



CRASTER
ALLY OF CONVENIENCE

4

CHARACTER

REFUGE AND SUPPLIES

Once per game, at the start of any Turn, you may restore 2 Wounds to 1 friendly Infantry Unit.

Each time Craster Claims a zone, you may replace its effect with:

Draw 1 Tactics card and restore 2 Wounds to 1 friendly Infantry Unit.

4

CRASTER
ALLY OF CONVENIENCE

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

CHARACTER




JON SNOW
TURNCLOAK CROW

4

CHARACTER

NORTHERN RESILIENCE

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

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

SOUTHERN DISCIPLINE

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

4

JON SNOW
TURNCLOAK CROW

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

CHARACTER




LADY DALLA
WIFE AND COUNCIL

4

CHARACTER

SPEARWIFE COUNCIL

Each time Dalla Claims a zone, after resolving that zone's effect, perform the following based on the zone:

- : 1 enemy becomes **Weakened**.
- : After restoring Wounds, target 1 enemy engaged with that unit. They suffer 1 Hit, +1 Hit for each remaining rank in this unit.
- : 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.

4

LADY DALLA
WIFE AND COUNCIL

"We free folk know things you kneelers have forgotten. Sometimes the short road is not the safest, Jon Snow."

CHARACTER




LADY VAL
THE WILDLING PRINCESS

4

CHARACTER

LADY OF THE WILDS

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

1 Friendly Combat Unit performs 1 Maneuver or Retreat Action.

4

LADY VAL
THE WILDLING PRINCESS

"I know the forest better than all your black-cloaked rangers. It holds no ghosts for me."

CHARACTER





MANCE RAYDER
ARTFUL TACTICIAN

4

CHARACTER

SKILLFUL PREPARATIONS

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

While Influencing a unit, each time that unit Activates, or is targeted by a Tactics Zone, before resolving that zone's effect, you may draw 1 Tactics card.




MANCE RAYDER
ARTFUL TACTICIAN

"Mance has cunning. He was raised a crow, you know, and the crow's a tricky bird."

4

CHARACTER



MANCE RAYDER
DECEPTIVE BARD

5

CHARACTER

INTRIGUE AND SUBTERFUGE

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

DISRUPT COMMUNICATION

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

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



MANCE RAYDER
DECEPTIVE BARD

"The Wall can stop an army, but not a man alone."

5

CHARACTER



STYR
IRON-FISTED TYRANT

4

CHARACTER

FURY OF THE THENNS

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

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.

While Influencing a friendly Monster unit, that unit may re-roll any Charge Distance Dice, and any enemy it Successfully Charges becomes **Weakened**.



STYR
IRON-FISTED TYRANT

"These are wildlings... more beast than man."

4

CHARACTER



YGRITTE
KISSED BY FIRE

4

CHARACTER

SPEARWIFE'S GUILF

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

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

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



YGRITTE
KISSED BY FIRE

"I know one thing. I know that you are wildling to the bone" -Jon Snow

4

CHARACTER

Free Folk Attachments



MANCE RAYDER
KING BEYOND THE WALL

ORDER: COUNTERSTRATEGY
When an enemy in Short Range uses an Order or is targeted by a Tactics card: Roll a die. On a 3+, cancel the effect of that Order/Tactics card.

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

INSPIRING PRESENCE
This unit's Morale Stat becomes 5+.

5+

MANCE RAYDER
KING BEYOND THE WALL
"I am my own champion, my own fool, and my own harpist."

CHARACTER



COMMANDER

Predictable Maneuvers
The Long Plan
Wilding Diplomacy



TORMUND GIANTSBANE
TALL-TALKER, HORN-BLOWER, BREAKER OF ICE


ORDER: WAR CRY
Start of a friendly Turn: This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.

STALWART
This unit gains +2 to Morale Test rolls.

2

TORMUND GIANTSBANE
TALL-TALKER, HORN-BLOWER, BREAKER OF ICE
"Now bring out the mead!"

CHARACTER

TORMUND GIANTSBANE
THUNDERFIST

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

SUNDERING
This unit's Melee Attacks gain Sundering.

TORMUND GIANTSBANE
THUNDERFIST
"He seemed to me the sort of man who would make a good friend and a bad enemy."

