



**RODRIK HARLAW**  
THE READER




**SCHOLAR AMONG RAIDERS**

Rodrik begins the game with 2 Order Tokens.

At the start of any Turn, you may remove 1 Order token from Rodrik. If you do, place any number of Tactics cards from your hand to the side, then draw 1+ that many cards. Shuffle the cards you set aside into your Tactics deck.



**RODRIK HARLAW**  
THE READER

*I prefer my history dead. Dead history is writ in ink, the living sort in blood.*

4

CHARACTER



**AERON GREYJOY**  
THE DAMPHAIR




**RISE AGAIN, HARDER AND STRONGER**

Aeron may only Influence Greyjoy units.

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

While Influencing a unit, when that unit performs an Action, before resolving that Action, it restores 1 Wound. Each time it destroys an enemy rank with a Melee Attack, it restores 1 Wound.




**AERON GREYJOY**  
THE DAMPHAIR



*What is dead may never die, but rises again, harder and stronger.*

4

CHARACTER



**BALON GREYJOY**  
KING OF SALT AND ROCK

**RISE AGAIN, BLADE IN HAND**

Once per game, when Balon activates, instead of Claiming a Zone, redeploy 1 previously destroyed House Greyjoy Combat Unit fully within Long Range of a friendly Deployment Edge, or fully within Short Range of any Flank table edge. It deploys without any Pillage tokens it previously had. If the unit had not Activated this Round, it deploys Unactivated. Otherwise, it deploys Activated.



**BALON GREYJOY**  
KING OF SALT AND ROCK

*No man has ever died from bending his knee. He who kneels may rise again, blade in hand.*

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CHARACTER



**WENDAMYR**  
MAESTER OF THE HOUSE GREYJOY




**RAVEN TENDING**

When Wendamyr Claims a zone, you may replace that zone's effect with:

*Place 1 Order token on Wendamyr.*

At the start of a friendly Turn, you may remove 1 Order token from Wendamyr. If you do, choose 1:

- Draw 1 Tactics card and restore 2 Wounds to 1 friendly Combat Unit.
- 1 friendly Combat Unit performs a 3" shift.



**WENDAMYR**  
MAESTER OF THE HOUSE GREYJOY

*If you do not have a maester, it is taken to mean that you are of little consequence.*

4

CHARACTER





**ERIK IRONMAKER**  
THE JUST

**GIFTS OF IRON, GOLD, AND STEEL**  
At the start of the game, place 1 Pillage token on Erik.  
When Erik or an enemy NCU claims  place 1 Pillage token on Erik.  
When Erik Claims a zone other than , you may remove 1 Pillage token from him and place it on 1 Greyjoy friendly unit.

 **ERIK IRONMAKER**  
THE JUST

*If old is wise, no one is wiser than me. If big is strong, no one's stronger.*

**CHARACTER**




**TRISTIFER BOTLEY**  
LORD OF LORDSPORT


**IRONBORN DIPLOMAT**  
Once per game, when an enemy NCU Activates, you may select 2 Tactics Zones. If that NCU Claims either zone this Activation, target up to 2 enemy Combat Units. they become **Panicked** and **Vulnerable**.  
Once per game, when an enemy NCU Activates, if Tristifer is not on the Tactics Board, you may select 1 Tactics Zone. If that NCU Claims that zone this Turn, at the end of the Turn, you may Activate Tristifer.



**TRISTIFER BOTLEY**  
LORD OF LORDSPORT

*Sweet eyes, truly. That was the trouble with poor Tristifer; he was too sweet for the Iron Islands. -Asha Greyjoy*

**CHARACTER**


**MOQORRO**  
THE BLACK FLAME

**R'HLOR'S MAGICS**  
Once per game, at the start of any Turn, you may use this ability. If you do, until the end of the Turn, your opponent may not use Orders or Tactics card.  
Once per game, when Moqorro Claims a zone, you may replace that zone's effect with:  
*Return 1 previously destroyed friendly Attachment to a friendly Combat Unit, replacing a model as usual but ignoring the usual Attachment limits.*

 **MOQORRO**  
THE BLACK FLAME

*Why do you say this man is a wizard? I see only a ragged red priest. -Victorian Greyjoy to Rodrik Sparr*

**CHARACTER**

**BERON BLACKTYDE**  
BLIND BERON

**ZEAL OF THE DROWNED GOD**  
Beron may only Influence Greyjoy units.  
**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 may re-roll any Morale Test dice and gains the **Hardened** Ability:  
**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.



