



CERSEI LANNISTER
QUEEN REGENT

4

CHARACTER

QUEEN'S MANIPULATION

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, that enemy may not be targeted by friendly Orders or Tactics cards.


If Cersei Controls  or , any Attachments in that unit also lose all Abilities.

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CERSEI LANNISTER
QUEEN REGENT

"Power tastes best when sweetened by courtesy; you had best learn that if you ever hope to rule."

CHARACTER

PYCELLE
GRAND MAESTER

4

CHARACTER

MANIPULATION AND DECEPTION

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

Pycelle begins the game with 3 Order tokens.

While Influencing an enemy unit, that unit is treated as having -1 rank when performing Attacks.


When Pycelle Influences an enemy unit, you may remove 1 Order token from him. If you do, that enemy becomes **Weakened**.

4

PYCELLE
GRAND MAESTER

"He has an old man's caution and a young man's ambition, and has never lacked for cunning."

CHARACTER




TYRION LANNISTER
THE IMP

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CHARACTER

TACTICAL MASTERMIND

Your maximum Tactics hand size is increased by +1.

You start the game with 4 cards and may draw up to 4 cards when re-filling your hand. Each time you draw Tactics cards, you may draw 1 additional card, then shuffle 1 card from your hand into your deck.

Once per game, at the start of any Round, you may look at your opponent's hand of Tactics cards.

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TYRION LANNISTER
THE IMP

"Look to your khal and see what life is worth, when all the rest is gone."

CHARACTER




TYWIN LANNISTER
THE GREAT LION

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CHARACTER

THE RAINS OF CASTAMERE

Once per game, when an enemy Combat Unit Activates, you may target that unit. If you do, it becomes **Panicked**, **Weakened**, and **Vulnerable**. Then, it suffers either 3 Hits or 1 Panic Test.

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TYWIN LANNISTER
THE GREAT LION

"What do you want of me, Quaithe?" _x000D_
"To show you the way." _x000D_
-Daenerys and Quaithe

CHARACTER



Lannister Units



4

LANNISTER STEEL

4+ 7 5 4

3+ 7+

507

LANNISTER GUARDSMEN

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.

LANNISTER STEEL

Before rolling Attack Dice, if this unit has an equal or greater number of remaining ranks than the Defender, target the Defender. It becomes Panicked, and this Attack gains +1 to Hit.



5

MARAUDER'S BLADE

3+ 7 6 4

4+ 6+

507

HOUSE CLEGANE MOUNTAIN'S MEN

MARAUDER'S BLADE

- Critical Blow
- Vicious

PREY ON FEAR

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



LANNISTER GUARDSMEN

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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.

HOUSE CLEGANE MOUNTAIN'S MEN

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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 striking enemy troops already beleaguered by regular forces, and shattering their will to fight. Care must be taken not to let these ruthless men too far off their leash.

Lannister Units



5

MASTERWORK BLADE


2+ 7 7

3+ 4+

507

KINGSGUARD

KINGSGUARD

- This unit has 8 models (including Joffrey), and 2 ranks.
- Each model in this unit has 2 Wounds.
- This unit can suffer a maximum of 2 Wounds each time it fails a Panic Test.
- Each time you Claim , if this unit has less than 4 Baratheon Banners, it gains 1 Baratheon Banner.

COUNTERSTRIKE

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

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.

LANNISPORT SPEARS

- Precision
- After rolling Attack Dice, if the Defender has not Activated this round, this Attack may re-roll any Attack Dice.

WATCHFUL EYE

When an enemy in Long Range and LoS Activates, if this unit has not Activated this Round, you may target that enemy. It becomes Vulnerable.



KINGSGUARD

6

CHARACTER

May only be fielded in an army containing 'Joffrey Baratheon, First of His Name', he must be attached to this unit. Your army may not include Jaime Lannister.

6

As a unit, the Kingsguard are the best-armed, best-armored, and most experienced troops in the War of the Five Kings. Though they suffer from the usual weakness of any heavy infantry if they become surrounded, they are also hobbled with one additional irritant: King Joffrey Baratheon. Still, despite being but seven men, the Kingsguard can successfully assault or defend against three times their number.



5

LANNISPORT SPEARS

4+ 7 7 4

4+ 6+

507

LANNISPORT CITY WATCH

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.

Lannister Units



LANNISTER OPPRESSION
5
3+ 7 6 5

LANNISTER OPPRESSION
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1. For each Condition token on the Defender, choose +1:

- Vicious
- Sundering
- This unit may re-roll any Attack Dice.
- Until this attack has been completed, the Defender may not be targeted by friendly Tactics cards.
- Until this attack has been completed, the Defender may not be targeted by friendly Orders.

507
3+ 5+
CASTERLY ROCK HONOR GUARD



BLUDGEON
5
4+ 7 5 4

ORDER: LAWS OF THE REALM
When an enemy in Short Range Attacks, before rolling Attack Dice: That enemy is treated as having -1 rank for Attack Dice. If it has only 1 remaining rank, it becomes Vulnerable.

OPPRESSIVE PEACEKEEPING
While you control , enemies in Short Range of this unit suffer -1 to Morale Test rolls and, each time they are targeted by a friendly Tactics card or Order, after resolving that card/order, target them. They become Weakened.

507
4+ 7+
GOLD CLOAKS



CASTERLY ROCK HONOR GUARD
7
The vast castle at Casterly Rock serves as both a symbol of Lannister supremacy and an unbreakable fortress overlooking Lannisport. As such its guardians, the renowned Casterly Rock Honor Guard also serve as symbols of unbreakable Lannister might. Outfitted in the finest plate armor money can buy, and trained as a heavy response force to local threats, the Honor Guard can stand the line and exploit enemy vulnerabilities as they reveal themselves.



GOLD CLOAKS
5
King's Landing is generally considered a safe place to live, given that the aptly named Gold Cloaks can be seen patrolling avenues and alleyways from afar. They're always ready to ensure that justice is served. As to whose justice that might be, however, the Lannisters rule King's Landing, and the Gold Cloaks bend their knees to the Iron Throne. Speak ill of the king at your peril.

Stark NCUs

 <p>EDDARD STARK WARDEN OF THE NORTH</p> <p>6</p> <p>CHARACTER</p> <p>BRAVERY IN THE FACE OF DEATH</p> <p>Eddard begins the game with 3 Order tokens on him.</p> <p>Each time a friendly unit is performing a Panic Test, after rolling dice, you may remove 1 Order token from Eddard. If you do, that unit may re-roll any dice for this test.</p> <p>Each time a friendly unit passes a Panic Test, you may remove 1 Order token from Eddard. If you do, that unit restores 1 Wounds, +1 Wound for each of its destroyed ranks.</p>	 <p>EDDARD STARK WARDEN OF THE NORTH</p> <p>"Mance has cunning. He was raised a crow, you know, and the crow's a tricky bird."</p> <p>6</p> <p>CHARACTER</p> 	 <p>ROBB STARK KING IN THE NORTH</p> <p>5</p> <p>CHARACTER</p> <p>WOLF LORD'S CLAIM</p> <p>Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>While Influencing a friendly unit, if your opponent does not Control , this unit gains +1 to Hit and its Melee Attacks gain Sundering.</p> <p>While Influencing an enemy unit, if their owner does not Control , that enemy's Attacks suffer -1 to Hit and, after completing an Attack, they become Vulnerable.</p>	 <p>ROBB STARK KING IN THE NORTH</p> <p>"Well I think you're quite brave."</p> <p>5</p> <p>CHARACTER</p>  <p>Your army may not contain Eddard Stark.</p>
 <p>RODRIK CASSEL COMBAT VETERAN</p> <p>4</p> <p>CHARACTER</p> <p>MARTIAL EXPERTISE</p> <p>Each time Rodrik Claims a zone, target 1 enemy Combat Unit. They become Vulnerable.</p> <p>Rodrik begins the game with 3 Order tokens on him.</p> <p>Each time a friendly Combat Unit is performing a Melee Attack, after rolling Attack Dice, you may remove 1 Order token from Rodrik. If you do, the Attacker may re-roll any Attack Dice.</p>	 <p>RODRIK CASSEL COMBAT VETERAN</p> <p>"The man's half-mad, I won't deny it, but you'd be the same if you'd spent your life in this cursed wood."</p> <p>4</p> <p>CHARACTER</p> 		

Stark Units



5

WINTER'S BITE

4+ 7 5 4

4+ 6+

507

STARK SWORN SWORDS

ORDER: AT ANY COST
When this unit performs a Melee Attack, before rolling Attack Dice: This Attack rolls +1 Attack Die and using its highest Attack Die Value. After completing this Attack, this unit becomes Vulnerable.

