TESTING 2026 (JANUARY PHASE)

- The following document and assets are strictly for use in Pre-Season 2026 testing. They are not meant to replace any current Season 6 assets, card, or be incorporated into any existing events.
- The included assets are for testing purposes only and should ONLY be fielded against other Pre-Season 2026 assets.
- Pre-Season testing us subject to rapid, iterative changes and not representative of final changes unless otherwise announced. Feedback will be collected via announced methods and new versions and updates will be released as time goes on. There is no current timeframe for how long Pre-Season will extend or the scope of what it will include.
- Pre-Season testing is not meant for those new to the game or without high/expert level knowledge of the game, the existing armies, and core mechanics.

MISCELLANEOUS CORE CHANGES

- **Line of Sight (LoS)** is drawn from the front attack/center of a unit's front arc, exactly as if measuring ranged attacks.
- **Disorderly Charge** has been removed entirely. Units suffer no penalties for rolling a "1" on a charge unless otherwise noted by abilities/effects.
- **Redraw Tactics:** At the start of the game, after drawing their initial hand of tactics cards, each player may opt to shuffle their hand of tactics cards back into their deck. Then, draw a new hand of tactics cards.
- **Commander-specific versions of Characters have been removed.** When creating a list, 1 Character Attachment that can be fielded as a Commander (*marked by the Commander text on their card*) must be selected. **This Attachment has their cost reduced to 0.** Their cards are included in the tactics deck as usual.
- **ONLY the game modes included in this document are to be used**
- **Order/Tactic Card Triggers:** The rule preventing dual-use of Orders and Tactics Cards with the same trigger has been removed. This means that, per trigger event, 1 Order **AND/OR** 1 Tactic Card may be utilized, instead of only 1.

MORALE AND PANIC CHANGES

The morale system has been overhauled entirely.
• Each battlefield unit now lists a value under its morale stat mirroring what you would see on its defense stat (eg, a unit might have a morale stat of 3+, 4+, etc.)
• Both morale and panic tests will now be marked with an (x) value preceeding them. ***Example:*** *morale test(1), panic test (2)*
NOTE: Panic tests are still a form of morale test. This is unchanged.
• When a unit is called on to perform a morale test (x), it will roll a number of dice equal to (x). Each roll equaling or exceeding their morale stat is a success. Each roll failing to equal or exceed their morale stat is a failure. Additionally, each die that rolls a 6 is an automatic success, regardless of modifiers. A roll of 1 is always a failure, regardless of modifiers.
• Morale tests will always explain what happens based on successes and failures.
• When performing a panic test, each failure results in 1 wound to the unit.
Full morale test resolution sequence:
• **Determine Morale Dice:** Each morale test lists a number of dice it rolls, denoted by its (x) value. Abilities and effects may modify this total.
• **Roll Morale Dice:** The target rolls a number of dice equal to the test's (x) value.
• **Apply Morale Die Rerolls and Effects:** Any effects that reroll morale dice or trigger *after rolling morale dice* are resolved.
• **Generate Results:** Final morale results are generated. Each die that equals or exceeds the target's morale value is a success; all others are failures. A roll of 6 is always a success, and a roll of 1 is always a failure, regardless of modifiers.
• **Resolve Effects:** Each morale test specifies the effects of success and failure.
• **Suffer Wounds (Panic Tests Only):** If the morale test is a panic test, the target suffers wounds based on its total failures.
• **Test Completed:** The morale test is now complete. Any effects that trigger *after a unit performs a morale test* or *after completing a morale test* may be resolved.

ARMY CONSTRUCTION

• The standard **Point Level** that should be utilized for all Pre-Season Games is **50 General Army Points + 3 Dedicated Attachment Points**.
• ONLY units included in this document should be fielded.
• For testing purposes it is encouraged that each tester utilize at least 1 of each of the included units, though feel free to construct any armies you wish once attuned with the included units.

TERRAIN CHANGES

- **Palisades** have been removed from the general terrain pool. They will be reimplimented in specific game modes. *Eg, they cannot be selected by players during battlefield setup.*
- During Battlefield setup, the number of terrain pieces has been increased from 4 to 6.
- The distance that terrain may be placed from any other piece has been reduced from 6" to 3".
- The **Rare** trait has been added to various terrain, meaning only 1 instance of each may be selected during set-up.

ATTACK SEQUENCE CHANGES

The rules for resolving attacks are now as follows:
IMPORTANT NOTE: *This primary change to this sequence is the removal of panic checks from the attack sequence.*

• **Determine Attack Dice:** The attacking unit determines the number of attack dice it rolls, based on its remaining ranks.
• **Roll Attack Dice:** The attacker rolls its attack dice.
• **Apply Attack Die Rerolls and Effects:** Any effects that reroll attack dice or trigger *after rolling attack dice* are resolved.
• **Generate Attack Results:** Final attack results are generated. Each die that equals or exceeds the attack's To Hit value is a hit; all others are misses. A roll of 1 is always a miss, and a roll of 6 is always a hit, regardless of modifiers.
• **Defender Rolls Defense Dice:** The defender rolls 1 defense die for each hit.
• **Apply Defense Die Rerolls and Effects:** Any effects that reroll defense dice or trigger *after rolling defense dice* are resolved.
• **Generate Defense Die Results:** Each defense die that equals or exceeds the defender's Defense value blocks 1 hit. A roll of 6 always blocks 1 hit, and a roll of 1 always fails, regardless of modifiers.
• **Defender Suffers Wounds:** For each unblocked hit, the defender suffers 1 wound. Unless otherwise specified, each wound removes 1 model from the unit.
• **Attack Completed:** The attack is now complete. Any effects that trigger after a unit is attacked or *after completing an attack* may be resolved.
• **Surge Forth:** If eligible, the attacker may now *Surge Forth*.