**BERON BLACKTYDE**  
BLIND BERON

*ASHA! ASHA QUEEN! - Blind Beron, in support of Asha Greyjoy at the Kingsmoot*

**CHARACTER**



# Greyjoy NCUs

**ASHA GREYJOY**  
WOULD-BE QUEEN

**QUEEN'S PROMISES**

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

Each time Asha Influences a unit, remove 1 Condition token from them.

While Influencing a friendly unit, that unit gains +1 to Morale Test rolls for each Pillage token on it. Each time that unit passes a Morale Test, target 1 enemy it is engaged with. That enemy suffers 1 Hit for each Pillage token on this unit.

**ASHA GREYJOY**  
WOULD-BE QUEEN

Your choice is simple. Crown me, for peace and victory. Or crown my uncle, for more war and more defeat.

**4**

**CHARACTER**

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# Greyjoy Attachments



**ASHA GREYJOY**  
"LADY GREYJOY"

**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.

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

505


**ASHA GREYJOY**  
"LADY GREYJOY"  
*I am Asha of House Greyjoy, aye. Opinions differ on whether I'm a lady.*

CHARACTER



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505



**ASHA GREYJOY**  
CAPTAIN OF THE BLACK WIND

**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.

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

1

505


**ASHA GREYJOY**  
CAPTAIN OF THE BLACK WIND  
*No fight is hopeless till it has been fought..*

CHARACTER



1

505



**ASHA GREYJOY**  
THE KRAKEN'S DAUGHTER

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

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

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

505

**ASHA GREYJOY**  
THE KRAKEN'S DAUGHTER  
*I am the heir of Balon's body.*

CHARACTER



COMMANDER

Ironborn Mettle  
Raider Bravery  
War Cry

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505



**BAELOR BLACKTYDE**  
CAPTAIN OF THE NIGHTFLYER

**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.

**UNYIELDING**  
This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.

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**BAELOR BLACKTYDE**  
CAPTAIN OF THE NIGHTFLYER  
*Balon the Widowmaker, I call him. I will gladly trade his freedom for a father. Have you one to give?*

CHARACTER



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# Greyjoy Attachments



**BAELOR BLACKTYDE**  
LORD OF BLACKTYDE

**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.

**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

**BAELOR BLACKTYDE**  
LORD OF BLACKTYDE  
*Lord Blacktyde says this kingsmoot is a dangerous folly... -Rodrik Harlaw*

CHARACTER



COMMANDER  
*Lash Out  
Blacktyde Resentment  
Blacktyde Conviction*

505



**BALON GREYJOY**  
THE KRAKEN KING

**FUELED BY SLAUGHTER**  
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

**THE KRAKEN'S DUES**  
When this unit Activates, you may target 1 friendly House Greyjoy unit. You may remove 1 Pillage token from that unit and place it on this unit. Then, you may remove 1 Pillage token from this unit to restore 2 Wounds to this unit.

505


**BALON GREYJOY**  
THE KRAKEN KING  
*I pay the iron price. I will take my crown, as Urron Redhand did five thousand years ago.*

CHARACTER



COMMANDER  
*Acceptable Sacrifices  
Price of Failure  
The Old Way*

505



**DAGMER CLEFTJAW**  
CAPTAIN OF THE FOAMDRINKER

**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

**DAGMER CLEFTJAW**  
CAPTAIN OF THE FOAMDRINKER  
*His hair is white and his teeth are rotten, but he still has a taste for glory.*

CHARACTER



1

505



**DAGMER CLEFTJAW**  
MASTER-AT-ARMS

**ORDER: MARTIAL TRAINING**  
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack may re-roll any Attack Dice and the Defender becomes Vulnerable.

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

505

**DAGMER CLEFTJAW**  
MASTER-AT-ARMS  
*The living should smile, for the dead cannot.*

CHARACTER



COMMANDER  
*Lust for Glory  
Coordination Tactics  
Knowledge Paid in Iron*

505



# Greyjoy Attachments



**DROWNED PROPHET**

**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.

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

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**DROWNED PROPHET**


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**ERIK IRONMAKER**  
ANVIL-BREAKER

**ORDER: DIVIDE THE SPOILS**  
Start of any Turn:  
Target 1 friendly House Greyjoy unit in Short Range.  
You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Short Range of them.

