



AERON GREYJOY
THE DAMPHAIR

RISE AGAIN, HARDER AND STRONGER

Aeron may only Influence Greyjoy units.

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

While Influencing a unit, when that unit performs an Action, before resolving that Action, it restores 1 Wound. Each time it destroys an enemy rank with a Melee Attack, it restores 1 Wound.

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AERON GREYJOY
THE DAMPHAIR

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

CHARACTER





ASHA GREYJOY
WOULD-BE QUEEN




QUEEN'S PROMISES

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

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

While Influencing a friendly unit, that unit gains +1 to Morale Test rolls for each Pillage token on it. Each time that unit passes a Morale Test, target 1 enemy it is engaged with. That enemy suffers 1 Hit for each Pillage token on this unit.

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ASHA GREYJOY
WOULD-BE QUEEN

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

CHARACTER





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.

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BALON GREYJOY
KING OF SALT AND ROCK

"No man has ever died from bending his knee. He who kneels may rise again, blade in hand."

CHARACTER





BERON BLACKTYDE
BLIND BERON




ZEAL OF THE DROWNED GOD

Beron may only Influence Greyjoy units.

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 may re-roll any Morale Test dice and gains the **Hardened** Ability:

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.

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BERON BLACKTYDE
BLIND BERON

"ASHA! ASHA QUEEN!" - Blind Beron, in support of Asha Greyjoy at the Kingsmoot

CHARACTER






ERIK IRONMAKER
THE JUST

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CHARACTER

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.



ERIK IRONMAKER
THE JUST

"If old is wise, no one is wiser than me. If big is strong, no one's stronger."

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CHARACTER




MOQORRO
THE BLACK FLAME

4

CHARACTER

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.



MOQORRO
THE BLACK FLAME

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

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CHARACTER




RODRIK HARLAW
THE READER

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CHARACTER

SCHOLAR AMONG RAIDERS

Rodrik begins the game with 2 Order Tokens.

At the start of any Turn, you may remove 1 Order token from Rodrik. If you do, place any number of Tactics cards from your hand to the side, then draw 1+ that many cards. Shuffle the cards you set aside into your Tactics deck.



RODRIK HARLAW
THE READER

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

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CHARACTER




TRISTIFER BOTLEY
LORD OF LORDSPORT

4

CHARACTER

IRONBORN DIPLOMAT

Once per game, when an enemy NCU Activates, you may select 2 Tactics Zones. If that NCU Claims either zone this Activation, target up to 2 enemy Combat Units. they become **Panicked** and **Vulnerable**.

Once per game, when an enemy NCU Activates, if Tristifer is not on the Tactics Board, you may select 1 Tactics Zone. If that NCU Claims that zone this Turn, at the end of the Turn, you may Activate Tristifer.



TRISTIFER BOTLEY
LORD OF LORDSPORT

"Sweet eyes, truly. That was the trouble with poor Tristifer; he was too sweet for the Iron Islands." -Asha Greyjoy

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CHARACTER



 <p>WENDAMYR MAESTER OF THE HOUSE GREYJOY</p>  	 <p>WENDAMYR MAESTER OF THE HOUSE GREYJOY</p> <p>"If you do not have a maester, it is taken to mean that you are of little consequence."</p> <p>4</p> <p>CHARACTER</p>
<p>RAVEN TENDING</p> <p>When Wendamyr Claims a zone, you may replace that zone's effect with:</p> <p><i>Place 1 Order token on Wendamyr.</i></p> <p>At the start of a friendly Turn, you may remove 1 Order token from Wendamyr. If you do, choose 1:</p> <ul style="list-style-type: none">• Draw 1 Tactics card and restore 2 Wounds to 1 friendly Combat Unit.• 1 friendly Combat Unit performs a 3" shift.	

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Greyjoy Attachments



ASHA GREYJOY
CAPTAIN OF THE
BLACK WIND

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**.

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


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ASHA GREYJOY
CAPTAIN OF THE BLACK WIND
"No fight is hopeless till it has been fought.."