ATTACK TRAIT CHANGES

Attack Traits (Critical Blow, Sundering, and Vicious) are Innate. Innate traits cannot be cancelled by abilities or effects unless an effect explicitly states that it can cancel Innate traits.

NOTE: *Precision has been removed.*

When an ability or effect (*such as an Order or Tactics Card*) grants an Attack Trait, it will specify the duration of that trait. In rare cases, an ability may grant an Attack Trait without a duration (*for example: This unit's melee attacks gain Sundering*). Attack Traits granted without a duration are permanent and cannot be cancelled.

Attack Traits have the following definitions:
Critical Blow: *For each attack die result of 6, the defender does not roll a defense die for that hit and instead suffers 1 wound.*
Sundering: *Defense dice rolled against this attack suffer -1 to their results.*
Vicious (x): *After this attack has been completed, the defender suffers a panic test (x).*

Note that some abilities might grant a unit Vicious (+x). In this case, the unit gains Vicious (x). If it already had Vicious (x), (+x) is added to its value. All instances of (+x) are cumulative.

PASSING CHANGES

Passing has been reworked to the following:
• During the **Unit Activates** step of the Activation Phase, if the active player has fewer total remaining activations than their opponent, they may choose to pass instead of activating a unit.
• To determine total remaining activations, count the total number of unactivated Battlefield and Council units each player controls.
• When a player passes, their turn immediately ends and play passes to the opposing player.
• Each player may only pass once per round.

RETREAT CHANGES

• When a unit declares a Retreat action, the first step in resolving that action is the unit suffers a panic test (3), with (+1) for each of its destroyed ranks. Assuming the unit is not destroyed by this test, it completes the retreat action as usual.

COUNCIL UNIT AND BOARD CHANGES

- **Council Units** function exactly as they did in their prior form (NCUs) for all gameplay purposes with the following additions:
- Some Council Units have abilities that only trigger when they claim a specific zone. These abilities are marked by the matching Council Zone symbol next to the ability.
- These abilities are typically labeled "Claim", triggering when the zone is claimed; "Control", creating a persistent effect while that Council Unit remains on the zone; or "Influence", which functions exactly as it did in Season 6.
- This test uses the **Escalation** version of the Council Board:

***Council Board* (*Escalation Version*)**
Each zone on the Council Board now has:
1. A Base Effect (always resolves when the zone is claimed)
2. An Escalation 2 effect
3. An Escalation 3 effect

There is no Escalation 1. Escalation effects begin at 2.

When a player claims a Council Board zone, resolve effects as follows:
• The base effect of the zone always resolves.
• Check how many total council units (*from both players combined, including the unit that just claimed a zone*) are currently on the council board.
If there are:
• 2 or more Council Units on the board, the zone's Escalation 2 effect also resolves.
• 3 or more Council Units on the board, the zone's Escalation 3 effect also resolves.

• Escalation is checked only at the moment the zone is claimed.
• Ownership of Council Units does not matter-only the total number currently on the board.

REPORTING FEEDBACK

- Fill out the form included in this document.
- Email results to songtesting@cmon.com

PRE-SEASON 2026 FEEDBACK

TESTING PERIOD: JANUARY 2026

TARGETED FEEDBACK

Please provide feedback on the following changes and mechanics:

Council Board (Escalation Variant)

Game Modes

Terrain

Clarity of Wording (List any unclear rules or abilities)

Misc. Changes

PRE-SEASON 2026 FEEDBACK
TESTING PERIOD: JANUARY 2026

TARGETED FEEDBACK
Please provide feedback on the following changes and mechanics:

New Combat Resolution

New Morale System

Passing Mechanics

Cavalry Changes

PRE-SEASON 2026 FEEDBACK

TESTING PERIOD: JANUARY 2026

Please answer the following questions:

How did the overall speed of the game feel? (Note, we are not inquiring about actual game time, merely feel)

How do you feel the increased points level affected your game?

How many games did you play?

How many Council Units did your list include? Did you find any advantage or disadvantage in the number you fielded?

Were attachments an attractive option to include in your list? Did you pay any points beyond your free allotment for them?

PRE-SEASON 2026 FEEDBACK

TESTING PERIOD: JANUARY

GENERAL FEEDBACK

Please use this page to list any specific feedback, from specific units to rules not covered in the Targeted Feedback section).

When a zone is claimed, its base effect resolves. If the total number of council units on the board (regardless of owner) meets or exceeds an escalation value listed on that zone, that effect also resolves.
Target 1 enemy battlefield unit. It suffers a panic test (3).
Escalation 2: This test gains (+2)
Escalation 3: The target suffers -1 to its morale dice results.
Target 1 friendly battlefield unit. It restores 2 wounds or removes 1 condition token.
Escalation 2: Target may perform both effects.
Escalation 3: Target may restore +1 wound or remove +1 token.
Draw 1 tactics card. Then, target 1 enemy battlefield unit. It gains 1 condition token.
Escalation 2: Draw +1 tactics card.
Escalation 3: Place +1 condition token on the target.
Target 1 engaged enemy battlefield unit. It suffers 4 hits.
Escalation 2: Target suffers +2 hits.
Escalation 3: The target suffers -1 to its defense dice results.
Target 1 friendly battlefield unit. It performs a 3" shift.
Escalation 2: Target may instead perform 1 maneuver or retreat action.
Escalation 3: Target may instead perform 1 march action.
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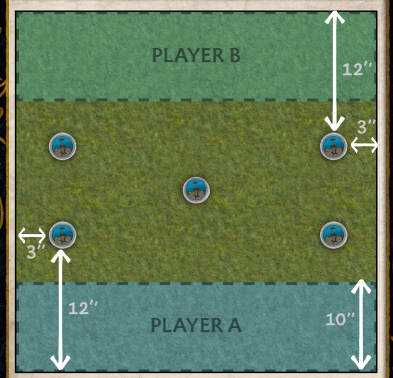


