



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

CHARACTER




SHYRA ERROL
LADY OF HAYSTACK HALL



SUPPORT OF HAYSTACK HALL

Each time Shyra Claims , restore 1 Wound to 1 friendly Combat Unit.

Each time Shyra Claims , if you remove a token, place 1 Condition Token of that type on 1 enemy Combat Unit.


Each time Shyra Claims , remove 1 Condition Token from 1 friendly Combat Unit.




SHYRA ERROL
LADY OF HAYSTACK HALL

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

CHARACTER

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, you may have them suffer 2 Wounds and 1 Panic Test. If you do, target 1 enemy Combat Unit in Long Range. That enemy suffers 1 Panic Test with -2 to their roll and +2 Wounds on failure.


While influencing a friendly unit, that unit is a R'hllor unit and its Melee Attacks gain **Vicious**.




MELISANDRE
THE RED WOMAN

Lady Melisandre wore no crown, but every man there knew that she was Stannis Baratheon's real queen.


CHARACTER



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 3 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.




DAVOS SEAWORTH
HAND OF THE TRUE KING

Kings and corpses always draw attendants.

CHARACTER



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



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



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**.

4

AXELL FLORENT
HAND OF THE QUEEN
If you are truly the Queen's Hand, I pity her Grace. -Jon Snow

CHARACTER



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



MARGAERY TYRELL
LITTLE ROSE

A ROSE AND ITS THORNS
Each time Margaery Claims a zone, you may target 1 friendly Combat Unit. They restore 1 Wound. You may then target 1 enemy engaged with that unit. They become **Vulnerable**.


4

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

CHARACTER



REMLY 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



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

Baratheon NCUs

 <p>ELDON ESTERMONT VENERABLE KNIGHT</p> <p>ELDERLY CAUTION Each time Eldon Claims a zone, you may replace that Zone's effect with: <i>Draw 3 Tactics cards, then shuffle 1 card from your hand into your Tactics deck.</i></p> <p>305</p>	<p>ELDON ESTERMONT VENERABLE KNIGHT <i>An old knight, nearing seventy, he is the Lord of Greenstone</i></p> <p>4</p> <p>CHARACTER</p>  <p>RENLY BARATHEON <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>	 <p>CORTNAY PENROSE RELIABLE CASTELLAN</p> <p>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.</p> <p>305</p>	 <p>CORTNAY PENROSE RELIABLE CASTELLAN <i>Is it the justice of your cause you doubt, my lord, or the strength of your arm?</i></p> <p>4</p> <p>CHARACTER</p>  <p>RENLY BARATHEON <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>
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


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




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 more remaining ranks, it may re-roll any Attack Dice.


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.



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.

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.



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

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.



505



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.



505




BRIENNE
THE BLUE



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



505



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.




505

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.



505



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.



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



505




BRYEN FARRING
KING'S SQUIRE




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.



PROTECTION OF THE CROWN
While you Control , each time this unit is Attacked, it may re-roll any Defense Dice.




505



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.



505

Baratheon Attachments



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
Each time a friendly NCU Claims , you may replace that zone's effect with:
Cortnay Penrose's unit performs 1 Melee Attack or Charge Action.

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

CHARACTER



COMMANDER
*Counterplot
Issue Commands
Surprise Strategy*



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
Each time a friendly NCU Claims , you may replace that zone's effect with:
Cortnay Penrose's unit performs 1 Melee Attack or Charge Action.

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.



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.

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.



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
*"Everything"
Fealty to the Crown
Flea Bottom Tricks
Parlay*

Davos ignores the usual Attachment Limits

Baratheon Attachments



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 more remaining ranks, it may re-roll any Attack Dice.

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

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 more remaining ranks, it may re-roll any Attack Dice.


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

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.



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.

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



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



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.

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

CHARACTER



COMMANDER
Hefty Ransom
Martial Superiority
Battle Endurance

Baratheon Attachments



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.

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.



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.


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.

2
May not be fielded in an army containing the Rainbow Guard unit.



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.

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



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.

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

CHARACTER



COMMANDER
*Regroup and Reform
Sudden Retreat
Precious Supplies*

Baratheon Attachments



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.

PRECISION
This unit's Melee Attacks gain Precision.

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

CHARACTER



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



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.

