

Neutral NCUs

 <p>PETYR BAEISH LITTLEFINGER</p> <p>MASTER OF THE GAME</p> <p>Petyr Baelish starts the game with 2 Order Tokens.</p> <p>Each time Petyr Claims a zone, you may spend 1 Order token to replace its effect with the effect of any unclaimed zone.</p> <p>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.</p>	<p>PETYR BAEISH LITTLEFINGER</p> <p><i>In King's Landing, there are two sorts of people. The players and the pieces.</i></p> <p>4</p> <p>CHARACTER</p> 	 <p>LORD VARYS THE SPIDER</p> <p>LITTLE BIRDS</p> <p>Varys begins the game with 3 Order tokens.</p> <p>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:</p> <ul style="list-style-type: none"> : 1 enemy suffers 1 Panic Test. : Restore 2 Wounds to 1 friendly unit. : Draw 1 Tactics card. : 1 enemy suffers 3 Hits. : 1 friendly unit shifts 3". 	<p>LORD VARYS THE SPIDER</p> <p><i>Varys has ways of learning things that no man could know.</i></p> <p>4</p> <p>CHARACTER</p> 
 <p>ROOSE BOLTON CALCULATING AND CRUEL</p> <p>HORRIFIC RUMORS</p> <p>Roose begins the game with 3 Order tokens.</p> <p>Each time Roose Activates, you may remove 1 Order token from him.</p> <p>If you do, target 1 enemy Combat Unit. They become Panicked.</p> <p>Each time Roose Claims a zone, you may replace that zone's effect with:</p> <p><i>1 enemy Combat Unit suffers 1 Panic Test.</i></p>	<p>ROOSE BOLTON CALCULATING AND CRUEL</p> <p><i>You had only to look at Bolton to know that he had more cruelty in his pinky toe than all the Freys combined.</i></p> <p>4</p> <p>CHARACTER</p> 	 <p>JAQEN H'GHAR FOLLOWER OF THE RED GOD</p> <p>CHOOSING A NAME</p> <p>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.</p> <p>A NAME GIVEN</p> <p><i>Influence</i> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>While Influencing a friendly Infantry unit, its Melee Attacks gain Precision.</p>	<p>JAQEN H'GHAR FOLLOWER OF THE RED GOD</p> <p><i>The Red God has his due, sweet girl, and only death may pay for life.</i></p> <p>4</p> <p>CHARACTER</p> 

Neutral NCUs

 <p>TYCHO NESTORIS IRON BANKER</p> <p>BACKING OF THE IRON BANK</p> <p>Once per game, at the start of any Turn, you may restore 5 Wounds (total) across any number of friendly Combat Units.</p>	<p>TYCHO NESTORIS IRON BANKER</p> <p><i>We who serve the Iron Bank face death full as often as you who serve the Iron Throne.</i></p> <p>5</p> <p>CHARACTER</p> 	 <p>WALDER FREY LORD OF THE CROSSING</p> <p>STRATEGIC ALLIANCE</p> <p>Once per game, when Walder Claims a zone, you may replace that zone's effect with:</p> <p>Choose 2:</p> <ul style="list-style-type: none"> • 1 enemy becomes Weakened, Vulnerable and Panicked. • 1 friendly unit restores 3 Wounds. • At the start of the next Round, you become the <i>First Player</i>. 	<p>WALDER FREY LORD OF THE CROSSING</p> <p><i>He has an old man's caution and a young man's ambition, and has never lacked for cunning.</i></p> <p>5</p> <p>CHARACTER</p> 
 <p>THE HIGH SENESCHAL NAME</p> <p>HISTORY IS WRITTEN BY THE VICTORS</p> <p>The High Seneschal cannot Activate and cannot be targeted in any way. He merely observes the battle.</p> <p>Once the victor has been determined, that player may define all actions and events that transpired throughout the game. No opponent may refute or deny any retelling of said events (<i>regardless of how unlikely or exaggerated</i>) until such a time where they best the victor in a new game.</p>	<p>THE HIGH SENESCHAL NAME</p> <p><i>He is the keeper of this world's history.</i></p> <p>0</p> <p>CHARACTER</p> 	 <p>SHAE HIDDEN IN COURT</p> <p>FINDING THE BEST PATRON</p> <p>Shae begins the game with 3 Order tokens. Each time Shae Claims a zone, after resolving that zone's effect, remove 1 Order token from Shae.</p> <p>At the end of each Round, if Shae has no Order tokens, destroy Shae.</p> <p>Each time Shae Claims a zone, before resolving that zone's effect, choose 1:</p> <ul style="list-style-type: none"> • Restore 1 Wound to 1 friendly Unit. • 1 enemy Unit becomes Weakened. • Shae gains 2 Order tokens. 	<p>SHAE HIDDEN IN COURT</p> <p>4</p> <p>CHARACTER</p> 

Neutral Attachments




DREADFORT CAPTAIN


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

505

DREADFORT CAPTAIN



1

BOLTON FLAYER

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.