CHARACTER



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ASHA GREYJOY
THE KRAKEN'S
DAUGHTER

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

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

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

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ASHA GREYJOY
THE KRAKEN'S DAUGHTER
"I am the heir of Balon's body."

CHARACTER



COMMANDER

Ironborn Mettle
Raider Bravery
War Cry



VICTARION GREYJOY
MASTER OF THE
IRON VICTORY

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

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

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VICTARION GREYJOY
MASTER OF THE IRON VICTORY
*"Wizards may be well and good,
but blood and steel win wars."*

CHARACTER



2



VICTARION GREYJOY
THE IRON CAPTAIN

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

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

VICIOUS
This unit's Melee Attacks gain **Vicious**.

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VICTARION GREYJOY
THE IRON CAPTAIN
"I could sail the Iron Fleet to hell if need be."

CHARACTER



COMMANDER

Assault Orders
Rush of Aggression
Sustained Assault

Greyjoy Attachments



WARSWORN

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.



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WARSWORN


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REAYER CAPTAIN

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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REAYER CAPTAIN

LIMITED
Your army may only contain up to 2 Reaver Captains.
This Attachment may only be Attached to Greyjoy Units, but ignores the usual Attachment limits.

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DROWNED PROPHET

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.



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DROWNED PROPHET

LIMITED
Your army may only contain up to 2 Drowned Prophets.

1




BALON GREYJOY

THE KRAKEN KING

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.

THE KRAKEN'S DUES
When this unit Activates, if this unit is a House Greyjoy unit, you may target 1 other friendly House Greyjoy unit. You may remove 1 Pillage token from that unit and place it on this unit. Then, you may remove 1 Pillage token from this unit to restore 2 Wounds to this unit.

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BALON GREYJOY
THE KRAKEN KING
"I pay the iron price. I will take my crown, as Urron Redhand did five thousand years ago."

CHARACTER



COMMANDER
Acceptable Sacrifices
Price of Failure
The Old Way

C



Greyjoy Attachments



ERIK IRONMAKER
ANVIL-BREAKER

ORDER: DIVIDE THE SPOILS
Start of any Turn:
Target 1 friendly House Greyjoy unit in Long Range.
You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Long Range of them.

GIFTS OF SILVER AND BRONZE
Each time a friendly NCU Claims , if this unit is a House Greyjoy unit, it gains 1 Pillage token.

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ERIK IRONMAKER
ANVIL-BREAKER

"King Erik, aye, I like the sound o' that. Come, say it with me. ERIK! ERIK ANVIL-BREAKER! ERIK KING!"

CHARACTER



COMMANDER

*Gold's Allure
Iron's Endurance
Steel's Might*

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EURON GREYJOY
CROW'S EYE

ORDER: STRANGE RELICS
When this unit Activates:
This unit suffers 1 Wound. Target 1 enemy in Long Range. They gain 1 Condition token.

POISONED GIFTS
If this unit is a House Greyjoy unit, it deploys with 2 Pillage tokens.

At the Start of Round 3, they become **Panicked**, **Vulnerable** and **Weakened**.

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EURON GREYJOY
CROW'S EYE


*"I am the storm, my lord.
The first storm, and the last."*

CHARACTER



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EURON GREYJOY
LORD REAPER OF PYKE

ORDER: SOW DISCORD
Start of any Turn:
Target 1 enemy in Long Range. They suffer 1 Morale Test with -1 to their roll for each of their destroyed ranks. On a failure, they lose all Abilities until the end of the Round.

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

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EURON GREYJOY
LORD REAPER OF PYKE

"Balon was mad, Aeron is madder, and Euron is the maddest of them all."

CHARACTER



COMMANDER

*Devious Methods
Cunning Ploy
Mind Games*

507



NUTE
THE BARBER

VICTARION'S VASSAL
This model counts as Victarion Greyjoy for all abilities and effects.

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

MOTIVATED BY COIN
While your opponent does not Control , when performing a Melee Attack, this unit may re-roll Melee Attack Dice and, when this unit activates, it may restore 1 Wound.

