

# Lannister Attachments

 <p><b>JAIME LANNISTER</b> THE YOUNG LION</p> <p><b>ORDER: MARTIAL TRAINING</b> 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.</p> <p><b>STALWART</b> This unit gains +2 to Morale Test rolls.</p>	<p><b>JAIME LANNISTER</b> THE YOUNG LION <i>There are no men like me. There's only me.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p><b>CHAMPION OF THE FAITH</b></p> <p><b>ORDER: WAR CRY</b> 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.</p>	<p><b>CHAMPION OF THE FAITH</b></p>  <p>LIMITED</p> <p>Your army may only contain up to 2 Champion of the Faith.</p> <p>The first Champion of the Faith attachment is free if your army contains The High Sparrow.</p>
 <p><b>ARYS OAKHEART</b> KINGSGUARD</p> <p><b>PROTECTION OF THE CROWN</b> While you Control , each time this unit is Attacked, it may re-roll any Defense Dice and opponents cannot expend Vulnerable tokens on this unit.</p>	<p><b>ARYS OAKHEART</b> KINGSGUARD <i>There have always been men who found it easier to speak vows than to keep them.</i></p> <p>CHARACTER</p>  <p>1</p> <p>May not be fielded in an army containing the Kingsguard unit.</p>	 <p><b>JAIME LANNISTER</b> KINGSGUARD</p> <p><b>EXPERT DUELIST</b> 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.</p> <p><b>COUNTERSTRIKE</b> Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.</p>	<p><b>JAIME LANNISTER</b> KINGSGUARD <i>...A Sworn Brother of the White Swords, and we all know what his oath is worth. -Varys</i></p> <p>CHARACTER</p>  <p>2</p> <p>May not be fielded in an army containing the Kingsguard unit.</p> <p>If your army contains Cersei Lannister, reduce the cost of Jaime Lannister, Kingsguard by 1.</p>



## Lannister Attachments




**ADDAM MARBRAND**  
 TRUSTED BANNERMAN



**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.



**JAIME'S VASSAL**  
 This model count as Jaime Lannister for all abilities and effects.



**ADDAM MARBRAND**  
 TRUSTED BANNERMAN  
*I should welcome the chance to try my own steel against this Stark boy.*




CHARACTER



1






**KEVAN LANNISTER**  
 PROTECTOR OF THE REALM



**ORDER: LANNISTER 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.



**MIGHT OF THE THRONE**  
 While your opponent does not Control , each time this unit Attacks, it gains +1 Attack Die to Melee Attacks and counts as rolling a 6 for all Charge Distance Dice.



**KEVAN LANNISTER**  
 PROTECTOR OF THE REALM  
*There are many like you, good men in service to bad causes ... -Varys*



CHARACTER




**COMMANDER**  
 Predictable Maneuvers  
 Seeing Their Flaws  
 Wealth of the Rock





**QYBURN**  
 FORBIDDEN KNOWLEDGE




**EXPERIMENT ENHANCEMENTS**  
 This unit's Melee Attacks gain +1 to Hit and Vicious. Opponents cannot expend Weakened tokens on this unit while it is Attacking.




**VIOLENT REACTIONS**  
 After completing an Attack, this unit becomes Vulnerable.




**QYBURN**  
 FORBIDDEN KNOWLEDGE  
*The Citadel took my chain, but they could not take my knowledge.*



CHARACTER



1






**SER ROBERT STRONG**  
 THE SILENT GIANT



**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.



**UNSTOPPABLE WRATH**  
 This unit's Melee Attacks deal +2 Wounds.



**SER ROBERT STRONG**  
 THE SILENT GIANT  
*"We do not even know if he's alive."  
 -Kevan Lannister*



CHARACTER



2



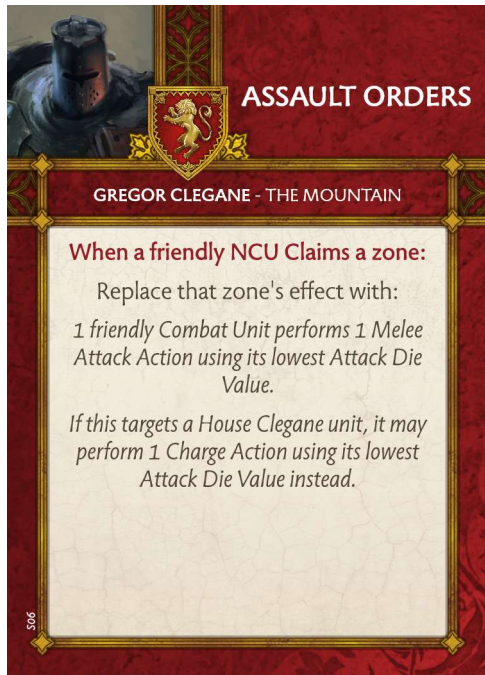
May not be fielded in an army containing Gregor Clegane. May only be fielded in an army containing Qyburn or Tommen Baratheon, Next in Succession.



## Lannister Attachments

<div data-bbox="126 135 325 327">  </div> <div data-bbox="331 167 514 263"> <p><b>GREGOR CLEGANE</b> MOUNTED BEHEMOTH</p> </div> <div data-bbox="115 335 535 710"> <div data-bbox="115 335 189 414">  <p><b>INDOMITABLE</b> This unit cannot become Weakened.</p> </div> <div data-bbox="115 462 189 542">  <p><b>FEROCIOUS ASSAULT</b> Enemies Successfully Charged by this unit become <b>Panicked</b>.</p> </div> <div data-bbox="115 590 189 710"> <p><b>INTIMIDATING PRESENCE</b> Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.</p> </div> </div>	<div data-bbox="598 135 798 327">  </div> <div data-bbox="703 167 976 271"> <p><b>GREGOR CLEGANE</b> MOUNTED BEHEMOTH <i>That beast's head would make a noble gift for all the people of the realm, I vow. -Brynden Tully</i></p> </div> <div data-bbox="766 295 903 327"> <p>CHARACTER</p> </div> <div data-bbox="598 327 1008 774">  </div> <div data-bbox="598 606 661 654"> <p>3</p> </div> <div data-bbox="598 686 661 758">  </div>	<div data-bbox="1071 135 1270 327">  </div> <div data-bbox="1270 199 1480 239"> <p><b>GATE WARDEN</b></p> </div> <div data-bbox="1060 335 1480 686"> <div data-bbox="1060 391 1134 470">  <p><b>SUPERIOR NUMBERS</b> When attacking enemies with the same or fewer remaining ranks, this unit's Melee Attacks may re-roll any Attack Dice and opponents cannot expend <b>Weakened</b> tokens on this unit.</p> </div> <div data-bbox="1060 566 1134 646">  <p><b>REINFORCEMENTS</b> Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.</p> </div> </div>	<div data-bbox="1543 135 1743 327">  </div> <div data-bbox="1680 175 1900 215"> <p><b>GATE WARDEN</b></p> </div> <div data-bbox="1543 606 1606 654"> <p>1</p> </div> <div data-bbox="1543 686 1606 758">  </div> <div data-bbox="1606 263 1963 774">  </div>
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## Lannister Tactics





## Lannister Units



**5**

**SPEAR**

**4+** **7** **6** **4**

**4+** **6+**

**LANNISPORT CITY WATCH**

**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.

**DOMINEERING PRIDE**  
While engaged by an enemy with the same or fewer remaining ranks, this unit automatically passes all Panic Tests.



