choose 1:

- That enemy suffers 1 Hit for each of its remaining ranks.
- That enemy suffers -1  until the end of the Turn.

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

**BORROQ**  
BOAR SKINCHANGER  
*And where will you be, crow? Hiding here in Castle Black with your white dog?*

**CHARACTER**



**2**  



**EAGLE**

**BONDED EAGLE**  
At the start of each Round, target 1 enemy Combat Unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

**AERIAL SCOUTING**

- Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, this model's Skinchanger unit may perform a 2" shift.
- Each time an enemy performs a Melee Attack on this unit, the Attacker gains Precision.



**EAGLE**



**0** 

*This model is only utilized by the Bonded Skinchanger Ability.*



**JARL**  
ADVANCE RAID LEADER

**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.


**JARL**  
ADVANCE RAID LEADER  
*The Wall defends itself.*

**CHARACTER**



**1**  

*Jarl ignores the usual Attachment limits.*







**MANCE RAYDER**  
KING BEYOND THE WALL

**ORDER: COUNTERSTRATEGY**  
When an enemy in Short Range uses an Order or is targeted by a Tactics card: Roll a die. On a 3+, cancel the effect of that Order/Tactics card.

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

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

    **5+**

**MANCE RAYDER**  
KING BEYOND THE WALL  
*I am my own champion, my own fool, and my own harpist.*

**CHARACTER**



**COMMANDER**

*Predictable Maneuvers  
The Long Plan  
Wilding Diplomacy*



## Free Folk Attachments

  <h3>SKINCHANGER</h3>  <p><b>BONDED SKINCHANGER</b></p> <ul style="list-style-type: none"><li>• When this unit is deployed, select Bear, Eagle, or Wolf. See that unit's card for additional effects.</li><li>• When this unit is destroyed, remove it's bonded animal.</li></ul> <p>505</p>  <p>1</p> 	<h3>SKINCHANGER</h3>  <p>505</p>	  <h3>WOLF</h3>  <p><b>BONDED WOLF</b></p> <p>At the start of each Round, target 1 enemy Combat Unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.</p> <p><b>PREDATOR'S INSTINCTS</b></p> <ul style="list-style-type: none"><li>• Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2.</li><li>• Each time an enemy performs a Melee Attack on this unit, their Attack gains Vicious.</li><li>• When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice.</li></ul> <p>505</p>	<h3>WOLF</h3>   <p>0</p> <p><i>This model is only utilized by the Bonded Skinchanger Ability.</i></p>
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## Free Folk Tactics



### REGROUP AND REFORM

#### Start of a friendly Turn:

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.

You may then move 1 Attachment from 1 of these units to the other (*replacing 1 model as usual, and keeping usual Attachment restrictions*), or switch 2 friendly Attachments in those units.

305



### ENRAGE

MAG THE MIGHTY - MAG MAR TUN DOH WEG

#### Start of a friendly Monster Unit's Activation:

That unit suffers 2 Wounds. Until the end of the Turn, that unit may re-roll any Attack Dice and Defenders become **Panicked** and **Weakened**.

305



### BITTER DEMISE

STYR - MAGNAR OF THENN

#### When a friendly Infantry or Cavalry unit is destroyed:

Before removing that unit, it performs 1 Melee Attack Action using its highest Attack Die Value.

If this targets Styr's unit, it may re-roll any Attack Dice.

305

# Free Folk Units



**4**

**3+** **3**

**3+** **3+**

**BEAR**

**BONDED BEAR**

- This unit has 3 Wounds.
- Cannot Control Objectives and cannot grant Victory Points.
- When this unit is selected, deploy it fully within Short Range of a friendly unit, and at least 1" from any enemy unit.
- At the start of any Round, if this unit is not in Short Range of a friendly unit, it is destroyed.
- This unit does not Activate as normal. Instead, once per Turn, when this model's Skinchanger unit Activates, this unit Activates immediately after them.
- Enemies engaged with this unit suffer -1 to Defense Dice Rolls.