505

BOLTON FLAYER



1




RAMSAY SNOW
THE BASTARD OF BOLTON

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

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.

505


RAMSAY SNOW
THE BASTARD OF BOLTON
Snow, my wife called me before she ate her fingers, but I say Bolton.

CHARACTER



COMMANDER
*Our Blades Are Sharp
Cruel Methods
Sadistic Games*

C

RAMSAY SNOW
SADIST

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


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.

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

505

RAMSAY SNOW
SADIST
A naked man has few secrets, but a flayed man's got none.


CHARACTER



2



Neutral Attachments




THEON GREYJOY
REEK

ORDER: SET AN EXAMPLE
Start of any Turn:
Target all enemies in Short Range. They become **Panicked**. Roll a die, on a 6, destroy Theon.

505

THEON GREYJOY
REEK
I'm not him, I'm not the turncloak, he died at Winterfell. My name is Reek!

CHARACTER



0

May only be fielded in an army containing Ramsay Snow, and must be attached to his unit, ignoring the usual Attachment limits.



ROOSE BOLTON
THE LEECH LORD

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

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

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

505

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

CHARACTER



COMMANDER

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



FORTUNE SEEKER

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


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

505

FORTUNE SEEKER



1



GLORY SEEKER

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

GLORY SEEKER



1

Neutral Attachments



VARGO HOAT
THE GOAT OF HARRENHAL

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

AFFILIATION: BLOODY MUMMER
This unit is a Bloody Mummer unit.


SADISTIC MUTILATION
After this unit completes a Melee Attack, you may expend 1 Weakened token from the Defender. If you do, destroy 1 Infantry Attachment in that unit.

VARGO HOAT
THE GOAT OF HARRENHAL
The goat is Lord of Harrenhal, and the Lord of Harrenhal does not haggle.

CHARACTER



COMMANDER
*Careless Aggression
Exploit Weakness
The Crippler's Infamy*



VARGO HOAT
THE CRIPPLER

SADISTIC MUTILATION
After this unit completes a Melee Attack, you may expend 1 Weakened token from the Defender. If you do, destroy 1 Infantry Attachment in that unit.

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

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

VARGO HOAT
THE CRIPPLER
How many monsters does Lord Tywin have?

CHARACTER





2



DAARIO NAHARIS
STORMCROW CAPTAIN

AFFILIATION: STORMCROWS
This unit is a Stormcrow unit.

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

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

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

CHARACTER



COMMANDER
*Sellsword Negotiations
Sellsword Bravado
Reckless Strikes*




DAARIO NAHARIS
RECKLESS MERCENARY

RECKLESS STRIKES
This unit's Melee Attack gain **Critical Blow** and **Precision**. For each Attack Die roll of 1, this unit suffers 1 Wound.




DAARIO NAHARIS
RECKLESS MERCENARY
I count no day as lived unless I have loved a woman, slain a foeman, and eaten a fine meal.

CHARACTER



1

Neutral Attachments

 <p>JAQEN H'GHAR UNNAMED</p> <p>ORDER: TAKING A NEW NAME Start of a friendly Turn: Destroy this model and replace it with 1 destroyed Infantry Attachment. That Attachment gains Order: Taking a New Name. It counts as already having been used this Round.</p> <p>505</p>	<p>JAQEN H'GHAR UNNAMED <i>Valar Morghulis.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p>BRIENNE MAIDEN OF TARTH</p> <p>KNIGHTLY VOW</p> <ul style="list-style-type: none"> • After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice. • While you Control \otimes, this unit's melee attacks gain +1 to Hit. <p>STALWART This unit gains +2 to Morale Test rolls.</p> <p>505</p>	<p>BRIENNE MAIDEN OF TARTH <i>A true knight is sworn to protect those who are weaker than himself, or die in the attempt.</i></p> <p>CHARACTER</p>  <p>2</p>
 <p>BRONN THE SELLSWORD</p> <p>LOYALTY THROUGH COIN While you Control \otimes, this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.</p> <p>MOTIVATED BY COIN Each time a friendly NCU Claims \otimes, you may replace that zone's effect with: 1 friendly unit with Motivated by Coin performs 1 Attack Action.</p> <p>505</p>	<p>BRONN THE SELLSWORD <i>I sell my sword, I don't give it away.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p>STORMCROW LIEUTENANT</p> <p>IMPROVED ARMAMENTS While you Control \otimes, this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value.</p> <p>505</p>	<p>STORMCROW LIEUTENANT</p>  <p>1</p>