CHARACTER



COMMANDER

Counter Assault
Devastating Impact
Rush of Aggression



RAID LEADER

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.

RAID LEADER



Free Folk Attachments

 <h2>EAGLE</h2> <p>BONDED EAGLE At the start of each Round, target 1 enemy Combat Unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.</p> <p>AERIAL SCOUTING</p> <ul style="list-style-type: none"> Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, this model's Skinchanger unit may perform a 2" shift. Each time an enemy performs a Melee Attack on this unit, the Attacker gains Precision. 	 <h2>EAGLE</h2>  <p><i>This model is only utilized by the Bonded Skinchanger Ability.</i></p>	 <h2>SKINCHANGER</h2> <p>BONDED SKINCHANGER</p> <ul style="list-style-type: none"> When this unit is deployed, select Bear, Eagle, or Wolf. See that unit's card for additional effects. When this unit is destroyed, remove it's bonded animal. 	 <h2>SKINCHANGER</h2> 
 <h2>WOLF</h2> <p>BONDED WOLF At the start of each Round, target 1 enemy Combat Unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.</p> <p>PREDATOR'S INSTINCTS</p> <ul style="list-style-type: none"> Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2. Each time an enemy performs a Melee Attack on this unit, their Attack gains Vicious. When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice. 	 <h2>WOLF</h2>  <p><i>This model is only utilized by the Bonded Skinchanger Ability.</i></p>	 <h2>CHOSEN OF STYR</h2> <p>FURIOUS CHARGE Enemies Successfully Charged by this unit become Vulnerable.</p> <p>GO DOWN FIGHTING Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.</p>	 <h2>CHOSEN OF STYR</h2> 

Free Folk Attachments



  **SPEARWIFE Matriarch**

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

507

SPEARWIFE Matriarch

  **CHAMPION OF BONE**

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

507

CHAMPION OF BONE

  **CAVE DWELLER ALPHA**

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

507

CAVE DWELLER ALPHA

  **HARMA THE DOGSHEAD**

 **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.

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


507

HARMA THE DOGSHEAD
"Every fortnight a new dog, a new banner."

CHARACTER

Free Folk Attachments



HARMA
VANGUARD
COMMANDER

ORDER: SUPERIOR FLANKING
When a friendly unit in Long Range performs an Attack, before rolling Attack Dice:
If Attacking the Defender in the Flank or Rear, the Defender becomes Panicked and Vulnerable.

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

507

HARMA
VANGUARD COMMANDER
*"I'll keep his head for my standard.
A turncloak's worse than a dog."*

CHARACTER



COMMANDER

*Hit and Run
Feinting Maneuver
Swift Reposition*

507



**HARMA'S
BANNERMAN**

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

HARMA'S VASSAL
This model count as Harma for all abilities and effects.

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

507

HARMA'S BANNERMAN
"She hates dogs almost as much as she hates crows."



1

May only be fielded in an army containing Harma. This model ignores the usual Attachment limit.

507



JARL
ADVANCE RAID LEADER

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.

507

JARL
ADVANCE RAID LEADER

CHARACTER



1

Jarl ignores the usual Attachment limits.

507



RATTLESHIRT
RUTHLESS
SLAUGHTERER

FUELED BY SLAUGHTER
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

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

507

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


CHARACTER



2

507

Free Folk Attachments



RATTLESHIRT
THE LORD OF BONES

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

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

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

507

RATTLESHIRT
THE LORD OF BONES
"Rattleshirt could wash his hands a hundred times a day and he'd still have blood beneath his nails."


CHARACTER



COMMANDER

Armor Trophies
Bloody Trophies
Weapon Trophies

507



STYR
MAGNAR OF THENN

ORDER: THENN 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.

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

507

STYR
MAGNAR OF THENN
"To the Thenns, the Magnar is more a living god than a man."

CHARACTER



COMMANDER

Bitter Demise
Thenn Defiance
Styr's Vengeance

507



THE WEEPER
CRUEL TYRANT

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

VICIOUS
This unit's Melee Attacks gain Vicious.

507

THE WEEPER
CRUEL TYRANT
"The Weeper will not say the words. He will not wear the cloak. Even other raiders do not trust him."

CHARACTER



1

507



THE WEEPER
HORRIFIC BUTCHER

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

VICIOUS
This unit's Melee Attacks gain Vicious.