**3**

**SAVAGE MAULING**

- Sundering



**6**

**4+** **6 5 4**

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

**6+** **8+**

**FREE FOLK TRAPPERS**

**ORDER: HIDDEN TRAPS**

When an unengaged enemy in Long Range performs any Action, before resolving that Action:

Choose 1:

- That enemy suffers 1 Hit for each of its remaining ranks.
- That enemy suffers -1 until the end of the Turn.



**BEAR**

**BEAR**

*Skinchangers are men and women capable of entering the minds of beasts and manipulating their actions, either subtly or overtly. In war, the Skinchanger's presence on the battlefield is not marked by the human, but by the beasts they control, such as huge northern bears, direwolves, shadowcats, owls, and eagles. While their animals can be slain, such a person is rarely defeated for long, as the north is not lacking in fierce, powerful creatures.*



**4**

**FREE FOLK TRAPPERS**

**FREE FOLK TRAPPERS**

*What the Free Folk lack in sophisticated gear, they more than make up for in cunning. Free Folk Trappers prep the battlefield with hindering snares and artful traps. Such tactics rarely produce more than temporary casualties, though their intent is not to kill. Cavalry units must tread carefully, lest their mounts suffer, and infantry advance slowly for fear of the same. All the while trappers rain arrows down upon these beleaguered formations.*

## Free Folk Units



5

**FURIOUS SWING**

3+ 4

4+ 5+

SAVAGE GIANT

### GIANT

- This unit has 6 Wounds.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

### FURIOUS SWING

- Vicious
- Gains +1 Attack Die for each Wound this unit has suffered.
- Defenders do not roll Defense Dice.
- Enemies Successfully Charged by this unit become **Panicked**.



5

**CRUDE WEAPONS**

4+ 6 4

6+ 7+

HARMA'S VANGUARD

### ORDER: PLANNED APPROACH

- Start of any Turn:**
- Target 1 friendly unit in Long Range. Until the end of the Turn, that unit may not be targeted by enemy effects or abilities.

### CAVALRY

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



### SAVAGE GIANT

Although considered a myth by most southern Westerosi lords, the Savage Giants beyond the Wall are all too real, as the Night's Watch will attest. These huge creatures wear no armor, and wield little more than crude mammoth bones or tree trunks. Yet, this is all they really need. A single giant can lay waste to the heaviest infantry, and virtually ignore a line of charging knights. Only raw numbers or mighty siege weapons can bring a Giant down.



### HARMA'S VANGUARD

North of the wall horses are a somewhat rare sighting, which makes Harma Dogshead's Vanguard all the more inspiring for the Free Folk. While lightly armored and crudely armed compared to southern troops, these cavalry units serve as more than outriders, being both scouts and spearheads to the Free Folk armies. Their greatest weakness is in fact their lack of armor, but this gives rise to their greatest strength: pure speed.

# Neutral Attachments



**ROOSE BOLTON**  
THE LEECH LORD

**ORDER: SPREAD FEAR**  
When an enemy engaged with this unit fails a Panic Test:  
Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound.