A GAME OF THRONES

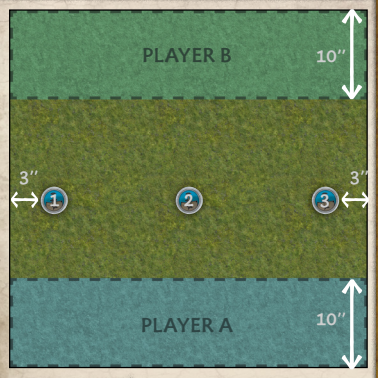
Deployment: *10″ from table edge*

SETUP

Place 1 Objective token in the center of the table, then place 4 tokens as shown: 12″ from Deployment Table Edge and 3″ from each Flank Table Edge.

SPECIAL RULES

- **Controlling an Objective:** Whichever army has the most combined battlefield unit ranks within 3″ of an objective token controls it.
- **Commander Bonus:** Your commander counts as +1 rank for controlling objectives.
- **Scoring Victory Points:** Beginning on round 2, each player scores 1 victory point for each objective they control at the end of each round.



A CLASH OF KINGS

Deployment: *10″ from table edge*

SETUP

Place 1 objective token in the center of the table, and 2 tokens as shown, 3″ from each flank edge.

SPECIAL RULES

- **Controlling an Objective:** Whichever army has the most combined battlefield unit ranks within 3″ of an objective token controls it. In the event of a tie, neither player controls the objective.
- **Commander Bonus:** Each time a unit containing your commander destroys an enemy, gain 1 victory point.
- **Scoring Victory Points:** Beginning on round 2, each player scores 1 victory point for each objective they control at the end of each round.
- **Key Objective:** At the start of each round, roll a d3. That round, the corresponding objective grants +1 victory point.

BOG

Hindering (*Terrain Penalty*): Units charging through this terrain piece must roll 1 additional charge distance die and, before determining results, discard the highest result.

Rough (*Terrain Penalty*): Units performing maneuver or march actions into, out of, or through this terrain piece subtract 1" from the total distance they would move.

FOREST

Cover (*Defense Bonus*): Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

CORPSE PILE

RARE: *ONLY 1 CORPSE PILE MAY BE SELECTED DURING BATTLEFIELD SET-UP.*

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

Horrific: (*Terrain Trait*): While within 2" of this terrain piece, units performing morale tests suffer -1 to their morale dice results.

WEIRWOOD TREE

RARE: *ONLY 1 WEIRWOOD TREE MAY BE SELECTED DURING BATTLEFIELD SET-UP.*

Disruptive (*Terrain Penalty*): Units charging through this terrain piece do not gain charge bonuses.

Inspiring: (*Terrain Trait*): While within 2" of this terrain piece, units performing morale tests gain +1 to their morale dice results.

HEDGE

Cover (*Defense Bonus*)**:** Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Rough (*Terrain Penalty*)**:** Units performing maneuver or march actions into, out of, or through this terrain piece subtract 1" from the total distance they would move.

LOW WALL

Cover (*Defense Bonus*)**:** Units with any part of their tray on this terrain piece gain +1 to defense dice results against ranged attacks.

Destructable (*Terrain Trait*)**:** During their activation, units within 1" of this terrain piece may perform a Destroy Terrain Action. If they do, remove this terrain piece from the battlefield. That unit may then perform a 2" shift directly forward, then pivot.

Fortified (*Defense Bonus*)**:** When charging, if the attacker moves into, out of, or through this terrain piece, and did not start the action within 1" of this terrain piece, the defender gains +1 to defense die results.

STAKES

Dangerous (*Terrain Penalty*)**:** Units performing actions while on this terrain piece, or moving into, out of, or through this terrain piece, suffer 1 wound for each of their remaining ranks after completing that action or move.

Hindering (*Terrain Penalty*): Units charging through this terrain piece must roll 1 additional charge distance die and, before determining results, discard the highest result.

ORDER: STARK FURY

When this unit is performing a melee attack, before rolling attack dice:

Target this unit. This attack rolls +2 attack dice and may reroll any dice. After completing this attack, it becomes Vulnerable.

WINTER'S BITE

- **Critical Blow**
- If this unit has a destroyed rank, this attack gains +1 to hit.

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 embody the words "The North Remembers", with each lost comrade serving only to push them forward in their cause. While other bannermen march for gold and glory, those loyal to House Stark stand firm out of duty, honor, and unshakable northern loyalty.

LIGHT CAVALRY

- Each model in this unit has 2 wounds.
- Once during this unit's activation, before selecting its action, it may perform 1 maneuver action.

ORDER: SCOUT TERRAIN

When a friendly battlefield unit in long range activates:

Target that friendly unit. Until the end of the turn, it may reroll any charge distance dice and ignores all terrain penalties.

ORDER: TACTICAL REPOSITION

Start of any turn:

Target 1 friendly battlefield unit in long range of this unit. It performs a 3" shift.

STARK OUTRIDERS

Stark Outriders are expert scouts who use their speed and fieldcraft to guide the Northern host. They seize favorable ground, expose enemy missteps, and reposition allies before battle lines collide. Though they lack the raw offense of heavier cavalry, their mobility and tactical insight give Stark commanders the flexibility to strike where foes least expect it. Ever watchful, they ensure no threat goes unnoticed.

ORDER: SUPPRESSIVE VOLLEY
Start of a friendly turn:
Target 1 enemy battlefield unit in long range and LoS. It becomes Vulnerable and, until the end of the turn, cannot be the target of enemy orders or tactics cards.

ARROW VOLLEY
- **Critical Blow**
- Ignores units and terrain when determining LoS.