**LANNISPORT CITY WATCH**

As watchmen for House Lannister's seat of power, the Lannisport City Watch is armed and armored as well (if not better) than many front-line troops in the War of the Five Kings. That said, they're not regular soldiers, and should not be relied upon to hold the vanguard or stand against a furious cavalry charge. That said, when in large numbers and properly supported, they remain effective and dangerous, a truly excellent support unit.

**6**



## Stark NCUs



**ROBB STARK**  
KING IN THE NORTH




**WOLF'S CUNNING**  
At the start of Deployment, you may target 1 friendly Combat Unit. Until the end of the game, that unit gains the **Outflank** Ability:

**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.*

**WOLF'S SWIFTNESS**  
**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 .



**ROBB STARK**  
KING IN THE NORTH

*I thought the battles would be the hard part...*

**4**





**CHARACTER**




*Your army may not contain Eddard Stark.*



## Stark Attachments

 <h3>UMBER CHAMPION</h3> <p><b>ORDER: INCITE</b> When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains <b>Vicious</b> and rolls its highest Attack Die Value.</p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p> <p>1</p>	 <h3>UMBER CHAMPION</h3>  <p>1</p>	 <h3>BRAN AND HODOR</h3> <p>PROTECTOR AND WARD</p> <p><b>HODOR!</b> This unit's Melee Attacks deal +1 Wound.</p> <p><b>HODOR!!!</b> When this unit is performing a Retreat Action, after rolling Retreat Distance Dice, you may have all dice count as rolling a 6. If you do, this attachment loses all Abilities until the end of the game. Enemies this unit disengages from may not pivot.</p> <p>1</p>	 <h3>BRAN AND HODOR</h3> <p>PROTECTOR AND WARD "Hodor, Hodor Hodor." "You're right, it seems dangerous."</p> <p>CHARACTER</p>  <p>1</p>
 <h3>BRYNDEN TULLY</h3> <p>UNYIELDING KNIGHT</p> <p><b>AFFILIATION: HOUSE TULLY</b> This unit is a House Tully unit.</p> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p> <p><b>IRON RESOLVE</b> This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.</p> <p>1</p>	 <h3>BRYNDEN TULLY</h3> <p>UNYIELDING KNIGHT <i>Lift your eyes, and you will see the direwolf still flies above our walls!</i></p> <p>CHARACTER</p>  <p>1</p>	 <h3>JOJEN REED</h3> <p>GREENSIGHT</p> <p><b>AFFILIATION: CRANNOGMAN</b> This unit is a Crannogman unit.</p> <p><b>JOJEN'S GREENSIGHT</b> Jojen begins the game with 2 Order tokens on him.</p> <p>Each time this unit attacks or is attacked, after rolling Attack Dice or Defense Dice, you may remove 1 Order token from Jojen. If you do, choose 1:</p> <ul style="list-style-type: none"> <li>• This unit may re-roll any Attack Dice.</li> <li>• This unit may re-roll any Defense Dice.</li> </ul> <p>1</p>	 <h3>JOJEN REED</h3> <p>GREENSIGHT <i>To Winterfell we pledge the faith of Greywater. Hearth and heart and harvest we yield up to you.</i></p> <p>CHARACTER</p>  <p>1</p>



## Stark Attachments

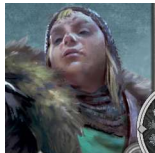




 <p><b>SYRIO FOREL</b> FIRST BLADE OF BRAAVOS</p> <p><b>PRECISION</b> This unit's Melee Attacks gain Precision.</p> <p><b>WATER DANCE</b> Each time a rank in this unit is destroyed, target the Attacker, they become Vulnerable.</p>	<p><b>SYRIO FOREL</b> FIRST BLADE OF BRAAVOS <i>My words lied. My eyes and my arm shouted out the truth, but you were not seeing.</i></p> <p>CHARACTER</p>  <p>1</p> <p>May only be fielded in an army containing Eddard Stark or Arya Stark, The Wolf Girl.</p>	 <p><b>LOYALIST CAPTAIN</b></p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become Vulnerable.</p> <p><b>SUPERIOR NUMBERS</b> When attacking enemies with the same or fewer remaining ranks, this unit's Melee Attacks may re-roll any Attack Dice and opponents cannot expend Weakened tokens on this unit.</p>	<p><b>LOYALIST CAPTAIN</b></p>  <p>1</p>
 <p><b>RICKARD KARSTARK</b> LORD OF KARHOLD</p> <p><b>AFFILIATION: HOUSE KARSTARK</b> This unit is a House Karstark unit.</p> <p><b>FUELED BY SLAUGHTER</b> 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.</p> <p><b>SUPERIOR NUMBERS</b> When attacking enemies with the same or fewer remaining ranks, this unit's Melee Attacks may re-roll any Attack Dice and opponents cannot expend Weakened tokens on this unit.</p>	<p><b>RICKARD KARSTARK</b> LORD OF KARHOLD <i>In war you kill your enemies. Didn't your father teach you that, boy?</i></p> <p>CHARACTER</p>  <p>COMMANDER</p> <p>Taunt A Need for Vengeance Karstark Retribution</p>	 <p><b>RICKARD KARSTARK</b> VENGEFUL BANNERMAN</p> <p><b>ORDER: STARK FURY</b> When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Critical Blow and Sundering. After completing this Attack, this unit suffers 2 Wounds, -1 Wound for each of its destroyed ranks.</p> <p><b>UNCONTROLLED RAGE</b> Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.</p>	<p><b>RICKARD KARSTARK</b> VENGEFUL BANNERMAN <i>Make no mistake, Robb—these are your bannermen, not your friends. -Catelyn Stark</i></p> <p>CHARACTER</p>  <p>1</p>



## Stark Attachments

 <p><b>BRYNDEN TULLY</b> VANGUARD INFILTRATOR</p> <p><b>ORDER: MARK TARGET</b> Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become <b>Vulnerable</b>.</p> <p><b>OUTFLANK</b> You may hold this unit off the table (<i>In Reserve</i>) 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.</p>	<p><b>BRYNDEN TULLY</b> VANGUARD INFILTRATOR <i>No one knows the lands of the North quite as well as Brynden.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p><b>MAEGI MORMONT</b> THE SHE-BEAR</p> <p><b>GO DOWN FIGHTING</b> Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.</p> <p><b>UNYIELDING</b> This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.</p>	<p><b>MAEGI MORMONT</b> THE SHE-BEAR <i>Maegi is a hoary old snark, stubborn, short-tempered, and willful.</i></p> <p>CHARACTER</p>  <p>1</p>
 <p><b>CRANNOGMAN SURVIVALIST</b></p> <p><b>ELUSIVE ESCAPE</b> This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become <b>Weakened</b>.</p> <p><b>PATHFINDER</b> This unit ignores the Dangerous, Hindering, and Rough keywords.</p>	<p><b>CRANNOGMAN SURVIVALIST</b></p>  <p>LIMITED</p> <p>Your army may only contain up to 2 Crannogman Survivalist.</p> <p>The first Crannogman Survivalist attachment is free if your army contains Howland Reed, Lord of the Crannogs. Crannogman Survivalist ignores the usual Attachment restrictions.</p> <p>1</p>	 <p><b>WINTERFELL CHAMPION</b></p> <p><b>WINTERFELL'S WRATH</b></p> <ul style="list-style-type: none"> <li>Critical Blow</li> <li>Enemies Successfully Charged become <b>Weakened</b>.</li> </ul>	<p><b>WINTERFELL CHAMPION</b></p>  <p>LIMITED</p> <p>Your army may only contain up to 2 Winterfell Champion.</p> <p>The first Winterfell Champion attachment is free if your army contains Eddard Stark, Lord of Winterfell.</p> <p>1</p>