**GIFTS OF SILVER AND BRONZE**  
Each time a friendly NCU Claims , this unit gains 1 Pillage token.

505



**ERIK IRONMAKER**  
ANVIL-BREAKER  
*King Erik, aye, I like the sound o' that. Come, say it with me. ERIK! ERIK ANVIL-BREAKER! ERIK KING!*

**CHARACTER**

**COMMANDER**  
*Gold's Allure  
Iron's Endurance  
Steel's Might*

505



**EURON GREYJOY**  
CROW'S EYE

**ORDER: STRANGE RELICS**  
When this unit Activates:  
This unit suffers 1 Wound. Target 1 enemy in Long Range. They gain 1 Condition token.

**POISONED GIFTS**  
If this unit has Pillage, it deploys with 2 Pillage tokens. When it performs an Action, before resolving that Action, it suffers 1 Wound.

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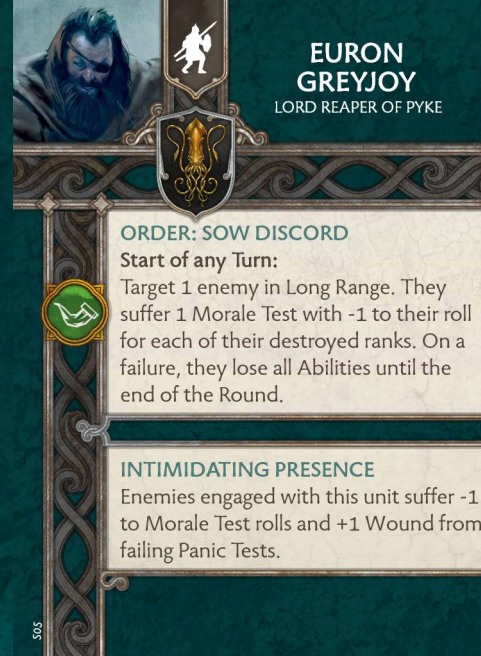


**EURON GREYJOY**  
CROW'S EYE  
*I am the storm, my lord. The first storm, and the last.*

**CHARACTER**

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505



**EURON GREYJOY**  
LORD REAPER OF PYKE

**ORDER: SOW DISCORD**  
Start of any Turn:  
Target 1 enemy in Long Range. They suffer 1 Morale Test with -1 to their roll for each of their destroyed ranks. On a failure, they lose all Abilities until the end of the Round.

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

505



**EURON GREYJOY**  
LORD REAPER OF PYKE  
*Balon was mad, Aeron is madder, and Euron is the maddest of them all.*


**CHARACTER**

**COMMANDER**  
*Devious Methods  
Cunning Ploy  
Mind Games*

505



# Greyjoy Attachments



**MOQORRO**  
SLAVE OF R'HLLOR

**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.

**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.

505


**MOQORRO**  
SLAVE OF R'HLLOR  
*The Lord of Light has shown me your worth, lord Captain. Every night in my fires I glimpse the glory that awaits you.*

CHARACTER



2


505



**NUTE**  
THE BARBER

**VICTARION'S VASSAL**  
This model counts as Victarion Greyjoy for all abilities and effects.

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

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

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**NUTE**  
THE BARBER  
*Glory is good, but gold is better.*

CHARACTER



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**QARL**  
ASHA'S CHAMPION

**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.

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**QARL**  
ASHA'S CHAMPION  
*"If you liked the Shadow so well, go back there," -Qarl to Euron Greyjoy*

CHARACTER



*This Attachment ignores the usual Attachment limits when added to a unit containing Asha Greyjoy.*

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505



**QARL**  
THE MAID

**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.

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

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**QARL**  
THE MAID  
*... to distinguish him from Qarl Shepherd, Qarl Quickaxe, and Qarl the Thrall, but more for his smooth cheeks.*

CHARACTER



2

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# Greyjoy Attachments



**REAVER CAPTAIN**

**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.

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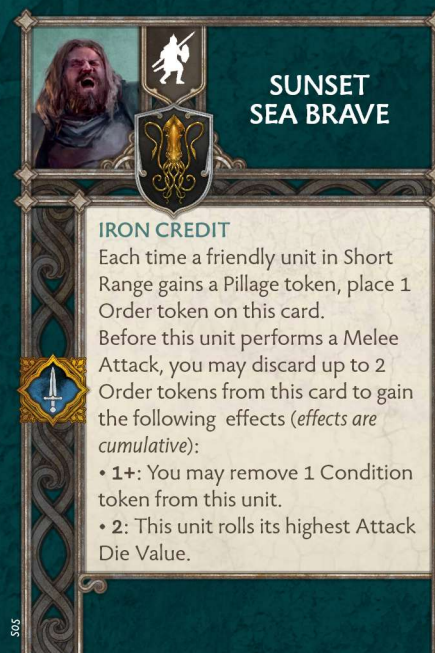


**REAVER CAPTAIN**

**LIMITED**  
Your army may only contain up to 2 Reaver Captains.  
This Attachment may only be Attached to Greyjoy Units, but ignores the usual Attachment limits.

