



LADY VAL
THE WILDLING PRINCESS




LADY OF THE WILDS

Each time Lady Val Claims a zone, you may replace that zone's effect with:

1 Friendly Combat Unit performs 1 Maneuver or Retreat Action.



LADY VAL
THE WILDLING PRINCESS

I know the forest better than all your black-cloaked rangers. It holds no ghosts for me.

4

CHARACTER



MANCE RAYDER
ARTFUL TACTICIAN




SKILLFUL PREPARATIONS

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 that unit Activates, or is targeted by a Tactics Zone, before resolving that zone's effect, you may draw 1 Tactics card.



MANCE RAYDER
ARTFUL TACTICIAN



Mance has cunning. He was raised a crow, you know, and the crow's a tricky bird.

4

CHARACTER



CRASTER
ALLY OF CONVENIENCE

REFUGE AND SUPPLIES

Once per game, at the start of any Turn, you may restore 2 Wounds to 1 friendly Infantry Unit.

Each time Craster Claims a zone, you may replace its effect with:

Draw 1 Tactics card and restore 2 Wounds to 1 friendly Infantry Unit.



CRASTER
ALLY OF CONVENIENCE

He's never turned a ranger away from his fire, nor does he love Mance Rayder...

4

CHARACTER



STYR
IRON-FISTED TYRANT




FURY OF THE THENNS

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

While Influencing a friendly unit, that unit's Melee Attacks gain **Sundering** and it is treated as having +1 rank for Attack Dice.



STYR
IRON-FISTED TYRANT

These are wildlings... more beast than man.

4

CHARACTER



YGRITTE
KISSED BY FIRE

SPEARWIFE'S GUILF

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

While Influencing a friendly unit, that unit gains +1  and ignores the Hinderling and Rough keywords.

While Influencing an enemy unit, that enemy suffers -1  and triggers Disorderly Charges on rolls of 1 or 2.

YGRITTE
KISSED BY FIRE

I know one thing. I know that you are wildling to the bone -Jon Snow

CHARACTER




LADY DALLA
WIFE AND COUNCIL

SPEARWIFE COUNCIL

Each time Dalla Claims a zone, perform the following based on the zone she Claimed:

- : 1 enemy becomes **Weakened**.
- : Instead of removing a Condition token, target 1 enemy engaged with that unit. They suffer 1 Hit, +1 Hit for each remaining rank in this unit.
- : Instead of drawing cards, look at the top 2 cards of your opponent's Tactics deck. You may discard one of those cards. Then, place the remaining cards on the top of the Tactics deck.

LADY DALLA
WIFE AND COUNCIL

We free folk know things you kneelers have forgotten. Sometimes the short road is not the safest, Jon Snow.

CHARACTER




MANCE RAYDER
DECEPTIVE BARD

INTRIGUE AND SUBTERFUGE

Once per game, when an enemy NCU Activates, that NCU loses All Abilities until the end of the Round.

DISRUPT COMMUNICATION

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

While Influencing an enemy unit, your opponent may not target that unit with Tactics Zone effects or Influence Abilities.

MANCE RAYDER
DECEPTIVE BARD

The Wall can stop an army, but not a man alone.

CHARACTER




JON SNOW
TURNCLOAK CROW

NORTHERN RESILIENCE

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

While Influencing a unit, it gains +1 to Morale Test rolls and suffers -1 Wound from failing Panic Tests.

SOUTHERN DISCIPLINE

Once per game, at the start of any Round, you may search your Tactics deck or discard pile for one **Coordination Tactics** or **Regroup and Reform** Tactics card and add it to your hand. Shuffle your Tactics deck.

JON SNOW
TURNCLOAK CROW

Mance Rayder swore an oath as well...

CHARACTER



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



CAVE DWELLER ALPHA

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.



1



CHAMPION OF BONE

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



1



CHOSEN OF STYR

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



1



Free Folk Attachments



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



This model is only utilized by the Bonded Skinchanger Ability.



HARMA
THE DOGSHEAD

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.

ENHANCED MOBILITY
This unit gains +1 and may Pivot before Marching.

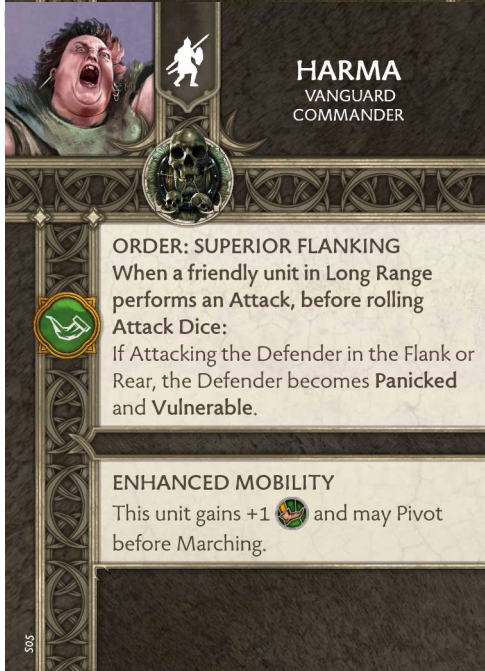


HARMA
THE DOGSHEAD
Every fortnight a new dog, a new banner.