Neutral Attachments



ARYA STARK
FUGITIVE PRINCESS

NAMES ON THE LIST
Each time a friendly unit in long Range loses a Rank, place 1 Order token on this card. Each time this unit performs a Melee Attack, before rolling Attack Dice, you may remove 1 Order token from this card. If you did, after the Attack is complete, destroy 1 Infantry Attachment from the Defender.

505

ARYA STARK
FUGITIVE PRINCESS

CHARACTER



1

May only be fielded in an army containing Sandor Clegane, Fugitive Bodyguard

505



SANDOR CLEGANE
FUGITIVE BODYGUARD

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

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SANDOR CLEGANE
FUGITIVE BODYGUARD

CHARACTER



1

505



RORGE
THE MAD DOG OF SALTPANS

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.

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

505

RORGE
THE MAD DOG OF SALTPANS

CHARACTER



2

505




BITER
RORGE'S MAD DOG

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

505

BITER
RORGE'S MAD DOG

CHARACTER



0

May only be fielded in an army containing Rorge.

505

Neutral Attachments



JOKIN
STORMCROW CAPTAIN

ACCUTE PRECISION
This unit's Attacks gain Precision.

C

505

JOKIN
STORMCROW CAPTAIN


CHARACTER



C

COMMANDER
Brothers in Arms
Diversion Tactics
Stalwart Mercenaries

505



THE WIDOWER
STORMCROW CAPTAIN

CHARACTER

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.

JOKIN'S VASSAL
This model count as Jokin for all abilities and effects.

SUNDERING
This unit's Melee Attacks gain Sundering.

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505

THE WIDOWER
STORMCROW CAPTAIN

CHARACTER



0

May only be fielded in an army containing Jokin, Stormcrow Captain.

505



JOKIN
ARCHER CAPTAIN

ACCUTE PRECISION
This unit's Attacks gain Precision.

2

505

JOKIN
ARCHER CAPTAIN

CHARACTER



2

505



THE WIDOWER
SECOND IN COMMAND

CHARACTER

SUNDERING
This unit's Melee Attacks gain Sundering.

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

0

505

THE WIDOWER
SECOND IN COMMAND

CHARACTER



0

May only be fielded in an army containing Jokin, Archer Captain.

505

Neutral Attachments

 <p>GOLDEN COMPANY OFFICER</p> <p>AFFILIATION: GOLDEN COMPANY This unit is a Golden Company unit.</p> <p>BOISTEROUS CHARISMA Each time this unit passes a Panic Test, target 1 enemy unit in Short Range. They become Vulnerable or Weakened.</p> <p>DAUNTLESS Each time this unit passes a Morale Test, it restores 1 Wound.</p> <p>505</p>	<p>GOLDEN COMPANY OFFICER</p>  <p>2</p> <p>505</p>	 <p>LYSENE BOSUN</p> <p>INTERROGATE Each time this unit destroys an enemy with a Melee Attack, you may look at your opponent's hand of Tactics cards and discard 1 card.</p> <p>DOMINEERING PRIDE While engaged by an enemy with fewer remaining ranks, this unit automatically passes all Panic Tests.</p> <p>1</p> <p>505</p>	<p>LYSENE BOSUN</p>  <p>1</p> <p>505</p>
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Neutral Tactics