**AFFILIATION: HOUSE BOLTON**  
This unit is a House Bolton unit.

**PREY ON FEAR**  
Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.

505

**ROOSE BOLTON**  
THE LEECH LORD  
*Fear is what keeps a man alive in this world of treachery and deceit.*

**CHARACTER**



**COMMANDER**  
*A Flayed Man Has No Secrets  
Fear Keeps a Man Alive  
Whispered Threats*

505




**BITER**  
RORGE'S MAD DOG

**GANG-UP**  
All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.

505

**BITER**  
RORGE'S MAD DOG

**CHARACTER**



*May only be fielded in an army containing Rorge.*

505



**JOKIN**  
STORMCROW CAPTAIN

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

505

**JOKIN**  
STORMCROW CAPTAIN

**CHARACTER**



**COMMANDER**  
*Brothers in Arms  
Diversion Tactics  
Stalwart Mercenaries*

505



**JOKIN**  
ARCHER CAPTAIN

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

505

**JOKIN**  
ARCHER CAPTAIN

**CHARACTER**



505

## Neutral Attachments



The image shows a game card for a Golden Company Officer. The card is divided into two main sections. The left section contains a small portrait of the officer, a shield icon with a lance and flag, and the unit name 'GOLDEN COMPANY OFFICER'. Below this are three text boxes, each preceded by a red heart icon: 'AFFILIATION: GOLDEN COMPANY' (This unit is a Golden Company unit.), 'BOISTEROUS CHARISMA' (Each time this unit passes a Panic Test, target 1 enemy unit in Short Range. They become Vulnerable or Weakened.), and 'DAUNTLESS' (Each time this unit passes a Morale Test, it restores 1 Wound.). The right section features a larger illustration of the officer in full golden plate armor, holding a sword and a shield. Above the illustration is the unit name 'GOLDEN COMPANY OFFICER', and below it is a shield icon with a lance and flag, a circular icon with the number '2', and another shield icon with a lance and flag.

**GOLDEN COMPANY OFFICER**

**AFFILIATION: GOLDEN COMPANY**  
This unit is a Golden Company unit.

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

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

**GOLDEN COMPANY OFFICER**

2

505

## Neutral Tactics



**FEAR KEEPS A  
MAN ALIVE**

ROOSE BOLTON - THE LEECH LORD

**When an enemy fails a Panic Test:**  
Target any number of friendly House Bolton units in Long Range. For each Wound caused by this Panic Test, restore that many Wounds (*total*) across these units.

If that enemy is in Short Range of Roose's unit, restore +1 Wounds.

306

# Night's Watch Attachments



**BENJEN STARK**  
BEYOND THE WALL

**BENJEN STARK**  
BEYOND THE WALL

*I've not seen Benjen Stark for three years. And if truth be told, I never once missed him. -Craster*

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action:  
Choose 1:  
• That enemy suffers 1 Hit for each of its remaining ranks.  
• That enemy suffers -1  until the end of the Turn.

**RANGING SPECIALIST**  
Benjen may only be Attached to Ranger units.

**DISRUPT**  
Enemies engaged with this unit suffer -1 to Hit.

**CHARACTER**



**COMMANDER**

*Hunter's Insight  
Marshal  
Ride-by Attack*

505



# Night's Watch Tactics



## THE SWORD IN THE DARKNESS

**When a friendly unit is performing a Melee Attack, before rolling Attack Dice:**

The Defender becomes **Vulnerable**.  
If the Defender has not Activated this Round, they also become **Panicked**.

**When a friendly Night's Watch Unit Activates:**

Attach this card to them until they fail a Panic Test. While attached, this unit's Melee Attack is treated as having +1 rank for Attack Dice.



## THE FIRE THAT BURNS AGAINST THE COLD

**When a friendly unit is performing a Morale Test, after rolling dice:**

That unit may re-roll any dice for this test.

If this targets your Commander's unit, they pass this test instead.

**When a friendly Night's Watch Unit Activates:**

Attach this card to them until they fail a Panic Test. While attached, each time this unit gains a Condition token, it may suffer 1 Wound to remove that token.



## THE LIGHT THAT BRINGS THE DAWN

**When a friendly unit is performing a Melee Attack, before rolling Attack Dice:**

This Attack may re-roll any Misses.

**When a friendly Night's Watch Unit Activates:**

Attach this card to them until they fail a Panic Test. While attached, this unit gains +1 to Morale Test rolls.

If this targets your Commander's unit, this unit also cannot become **Panicked**.

# Baratheon Attachments



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

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with 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.


**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



**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, Hinderig, 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"  
Fleaty To The Crown  
Parlay



**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.

**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

# Baratheon Tactics



## 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.

305



## TACTICAL APPROACH

STANNIS BARATHEON - THE RIGHTFUL HEIR

### 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.

305

## Baratheon Units



6

HIGHGARDEN LANCE

4+ 5 4

5+ 6+

RIDERS OF HIGHGARDEN

3

**CAVALRY**

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

**HIGHGARDEN LANCE**

- Sundering
- When Charging, gains +1 to Hit.
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.

505



RIDERS OF HIGHGARDEN

6

**LOYALTY**

RENLY BARATHEON

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

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.

