



SPEARWIFE'S GUILE

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

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

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





SPEARWIFE COUNCIL

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

₩: 1 enemy becomes Weakened.

instead of removing a Condition token, target 1 enemy engaged with that unit. They suffer 1 Hit, +1 Hit for each remaining rank in this unit.

instead of drawing cards, look at the top 2 cards of your opponent's Tactics deck. You may discard one of those cards. Then, place the remaining cards on the top of the Tactics deck.





INTRIGUE AND SUBTERFUGE

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

DISRUPT COMMUNICATION

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

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





NORTHERN RESILIENCE

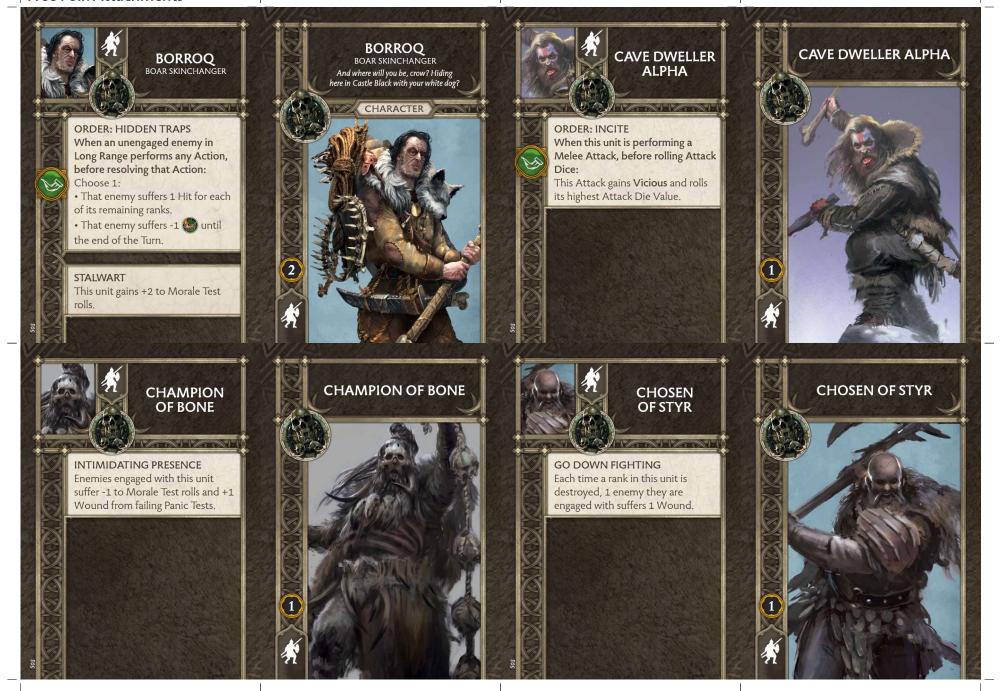
Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