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NUTE
THE BARBER

"Glory is good, but gold is better."

CHARACTER



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Greyjoy Attachments



QARL
ASHA'S CHAMPION

EXPERT DUELIST
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

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QARL
ASHA'S CHAMPION
"If you liked the Shadow so well, go back there," -Qarl to Euron Greyjoy.

CHARACTER



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This Attachment ignores the usual Attachment limits when added to a unit containing Asha Greyjoy.

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QARL
THE MAID

EXPERT DUELIST
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

STALWART
This unit gains +2 to Morale Test rolls.

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QARL
THE MAID
"... to distinguish him from Qarl Shepherd, Qarl Quickaxe, and Qarl the Thrall, but more for his smooth cheeks."

CHARACTER



2

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THEON GREYJOY
"PRINCE" OF WINTERFELL

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.

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

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

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THEON GREYJOY
"PRINCE" OF WINTERFELL
"Your lord father did what he could to gentle Theon, but I fear it was too little and too late..."

CHARACTER



COMMANDER

Diversion Tactics
Opportunist
Stark Exposure

507



THEON GREYJOY
KINSLAYER

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.

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

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THEON GREYJOY
KINSLAYER
"The cloak my father swaddled me in bore a kraken, not a direwolf."

CHARACTER



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Greyjoy Attachments



ASHA GREYJOY
"LADY GREYJOY"
"LADY GREYJOY"

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.

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.

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ASHA GREYJOY
"LADY GREYJOY"
"I am Asha of House Greyjoy, aye. Opinions differ on whether I'm a lady."

CHARACTER



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BAELOR BLACKTYDE
CAPTAIN OF THE NIGHTFLYER

BOLDNESS AND COURAGE
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

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

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BAELOR BLACKTYDE
CAPTAIN OF THE NIGHTFLYER
"Balon the Widowmaker, I call him. I will gladly trade his freedom for a father. Have you one to give?"

CHARACTER

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BAELOR BLACKTYDE
LORD OF BLACKTYDE

TO THE LAST!
Place 2 tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1 token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 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

BAELOR BLACKTYDE
LORD OF BLACKTYDE
"Lord Blacktyde says this kingsmoot is a dangerous folly..." -Rodrik Harlaw


CHARACTER



COMMANDER

Lash Out
Blacktyde Resentment
Blacktyde Conviction

507



DAGMER CLEFTJAW
CAPTAIN OF THE FOAMDRINKER

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.

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DAGMER CLEFTJAW
CAPTAIN OF THE FOAMDRINKER
"His hair is white and his teeth are rotten, but he still has a taste for glory."

CHARACTER

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Greyjoy Attachments



DAGMER CLEFTJAW
MASTER-AT-ARMS

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.

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.

507


DAGMER CLEFTJAW
MASTER-AT-ARMS
"The living should smile, for the dead cannot."

CHARACTER



COMMANDER
Iron Envy
Knowledge Paid in Iron
Lust for Glory

507



MOQORRO
SLAVE OF R'HLLOR

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.

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.

507


MOQORRO
SLAVE OF R'HLLOR
"The Lord of Light has shown me your worth, lord Captain. Every night in my fires I glimpse the glory that awaits you."

CHARACTER



2
If your army contains Victarion Greyjoy, Master of the Iron Victory, reduce the cost of Moqorro, Slave of R'hllor by 1.

507



SUNSET SEA BRAVE

IRON CREDIT
Each time a friendly unit in Short Range gains a Pillage token, place 1 Order token on this card. Before this unit performs a Melee Attack, you may discard up to 2 Order tokens from this card to gain the following effects (*effects are cumulative*):

- 1+: You may remove 1 Condition token from this unit.
- 2: This unit rolls its highest Attack Die Value.