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**SUNSET SEA BRAVE**

**IRON CREDIT**  
Each time a friendly unit in Short Range gains a Pillage token, place 1 Order token on this card. Before this unit performs a Melee Attack, you may discard up to 2 Order tokens from this card to gain the following effects (*effects are cumulative*):

- 1+: You may remove 1 Condition token from this unit.
- 2: This unit rolls its highest Attack Die Value.

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**SUNSET SEA BRAVE**

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**THEON GREYJOY**  
"PRINCE" OF WINTERFELL

**AMBUSH**  
Enemies this unit Successfully Charges in the Flank or Rear become Panicked and Weakened.

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

**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.

505



**THEON GREYJOY**  
"PRINCE" OF WINTERFELL  
*Your lord father did what he could to gentle Theon, but I fear it was too little and too late...*

**CHARACTER**

**COMMANDER**  
Diversion Tactics  
Opportunist  
Stark Exposure

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**THEON GREYJOY**  
KINSLAYER

**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.

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

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**THEON GREYJOY**  
KINSLAYER  
*The cloak my father swaddled me in bore a kraken, not a direwolf.*


**CHARACTER**

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505



# Greyjoy Attachments

 **VICTARION GREYJOY**  
MASTER OF THE IRON VICTORY

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

**RELENTLESS**  
After this unit is Attacked, this unit may perform 1 Melee Attack Action.

505


**VICTARION GREYJOY**  
MASTER OF THE IRON VICTORY  
*Wizards may be well and good, but blood and steel win wars.*

CHARACTER



2



 **VICTARION GREYJOY**  
THE IRON CAPTAIN

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

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

**VICIOUS**  
This unit's Melee Attacks gain Vicious.

505

**VICTARION GREYJOY**  
THE IRON CAPTAIN  
*I could sail the Iron Fleet to hell if need be.*

CHARACTER



**COMMANDER**  
Assault Orders  
Rush of Aggression  
Sustained Assault

C



 **WARSWORN**

**FUELED BY SLAUGHTER**  
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

505

**WARSWORN**



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# Greyjoy Tactics

 <h2>IRONBORN METTLE</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p><b>When a friendly unit passes a Morale Test:</b></p> <p>Restore 2 Wounds to that unit.</p> <p>If that friendly unit is in Short Range of Asha Greyjoy's unit, restore +1 Wound for each of their destroyed ranks.</p>	 <h2>RAIDER BRAVERY</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p><b>When a friendly unit passes a Morale Test:</b></p> <p>Attach this card to that unit until it fails a Morale Test.</p> <p>While attached, when this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.</p>	 <h2>WAR CRY</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p><b>When a friendly Combat Unit Activates:</b></p> <p>That unit performs 1 Morale Test.</p> <p>On a success, target 1 enemy in Long Range. It becomes <b>Panicked</b> or <b>Vulnerable</b>.</p> <p>If this is Asha's unit, on a success, it becomes <b>Panicked</b> and <b>Vulnerable</b> instead.</p>	 <h2>LASH OUT</h2> <p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks.</p> <p>If the Defender is Baelor Blacktyde's unit, the Attacker also becomes <b>Panicked</b>.</p>
 <h2>BLACKTYDE RESENTMENT</h2> <p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p><b>Start of any Turn:</b></p> <p>Attach this card to a friendly Combat Unit. If this unit ever restores Wounds, remove this card.</p> <p>When this unit is performing a Melee Attack, for each of its destroyed ranks, choose 1:</p> <ul style="list-style-type: none"> <li>This Attack gains +1 to Hit and +1 Attack Die for each of this unit's destroyed ranks.</li> <li>This Attack gains <b>Vicious</b> and, if the Defender fails their Panic Test, they suffer +1 Wound for each of this unit's destroyed ranks.</li> </ul>	 <h2>BLACKTYDE CONVICTION</h2> <p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p><b>When a friendly unit performs a Morale Test, after rolling dice:</b></p> <p>This unit gains +1 to their roll for each of their destroyed ranks, and an additional +1 for each destroyed rank among all enemies they are engaged with.</p>	 <h2>ACCEPTABLE SACRIFICES</h2> <p>BALON GREYJOY - THE KRAKEN KING</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 friendly Combat Unit other than Balon's unit.</p> <p>You may have that unit suffer up to 2 Wounds and become <b>Panicked</b>. If you do, target 1 other friendly Greyjoy unit in Long Range. They gain 1 Pillage token for each Wound suffered.</p>	 <h2>PRICE OF FAILURE</h2> <p>BALON GREYJOY - THE KRAKEN KING</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></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 <b>Panicked</b> and <b>Vulnerable</b>.</p>