WINTER'S BITE

- Critical Blow
- If this unit has 1 or more destroyed ranks, it 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

BERSERKER'S AXES

3+ 7 8 9

5+ 5+

307

HOUSE UMBER BERSERKERS

BERSERKER'S FERVOR
For each of this units destroyed ranks, it gains +1 to Defense Dice rolls and +1 to Morale Test rolls.

BERSERKER'S AXES

- Critical Blow

FEROCIOUS ASSAULT
Enemies Successfully Charged by this unit become Panicked.



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.

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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!

6

Stark Units



507

6

OUTRIDER'S BLADE

3+ 7 5

4+ 6+

STARK OUTRIDERS

ORDER: SCOUT TERRAIN
 When a friendly battlefield unit in Long Range Activates:
 Target that unit. Until the end of the Turn, it may re-roll any Charge Distance Dice and ignores all terrain penalties.

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.



507

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EXECUTIONER'S FURY

3+ 7 6 4

4+ 5+

HOUSE UMBER GREATAXES

EXECUTIONER'S FURY

- Vicious
- Only Defense Die rolls of 6 may block Hits from this Attack.
- After this Attack is completed, the Defender becomes Weakened.

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



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.

HOUSE UMBER GREATAXES

Umber Greataxes combine mobility, defense, and fearsome weaponry to field a unit with superior flexibility. Greataxes will chase down heavier foes, stand firm against charges, and deliver a devastating assault with their signature weapons. While not specialized in any particular combat doctrine, an experienced commander can deploy them as needed, to shore up exposed weaknesses in their own defenses or exploit an enemy's poor judgment.

Stark Units



5

HUNTER'S VOLLEY

3+ 7 7 5

SHORT SWORD

5+ 5 4 3

6+ 6+

507

STARK BOWMEN

ORDER: SUPPRESSIVE VOLLEY
Start of any Turn:
Target 1 Enemy 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."

HUNTER'S VOLLEY

- Precision
- Ignores units and terrain when determining Line of Sight.



5

LANCE

3+ 5 4

3+ 5+

307

HOUSE TULLY CAVALIERS

CAVALRY

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

LANCE

- Sundering
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.

STUBBORN TENACITY

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



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.

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HOUSE TULLY CAVALIERS

Heavily armed, heavily armored, and with all the speed that cavalry commands, House Tully's Cavaliers are renowned for their devastating charges that can shatter even the hardest enemy line. The mere threat of an imminent charge forces enemy commanders to respond, allowing the Cavalier commander to project force against an enemy line without even engaging. A wise commander will have troops standing ready to exploit the chaos Cavaliers leave in their wake.

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Stark Units



5

RESOLUTE STRIKES

3+ 7 5 4

4+ 6+

HOUSE MORMONT SHE-BEARS

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ORDER: SHE-BEAR'S FURY
Start of a friendly Turn:
Target 1 enemy in Long Range. It performs 1 Morale Test, with -1 to its roll for each of this unit's remaining ranks. On a failure, it becomes **Panicked** and **Vulnerable**.

RESOLUTE STRIKES

- **Critical Blow**
- Before rolling Attack Dice, target 1 friendly unit in Long Range. It restores 1 Wound or removes 1 Condition token. For each Condition token on the Defender, repeat this.



HOUSE MORMONT SHE-BEARS

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HOUSE MORMONT SHE-BEARS

The She-Bears of House Mormont style their kit and tactics after the Lady Alysane Mormont. They're powerful women, known for their strength, outfitted in thick leather and plate. Their weapons are two-handed maces, capable of crushing a heavy helm or caving in a chest plate in a single blow. The She-Bears are fanatically devoted to the Mormont cause, and their strong armor and resolve allow them to stand and fight where other units fall.

 <p>LADY DALLA WIFE AND COUNCIL</p>   <p>SPEARWIFE COUNCIL</p> <p>Each time Dalla Claims a zone, after resolving that zone's effect, perform the following based on the zone:</p> <p>: 1 enemy becomes Weakened.</p> <p>: After restoring Wounds, target 1 enemy engaged with that unit. They suffer 1 Hit, +1 Hit for each remaining rank in this unit.</p> <p>: Look at the top 2 cards of your opponent's Tactics deck. You may discard 1 of those cards. Then, shuffle the remaining card back into their deck.</p>	 <p>LADY DALLA WIFE AND COUNCIL</p> <p>"When I'm king in my own right, I'm going to outlaw bees."</p> <p>CHARACTER</p> <p>4</p>	 <p>STYR IRON-FISTED TYRANT</p>   <p>FURY OF THE THENNS</p> <p>Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>While Influencing a Infantry or Cavalry unit, that unit's Melee Attacks gain Sundering and it is treated as having +1 rank for Attack Dice.</p> <p>While Influencing a friendly Monster unit, that unit may re-roll any Charge Distance Dice, and any enemy it Successfully Charges becomes Weakened.</p>	 <p>STYR IRON-FISTED TYRANT</p> <p>"I have met so few of them in my life... When I see what honesty and honor have won you, I understand why..." -Varys</p> <p>CHARACTER</p> <p>4</p>
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Free Folk Units



GIANT

- This unit has 8 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 1 Wound from failing Panic Tests.

MIGHTY SWING

- Critical Blow
- Vicious
- Defenders do not roll Defensive Dice.
- Rolls +1 Attack Die for each of the Defender's remaining ranks.



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 8 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 1 Wound from failing Panic Tests.



SAVAGE GIANT

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.



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.

CHARACTER

Free Folk Units



5

INDOMITABLE MIGHT

3+ 7

3+ 4+

WUN WUN

GIANT

- This unit has 8 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 1 Wound from failing Panic Tests.

INDOMITABLE MIGHT

- Defenders do not roll Defense Dice.
- When Charging, the Defender becomes **Weakened**.
- Roll +1 Attack Die for each Wound Wun Wun has suffered, to a maximum of +3.
- After this Attack has been completed, Wun Wun may restore 1 Wound.

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

DEADLY IMPACT

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



CHARACTER

WUN WUN

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.



6

SPEAR TOSS

3+ 6

DEADLY IMPACT

3+ 4

5+ 5+

FROZEN SHORE CHARIOTS

FROZEN SHORE CHARIOTS

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.

Free Folk Units



5
RAMPAGE
3+ 5
WAR MAMMOTH

MAMMOTH

- This unit has 8 Wounds.
- This unit cannot Control Objectives.
- Once during this unit's Activation, before selecting its Action, it may shift 5" directly forward.
- When Charging, this unit ignores all terrain penalties.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests and, each time this unit fails a Panic Test, target all units within 2". They each suffer D3 Wounds.

RAMPAGE

- Defenders do not roll Defensive Dice.
- This Attack gains +1 Attack Die for each Wound this unit has suffered, to a maximum of +3.



5
HARPOON
4+ 6 6 4
HARPOON
4+ 6 6 4
5+ 7+
FROZEN SHORE HUNTERS

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, target the Defender. They become **Weakened**.
Ranged Attack Only:
Then, this unit may shift 2" directly backwards. If the Defender is unengaged and suffered any Wounds from this attack, you may then force them to shift up to 2" toward this unit, in a direction determined by the attack arc (*forward if attacked from the front, sideways based on the corresponding flank, etc.*).