 <h2>SELLSWORD NEGOTIATIONS</h2> <p>DAARIO NAHARIS - STORMCROW CAPTAIN</p> <p>When a friendly NCU Claims a zone:</p> <p>Replace that zone's effect with: <i>Until the end of the Round, you count as Controlling. Restore 2 Wounds to 1 friendly Combat Unit. If this is a Stormcrow Unit, restore +1 Wound for each of that unit's destroyed ranks.</i></p>	 <h2>SELLSWORD BRAVADO</h2> <p>DAARIO NAHARIS - STORMCROW CAPTAIN</p> <p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit. That unit performs 1 Morale Test. If this is a Stormcrow unit, it gains +2 to its roll.</p> <p>On a success, target 1 enemy in Long Range. It becomes Panicked and Weakened.</p>	 <h2>RECKLESS STRIKES</h2> <p>DAARIO NAHARIS - STORMCROW CAPTAIN</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>This Attack gains Critical Blow and Precision. The Attacker suffers 1 Wound for each Attack Die roll of 1.</p> <p>If this targets a Stormcrow unit, this Attack rolls its highest Attack Die Valeu.</p>	 <h2>PLANNING AND INSIGHT</h2> <p>When a unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>Choose 1:</p> <ul style="list-style-type: none">• This Attack deals +1 Hit.• After rolling Defense Dice, the Defender blocks +1 Hit. <p>If you Control, or if your Commander's unit is the Attacker/Defender, deal/block +1 Hit.</p>
 <h2>ADAPTIVE METHODS</h2> <p>Start of any Turn:</p> <p>Target 1 enemy Combat Unit. They gain 1 Condition token. Then, you may replace 1 Condition token on any 1 unit with any other Condition token.</p> <p>If you Control, you may then move 1 Condition token from 1 unit to any other unit.</p>	 <h2>ISSUE COMMANDS</h2> <p>When your Commander's unit Activates:</p> <p>Instead of this unit performing an Action this Turn, target 1 other friendly unit in Long Range. It performs 1 Attack or Charge Action.</p> <p>Start of any Turn:</p> <p>Target 1 friendly Combat Unit. Remove 1 Order token from that unit. They may use that Order again this Round.</p>	 <h2>WORTH THE RISK</h2> <p>When a friendly unit is performing a Morale Test, after rolling dice:</p> <p>That unit may re-roll any dice for this test.</p> <p>If that unit is in Short Range of your Commander, it passes this test instead. On a success, it restores 2 Wounds.</p>	 <h2>METICULOUS PLANNING</h2> <p>End of the Round:</p> <p>Search your Tactics deck for 1 Commander Tactics card and add it to your hand. Shuffle your Tactics deck.</p> <p>Start of any Turn, if you Control:</p> <p>Search your Tactics deck for 1 Commander Tactics card and add it to your hand. Shuffle your Tactics deck.</p>

Neutral Tactics

SURPRISE STRATEGY

Start of a friendly Turn:
Discard this card and 1 other card to return 1 card from your discard pile to your hand.
If you Control , you only have to discard this card.

SPOILS OF WAR

Start of a friendly Turn:
Attach this card to 1 friendly Cavalry or Infantry unit until the end of the game.
While attached, each time an enemy in Short Range is destroyed, place 1 Order token on this card. This unit's Melee Attacks gain the following based on the number of Order tokens (*effects are cumulative*):
1+: Rolls its highest Attack Die Value and, before rolling Attack Dice, the Defender becomes **Vulnerable**.
2: +1 to Hit.

BROTHERS IN ARMS

Start of a friendly Turn:
Attach this card to a friendly Stormcrow Combat Unit until the end of the Game or until they fail a Panic Test.
While attached, each time this unit Attacks, it rolls +1 Attack Die for each other friendly unit in Short Range. If they are in Short Range of Jokin's unit, they gain an additional +1 Attack Die.

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.

STALWART MERCENARIES

When a friendly unit is performing a Panic Test, before rolling dice:
That unit gains +2 to their roll. If they are in Short Range of Jokin, they automatically pass this test instead.

OUR BLADES ARE SHARP

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:
If the Defender is **Panicked**, this Attack gains **Precision**.
If the Defender is **Panicked**, and the Attacker is a House Bolton unit, this Attack may re-roll any Attack dice.

CRUEL METHODS

Start of any Turn:
Target 1 enemy Combat Unit. You may expend 1 Panic token from that unit. If you do, choose 2:

- 1 House Bolton unit in Long Range restores 2 Wounds (*This may be selected multiple times*).
- That enemy becomes **Vulnerable**.
- That enemy becomes **Weakened**.

SADISTIC GAMES

Start of an enemy Turn:
Your opponent chooses 1 (*you select targets only after they choose*):

- Target up to 2 enemy Combat Units. They become **Panicked**.
- Target 1 engaged enemy. It suffers 2 Hits, +1 Hit for each remaining rank in all House Bolton units it is engaged with.