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. Keen-eyed and disciplined, Stark bowmen spot openings in enemy defenses and turn those weaknesses against them, leaving foes disorganized and vulnerable. Poor at close range, they fire suppressive volleys that give allies space to strike.

ORDER: HOLD THE LINE!
When this unit activates:
Target any number of enemies this unit is engaging. Those enemies suffer 2 hits, plus 1 additional hit for each remaining rank in this unit.

ORDER: BULWARK FORMATION
When this unit is attacked, after rolling defense dice:
Target this unit. If it is being attacked from the front or flank, it may reroll any defense dice.

HOUSE KARSTARK SPEARMEN

Karstark Spearmen advance with shields locked and spears set, forming an unyielding wall meant to blunt assaults rather than chase glory. They are drilled to absorb the force of an enemy's charge, holding fast until the moment comes to strike back in close, brutal exchanges. On the flanks or at the heart of a line, they deny ground and punish any foe who presses too far. They are not shock troops, but once set in place, they are exceedingly difficult to dislodge.

ORDER: LASH OUT

After an enemy completes a melee attack on this unit:

Target that enemy. It suffers 1 wound, plus 1 additional wound for each of this unit's destroyed ranks.

BERSERKER AXES

- **Sundering**
- ***Charge Bonus:*** Target the defender. It becomes Vulnerable.

HOUSE UMBER BERSERKERS

Berserkers excel in flanking maneuvers, shattering charges, and general pursuit of routed enemies. A wise commander must take care not to allow them such free rein to find themselves overwhelmed. However, as veteran troops, Berserkers might indulge in bloodlust, but rarely find themselves consumed by it. Let their enemies taste the cold steel and fury that only the Northmen can bring!

DIREWOLF

- This unit has 4 wounds.
- This unit can only suffer a maximum of 1 wound from failing panic tests.
- Once during this unit's activation, it may perform 1 retreat or maneuver action.

TOOTH & CLAW

- **Sundering**

DISRUPT

Enemies engaged with this unit suffer -1 to hit.

GREY WIND

Where ordinary wolves might be considered frightening, the direwolf known as Grey Wind is absolutely terrifying. Faster than any man on foot, and nearly as swift as any steed, Grey Wind uses instinct alone to guide him where he's most needed on the battlefield. While his individual combat prowess is impressive, the disruption in enemy ranks he sows provides tremendous tactical value.

ROBB STARK
THE WOLF LORD

"All men should keep their word, kings most of all."

CHARACTER

2

COMMANDER

Alpha Strike
Encircle the Prey
Hit and Run

PLAYTEST JAN 1.0

ROBB STARK
THE WOLF LORD

ORDER: WOLF'S CUNNING
After an enemy completes a melee attack on this unit:
Target this unit. It performs 1 retreat action. It gains +1 to morale dice results for this action.

ENHANCED MOBILITY
This unit gains +1 and may pivot before marching.

PLAYTEST JAN 1.0

GREATJON UMBER
LORD OF LAST HEARTH

"Grey Wind ate two of his fingers, and he laughed about it."

CHARACTER

2

COMMANDER

Berserker Tactics
Death Before Chains!
Rage of Last Hearth

PLAYTEST JAN 1.0

GREATJON UMBER
LORD OF LAST HEARTH

ORDER: OVERRUN
When this unit destroys an enemy:
Instead of surging forth, this unit may perform 1 charge or march action.

FURY OF HOUSE UMBER
This unit's melee attacks gain Vicious (+2), with an additional (+1) if this unit has a destroyed rank.
• When this unit successfully charges an enemy, target that enemy. It becomes Vulnerable or Panicked.

PLAYTEST JAN 1.0

SWORN SWORD CAPTAIN

1

PLAYTEST JAN 1.0

SWORN SWORD CAPTAIN

FURIOUS CHARGE
When this unit successfully charges an enemy, target that enemy. It becomes Vulnerable.

SUNDERING
This unit's melee attacks gain **Sundering.**

PLAYTEST JAN 1.0

UMBER CHAMPION

1

PLAYTEST JAN 1.0

UMBER CHAMPION

FURY UNLEASHED
This unit's melee attacks gain Vicious (+2), with an additional (+1) for each of this unit's destroyed ranks.

RESILIENT
When an enemy battlefield unit is performing an attack on this unit, after rolling defense dice, this unit blocks +1 hit. If it has any destroyed ranks, it blocks +1 additional hit.

PLAYTEST JAN 1.0

WINTER IS COMING

When a friendly unit is performing a melee attack, before rolling attack dice:

Target the defender. Until this attack is completed, it cannot be targeted by friendly tactics cards or friendly orders.

PLAYTEST JAN 1.0

NORTHERN FEROCITY

When a friendly unit is performing a melee attack, after rolling attack dice:

Target the attacker. This attack gains Vicious (+2). If this unit has at least one destroyed rank, also target the defender. It becomes Panicked.

PLAYTEST JAN 1.0

RELENTLESS CHARGE

When a friendly battlefield unit declares a charge action, before resolving that action:

Target that unit. Until this action has been completed, it may reroll any charge distance dice, ignores all terrain penalties, and the defender does not gain any terrain defense bonuses.

PLAYTEST JAN 1.0

THE NORTH REMEMBERS

When a friendly unit is performing a melee attack, after rolling attack dice:

Target that unit. This attack may reroll any attack dice. If this unit has at least one destroyed rank, also target the defender. It becomes Vulnerable.

PLAYTEST JAN 1.0

SWIFT REPOSITION

Start of an enemy turn:

Target 1 friendly battlefield unit. It performs a 3" shift. Then, it may pivot.

PLAYTEST JAN 1.0

THE PACK SURVIVES

When a friendly battlefield unit activates:

Target that unit. It restores 2 wounds or removes 1 condition token. For each destroyed friendly battlefield unit, repeat this choice.