LIMITED
Your army may only contain up to 2 Mammoths.

WAR MAMMOTH

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.



FROZEN SHORE HUNTERS

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.

Free Folk Units



5

SPEAR TOSS
4+ 4 4

SPEAR AND MAUL
3+ 7 7

4+ 5+

807

FROZEN SHORE BEAR RIDERS

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

BEAR CAVALRY
• Each model in this unit has 4 Wounds.
• Once during this unit's Activation, before selecting its Action, it may perform 1 Maneuver Action.

SPEAR AND MAUL
• Vicious
• Sundering
• After rolling this unit's Attack Dice, if the Defender has any Condition tokens on them, this unit may re-roll any Attack Dice.



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.

8



5

GIANT'S SPEAR
3+ 3

GIANT'S SPEAR
3+ 3

4+ 5+

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GIANT SPEAR THROWERS

GIANT
• This unit has 8 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 1 Wound 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**.



GIANT SPEAR THROWERS

What's worse than facing giants in the line-of-battle? Facing giants hurling spears the size of tree trunks from afar. The Free Folk's alliance with the giants has brought their Spear-Throwers to the fray, giving them what amounts to artillery made of flesh. Their weapons are crude, but not much finesse is needed for a wooden haft as thick as a large man's torso. That said, these giants have trouble dealing with foes up close, and must be guarded.

7

Free Folk Units



6

CRUDE WEAPONS

4+

6 4

6+

7+

HARMA'S VANGUARD


507

ORDER: PLANNED APPROACH
When a friendly unit in Long Range Activates:
Target that unit. Until the end of the Turn, that unit may not be targeted by enemy Abilities or effects.

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.



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.

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Neutral NCUs



JAQEN H'GHAR
FOLLOWER OF THE RED GOD

4

CHARACTER

CHOOSING A NAME

Jaqen begins the game with 3 Order tokens.

Each time Jaqen Activates, you may remove 1 Order token from him and target 1 other NCU. Jaqen gains all Abilities of that NCU until the end of the Round, replacing their name in the Ability with his. He may not use any Abilities that can only be used once per game. If a copied Ability requires Order tokens, they must be spent from this card.



JAQEN H'GHAR
FOLLOWER OF THE RED GOD

"I prefer my history dead. Dead history is writ in ink, the living sort in blood."

4

CHARACTER





LORD VARYS
THE SPIDER

5

CHARACTER

LITTLE BIRDS

Varys begins the game with 4 Order tokens.

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

- : 1 enemy suffers 1 Panic Test.
- : Restore 2 Wounds to 1 friendly unit.
- : Draw 1 Tactics card.
- : 1 enemy suffers 3 Hits.
- : 1 friendly unit shifts 3".



LORD VARYS
THE SPIDER

"Your secrets are safe with me."

5

CHARACTER





WALDER FREY
LORD OF THE CROSSING

5

CHARACTER

CONTROL OF THE CROSSINGS

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

While Influencing a friendly Combat Unit, that unit gains +1 and may pivot at the start of its Activation.

While Influencing an enemy Combat Unit, that unit suffers -1 and may not pivot at the end of Maneuver and March Actions.



WALDER FREY
LORD OF THE CROSSING

"Eleven years of age, yet Missandei is as clever as half the men at this table and wiser than all of them."

5

CHARACTER



Neutral Units



KNIGHT'S BLADE

5

3+

7 5

3

4+

6+

507

HEDGE KNIGHTS

CAVALRY

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

KNIGHT'S BLADE

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

LOYALTY THROUGH COIN

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



MASTERCRAFT LONGSWORD

5

3+

7 6 4

5+

507

GOLDEN COMPANY SWORDSMEN

MASTERCRAFT LONGSWORD

May always re-roll Attack Dice.

GOLDEN REPUTATION

After an enemy completes a Melee Attack on this unit, if that enemy does not have more remaining ranks than this unit, target that enemy. It becomes Panicked and Vulnerable.



HEDGE KNIGHTS

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

7



GOLDEN COMPANY SWORDSMEN

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

7

Neutral Units



5

TRAMPLING STOMP

3+ 5

3+ 6+

WAR ELEPHANT

- This unit has 8 Wounds.
- This unit cannot Control Objectives.
- Once during this unit's Activation, before selecting its Action, it may shift 5" directly forward.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.
- When Charging, this unit ignores all terrain penalties.

TRAMPLING STOMP

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

GOLDEN COMPANY WAR ELEPHANT

507



GOLDEN COMPANY WAR ELEPHANT

6

LIMITED

Your army may only contain 1 War Elephant for each Golden Company Infantry unit.

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



BOWEN MARSH
FIRST STEWARD

4

CHARACTER

COUNTS AND MEASURES

Each time Bowen Claims a zone, you may look at the top 2 cards of your Tactics deck. Place 1 of those cards in your hand and the other on the bottom of your Tactics deck.

Each time 1 of your Night's Watch units is destroyed, you may take 1 attached Night's Watch Tactics card from that unit and place it in your hand.

4

BOWEN MARSH
FIRST STEWARD

"I have become oddly fond of my fat little wife."

CHARACTER




CRASTER
ALLY OF THE WATCH

4

CHARACTER

REST AND REFUGE

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

Each time Craster Influences a unit, remove 1 Condition token from them.

While Influencing a unit, that unit ignores the Rough and Hindering keywords and cannot be targeted by enemy Tactics cards or enemy Tactics Board zone effects.

4

CRASTER
ALLY OF THE WATCH

"She has her own ways of knowing things, that one. The weirwoods whisper in her ear when she sleeps."

CHARACTER




JEOR MORMONT
THE OLD BEAR

4

CHARACTER

DUTY TO THE REALMS OF MEN

Each time Jeor Claims a zone, you may target 2 friendly Night's Watch Combat Units. Move 1 friendly attached Tactics card from 1 of those units to the other.


Once per game, at the start of any Turn, you may take 1 Tactics card that can be attached to a unit from your discard pile and attach it to a friendly Night's Watch unit.

4

JEOR MORMONT
THE OLD BEAR

"What is dead may never die, but rises again, harder and stronger."

CHARACTER

SAMWELL TARLY
CRAVEN SCHOLAR

4

CHARACTER

KNOWLEDGE IS POWER

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.

Samwell begins the game with 2 Order tokens.

Each time a friendly Combat Unit is performing an Attack, before rolling Attack Dice, you may remove 1 Order token from Samwell. If you do, target the defender. It becomes **Vulnerable**.

4

SAMWELL TARLY
CRAVEN SCHOLAR

"Knowledge is a weapon, Jon. Arm yourself well before you ride forth to battle."

CHARACTER



Night's Watch Units



5

GREATSWORD

3+ 7 6 5

4+ 5+

507

SWORN BROTHERS

ORDER: MARTIAL TRAINING
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.

GREATSWORD

- Critical Blow
- Sundering



5

DUAL WEAPONS

3+ 7 6 6

4+ 5+

507

VETERANS OF THE WATCH

DUAL WEAPONS

- Precision

LIFE AND HONOR TO THE WATCH
If this unit fails a Panic Test, it only discards 1 attached Night's Watch Tactics card, instead of all.

VETERAN'S PROWESS
Enemies engaged with this unit suffer -1 to Hit and, each this this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.



SWORN BROTHERS

As the mainstay of the Night's Watch forces, the Sworn Brothers face Wildlings and other northern terrors with stoicism and reserve born of long-training and solid gear. Indeed, having their own forges and smiths allows the average Brother a better kit than the average foot soldier belonging to most great houses (except House Lannister, of course). Sworn Brothers can be relied upon to hold the line, almost regardless of the odds.