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.



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.

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

CHARACTER



COMMANDER
Loved By The Smallfolk
Overgrowth
Growing Strong



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.

MASTER WARDEN



Baratheon Attachments




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.



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



1
 May not be fielded in an army containing the Rainbow Guard unit.




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.




PIKEMAN CAPTAIN

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

1





RED PRIESTESS

DIVINE SACRIFICES
 Each time this unit Attacks, before rolling Attack Dice, it may suffer up to 2 Wounds. If it does, for each Wound suffered, the Defender becomes Panicked or Vulnerable.



RED PRIESTESS



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

1





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.



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



Baratheon Attachments



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*



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

CHARACTER

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.




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*



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.


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.

2
May not be fielded in an army containing the Rainbow Guard unit.



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.

STAG KNIGHT NOBLE



1

Baratheon Attachments



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.

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!*



STANNIS BARATHEON
THE ONE TRUE KING

CHARACTER

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.

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!*



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.

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*



THORN WATCH SENTINEL

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










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

THORN WATCH SENTINEL














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

Baratheon Tactics

 <h2>ASSAULT ORDERS</h2> <p>ANDREW ESTERMONT - FIRST OF THE KING'S</p> <p>When a friendly NCU Claims a zone: Replace that zone's effect with: <i>1 friendly Combat Unit performs 1 Melee Attack Action.</i> <i>If this targets Andrew Estermont's unit, it may perform 1 Charge Action instead.</i></p>	 <h2>RECKLESS FURY</h2> <p>ANDREW ESTERMONT - FIRST OF THE KING'S</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious 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>	 <h2>RUSH OF AGGRESSION</h2> <p>ANDREW ESTERMONT - FIRST OF THE KING'S</p> <p>When a friendly unit is performing a Charge Action, before rolling Charge Distance Dice: This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains Critical Blow. After this Attack has been completed, unless the Attacker is Andrew Estermont's unit, they become Vulnerable.</p>	 <h2>FIERY CHARGE</h2> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p>When a friendly unit is performing a Charge Action, before resolving that Action: This unit automatically counts as rolling a 6 on all Charge Distance Dice and enemies Successfully Charged become Panicked. After this Attack has been completed, unless the Attacker is a R'hllor unit, the Attacker becomes Vulnerable.</p>
 <h2>R'HLLOR'S WRATH</h2> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p>When a friendly NCU Claims a zone: Replace that zone's effect with: <i>Target 1 enemy Combat Unit.</i> <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 Vulnerable and Weakened.</i></p>	 <h2>FIERY RESOLVE</h2> <p>AXELL FLORENT - FIRST OF THE QUEEN'S MEN</p> <p>When a R'hllor unit Activates: This unit performs a Morale Test. On a success, 1 enemy engaged with this unit suffers 1 Panic Test with -1 for each remaining rank in this unit. On a failure, 1 enemy engaged with this unit becomes Panicked.</p>	 <h2>ISSUE COMMANDS</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S</p> <p>When your Commander's unit Activates: 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>Start of any Turn: Target 1 friendly Combat Unit. Remove 1 Order token from that unit. They may use that Order again this Round.</p>	 <h2>SURPRISE STRATEGY</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S</p> <p>Start of a friendly Turn: Discard this card and 1 other card to return 1 card from your discard pile to your hand. If you Control , you only have to discard this card.</p>

Baratheon Tactics

 <h2>COUNTERPLOT</h2> <p>CORTNAY PENROSE - CASTELLAN OF STORM'S</p> <p>When an opponent plays a Tactics card, before resolving that Tactics card: 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>	 <h2>FLEA BOTTOM TRICKS</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p>After an enemy completes a Melee Attack: 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>	 <h2>"EVERYTHING"</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p>Start of any Turn: 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>	 <h2>FEALTY TO THE CROWN</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p>When an enemy fails a Panic Test: 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>
 <h2>PARLAY</h2> <p>DAVOS SEAWORTH - HERO OF BLACKWATER</p> <p>When a friendly Unit Activates: 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>	 <h2>HEFTY RANSOM</h2> <p>ELDON ESTERMONT - LORD OF GREENSTONE</p> <p>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.</p> <p>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.</p>	 <h2>MARTIAL SUPERIORITY</h2> <p>ELDON ESTERMONT - LORD OF GREENSTONE</p> <p>When an enemy is performing a Melee Attack, before rolling Attack Dice: You may expend 1 Vulnerable token from the Attacker. If you do, this Attack suffers -1 to Hit and the Attacker suffers 1 Hit for each Miss.</p>	 <h2>BATTLE ENDURANCE</h2> <p>ELDON ESTERMONT - LORD OF GREENSTONE</p> <p>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):</p> <ul style="list-style-type: none"> 3+: May re-roll any Misses 4+: Sundering 5+: Critical Blow 6+: +2 Attack Dice