PLAYTEST JAN 1.0

THE NORTH ENDURES

When a friendly battlefield unit is attacked, after rolling defense dice:

Target the defender. It blocks 1 additional hit, plus 1 more additional hit for each of its destroyed ranks.

When a friendly battlefield unit suffers a panic test, before rolling morale dice:

Target that unit. Reduce the (x) of that panic test by (1), plus an additional (1) for each of the target's destroyed ranks.

PLAYTEST JAN 1.0

WINTER IS COMING

When a friendly unit is performing a melee attack, before rolling attack dice:

Target the defender. Until this attack is completed, it cannot be targeted by friendly tactics cards or friendly orders.

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NORTHERN FEROCITY

When a friendly unit is performing a melee attack, after rolling attack dice:

Target the attacker. This attack gains Vicious (+2). If this unit has at least one destroyed rank, also target the defender. It becomes Panicked.

PLAYTEST JAN 1.0

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When a friendly battlefield unit declares a charge action, before resolving that action:

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Target the defender. It blocks 1 additional hit, plus 1 more additional hit for each of its destroyed ranks.

When a friendly battlefield unit suffers a panic test, before rolling morale dice:

Target that unit. Reduce the (x) of that panic test by (1), plus an additional (1) for each of the target's destroyed ranks.

PLAYTEST JAN 1.0

ALPHA STRIKE
ROBB STARK - THE WOLF LORD
When a friendly battlefield unit is performing an attack, before rolling attack dice:
Target the attacker. This attack rolls its highest attack die value. Then, if the defender has not activated this round, or the attacker's unit contains Robb Stark, target the defender. It becomes Vulnerable and, until this attack has been completed, cannot be targeted by friendly orders or tactics cards.
PLAYTEST JAN 1.0

HIT AND RUN
ROBB STARK - THE WOLF LORD
After a friendly battlefield unit completes a melee attack:
Target that unit. If it began this activation engaged, it performs 1 retreat action. If it contains Robb Stark, it does not perform a panic test for this retreat.
PLAYTEST JAN 1.0

ENCIRCLE THE PREY
ROBB STARK - THE WOLF LORD
When a friendly battlefield unit activates:
That unit performs no action. Then, target 1 other friendly battlefield unit. It performs 1 maneuver or march action. At the end of this maneuver or march, if either unit contained Robb Stark, target 1 enemy in short range. It becomes Vulnerable.
PLAYTEST JAN 1.0

ALPHA STRIKE
ROBB STARK - THE WOLF LORD
When a friendly battlefield unit is performing an attack, before rolling attack dice:
Target the attacker. This attack rolls its highest attack die value. Then, if the defender has not activated this round, or the attacker's unit contains Robb Stark, target the defender. It becomes Vulnerable and, until this attack has been completed, cannot be targeted by friendly orders or tactics cards.
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PLAYTEST JAN 1.0

BERSERKER TACTICS

GREATJON UMBER - LORD OF LAST HEARTH

When a friendly unit is performing a melee attack, before rolling dice:

Target the attacker. Its attack rolls +1 attack die. It may also suffer up to 2 wounds. For each wound it suffers, its attack rolls an additional +1 attack die. If this unit contains Greatjon Umber, you may also target any number of enemies it is engaging. They become Panicked.

PLAYTEST JAN 1.0

DEATH BEFORE CHAINS!

GREATJON UMBER - LORD OF LAST HEARTH

When a friendly battlefield unit activates:

Target that unit and choose 1 for it to gain until the end of the turn. If this unit has a destroyed rank, or contains Greatjon Umber, choose 2 instead:

- Vicious (+2)
- Sundering
- May reroll any charge distance dice.
- This unit ignores terrain penalties.

PLAYTEST JAN 1.0

RAGE OF LAST HEARTH

GREATJON UMBER - LORD OF LAST HEARTH

When a friendly battlefield unit activates:

Target 1 enemy it is engaging. That enemy suffers a panic test (2), with (+2) for each of your unit's destroyed ranks. If your unit contains Greatjon Umber, that enemy also becomes Panicked.

PLAYTEST 2026

BERSERKER TACTICS

GREATJON UMBER - LORD OF LAST HEARTH

When a friendly unit is performing a melee attack, before rolling dice:

Target the attacker. Its attack rolls +1 attack die. It may also suffer up to 2 wounds. For each wound it suffers, its attack rolls an additional +1 attack die. If this unit contains Greatjon Umber, you may also target any number of enemies it is engaging. They become Panicked.

PLAYTEST JAN 1.0

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- This unit ignores terrain penalties.

PLAYTEST JAN 1.0

RAGE OF LAST HEARTH

GREATJON UMBER - LORD OF LAST HEARTH

When a friendly battlefield unit activates:

Target 1 enemy it is engaging. That enemy suffers a panic test (2), with (+2) for each of your unit's destroyed ranks. If your unit contains Greatjon Umber, that enemy also becomes Panicked.

PLAYTEST 2026

CATELYN STARK
LADY OF WINTERFELL

"Show me the path I must walk and do not let me stumble in the dark places that lie ahead."

5

CHARACTER

PLAYTEST JAN 1.0

CATELYN STARK
LADY OF WINTERFELL

TULLY HONOR, STARK RESOLVE

Once per round, if Catelyn is on the council board and an enemy unit declares an attack action, before resolving that attack, you may target the defender. Until this action has been completed, it cannot be targeted by enemy abilities or tactics cards.

Influence: While influencing an friendly battlefield unit, that unit attacks using its highest attack die value.

PLAYTEST JAN 1.0

SANSA STARK
LITTLE BIRD

"The Hound is right ... I am only a little bird, repeating the words they taught me."