# Targaryen Attachments



**DAARIO NAHARIS**  
STORMCROW CAPTAIN

**AFFILIATION: STORMCROWS**  
This unit is a Stormcrow unit.


**IMPROVED ARMAMENTS**  
While you Control , this unit's Melee Attacks gain **Sundering** and roll their highest Attack Die Value.

**MOTIVATED BY COIN**  
Each time a friendly NCU Claims , you may replace that zone's effect with: **1 friendly unit with Motivated by Coin performs 1 Attack Action.**

505

**DAARIO NAHARIS**  
STORMCROW CAPTAIN  
*He has a sellsword's conscience, That is to say, none at all.*

**CHARACTER**



**COMMANDER**

*Sellsword Negotiations  
Sellsword Bravado  
Reckless Strikes  
Hasty Offense*

505



**DAENERYS TARGARYEN**  
MOTHER OF DRAGONS

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

**MOTHER OF DRAGONS**  
Once per game, at the start of any Turn, you may search your Tactics deck or discard pile for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your Tactics deck.

505

**DAENERYS TARGARYEN**  
MOTHER OF DRAGONS  
*I am the blood of the dragon. If they are monsters, so am I.*

**CHARACTER**

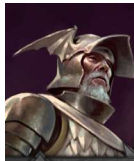









**COMMANDER**




*Dracarys!  
Dragon's Flight  
Promise Of Fire  
Fire Made Flesh*

505

# Targaryen Tactics

 <h2>LEGENDARY BOLDNESS</h2>	 <h2>COUNT THE CUTS</h2>	 <h2>DRACARYS!</h2>	 <h2>PROMISE OF FIRE</h2>
<p>BARRISTAN SELMY - THE BOLD</p>	<p>BELWAS - THE STRONG</p>	<p>DAENERYS TARGARYEN - MOTHER OF DRAGONS</p>	<p>DAENERYS TARGARYEN - MOTHER OF DRAGONS</p>
<p><b>After a friendly unit within Long Range of Barristan rolls Defense dice:</b></p> <p>That unit blocks +2 Hits and automatically passes the Panic Test from this attack.</p>	<p><b>After an enemy completes a Melee Attack:</b></p> <p>Target the Defender. Attach this card to them until they destroy an enemy. While attached, this unit rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets Belwas' unit, it also gains +1 to Morale Test results.</p>	<p><b>When Daenerys' unit Activates:</b></p> <p>Instead of performing an Action, target 1 friendly Drogon, Rhaegal, or Viserion unit in Long Range. It performs 1 Melee Attack Action.</p>	<p><b>When an enemy NCU Activates:</b></p> <p>If that NCU Claims a zone this Activation, attach this card to 1 enemy Combat Unit until the end of the game. They suffer 1 Panic Test.</p> <p>While attached, each time a Drogon, Rhaegal, or Viserion unit performs an Attack against this unit, this unit suffers 3 Wounds instead of D3 Wounds.</p>
<p><b>Start of any Turn:</b></p> <p>Draw 1 Tactics card.</p>	<p><b>Start of any Turn:</b></p> <p>Draw 1 Tactics card.</p>	<p><b>Start of any Turn:</b></p> <p>Draw 1 Tactics card.</p>	<p><b>Start of any Turn:</b></p> <p>Draw 1 Tactics card.</p>
<p>305</p>	<p>305</p>	<p>305</p>	<p>305</p>
 <h2>FIRE MADE FLESH</h2>	 <h2>SUDDEN RETREAT</h2>	 <h2>RETRIBUTION OF THE DRAGON</h2>	 <h2>BETRAYAL</h2>
<p>DAENERYS TARGARYEN - MOTHER OF DRAGONS</p>	<p>GREY WORM - UNSULLIED COMMANDER</p>	<p>GREY WORM - UNSULLIED COMMANDER</p>	<p>JORAH MORMONT - WESTEROSI TACTICIAN</p>
<p><b>When an enemy Attacks a friendly Drogon, Rhaegal, or Viserion unit, after rolling Defense Dice:</b></p> <p>The Defender only suffers 1 Wound for every 2 unblocked Hits.</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 your Commander's unit, it may re-roll any Retreat Distance Dice.</p>	<p><b>After a friendly unit is Attacked:</b></p> <p>Target the Attacker. Attach this card to them until the end of the game. While attached, each time this unit is Attacked, the Attacker gains <b>Vicious</b>.</p> <p>Each time this unit is Attacked, if the Attacker is Grey Worm's or an Unsullied unit, this unit also becomes <b>Vulnerable</b>.</p>	<p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with: <i>Draw 2 Tactics Cards. Restore 3 Wounds to Jorah Mormont's unit. 1 enemy Combat Unit becomes <b>Vulnerable</b> and <b>Weakened</b>. Then attach this card to Jorah's unit until they destroy 1 enemy Combat Unit.</i></p> <p>While attached, each time that unit Activates, they suffer 1 Wound and become <b>Panicked</b>.</p>
<p><b>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</b></p>	<p><b>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</b></p>	<p><b>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</b></p>	<p><b>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</b></p>
<p>305</p>	<p>305</p>	<p>305</p>	<p>305</p>

