

Once per game, at the start of any Turn,

you may select 1 zone. Until the end of the Round, you count as Controlling that zone.





Varys begins the game with 3 Order tokens.

Each time an enemy NCU Claims a zone, after resolving that zone's effect, you may remove 1 Order token from Varys. If you do, gain the following based on that zone:

: 1 enemy suffers 1 Panic Test.

🖔: Restore 2 Wounds to 1 friendly unit.

🗹: Draw 1 Tactics card.

X: 1 enemy suffers 3 Hits.

: 1 friendly unit shifts 3".





HORRIFIC RUMORS

Roose begins the game with 3 Order tokens.

Each time Roose Activates, you may remove 1 Order token from him.

If you do, target 1 enemy Combat Unit.
They become **Panicked**.

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

1 enemy Combat Unit suffers 1 Panic Test.





CHOOSING A NAME

Each time Jaqen Activates, he may replace his influence Ability with the Influence Ability of any friendly or enemy NCU until the end of the Round.

A NAME GIVEN

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

While Influencing a friendly Infantry unit, its Melee Attacks gain **Precision**.

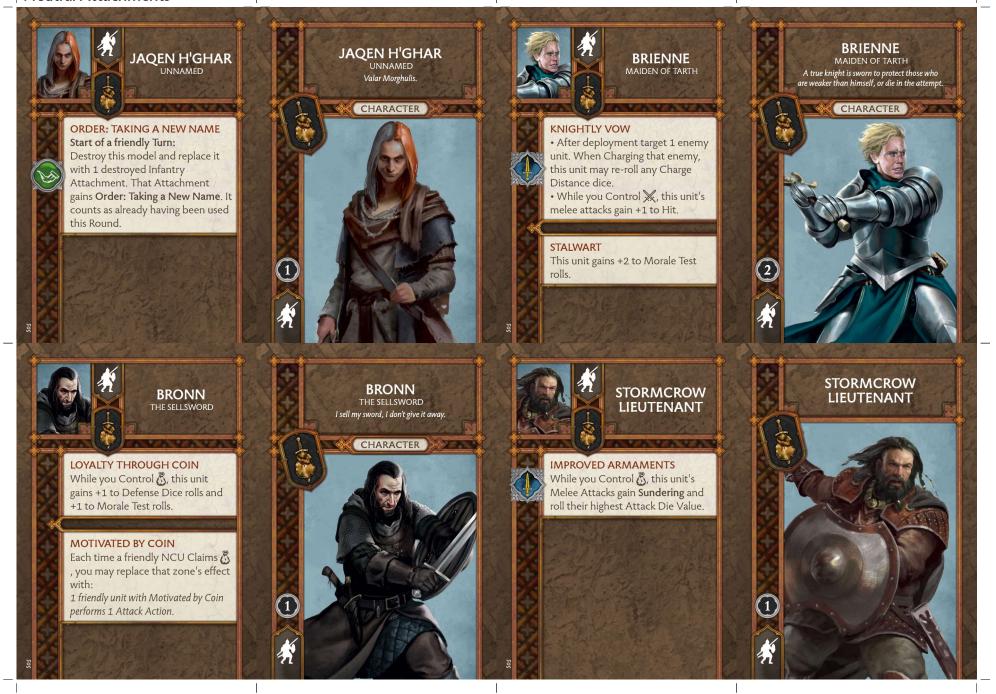


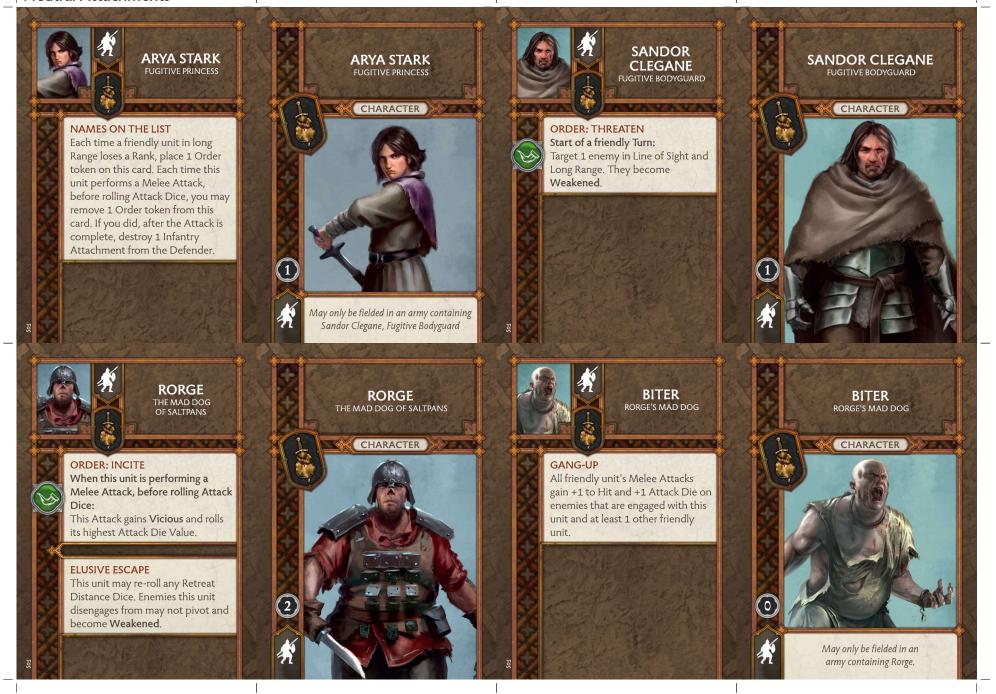






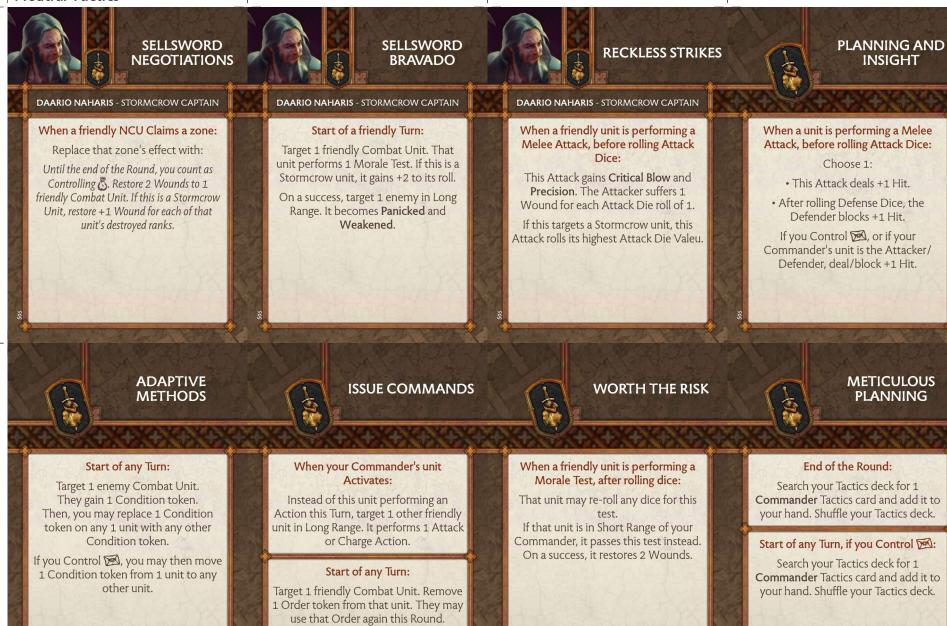














Neutral Tactics







MUMMER'S BLADE

If Attacking an enemy that has not Activated this Round, before rolling Attack Dice, the Defender becomes Weakened.

COUNTERSTRIKE

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

CAVALRY

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

MOTLEY ARMAMENTS

When Attacking, choose 1. If Attacking in the Flank or Rear, gain both:

- +1 Attack Die and Critical blow.
- Defender loses all Abilities this Turn.