5

CHARACTER

PLAYTEST JAN 1.0

SANSA STARK
LITTLE BIRD

REPEATING THE WORDS

Once per game, when Sansa claims a council zone, you may replace that zone's effect with the effect of any zone controlled by an opponent.

Claim (Any Zone): You may replace this zone's effect with:
If your opponent controls ♛, you may resolve this without discarding any cards. Otherwise, discard 2 tactic cards from your hand. If you do, return 1 card from your discard pile to your hand.

PLAYTEST JAN 1.0

RODRIK CASSEL
COMBAT VETERAN

"There is no better trainer than Rodrik."

5

CHARACTER

PLAYTEST JAN 1.0

RODRIK CASSEL
COMBAT VETERAN

MARTIAL EXPERTISE

(Any Zone) Influence:
While Influencing a friendly battlefield unit, after rolling melee attack dice, that unit may reroll any attack dice.

Claim: You may replace this zone's effect with the effect of the ⚔ zone.

PLAYTEST JAN 1.0

HOWLAND REED
THE THREAT UNSEEN

"He could talk to trees and weave words and make castles appear and disappear."

5

CHARACTER

PLAYTEST JAN 1.0

HOWLAND REED
THE THREAT UNSEEN

TRACKER'S PATHS

(Any Zone) Influence:
Influenced friendly units ignore the Dangerous, Hindering, and Rough keywords. Influenced enemy units treat the entire battlefield as having the Rough keyword.

Claim: Treat Escalation on this zone as 1 higher.

PLAYTEST JAN 1.0

HALBERD

- **Sundering**
- Before rolling attack dice, if this unit began the turn engaged, this attack rolls +1 attack die for each of this unit's remaining ranks beyond the first.

SET FOR CHARGE

When this unit is successfully charged in the front or flank, if it was not already engaged, it may perform 1 melee attack on the charging unit before that unit performs its attack.

LANNISTER HALBERDIERS

While capable of mounting offensive assaults, House Lannister's Halberdiers excel in defensive formations and positions. Charging enemies should think twice before facing an entrenched Halberdier line. Care should be taken to shield Halberdiers from flanking maneuvers or ranged fire, but, when properly employed, nothing gets past a Halberdier's deadly blade.

DOMANEERING PRIDE

When this unit performs a morale test, if it is engaged and has an equal or greater number of remaining ranks than each enemy it is engaging, it may reroll any dice.

PATHETIC ATTEMPT

After an enemy completes a melee attack on this unit, target that enemy. If it does not have more remaining ranks than this unit, it suffers a panic test (4).

LANNISTER GUARDSMEN

The world over knows the extent of Lannister wealth, and its influence extends to even their most basic foot soldiers. The rank-and-file Lannister forces enjoy a battlefield superiority borne of strong armor, heavy metal shields, and the sense of invulnerability that goes with it. Most enemies of House Lannister prove incapable of even making a dent in such stalwart lines.

CROSSBOW
- Critical Blow
- Sundering

READY, AIM, RELEASE!
When an enemy declares a charge action against this unit from the front, before resolving that action, this unit may perform 1 ranged attack action against that enemy. This unit cannot shift as part of this attack.

LANNISTER CROSSBOWMEN

In terms of training, Crossbowmen require far less than their more archaically armed counterparts. Yet, the crossbow itself is more costly to manufacture and maintain, especially in battlefield conditions. With even minimal training, Crossbowmen can fire accurately and pierce thick armor even under the pressure of a direct charge. Though no Lannister commander places their Crossbowmen anywhere near a melee, if it can be helped!

LIGHT CAVALRY
- Each model in this unit has 2 wounds.
- Once during this unit's activation, before selecting its action, it may perform 1 maneuver action.

BRUTAL ARMAMENTS
- **Vicious (3)**
- ***Charge Bonus:*** Target the defender. It becomes Panicked.
- If the defender suffers wounds from Vicious, you may target 1 other enemy in long range of that enemy. It suffers a panic test (3), with (+1) for each of the defender's destroyed ranks.

HOUSE CLEGANE BRIGANDS

While most cavalry assaults are savage enough, Gregor Clegane's bands of mounted brigands take brutality beyond all norms. It's not enough for them to simply shred enemy ranks from the flanks or rear. For the type of man drawn to Clegane's ranks, a weapon that leaves an enemy crippled and shattered is as good as one that kills swiftly and efficiently. Yet, for all their fearsome reputation, Brigands have little thirst for fair fights.

MARAUDER'S BLADES

- **Sundering**
- **Vicious (2)**
- ***Charge Bonus:*** Target the defender. It becomes Panicked.
- When the defender performs a panic test caused by this attack's Vicious, that test gains (+1) for each of the defender's destroyed ranks.

PREY ON FEAR

After an enemy engaged with this unit suffers wounds from a panic test, target this unit. It restores 1 wound for each wound that enemy suffered from that test.

Brutal, savage, merciless, and ferocious, the Mountain's Men bring the art of warfare to new lows. They accept no quarter. Those that flee are cut down. Those that surrender are run through. The Mountain's Men excel at crashing into enemy lines with overwhelming force, breaking formations and resolve alike in a single, terrifying assault. Care must be taken not to let these ruthless men too far off their leash.

JAIME LANNISTER
THE KINGSLAYER

"They called him the Lion of Lannister to his face and whispered "Kingslayer" behind his back."

CHARACTER

2

COMMANDER

Deadly Riposte
Kingslayer's Pride
Reckless Glory

PLAYTEST JAN 1.0

JAIME LANNISTER
THE KINGSLAYER

KINGSLAYER'S MASTERY
This unit's melee attacks gain +1 to hit and Critical Blow.

DISRUPT
Enemies engaged with this unit suffer -1 to hit.