CHARACTER



2



HARMA
VANGUARD COMMANDER

ORDER: SUPERIOR FLANKING
When a friendly unit in Long Range performs an Attack, before rolling Attack Dice:
If Attacking the Defender in the Flank or Rear, the Defender becomes Panicked and Vulnerable.

ENHANCED MOBILITY
This unit gains +1 and may Pivot before Marching.



HARMA
VANGUARD COMMANDER
*I'll keep his head for my standard.
A turncloak's worse than a dog.*

CHARACTER



COMMANDER

*Hit and Run
Feinting Maneuver
Swift Reposition*



HARMA'S BANNERMAN

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

HARMA'S VASSAL
This model count as Harma for all abilities and effects.

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



HARMA'S BANNERMAN
She hates dogs almost as much as she hates crows.



1

May only be fielded in an army containing Harma. This model ignores the usual Attachment limit.

Free Folk Attachments



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.

505

JARL
ADVANCE RAID LEADER
The Wall defends itself.


CHARACTER



1

Jarl ignores the usual Attachment limits.

505



JON SNOW
THE CROW-COME-OVER

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.

SOUTHERN KNOWLEDGE
Once per game, at the Start of any Turn, target 1 enemy in Long Range and Line of Sight. Until the end of the Turn, they lose all Abilities and cannot be the target of friendly Tactics cards.

2

505

JON SNOW
THE CROW-COME-OVER
*"Men are men and women women, no matter which side of the Wall we were born on."
-Lady Val*

CHARACTER



2

505



MANCE RAYDER
ABEL THE BARD

"CAMP FOLLOWERS"
Each time this unit Activates, it suffers 1 Hit for each of its remaining ranks.

SABOTAGE AND SUBVERT
Once per game, at the start of any Turn, your opponent may deal this unit 1 Wound (remove this model). If they do, they place 1 Condition token on this unit, and it may not use Orders or be the target of friendly Tactics cards this Turn.

2

505

MANCE RAYDER
ABEL THE BARD
I know every bawdy song that's ever been made, north or south of the Wall.

CHARACTER



2

Before Deployment, attach Mance to an enemy Infantry unit, ignoring the usual Attachment limits.

505



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+

505

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

505

Free Folk Attachments



RAID LEADER


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.

1

RAID LEADER



1



RATTLESHIRT
RUTHLESS SLAUGHTERER

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.

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


2

RATTLESHIRT
RUTHLESS SLAUGHTERER
A small, malicious, treacherous man, as stupid as he is cruel.

CHARACTER



2



RATTLESHIRT
THE LORD OF BONES

ORDER: TROPHY COLLECTING
After a Rattleshirt's Commander Tactics card is attached to a friendly unit:
Search your Tactics Deck or discard pile for 1 of Rattleshirt's Commander Tactics cards and attach it to this unit. Shuffle your Tactics deck.

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

1

RATTLESHIRT
THE LORD OF BONES
Rattleshirt could wash his hands a hundred times a day and he'd still have blood beneath his nails.

CHARACTER



COMMANDER

Armor Trophies
Bloody Trophies
Weapon Trophies

1



SKINCHANGER

BONDED SKINCHANGER

- When this unit is deployed, select Bear, Eagle, or Wolf. See that unit's card for additional effects.
- When this unit is destroyed, remove it's bonded animal.

1

SKINCHANGER



1

Free Folk Attachments



SPEARWIFE MARIARCH

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

505



SPEARWIFE MARIARCH

1



STYR
MAGNAR OF THENN

ORDER: THENN 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.

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

505

STYR
MAGNAR OF THENN
To the Thenns, the Magnar is more a living god than a man.

CHARACTER



COMMANDER

*Final Strike
Thenn Defiance
Styr's Vengeance*



THE GREAT WALRUS
LORD OF THE FROZEN SHORE

AFFILIATION: FROZEN SHORE
This unit is a Frozen Shore unit.

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

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.

505


THE GREAT WALRUS
LORD OF THE FROZEN SHORE
A savage folk. The men are bad, the women worse. -Tormund Giantsbane

CHARACTER



COMMANDER

*Battle Endurance
Frozen Shore Resilience
Walrus' Strength*



THE GREAT WALRUS
STEELED THROUGH ICE AND SNOW

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

THE GREAT WALRUS
STEELED THROUGH ICE AND SNOW
Hmph.

CHARACTER



1

Free Folk Attachments



THE WEEPER
CRUEL TYRANT

The Weeper will not say the words. He will not wear the cloak. Even other raiders do not trust him.

CHARACTER

ORDER: GRISLY EXAMPLE
Start of any Turn:
This unit suffers 1 Wound. Target all enemies in Short Range. They become Panicked.

VICIOUS
This unit's Melee Attacks gain Vicious.