507

SUNSET SEA BRAVE



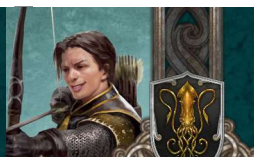


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Greyjoy Tactics

 <h2>ACCEPTABLE SACRIFICES</h2>	 <h2>PRICE OF FAILURE</h2>	 <h2>THE OLD WAY</h2>	 <h2>IRON'S ENDURANCE</h2>
<p>BALON GREYJOY - THE KRAKEN KING</p> <p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit other than Balon's unit. You may have that unit suffer up to 2 Wounds and become Panicked. If you do, target 1 other friendly Greyjoy unit in Long Range. They gain 1 Pillage token for each Wound suffered.</p>	<p>BALON GREYJOY - THE KRAKEN KING</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. After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.</p>	<p>BALON GREYJOY - THE KRAKEN KING</p> <p>When a friendly unit is performing a Morale Test, after rolling dice:</p> <p>If this unit has 1 Pillage token, it may re-roll any dice for this test. If this unit has 2 Pillage tokens, it passes this test instead.</p> <p>When a friendly unit is performing an Attack, after rolling Attack Dice:</p> <p>If this unit has 1 Pillage token, the Defender becomes Vulnerable. If this unit has 2 Pillage tokens, it also may re-roll any Attack Dice.</p>	<p>ERIK IRONMAKER - ANVIL-BREAKER</p> <p>When an enemy is performing a Melee Attack, after rolling Defense Dice:</p> <p>Target the Defender. It blocks +1 Hit. If this targeted a Greyjoy unit, after the attack is completed, attach this card to that unit until the end of the game. While attached, gain the following bonus based on the number of Pillage tokens (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> •1+: Each time this unit is attacked, after the attack is completed, 1 enemy engaged with this unit becomes Weakened. •2: Each time this unit passes a Morale Test, it restores 1 Wound.
 <h2>STEEL'S MIGHT</h2>	 <h2>GOLD'S ALLURE</h2>	 <h2>DEVIUS METHODS</h2>	 <h2>CUNNING PLOY</h2>
<p>ERIK IRONMAKER - ANVIL-BREAKER</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>Remove any number of Pillage tokens from the Attacker. For each removed token, choose 1:</p> <ul style="list-style-type: none"> • This Attack may re-roll any Attack Dice. • This Attack gains Precision. • This Attack gains Vicious. <p>(The removed tokens still count for any effects happening during the Attack.)</p>	<p>ERIK IRONMAKER - ANVIL-BREAKER</p> <p>When a friendly unit is performing a Morale Test, after rolling dice:</p> <p>It may re-roll any dice for this test. On a success, if this targeted a Greyjoy unit, attach this card to that unit until the end of the game. While attached, gain the following bonus based on number of Pillage tokens (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"> •1+: +1 to Morale Test rolls. •2: If this unit would gain a Pillage token, it restores 1 Wound instead. 	<p>EURON GREYJOY - LORD REAPER OF PYKE</p> <p>Start of a friendly Turn:</p> <p>Discard 1 other Tactics card. If you do, take 1 card from your opponent's discard pile and add it to your hand. Return that card to your opponent's discard pile if it leaves your hand. Replace any Commander Name on that card with Euron Greyjoy.</p>	<p>EURON GREYJOY - LORD REAPER OF PYKE</p> <p>When a friendly Combat Unit Activates:</p> <p>This unit cannot perform Actions this Turn. Instead, target 1 other friendly Combat Unit. It performs 1 Maneuver, March, or Retreat Action. If this is Euron Greyjoy's unit, before they perform this Action, 1 enemy in Long Range becomes Vulnerable.</p>