PLAYTEST JAN 1.0

GREGOR CLEGANE
THE MOUNTAIN

"No other knight in the realm inspires such terror in our enemies."

CHARACTER

2

COMMANDER

Brutal Slaying
Fury Unleashed
Path of Destruction

PLAYTEST JAN 1.0

GREGOR CLEGANE
THE MOUNTAIN

THE MOUNTAIN'S FURY
- ***Charge Bonus:*** Target the defender. It becomes Panicked and Vulnerable.
- This unit's melee attacks roll +2 dice.
- After rolling attack dice, for each final die result of 1, this unit suffers 1 wound.

UNSTOPPABLE ADVANCE
After rolling charge distance dice, this unit may reroll any dice.

PLAYTEST JAN 1.0

GUARD CAPTAIN

1

PLAYTEST JAN 1.0

GUARD CAPTAIN

ORDER: HOLD THE LINE!
When this unit activates:
Target any number of enemies this unit is engaging. Those enemies suffer 2 hits, plus 1 additional hit for each remaining rank in this unit.

ORDER: SET AN EXAMPLE
When this unit performs a morale test, after rolling dice:
All rolls for this test become successes. After this test has been completed, this unit suffers 1 wound.

PLAYTEST JAN 1.0

ASSAULT VETERAN

1

PLAYTEST JAN 1.0

ASSAULT VETERAN

BRUTAL METHODS
This unit's melee attacks gain Vicious (2). If it already had Vicious, it gains Vicious (+1).

WEAKEN RESOLVE
When an enemy engaged with this unit suffers wounds from a panic test, you may target that enemy. It becomes Weakened.

PLAYTEST JAN 1.0

HEAR ME ROAR!

When an enemy battlefield unit activates:

Target that enemy. If it is in long range of one or more friendly Lannister battlefield units, it suffers a panic test (3). If any of those units have more remaining ranks than the target, the target also becomes Panicked.

PLAYTEST JAN 1.0

COUNTERPLOT

When an enemy council unit activates:

Until the end of the turn, all council zones lose all Escalation effects.

PLAYTEST JAN 1.0

INTRIGUE AND SUBTERFUGE

When an enemy council unit activates:

Target that council unit. Until the end of the round, it loses all abilities.

When an friendly council unit activates:

Until the end of the turn, if that unit claims a zone, increase that zone's Escalation by one.

PLAYTEST JAN 1.0

WEALTH OF THE ROCK

When an enemy battlefield unit is performing an attack, after rolling defense dice:

Target the defender. Until the end of this action, it may reroll any defense dice.

When a friendly council unit claims a zone:

You may replace that zone's effect with the effect of the zone.

PLAYTEST JAN 1.0

SUBJUGATION OF POWER

When any battlefield unit activates:

Target 1 enemy battlefield unit. It performs a morale test (3). For each failure, choose 1 of that unit's abilities. Until the end of the turn, it loses that ability.

PLAYTEST JAN 1.0

A LANNISTER PAYS HIS DEBTS

When an enemy targets one or more of your units with an ability, tactic card, or council zone effect:

After resolving that ability/tactic card/council zone effect, target 1 enemy battlefield unit. It suffers a panic test (3). If you have one or more destroyed battlefield units, that enemy also becomes Panicked.

PLAYTEST JAN 1.0

BRIBERY

When an enemy battlefield unit activates:

Until the end of the turn, that unit cannot be targeted by friendly orders and is treated as having 1 fewer rank when determining attack dice, to a minimum of 1.

PLAYTEST JAN 1.0

HEAR ME ROAR!

When an enemy battlefield unit activates:

Target that enemy. If it is in long range of one or more friendly Lannister battlefield units, it suffers a panic test (3). If any of those units have more remaining ranks than the target, the target also becomes Panicked.

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PLAYTEST JAN 1.0

KINGSLAYER'S PRIDE
JAIME LANNISTER - THE KINGSLAYER
When a friendly battlefield unit is performing a morale test, after rolling dice:
Target that unit. It may reroll any dice for this test. If it is in long range of a friendly unit containing Jaime Lannister, it gains +1 to its morale dice results.
When a friendly battlefield unit gains a condition token:
Target that unit. If it is in long range of a friendly unit containing Jaime Lannister, it does not gain that token.
PLAYTEST JAN 1.0

DEADLY RIPOSTE
JAIME LANNISTER - THE KINGSLAYER
When an enemy battlefield unit is performing a melee attack, after rolling attack dice:
Target the attacker. For each miss, it suffers 1 hit. If the defender's unit contains Jaime Lannister, the attacker also becomes Vulnerable.
PLAYTEST JAN 1.0

RECKLESS GLORY
JAIME LANNISTER - THE KINGSLAYER
When a friendly battlefield unit activates:
Target that unit. It becomes Vulnerable. Then, choose 1 of the following for it to gain until the end of the turn. If it contains Jaime Lannister, choose 2 instead:
• It may reroll any charge distance dice.
• Its melee attacks roll their highest attack die value.
• Its melee attacks may reroll any misses.
PLAYTEST JAN 1.0

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Target that unit. It may reroll any dice for this test. If it is in long range of a friendly unit containing Jaime Lannister, it gains +1 to its morale dice results.
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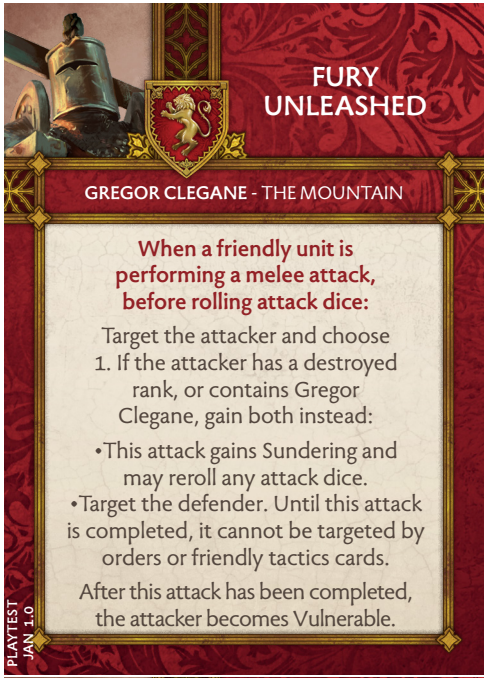
• Its melee attacks roll their highest attack die value.
• Its melee attacks may reroll any misses.
PLAYTEST JAN 1.0