7



VETERANS OF THE WATCH

While Sworn Brothers can confidently keep their place in the line, Veterans possess the arms and expertise to push the line forward. They're skilled combatants, nigh impossible to break, and their personal kit consists of the best armor the Builders can forge. Even the most professional units the Seven Kingdoms can muster would find the Veterans difficult to thwart, let alone defeat.

7

Night's Watch Units



6

HUNTER'S BOW
4+ 7 6 4

SWIFT STRIKE
3+ 7 6 4

5+ 5+

507

RANGER HUNTERS

ORDER: QUICK FIRE
After this unit completes a Maneuver or Retreat Action:
This unit performs 1 Ranged Attack Action.

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

SKIRMISHER
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.



RANGER HUNTERS

Often working hand-in-hand with Ranger Trackers, Ranger Hunters specialize in eliminating critical targets on the battlefield. While stealth is rarely an option in open battle, Hunters strike suddenly, exploiting weakened or vulnerable enemies, often eliminating them to a man before any serious resistance can mount. However, as with all light infantry, being bogged down in an extended melee can prove fatal, something any commander should avoid.



4

BOLT THROWER
3+ 3

WEAPON CREW
5+ 3

5+ 5+

507

BUILDER SCORPION CREW

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot Charge, Retreat, or Shift.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

BOLT THROWER

- Vicious
- Rolls +1 Attack Die for each of the Defender's remaining ranks.
- Defenders do not roll Defense Dice.
- For each unblocked Hit, Cavalry, Monster, and War Machine units suffer 2 Wounds.



BUILDER SCORPION CREW

The Night's Watch Builders are known for their ingenuity, and none embodies this more than the Builder Scorpion Crew. With just a few specialized parts, and enough available timber, the Crew can construct a mobile Scorpion, capable of firing massive bolts at long range and with surprising accuracy. Entire ranks can be cut down by a single projectile. However, the Scorpion itself requires time to reposition, and it moves very slowly.

LIMITED

Your army may only contain up to 2 Builder Scorpion Crews.

Night's Watch Units



507

1

ROCK VOLLEY

6+ 1

WEAPON CREW

4+ 3

5+ 5+

507

BUILDER STONE THROWER

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot Charge, Retreat, or Shift.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

ROCK VOLLEY

- Vicious
- Ignores Range and Line of Sight when targeting enemies, but may only target enemies within Long Range and Line of Sight of another friendly unit.
- When Attacking Cavalry or Infantry units, gains +1 to Hit for each of the Defender's remaining ranks.
- Defenders do not roll Defense Dice.
- Each Success generates +1 Hit for each of the Defender's remaining ranks beyond the first.

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.

DISORGANIZED

- This unit suffers +1 Wound from failing Panic Tests.



LIMITED

Your army may only contain up to 2 Builder Stone Throwers.

BUILDER STONE THROWER

Builder Stone Thrower Crews are adept at constructing and operating mobile Stone Throwers in the field. The Builders insist these are not catapults, as those siege engines are typically on a larger scale and often use specialized projectiles, but the principles are the same. A competent Stone Thrower Crew can land their deadly projectiles dead-center in enemy formations, against which not even the heaviest of infantry have any protection.



5

SIMPLE WEAPONS

4+ 6 5 4

5+ 7+

507

CONSCRIPTS

CONSCRIPTS

Somewhat ragged and often unruly, Night's Watch Conscripts are literally the lowest of the low. While the Watch prefers to provide at least some training to their newest recruits, on occasion, defense of the Wall requires every man standing to grab a blade and sally forth. Liable to break and run at the first sign of serious resistance, a wise commander will not depend too heavily on the Conscripts holding against strong odds.

Night's Watch Units



6

LONGSWORD

3+

3

4+

3+

WATCH MARSHAL

507

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

MARSHAL

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- This unit can only suffer a maximum of 1 Wound from failing Panic Tests.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- Other friendly units in Short Range gain +1 Attack Die on Melee Attacks and suffer -1 Wound from failing Panic Tests.



WATCH MARSHAL

3

LIMITED

Your army may only contain up to 2 Watch Marshals.

Rising to the rank of Watch Marshal requires more than simple horsemanship and command authority. It requires a Watch Brother to have spent their time in the front lines and on long patrols beyond the Wall, enough to have seen every enemy the Watch must contend with and learning to deal with them effectively and decisively. Watch Marshals excel at getting the best out of their troops through pressing advantages in both attack and maneuver.



CRESSEN
MAESTER AT DRAGONSTONE



SACRIFICE FOR THE KING
At the start of any Round, you may Activate Cressen. If you do, destroy Cressen at the end of the Round.

LOVING COUNSEL
Each time Cressen Claims , you may replace that zone's effect with:
Draw 2 Tactics cards and place any 1 Condition Token on an enemy Combat Unit.




CRESSEN
MAESTER AT DRAGONSTONE
"...she rose. May the Lord of Light protect us. She rose." -Thoros of Myr


4

CHARACTER

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



DAVOS SEAWORTH
HAND OF THE TRUE KING



SMUGGLER'S CUNNING
Davos begins the game with 4 Order tokens on him.
Each time a friendly unit Charges, after rolling Charge Distance Dice, you may remove 1 token from Davos. If you do, you may re-roll any Charge Distance Dice.
Each time a friendly unit Activates, you may remove 1 token from Davos. If you do, until the end of the Turn, enemies engaged with that unit may not use Orders or be the target of friendly Tactics card.

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




DAVOS SEAWORTH
HAND OF THE TRUE KING
"I know one thing. I know that you are wildling to the bone" -Jon Snow


4

CHARACTER

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



ELDON ESTERMONT
VENERABLE KNIGHT



AGE AND WISDOM
Once per game, when Eldon Claims a zone, you may search your Tactics Deck for any 1 card and place it in your hand. Then, shuffle your Tactics Deck.
Each time Eldon Claims a zone, you may replace that Zone's effect with:
Draw 3 Tactics cards, then shuffle 1 card from your hand into your Tactics Deck.




ELDON ESTERMONT
VENERABLE KNIGHT
"He's never turned a ranger away from his fire, nor does he love Mance Rayder..."


4

CHARACTER

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



MARGAERY TYRELL
LITTLE ROSE



A ROSE AND ITS THORNS
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, each time that unit restores Wounds, you may target 1 enemy it is engaged with. That enemy suffers 1 Hit for each Wound this unit restores, to a maximum of 3.

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






MARGAERY TYRELL
LITTLE ROSE
"White suits my coloring. I look so ... pure."

4

CHARACTER

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

Baratheon NCUs

 <p>MELISANDRE THE RED WOMAN</p> <p>SACRIFICE TO THE LORD OF LIGHT Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>When Melisandre Influences a friendly unit, that unit may suffer up to 2 Wounds. It gains 1 of the following effects while she is Influencing it, plus 1 additional effect for each Wound it suffered:</p> <ul style="list-style-type: none">• This unit gains +2 to Morale Test rolls.• This unit's Melee Attacks gain Vicious.• When this unit performs a Melee Attack, before rolling Attack Dice, target the Defender. It becomes Vulnerable.• When this unit Activates, target any enemies in Short Range. They become Panicked.	<p>MELISANDRE THE RED WOMAN</p> <p>"Only royal blood can wash out my father's murder."</p> <p>CHARACTER</p>  <p>LOYALTY: STANNIS BARATHEON <i>Your army may never contain Units or Attachments with different Loyalties.</i></p>	 <p>SHYRA ERROL LADY OF HAYSTACK HALL</p> <p>RESOLVE OF HAYSTACK HALL</p> <p>Once per Round, if Shyra has Claimed a zone, and an enemy targets 1 of your engaged Combat Units with an NCU Ability, zone effect, or Tactics card, after resolving that effect, you may target any enemies engaged with that unit. They become Vulnerable, then suffer 1 Hit for each remaining rank in your unit.</p>	 <p>SHYRA ERROL LADY OF HAYSTACK HALL</p> <p>"Boy, girl, you are a sword, that is all." -Syrio Forel</p> <p>CHARACTER</p>
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Baratheon Units



WAR HAMMER
4+ 6 5 4

BARATHEON WARDENS

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.