# Greyjoy Tactics

 <p><b>THE OLD WAY</b></p>	 <p><b>LUST FOR GLORY</b></p>	 <p><b>IRON ENVY</b></p>	 <p><b>KNOWLEDGE PAID IN IRON</b></p>
<p><b>BALON GREYJOY - THE KRAKEN KING</b></p>	<p><b>DAGMER CLEFTJAW - MASTER-AT-ARMS</b></p>	<p><b>DAGMER CLEFTJAW - MASTER-AT-ARMS</b></p>	<p><b>DAGMER CLEFTJAW - MASTER-AT-ARMS</b></p>
<p><b>When a friendly unit is performing a Morale Test, after rolling dice:</b></p> <p>If this unit has 1 Pillage token, it may re-roll any dice for this test.</p> <p>If this unit has 2 Pillage tokens, it passes this test instead.</p> <p><b>When a friendly unit is performing an Attack, after rolling Attack Dice:</b></p> <p>If this unit has 1 Pillage token, the Defender becomes <b>Vulnerable</b>.</p> <p>If this unit has 2 Pillage tokens, it also may re-roll any Attack Dice.</p>	<p><b>Start of any Turn:</b></p> <p>Target 1 friendly Greyjoy unit. They gain 1 Pillage token. Then, attach this card to that unit until the end of the Round.</p> <p>While attached, this unit Melee Attacks gain +1 to Hit.</p> <p>Also while attached, this unit suffers -1 to Defense Dice rolls.</p>	<p><b>When a friendly Greyjoy Combat Unit Activates:</b></p> <p>This unit suffers 1 Wound and becomes <b>Vulnerable</b>.</p> <p>Choose 1, for each other friendly unit in Short Range with Pillage tokens, choose +1:</p> <ul style="list-style-type: none"> <li>This unit Attacks gains <b>Sundering</b> this Turn.</li> <li>This unit Attacks gains <b>Vicious</b> this Turn.</li> <li>Remove 1 Pillage token from 1 other friendly Greyjoy Infantry unit in Short Range. Place the removed Pillage token on this unit.</li> </ul>	<p><b>Start of any Turn:</b></p> <p>You may discard 1 Pillage token from 1 friendly unit. If you do, choose 1:</p> <ul style="list-style-type: none"> <li>Return 1 Tactics card from your discard pile to your hand.</li> <li>Look at your opponent's hand of Tactics cards and discard 1 card.</li> </ul>
 <p><b>IRON'S ENDURANCE</b></p>	 <p><b>STEEL'S MIGHT</b></p>	 <p><b>GOLD'S ALLURE</b></p>	 <p><b>DEVIOUS METHODS</b></p>
<p><b>ERIK IRONMAKER - ANVIL-BREAKER</b></p>	<p><b>ERIK IRONMAKER - ANVIL-BREAKER</b></p>	<p><b>ERIK IRONMAKER - ANVIL-BREAKER</b></p>	<p><b>EURON GREYJOY - LORD REAPER OF PYKE</b></p>
<p><b>When an enemy is performing a Melee Attack, after rolling Defense Dice:</b></p> <p>Target the Defender. It blocks +1 Hit. If this targeted a Greyjoy unit, after the attack is completed, attach this card to that unit until the end of the game.</p> <p>While attached, gain the following bonus based on the number of Pillage tokens (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> <li><b>•1+:</b> Each time this unit is attacked, after the attack is completed, 1 enemy engaged with this unit becomes <b>Weakened</b>.</li> <li><b>•2:</b> Each time this unit passes a Morale Test, it restores 1 Wound.</li> </ul>	<p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>Remove any number of Pillage tokens from the Attacker. For each removed token, choose 1:</p> <ul style="list-style-type: none"> <li>This Attack may re-roll any Attack Dice.</li> <li>This Attack gains <b>Precision</b>.</li> <li>This Attack gains <b>Vicious</b>.</li> </ul> <p><i>(The removed tokens still count for any effects happening during the Attack.)</i></p>	<p><b>When a friendly unit is performing a Morale Test, after rolling dice:</b></p> <p>It may re-roll any dice for this test. On a success, if this targeted a Greyjoy unit, attach this card to that unit until the end of the game.</p> <p>While attached, gain the following bonus based on number of Pillage tokens (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> <li><b>•1+:</b> +1 to Morale Test rolls.</li> <li><b>•2:</b> If this unit would gain a Pillage token, it restores 1 Wound instead.</li> </ul>	<p><b>Start of a friendly Turn:</b></p> <p>Discard 1 other Tactics card. If you do, take 1 card from your opponent's discard pile and add it to your hand.</p> <p>Return that card to your opponent's discard pile if it leaves your hand.</p> <p>Replace any Commander Name on that card with Euron Greyjoy.</p>