## Stark Tactics

 <div>  <b>SUSTAINED ASSAULT</b> </div>	 <b>ASSAULT ORDERS</b>	 <div>  <b>BERSERKER TACTICS</b> </div>
<p><b>MAEGE MORMONT - LADY OF BEAR ISLAND</b></p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets a House Mormont unit, the Defender also becomes <b>Vulnerable</b>.</p>	<p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If that NCU Claimed <del>XX</del>, that Combat Unit may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p>	<p><b>GREATJON UMBER - LORD OF LAST HEARTH</b></p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>Choose 1. This unit may suffer up to 3 wounds, for each wound suffered, choose +1:</p> <ul style="list-style-type: none"> <li>• <b>Critical Blow</b></li> <li>• <b>Sundering</b></li> </ul> <ul style="list-style-type: none"> <li>• This Attack rolls its highest Attack Die Value.</li> <li>• This Attack may re-roll any Attack Dice.</li> </ul>



## Stark Units



5

WINTER'S BITE

4+ 7 5 4

4+ 6+

STARK SWORN SWORDS

**WINTER'S BITE**

- Critical blow
- If this unit has 1 or more destroyed ranks, gains +1 to Hit.
- If this unit has 2 destroyed ranks, may re-roll any Attack Dice.

**GO DOWN FIGHTING**

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



6

OUTRIDER'S BLADE

4+ 7 4

4+ 6+

STARK OUTRIDERS

**ORDER: TACTICAL REPOSITION**

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

**CAVALRY**

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

**AMBUSH**

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



5

STARK SWORN SWORDS

**STARK SWORN SWORDS**

Sworn Swords are the bedrock upon which House Stark commanders base their strategies. Brave, capable, and overwhelmingly loyal to the Direwolf banner, Sworn Swords would rather perish to a man than abandon their brothers in battle. While perhaps not as well found in arms and armor as wealthier houses, these men know that gold alone does not a warrior make.



6

STARK OUTRIDERS

**STARK OUTRIDERS**

While not built for a sustained melee engagement, House Stark's Outriders rarely find themselves so encumbered. Unfettered mobility is their hallmark, with lightly armored troops and unarmored mounts chosen and trained for speed and calm temperament. While they suffer the usual vulnerability to arrows shared by light troops, Outriders consider archers as natural prey. Outriders can close with and shatter an unprotected archery line with ease.

## Stark Units



**5**

**ARROW VOLLEY**

3+ 7 7 5

**SHORT SWORD**

5+ 5 4 3

6+ 6+

**STARK BOWMEN**

**ARROW VOLLEY**

- Ignores units and terrain when determining Line of Sight.
- If the Defender suffered any Wounds, they become **Weakened**.



**STARK BOWMEN**

Hunters, woodsmen, and survivalists from the rugged north often serve their lords in one military capacity or another, but when the Direwolf marches to war, it brings more skilled bowmen than most. While marginally effective at short range, and very vulnerable in a pitched melee or a cavalry assault, House Stark's bowmen will pin down or even outright eradicate enemy opposition at long range.

**6**

**STARK BOWMEN**



## Free Folk Attachments



### CHOSEN OF STYR

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

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

1



### CHOSEN OF STYR

1



### RATTLESHIRT

RUTHLESS SLAUGHTERER

**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.

2



### RATTLESHIRT

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

CHARACTER

2



### RATTLESHIRT

THE LORD OF BONES

**ORDER: TROPHY HUNTER**  
When a friendly Combat Unit Activates: Search your Tactics Deck or discard pile for 1 Rattleshirt's Commander Tactic card and add it to your hand.

**TROPHY COLLECTOR**  
This unit may treat any Rattleshirt's Commander Tactics cards attached to friendly units within Short Range as also attached to them.

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

C

Armor Trophies  
Bloody Trophies  
Weapon Trophies



### 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



### THE WEEPER

CRUEL TYRANT

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

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

1



### 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



## Free Folk Attachments



**THE WEEPER**  
HORRIFIC BUTCHER

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

**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**.



**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**  
*Bloody Beheadings  
Cruel Methods  
Price of Failure*



**WALRUS CLAN CHIEFTAIN**

**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.

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



**WALRUS CLAN CHIEFTAIN**



## Free Folk Tactics

 <b>BLOODY TROPHIES</b>	 <b>WEAPON TROPHIES</b>	 <b>ARMOR TROPHIES</b>	 <b>BLOODY BEHEADINGS</b>
<p><b>RATTLESHIRT - THE LORD OF BONES</b></p> <p>After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:</p> <p>All enemies engaged with the Attacker become <b>Panicked</b>. Then, attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.</p> <p>While attached, when an enemy performs an Action engaged with this unit, before resolving that Action, that enemy becomes <b>Panicked</b>.</p> <p>Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.</p>	<p><b>RATTLESHIRT - THE LORD OF BONES</b></p> <p>After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:</p> <p>Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.</p> <p>While attached, their Melee Attacks gain +1 to Hit.</p> <p>Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.</p>	<p><b>RATTLESHIRT - THE LORD OF BONES</b></p> <p>After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:</p> <p>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 and opponents cannot expend <b>Vulnerable</b> tokens on this unit.</p> <p>Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.</p>	<p><b>THE WEEPER - HORRIFIC BUTCHER</b></p> <p>After a friendly unit completes a Melee Attack:</p> <p>If this Attack destroyed an enemy rank, each enemy in Long Range becomes <b>Panicked</b>. If they were already <b>Panicked</b>, they suffer 1 Panic Test.</p> <p>If this Attack destroyed the enemy instead, each enemy in Long Range becomes <b>Panicked</b> and they suffer 1 Panic Test.</p>


**WALRUS' STRENGTH**

**THE GREAT WALRUS - LORD OF THE FROZEN SHORE**

**Start of a friendly Turn:**

Target 1 friendly Infantry or Cavalry Unit. Attach this card to it until the end of the game.

While attached, when this unit activates, it restores 1 Wound.

If it is in Short Range of The Great Walrus, it may also remove 1 Condition token.