WEAKEN RESOLVE
Each time an enemy engaged with this unit fails a Panic Test, that enemy becomes Weakened.

507

THE WEEPER
HORRIFIC BUTCHER
"Cutting out the eyes, that's the Weeper's work. The best crow's a blind crow, he likes to say."

CHARACTER



COMMANDER

Bloody Beheadings
Cruel Methods
Price of Failure

507

Free Folk Attachments



YGRITTE
SPEARWIFE ARCHER

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

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

507

YGRITTE
SPEARWIFE ARCHER
"Men can't own the land no more'n they can own the sea or the sky."

CHARACTER



2



WALRUS CLAN CHIEFTAIN

HARDENED
Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

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

1

507

WALRUS CLAN CHIEFTAIN



1



BORROQ
BOAR SKINCHANGER

ORDER: HIDDEN TRAPS
When an unengaged enemy in Long Range performs any Action, before resolving that Action:
Choose 1:
• That enemy suffers 1 Hit for each of its remaining ranks.
• That enemy suffers -1 until the end of the Turn.

STALWART
This unit gains +2 to Morale Test rolls.


507

BORROQ
BOAR SKINCHANGER

CHARACTER



2



JON SNOW
THE CROW-COME-OVER

ORDER: RECKLESS HEROISM
When this unit performs a Charge Action, before resolving that Action:
This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

SOUTHERN KNOWLEDGE
Once per game, at the Start of any Turn, target 1 enemy in Long Range and Line of Sight. Until the end of the Turn, they lose all Abilities and cannot be the target of friendly Tactics cards.

507

JON SNOW
THE CROW-COME-OVER
*"Men are men and women women, no matter which side of the Wall we were born on."
-Lady Val*

CHARACTER



2

Free Folk Attachments




MANCE RAYDER
ABEL THE BARD



"CAMP FOLLOWERS"
Each time this unit Activates, it suffers 1 Hit for each of its remaining ranks.

SABOTAGE AND SUBVERT
Once per game, at the start of any Turn, your opponent may deal this unit 1 Wound (remove this model). If they do, they place 1 Condition token on this unit, and it may not use Orders or be the target of friendly Tactics cards this Turn.

507

MANCE RAYDER
ABEL THE BARD
I know every bawdy song that's ever been made, north or south of the Wall.



CHARACTER



2



Before Deployment, attach Mance to an enemy Infantry unit, ignoring the usual Attachment limits.




THE GREAT WALRUS
LORD OF THE FROZEN SHORE



AFFILIATION: FROZEN SHORE
This unit is a Frozen Shore unit.

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

HARDENED
Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

507

THE GREAT WALRUS
LORD OF THE FROZEN SHORE
"A savage folk. The men are bad, the women worse" -Tormund Giantsbane



CHARACTER



C



COMMANDER
*Battle Endurance
Frozen Shore Resilience
Walrus' Strength*




THE GREAT WALRUS
STEELED THROUGH ICE AND SNOW



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

THE GREAT WALRUS
STEELED THROUGH ICE AND SNOW
"Hmph."



CHARACTER



1





VARAMYR'S EAGLE

VARAMYR'S EAGLE
At the start of each Round, attach this card to 1 enemy Combat Unit at the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

VARAMYR'S SCOUT
Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, 1 Varamyr, Shadowcat, or Wolf Pack unit may perform a 2" shift.

507


VARAMYR'S EAGLE




0

This model is only utilized by Varamyr's Master Skinchanger Ability.

Free Folk Tactics



HIT AND RUN

HARMA - VANGUARD COMMANDER

After a friendly unit completes a Melee Attack:

That unit performs 1 Retreat Action.

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



FEINTING MANEUVER

HARMA - VANGUARD COMMANDER

When a friendly unit Successfully Charges:

If they contacted the Front of the enemy, instead, align this unit's tray to any Flank of that enemy.

If they contacted the Flank of the enemy, instead, align this unit's tray to the Rear of that enemy.




SWIFT REPOSITION

HARMA - VANGUARD COMMANDER

Start of any Turn:

Target 1 friendly Combat Unit. It shifts 2".

If this targets Harma's unit, they perform a 3" Maneuver Action instead.