Greyjoy Tactics

 <h2>MIND GAMES</h2>	 <h2>OPPORTUNIST</h2>	 <h2>DIVERSION TACTICS</h2>	 <h2>STARK EXPOSURE</h2>
<p>EURON GREYJOY - LORD REAPER OF PYKE</p> <p>Start of a friendly Turn: Target 1 Tactics Zone.</p> <p>The next time that zone is Claimed this Round, after resolving that zone's effect, the player who did not Claim that zone may immediately activate that zone's effect.</p>	<p>THEON GREYJOY - "PRINCE" OF WINTERFELL</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>If the Defender has not Activated this Round, this Attack may re-roll any Attack Dice and gains Precision or Vicious.</p> <p>If the Attacker is Theon Greyjoy's unit, gain both instead.</p>	<p>THEON GREYJOY - "PRINCE" OF WINTERFELL</p> <p>After an enemy completes a Melee Attack:</p> <p>Target 1 other friendly unit in Long Range of the Defender. It performs 1 Maneuver Action.</p>	<p>THEON GREYJOY - "PRINCE" OF WINTERFELL</p> <p>When a friendly unit Successfully Charges:</p> <p>Choose 1. If you Control , gain both:</p> <ul style="list-style-type: none"> • Enemies Successfully Charged by this unit cannot be the target of friendly Orders or Tactics cards this Turn. • The Attacker Attacks using its highest Die Value.
 <h2>LASH OUT</h2>	 <h2>BLACKTYDE RESENTMENT</h2>	 <h2>BLACKTYDE CONVICTION</h2>	 <h2>LUST FOR GLORY</h2>
<p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p>After an enemy completes a Melee Attack:</p> <p>If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks.</p> <p>If the Defender is Baelor Blacktyde's unit, the Attacker also becomes Panicked.</p>	<p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p>Start of any Turn:</p> <p>Attach this card to a friendly Combat Unit. If this unit ever restores Wounds, remove this card.</p> <p>When this unit is performing a Melee Attack, for each of its destroyed ranks, choose 1:</p> <ul style="list-style-type: none"> • This Attack gains +1 to Hit and +1 Attack Die for each of this unit's destroyed ranks. • This Attack gains Vicious and, if the Defender fails their Panic Test, they suffer +1 Wound for each of this unit's destroyed ranks. 	<p>BAELOR BLACKTYDE - LORD OF BLACKTYDE</p> <p>When a friendly unit performs a Morale Test, after rolling dice:</p> <p>This unit gains +1 to their roll for each of their destroyed ranks, and an additional +1 for each destroyed rank among all enemies they are engaged with.</p>	<p>DAGMER CLEFTJAW - MASTER-AT-ARMS</p> <p>Start of any Turn:</p> <p>Target 1 friendly Greyjoy unit. They gain 1 Pillage token. Then, attach this card to that unit until the end of the Round.</p> <p>While attached, this unit Melee Attacks gain +1 to Hit.</p> <p>Also while attached, this unit suffers -1 to Defense Dice rolls.</p>

Greyjoy Tactics

 <h2>IRON ENVY</h2> <p>DAGMER CLEFTJAW - MASTER-AT-ARMS</p> <p>When a friendly Greyjoy Combat Unit Activates:</p> <p>This unit suffers 1 Wound and becomes Vulnerable. Choose 1, for each other friendly unit in Short Range with Pillage tokens, choose +1:</p> <ul style="list-style-type: none"> This unit Attacks gains Sundering this Turn. This unit Attacks gains Vicious this Turn. Remove 1 Pillage token from 1 other friendly Greyjoy Infantry unit in Short Range. Place the removed Pillage token on this unit. 	 <h2>KNOWLEDGE PAID IN IRON</h2> <p>DAGMER CLEFTJAW - MASTER-AT-ARMS</p> <p>Start of any Turn:</p> <p>You may discard 1 Pillage token from 1 friendly unit. If you do, choose 1:</p> <ul style="list-style-type: none"> Return 1 Tactics card from your discard pile to your hand. Look at your opponent's hand of Tactics cards and discard 1 card. 	 <h2>IRONBORN METTLE</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p>When a friendly unit passes a Morale Test:</p> <p>Restore 2 Wounds to that unit.</p> <p>If that friendly unit is in Short Range of Asha Greyjoy's unit, restore +1 Wound for each of their destroyed ranks.</p>	 <h2>RAIDER BRAVERY</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p>When a friendly unit passes a Morale Test:</p> <p>Attach this card to that unit until it fails a Morale Test.</p> <p>While attached, when this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.</p>
 <h2>WAR CRY</h2> <p>ASHA GREYJOY - THE KRAKEN'S DAUGHTER</p> <p>When a friendly Combat Unit Activates:</p> <p>That unit performs 1 Morale Test. On a success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.</p> <p>If this is Asha's unit, on a success, it becomes Panicked and Vulnerable instead.</p>	 <h2>WE DO NOT SOW</h2> <p>When a friendly NCU Claims a zone:</p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Attack Action.</i></p> <p><i>If an opponent Controls , this unit restores 1 Wound, +1 Wound for each of its destroyed ranks.</i></p>	 <h2>WHAT IS DEAD MAY NEVER DIE</h2> <p>When a friendly unit would be destroyed:</p> <p>That unit is not destroyed, but instead remains in play with 1 Wound.</p> <p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit. That unit restores 1 Wound, +1 Wound for each of its destroyed ranks.</p>	 <h2>THE KRAKEN'S WRATH</h2> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>If you Control , this Attack gains Precision.</p> <p>If an opponent Controls , this Attack may re-roll any Attack Dice and gains Precision.</p> <p>If you Control , the Defender becomes Panicked.</p> <p>If an opponent Controls , the Defender becomes Vulnerable.</p>