## Free Folk Units



**WAR MAMMOTH**

**6**

**RAMPAGE**

**4+** **7**

**3+** **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**.
- When Charging, this unit may re-roll any Charge Distance Dice.



**WAR MAMMOTH**

**6**

**LIMITED**

Your army may only contain up to 2 Mammoths.

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 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*) and, for each unspent extra attachment points, reduce Mag's point cost by 1.

2021

### CHIEFTAIN OF THE GIANTS

MAG MAR TUN DOH WEG

CHARACTER



5

COMMANDER

When you Include Mag the Mighty as your Commander, replace the Free Folk Tactics Deck with Mag's deck.




## Neutral Attachments


 <p><b>FORTUNE SEEKER</b></p> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p> <p><b>MOTIVATED BY COIN</b> While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.</p>	 <p><b>FORTUNE SEEKER</b></p>  <p>1 </p>	 <p><b>DAARIO NAHARIS</b> STORMCROW CAPTAIN</p> <p><b>AFFILIATION: STORMCROWS</b> This unit is a Stormcrow unit.</p> <p><b>IMPROVED ARMAMENTS</b> While you Control , this unit's Melee Attacks gain <b>Sundering</b> and roll their highest Attack Die Value.</p> <p><b>MOTIVATED BY COIN</b> While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.</p>	<p><b>DAARIO NAHARIS</b> STORMCROW CAPTAIN <i>He has a sellsword's conscience. That is to say, none at all.</i></p> <p><b>CHARACTER</b></p>  <p><b>COMMANDER</b> Sellsword Negotiations Sellsword Bravado Reckless Strikes</p> <p>C </p>
 <p><b>DAARIO NAHARIS</b> RECKLESS MERCENARY</p> <p><b>RECKLESS STRIKES</b> This unit's Melee Attack gain <b>Critical Blow</b> and <b>Precision</b>. For each Attack Die roll of 1, this unit suffers 1 Wound.</p> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p>	<p><b>DAARIO NAHARIS</b> RECKLESS MERCENARY <i>I count no day as lived unless I have loved a woman, slain a foeman, and eaten a fine meal.</i></p> <p><b>CHARACTER</b></p>  <p>1 </p>	 <p><b>BRIENNE</b> MAIDEN OF TARTH</p> <p><b>KNIGHTLY VOW</b> • After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice. • While your opponent does not Control , this unit's melee attacks gain +1 to Hit.</p> <p><b>STALWART</b> This unit gains +2 to Morale Test rolls.</p>	<p><b>BRIENNE</b> 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><b>CHARACTER</b></p>  <p>2 </p>




## Neutral Attachments




**BRONN**  
THE SELLWORD

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


**MOTIVATED BY COIN**  
While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.

**BRONN**  
THE SELLWORD  
*I sell my sword, I don't give it away.*

CHARACTER



1




**GOLDEN COMPANY OFFICER**


**AFFILIATION: GOLDEN COMPANY**  
This unit is a Golden Company unit.

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

**GOLDEN COMPANY OFFICER**



1




**LYSENE BOSUN**

**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.

**DOMINEERING PRIDE**  
While engaged by an enemy with the same or fewer remaining ranks, this unit automatically passes all Panic Tests.

**LYSENE BOSUN**



1

## Neutral Tactics





## Neutral Units



**WAR FLAIL**

3+ 6 5

5

3

3+

6+

HOUSE BOLTON FLAYED MEN

**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.



**SPIKED FLAIL**

4+ 6 5 4

5

3+

6+

HOUSE BOLTON BLACKGUARDS

**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 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 terrifying visage remains their most vital weapon.

8



**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.

6



## Neutral Units



5


LONGSWORD

4+ 7 5 4

4+ 6+

STORMCROW MERCENARIES

### MOTIVATED BY COIN

While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.



6

SWIFT STRIKE

3+ 7 6 4

4+ 5+

STORMCROW DERVISHES


### AMBUSH

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

### SWIFT STRIKE

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

### MOTIVATED BY COIN

While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.



ADAPTIVE

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

## 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.



## 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.



## Night's Watch NCUs



**YOREN**  
WANDERING CROW



**RECRUITMENT**

Each time Yoren Claims a zone, before resolving that zone's effect, place 1 Order token on him.

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

*Place 1 Order token on Yoren.*

At the start of any Round, you may remove 4 Order tokens from Yoren.

If you do, Deploy 1 Conscripts unit fully within Long Range of a friendly Table Edge.



**5**











**YOREN**  
WANDERING CROW

*I'm here to find men for the Wall...*

**CHARACTER**



## Night's Watch Attachments

 <p><b>BENJEN STARK</b> WOLF OF THE WALL</p> <p><b>ORDER: SENTINEL</b> After another friendly unit in Long Range is Attacked: This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.</p> <p><b>AMBUSH</b> Enemies this unit Successfully Charges in the Flank or Rear become Panicked, Vulnerable and Weakened.</p>	<p><b>BENJEN STARK</b> WOLF OF THE WALL</p> <p>CHARACTER</p>  <p>1</p>	 <p><b>SAMWELL TARLY</b> SAM THE SLAYER</p> <p><b>ORDER: BATTLE PLAN</b> Start of any Turn: Discard 2 Tactics cards to search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.</p> <p><b>BOOKKEEPING</b> As long as Samwell Tarly is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.</p>	<p><b>SAMWELL TARLY</b> SAM THE SLAYER <i>I went beyond the Wall and fought in battles. They call me Sam the Slayer.</i></p> <p>CHARACTER</p>  <p>1</p>
 <p><b>EDDISON TOLLETT</b> DOLOROUS EDD</p> <p><b>GALLOWS HUMOR</b> Each time this unit loses a rank, place 1 Order token on Eddison. This unit gains the following based on the number of tokens:  1+: This unit may never be targeted by enemy Orders, Tactics cards, or be Influenced by enemy NCUs. 2+: This unit Melee Attacks gain +1 to Hit.</p>	<p><b>EDDISON TOLLETT</b> DOLOROUS EDD <i>Once they figure a way to work a dead horse, we'll be next. Likely I'll be the first too.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p><b>SER DENYS MALLERY</b> SHADOW TOWER COMMANDER</p> <p><b>KNIGHTLY VOW</b> • After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice. • While your opponent does not Control <math>\times</math>, this unit's melee attacks gain +1 to Hit.</p> <p><b>DUTIFUL COMMANDER</b> If this is a Night's Watch unit, after Deployment, you may search your deck for 1 Tempered by Duty Tactics card and attach it to this unit. Shuffle your Tactics deck.</p>	<p><b>SER DENYS MALLERY</b> SHADOW TOWER COMMANDER <i>Do not make me die regretful.</i></p> <p>CHARACTER</p>  <p>COMMANDER</p> <p>Adaptive Methods Combat Prowess Tempered by Duty</p>



## Night's Watch Tactics



### ASSAULT ORDERS

COTTER PYKE - EASTWATCH COMMANDER

**When a friendly NCU Claims a zone:**

Replace that zone's effect with:

*1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.*

*If this targets Cotter Pyke's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.*

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## Night's Watch Units



**6**

**LONGSWORD**

**3+** **7** **5**

**4+** **5+**

**RANGER VANGUARDS**

**CAVALRY**

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

**AMBUSH**

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

**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.



**RANGER VANGUARDS**

**7**

Night's Watch Rangers are known for their ability to blend into the wilderness, lying in ambush for their enemies. Such assaults are even more devastating when delivered on horseback. Hiding cavalry proves tricky in most any terrain, but the Ranger Vanguard's know the woods north of the Wall better than anyone. Thick copses of trees, hidden dells, and even mild depressions in the terrain provide plenty of territory from which to surprise foes.