ELUSIVE ESCAPE

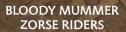
This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become **Weakened**.



SKIRMISHERS Despite their outrageous

BLOODY MUMMER

Despite their outrageous appearance, the Bloody Mummers remain a deadly band of mercenaries, noted for their cruelty, itself excessive for even low-brow mercenaries. They're loyal to coin alone, but meet their price and their ranks will fill whatever role an army requires. The Skirmishers are lightly armed and armored, granting them the mobility needed for rapid flanking, though they should be protected from direct charges.



Never lacking for outrageous flair, Bloody Mummer cavalry ride Zorses into battle. These unusual beasts originate from Essos, where striped animals and horses were interbred to create the species. Zorses can survive on little food and water for extended periods, but remain as swift as their western counterparts. Zorse Riders fill a classic light cavalry role in the Mummer ranks, flanking and charging pinned units and exposed archers.



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.

CROSSBOW

- Sundering
- May re-roll Attack Dice when Attacking enemies in Short Range

IRON RESOLVE

This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic

ORDER: ADAPTIVE STYLE When this unit Attacks or is Attacked, before rolling Attack Dice:

Choose 1:

- This unit gains +1 to Defense Dice rolls and +2 to Panic Test rolls against this Attack.
- This Attack gains Critical Blow and Sundering.

MASTERCRAFT LONGSWORD

May always re-roll Attack Dice.



GOLDEN COMPANY CROSSBOWMEN

The Golden Company, the Free Cities' most reliable mercenary group, offers several types of troops for hire. One being their Crossbowmen. These sharp-eyed fighters never waste a shot, resolutely waiting until enemies have closed to within perfect range before unleashing their bolts. These bolts punch through enemy armor with ease, especially at closer ranges. Anyone looking to bolster their forces can get a bargain by hiring them.

GOLDEN COMPANY SWORDSMEN

The Golden Company is well known for their motto, "Our word is good as gold." When hired on to fight, they make sure to give every penny's worth on the battlefield. Their Swordsmen have trained relentlessly, letting them find any weak spot in an enemy's defenses, exploiting it. Meanwhile, they almost never flee the field, even when faced with seemingly insurmountable odds, making them a sound investment for anyone with the coffers to afford



WAR ELEPHANT

- This unit has 8 Wounds and cannot Control Objectives.
- This unit can only suffer a maximum of
 2 Wounds from failing Panic Tests.
- Each time this unit would perform an Action, if there is no friendly Golden Company Infantry unit within Long Range, it must perform 1 Morale Test. On a failure, it does not perform that Action.

STOMP

- Vicious
- Defenders do not roll Defense Dice.
- When Charging, gains +1 Attack Die for each of the Defender's remaining ranks.

CAVALRY

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

KNIGHT'S BLADE

- Sundering
- If you Control X, before rolling Attack Dice, the Defender becomes Vulnerable.

LOYALTY THROUGH COIN

While you Control , this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



GOLDEN COMPANY WAR ELEPHANT

Even the best-trained soldier will likely have no idea what to do when a massive elephant bears down on their battle line.
The brutish War Elephants of the Golden Company stomp their way into enemy lines, seemingly impervious to attack, while they use their massive feet and tusks to demolish foes. However, they are simple creatures and without a handler nearby, it's possible they'll stop acting entirely, unsure about what action they should be taking.

HEDGE KNIGHTS

So-called Hedge Knights travel the world in search of employment.
Owning little but their arms, armor, and their horse, these landless nobles are shunned and disdained—except in times of war. With their blades for hire, and supplying their own equipment, nobles from all sides of the War of Five Kings can find a use for a half dozen or so trained knights on the battlefield. That said, their equipment rarely matches that of true knights.





RUTHLESS AGGRESSION

- Vicious
- When Attacking enemies that have not Activated this Round, may re-roll Attack Dice and the Defender becomes Vulnerable.

CAVALRY

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

WAR FLAIL

- Vicious
- When Charging, gains Critical Blow.