# Targaryen Tactics

 <b>ADDRIVAT!</b>	 <b>WAR CRY</b>	 <b>THE QUEEN'S LAW</b>
<b>KHAL DROGO - THE GREAT KHAL</b>	<b>MARSELEN - MOTHER'S MEN COMMANDER</b>	<b>SKAHAZ MO KANDAQ - THE SHAVEPATE</b>
<p><b>When Khal Drogo's unit Activates:</b> Target 1 enemy in Long Range and attach this card to them until the end of the Round. While attached, Melee Attacks on this enemy gain <b>Critical Blow</b>.</p> <p><b>Start of a friendly Turn:</b> Draw 1 Tactics card.</p>	<p><b>When a friendly Combat Unit Activates:</b> That unit performs 1 Morale Test. On a success, target 1 enemy in Long Range. It becomes <b>Panicked</b> or <b>Vulnerable</b>.</p> <p>If this is Marselen's unit or an Unsullied unit, on a success, it becomes <b>Panicked</b> and <b>Vulnerable</b> instead.</p>	<p><b>When an enemy Combat Unit Activates:</b> Attach this card to that enemy until the end of the Round. While attached, during your opponent's Turns, this unit loses all Abilities and cannot be targeted by friendly Tactics cards.</p> <p>If Skahaz's unit, or a Brazen Beast unit, performs a Charge Action against this unit, they automatically count as rolling a 6 on all Charge Distance dice.</p>

# Targaryen Units



**JORAH MORMONT**  
THE WANDERING KNIGHT

**ORDER: SCOUT OPENINGS**  
Start of a friendly Turn:  
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.

**WESTEROSI RIDER**

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- As long as Jorah 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.

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**UNSULLIED PIKEMEN**

**ORDER: SET FOR CHARGE**  
When this unit is Successfully Charged from the Front or Flank:  
If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

**ORDER: SHIELD WALL**  
When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:  
If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

**COMBAT MASTERY: DEFENSE**  
While your opponent does not Control  $\times$ , enemies engaged with this unit suffer -1 to Hit.



**JORAH MORMONT**  
THE WANDERING KNIGHT

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Start of a friendly Turn:  
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.

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If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

**COMBAT MASTERY: DEFENSE**  
While your opponent does not Control  $\times$ , enemies engaged with this unit suffer -1 to Hit.

## JORAH MORMONT

THE WANDERING KNIGHT

*"There are ghosts everywhere. We carry them with us wherever we go."*

Whatever one thinks of Ser Jorah Mormont's personal dealings and checkered past, his skill-at-arms earned him respect among the Dothraki, no simple feat. As a veteran of multiple wars and later a sellsword, his expert eye can pick out vulnerabilities in the enemy ranks for nearby troops to exploit. Ser Jorah prefers to remain mounted in combat, and his horsemanship exceeds many of his Western counterparts.

## UNSULLIED PIKEMEN

Although considered to be in light armor by western standards, Unsullied Pikemen fight in lockstep formations according to doctrines laid down by the Old Empire of Ghis. An Unsullied phalanx with shields locked is nigh unbreakable to cavalry charge, and even more nimble foot troops would have a difficult time getting past the wall of spears. While taking this unit by surprise is difficult, a commander should beware their becoming encircled.