THE IRON PRICE

Start of a friendly Turn:

Target 1 friendly Combat Unit and choose 1:

- That unit may remove 1 Condition token. You may remove 1 Pillage token from that unit. If you do, it restores 2 Wounds, +1 Wound for each of its destroyed ranks.
- That unit Attacks using its highest Attack Die Value this Turn. You may remove 1 Pillage token from that unit. If you do, it may re-roll any Attack Dice this Turn.



FINGER DANCE

Start of a friendly Turn:

Target 1 friendly Combat Unit. Attach this card to them until the end of the game.

While attached, when performing a Melee Attack, before Attack Dice are rolled, the Attacker may suffer up to 2 Wounds. For each Wound suffered, choose 1:

- The Defender becomes **Panicked**.
- The Defender becomes **Vulnerable**.
- This Attack may re-roll any Attack Dice.



RAIDING CALL

When a friendly Greyjoy Infantry Unit Activates:

Remove up to 3 models and up to 1 Pillage token from 1 other friendly Greyjoy Infantry Unit in Long Range. Restore 1+ that many Wounds to this unit and place the removed Pillage token on this unit.

If any player Controls or , 1 friendly Greyjoy Infantry unit gains 1 Pillage token.



BLESS WITH STONE, BLESS WITH STEEL

When a friendly Combat Unit Activates:

Target 1 enemy engaged with that unit. For each of that enemy's destroyed ranks, this unit restores 2 Wounds.

If you Control or , restore +1 Wound or remove 1 Condition token from that unit for each of those zones you Control.



RUSH OF AGGRESSION

VICTARION GREYJOY - THE IRON CAPTAIN

When a friendly unit performs 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 Victarion Greyjoy's unit, they become **Vulnerable**.



ASSAULT ORDERS

VICTARION GREYJOY - THE IRON CAPTAIN

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 Victarion Greyjoy's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.



SUSTAINED ASSAULT

VICTARION GREYJOY - THE IRON CAPTAIN

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

If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice.

If this targets Victarion's unit, the Defender also becomes **Vulnerable**.

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**.



5

IRONBORN ARROWS

4+ 6 5 4

SHORT SWORD

4+ 5 4 3

6+ 8+

IRONBORN BOWMEN

ORDER: DIVIDE THE SPOILS

Start of any Turn:

Target 1 friendly House Greyjoy unit in Long Range.

You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Long Range of them.

IRONBORN ARROWS

May re-roll Attack Dice when Attacking enemies in the Flank or Rear.



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.



IRONBORN BOWMEN

Despite being a seaborne people, the Ironborn have little fear of drowning, and their light scale mail provides excellent protection without sacrificing mobility. Their Bowmen are often drawn from Reaver ranks, making them superior in a melee compared to most archers. That said, Bowmen are not melee troops, and should be protected from direct assaults.