# Baratheon Attachments



## RED PRIESTESS

**DIVINE SACRIFICES**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, it may suffer 1 Wound. If it does, this Attack gains +1 to Hit and the Defender becomes Panicked or Vulnerable.

## RED PRIESTESS



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



## ANDREW ESTERMONT

FIRST OF THE KING'S MEN

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

**FIRST OF THE KING'S MEN**  
• You count as Controlling the  and  zones for Tactics cards that target this unit.  
• While your opponent does not Control  or , this unit may re-roll any Morale Test Dice.

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

## ANDREW ESTERMONT

FIRST OF THE KING'S MEN  
*The Estermont's loyalty to Stannis is without question.*

**CHARACTER**



**COMMANDER**  
Assault Orders  
Reckless Fury  
Rush Of Aggression



## ANDREW ESTERMONT

TRUE LOYALIST

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

**TRUE CONVICTION**  
If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.

## ANDREW ESTERMONT

TRUE LOYALIST  
*Even after Blackwater, he remained fully devoted to the One True King.*

**CHARACTER**



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



## AXELL FLORENT

FANATICAL DEVOTEE

**AFFILIATION: R'HLLOR**  
This unit is a R'hllor unit.

**ZEALOUS FANATICISM**  
This unit's Melee Attacks gain Vicious and always roll their highest Attack Die Value. This unit suffers 1 Wound for each Attack Die roll of 1.

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

## AXELL FLORENT

FANATICAL DEVOTEE  
*One land, one god, one king!*

**CHARACTER**



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



## Baratheon Attachments

 <p><b>DAVOS SEAWORTH</b> ONION KNIGHT</p> <p><b>ORDER: SUPPLY AID</b> 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.</p> <p><b>TRUE CONVICTION</b> If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.</p>	<p><b>DAVOS SEAWORTH</b> ONION KNIGHT <i>A smuggler must be a fair judge of men. -Stannis Baratheon</i></p> <p>CHARACTER</p>  <p>1</p> <p><b>LOYALTY</b> <b>STANNIS BARATHEON</b> Your army may never contain Units or Attachments with different Loyalties.</p>	 <p><b>DEVAN SEAWORTH</b> KING'S SQUIRE</p> <p><b>ORDER: RECKLESS HEROISM</b> 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.</p> <p><b>TRUE CONVICTION</b> If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.</p>	<p><b>DEVAN SEAWORTH</b> KING'S SQUIRE <i>You have a passing clever father, Devan -Stannis Baratheon</i></p> <p>CHARACTER</p>  <p>1</p> <p><b>LOYALTY</b> <b>STANNIS BARATHEON</b> Your army may never contain Units or Attachments with different Loyalties.</p> <p>If your army contains Stannis Baratheon, reduce the cost of Devan Seaworth, King's Squire by 1.</p>
 <p><b>CORTNAY PENROSE</b> CASTELLAN OF STORM'S END</p> <p><b>BOOKKEEPING</b> As long as Cortnay Penrose is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.</p> <p><b>LOYALTY: RENLY BARATHEON</b> Your army may never contain Units or Attachments with different Loyalties.</p> <p><b>MIGHT OF THE THRONE</b> While your opponent does not Control , each time this unit Attacks, it gains +1 Attack Die to Melee Attacks and counts as rolling a 6 for all Charge Distance Dice.</p>	<p><b>CORTNAY PENROSE</b> CASTELLAN OF STORM'S END <i>A stubborn man -Davos Seaworth</i></p> <p>CHARACTER</p>  <p>C</p> <p><b>COMMANDER</b> Counterplot Issue Commands Surprise Strategy</p>	 <p><b>CORTNAY PENROSE</b> LOYAL TACTICIAN</p> <p><b>ORDER: TACTICAL REPOSITION</b> Start of an enemy Turn: Target 1 friendly unit in Short Range. They perform a 3" shift.</p> <p><b>MIGHT OF THE THRONE</b> While your opponent does not Control , each time this unit Attacks, it gains +1 Attack Die to Melee Attacks and counts as rolling a 6 for all Charge Distance Dice.</p>	<p><b>CORTNAY PENROSE</b> LOYAL TACTICIAN <i>May the Others buggar your Lord of Light!</i></p> <p>CHARACTER</p>  <p>2</p> <p><b>LOYALTY</b> <b>RENLY BARATHEON</b> Your army may never contain Units or Attachments with different Loyalties.</p> <p>If your army contains Renly Baratheon, reduce the cost of Cortnay Penrose, Castellan of Storm's End by 1.</p>



## Baratheon Attachments



 <p><b>LORAS TYRELL</b> KING'S SQUIRE</p> <p><b>EXPERT DUELIST</b> 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.</p>	<p><b>LORAS TYRELL</b> KING'S SQUIRE <i>Ser Loras is so Tyrell he pisses rosewater - Cersei Lannister</i></p> <p><b>CHARACTER</b></p>  <p><b>LOYALTY</b> <b>RENLY BARATHEON</b> <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>	 <p><b>THORN WATCH SENTINEL</b></p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p> <p><b>PATHFINDER</b> This unit ignores the Dangerous, Hindering, and Rough keywords.</p>	 <p><b>THORN WATCH SENTINEL</b></p> <p><b>LOYALTY</b> <b>RENLY BARATHEON</b> <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>
 <p><b>PIKEMAN CAPTAIN</b></p> <p><b>BOLDNESS AND COURAGE</b> 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.</p> <p><b>LEADERSHIP FOLLOWER</b> This unit gains +1 to Morale Test rolls while in Long Range of the Commander's unit.</p>	<p><b>PIKEMAN CAPTAIN</b></p>  <p><b>LOYALTY</b> <b>RENLY BARATHEON</b> <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>	 <p><b>BRYEN FARRING</b> KING'S SQUIRE</p> <p><b>TRUE CONVICTION</b> If this unit is a Baratheon unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.</p> <p><b>PROTECTION OF THE CROWN</b> While you Control , each time this unit is Attacked, it may re-roll any Defense Dice and opponents cannot expend <b>Vulnerable</b> tokens on this unit.</p>	<p><b>BRYEN FARRING</b> KING'S SQUIRE <i>Squires carry capes, swords, and secrets.</i></p> <p><b>CHARACTER</b></p>  <p><b>LOYALTY</b> <b>STANNIS BARATHEON</b> <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>