# Greyjoy Tactics

## CUNNING PLOY

EURON GREYJOY - LORD REAPER OF PYKE

### When a friendly Combat Unit Activates:

This unit cannot perform Actions this Turn. Instead, target 1 other friendly Combat Unit. It performs 1 Maneuver, March, or Retreat Action.

If this is Euron Greyjoy's unit, before they perform this Action, 1 enemy in Long Range becomes **Vulnerable**.

## MIND GAMES

EURON GREYJOY - LORD REAPER OF PYKE

### Start of a friendly Turn:

Target 1 Tactics Zone.

The next time that zone is Claimed this Round, after resolving that zone's effect, the player who did not Claim that zone may immediately activate that zone's effect.

## WE DO NOT SOW

### When a friendly NCU Claims a zone:

Replace that zone's effect with:

*1 friendly Combat Unit performs 1 Attack Action.*

*If an opponent Controls ⚔, this unit restores 1 Wound, +1 Wound for each of its destroyed ranks.*

## WHAT IS DEAD MAY NEVER DIE

### When a friendly unit would be destroyed:

That unit is not destroyed, but instead remains in play with 1 Wound.

### Start of a friendly Turn:

Target 1 friendly Combat Unit. That unit restores 1 Wound, +1 Wound for each of its destroyed ranks.

## THE KRAKEN'S WRATH

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

If you Control ⚔, this Attack gains **Precision**.

If an opponent Controls ⚔, this Attack may re-roll any Attack Dice and gains **Precision**.

If you Control ⚔, the Defender becomes **Panicked**.

If an opponent Controls ⚔, the Defender becomes **Vulnerable**.

## THE IRON PRICE

### Start of a friendly Turn:

Target 1 friendly Combat Unit and choose 1:

- That unit may remove 1 Condition token. You may remove 1 Pillage token from that unit. If you do, it restores 2 Wounds, +1 Wound for each of its destroyed ranks.

- That unit Attacks using its highest Attack Die Value this Turn. You may remove 1 Pillage token from that unit. If you do, it may re-roll any Attack Dice this Turn.

## FINGER DANCE

### Start of a friendly Turn:

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

While attached, when performing a Melee Attack, before Attack Dice are rolled, the Attacker may suffer up to 2 Wounds. For each Wound suffered, choose 1:

- The Defender becomes **Panicked**.
- The Defender becomes **Vulnerable**.
- This Attack may re-roll any Attack Dice.

## RAIDING CALL

### When a friendly Greyjoy Infantry Unit Activates:

Remove up to 3 models and up to 1 Pillage token from 1 other friendly Greyjoy Infantry Unit in Long Range. Restore 1+ that many Wounds to this unit and place the removed Pillage token on this unit.

If any player Controls ⚔, 1 friendly Greyjoy Infantry unit gains 1 Pillage token.



# Greyjoy Tactics



## BLESS WITH STONE, BLESS WITH STEEL



## OPPORTUNIST

THEON GREYJOY - "PRINCE" OF WINTERFELL

### When a friendly Combat Unit Activates:

Target 1 enemy engaged with that unit. For each of that enemy's destroyed ranks, this unit restores 2 Wounds.