505



THE WEEPER
CRUEL TYRANT

The Weeper will not say the words. He will not wear the cloak. Even other raiders do not trust him.

CHARACTER

1

505



THE WEEPER
HORRIFIC BUTCHER

Cutting out the eyes, that's the Weeper's work. The best crow's a blind crow, he likes to say.

CHARACTER

ORDER: GRISLY EXAMPLE
Start of any Turn:
This unit suffers 1 Wound. Target all enemies in Short Range. They become Panicked.

WEAKEN RESOLVE
Each time an enemy engaged with this unit fails a Panic Test, that enemy becomes Weakened.

VICIOUS
This unit's Melee Attacks gain Vicious.

505



THE WEEPER
HORRIFIC BUTCHER

Cutting out the eyes, that's the Weeper's work. The best crow's a blind crow, he likes to say.

CHARACTER

COMMANDER

Cruel Methods
Price of Failure
Remorseless Examples

505



TORMUND GIANTSANE
TALL-TALKER, HORN-BLOWER, BREAKER OF ICE

Now bring out the mead!

CHARACTER

ORDER: WAR CRY
Start of a friendly Turn:
This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.

STALWART
This unit gains +2 to Morale Test rolls.

505



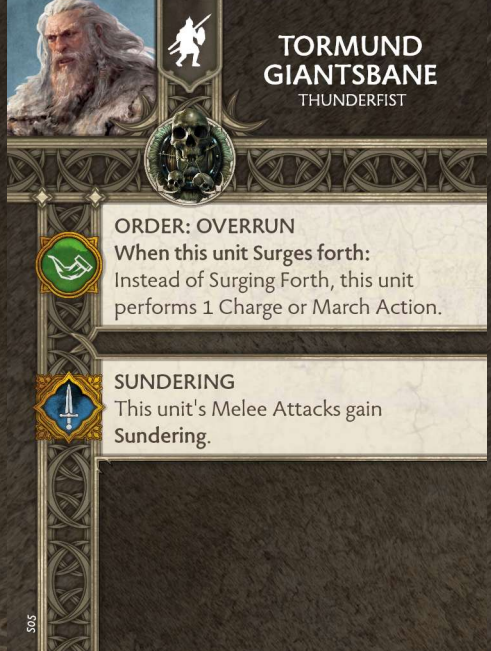
TORMUND GIANTSANE
TALL-TALKER, HORN-BLOWER, BREAKER OF ICE

Now bring out the mead!

CHARACTER

2

505



TORMUND GIANTSANE
THUNDERFIST

He seemed to me the sort of man who would make a good friend and a bad enemy.

CHARACTER

ORDER: OVERRUN
When this unit Surges forth:
Instead of Surging Forth, this unit performs 1 Charge or March Action.

SUNDERING
This unit's Melee Attacks gain Sundering.

505



TORMUND GIANTSANE
THUNDERFIST

He seemed to me the sort of man who would make a good friend and a bad enemy.

CHARACTER

COMMANDER

Counter Assault
Devastating Impact
Rush of Aggression

505

Free Folk Attachments



VARAMYR'S EAGLE

VARAMYR'S EAGLE
At the start of each Round, attach this card to 1 enemy Combat Unit. At the end of the Round, place this model near the unit's tray to mark it. This model is ignored for all other purposes.

VARAMYR'S SCOUT
Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, 1 Varamyr, Shadowcat, or Wolf Pack unit may perform a 2" shift.

505



VARAMYR'S EAGLE



This model is only utilized by Varamyr's Master Skinchanger Ability.

505



WALRUS CLAN CHIEFTAIN

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.

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

505



WALRUS CLAN CHIEFTAIN



505



WOLF

BONDED WOLF
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.

PREDATOR'S INSTINCTS

- Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2.
- Each time an enemy performs a Melee Attack on this unit, their Attack gains Vicious.
- When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice.

505



WOLF



This model is only utilized by the Bonded Skinchanger Ability.

505



YGRITTE
SPEARWIFE ARCHER

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

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

505



YGRITTE
SPEARWIFE ARCHER
Men can't own the land no more'n they can own the sea or the sky.

CHARACTER



505

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.



COORDINATION TACTICS

Start of any Turn:

Target 2 friendly Infantry units in Short Range of each other.

Until the end of the Turn, both units gain any non-Innate Abilities on the other unit.

You may immediately trigger 1 unused "Start of Turn" Order on either of those units.



THERE'S TOO MANY!

When an enemy is performing a Panic Test, before rolling dice:

That enemy suffers -1 to their roll for each of your friendly units in Short Range, up to 3.



DIVERSION TACTICS

After an enemy completes a Melee Attack:

Target 1 other friendly unit in Long Range of the Defender. It performs 1 Maneuver Action.



OVERWHELMING ASSAULT

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

For each friendly unit engaging the Defender, choose 1:

- This Attack may re-roll any Attack Dice.
- This Attack gains **Critical Blow**.
- This Attack gains **Sundering**.



SURROUNDED AND EXPOSED

Start of any Turn:

Target 1 enemy unit. For each of your friendly units in Short Range of that enemy beyond the first, that enemy gains 1 Condition token.