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

SOUTHERN DISCIPLINE

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



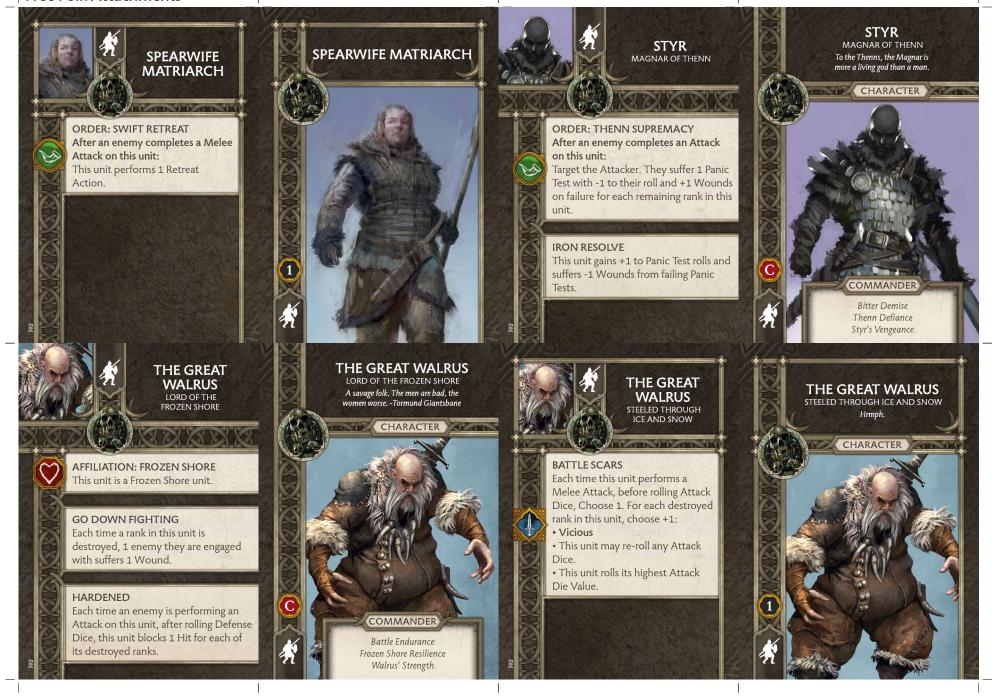




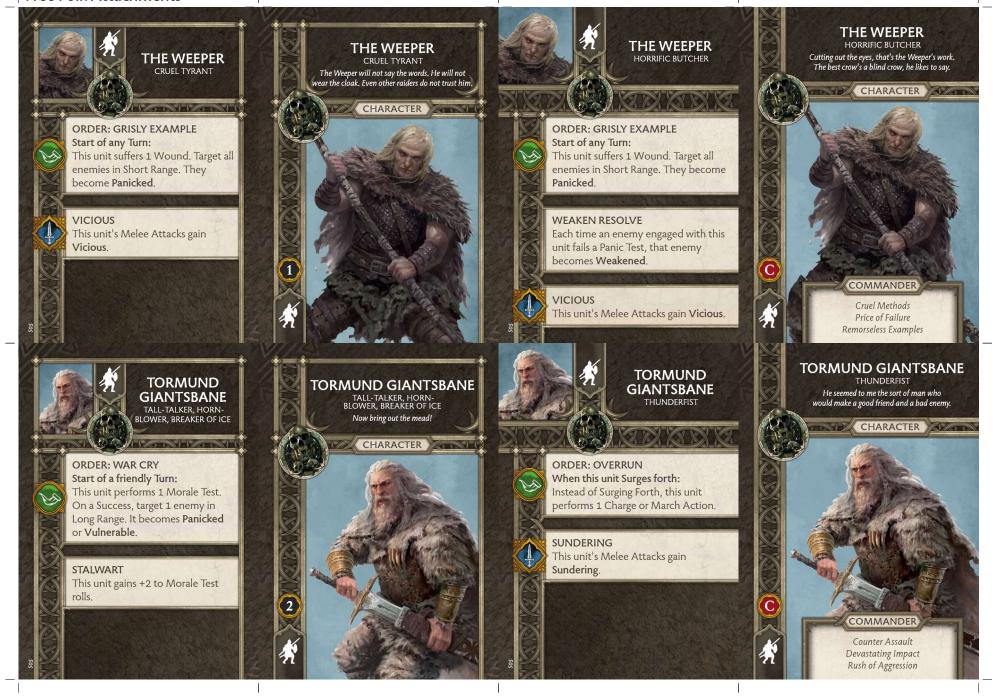




Free Folk Attachments



Free Folk Attachments







REGROUP AND REFORM



COORDINATION TACTICS



THERE'S TOO MANY!



DIVERSION TACTICS

Start of a friendly Turn:

Target 2 friendly Infantry units in Long Range of each other. Remove up to 4 models from 1 of these units. Restore that many Wounds to the other.

You may then move 1 Attachment from 1 of these units to the other (replacing 1 model as usual, and keeping usual Attachment restrictions), or switch 2 friendly Attachments in those units.

Start of any Turn:

Target 2 friendly Infantry units in Short Range of each other. Until the end of the Turn, both units gain any non-Innate Abilities on the other unit.

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

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

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

After an enemy completes a Melee Attack:

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



OVERWHELMING ASSAULT



SURROUNDED AND EXPOSED



THE ENDLESS HORDE



HIT AND RUN

HARMA - VANGUARD COMMANDER

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

For each friendly unit engaging the Defender, choose 1:

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

Start of any Turn:

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

Start of any Turn:

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

After a friendly unit completes a Melee Attack:

That unit performs 1 Retreat Action.

If this targets Harma's unit, any enemy it disengages from becomes **Weakened**.









Free Folk Tactics





BONDED BEAR

- This unit has 3 Wounds.
- Cannot Control Objectives and cannot grant Victory Points.
- When this unit is selected, deploy it fully within Short Range of other friendly Free Folk units, and at least 1" from any enemy unit.
- At the start of any Round, if this unit is not in Short Range of other friendly Free Folk unit, it is destroyed.
- This unit does not Activate as normal. Instead, once per Turn, when this model's Skinchanger unit Activates, this unit Activates immediately after them.
- Enemies engaged with this unit suffer -1 to Defense Dice Rolls.

SAVAGE MAULING

Sundering

BONDED BOAR

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

GORE AND FEED

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



CHARACTER

May only be fielded in an

army containing Borrog.

BEAR

Skinchangers are men and women capable of entering the minds of beasts and manipulating their actions, either subtly or overtly. In war, the Skinchanger's presence on the battlefield is not marked by the human, but by the beasts they control, such as huge northern bears, direwolves, shadowcats, owls, and eagles. While their animals can be slain, such a person is rarely defeated for long, as the north is not lacking in fierce, powerful creatures.

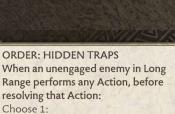
BORROQ'S BOAR

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





DISORGANIZEDThis unit suffers +1 Wound from failing Panic Tests.

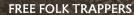


- That enemy suffers 1 Hit for each of its remaining ranks.
- That enemy suffers -1 until the end of the Turn.