If you Control or , restore +1 Wound or remove 1 Condition token from that unit for each of those zones you Control.

305



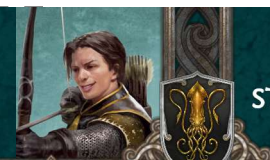
## DIVERSION TACTICS

THEON GREYJOY - "PRINCE" OF WINTERFELL

### After an enemy completes a Melee Attack:

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

305



## STARK EXPOSURE

THEON GREYJOY - "PRINCE" OF WINTERFELL

### When a friendly unit Successfully Charges:

Choose 1. If you Control , gain both:

- Enemies Successfully Charged by this unit cannot be the target of friendly Orders or Tactics cards this Turn.
- The Attacker Attacks using its highest Die Value.

305



## RUSH OF AGGRESSION

VICTARION GREYJOY - THE IRON CAPTAIN

### When a friendly unit performs 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 Victarion Greyjoy's unit, they become **Vulnerable**.

305



## ASSAULT ORDERS

VICTARION GREYJOY - THE IRON CAPTAIN

### When a friendly NCU Claims a zone:

Replace that zone's effect with:

*1 friendly Combat Unit performs 1 Melee Attack Action.*

*If this targets Victarion Greyjoy's unit, it may perform 1 Charge Action instead.*

305



## SUSTAINED ASSAULT

VICTARION GREYJOY - THE IRON CAPTAIN

### 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.

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

305



# Greyjoy Units



5

MASTERCRAFT AXE

4+ 7 5 4

4+ 6+

505


BLACKTYDE CHOSEN

### ORDER: DIVIDE THE SPOILS

#### Start of any Turn:

Target 1 friendly House Greyjoy unit in Short Range.  
You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Short Range of them.

### FIRST CLAIM

Each time a friendly NCU Claims , 1 Blacktyde Chosen unit gains 1 Pillage token.

While this unit has 2 Pillage tokens, all friendly units in Short Range gain +1 to Morale Test rolls and suffer -1 Wound from failing Panic Tests.



5

CUDGEL

5+ 4

6+ 5+

505

DROWNED MEN

### ORDER: DROWNED GOD'S BLESSING

#### Start of any Turn:

Target 1 friendly Greyjoy Infantry unit in Short Range and choose 1:

- That unit restores 2 Wounds.
- That unit may re-roll any Attack Dice this Turn.
- Enemies that Attack that unit this Turn become **Vulnerable**.

### DROWNED GOD'S FANATICS

- This unit has 3 Wounds.
- This unit can only suffer a maximum of 1 Wound from failing Panic Tests.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.



## BLACKTYDE CHOSEN

*Of the different warriors that House Greyjoy sends to assault shoreline settlements, the Blacktyde Chosen are the most feared. When these elite warriors hit the beach, they rapidly form their ranks and sweep a path clear through any defences or defenders that stand in their way. Clad in scale mail, armed with master-crafted axes, and wielding large round shields, the Chosen are among the heaviest troops under the Kraken banner.*



## DROWNED MEN

*Armored with only their faith, and armed only with deadwood cudgels and other detritus from the shore, the Drowned Men make surprisingly effective support for followers of the Kraken banner. Their presence in battle signifies the Drowned God's blessing, bolstering men to fight past their wounds and strike all the harder against their foes. While few in number, the Drowned Men's faith is such that they can survive even killing blows.*



# Greyjoy Units



**HOUSE HARLAW REAPERS**

505



**IRONBORN BOWMEN**

505

**BARDICHE**  
• Vicious

**REAPER'S FERVOR**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, if this unit has 2 Pillage tokens, the Defender becomes **Panicked** and, if they fail the Panic Test from this Attack, suffer +1 Wound.

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


**IRONBORN ARROWS**  
May re-roll Attack Dice when Attacking enemies in the Flank or Rear.

**ORDER: DIVIDE THE SPOILS**  
**Start of any Turn:**  
Target 1 friendly House Greyjoy unit in Short Range.  
You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Short Range of them.



**HOUSE HARLAW REAPERS**

605



**IRONBORN BOWMEN**

405

**HOUSE HARLAW REAPERS**


Although the scythe is not generally a workable weapon in war, the infamous Reapers of House Harlaw have devised a form of long-bladed heavy bardiche reminiscent of their fearsome house sigil. The Reapers themselves are lightly armored troops renowned for their deadly ferocity. What good is armor when the morale of their foes has been utterly broken? When it comes to sowing terror across the battlefield, few compare to the Reapers.