BLOODY TROPHIES

RATTLESHIRT - THE LORD OF BONES

After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:

All enemies engaged with the Attacker become **Panicked**. Then, attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.

While attached, when an enemy performs an Action engaged with this unit, before resolving that Action, that enemy becomes **Panicked**.

Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.



WEAPON TROPHIES

RATTLESHIRT - THE LORD OF BONES

After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:

Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.

While attached, their Melee Attacks gain +1 to Hit.

Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.



ARMOR TROPHIES

RATTLESHIRT - THE LORD OF BONES

After a friendly unit completes a Melee Attack, if the Defender suffered any Wounds:

Attach this card to 1 friendly Infantry or Cavalry unit in Short Range of the Attacker.

While attached, they gain +1 to Defense Dice rolls and opponents cannot expend **Vulnerable** tokens on this unit.

Once per Turn, after attaching a Rattleshirt's Commander Tactics card, you also may play 1 Rattleshirt's Commander Tactics card from your hand, ignoring its usual trigger.



BITTER DEMISE

STYR - MAGNAR OF THENN

When a friendly Infantry or Cavalry unit is destroyed:

Before removing that unit, it performs 1 Melee Attack Action using its highest Attack Die Value.

If this targets Styr's unit, it may re-roll any Attack Dice.



THENN DEFIANCE

STYR - MAGNAR OF THENN

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


That unit may re-roll any dice for this test. If they are in Short Range of Styr, they pass this test instead.

If this targets Styr's unit, target 1 enemy they are engaged with. They suffer 1 Wound, +1 Wound for each of this unit's destroyed ranks.

Free Folk Tactics

 <h2>STYR'S VENGEANCE</h2> <p>STYR - MAGNAR OF THENN</p> <p>Start of any Turn:</p> <p>Target 1 Friendly Combat Unit and attach this card to them until the end of the game. When a friendly unit is destroyed, place 1 Order token on this card.</p> <p>While this card has a token, the attached unit gains: When this unit Attacks, before Attack Dice are rolled, the Defender becomes Vulnerable.</p>	 <h2>CRUEL METHODS</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>Start of any Turn:</p> <p>Target 1 enemy Combat Unit. You may expend 1 Panic token from that unit. If you do, choose 2:</p> <ul style="list-style-type: none"> • 1 friendly Infantry unit in Long Range restores 2 Wounds (<i>This may be selected multiple times</i>). • That enemy becomes Vulnerable. • That enemy becomes Weakened. 	 <h2>PRICE OF FAILURE</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>All Attack Dice rolls automatically Hit for this Attack.</p> <p>After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.</p>	 <h2>BLOODY BEHEADINGS</h2> <p>THE WEEPER - HORRIFIC BUTCHER</p> <p>After a friendly unit completes a Melee Attack:</p> <p>If this Attack destroyed an enemy rank, each enemy in Long Range becomes Panicked. If they were already Panicked, they suffer 1 Panic Test.</p> <p>If this Attack destroyed the enemy instead, each enemy in Long Range becomes Panicked and they suffer 1 Panic Test.</p>
 <h2>SHRUG IT OFF</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Monster Unit performs an Action, before resolving that Action:</p> <p>That unit may replace that Action with:</p> <p><i>This unit restores up to 3 Wounds.</i></p>	 <h2>TRAMPLE</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Giant Unit performs a Charge Action, before resolving that Action:</p> <p>That unit replaces that Charge Action with:</p> <p><i>Pivot this unit, then move it 10", moving through units. If it ends over a unit, it instead stops 1" away. Each non-Solo unit moved through or that it would have ended on suffers D3 Wounds.</i></p>	 <h2>ENRAGE</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>Start of a friendly Monster Unit's Activation:</p> <p>That unit suffers 2 Wounds.</p> <p>Until the end of the Turn, that unit may re-roll any Attack Dice and Defenders become Panicked and Weakened.</p>	 <h2>CHIEFTAIN'S ORDERS</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>Start of Mag the Mighty's Activation:</p> <p>Mag may replace his Action with:</p> <p><i>1 friendly Giant Unit in Long Range performs 1 Action.</i></p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>