Neutral Tactics

 <h3>A FLAYED MAN HAS NO SECRETS</h3> <p>ROOSE BOLTON - THE LEECH LORD</p> <p>When a unit is targeted by an Ability or Tactics card:</p> <p>You may expend 1 Condition token from an enemy in Long Range of that unit. If you do, cancel the effect of that Ability or Tactics card.</p>	 <h3>FEAR KEEPS A MAN ALIVE</h3> <p>ROOSE BOLTON - THE LEECH LORD</p> <p>When an enemy fails a Panic Test:</p> <p>Target any number of friendly House Bolton units in Long Range. For each Wound caused by this Panic Test, restore that many Wounds (<i>total</i>) across these units.</p> <p>If that enemy is in Short Range of Roose's unit, restore +1 Wounds.</p>	 <h3>WHISPERED THREATS</h3> <p>ROOSE BOLTON - THE LEECH LORD</p> <p>When an enemy NCU Activates:</p> <p>If that NCU Claims a zone this Turn, after resolving that zone's effect, target 1 enemy Combat Unit. They become Vulnerable. Then target 1 enemy Combat Unit, they become Panicked.</p>	 <h3>THE CRIPPLER'S INFAMY</h3> <p>VARGO HOAT - THE GOAT OF HARRENHAL</p> <p>When an enemy is performing a Panic Test, before rolling dice:</p> <p>If that enemy fails this Panic Test, you may expend 1 Weakened token from them. If you do, they suffer +2 Wounds.</p> <p>If that enemy is engaged with a Bloody Mummer unit, they suffer -2 to their Panic Test roll.</p>
 <h3>CARELESS AGGRESSION</h3> <p>VARGO HOAT - THE GOAT OF HARRENHAL</p> <p>Start of any Round:</p> <p>Target 1 friendly Combat Unit. That unit performs 1 Attack Action.</p> <p>After completing that Attack, your opponent may Activate 1 NCU.</p>	 <h3>EXPLOIT WEAKNESS</h3> <p>VARGO HOAT - THE GOAT OF HARRENHAL</p> <p>When a friendly unit is performing an Attack, before rolling Attack Dice:</p> <p>The Defender becomes Vulnerable.</p> <p>If the Defender is Weakened, the Attacker may re-roll any Attack Dice.</p>		

Neutral Units



MUMMER'S BLADE
3+ 7 6 5

BLOODY MUMMER SKIRMISHERS

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.



MOTLEY ARMAMENTS
3+ 6 4

BLOODY MUMMER ZORSE RIDERS

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**.



BLOODY MUMMER SKIRMISHERS

Despite their outrageous appearance, the Bloody Mummies 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.



BLOODY MUMMER ZORSE RIDERS

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.

Neutral Units



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 Tests.



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 them.

Neutral Units



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.

STOMP

- Sundering
- If you Control \otimes , 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

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 \otimes , 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.

Neutral Units



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

TRACKER'S BOW
After completing this Attack, the Defender becomes **Vulnerable**.

BLADE AND FANG
• Vicious




SPIKED FLAIL
• 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.



HOUSE BOLTON BASTARD'S GIRLS

Trained to corner and bring down even heavy infantry, the Bastard's Girls are best utilized as flankers or in pursuit of fleeing foes. While they do not possess the armor to counter a determined assault, enemies suffering from their handlers' wounding arrows make for easy prey. A fat bounty can be expected for handlers bringing down enemy commanders to await Ramsay Bolton's 'entertainments' following battle.



HOUSE BOLTON BLACKGUARDS

The ruthlessness of House Bolton's Blackguards is known by every enemy force they face. Their vicious spiked flails render heavy shields only moderately effective. Being the heaviest troops in House Bolton's arsenal, the Blackguards can be relied upon to take and hold any position on the battlefield.

Neutral Units



HOUSE BOLTON CUTTHROATS

5
3+ 7 6 4
RUTHLESS AGGRESSION
5+ 7+
505

RUTHLESS AGGRESSION

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



HOUSE BOLTON FLAYED MEN

5
3+ 6 4
WAR FLAIL
3
3+ 6+
505

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

5

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

8

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 terrifying visage remains their most vital weapon.

Neutral Units



PIRATE'S BLADES

5

3+ 7 5 4

5+ 7+

LYSENE SELLSWORDS

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

5

4+ 7 6 4

SHORT SWORD

5+ 5 4 3

5+ 7+

STORMCROW ARCHERS

MERCENARY'S LONGBOW

- While you Control , gains **Sundering**.
- While you Control , before rolling Attack Dice, the Defender becomes **Vulnerable**.
- While you Control , 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

5

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

6

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.

Neutral Units



6

SWIFT STRIKE

3+ 7 6 4

4+ 5+

505

STORMCROW DERVISHES


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.



5

LONGSWORD


4+ 7 5 4

4+ 6+

505

STORMCROW MERCENARIES

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.



7

STORMCROW DERVISHES

5

STORMCROW MERCENARIES

ADAPTIVE

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

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 best-trained 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 MERCENARIES

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.

Neutral Units



5

SCAVENGED WEAPONS

4+ 6 5 4

4+ 7+

STONE CROWS

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

5

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.