FREE FOLK RAIDERS

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



What the Free Folk lack in sophisticated gear, they more than make up for in cunning. Free Folk Trappers prep the battlefield with hindering snares and artful traps. Such tactics rarely produce more than temporary casualties, though their intent is not to kill. Cavalry units must tread carefully, lest their mounts suffer, and infantry advance slowly for fear of the same. All the while trappers rain arrows down upon these beleaguered formations.



ORDER: CHARGING VOLLEY After this unit completes a Ranged Attack:

This unit performs 1 Charge Action on the Defender.

BEAR CAVALRY

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

SPEAR AND MAUL

- Vicious
- Sundering
- Precision

ORDER: SWIFT RETREAT
After an enemy completes a Melee
Attack on this unit:

This unit performs 1 Retreat Action.

CHARIOT

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

DEADLY IMPACT

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



FROZEN SHORE BEAR RIDERS

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



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



ORDER: MARK TARGET Start of a friendly Turn:

Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.

HARPOON

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

GIANT

- This unit has 6 Wounds.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

GIANT'S SPEAR

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

FROZEN SHORE HUNTERS

The Walrus clan are adept at hunting in the far, northern wastes beyond the Wall. Now, they bring their expertise south with the Free Folk as they seek out warmer climes and greener pastures.

Their weighted harpoons are

perfect for skewering both vicious beast and enemy soldier.
Their knowledge of keeping prey on their lines keeps them nimble, and under constant maneuver to attack from unexpected angles against enemy formations.

GIANT SPEAR THROWERS

North of the wall horses are a somewhat rare sighting, which makes Harma Dogshead's Vanguard all the more inspiring for the Free Folk. While lightly armored and crudely armed compared to southern troops, these cavalry units serve as more than outriders, being both scouts and spearheads to the Free Folk armies. Their greatest weakness is in fact their lack of armor, but this gives rise to their greatest strength: pure speed.



CHIEFTAIN'S FURY

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

GIANT

- This unit has 6 Wounds.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

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- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

FURIOUS SWING

- Vicious
- Gains +1 Attack Die for each Wound this unit has suffered.
- Defenders do not roll Defense Dice.
- Enemies Successfully Charged by this unit become **Panicked**.



MAG THE MIGHTY

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



Although considered a myth by most southern Westerosi lords, the Savage Giants beyond the Wall are all too real, as the Night's Watch will attest. These huge creatures wear no armor, and wield little more than crude mammoth bones or tree trunks. Yet, this is all they really need. A single giant can lay waste to the heaviest infantry, and virtually ignore a line of charging knights. Only raw numbers or mighty siege weapons can bring a Giant down.



VARAMYR'S SHADOWCAT

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

ORDER: CHARGING VOLLEY After this unit completes a Ranged Attack:

This unit performs 1 Charge Action on the Defender.

FURIOUS CHARGE

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



SHADOWCAT

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

SPEARWIVES

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



JAGGED WEAPONS Vicious

HORRIFIC VISAGE

Each time an enemy performs a Melee Attack on this unit, before resolving that Attack, target the Attacker. They suffer 1 Panic Test with -1 to their roll for each remaining rank in this unit.

PREY ON FEAR

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

ORDER: HOLD THE LINE! When this unit Activates:

Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.

ORDER: TAUNT When an enemy in Long Range

If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes Vulnerable and Weakened.



THE BONELORD'S **CHOSEN**

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

THENN WARRIORS

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



MASTER SKINCHANGER

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

VICIOUS MAULING

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

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**.



LIMITED

Your army may only contain

up to 2 Mammoths.

VARAMYR SIXSKINS

MASTER SKINCHANGER

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

Among the most powerful Skinchangers beyond the Wall, Varamyr Sixskins commands a huge snow bear, three wolves, a shadowcat, and an eagle simultaneously. In battle he rides astride his great snowbear, commanding his various beasts in coordinated attacks. Nothing escapes his eagle's gaze, nor his shadowcat's patient stalking. Any that approach his person face a savage mauling. One may defeat



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.



VARAMYR'S WOLF PACK

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

DISTRACT

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

ORDER: WAR CRY Start of a friendly Turn:

This unit performs 1 Morale Test.
On a Success, target 1 enemy in Long Range.
It becomes Panicked or Vulnerable.

PUMMELING FISTS

- · Critical Blow
- Sundering

GIANT

- This unit has 6 Wounds.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

WOLF PACK

CHARACTER

May only be fielded in an army

containing Varamyr Sixskins.

CHARACTER

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

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





ORDER: PLANNED APPROACH Start of any Turn:

Target 1 friendly unit in Long Range. Until the end of the Turn, that unit may not be targeted by enemy effects or abilities.

CAVALRY

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



HARMA'S VANGUARD

North of the wall horses are a somewhat rare sighting, which makes Harma Dogshead's Vanguard all the more inspiring for the Free Folk. While lightly armored and crudely armed compared to southern troops, these cavalry units serve as more than outriders, being both scouts and spearheads to the Free Folk armies. Their greatest weakness is in fact their lack of armor, but this gives rise to their greatest strength: pure speed.