THE ENDLESS HORDE

Start of any Turn:

Target 1 friendly Infantry Unit and attach this card to them until the end of the game. When this unit is destroyed, place 1 Free Folk Raiders unit with 1 Raid Leader attached to it fully within Long Range of a friendly table edge, unactivated.



HIT AND RUN

HARMA - VANGUARD COMMANDER

After a friendly unit completes a Melee Attack:

That unit performs 1 Retreat Action. If this targets Harma's unit, any enemy it disengages from becomes **Weakened**.

Free Folk Tactics

 <h2>FEINTING MANEUVER</h2> <p>HARMA - VANGUARD COMMANDER</p> <p>When a friendly unit Successfully Charges:</p> <p>If they contacted the Front of the enemy, instead, align this unit's tray to any Flank of that enemy.</p> <p>If they contacted the Flank of the enemy, instead, align this unit's tray to the Rear of that enemy.</p>	 <h2>SWIFT REPOSITION</h2> <p>HARMA - VANGUARD COMMANDER</p> <p>Start of any Turn:</p> <p>Target 1 friendly Combat Unit. It shifts 2".</p> <p>If this targets Harma's unit, they perform a 3" Maneuver Action instead.</p>	 <h2>SHRUG IT OFF</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Monster Unit performs an Action, before resolving that Action:</p> <p>That unit may replace that Action with:</p> <p><i>This unit restores up to 3 Wounds.</i></p>	 <h2>TRAMPLE</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Giant Unit performs a Charge Action, before resolving that Action:</p> <p>That unit replaces that Charge Action with:</p> <p><i>Pivot this unit, then move it 10", moving through units. If it ends over a unit, it instead stops 1" away. Each non-Solo unit moved through or that it would have ended on suffers D3 Wounds.</i></p>
 <h2>ENRAGE</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>Start of a friendly Monster Unit's Activation:</p> <p>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.</p>	 <h2>CHIEFTAIN'S ORDERS</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>Start of Mag the Mighty's Activation:</p> <p>Mag may replace his Action with:</p> <p><i>1 friendly Giant Unit in Long Range performs 1 Action.</i></p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>MONSTERS FROM THE NORTH</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When an enemy in Short Range of a friendly Monster Unit Activates:</p> <p>That enemy suffers 1 Panic Test with -1 to their roll for each friendly Monster Unit in Short Range, up to -3. On failure, they suffer +1 Wound for each friendly Monster Unit in Short Range, up to +3.</p>	 <h2>LAST OF THEIR KIND</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Giant Unit is destroyed:</p> <p>1 other friendly Giant Unit performs 1 Attack or Charge Action.</p>

Free Folk Tactics

 <h2>DEFIANT ROAR</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Monster Unit passes a Morale Test:</p> <p>Target all enemies engaged with this unit. They become Weakened.</p>	 <h2>HURL BOULDER</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Giant Unit performs an Action, before resolving that Action:</p> <p>That unit replaces that Action with performing the following Ranged Attack:</p>  <p>If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each remaining rank in that unit.</p>	 <h2>OVERRUN</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>When a friendly Combat Unit Surges Forth:</p> <p>Instead of Surging Forth, that unit performs 1 Charge or March Action.</p>	 <h2>BLITZ</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH</p> <p>Start of a friendly Monster Unit's Activation:</p> <p>That unit becomes Vulnerable. Until the end of the Turn, that unit gains +2  and may re-roll any Charge Distance Dice.</p>
 <h2>WILDLING DIPLOMACY</h2> <p>MANCE RAYDER - KING BEYOND THE WALL</p> <p>When an enemy NCU Activates:</p> <p>If that NCU Claims a zone this Turn, before or after resolving that zone's effect, target 1 enemy Combat Unit. It gains 1 Condition token. Then target 1 enemy Combat Unit. It suffers D3+1 Wounds.</p>	 <h2>PREDICTABLE MANEUVERS</h2> <p>MANCE RAYDER - KING BEYOND THE WALL</p> <p>Start of the first Enemy Turn in a Round:</p> <p>Target 1 enemy Combat Unit and 1 enemy NCU.</p> <p>If either unit performs an Action this Turn, before they resolve that Action, 1 friendly Combat Unit performs 1 Attack, Maneuver, or Retreat Action.</p>	 <h2>THE LONG PLAN</h2> <p>MANCE RAYDER - KING BEYOND THE WALL</p> <p>End of any Turn, if an opponent Controls :</p> <p>Search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.</p> <p>End of the Round:</p> <p>Search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.</p> <p>End of any Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>BLOODY TROPHIES</h2> <p>RATTLESHIRT - THE LORD OF BONES</p> <p>After a friendly unit completes a Melee Attack, if it destroyed an enemy rank:</p> <p>Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker. All enemies they are engaged with become Panicked.</p> <p>When an enemy performs an Action while engaged with this unit, before resolving that Action, that enemy becomes Panicked.</p>