Baratheon Tactics



BARATHEON JUSTICE

After an enemy completes an Attack:
The Attacker gains 1 Condition token.
If you Control or , they gain +1 token.



STAG'S WIT

When a friendly unit gains a Condition Token:
Remove that token. You may then target 1 enemy engaged with that unit. They gain 1 Condition token of that type.

If you Control , target 1 other enemy in Long Range. They gain 1 Condition token of that same type.



OURS IS THE FURY!

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:
Choose 1. For each zone you Control among or , choose +1:
• This Attack gains +1 to Hit.
• This Attack gains **Sundering**.
• This Attack gains **Vicious**.



SUSTAINED ASSAULT

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:
If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.



BARATHEON CONVICTION

When a friendly unit passes a Morale Test:
That unit restores 2 Wounds.
If you Control , all enemies they are engaged with suffer 1 Panic Test.
If you Control , each enemy they are engaged with gains 1 Condition token.



FINAL STRIKE

After an enemy completes a Melee Attack:
For each Wound the Defender suffered, the Attacker suffers 1 Hit.
If you Control , the Attacker suffers -1 to Defense Dice rolls against these Hits.



OATH OF DUTY

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 an Melee Attack, before rolling Attack Dice, the Defender gains 1 Condition token and, while you Control , this unit may re-roll any Attack Dice.



REGROUP AND REFORM

JUSTIN MASSEY - THE SMILER

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.

Baratheon Tactics




SUDDEN RETREAT

JUSTIN MASSEY - THE SMILER

After an enemy completes a Melee Attack:

Target the Defender. They perform 1 Retreat Action.
If this targets Justin Massey's unit, it may re-roll any Retreat Distance Dice.



PRECIOUS SUPPLIES

JUSTIN MASSEY - THE SMILER

After an enemy completes a Melee Attack:

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.
If this targets Justin Massey's unit, restore +1 Wound.




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.



OVERCONFIDENCE

RENLY BARATHEON - KING IN THE SOUTH

When an enemy ends a Maneuver, March, or Retreat Action:



Target 1 friendly Infantry Unit in Long Range that can Charge that enemy. It becomes **Vulnerable** 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.
If this targets Renly Baratheon's unit, it may re-roll any Charge Distance Dice.



KNIGHTS OF SUMMER

RENLY BARATHEON - KING IN THE SOUTH

Start of a friendly Turn:



Target 1 friendly Combat Unit. That unit performs 1 Morale Test. For each zone you Control among  and , they gain +1 to their roll.
On a success, each enemy they are engaged with performs 1 Panic Test.
If this targets Renly's unit, on a success, each enemy in Short Range suffers 1 Panic Test instead.



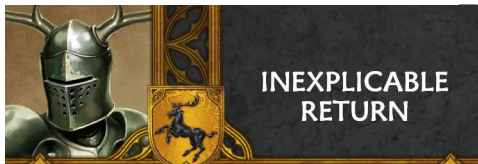
LAVISH ENCAMPMENT

RENLY BARATHEON - KING IN THE SOUTH

When an enemy NCU Claims a zone:

After resolving that zone's effect, move that NCU to any empty zone.
If you removed them from  or , target 1 enemy Combat unit. It suffers 1 Panic Test.

Baratheon Tactics



INEXPLICABLE RETURN

RENLY BARATHEON - LORD PARAMOUNT OF THE STORMLANDS

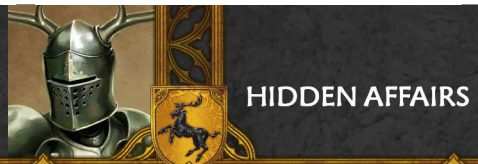
When a friendly NCU Claims a zone:
Replace that zone's effect with:
Choose 1:

- 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



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.