WAR HAMMER
After this Attack is completed, target the Defender. It becomes Weakened.

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



DOUBLE HAMMERS
4+ 7 6 5

BARATHEON SENTINELS

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.

DOUBLE HAMMERS
• Sundering

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



BARATHEON WARDENS

While House Baratheon may be divided in its loyalties, they still draw from the same battlefield doctrines and training that served the united house in the time before the War of the Five Kings. Baratheon Wardens are heavily armored in full plate, wielding heavy shields and the signature Baratheon war hammers. Steadfast and sturdy, Wardens can be depended on as both vanguard and center, though speed is not among their strengths.



BARATHEON SENTINELS

Although officially classified as medium infantry, the Baratheon Sentinels wear heavier armor than one might expect for a unit required to initiate or counter flanking maneuvers. Speed is the obvious trade-off, but most medium infantry cannot hold their ground as well, nor deliver such devastating assaults. In unskilled hands the war hammer is unwieldy, but for Sentinels, a well-timed strike from its heavy head can render plate armor useless.

Baratheon Units



5

STAG'S FURY

3+ 7 7 7

4+ 5+

STAG KNIGHTS

STAG'S FURY
Before rolling Attack Dice, for each Game Round beyond the first, choose 1 of the following effects. This Attack gains the selected effects until the end of this Action.

- Critical Blow
- Sundering
- Vicious
- If the unit began the turn engaged, this Attack deals +1 hit for each of this unit's remaining ranks.

STAG'S METTLE
Beginning on Game Round 4, this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



4

CHAMPION'S WRATH

3+ 6 5

2+ 5+

CHAMPIONS OF THE STAG

CAVALRY

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

CHAMPION'S WRATH

- Critical Blow
- Before rolling attack dice, if this unit began the turn engaged, target the defender. It becomes **Vulnerable**, and this Attack rolls +2 Attack Dice.

PUNISH COWARDICE
After an enemy engaged with this unit completes a Retreat Action, target that enemy. It becomes **Vulnerable** and **Weakened**.



STAG KNIGHTS

7

Stag Knights form the core of Baratheon elite units, each one a noble in their own right and wearing the signature horned helmet allowed to these honored sers. Stag Knights are heavily armored, wearing plate mail as fine as anything the Lannisters might field and wielding a powerful two-handed war hammer capable of crushing armor and shattering bones with equal proficiency. Even when surrounded, Stag Knights fight with unwavering fury.



CHAMPIONS OF THE STAG

8

In-keeping with the Baratheon doctrine of heavy arms and heavier armor, Champions of the Stag are knights in full plate mail atop massive destriers. These juggernauts have all the mobility of cavalry and the staying power of front-line units. Intelligent commanders are best served keeping them mobile to force engagements of their own choosing, but, if needed, Champions can hold the line for longer than most other cavalry.

Baratheon Units



5

R'HLOR'S FIRE

3+ 7 7 4

DAGGERS

5+ 5 4 3

4+ 6+

R'HLOR LIGHTBRINGERS

R'HLOR'S FIRE

- Vicious
- If the Defender fails their Panic Test, they suffer +1 Wound for each enemy R'hllor unit in Long Range.
- If this Attack destroys the Defender, before they are removed, target all enemies in Long Range. They become **Vulnerable**.
- After completing this Attack, you may target 1 friendly R'hllor unit in Long Range. They restore 2 Wounds.



6

SWORD OF THE FAITH

3+ 7 6 4

5+ 4+

R'HLOR FAITHFUL

FAITHFUL

This unit begins the game with 1 Faith token. Each time it passes a Morale Test, or an enemy in Long Range is destroyed, it gains 1 Faith token. It may have a maximum of 3 Faith tokens at any time.

SWORD OF THE FAITH

- Vicious
- Before rolling Attack Dice, this unit may expend 1 Faith token. If they do, target the Defender. They become **Panicked** and **Vulnerable**.
- After rolling Attack Dice, this unit may expend 1 Faith Token to re-roll any Attack Dice.
- After completing this Attack, this unit may expend 1 Faith token to restore 2 Wounds, +1 Wound for each of this unit's destroyed ranks.



LOYALTY

LOYALTY

STANNIS BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

6

R'HLOR LIGHTBRINGERS

In-keeping with the Baratheon doctrine of heavy armor, a R'hllor Lightbringer's kit includes a scale shirt and plate helm, making them more capable than most archery units of withstanding direct assault. The extra protection aids in wielding their most potent weapon: fire. Lightbringer arrows are dipped in oil and ignited seconds before firing. The oil is sticky, and while it burns out quickly, can easily set materials ablaze on impact.



LOYALTY

LOYALTY

STANNIS BARATHEON

Your army may never contain Units or Attachments with different Loyalties.

6

R'HLOR FAITHFUL

Although no one questions their steadfast belief in R'hllor, those of Stannis' troops known as the Faithful do not each possess their own Lightbringer, the fabled blazing sword of Azor Ahai. Instead, their blades are set ablaze with a mixture of oils that produce a strong heat, albeit for a brief period. While not heavily armored, their zealous conviction allows them to stand strong against any foe, ensuring that even if they fall they will inspire those around them.

Baratheon Units



THORN WATCH

6
3+ 7 7 4
4+ 7 6 4
5+ 6+
507



RIDERS OF HIGHGARDEN

6
3+ 5 4
5+ 6+
507

ORDER: OVERWATCH
After an enemy ends a March or Maneuver Action in Long Range and Line of Sight of this unit:
This unit performs 1 Ranged Attack Action on that enemy.

HIGHGARDEN CROSSBOW

- Precision
- Sundering

SKIRMISHER
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.

ORDER: SWIFT RETREAT
After an enemy completes a Melee Attack on this unit:
This unit performs 1 Retreat Action.

CAVALRY

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

LANCE

- Sundering
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.



THORN WATCH

7
507



RIDERS OF HIGHGARDEN

6
507

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

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

THORN WATCH

Thorn Watch crossbowmen are kitted out with mail shirts augmented with plate, longswords instead of the traditional daggers or short blades of most archers, and unique crossbows. Indeed, they undergo more training to battle enemies in melee than most archers ever see. That said, the crossbow is their primary weapon, itself capable of puncturing even heavy armor, and wise commanders will employ them appropriately.

RIDERS OF HIGHGARDEN

House Tyrell is steeped in chivalric traditions, and King Renly's alliance to them by way of Lady Margaery has earned the loyalty of the famed Riders of Highgarden. While not as heavily armored as most cavalry, the Riders can mount a charge as devastating as anything other factions can muster. A commander should guard against allowing them to be bogged down in a protracted melee, but even then, their loyalty and bravery shine through.

Baratheon Units



507

4

HALBERD

3+ 7 7 4

3+ 6+

BARATHEON HALBERDIERS

ORDER: ADVANCE THE LINE!

Start of the Round:
Target 1 friendly unit in Long Range. It performs a 2" shift directly forward.

ORDER: TAUNT

When an enemy in Long Range Activates: 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.

HALBERD

• Sundering



507

5


MASTERWORK BLADE

2+ 7 7

3+ 4+

RAINBOW GUARD

RAINBOW GUARD

- This unit has 8 models (including Renly), and 2 ranks.
- Each Model in this unit has 2 Wounds.
- This unit can suffer a maximum of 2 Wounds each time it fails a Panic Test.
- Each time you Claim , if this unit has less than 4 Baratheon Banners, it gains 1 Baratheon Banner.

RALLY CRY

Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.