# Targaryen Units



5

UNSULLIED PROWESS

3+ 8 7 6

4+ 4+

UNSULLIED SWORDMASTERS

**UNSULLIED PROWESS**

- Precision
- May always re-roll Attack Dice.
- Opponents cannot expend Weakened tokens on this unit while it is Attacking.

**COMBAT MASTERY: RESOLVE**

While your opponent does not Control , each time this unit passes a Morale Test, it restores 1 Wound.



UNSULLIED SWORDMASTERS

7

*Only one in three prospects for the famed Unsullied survive the brutal training process. These fearsome eunuch legions are renowned for their individual skill and unshakable discipline. While individually not quite a physical match for western soldiers, the Unsullied feel no pain and are adept at striking foes where least expected. Underestimating the Unsullied for their slight stature and strange ways is a quick route to the grave.*

# Greyjoy NCUs

 <p><b>BALON GREYJOY</b> KING OF SALT AND ROCK</p>  	 <p><b>BALON GREYJOY</b> KING OF SALT AND ROCK</p> <p><i>No man has ever died from bending his knee. He who kneels may rise again, blade in hand.</i></p> <p>5</p> <p>CHARACTER</p>
<p><b>RISE AGAIN, BLADE IN HAND</b></p> <p>Once per game, when Balon activates, instead of Claiming a Zone, redeploy 1 previously destroyed House Greyjoy Combat Unit fully within Long Range of a friendly Deployment Edge, or fully within Short Range of any Flank table edge. It deploys without any Pillage tokens it previously had. If the unit had not Activated this Round, it deploys Unactivated. Otherwise, it deploys Activated.</p>	

305

# Greyjoy Attachments



The image shows a game card for Asha Greyjoy, titled "Greyjoy Attachments". The card is split into two main sections. The left section, titled "ASHA GREYJOY THE KRAKEN'S DAUGHTER", features a small portrait of Asha and a shield icon with a kraken. Below this are three ability boxes: "BOISTEROUS CHARISMA" (with a heart icon), "IRON RESOLVE", and "STUBBORN TENACITY". The right section, titled "CHARACTER", features a larger portrait of Asha in armor and a "COMMANDER" label with a red 'C' icon. Below the portrait are the traits "Ironborn Mettle", "Raider Bravery", and "War Cry".

**ASHA GREYJOY**  
THE KRAKEN'S DAUGHTER

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

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

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

**CHARACTER**

**COMMANDER**

*Ironborn Mettle*  
*Raider Bravery*  
*War Cry*

*I am the heir of Balon's body.*

# Greyjoy Tactics

  <h2>LUST FOR GLORY</h2> <p>DAGMER CLEFTJAW - MASTER-AT-ARMS</p> <p><b>Start of any Turn:</b></p> <p>Target 1 friendly Greyjoy unit. They gain 1 Pillage token. Then, attach this card to that unit until the end of the Round.</p> <p>While attached, this unit Melee Attacks gain +1 to Hit.</p> <p>Also while attached, this unit suffers -1 to Defense Dice rolls.</p> <p>305</p>	  <h2>IRON ENVY</h2> <p>DAGMER CLEFTJAW - MASTER-AT-ARMS</p> <p><b>When a friendly Greyjoy Combat Unit Activates:</b></p> <p>This unit suffers 1 Wound and becomes <b>Vulnerable</b>.</p> <p>Choose 1, for each other friendly unit in Short Range with Pillage tokens, choose +1:</p> <ul style="list-style-type: none"><li>• This unit Attacks gains <b>Sundering</b> this Turn.</li><li>• This unit Attacks gains <b>Vicious</b> this Turn.</li><li>• Remove 1 Pillage token from 1 other friendly Greyjoy Infantry unit in Short Range. Place the removed Pillage token on this unit.</li></ul> <p>305</p>
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# Greyjoy Units



5

GREAT HAMMER

3+ 7 5 5

3+ 6+

IRONMAKERS

**GREAT HAMMER**

- Critical Blow
- If the Defender rolls a 1 on any Defense Dice, after this Attack is completed, they become **Weakened**.