INTIMIDATING PRESENCE

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

HOUSE BOLTON CUTTHROATS

While simply armored and lightly armed, Bolton Cutthroats enjoy a reputation for brutality and cold efficiency that allows them to strike panic in enemies with far more expensive armaments. Their spiked maces can easily dispatch enemies, but are more effective for the fear their brutality creates. Bolton Cutthroats make sport of downed foes or, worse for the opponent, take them prisoner to suffer a much more agonizing fate.

HOUSE BOLTON FLAYED MEN

The so-called Flayed Men rank among the heaviest cavalry employed by even the largest houses in the War of the Five Kings. With thick steel armor (blackened, of course), heavy shields, and even protective barding for the horses, the Flayed Men are capable of truly devastating charges and can endure in the line for a short time. Their signature war flails render most defenses only marginal at best, but their terriying visage remains their most vital weapon.



RAIDERS OF THE FREE CITIES

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

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

PIRATE'S BLADES

- · Critical Blow
- If this unit has 2 Pillage tokens, it always rolls its highest Attack Die Value.
- After completing a Melee Attack, this unit restores 1 Wound for each Pillage token it has.

MERCENARY'S LONGBOW

- While you Control 🖏 gains Sundering.
- While you Control , before rolling Attack Dice, the Defender becomes Vulnerable.
- While you Control **X**, may re-roll any Attack Dice.

LOYALTY THROUGH COIN

While you Control , this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



LYSENE SELLSWORDS

The island fortresses of Lys have high, thick walls and plenty of Sellswords patrolling their coast to make them an unappealing target for attack. However, these Sellswords are just that, offering their services to anyone with coffers deep enough to hire them abroad. Not interested in individual glory, they're only focused on grabbing plunder and the payment waiting for them when they head back to their home port.

STORMCROW ARCHERS

A Stormcrow is a Stormcrow, whether wielding blade, bow, or both. Money remains the prime motivator in the Stormcrow mind, and extra coin can prod added effort from these mercenaries.

Stormcrow Archers are adept in long-range combat, with recurved longbows and arrows made for distant flight. They're not meant for melee, though their shortswords can fend off weakened attackers.

Still, a wise commander will keep them far from flankers or cavalry.



AMBUSH

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

SWIFT STRIKE

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

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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STORMCROW DERVISHES

A Stormcrow Dervish paid up to the end of the week will buy you a hardened veteran skirmisher, adept at swift movement in medium armor to strike exposed enemy positions—to the end of the week. The infamous Stormcrow loyalty to coin extends even to their besttrained soldiers. Yet employers seeing Dervishes in action rarely have cause to complain as these heavy-hitters shred enemy flanks and fade away safely beyond any possible counterattack.

STORMCROW

While one might question Stormcrow loyalty to their leaders, their employers, and even themselves, one can always count on their absolute devotion to coin. Once properly motivated, Stormcrow Mercenaries are capable medium infantry, adept at holding a flank or performing flanking maneuvers themselves. Their professionalism guarantees a good working relationship with whomever their employer might be, but only as long as the coin lasts.

ADAPTIVE

Reduce the cost of 1

Attachment in this unit by 1.



ORDER: INCITE

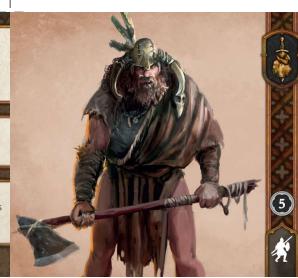
When this unit is performing a Melee
Attack, before rolling Attack Dice:
This Attack gains Vicious and rolls its
highest Attack Die Value.

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

RECRUITING FROM THE HILLS

Each time this unit Activates, it restores 1 Wound + 1 Wound for each of its destroyed ranks.



STONE CROWS

As mountain tribes and raiders go, Tyrion Lannister's Stone Crows are quite ordinary, save their unexpected loyalty. While pledged more to Tyrion's coin than his person, they proved true to their word, even when betrayal might have been a more lucrative option. As mercenaries, these troops are worth their coin, if properly employed as scouts and flankers. Their light arms and armor make them unsuited to the front line in a protracted engagement.