Free Folk Tactics

 <h2>MONSTERS FROM THE NORTH</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When an enemy in Short Range of a friendly Monster Unit Activates:</p> <p>That enemy suffers 1 Panic Test with -1 to their roll for each friendly Monster Unit in Short Range, up to -3. On failure, they suffer +1 Wound for each friendly Monster Unit in Short Range, up to +3.</p>	 <h2>LAST OF THEIR KIND</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Giant Unit is destroyed:</p> <p>1 other friendly Giant Unit performs 1 Attack or Charge Action.</p>	 <h2>DEFIANT ROAR</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Monster Unit passes a Morale Test:</p> <p>Target all enemies engaged with this unit. They become Weakened.</p>	 <h2>HURL BOULDER</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Giant Unit performs an Action, before resolving that Action:</p> <p>That unit replaces that Action with performing the following Ranged Attack:</p>  <p>If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each remaining rank in that unit.</p>
 <h2>OVERRUN</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>When a friendly Combat Unit Surges Forth:</p> <p>Instead of Surging Forth, that unit performs 1 Charge or March Action.</p>	 <h2>BLITZ</h2> <p>MAG THE MIGHTY - MAG MAR TUN DOH WEG</p> <p>Start of a friendly Monster Unit's Activation:</p> <p>That unit becomes Vulnerable. Until the end of the Turn, that unit gains +2  and may re-roll any Charge Distance Dice.</p>	 <h2>BATTLE ENDURANCE</h2> <p>THE GREAT WALRUS - LORD OF THE FROZEN SHORE</p> <p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit and attach this card to it until the end of the game. While attached, this unit's Melee Attacks gain the following bonuses, based on the Game Round (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> 3+: May re-roll any Misses 4+: Sundering 5+: Critical Blow 6+: +2 Attack Dice 	 <h2>FROZEN SHORE RESILIENCE</h2> <p>THE GREAT WALRUS - LORD OF THE FROZEN SHORE</p> <p>When an enemy is performing an Attack, after rolling Defense Dice:</p> <p>Target the Defender. They may re-roll any Defense Dice.</p> <p>If the Defender is a Frozen Shore unit, they may also re-roll any Panic Test dice for this Attack.</p>

Free Folk Tactics



WALRUS' STRENGTH

THE GREAT WALRUS - LORD OF THE FROZEN SHORE

Start of a friendly Turn:

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

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

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

307



SUMMON COMPANIONS

VARAMYR SIXSKINS - MASTER SKINCHANGER

Start of an enemy Turn:

Select either Shadowcat or Wolfpack. If that unit is on the battlefield, you may remove it from the battlefield.

After, if that unit is not on the battlefield (*from either this effect or having been destroyed*), redeploy it fully within Short Range of any Flank table edge. If that unit has already Activated this Round, it deploys Activated.

307



BONDED GUARDIANS

VARAMYR SIXSKINS - MASTER SKINCHANGER

After a friendly Varamyr, Shadowcat, or Wolfpack unit is Attacked:

Target 1 other friendly Varamyr, Shadowcat, or Wolfpack unit.

It performs 1 Attack, Charge, or Maneuver Action. If Attacking or Charging, it must target the Attacker.

307



BONDED COMMAND

VARAMYR SIXSKINS - MASTER SKINCHANGER

When a friendly Varamyr, Shadowcat, or Wolfpack unit Activates:

This unit cannot perform Actions this Turn. Instead, target 1 other friendly Varamyr, Shadowcat, or Wolfpack unit in Long Range. It performs 1 Action.

307



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.

307



COORDINATION TACTICS

Start of any Turn:

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

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

307



THERE'S TOO MANY!

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

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

307



DIVERSION TACTICS

After an enemy completes a Melee Attack:

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

307

Free Folk Tactics



OVERWHELMING ASSAULT

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

For each friendly unit engaging the Defender, choose 1:

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



SURROUNDED AND EXPOSED

Start of any Turn:

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



THE ENDLESS HORDE

Start of any Turn:

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



WILDLING DIPLOMACY

MANCE RAYDER - KING BEYOND THE WALL

When an enemy NCU Activates:

If that NCU Claims a zone this Turn, before or after resolving that zone's effect, target 1 enemy Combat Unit. It gains 1 Condition token. Then target 1 enemy Combat Unit. It suffers D3+1 Wounds.



