



**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.

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**CATELYN STARK**  
THE HANGWOMAN

"...she rose. May the Lord of Light protect us. She rose." -Thoros of Myr

4

**CHARACTER**



May not be fielded in an army containing Beric Dondarrion.

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**GHOST OF HIGH HEART**  
THE WOOD'S WITCH




**PROPHECIES AND PORTENTS**

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

While Influencing a unit, that unit gains +1 to Morale Test rolls.

Each time a rank in that unit is destroyed, 1 enemy they are engaged with becomes **Vulnerable** and **Weakened**.

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**GHOST OF HIGH HEART**  
THE WOOD'S WITCH

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

4

**CHARACTER**



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**RAVELLA SMALLWOOD**  
LADY OF ACORN HALL




**ALLIES IN THE REALM**

Ravella begins the game with 3 Order tokens on her.

At the start of a friendly Turn, you may discard 1 Order token and 1 Tactics card.

If you do, restore 2 Wounds to 1 friendly Combat Unit. If that unit has only 1 remaining rank, also remove 1 Condition token from them.

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**RAVELLA SMALLWOOD**  
LADY OF ACORN HALL

"With their help, we fight on as best we can, for Robert and the realm"

4

**CHARACTER**



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**THOROS OF MYR**  
THE EMBER




**FRESH CONVERTS**

Each time a rank in an enemy Combat Unit is destroyed, place 1 Order token on Thoros.

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

Restore up to 2 Wounds to 1 friendly Combat Unit. Then, you may remove up to 2 Order tokens from Thoros. If you do, for each token removed, restore 1 Wound to 1 friendly Combat Unit.

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**THOROS OF MYR**  
THE EMBER

"That was unkind. True, but unkind."

4

**CHARACTER**



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# Brotherhood Attachments



**BERIC DONDARRION**  
LIGHTNING LORD

**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.

**DUTY TO THE CROWN**  
Each time this unit passes a Morale Test, it restores 1 Wound. If you Control , restore +1 Wound.

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

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**BERIC DONDARRION**  
LIGHTNING LORD  
*"You ride with the Dondarrion.  
The lightning lord."*

**CHARACTER**



**COMMANDER**  
*Assault Orders  
Six Times Too Many  
Lightbringer*

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**BERIC DONDARRION**  
AZOR AHA!

**LIGHTBRINGER**  
Beric begins the game with 1 Faith token. Each time his unit passes a Morale Test, it gains 1 Faith token. Faith tokens may be expended to do the following:

- When this unit performs a Melee Attack, before resolving that Attack: This Attack gains +2 Attack Dice.
- When this unit would be destroyed by a Melee Attack: Before being removed, this unit performs 1 Melee Attack using its lowest Attack Die Value. If this Attack destroys the Defender, this unit is not destroyed but remains in play with 1 Wound.

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**BERIC DONDARRION**  
AZOR AHA!  
*"Fire consumes."*

**CHARACTER**



2

Reduce the cost of the first attachment included in your army by 1.



**THOROS OF MYR**  
THE RED WIZARD

**PRAYERS TO R'HLLOR**  
This unit gains +2 to Morale Test rolls and begins the game with 1 Faith token. Each time it passes a Morale Test, it gains 1 Faith token. Faith tokens may be expended to do the following:

- When this unit performs a Melee Attack, before resolving that Attack: This Attack gains Sundering and Vicious.
- When an enemy in Long Range fails a Panic Test: Target 1 friendly unit in Long Range of this unit. For each Wound the enemy suffered from this test, restore 1 Wound to that friendly unit, up to 3.

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**THOROS OF MYR**  
THE RED WIZARD  
*"The Lord of Light has woken in my heart."*

**CHARACTER**



**COMMANDER**  
*Fiery Charge  
Loved by the Smallfolk  
The Last Kiss*

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**THOROS OF MYR**  
FAITHFUL BELIEVER

**REINFORCEMENTS**  
Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.

**RELENTLESS**  
After this unit is Attacked, this unit may perform 1 Melee Attack Action.

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**THOROS OF MYR**  
FAITHFUL BELIEVER  
*"He isn't very priestly, is he?"  
-Arya Stark*


**CHARACTER**



2

Reduce the cost of the first attachment included in your army by 1.

# Brotherhood Attachments



**LEM LEMONCLOAK**  
THE LEMON

**BATTLE SCARS**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- **Vicious**
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.

507

**LEM LEMONCLOAK**  
THE LEMON  
*"You join us, you'll end up with your neck in a noose..."*

CHARACTER



1

Reduce the cost of the first attachment included in your army by 1.



**TOM SEVENSTRINGERS**  
O'SEVENS

**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**.

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**TOM SEVENSTRINGERS**  
O'SEVENS  
*"Sometimes a man knows more than he says."*

CHARACTER



1

Reduce the cost of the first attachment included in your army by 1.