Greyjoy Units



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



GREAT HAMMER
• Critical Blow
• If the Defender Rolls a 1 on any Defense Dice, after this Attack is completed, they become **Weakened**.


RAIDED ARMAMENTS
If this unit has 2 Pillage tokens, it gains +1 to Defense Dice rolls.

IRONMAKERS



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.



IRONMAKERS

The heavily armored troops from House Ironmaker often serve as the hard center of Ironborn forces where a dedicated line is required. With their heavy scale armor overlaying a thick suit of boiled leather, the Ironmakers can withstand even more assaults than most of the troops of the Iron Islands. That said, as 'heavy troops' go, the Ironmakers are the general equivalent of standard medium infantry, that is, until the spoils of the raid are gained!

Greyjoy Units



6

BARBED PIKES

4+ 6 5 4

6+ 8+

IRONBORN TRAPPERS

ORDER: TRAPPER'S TOOLS

Start of any Turn:
Target 1 enemy within Short Range and Line of Sight of this unit. They become **Vulnerable** or **Weakened**. If this unit has 2 Pillage tokens, they become both instead.

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



5

MASTERCRAFT AXE

4+ 7 6 4

4+ 6+

BLACKTYDE CHOSEN

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.



IRONBORN TRAPPERS


Pillaging and raiding is the primary Ironborn motivation in the War of the Five Kings. Let the houses fight for the Iron Throne if they wish. The Ironborn have coasts to raid, treasure to seize, and people to enslave. As such the Ironborn Trappers excel at hindering enemy forces with their long, barbed pikes and entangling nets. While lightly armored and possessing only crude weapons, the trapper's cunning and usage of devious tools more than makes up for this.



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.

Greyjoy Units



5

CUDGEL

5+

4

6+

4+

307

DROWNED MEN

ORDER: DROWNED GOD'S BLEESING

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.



6

GREAT AXE

3+

7 6 5

5+

6+

307

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.



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.



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.

Greyjoy Units



5

POLESPEAR

4+ 7 5 4

507

STONY SHORE PILLAGERS

ORDER: SCAVENGE

After an enemy completes an Attack on this unit:
This unit gains 1 Pillage token.

ABUNDANT PROMISES

- Precision
- After completing a Melee Attack, remove any number of Pillage tokens from this unit. For each token removed, this unit restores 2 Wounds.



5

BOARDING AXE

3+ 7 5 4

507

IRON VICTORY CREW

BOARDING AXE

- Sundering
- If this unit has 2 Pillage tokens, when performing an Attack, before rolling Attack Dice, the Defender becomes Panicked.

CAPTAIN'S MEN

If Victarion Greyjoy is attached in this unit, it deploys with 1 Pillage token.

DOMINEERING PRIDE

While engaged by an enemy with the same or fewer remaining ranks, this unit automatically passes all Panic Tests.



STONY SHORE PILLAGERS

The Kraken banner coming over the horizon often means trouble for denizens of the Stony Shore, in no small part thanks to the Pillagers the boats will bring. These men are used to moving quickly, seizing everything not nailed down, and killing or routing anyone that gets in their way. The killing momentum keeps them in the fight longer than many troops with similar gear, but care must be taken to support them against enemies bearing heavy arms.



IRON VICTORY CREW

The sight of the Kraken sails coming over the horizon fills any settlement with dread, but none moreso than those of the Iron Victory, Victarion's personal raiding ship. The Iron Victory's Crew are handpicked men vicious by nature, skilled in warfare, and loyal to a fault. They are few in number but can serve well as a hard center to any assault force. Proper support is required to guard their flanks, of course.

Greyjoy Special Rules

RAIDERS OF THE IRON ISLANDS



Each time a House Greyjoy unit destroys an enemy rank with a Melee Attack, it gains 1 Pillage token. A unit may have up to 2 Pillage tokens at any time. That unit gains the following based on the number of Pillage tokens (*effects are cumulative*):

- 1+: +1 to Morale Test rolls.
- 2: +1 Attack Die.

RAIDERS OF THE IRON ISLANDS



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