## Baratheon Attachments

<div data-bbox="130 146 231 284"> </div> <div data-bbox="241 146 315 207"> </div> <div data-bbox="336 175 504 263"> <p><b>GUYARD MORRIGEN</b> GUYARD THE GREEN</p> </div> <div data-bbox="193 335 367 363"> <p><b>COUNTERSTRIKE</b></p> </div> <div data-bbox="189 363 520 446"> <p>Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.</p> </div> <div data-bbox="189 491 319 518"> <p><b>DAUNTLESS</b></p> </div> <div data-bbox="189 518 514 574"> <p>Each time this unit passes a Morale Test, it restores 1 Wound.</p> </div>	<div data-bbox="688 175 976 215"> <p><b>GUYARD MORRIGEN</b> GUYARD THE GREEN</p> </div> <div data-bbox="682 231 982 263"> <p><i>His only wish was to command the vanguard.</i></p> </div> <div data-bbox="766 295 898 322"> <p>CHARACTER</p> </div> <div data-bbox="598 271 703 391"> </div> <div data-bbox="661 327 997 582"> </div> <div data-bbox="787 577 877 603"> <p>LOYALTY</p> </div> <div data-bbox="598 606 661 662"> <p>1</p> </div> <div data-bbox="739 609 924 635"> <p>RENLY BARATHEON</p> </div> <div data-bbox="682 635 982 686"> <p>Your army may never contain Units or Attachments with different Loyalties.</p> </div> <div data-bbox="598 694 661 758"> </div> <div data-bbox="682 705 976 762"> <p>May not be fielded in an army containing the Rainbow Guard unit.</p> </div>	<div data-bbox="1081 146 1186 284"> </div> <div data-bbox="1186 146 1270 207"> </div> <div data-bbox="1270 175 1470 247"> <p><b>ROBAR ROYCE</b> ROBAR THE RED</p> </div> <div data-bbox="1071 335 1144 406"> </div> <div data-bbox="1138 335 1333 363"> <p><b>FURIOUS CHARGE</b></p> </div> <div data-bbox="1138 363 1453 418"> <p>Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p> </div> <div data-bbox="1071 502 1144 566"> </div> <div data-bbox="1138 462 1333 491"> <p><b>RECKLESS STRIKES</b></p> </div> <div data-bbox="1138 491 1459 603"> <p>This unit's Melee Attack gain <b>Critical Blow</b> and <b>Precision</b>. For each Attack Die roll of 1, this unit suffers 1 Wound.</p> </div>	<div data-bbox="1564 271 1669 391"> </div> <div data-bbox="1684 167 1900 223"> <p><b>ROBAR ROYCE</b> ROBAR THE RED</p> </div> <div data-bbox="1659 223 1927 271"> <p><i>A second son must find glory where he can. A man grows weary of tourneys.</i></p> </div> <div data-bbox="1717 295 1858 322"> <p>CHARACTER</p> </div> <div data-bbox="1606 327 1963 582"> </div> <div data-bbox="1738 577 1837 603"> <p>LOYALTY</p> </div> <div data-bbox="1564 606 1627 662"> <p>1</p> </div> <div data-bbox="1690 609 1885 635"> <p>RENLY BARATHEON</p> </div> <div data-bbox="1633 635 1953 686"> <p>Your army may never contain Units or Attachments with different Loyalties.</p> </div> <div data-bbox="1564 694 1627 758"> </div> <div data-bbox="1633 705 1942 762"> <p>May not be fielded in an army containing the Rainbow Guard unit.</p> </div>
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## Baratheon Tactics

 <b>ASSAULT ORDERS</b>	 <b>SUSTAINED ASSAULT</b>
<p><b>ANDREW ESTERMONT - FIRST OF THE KING'S MEN</b></p> <p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If this targets Andrew Estermont's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p>	<p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets your Commander's unit, the Defender also becomes <b>Vulnerable</b>.</p>

## Targaryen NCUs



**ILLYRIO MOPATIS**  
MAGISTER OF PENTOS



**ILLYRIO'S BOON**

Illyrio begins the game with 2 Order tokens.

Each time Illyrio Claims a zone, you may remove 1 Order token from him. If you do, replace that zone's effect with:

*Target 1 friendly Combat Unit. They restore up to 3 Wounds. Place 1 Condition token on 1 enemy they are engaged with.*



**ILLYRIO MOPATIS**  
MAGISTER OF PENTOS

*You Westerosi are all the same. You sew some beast upon a scrap of silk, and suddenly you are all lions or dragons or eagles.*

**CHARACTER**





## Targaryen Attachments



**JORAH MORMONT**  
WESTEROSI TACTICIAN

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

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

**COMMANDER**  
Marshal  
Betrayal  
Opportunist  
Feinting Maneuver



**JORAH MORMONT**  
WESTEROSI TACTICIAN  
*I vow to serve you, to obey you, to die for you if need be. Whatever may come.*

**CHARACTER**

**COMMANDER**  
Marshal  
Betrayal  
Opportunist  
Feinting Maneuver



**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.

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

**COMMANDER**  
Sustained Assault  
Combat Prowess  
Legendary Boldness  
Victory Comes Hard



**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**

**COMMANDER**  
Sustained Assault  
Combat Prowess  
Legendary Boldness  
Victory Comes Hard



**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**  
While your opponent does not Control ♠, when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.

**COMMANDER**  
Sellsword Negotiations  
Sellsword Bravado  
Reckless Strikes  
Hasty Offense



**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  
Hasty Offense



**BARRISTAN SELMY**  
THE BOLD

**KNIGHTLY VOW**  
• After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.  
• While your opponent does not Control ♠, this unit's melee attacks gain +1 to Hit.

**EMBOLDEN**  
Friendly units in Short Range gain +1 to Morale Test rolls.

**COMMANDER**  
Sustained Assault  
Combat Prowess  
Legendary Boldness  
Victory Comes Hard



**BARRISTAN SELMY**  
THE BOLD  
*I am a knight. I shall die a knight.*

**CHARACTER**


**COMMANDER**  
Sustained Assault  
Combat Prowess  
Legendary Boldness  
Victory Comes Hard



## Targaryen Attachments



**COHOLLO**  
BLOODRIDER




**BLOODRIDER**  
This unit cannot become Weakened.



**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.



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**COHOLLO**  
BLOODRIDER  
*They were the khal's brothers, his shadows, his fiercest friends.*



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**HAGGO**  
BLOODRIDER



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**HAGGO**  
BLOODRIDER  
*'Blood of my blood', Drogo called them, and so it was; they shared a single life.*



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**QOTHO**  
BLOODRIDER



**BLOODRIDER**  
This unit cannot become Weakened.



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



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



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**QOTHO**  
BLOODRIDER  
*The Dothraki say a man and his bloodriders share one life...*



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



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



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**RAKHARO**  
BLOODRIDER



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



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



**CHARACTER**



**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.



**RAKHARO**  
BLOODRIDER  
*As you say, I do, blood of my blood.*



**BLOODRIDER**  
This unit cannot become Weakened.



**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.



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



**CHARACTER**




**1**



May not be fielded in an army containing the "Drogo's Bloodriders" unit.