**RAIDED ARMAMENTS**

If this unit has 2 Pillage tokens, it gains +1 to Defense Dice rolls.



IRONMAKERS

The heavily armored troops from House Ironmaker often serve as the hard center of Ironborn forces where a dedicated line is required. With their heavy scale armor overlaying a thick suit of boiled leather, the Ironmakers can withstand even more assaults than most of the troops of the Iron Islands. That said, as 'heavy troops' go, the Ironmakers are the general equivalent of standard medium infantry, that is, until the spoils of the raid are gained!

7

 <p><b>DORAN MARTELL</b> PRINCE OF DORNE</p>  <p><b>SUNSPEAR SECRETS</b></p> <p>Each time Doran Claims a zone, before resolving that zone's effect, place 1 Order token on him. If Doran Claims , place +1 Order token on him.</p> <p>Each time Doran Claims , you may replace that zone's effect with:</p> <p>Remove up to 4 Order tokens from a friendly Doran, for each Order token removed, choose 1:</p> <ul style="list-style-type: none"> <li>• Restore up to 2 Wounds from 1 unit.</li> <li>• Remove 1 Condition token from 1 unit.             <ul style="list-style-type: none"> <li>• Draw 1 Tactics Card.</li> </ul> </li> <li>• Place any 1 Condition token on an enemy unit.             <ul style="list-style-type: none"> <li>• 1 friendly unit pivots, then shifts 2".</li> <li>• 1 enemy Combat Unit suffers 1 Wound.</li> </ul> </li> </ul>	 <p><b>DORAN MARTELL</b> PRINCE OF DORNE</p> <p><i>Who fears to walk upon the grass?</i></p> <p>4</p> <p><b>CHARACTER</b></p> 	 <p><b>NYMERIA SAND</b> LADY NYM</p>  <p><b>CONFLICTING REACTIONS</b></p> <p><b>Influence</b> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>While Influencing a friendly Infantry unit:</p> <ul style="list-style-type: none"> <li>• If you or your opponent Controls , its Melee Attacks gain <b>Vicious</b>.</li> <li>• If you or your opponent Controls , its Melee Attacks gain <b>Critical blow</b>.</li> <li>• If you or your opponent Controls , it gains +1 .</li> </ul>	 <p><b>NYMERIA SAND</b> LADY NYM</p> <p><i>Only royal blood can wash out my father's murder.</i></p> <p>4</p> <p><b>CHARACTER</b></p> 
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# Martell Attachments

**ELIA SAND**  
SAND SNAKE

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

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

**ELIA SAND**  
SAND SNAKE  
*And ladies do not joust. "I do. I'm Lady Lance." - Garibald to Elia Sand.*

CHARACTER

1

505

## Martell Tactics



### SUPERIOR POSITIONING

**When an enemy performs a Charge Action, before resolving that Action:**

If that enemy Charges a unit in the Front, they suffer a Disorderly Charge on Charge Distance rolls of 3 or less. If they suffer a Disorderly Charge, they become **Vulnerable**.

If the defender is your Commander's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.



## Martell Units



6

STARFALL LANCE

3+ 5 4

4+ 5+

STARFALL KNIGHTS

3

**CAVALRY**

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

**STARFALL LANCE**

- **Sundering**
- When Charging, rolls +2 Attack Dice for each remaining ranks in this unit.
- If Attacking an enemy in the Flank or Rear, before rolling Attack Dice, that enemy becomes **Panicked** and **Weakened**.