BARATHEON HALBERDIERS

Those facing House Baratheon have a conundrum. Their armor is thick, their forces resolute, and when accompanied by Halberdiers, even the inherent weakness of heavy infantry versus cavalry is nullified. Furthermore, any hesitation or failure to commit on the part of a cavalry unit (or other similar force) results in easily exploited confusion. Any competent Baratheon commander will find many uses for Halberdiers in their lines.



RAINBOW GUARD

King Renly Baratheon's Rainbow Guard are formed of the most formidable individuals to claim the youngest Baratheon as their liege and king. When taking the field together, they form the deadly core of Renly's force, capable of holding the line or flanking vulnerable units. Perhaps more importantly they serve as a symbol of the hope and faith which King Renly plans to use in uniting all of Westeros under his banner.

CHARACTER

May only be fielded in an army containing 'Renly Baratheon, King in the South', he must be attached to this unit. Your army may not contain Loras Tyrell. Your army may not contain Brienne.



HIZDAHR ZO LORAQ
FOURTEENTH OF THAT NOBLE NAME

4

CHARACTER

MERCHANT LORD'S REACH
Each time Hizdahr Claims a zone, after resolving that zone's effect, perform the following based on the zone:

- 👑: The enemy targeted by this zone's effect becomes **Vulnerable**.
- 🪙: All other friendly units in Short Range of the unit targeted by this zone's effect restore 1 Wound or remove 1 Condition token.
- ✉️: If you placed a Condition token on an enemy, target 1 other enemy in Long Range of that enemy. It gains 1 Condition token of the same type placed.
- 🃏: You may draw 1 Tactics card, then discard 1 Tactics card.




HIZDAHR ZO LORAQ
FOURTEENTH OF THAT NOBLE NAME

"Why do you say this man is a wizard? I see only a ragged red priest."
-Victarion Greyjoy to Rodrik Sparr

4

CHARACTER



ILLYRIO MOPATIS
MAGISTER OF PENTOS

4

CHARACTER

THREE BOONS
Illyrio begins the game with 3 Order tokens. You may only use Illyrio's Influence by removing an Order token from him.

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

When Illyrio Influences a friendly unit, choose 1 of the following:

- That unit restores 2 Wounds.
- While Illyrio is Influencing that unit, its Melee Attacks use their highest Attack Die Value and gain **Sundering**.
- Target 1 enemy in Short Range of this unit. It becomes **Panicked** and **Weakened**.



ILLYRIO MOPATIS
MAGISTER OF PENTOS

"Your choice is simple. Crown me, for peace and victory. Or crown my uncle, for more war and more defeat."

4

CHARACTER



MIRRI MAZ DUUR
GODSWIFE

4

CHARACTER

MAEGI'S KNOWLEDGE
Each time Mirri Claims a zone, you may choose 1: Remove 1 Condition token from 1 friendly unit and place it on Mirri's card, or remove 1 Condition token from Mirri's card and place it on 1 engaged enemy Combat Unit.

Once per game, when Mirri Claims a zone, you may target 1 friendly Combat Unit. If you do, attach 1 previously destroyed, friendly, non-Commander Attachment to that unit, replacing a model as usual, but ignoring the usual Attachment limits.




MIRRI MAZ DUUR
GODSWIFE

"I was a foolish willful girl, playing at the game of thrones like a drunkard rolling dice."

4

CHARACTER



PYAT PREE
WARLOCK OF QARTH

4

CHARACTER

HOUSE OF THE UNDYING
Once per game, when Pyat Pree Claims a zone, you may return 1 Tactics card from your discard pile to your hand.

Each time Pyat Pree Claims the 🃏 zone, you may replace that zone's effect with:

Your opponent discards 1 Tactics card from their hand at random. Then, until the end of the Round, they must play with their Tactics Hand revealed.



PYAT PREE
WARLOCK OF QARTH

"We who serve the Iron Bank face death full as often as you who serve the Iron Throne."

4

CHARACTER

Targaryen Units



ORDER: SCOUT OPENINGS
Start of a friendly Turn:
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.



LONGSWORD






4+



3+



JORAH MORMONT
THE WANDERING KNIGHT



WESTEROSI RIDER

- This unit has 3 Wounds.
- This unit can only suffer a maximum of 1 Wound from failing Panic Tests.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- As long as Jorah 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.



3



CAVALRY

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



SCREAMER'S ARAKH

- Sundering



DOTHRAKI SCREAMERS



5+



5+



DOTHRAKI SCREAMERS



JORAH MORMONT
THE WANDERING KNIGHT

"There are ghosts everywhere. We carry them with us wherever we go."



CHARACTER





JORAH MORMONT
THE WANDERING KNIGHT

Whatever one thinks of Ser Jorah Mormont's personal dealings and checkered past, his skill-at-arms earned him respect among the Dothraki, no simple feat. As a veteran of multiple wars and later a sellsword, his expert eye can pick out vulnerabilities in the enemy ranks for nearby troops to exploit. Ser Jorah prefers to remain mounted in combat, and his horsemanship exceeds many of his Western counterparts.



DOTHRAKI SCREAMERS

While it would be easy to categorize the Dothraki as a mindless horde of screaming barbarians, their method of attack looks precisely as such to the untrained eye. A Dothraki khalasar can have many thousand horsemen, even the least of which has spent more of his life in the saddle than otherwise. Although lightly armored, Dothraki horsemanship is honed to such a degree that it's difficult to land a blade on them, even when engaged in close melee.



3



DOTHRAKI SCREAMERS



6

Targaryen Units



DOTHRAKI HRAKKARS

6 Wounds
CLAW & BLADE
3+ Initiative, 6 Strength
5+ Defense, 5+ Maneuver
507

HRAKKARS & TAMERS

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

CLAW & BLADE

- Vicious

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.



UNSULLIED PIKEMEN

5 Wounds
PHALANX PIKE
3+ Initiative, 7 Strength, 7 Defense, 4 Maneuver
3+ Defense, 4+ Maneuver
507

ORDER: SET FOR CHARGE

When this unit is Successfully Charged from the Front or Flank:
If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

ORDER: SHIELD WALL

When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:
If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

UNYIELDING

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



DOTHRAKI HRAKKARS

4 Wounds
LIMITED
Your army may only contain up to 2 Dothraki Hrakkers.

Taming one of the great white lions of the Dothraki Sea is a feat accomplished by only the mightiest khalasars. These powerful beasts match even the famed Stark Direwolves in terms of conferred status, and a Hrakkar in war is just as fearsome a sight on the field. Fast, deadly, and above all stealthy, troops facing the Dothraki should beware of sudden attacks from unsuspected quarters by lurking Hrakkers.

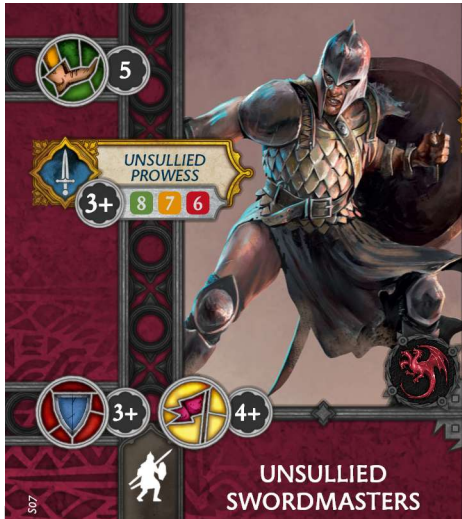


UNSULLIED PIKEMEN

7 Wounds

Although considered to be in light armor by western standards, Unsullied Pikemen fight in lockstep formations according to doctrines laid down by the Old Empire of Ghis. An Unsullied phalanx with shields locked is nigh unbreakable to cavalry charge, and even more nimble foot troops would have a difficult time getting past the wall of spears. While taking this unit by surprise is difficult, a commander should beware their becoming encircled.

Targaryen Units



5

UNSUILLIED PROWESS

3+ 8 7 6

3+ 4+

UNSUILLIED SWORDMASTERS

UNSUILLIED PROWESS

- Precision
- May always re-roll Attack Dice.
- Opponents cannot expend Weakened tokens on this unit while it is Attacking.