PREDICTABLE MANEUVERS

MANCE RAYDER - KING BEYOND THE WALL

Start of the first Enemy Turn in a Round:

Target 1 enemy Combat Unit and 1 enemy NCU.

If either unit performs an Action this Turn, before they resolve that Action, 1 friendly Combat Unit performs 1 Attack, Maneuver, or Retreat Action.



THE LONG PLAN

MANCE RAYDER - KING BEYOND THE WALL

End of any Turn, if an opponent Controls :

Search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.

End of the Round:

Search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.

End of any Turn:

Draw 1 Tactics card.



RUSH OF AGGRESSION

TORMUND GIANTSBANE - THUNDERFIST

When a friendly unit is performing a Charge Action, before rolling Charge Distance Dice:

This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains **Critical Blow**.

After this Attack has been completed, unless the Attacker is Tormund's unit, they become **Vulnerable**.



COUNTER ASSAULT

TORMUND GIANTSBANE - THUNDERFIST

After an enemy completes a Melee Attack:

Target 1 friendly Combat Unit other than the Defender. They perform 1 Attack or Charge Action on the Attacker.

If this targets Tormund's unit, they may re-roll any Attack and Charge Distance Dice for this Action.

Free Folk Tactics



**DEVASTATING
IMPACT**

TORMUND GIANTSBANE - THUNDERFIST

When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:

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

If this targets Tormund's unit, it may re-roll any Charge Distance Dice.

307

Free Folk Units



5

CRUDE WEAPONS

4+

6 5 4

5+

7+

507

FREE FOLK RAIDERS

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.



6

WINDLING BOW

4+

6 5 4

CRUDE WEAPONS

5+

5 4 3

6+

8+


507

FREE FOLK TRAPPERS

ORDER: HIDDEN TRAPS

When an unengaged enemy in Long Range performs any Action, before resolving that Action:

Choose 1:

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



ADAPTIVE

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

FREE FOLK RAIDERS

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



FREE FOLK TRAPPERS

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

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.




BONDED BEAR

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


SAVAGE MAULING

- Sundering



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.



BEAR

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

LIMITED

This model is only utilized by the Bonded Skinchanger Ability.

Free Folk Units



5

BRONZE WEAPONS

4+ 7 5 4

4+ 6+

507

THENN WARRIORS

ORDER: HOLD THE LINE!

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

ORDER: TAUNT

When an enemy in Long Range
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.



6

SPEAR TOSS

4+ 4 4 4

SPEAR

4+ 7 7 4

5+ 7+

807

SPEARWIVES

ORDER: CHARGING VOLLEY

After this unit completes a Ranged
Attack:
This unit performs 1 Charge Action on
the Defender.

FURIOUS CHARGE

Enemies Successfully Charged by this
unit become Vulnerable.



THENN WARRIORS

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

SPEARWIVES

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

Free Folk Units



5

JAGGED WEAPONS
4+ 7 6 4

5+ 6+

807

FOLLOWERS OF BONE

JAGGED WEAPONS
• Vicious

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



6

FRENZIED SWINGS
4+ 6 7 8

6+ 4+

807

CAVE DWELLER SAVAGES

FRENZIED SWINGS
• Sundering
• Gains +1 to Hit for each of this unit's destroyed ranks.



FOLLOWERS OF BONE

5

While not part of any particular Free Folk faction, the Followers of Bone have devoted themselves to serving the Lord of Bones in all his warlike ambitions. In battle, one might not think bone weapons and armor would be terribly effective against steel, yet an auroch's jawbone on a thick wooden haft can deliver a surprising blow, even to a man in plate armor. The disquiet these savages cause among enemy troops is of great value to a canny commander.



CAVE DWELLER SAVAGES

5

While they are indeed armed with little more than primitive weapons and armored with furs and loincloths, underestimating the sheer bloodthirst of Cave Dweller Savages has brought a quick end to more than one unwary patrol. Savages may not survive long as a vanguard unit, but for opening a hole in enemy lines or as flankers intent on unprotected archers, the Savages excel. When blood has been spilled, their ruthless brutality knows no equal.

Free Folk Units



5

JAGGED WEAPONS
3+ 7 6 4

5+ 6+

THE BONELORD'S CHOSEN



JAGGED WEAPONS

- Vicious

HORRIFIC VISAGE

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

PREY ON FEAR

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



5

CHIEFTAIN'S FURY
3+ 7

3+ 3+

MAG THE MIGHTY



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.