**IRONBORN BOWMEN**

Despite being a seaborne people, the Ironborn have little fear of drowning, and their light scale mail provides excellent protection without sacrificing mobility. Their Bowmen are often drawn from Reaver ranks, making them superior in a melee compared to most archers. That said, Bowmen are not melee troops, and should be protected from direct assaults.



# Greyjoy Units



5

REAVES AXES

3+ 7 6 4

IRONBORN REAVERS

5+ 7+

## REAVES AXES

- Sundering
- If this unit has 2 Pillage tokens, it may re-roll any Attack Dice.

## FURIOUS CHARGE

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



## IRONBORN REAVERS

The infamous Ironborn Reavers are known along coastlines across the Seven Kingdoms as raiders and pirates. Reavers crew their signature longships whose sails are a dread to all who spot them on the horizon. Although sailors to a man, the Ironborn wear light scale mail even aboard ship. They're fast-attack troops, but not trained to stand under heavy assault. Commanders would do well to keep them off the front line.



6

BARBED PIKES

4+ 6 5 4

IRONBORN TRAPPERS

6+ 8+

## ORDER: TRAPPER'S TOOLS

Start of any Turn:

Target 1 enemy within Short Range and Line of Sight of this unit. They become **Vulnerable** or **Weakened**. If this unit has 2 Pillage tokens, they become both instead.

## DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



## IRONBORN TRAPPERS

Pillaging and raiding is the primary Ironborn motivation in the War of the Five Kings. Let the houses fight for the Iron Throne if they wish. The Ironborn have coasts to raid, treasure to seize, and people to enslave. As such the Ironborn Trappers excel at hindering enemy forces with their long, barbed pikes and entangling nets. While lightly armored and possessing only crude weapons, the trapper's cunning and usage of devious tools more than makes up for this.



# Greyjoy Units



5

**GREAT HAMMER**

3+ 7 5 5

3+ 6+

IRONMAKERS

## GREAT HAMMER

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

## RAIDED ARMAMENTS

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



6

**GREAT AXE**

3+ 7 6 5

5+ 6+

SILENCED MEN

## GREAT AXE

- **Sundering**
- If this unit has 2 Pillage tokens, enemies suffer an additional -1 to Defense Dice rolls.

## DAUNTLESS

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

## THE SILENCE'S INFAMY

If this unit has 2 Pillage tokens, enemies in Short Range suffer -1 to Morale Test rolls.



**IRONMAKERS**

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

7



**SILENCED MEN**

Those under the Kraken banner have long learned that raiding and terror are close companions. Thus the crew of House Greyjoy's warship Silence is composed entirely of mutes. War is not a quiet business, but the Silenced Men add an unnatural stillness to the battlefield. Even in death, they make no sound. Even disciplined troops find such men unnerving. Though wearing only light armor, their honed greataxes can sunder heavy plate with ease.

7



## Greyjoy Units



5

POLESPEAR

4+ 7 5 4

4+ 6+

STONY SHORE PILLAGERS

505

**ORDER: SCAVENGE**  
After an enemy completes an Attack on this unit:  
This unit gains 1 Pillage token.

**ABUNDANT PROMISES**

- Precision
- After completing a Melee Attack, remove any number of Pillage tokens from this unit. For each token removed, this unit restores 2 Wounds.



**STONY SHORE PILLAGERS**

The Kraken banner coming over the horizon often means trouble for denizens of the Stony Shore, in no small part thanks to the Pillagers the boats will bring. These men are used to moving quickly, seizing everything not nailed down, and killing or routing anyone that gets in their way. The killing momentum keeps them in the fight longer than many troops with similar gear, but care must be taken to support them against enemies bearing heavy arms.

5



## Greyjoy Special Rules

### RAIDERS OF THE IRON ISLANDS



Each time a House Greyjoy unit destroys an enemy rank with a Melee Attack, it gains 1 Pillage token. A unit may have up to 2 Pillage tokens at any time. That unit gains the following based on the number of Pillage tokens (*effects are cumulative*):

- 1+: +1 to Morale Test rolls.
- 2: +1 Attack Die.

### RAIDERS OF THE IRON ISLANDS



Each time a House Greyjoy unit destroys an enemy rank with a Melee Attack, it gains 1 Pillage token. A unit may have up to 2 Pillage tokens at any time. That unit gains the following based on the number of Pillage tokens (*effects are cumulative*):

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