COUNTERSTRIKE

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



6

MOTLEY ARMAMENTS

3+ 7 6 4

5+ 6+

BRAZEN BEASTS

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.

MOTLEY ARMAMENTS

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


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



UNSUILLIED SWORDMASTERS

7

Only one in three prospects for the famed Unsuilied survive the brutal training process. These fearsome eunuch legions are renowned for their individual skill and unshakable discipline. While individually not quite a physical match for western soldiers, the Unsuilied feel no pain and are adept at striking foes where least expected. Underestimating the Unsuilied for their slight stature and strange ways is a quick route to the grave.



BRAZEN BEASTS

5

The Brazen Beasts, established by Daenerys Targaryen, patrol the streets of Meereen, one of the great Slaver Cities. Their name comes from the bronze masks they wear, molded to have the visage of giant cats, raptors, and bears. Their creation helped lessen the burden on the Unsuilied, who were often targets of assassination as they patrolled. The Beasts lack fear, charging at their enemies in the narrow streets, cutting them down in close combat.

Targaryen Units



6

FIGHTER'S ARMAMENT'S
3+ 6 7 8

5+ 6+

PIT FIGHTERS

ORDER: PIT FIGHTER RAGE
When this unit is performing a Melee Attack, before rolling Attack Dice: Target the Defender. It gains 1 Condition token, +1 additional Condition token for each of the Attacker's destroyed ranks.

FIGHTER'S ARMAMENTS
• Precision

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



PIT FIGHTERS

5

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.

Greyjoy NCUs



BALON GREYJOY
KING OF SALT AND ROCK



RISE AGAIN, BLADE IN HAND

Once per game, when Balon Claims a zone, you may replace that zone's effect with:

Redeploy 1 previously destroyed House Greyjoy Combat Unit fully within Long Range of a friendly Deployment 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.

307

 6

BALON GREYJOY
KING OF SALT AND ROCK
*"Sworn to House Baratheon...
First Renly, then Stannis."*

CHARACTER



307



ERIK IRONMAKER
THE JUST



GIFTS OF IRON, GOLD, AND STEEL

At the start of the game, place 2 Pillage tokens on Erik and 1 Pillage token on 1 friendly Greyjoy Combat Unit.

Each time Erik or an enemy NCU Claims  place 1 Pillage token on Erik.

Each time Erik Claims a zone, you may remove 1 Pillage token from him and place it on 1 friendly Greyjoy unit.

307

 4

ERIK IRONMAKER
THE JUST
"If you do not have a maester, it is taken to mean that you are of little consequence."

CHARACTER



307



MOQORRO
THE BLACK FLAME



VISIONS IN THE FLAMES

Once per game, at the start of any Turn, you may target your opponent. If you do, until the end of this Turn, they cannot play Tactics cards or use friendly Orders.

R'HLLOR'S MAGICS

Once per game, when a friendly Combat Unit Activates, you may target that unit. If you do, place 1 previously destroyed friendly Greyjoy Attachment into that unit, replacing a model as usual but ignoring the usual Attachment limits.

307

 4

MOQORRO
THE BLACK FLAME
"Who fears to walk upon the grass?"

CHARACTER



307

Greyjoy Units



6

REAVES AXES

3+ 7 6 4

5+ 7+

IRONBORN REAVERS

REAVES AXES

- Sundering
- If this unit has 2 Pillage tokens, it may re-roll any Attack Dice.

FURIOUS CHARGE

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



IRONBORN REAVERS

The infamous Ironborn Reavers are known along coastlines across the Seven Kingdoms as raiders and pirates. Reavers crew their signature longships whose sails are a dread to all who spot them on the horizon. Although sailors to a man, the Ironborn wear light scale mail even aboard ship. They're fast-attack troops, but not trained to stand under heavy assault. Commanders would do well to keep them off the front line.



6

BARDICHE

3+ 7 6 4

5+ 6+

HOUSE HARLAW REAPERS

BARDICHE

- Critical Blow
- Vicious

REAPER'S FERVOR

Each time this unit performs a Melee Attack, before rolling Attack Dice, if this unit has 2 Pillage tokens, the Defender becomes **Panicked** and, if they fail the Panic Test from this Attack, suffer +1 Wound.

PREY ON FEAR

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



HOUSE HARLAW REAPERS

Although the scythe is not generally a workable weapon in war, the infamous Reapers of House Harlaw have devised a form of long-bladed heavy bardiche reminiscent of their fearsome house sigil. The Reapers themselves are lightly armored troops renowned for their deadly ferocity. What good is armor when the morale of their foes has been utterly broken? When it comes to sowing terror across the battlefield, few compare to the Reapers.

Greyjoy Units



5

MASTERCRAFT AXE
4+ 7 6 4

4+

6+



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.

ORDER: SHIELD WALL
When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:
If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

507 **BLACKTYDE CHOSEN**



5

CUDGEL
5+ 4

6+

4+



ORDER: DROWNED GOD'S BLESSING
Start of any Turn:
Target 1 friendly Greyjoy Infantry unit in Short Range and choose 1:
• That unit restores 2 Wounds.
• That unit may re-roll any Attack Dice this Turn.
• Enemies that Attack that unit this Turn, before rolling Attack Dice, become **Vulnerable** and **Weakened**.

DROWNED GOD'S FANATICS
• This unit has 4 Wounds.
• This unit can only suffer a maximum of 1 Wound from failing Panic Tests.
• This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.

507 **DROWNED MEN**



6



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.



4



DROWNED MEN

Armored with only their faith, and armed only with deadwood cudgels and other detritus from the shore, the Drowned Men make surprisingly effective support for followers of the Kraken banner. Their presence in battle signifies the Drowned God's blessing, bolstering men to fight past their wounds and strike all the harder against their foes. While few in number, the Drowned Men's faith is such that they can survive even killing blows.

Greyjoy Units



507

SILENCED MEN

GREAT AXE

- Sundering
- If this unit has 2 Pillage tokens, only Defense Die rolls of 6 may block Hits from this Attack.

DAUNTLESS

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

THE SILENCE'S INFAMY

If this unit has 2 Pillage tokens, enemies in Short Range suffer -1 to Morale Test rolls and enemies Activating while engaged with this unit suffer 1 Panic Test.

6

3+

7 6 5

5+

6+

7



SILENCED MEN

Those under the Kraken banner have long learned that raiding and terror are close companions. Thus the crew of House Greyjoy's warship Silence is composed entirely of mutes. War is not a quiet business, but the Silenced Men add an unnatural stillness to the battlefield. Even in death, they make no sound. Even disciplined troops find such men unnerving. Though wearing only light armor, their honed greataxes can sunder heavy plate with ease.

7



ARIANNE MARTELL
HEIRESS TO DORNE

NEGOTIATOR

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

Each time Arienne Martell Influences a unit, Choose 1. If you Control  or , gain both instead:


- While Influencing an enemy unit, Attachments on that unit lose all Abilities.
- While Influencing an enemy unit, that unit is treated as having -1 rank for Attack Dice. If Arienne Controls  or , that unit instead attacks using its lowest Attack Die Value.

ARIANNE MARTELL
HEIRESS TO DORNE

"The girl is a maid of fourteen, sweet and beautiful and tractable." -Varys

4

CHARACTER

DORAN MARTELL
PRINCE OF DORNE

PLANS AND SECRETS

Each time Doran Claims a zone, after resolving that zone's effect, choose 1 of the following. Additional options become available based on the Game Round:

Game Round 1+: Remove 1 Condition token from 1 friendly House Martell unit.

Game Round 2+: Restore 2 Wounds to 1 friendly House Martell unit.

Game Round 3+: Target 1 friendly Martell unit. It performs a 2" shift.

Game Round 4+: Target 1 enemy Combat Unit. It suffers 3 Hits.