## Targaryen Attachments



### BRAZEN BEASTS CAPTAIN


**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.

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



### BRAZEN BEASTS CAPTAIN

1




### MARSELEN

UNSULLIED CAPTAIN

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

**EMBOLDEN**  
Friendly units in Short Range gain +1 to Morale Test rolls.




### MARSELEN

UNSULLIED CAPTAIN  
*It's their discipline that makes them dangerous -Tyrion Lannister*

CHARACTER

1



### MIRRI MAZ DUUR

RESENTFUL HEALER

**MAEGI'S HEALING**  
Each time this unit Activates, roll a D3. On a 1, choose 1. On a 2, choose 2 (the same effect may be chosen multiple times). On a 3, nothing happens:

- Restore 1 Wound to this unit.
- Remove 1 Condition token from this unit.

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



### MIRRI MAZ DUUR



RESENTFUL HEALER  
*You knew the price.*

CHARACTER

1

Mirri ignores the usual Attachment limits.

## Targaryen Tactics

 <b>SUSTAINED ASSAULT</b>	 <b>ASSAULT ORDERS</b>
<b>BARRISTAN SELMY - THE BOLD</b>	<b>KHAL DROGO - THE GREAT KHAL</b>
<p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets Barristan's unit, the Defender also becomes <b>Vulnerable</b>.</p>	<p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If this targets Khal Drogo's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p>
<p>Before the game begins, remove the "Sudden Retreat" Tactics card from your Tactics Deck and replace it with this card.</p>	<p>Before the game begins, remove the "Sudden Retreat" Tactics card from your Tactics Deck and replace it with this card.</p>



## Targaryen Units



**STORMCROW MERCENARIES**

5

LONGSWORD

4+ 7 5 4

4+ 6+

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**MOTIVATED BY COIN**

While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.



**STORMCROW DERVISHES**

6

SWIFT STRIKE

3+ 7 6 4

4+ 5+

506

**AMBUSH**

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

**SWIFT STRIKE**

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

**MOTIVATED BY COIN**

While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.



**STORMCROW MERCENARIES**

5

**ADAPTIVE**

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

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.



**STORMCROW DERVISHES**

7

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.

## Targaryen Units



**6**

**FIGHTER'S ARMAMENT'S**  
3+ 7 6 4

**5+** **6+**

**PIT FIGHTERS**

**ORDER: PIT FIGHTER RAGE**  
When this unit is performing a Melee Attack, before rolling Attack Dice: The Defender becomes **Vulnerable**, **Panicked** and **Weakened**. After this Attack has been completed, the Attacker suffers 2 Wounds.

**FIGHTER'S ARMAMENTS**  
• Precision

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



**PIT FIGHTERS**

Gladiatorial combat is one of the most popular (and most dangerous) forms of entertainment. Since these enslaved fighters must compete in all forms of combat, they must be prepared for anything, despite their lack of formal training and hodge-podge of gear. After being freed by Daenerys, they've pledged their allegiance to her. And despite their lack of experience in open-field battle, enemy commanders would do well to not underestimate these unconventional fighters.

**5**



## Greyjoy NCUs



**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.*

**6**

**CHARACTER**



## 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.

506




**DROWNED PROPHET**

**LIMITED**  
Your army may only contain up to 2 Drowned Prophets.

1

506



**ERIK IRONMAKER**  
ANVIL-BREAKER

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

**GIFTS OF SILVER AND BRONZE**  
Each time a friendly NCU Claims ⌚, if this unit is a House Greyjoy unit, it gains 1 Pillage token.

506



**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

506



**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 is a House Greyjoy unit, it deploys with 2 Pillage tokens.  
  
At the Start of Round 3, they become **Panicked**, **Vulnerable** and **Weakened**.

506



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

**CHARACTER**

1

506



**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**  
While your opponent does not Control ⌚, when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.

506



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

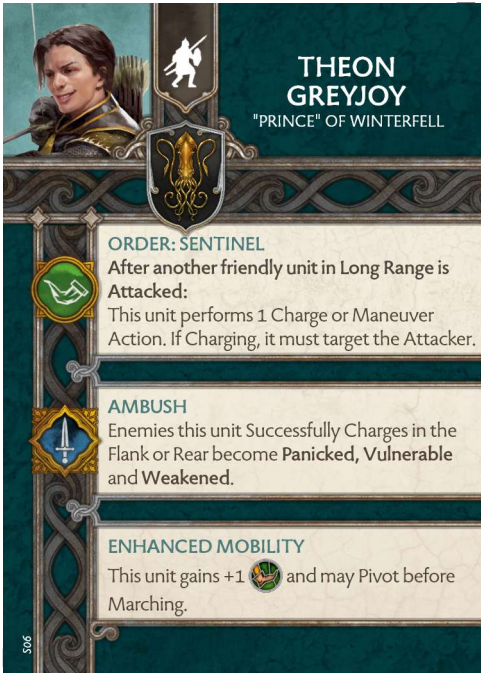
**CHARACTER**

1

506



## Greyjoy Attachments



**THEON GREYJOY**  
"PRINCE" OF WINTERFELL

**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.

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

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



**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



**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.



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

**CHARACTER**



**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.







**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**

If your army contains Victarion Greyjoy, Master of the Iron Victory, reduce the cost of Moqorro, Slave of R'hllor by 1.

## Greyjoy Tactics

  <b>ASSAULT ORDERS</b>	  <b>SUSTAINED ASSAULT</b>
VICTARION GREYJOY - THE IRON CAPTAIN	VICTARION GREYJOY - THE IRON CAPTAIN
<p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If this targets Victarion Greyjoy's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p>	<p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets Victarion's unit, the Defender also becomes <b>Vulnerable</b>.</p>



## Greyjoy Units



5

IRONBORN ARROWS

4+ 6 5 4

SHORT SWORD

4+ 5 4 3

6+ 8+

IRONBORN BOWMEN

### ORDER: DIVIDE THE SPOILS

#### Start of any Turn:

Target 1 friendly House Greyjoy unit in Long Range.

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

### IRONBORN ARROWS

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



5

MASTERCRAFT AXE

4+ 7 5 4

4+ 6+

BLACKTYDE CHOSEN

### ORDER: DIVIDE THE SPOILS

#### Start of any Turn:

Target 1 friendly House Greyjoy unit in Long Range.

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

### FIRST CLAIM

Each time a friendly NCU Claims 1, 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.



## 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.

## 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.

## Greyjoy Units



**BOARDING AXE**

- Sundering
- If this unit has 2 Pillage tokens, when performing an Attack, before rolling Attack Dice, the Defender becomes Panicked.

**CAPTAIN'S MEN**  
If Victarion Greyjoy is attached in this unit, it deploys with 1 Pillage token.

**DOMINEERING PRIDE**  
While engaged by an enemy with the same or fewer remaining ranks, this unit automatically passes all Panic Tests.