305



IN HIS BROTHERS' SHADOWS

RENLY BARATHEON - LORD PARAMOUNT OF THE STORMLANDS

When an enemy Commander's unit Activates:

Choose 1:

- If that enemy is in Long Range of Renly Baratheon's unit, that Commander loses all Abilities until the end of the Round.
- Renly Baratheon's unit performs 1 Maneuver or Retreat Action.

Start of any Turn:

If the enemy Commander has been destroyed, Renly Baratheon's unit restores 2 Wounds.

305



WEALTH AND CHARISMA

RENLY BARATHEON - THE CHARISMATIC HEIR

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.

305



YOUNGER, BOLDER, AND FAR MORE COMELY

RENLY BARATHEON - THE CHARISMATIC HEIR

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.

305



THEY WILL MAKE ME KING!

RENLY BARATHEON - THE CHARISMATIC HEIR

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.

305



MUSTER

STANNIS BARATHEON - KING AT THE WALL

When a friendly Cavalry Unit is performing a Retreat Action, before rolling Retreat Distance Dice:

Enemies this unit disengage from cannot pivot. Then, this unit performs 1 Maneuver Action.

If this is Stannis Baratheon's unit it also restores D3 Wounds, +1 Wound for each of its destroyed rank.

305



ON THE DOUBLE!

STANNIS BARATHEON - KING AT THE WALL

When an unengaged friendly Cavalry Unit Activates:

Once this Turn, if that unit performs a Maneuver Action, it gains +3 on that Maneuver Action. Then, it becomes Vulnerable.

305

Baratheon Tactics




RIDE THEM DOWN!

STANNIS BARATHEON - KING AT THE WALL

When an enemy ends a Maneuver, March, or Retreat Action:

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 **Panicked** and suffers 2 Hits for each remaining rank in this unit.

305



IN R'HLLOR'S NAME

STANNIS BARATHEON - THE ONE TRUE KING


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

This Attack gains 1 of the following. If this targets a R'hllor unit, gain both:

- **Critical Blow**
- **Sundering**

After completing this Attack, if the Defender was not destroyed, the Attacker suffers 1 Panic Test.

305



TEST OF FAITH


STANNIS BARATHEON - THE ONE TRUE KING

Start of any Turn:

Target 1 friendly R'hllor unit. That unit performs 1 Morale Test. On a success, that unit removes all Condition tokens.

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.

305



AZOR AHA!

STANNIS BARATHEON - THE ONE TRUE KING

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

That unit can only suffer a maximum of 1 Wound from failing this test. If this targets a R'hllor unit, it passes this test instead, and all enemies engaged with it become **Panicked**.

305



WILL OF THE ONE TRUE KING

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**.

305



HARSH CONDITIONS

STANNIS BARATHEON - THE RIGHTFUL HEIR

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.

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



5
HALBERD
 4+ 7 7 4
 3+ 6+
 BARATHEON HALBERDIERS

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



5
DOUBLE HAMMERS
 4+ 7 5 4
 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



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.



BARATHEON SENTINELS

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



WAR HAMMER
4+ 6 5 4

BARATHEON WARDENS

505

WAR HAMMER
If the Defender rolls a 1 on any Defense Dice, after this attack is completed, they become **Weakened**.

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



CHAMPION'S WRATH
3+ 6 4

CHAMPIONS OF THE STAG

505

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**
• Enemies Successfully Charged become **Weakened**.
• If this unit began the Turn engaged with the Defender, before rolling Attack Dice, the Defender becomes **Vulnerable**.



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.



CHAMPIONS OF THE STAG

8

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



4

3+ 3

MASTERCRAFT WARHAMMER

2+ 3+

505

DRAGONSTONE NOBLE

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.



5

4+ 7 6 4

SPEAR

4+ 6+

505

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.



4

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.