**CATELYN STARK**  
LADY STONEHEART

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

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

507

**CATELYN STARK**  
LADY STONEHEART  
*"She don't speak. You bloody bastards cut her throat too deep for that. But she remembers."*

CHARACTER



COMMANDER

Lash Out  
Price of Failure  
Vengeance in Blood



**ANGUY**  
THE ARCHER

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

**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.

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**ANGUY**  
THE ARCHER  
*"Anguy here could put three shafts through you before you could hope to reach us."*

CHARACTER



2

Reduce the cost of the first attachment included in your army by 1.

# Brotherhood Attachments

**EDRIC DAYNE**  
LOYAL SQUIRE

**BERIC'S VASSAL**  
This model counts as Beric Dondarrion for all abilities and effects.

**REGROUP**  
After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.

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**EDRIC DAYNE**  
LOYAL SQUIRE  
*"I'm only twelve."*

CHARACTER

1

*Edric Dayne may be included in a unit containing Thoros of Myr, ignoring the usual attachment restrictions.*

**HOT PIE**  
THE BAKER

**HOT PIES!**  
Each time this unit Activates, it removes 1 Condition Token. If you Control , this unit may restore 1 Wound.

507

**HOT PIE**  
THE BAKER  
*"Everyone was yelling stuff. Hot Pie yelled hot pie. He must have yelled it a hundred times." - Arya Stark*


CHARACTER

1

*Reduce the cost of the first attachment included in your army by 1.*

**GENDRY**  
THE BULL

**ORDER: RESILIENCE**  
When an enemy is performing an Attack on this unit, after Attack Dice are rolled:  
This unit only suffers 1 Wound for every 2 unblocked Hits.

**IMPROVED DEFENSES**  
While you Control , this unit gains +1 to Defense Dice rolls.

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**GENDRY**  
THE BULL  
*"Lord? I'm just a smith."*

CHARACTER

2

*Reduce the cost of the first attachment included in your army by 1.*

# Brotherhood Tactics



## SUDDEN RETREAT

### After an enemy completes a Melee Attack:

Target the Defender. They perform 1 Retreat Action.

If this targets your Commander's unit, it may re-roll any Retreat Distance Dice.



## REGROUP AND REFORM

### Start of a friendly Turn:

Target 2 friendly Infantry units in Long Range of each other. Remove up to 4 models from 1 of these units. Restore that many Wounds to the other. You may then move 1 Attachment from 1 of these units to the other (*replacing 1 model as usual, and keeping usual Attachment restrictions*), or switch 2 friendly Attachments in those units.



## KNIGHTS OF THE HOLLOW HILL

### When a friendly Combat Unit is targeted by an enemy Ability or Tactics Card:

That unit performs 1 Morale Test. On a success, cancel the effect of that Ability or Tactics Card. Then, that unit may perform a 3" Maneuver Action.



## THE FORGOTTEN FELLOWSHIP

### Start of any Round:

Target 1 friendly Combat Unit. It performs 1 March or Retreat Action, then becomes **Weakened**.



## TAKE UP THE SWORD

### When a friendly Combat Unit Activates:

That unit performs 1 Morale Test. On a success, choose 1:

- It restores 1 Wound, +1 additional Wound for each of its destroyed ranks.
- Target 1 enemy Combat Unit in Long Range. It becomes **Panicked** and **Weakened**.



## AZOR AHAI!

### When a friendly unit is performing a Panic Test, after rolling dice:

That unit can only suffer a maximum of 1 Wound from failing this test. If this targets your Commander's unit, it passes this test instead, and all enemies engaged with it become **Weakened**.



## BUT THE REALM REMAINS

### Start of any Turn:

Target 1 friendly Combat Unit and attach this card to them until the end of the game. Each time a friendly Infantry or Cavalry unit is destroyed, place 1 Order token on this card. At the start of a friendly Turn, you may remove 1 Order token from this card, if you do, restore 3 Wounds to this unit. While this card has a Order token, the attached unit may not gain Condition tokens.



BERIC DONDARRION - LIGHTNING LORD



## ASSAULT ORDERS

### When a friendly NCU Claims a zone:

Replace that zone's effect with:

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

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

# Brotherhood Tactics

 <h2>SIX TIMES TOO MANY</h2> <p>BERIC DONDARRION - LIGHTNING LORD</p> <p><b>When a friendly Infantry unit would be destroyed by a Melee Attack:</b></p> <p>That unit is not destroyed, but instead remains in play with 1 Wound. Attach this card to that unit until the end of the game. While Attached, this unit cannot be targeted by friendly or enemy Orders or Tactics cards.</p>	 <h2>LIGHTBRINGER</h2> <p>BERIC DONDARRION - LIGHTNING LORD</p> <p><b>After a friendly Combat Unit completes a Melee Attack:</b></p> <p>Target 1 enemy unit in Short Range of the Attacker. It suffers 1 Panic Test with -1 to their roll for each of their destroyed ranks. If the Attacker is Beric's unit, the targeted unit also becomes <b>Panicked</b>.</p>	 <h2>FIERY CHARGE</h2> <p>THOROS OF MYR - THE RED WIZARD</p> <p><b>When a friendly unit is performing a Charge Action, before resolving that Action:</b></p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and enemies Successfully Charged become <b>Panicked</b>. After this Attack has been completed, unless the Attacker is Thoros' unit, the Attacker becomes <b>Vulnerable</b>.</p>	 <h2>LOVED BY THE SMALLFOLK</h2> <p>THOROS OF MYR - THE RED WIZARD</p> <p><b>When an enemy is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>That enemy performs 1 Morale Test. On a failure, they become <b>Vulnerable</b> and <b>Weakened</b>. If they are in Short Range of Thoros' unit, they suffer -2 to their roll.</p>
 <h2>THE LAST KISS</h2> <p>THOROS OF MYR - THE RED WIZARD</p> <p><b>When a friendly Attachment would be destroyed:</b></p> <p>Instead of being destroyed, place that attachment in a Combat Unit of the same type, ignoring the usual Attachment restrictions (<i>but replacing a model as normal</i>).</p> <p><b>Start of any Turn:</b> Draw 1 Tactics card.</p>	 <h2>LASH OUT</h2> <p>CATELYN STARK - LADY STONEHEART</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks. If the Defender is Catelyn's unit, the Attacker also becomes <b>Panicked</b>.</p>	 <h2>PRICE OF FAILURE</h2> <p>CATELYN STARK - LADY STONEHEART</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>All Attack Dice rolls automatically Hit for this Attack. After this attack is completed, if the Defender was not destroyed, the Attacker becomes <b>Panicked</b> and <b>Vulnerable</b>.</p>	 <h2>VENGEANCE IN BLOOD</h2> <p>CATELYN STARK - LADY STONEHEART</p> <p><b>After an enemy completes a Melee Attack, if it destroyed a friendly rank:</b></p> <p>Target 1 friendly Combat Unit that was not the Defender. They may perform 1 Maneuver or March Action. If this targets Catelyn's unit, they may perform 1 Charge or Attack Action instead.</p>

# 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.



5

BROTHERHOOD ARMAMENTS

4+ 7 6 4


4+ 6+

MEN-AT-ARMS

**AMBUSH**

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

**BROTHERHOOD ARMAMENTS**

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



**PEASANT LEVY**

*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.*



**MEN-AT-ARMS**

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

## Brotherhood Units



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6

HIDDEN SHOT

3+ 7 6 4

SHORT SWORD

5+ 5 4 3

6+ 6+

BROTHERHOOD ARCHERS

**ORDER: DECEITFUL REPOSITION**  
At the Start of an enemy Turn, if no enemies are within Short Range: This unit performs a 3" Maneuver Action.

### HIDDEN SHOT

- Ignores units and terrain when determining Line of Sight.
- When Attacking enemies in the Flank or Rear, this attack gains Precision and Vicious.



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5

KNIGHTLY ARMAMENTS

3+ 7 5


3+ 5+

BROTHERHOOD SWORN KNIGHTS

### CAVALRY

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

### KNIGHTLY ARMAMENTS

- Sundering
- If your opponent does not Control , this Attack may re-roll any Attack Dice.

### RALLY THE SMALLFOLK

After this unit completes a Melee Attack, if this Attack destroyed an enemy rank, target 1 friendly Infantry unit in Long Range. They restore 2 Wounds.



## BROTHERHOOD ARCHERS

Archers in more formal forces often wear brightly colored uniforms, stand in perfect rows, and fire volley after volley into enemy troops, bringing death on feathered shafts. The Brotherhood Without Banners, however, has other ideas. While their archers are quite capable of such deadly rain, they function best from ambush positions, trained to sow chaos and confusion in enemy ranks to soften those lines for an easier assault from any angle.

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## BROTHERHOOD SWORN KNIGHTS

Former knights of renown both great and small, the Brotherhood's Sworn Knights are among the most skilled in all of Westeros, lured away from their lords by a greater calling. As such, they're nigh unbreakable, and often serve as the force around which many Brotherhood battles are designed. While terrain will usually dictate their employment, a Brotherhood commander who can set up for their deadly charge will see victory more often than not.

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## Brotherhood Special Rules

### BROTHERHOOD WITHOUT BANNERS

Your army may include 1  
Combat Unit chosen  
from House Baratheon or  
House Stark as part of its  
non-Neutral points total.

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non-Neutral points total.

### UNENDING VENGEANCE

If Catelyn Stark is included in your army,  
your army may not include the  
following Factions, Units, Attachments,  
or Characters:

- House Bolton (Faction and Neutral Units)
- Dreadfort Captain
  - Bolton Flayer
  - Roose Bolton
  - Ramsay Snow
  - Walder Frey

Friendly Combat Units may re-roll any  
Charge Distance Dice when performing  
Charge Actions against the units listed  
above, units containing the above-listed  
Attachments, or House Lannister units.

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