**IRON VICTORY CREW**



**IRON VICTORY CREW**

*The sight of the Kraken sails coming over the horizon fills any settlement with dread, but none moreso than those of the Iron Victory, Victarion's personal raiding ship. The Iron Victory's Crew are handpicked men vicious by nature, skilled in warfare, and loyal to a fault. They are few in number but can serve well as a hard center to any assault force. Proper support is required to guard their flanks, of course.*



## Martell Attachments

 <p><b>AREO HOTAH</b> DUTIFUL JUGGERNAUT</p> <p><b>ORDER: BATTLE PLAN</b> Start of any Turn: Discard 2 Tactics cards to search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.</p> <p><b>ORDER: MARK TARGET</b> Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.</p>	<p><b>AREO HOTAH</b> DUTIFUL JUGGERNAUT <i>Serve. Obey. Protect. Simple vows for a simple man.</i></p> <p>CHARACTER</p>  <p>1</p> <p>Areo Hotah, Dutiful Juggernaut may only be fielded in an army containing Doran Martell, Prince of Dorne.</p>	 <p><b>HIGH HERMITAGE SENTINEL</b></p> <p><b>AMBUSH</b> Enemies this unit Successfully Charges in the Flank or Rear become <b>Panicked, Vulnerable and Weakened</b>.</p> <p><b>ENHANCED MOBILITY</b> This unit gains +1 and may Pivot before Marching.</p>	<p><b>HIGH HERMITAGE SENTINEL</b></p>  <p>1</p>
 <p><b>NYMERIA SAND</b> SAND SNAKE</p> <p><b>ADVANTAGE STRIKE</b> When Attacking enemies that have not Activated this Round, this unit's Melee Attacks may re-roll any Attack Dice.</p> <p><b>DORNISH VENGEANCE</b> After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 2 Wounds, +1 Wound for each of this unit's destroyed ranks.</p>	<p><b>NYMERIA SAND</b> SAND SNAKE <i>It ends in blood, as it began.</i></p> <p>CHARACTER</p>  <p>1</p>	 <p><b>OBARA SAND</b> SAND SNAKE</p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p> <p><b>SUNDERING</b> This unit's Melee Attacks gain Sundering.</p> <p><b>UNCONTROLLED RAGE</b> Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.</p>	<p><b>OBARA SAND</b> SAND SNAKE <i>She is chasing after something she can never catch -Areo Hotah</i></p> <p>CHARACTER</p>  <p>1</p>



## Martell Attachments

 <p><b>ARYS OAKHEART</b> THE WHITE KNIGHT</p> <p><i>Arys, my sweet knight, why did you do it? -Arianne Martell</i></p> <p><b>PROTECTION OF THE CROWN</b> While you Control , each time this unit is Attacked, it may re-roll any Defense Dice and opponents cannot expend <b>Vulnerable</b> tokens on this unit.</p>	<p><b>ARYS OAKHEART</b> THE WHITE KNIGHT</p> <p><i>Arys, my sweet knight, why did you do it? -Arianne Martell</i></p> <p><b>CHARACTER</b></p>  <p><b>1</b></p>	 <p><b>EDRIC DAYNE</b> LORD OF STARFALL</p> <p><b>TRUE CONVICTION</b> If this unit is a Martell unit, each time it Attacks an enemy with the same or more remaining ranks, it may re-roll any Attack Dice.</p> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p>	<p><b>EDRIC DAYNE</b> LORD OF STARFALL</p> <p><i>A polite young lad.</i></p> <p><b>CHARACTER</b></p>  <p><i>Edric Dayne ignores the usual Attachment limits.</i></p> <p><b>1</b></p>
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## Martell Tactics



## Martell Units



**DUNE VIPERS**

**6**

**SPEAR & NET**

**4+** **7** **6** **4**

**4+** **6+**

**SPEAR & NET**

After completing this Attack, the Defender becomes **Weakened**.

**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.



**DUNE VIPERS**

**5**

The lands of Dorne seems like an endless sea of dunes. It's easy to get lost in the shifting sands. But the Dune Vipers call this land home and know each grain of sand's place. Using their knowledge of the terrain, they excel in guerilla tactics, harassing enemies with their nets and spears, ensnaring foes before heading in for the final strike. Best when paired with allies, the Dune Vipers can stand on their own when needs must.



## Bolton Tactics

### BLOODY BEHEADINGS

#### After a friendly unit completes a Melee Attack:

If this Attack destroyed an enemy rank, each enemy in Long Range becomes **Panicked**. If they were already **Panicked**, they suffer 1 Panic Test.

If this Attack destroyed the enemy instead, each enemy in Long Range becomes **Panicked** and they suffer 1 Panic Test.

### 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 up to 2 enemy Combat Units. They become **Weakened**.

## Bolton Units



**BLACKGUARDS**

5

**SPIKED FLAIL**

4+ 6 5 4

3+ 6+

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**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.



**FLAYED MEN**

5

**WAR FLAIL**

3+ 6 5

3+ 6+

506

**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.



**BLACKGUARDS**

6

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.



**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.



## Bolton Special Rules

### DREADFORT PRISONERS

This card starts the game with 3 order tokens. Every time an enemy rank is destroyed, place 1 order token on this card. This card can have up to 3 Order tokens.

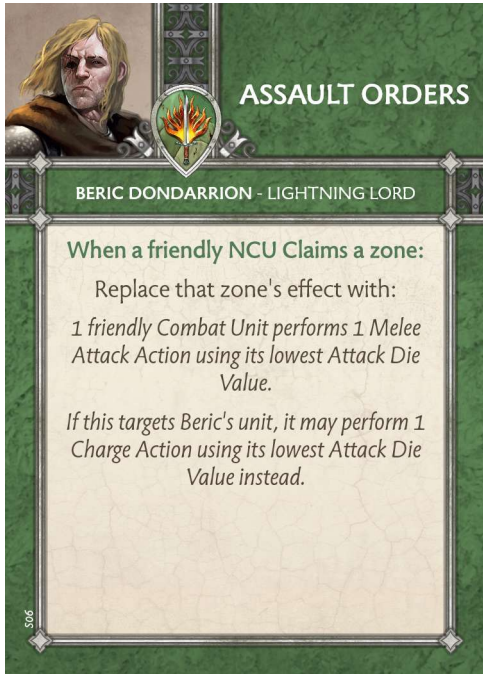
At the start of any Turn, you may spend 3 Order tokens to target 1 enemy Combat Unit. If you do, they become **Panicked**.

### DREADFORT PRISONERS

This card starts the game with 3 order tokens. Every time an enemy rank is destroyed, place 1 order token on this card. This card can have up to 3 Order tokens.

At the start of any Turn, you may spend 3 Order tokens to target 1 enemy Combat Unit. If you do, they become **Panicked**.

## Brotherhood Tactics





## Brotherhood Units



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

**BROTHERHOOD ARMAMENTS**

- Critical Blow
- If your opponent does not control , this attack gains +1 to Hit and Sundering.

**MEN-AT-ARMS**

5

4+ 7 6 4

4+ 6+

506



**MEN-AT-ARMS**

The Brotherhood Without Banners is technically an outlaw band, acting in service to any lord who fights for the realm's justice, working towards bringing peace swiftly to the kingdoms. As such, they're seen as idealists (and fanatics), and their Men-At-Arms are staunch professionals willing to fight to the bitterest of ends in the name of justice. They serve best in the line, grinding the enemy to dust.

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