BRUTAL SLAYINGS
GREGOR CLEGANE - THE MOUNTAIN
After a friendly battlefield unit completes a melee attack:
If your attack destroyed an enemy rank, or your unit contains Gregor Clegane, target 1 enemy in long range of your unit. It becomes Panicked and Weakend.
PLAYTEST JAN 1.0

PATH OF DESTRUCTION
GREGOR CLEGANE - THE MOUNTAIN
When a friendly battlefield unit would surge forth:
Target that unit. Instead of surging forth, that unit may pivot then perform 1 charge or march action. If charging, it attacks using its lowest attack die value. If it contains Gregor Clegane, it may reroll any charge distance dice.
When a friendly battlefield unit completes a maneuver or march action:
Target all enemies in short range of that unit. They become Panicked.
PLAYTEST JAN 1.0


FURY UNLEASHED
GREGOR CLEGANE - THE MOUNTAIN
When a friendly unit is performing a melee attack, before rolling attack dice:
Target the attacker and choose 1. If the attacker has a destroyed rank, or contains Gregor Clegane, gain both instead:
•This attack gains Sundering and may reroll any attack dice.
•Target the defender. Until this attack is completed, it cannot be targeted by orders or friendly tactics cards.
After this attack has been completed, the attacker becomes Vulnerable.
PLAYTEST JAN 1.0

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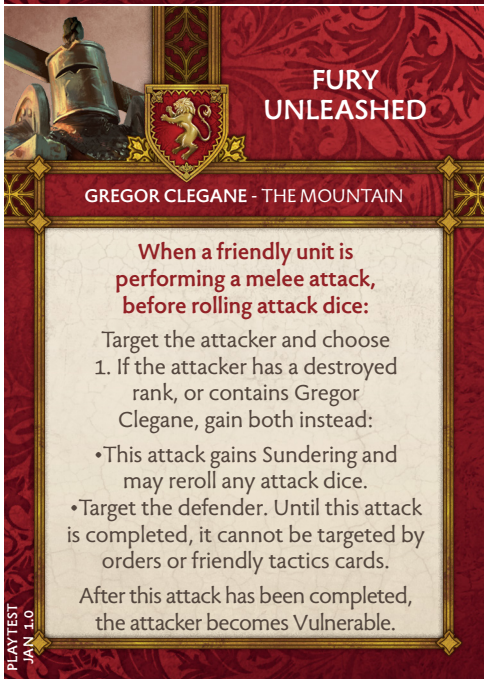
PLAYTEST JAN 1.0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Target the attacker and choose 1. If the attacker has a destroyed rank, or contains Gregor Clegane, gain both instead:
•This attack gains Sundering and may reroll any attack dice.
•Target the defender. Until this attack is completed, it cannot be targeted by orders or friendly tactics cards.
After this attack has been completed, the attacker becomes Vulnerable.
PLAYTEST JAN 1.0

5

JOFFREY BARATHEON

LORD OF THE SEVEN KINGDOMS

"His Grace has a unique way of winning the hearts of his subjects."

CHARACTER

PLAYTEST JAN 1.0

JOFFREY BARATHEON

LORD OF THE SEVEN KINGDOMS

I WILL HAVE THEIR HEADS!

Each time Joffrey claims a zone, you may target 1 enemy battlefield unit. It becomes Panicked.

Influence: While influencing a friendly battlefield unit, their melee attacks gain Vicious (+2).

PLAYTEST JAN 1.0

5

QYBURN

EXILED MAESTER

"The Citadel took my chain, but they could not take my knowledge."

CHARACTER

PLAYTEST JAN 1.0

QYBURN

EXILED MAESTER

UNETHICAL EXPERIMENTS

Once per round, when a friendly battlefield unit is performing a melee attack and Qyburn is on the council board, before rolling attack dice, you may have that attack gain Critical Blow and Sundering. If you do, after completing that attack, the attacker becomes Vulnerable.

Influence: While influencing a friendly battlefield unit, their melee attacks gain +1 to hit. After rolling attack dice, for each final die result of 1, this unit suffers 1 wound.

PLAYTEST JAN 1.0

5

TYRION LANNISTER

THE IMP

"He is a bigger man than he seems, I think."

CHARACTER

PLAYTEST JAN 1.0

TYRION LANNISTER

THE IMP

TACTICAL MASTERMIND

Each time you draw tactics cards, you may draw 1 additional card, then shuffle 1 card from your hand into your deck.

Claim: You may replace this zone's effect with:
Look at your opponent's hand of tactics cards. Select and discard 1 of those cards.

PLAYTEST JAN 1.0

5

CERSEI LANNISTER

QUEEN REGENT

"When you play the game of thrones, you win or you die. There is no middle ground."

CHARACTER

PLAYTEST JAN 1.0

CERSEI LANNISTER

QUEEN REGENT

QUEEN'S MANIPULATIONS

Influence (Any Zone):
While influencing an enemy battlefield unit, each time that unit suffers a panic test (x), that test gains (+1).

Influence: While influencing an enemy battlefield unit, 1 enemy attachment in that unit loses all abilities.

PLAYTEST JAN 1.0