Free Folk Tactics

 <h2>WEAPON TROPHIES</h2> <p>RATTLESHIRT - THE LORD OF BONES</p> <p>After a friendly unit completes a Melee Attack, if it destroyed an enemy rank: Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.</p> <p>While attached, their Melee Attacks gains +1 to Hit.</p>	 <h2>ARMOR TROPHIES</h2> <p>RATTLESHIRT - THE LORD OF BONES</p> <p>After a friendly unit completes a Melee Attack, if it destroyed an enemy rank: Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.</p> <p>While attached, they gain +1 to Defense Dice rolls.</p>	 <h2>BITTER DEMISE</h2> <p>STYR - MAGNAR OF THENN</p> <p>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.</p> <p>If this targets Styr's unit, it may re-roll any Attack Dice.</p>	 <h2>THENN DEFIANCE</h2> <p>STYR - MAGNAR OF THENN</p> <p>When a friendly unit is performing a Panic Test, after rolling dice: That unit may re-roll any dice for this test. If they are in Short Range of Styr, they pass this test instead.</p> <p>If this targets Styr's unit, target 1 enemy they are engaged with. They suffer 1 Wound, +1 Wound for each of this unit's destroyed ranks.</p>
 <h2>STYR'S VENGEANCE</h2> <p>STYR - MAGNAR OF THENN</p> <p>Start of any Turn: Target 1 Friendly Combat Unit and attach this card to them until the end of the game. When a friendly unit is destroyed, place 1 Order token on this card.</p> <p>While this card has a token, the attached unit gains: When this unit Attacks, before Attack Dice are rolled, the Defender becomes Vulnerable.</p>	 <h2>BATTLE ENDURANCE</h2> <p>THE GREAT WALRUS - LORD OF THE FROZEN</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 (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> 3+: May re-roll any Misses 4+: Sundering 5+: Critical Blow 6+: +2 Attack Dice 	 <h2>FROZEN SHORE RESILIENCE</h2> <p>THE GREAT WALRUS - LORD OF THE FROZEN</p> <p>When an enemy is performing an Attack, after rolling Defense Dice: Target the Defender. They may re-roll any Defense Dice.</p> <p>If the Defender is a Frozen Shore unit, they may also re-roll any Panic Test dice for this Attack.</p>	 <h2>WALRUS' STRENGTH</h2> <p>THE GREAT WALRUS - LORD OF THE FROZEN</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice: If this unit is a Frozen Shore unit, this Attack gains +1 to Hit.</p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value.</p>

Free Folk Tactics

 <h2>CRUEL METHODS</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>Start of any Turn: Target 1 enemy Combat Unit. You may expend 1 Panic token from that unit. If you do, choose 2:</p> <ul style="list-style-type: none"> • 1 friendly Infantry unit in Long Range restores 2 Wounds (<i>This may be selected multiple times</i>). • That enemy becomes Vulnerable. • That enemy becomes Weakened. 	 <h2>PRICE OF FAILURE</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>All Attack Dice rolls automatically Hit for this Attack.</p> <p>After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.</p>	 <h2>REMORSELESS EXAMPLES</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>After a friendly unit completes a Melee Attack:</p> <p>If this Attack destroyed an enemy rank, target 1 other enemy in Long Range of that enemy. They become Panicked.</p> <p>If this Attack destroyed the enemy, also place 1 Corpse Pile with the following keywords anywhere fully in Short Range and not overlapping other Terrain:</p> <ul style="list-style-type: none"> • Hindering • Grim Reminder: Enemies suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests while in Short Range. 	 <h2>RUSH OF AGGRESSION</h2> <p>TORMUND GIANTSBANE - THUNDERFIST</p> <p>When a friendly unit is performing a Charge Action, before rolling Charge Distance Dice:</p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains Critical Blow.</p> <p>After this Attack has been completed, unless the Attacker is Tormund's unit, they become Vulnerable.</p>
 <h2>COUNTER ASSAULT</h2> <p>TORMUND GIANTSBANE - THUNDERFIST</p> <p>After an enemy completes a Melee Attack:</p> <p>Target 1 friendly Combat Unit other than the Defender. They perform 1 Attack or Charge Action on the Attacker.</p> <p>If this targets Tormund's unit, they may re-roll any Attack and Charge Distance Dice for this Action.</p>	 <h2>DEVASTATING IMPACT</h2> <p>TORMUND GIANTSBANE - THUNDERFIST</p> <p>When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:</p> <p>Enemies Successfully Charged by this unit become Panicked and Vulnerable.</p> <p>If this targets Tormund's unit, it may re-roll any Charge Distance Dice.</p>	 <h2>SUMMON COMPANIONS</h2> <p>VARAMYR SIXSKINS - MASTER SKINCHANGER</p> <p>Start of an enemy Turn:</p> <p>Select either Shadowcat or Wolfpack. If that unit is on the battlefield, you may remove it from the battlefield.</p> <p>After, if that unit is not on the battlefield (<i>from either this effect or having been destroyed</i>), redeploy it fully within Short Range of any Flank table edge. If that unit has already Activated this Round, it deploys Activated.</p>	 <h2>BONDED GUARDIANS</h2> <p>VARAMYR SIXSKINS - MASTER SKINCHANGER</p> <p>After a friendly Varamyr, Shadowcat, or Wolfpack unit is Attacked:</p> <p>Target 1 other friendly Varamyr, Shadowcat, or Wolfpack unit.</p> <p>It performs 1 Attack, Charge, or Maneuver Action. If Attacking or Charging, it must target the Attacker.</p>