Game Round 5+: Target any number of enemy Combat Units. They become Vulnerable.

DORAN MARTELL
PRINCE OF DORNE

"Mance Rayder swore an oath as well..."

5

CHARACTER

NYMERIA SAND
LADY NYM

ESCALATING TENSIONS

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

While Influencing a friendly Combat Unit, they gain the following based on the total number of Controlled zones (friendly or enemy):

- 1+: Their Melee Attacks gain **Vicious**.
- 2+: Their Melee Attacks gain **Critical Blow**.
- 4+: Their Melee Attacks may re-roll any Attack Dice.
- 5+: Their Melee Attacks roll +2 Attack Dice.

NYMERIA SAND
LADY NYM

"Where does it end?"

4

CHARACTER



Martell Units



6

SKIRMISHER'S BOW

4+ 7 5 4

SKIRMISHER'S BLADE

3+ 7 5 4

5+ 6+

507

SAND SKIRMISHERS

ORDER: QUICK FIRE
After this unit completes a Maneuver or Retreat Action:
This unit performs 1 Ranged Attack Action.

SKIRMISHER
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.

PATHFINDER
This unit ignores the Dangerous, Hindering, and Rough keywords.



6

DERVISH BLADE

3+ 7 6 4

4+ 6+

507

SUNSPEAR DERVISHES

ORDER: SWIFT RETREAT
After an enemy completes a Melee Attack on this unit:
This unit performs 1 Retreat Action.

DERVISH BLADES

- Precision
- When Charging, this Attack gains Critical Blow.

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



SAND SKIRMISHERS

House Martell's Sand Skirmishers turn their doctrine of high mobility into a deadly dance of blade and bow. Their light armor allows them superior speed, rivaling that of the fastest enemy units, and their training allows for deadly hit-and-fade attacks, all under a rain of incoming arrows. If locked down in a protracted melee, Skirmishers can hold their own as well as any light unit, but a wise commander will send relief as soon as possible.

7



SUNSPEAR DERVISHES

Sunspear Dervishes raise House Martell's doctrine of high mobility to a fine art. Their training allows them to rapidly engage, strike hard, and just as rapidly disengage to either prep for another run or choose a more opportune target. Enemies so besieged are often so rattled by the spinning, whirling dance of blades that their own response is badly hampered. While Dervishes can hold in a melee for a time, they're best kept on-the-move.

6

Martell Units



6

SPEAR & NET

4+ 7 6 4

4+ 6+

507

DUNE VIPERS

SPEAR & NET

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

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

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.

5



6

SCIMITAR

3+ 7 6 5

5+ 5+

507

DARKSTAR RETINUE

ORDER: OVERRUN

When this unit Surges forth: Instead of Surging Forth, this unit performs 1 Charge or March Action.

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.

SCIMITAR

• Critical Blow
• Sundering




DARKSTAR RETINUE



The personal guard of Ser Gerold Dayne have no formal name, but are simply known as Darkstar's Retinue. And that's enough to cause worry among enemy troops, for the Retinue is composed of soldiers that follow in the Darkstar's footsteps in both manner and fighting style. They strike without warning, usually on an unexpected flank, hit hard, then fade back to wait patiently for another opening. That is, if they leave any survivors.

7

Bolton NCUs



ROOSE BOLTON
CALCULATING AND CRUEL



CALCULATED CRUELTY

Once per Round, if Roose has not yet Claimed a zone, when an enemy Combat Unit gains a Condition token, you may target 1 other Enemy Combat Unit in Long Range of it. That unit gains 1 Condition token of the same type. Each time Roose Claims a zone, you may target 1 enemy Combat Unit. It suffers 1 Hit for each Condition token on it.

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ROOSE BOLTON
CALCULATING AND CRUEL



"The men of the Night's Watch dressed in black, Ser Denys Mallister reminded me sternly, as if I had forgotten." -Mance Rayder

5

CHARACTER



WALDA FREY
FAT WALDA



WORTH HER WEIGHT IN SILVER

Each time Walda Claims a zone, you may target 1 friendly Combat Unit. It restores 2 Wounds.

Once per game, when Walda would Claim a zone, instead you may target any number of friendly Combat Units and restore a total of 1 + the current game round Wounds among those units, divided as you choose.

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WALDA FREY
FAT WALDA


"One day all men must die, but it serves no good to dwell on death."

4

CHARACTER




Bolton Units



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

RUTHLESS VOLLEY

- Vicious
- Ignores units and terrain when determining Line of Sight.
- Before rolling Attack Dice, if the Defender is engaged, Target the Defender. It Becomes **Vulnerable**, and this unit may re-roll any Attack Dice.



ORDER: SET FOR CHARGE
When this unit is Successfully Charged from the Front or Flank:
If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

IMPALING SPEAR

- Vicious
- After completing this Attack, Target the Defender. It becomes **weakened**.



DREADFORT ARCHERS

When it comes to the most horrific methods of war, designed to maximize terror as much as damage, one need look no further than House Bolton. Their Dreadfort archers will gleefully let loose savage volleys of arrows, aimed towards their enemies, without regard for their comrades mixed in the melee. Sure, a few allies may sustain injuries, but the disregard for life that House Bolton breeds isn't only for their foes.



DREADFORT SPEARMEN

House Bolton's Spearmen are indoctrinated in the combat ethic of causing fear and panic among the enemy ranks. Their helmets and shields are designed with extra spikes purely for terrifying effect. The spearmen are trained to strike at points on foes that will cause maximum pain but not kill their opponents, leaving plenty of prisoners for the sadists in House Bolton to do with as they will after battle.

Bolton Units



6

MUMMER'S TRICKS

3+ 7 6 5

5+ 7+

BLOODY MUMMER SKIRMISHERS

MUMMER'S TRICKS

- Vicious
- Before rolling Attack Dice, target the Defender. Until this Attack is completed, the Defender loses all Abilities.
- After completing this Attack, this unit may perform 1 Retreat Action, and may re-roll any Retreat Distance Dice. If it does, after completing the Retreat, target any number of enemies this unit disengaged from. They become **weakened**.

SKIRMISHER

Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.



6

MUMMER'S TOOLS

3+ 7 6

5+ 7+

BLOODY MUMMER ZORSE RIDERS

CAVALRY

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

MUMMER'S TOOLS

- Before rolling Attack Dice, Choose 1. For each condition token on the Defender, choose +1:
- Critical Blow
 - Sundering
 - Vicious
 - This attack may re-roll any Attack Dice.

HARASSMENT TACTICS

After this unit completes a Maneuver Action, you may target 1 enemy in Short Range of this unit. That enemy becomes **Vulnerable**.



BLOODY MUMMER SKIRMISHERS

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



BLOODY MUMMER ZORSE RIDERS

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

Brotherhood NCUs

CATELYN STARK
THE HANGWOMAN

VENGEANCE AT ANY COST

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

While Influencing an enemy Combat Unit, each time this unit performs an Action, before resolving that Action, this unit suffers 1 Wound.

Friendly Combat Unit's Melee Attacks gain **Vicious** and may re-roll any Attack Dice when performing Melee Attacks against this unit.

CATELYN STARK
THE HANGWOMAN

"You had only to look at Bolton to know that he had more cruelty in his pinky toe than all the Freys combined."

4

CHARACTER

May not be fielded in an army containing Beric Dondarrion.

307

Brotherhood Units



5

SPEAR

5+ 7 5 4

6+ 6+

PEASANT LEVY

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.

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

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.



PEASANT LEVY

5

Every force need fodder, an unfortunate truth in war. And yet, there's fodder holding the line at knifepoint and fodder that steps up of its own accord. The Brotherhood's Peasant Levy are mostly volunteers, which sets them above conscripts. They are most efficient in great numbers and fighting alongside experienced warriors, disrupting enemy lines. Enemy commanders would be unwise to dismiss them as mere rabble.