5

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




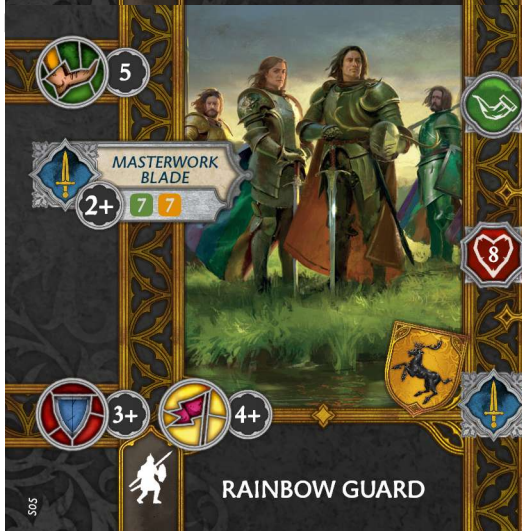
KING'S BLADE
5
3+ 7 6 5

KING'S MEN

505

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.



MASTERWORK BLADE
5
2+ 7 7

RAINBOW GUARD

505

ORDER: RESILIENCE
When an enemy is performing an Attack on this unit, after Attack Dice are rolled: This unit only suffers 1 Wound for every 2 unblocked Hits.

RENLY'S RETINUE
This unit has 8 models (including Renly), 8 Wounds, and 2 ranks.

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.



LOYALTY

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

KING'S MEN

7

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.



CHARACTER

6

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.

RAINBOW GUARD

6

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.

Baratheon Units



6

SWORD OF THE FAITH

4+ **7 6 4**

5+ **4+**

R'HLLOR FAITHFUL

HEART OF FIRE
 This unit begins the game with 1 Faith token. Each time it passes a Morale Test, it gains 1 Faith token. Faith tokens may be expended to do the following:

- **When this unit performs a Melee Attack, before rolling Attack Dice:** This Attack gains +1 to Hit and Vicious.
- **After this unit completes a Melee Attack:** This unit restores 1 Wound, +1 Wound for each of the Defender's destroyed ranks.
- **When this unit performs a Charge Action, after rolling Charge Distance Dice:** This unit may re-roll any Charge Distance Dice, and any enemies they successfully charge become **Panicked**.



5

FIRE ARROWS

3+ **7 6 4**

DAGGERS

5+ **5 4 3**

4+ **6+**

R'HLLOR LIGHTBRINGERS

FIRE ARROWS

- **Vicious**
- If the Defender fails their Panic Test, target 1 other enemy in Short Range of that unit. They suffer 1 Panic Test with -2 to their roll.



6

LOYALTY

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

R'HLLOR 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.



6

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R'HLLOR 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.

Baratheon Units



4

LONGSWORD

3+ 7 6 5

3+ 5+

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.



6

HIGHGARDEN LANCE

4+ 5 4

5+ 6+

RIDERS OF HIGHGARDEN

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 and rolls +2 Attack Dice for each of this unit's remaining ranks.



LOYALTY

STANNIS BARATHEON

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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.



LOYALTY

RENLY BARATHEON

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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.

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.



LOYALTY

RENLY BARATHEON

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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.



5

STAG FURY

3+ 7 6 5

4+ 5+

STAG KNIGHTS

ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after Attack Dice are rolled:

This unit only suffers 1 Wound for every 2 unblocked Hits.

STAG'S FURY

This Attack gains the following based on the Game Round (effects are cumulative):

- 2+: Critical Blow
- 3+: Vicious
- 4+: Sundering
- 5+: Deals +1 Hit for each of this unit's remaining ranks.



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.

Baratheon Units



6

WATCHER'S CROSSBOW
3+ 6 5 4

LONGSWORD
3+ 7 5 4

5+ 6+

THORN WATCH

WATCHER'S CROSSBOW
• Sundering

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

REGROUP
After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.



5

LONGSWORD
4+ 7 4

4+ 6+

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.



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THORN WATCH

6

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.






CROWNLAND SCOUTS

6

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.

Baratheon Special Rules

 BARATHEON BANNERS 	 BARATHEON BANNERS 
<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">• This Turn, this unit's Attacks gain Critical Blow and Sundering.• This Turn, this unit's Attacks gains Vicious and, if the Defender fails their Panic Test, they suffer +1 Wound.• This Turn, when this unit is performing an Attack, before rolling Attack Dice, the Defender becomes Panicked and Weakened.• This unit restores 2 Wounds and may re-roll Charge and Retreat Distance Dice this Turn. <p>305</p>	