STARFALL KNIGHTS


8

*Climate is an important factor when equipping and training an army. With the hot climate in Dorne, the Starfall Knights of House Dayne, vassals of House Martell, are more lightly armored than most heavy cavalry. However, what they lack in armor, they make up for in speed and maneuverability, letting them strike at opponents from unexpected quarters, applying their lances to devastating effect during charges.*

## Martell Special Rules

<p><b>THE STRANGLER</b></p> <p>This unit suffers the following based on the Game Round (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"><li>•<b>2+</b>: Loses all Abilities.</li><li>•<b>3+</b>: Does not count as Controlling Tactics Zones for Abilities or effects.</li><li>•<b>4+</b>: You may only Activate this unit if you have no other units that can Activate this Round.</li><li>•<b>5+</b>: Destroy this unit at the start of the Round.</li></ul>	<p> <b>POISON</b></p> <p><b>At the Start of the Game, place this card close to your Tactics Deck.</b></p> <p>An Ability or effect will state when this card will be played.</p>
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# Bolton Attachments



**RAMSAY SNOW**  
SPITEFUL HEIR

**HORRIFIC VISAGE**  
Each time an enemy performs a Melee Attack on this unit, before resolving that Attack, target the Attacker. They suffer 1 Panic Test with -1 to their roll for each remaining rank in this unit.

**PREY ON FEAR**  
Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.

**COMMANDER**  
*Opportunist  
Skin Collection  
Spoils in Flesh*

505

**RAMSAY SNOW**  
SPITEFUL HEIR  
*Snow, my wife called me before she ate her fingers, but I say Bolton.*

**CHARACTER**



**COMMANDER**  
*Opportunist  
Skin Collection  
Spoils in Flesh*

505



**STEELSHANKS WALTON**  
CAPTAIN OF THE GUARD

**SUNDERING**  
This unit's Melee Attacks gain Sundering.

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

**SHARED FEAR**  
Each time this unit fails a Panic Test, all enemies within Short Range of this unit become **Panicked**.

**COMMANDER**  
*Price of Fear  
Rush of Aggression  
Taunt*

505

**STEELSHANKS WALTON**  
CAPTAIN OF THE GUARD  
*Steelshanks, he is called. A soldier of iron loyalty.*

**CHARACTER**



**COMMANDER**  
*Price of Fear  
Rush of Aggression  
Taunt*

505

## Bolton Tactics

### HARSH PUNISHMENTS

#### Start of any Turn:

Target 1 friendly Combat Unit and attach this card to them until the end of the game.

While this card is attached, this unit's Melee Attacks always roll their highest Attack Die Value and gain **Sundering**. Each time this unit fails a Panic Test, it suffers +1 Wound.


### FEAR KEEPS A MAN ALIVE

#### When an enemy fails a Panic Test:

Target any number of friendly units in Long Range. For each Wound caused by this Panic Test, restore that many Wounds (*total*) across these units.

If that enemy is in Short Range of your Commander's unit, restore +1 Wounds.

## Bolton Units



**DREADFORT ARCHERS**

5

**RUTHLESS VOLLEY**

3+ 7 7 4


**SHORT SWORD**

5+ 5 4 3

5+ 7+

**RUTHLESS VOLLEY**

- Ignores units and terrain when determining Line of Sight.
- When Attacking engaged enemies, gains **Precision** and may re-roll any Attack Dice.



**DREADFORT SPEARMEN**

5

**IMPALING SPEAR**

4+ 7 7 4

4+ 7+

**ORDER: SET FOR CHARGE**

When this unit is Successfully Charged from the Front or Flank:

If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

**IMPALING SPEAR**

After completing this Attack, if this attack destroyed an enemy rank, all enemies in Short Range of the Attacker become **Panicked**, if they were already **Panicked**, they instead become **Weakened**.



**DREADFORT ARCHERS**

6

*When it comes to the most horrific methods of war, designed to maximize terror as much as damage, one need look no further than House Bolton. Their Dreadfort archers will gleefully let loose savage volleys of arrows, aimed towards their enemies, without regard for their comrades mixed in the melee. Sure, a few allies may sustain injuries, but the disregard for life that House Bolton breeds isn't only for their foes.*



**DREADFORT SPEARMEN**

5

*House Bolton's Spearmen are indoctrinated in the combat ethic of causing fear and panic among the enemy ranks. Their helmets and shields are designed with extra spikes purely for terrifying effect. The spearmen are trained to strike at points on foes that will cause maximum pain but not kill their opponents, leaving plenty of prisoners for the sadists in House Bolton to do with as they will after battle.*