6

CHARACTER

May only be fielded in an army containing Rattleshirt. He must be attached to this unit.

THE BONELORD'S CHOSEN

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



9

CHARACTER

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.

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.



6

SPEAR TOSS
3+ 6

DEADLY IMPACT
3+ 4

5+ 5+

FROZEN SHORE CHARIOTS

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.



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.

CHARACTER



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
3+ 6+
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 other 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

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+

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 Attack Dice, if the Defender has any Condition tokens on them, this unit may re-roll any Attack Dice.



5

GORE AND FEED
3+ 3

4+ 2+

BORROQ'S BOAR

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

GORE AND FEED
• Sundering
• After completing this Attack, if it dealt any Wounds, this unit restores 1 Wound.



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



BORROQ'S BOAR

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

0

Free Folk Units



6

CLAWSLASH

3+ 2

2

SHADOWCAT

VARAMYR'S SHADOWCAT

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



4

VICIOUS MAULING

3+ 3

4

VARAMYR SIXSKINS
MASTER SKINCHANGER

MASTER SKINCHANGER

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

VICIOUS MAULING

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



2

CHARACTER

May only be fielded in an army containing Varamyr Sixskins.

SHADOWCAT

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



3

CHARACTER

VARAMYR SIXSKINS

MASTER SKINCHANGER

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

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

Free Folk Units



Unit card for Wolf Pack. It features a central illustration of three wolves in a snowy landscape. To the left of the illustration are several icons: a hand holding a dagger (6), a shield with a sword (3+), a shield with a sword and a green circle (3), a shield with a sword and a red circle (4+), a shield with a sword and a yellow circle (2+), and a shield with a sword and a red circle (5+). Below the illustration is a small circular icon of a skull and a white silhouette of a wolf. The unit name 'WOLF PACK' is printed at the bottom.

VARAMYR'S WOLF PACK

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

DISTRACT

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



Unit card for Wolf Pack. It features a central illustration of three wolves in a snowy landscape. To the right of the illustration is a circular icon of a skull and a white silhouette of a wolf. The unit name 'WOLF PACK' is printed at the top right. Below the illustration is a box labeled 'CHARACTER' containing the text: 'May only be fielded in an army containing Varamyr Sixskins.'

WOLF PACK

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



Unit card for Giant Spear Throwers. It features a central illustration of a large, bearded man holding a spear. To the left of the illustration are several icons: a hand holding a dagger (5), a shield with a sword (3+), a shield with a sword and a green circle (3), a shield with a sword and a red circle (4+), a shield with a sword and a yellow circle (5+), and a shield with a sword and a red circle (5+). Below the illustration is a small circular icon of a skull and a white silhouette of a man. The unit name 'GIANT SPEAR THROWERS' is printed at the bottom.

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.



Unit card for Giant Spear Throwers. It features a central illustration of a large, bearded man holding a spear. To the right of the illustration is a circular icon of a skull and a white silhouette of a man. The unit name 'GIANT SPEAR THROWERS' is printed at the top right.

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.

Free Folk Units



 **6**

 **CRUDE WEAPONS**

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

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

 **HARMA'S VANGUARD**

S07



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

 **5**



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.

Free Folk Special Rules

CHIEFTAIN OF THE GIANTS



You may select Mag the Mighty as your Commander.

If you do, his points cost becomes 5 (instead of the usual 9) and, for each unspent extra attachment points, reduce Mag's point cost by 1.

2021

CHIEFTAIN OF THE GIANTS

MAG MAR TUN DOH WEG



CHARACTER



5

COMMANDER

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



NO COIN BEYOND THE WALL



Free Folk armies may never include Neutral Attachments or Units.

NO COIN BEYOND THE WALL



Free Folk armies may never include Neutral Attachments or Units.

VARAMYR SIXSKINS



You may select Varamyr Sixskins as your Commander.

If you do, reduce his cost to 2.

When you include Varamyr as your Commander, your army **must** also include Shadowcat and Wolfpack.

2021

VARAMYR SIXSKINS

VARAMYR SIXSKINS



CHARACTER



2

COMMANDER

Bonded Command
Bonded Guardians
Summon Companions