Free Folk Tactics



BONDED COMMAND

VARAMYR SIXSKINS - MASTER SKINCHANGER

When a friendly Varamyr, Shadowcat, or Wolpack unit Activates:

This unit cannot perform Actions this Turn. Instead, target 1 other friendly Varamyr, Shadowcat, or Wolpack unit in Long Range. It performs 1 Action.

306

The card features a dark, textured background with a gold border. In the top left corner, there is a small portrait of a man with a beard and a wolf's head. The text is white and gold, and the card is framed by a decorative border.

Free Folk Units



4

3+ **3**

SAVAGE MAULING

BONDED BEAR

- This unit has 3 Wounds.
- Cannot Control Objectives and cannot grant Victory Points.
- When this unit is select, 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+ **3+**

BEAR

SAVAGE MAULING

- Sundering



5

3+ **3**

GORE AND FEED

BONDED BOAR

- This unit has 3 Wounds and cannot grant Victory Points.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.
- At the start of any Round, if this unit is not in Long Range of Borroq's unit, it is destroyed.
- This unit does not Activate as normal. Instead, when Borroq's unit Activates, this unit Activates immediately after them.

4+ **2+**

BORROQ'S BOAR

GORE AND FEED

- Sundering
- After completing this Attack, if it dealt any Wounds, this unit restores 1 Wound.



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.



CHARACTER

May only be fielded in an army containing Borroq.

BORROQ'S BOAR

Wherever Borroq goes, his companion boar stays at his side. This porcine monster has truly massive proportions, standing as high as a full-grown bull and sporting tusks as long as a man's arm. Its thick hide provides adequate defense against even the sharpest blade. In battle, it swings its massive head back and forth, impaling foes before tucking in for a grisly feast. However, should Borroq quit the battlefield, the boar is certain to follow.

Free Folk Units



6
FRENZIED SWINGS
 4+ 6 7 8
 6+ 4+
 CAVE DWELLER SAVAGES

FRENZIED SWINGS
 • Sundering
 • Gains +1 to Hit for each of this unit's destroyed ranks.



5
JAGGED WEAPONS
 4+ 7 6 4
 5+ 6+
 FOLLOWERS OF BONE

JAGGED WEAPONS
 • Vicious

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.



CAVE DWELLER SAVAGES

While they are indeed armed with little more than primitive weapons and armored with furs and loincloths, underestimating the sheer bloodthirst of Cave Dweller Savages has brought a quick end to more than one unwary patrol. Savages may not survive long as a vanguard unit, but for opening a hole in enemy lines or as flankers intent on unprotected archers, the Savages excel. When blood has been spilled, their ruthless brutality knows no equal.



FOLLOWERS OF BONE

While not part of any particular Free Folk faction, the Followers of Bone have devoted themselves to serving the Lord of Bones in all his warlike ambitions. In battle, one might not think bone weapons and armor would be terribly effective against steel, yet an auroch's jawbone on a thick wooden haft can deliver a surprising blow, even to a man in plate armor. The disquiet these savages cause among enemy troops is of great value to a canny commander.

Free Folk Units



5

CRUDE WEAPONS
4+

5+ 7+

FREE FOLK RAIDERS

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.



6

WINDLING BOW
4+

CRUDE WEAPONS
5+

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.



ADAPTIVE

Reduce the cost of 1 Attachment in this unit by 1.

FREE FOLK RAIDERS

With little training and crude weapons of bone and scavenged iron or steel, the Free Folk Raiders offer only one thing to counter advanced Westerosi arms and armor: multitudes. Encounters with Raider warbands in the south have left most Westerosi commanders with little notion of Free Folk numbers north of the Wall. It's true that in small units, they're little more than armed peasants. However, under the Free Folk banner, they're an army.



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



4



SPEAR TOSS



4+

4 4



SPEAR AND MAUL



3+

6 4



4+



5+



505



FROZEN SHORE BEAR RIDERS



6



DEADLY IMPACT



4+

4



5+



5+



505



FROZEN SHORE CHARIOTS

ORDER: CHARGING VOLLEY
After this unit completes a Ranged Attack:
This unit performs 1 Charge Action on the Defender.

BEAR CAVALRY

- Each model in this unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

SPEAR AND MAUL


- Vicious
- Sundering
- Precision

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


CHARIOT

- This unit has 6 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.


DEADLY IMPACT
When Charging, gains Sundering, Vicious, and deals +1 Hit for each of the Defender's remaining ranks.



8




505




FROZEN SHORE BEAR RIDERS


The white bears of the hinterlands beyond the Wall are massive even among bear kind, often standing as tall as two men and capable of rending rock and steel. Only the Wildlings would think to tame such beasts and ride them into battle. As 'cavalry' go, Frozen Shore Bear Riders are slow and lumbering, but where an ordinary horse can but trample an enemy, Snow Bears can bite, rend, and maul. Even a man in full plate armor is no match for a bear.



5



505



FROZEN SHORE CHARIOTS

One does not normally connect the Wildlings with war machines, but Frozen Shore Chariots are surprisingly effective. Made of wood and bone, and hauled by massive wolf/hound hybrids bred for strength and ferocity, Chariots pull two men and an assortment of weaponry, not only towards the enemy, but often crashing straight through even hardened ranks. That said, use them with caution, for a chariot's primary weakness lies in becoming bogged down.

Free Folk Units



5

HARPOON
4+ 6 6 4

HARPOON
4+ 6 6 4

5+ 7+

FROZEN SHORE HUNTERS

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

HARPOON

- After completing this Attack, the Defender becomes **Weakened**.
- If the Defender suffers any Wounds from this attack, until the end of the Round, they suffer -1 and, if they Charge, they suffer a **Disorderly Charge**.



5

GIANT'S SPEAR
3+ 3

GIANT'S SPEAR
3+ 3

4+ 5+

GIANT SPEAR THROWERS

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.

GIANT'S SPEAR

- **Vicious**
- **Sundering**
- If the Defender is Cavalry, Monster or War Machine, this Attack deals 2 Hits for each success.
- **Ranged Only:** Defenders do not roll Defense Dice. May also suffer -3 to Hit to ignore Line of Sight and gain **Unlimited Range**.



FROZEN SHORE HUNTERS

The Walrus clan are adept at hunting in the far, northern wastes beyond the Wall. Now, they bring their expertise south with the Free Folk as they seek out warmer climes and greener pastures. Their weighted harpoons are perfect for skewering both vicious beast and enemy soldier. Their knowledge of keeping prey on their lines keeps them nimble, and under constant maneuver to attack from unexpected angles against enemy formations.



GIANT SPEAR THROWERS

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.

Free Folk Units



5

CHIEFTAIN'S FURY
3+ 7

4+ 4+

MAG THE MIGHTY

CHIEFTAIN'S FURY

- Vicious
- Defenders do not roll Defense Dice.
- When Mag is destroyed, before being removed, he performs 1 Chieftain's Fury Attack.

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.



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**.



CHARACTER

MAG THE MIGHTY

Mag the Mighty has, if anything, an understated title. As chieftain of the giants, his fearsome strength has led his people to victory time and again. Even the most heavily armored troops are no match for his vast strength, and his leadership skills (such as giants possess) inspire his own kind in the heat of battle. Mag can easily wade directly into a fray, although he should beware. While difficult to bring down, giants are not immune to steel.



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.

Free Folk Units



VARAMYR'S SHADOWCAT
 • This unit has 2 Wounds.
 • Cannot Control Objectives and cannot grant Victory Points.
 • At the start of this unit's Activation, it may perform 1 Maneuver Action.
 • This unit does not deploy as usual. At the start of any Round, you may deploy this unit fully within Short Range of any Flank table edge.

CLAWSLASH
 3+ 2

SHADOWCAT

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

ORDER: CHARGING VOLLEY
 After this unit completes a Ranged Attack:
 This unit performs 1 Charge Action on the Defender.

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



SPEARWIVES

SPEAR TOSS
 4+ 4 4 4

SPEAR
 4+ 7 7 4

SHADOWCAT

SPEARWIVES



SHADOWCAT

CHARACTER
 May only be fielded in an army containing Varamyr Sixskins.

SHADOWCAT

While a single Shadowcat alone may not pose much danger to a unit of armored men, this Shadowcat comes bearing the cunning of Varamyr Sixskins. Working in tandem with Varamyr's other beasts and in support of Free Folk forces, his Shadowcat serves as a powerful and elusive threat. Even without Sixskins commanding its mind, his Shadowcat is a graceful feline predator half-again the size of a man. With Sixskins though, it becomes a lethal weapon.



SPEARWIVES

SPEARWIVES

While warfare is largely the province of men in the south, the Free Folk women are more than capable of standing beside the men in a line-of-battle. While not suited as a vanguard, the Spearwives make for superior flankers, both on assault and for protection against charges. Their weapons may be crude, but they're plentiful, cheap, and the Spearwives hurl them with deadly accuracy. Intelligent commanders can make full use of this capability.

Free Folk Units



5

JAGGED WEAPONS
3+ 7 6 4

5+ 6+

THE BONELORD'S CHOSEN

JAGGED WEAPONS
• Vicious

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.



5

BRONZE WEAPONS
4+ 7 5 4

4+ 6+

THENN WARRIORS

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.

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.



CHARACTER

May only be fielded in an army containing Rattleshirt. He must be attached to this unit.

THE BONELORD'S CHOSEN

The Bonelord's Chosen represent the strongest, most savage among the Followers of Bone. Each Chosen takes his place by killing his predecessor through ritual combat. The new Chosen's armor uses bones from their predecessor, though augmented with animal bones for greater protection. The Chosen may appear as mere savages, but Night's Watch veterans warn their brothers to beware of their exceptional cunning and surprising skill at arms.

6



THENN WARRIORS

The Thenn Warriors are the heaviest regular troops fielded by the Free Folk. Their bronze arms and armor were forged by their own hands, not stolen from the Night's Watch or looted from battlefields. These relatively advanced northerners' weapons cannot match against tempered steel from the south, and Free Folk Commanders must keep this in mind. However, Thenn Warriors excel as flankers or as a rearguard in a giant's wake.

5

Free Folk Units



4

VICIOUS MAULING

3+ 3

MASTER SKINCHANGER

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.
- Gain **Varamyr's Eagle**. See that unit's card for additional effects.

VICIOUS MAULING

- Sundering
- Vicious
- Gains +1 Attack Die for each Wound this unit has suffered.

505

VARAMYR SIXSKINS
MASTER SKINCHANGER



6

RAMPAGE

4+ 6

MAMMOTH

- This unit has 8 Wounds.
- This unit cannot Control Objectives.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.
- When this unit is destroyed, before being removed, target 1 enemy it is engaged with. They suffer D3 Wounds.

RAMPAGE

- Critical Blow
- Sundering
- Before rolling Attack Dice, the Defender becomes **Panicked**.

505

WAR MAMMOTH



CHARACTER

VARAMYR SIXSKINS
MASTER SKINCHANGER

"I can soar above the Wall, and see with eagle eyes."

Among the most powerful Skinchangers beyond the Wall, Varamyr Sixskins commands a huge snow bear, three wolves, a shadowcat, and an eagle simultaneously. In battle he rides astride his great snowbear, commanding his various beasts in coordinated attacks. Nothing escapes his eagle's gaze, nor his shadowcat's patient stalking. Any that approach his person face a savage mauling. One may defeat the individual beasts, but not Varamyr.



LIMITED

Your army may only contain up to 2 Mammoths.

WAR MAMMOTH

On the battlefield the War Mammoth is a fearsome sight bearing down on an enemy position. Its incredible strength and thick hide make it difficult to neutralize. Giants have been known to ride Mammoths into battle, though not enough Mammoths still exist in the world to form a true cavalry corps. But, those that battle on behalf of their masters are well-trained. It's a rare event, but a panicked Mammoth is no one's ally on the battlefield.

Free Folk Units

PACK TACTICS

3+ 3

VARAMYR'S WOLF PACK

- This unit has 3 Wounds.
- Cannot Control Objectives and cannot grant Victory Points.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

DISTRACT

During your Turn, enemies this unit is engaging in the Flank or Rear lose all Abilities and cannot be target of friendly Tactics cards.

WOLF PACK

PUMMELING FISTS

3+ 6

ORDER: WAR CRY

Start of a friendly Turn:
This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.

PUMMELING FISTS

- Critical Blow
- Sundering

WUN WUN

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.

WOLF PACK

CHARACTER

May only be fielded in an army containing Varamyr Sixskins.

Although not fit to stand in the formal line of battle, the wolves controlled by Varamyr Sixskins make for brilliant flankers and a true nightmare for archers and artillery behind the line. The beasts themselves are simple wolves, but when inhabited by a man's consciousness, they act and function as one, capable of utilizing pack tactics in coordination with human elements in the Free Folk army. Is it any wonder Skinchangers are so feared?

WUN WUN

CHARACTER

If anything, Wun Wun is larger even than his chief, Mag the Mighty. Wun Wun shares the vast strength and thick hide common to all giants, coupled with a personal sense of invulnerability and uncommon fighting spirit. Wun Wun can break even the heaviest enemy line with ease, although Free Folk commanders should take care to support his crushing advances, lest he be surrounded and stung to death by a thousand cuts.

Free Folk Units



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.



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.

5

Free Folk Special Rules

CHIEFTAIN OF THE GIANTS



You may select Mag the Mighty as your Commander.
If you do, his points cost becomes 5 (instead of the usual 9).
When you include Mag the Mighty as your Commander, replace the Free Folk Tactics Deck with Mag's deck.

2021

CHIEFTAIN OF THE GIANTS

MAG MAR TUN DOH WEG



CHARACTER



5



COMMANDER

Replace the Free Folk Tactics deck with Mag's Tactics Deck.

NO COIN BEYOND THE WALL



Free Folk armies may never include Neutral Attachments or Units.

NO COIN BEYOND THE WALL



Free Folk armies may never include Neutral Attachments or Units.

VARAMYR SIXSKINS



You may select Varamyr Sixskins as your Commander.
If you do, reduce his cost to 2.
When you include Varamyr as your Commander, your army **must** also include Shadowcat and Wolfpack.

2021

VARAMYR SIXSKINS

VARAMYR SIXSKINS



CHARACTER



2



COMMANDER

Bonded Command
Bonded Guardians
Summon Companions