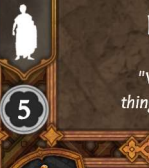
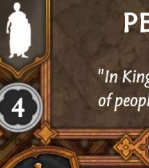


Neutral NCUs

 JAQEN H'GHAR FOLLOWER OF THE RED GOD 5 CHARACTER CHOOSING A NAME Jaquen begins the game with 3 Order tokens. Each time Jaquen Activates, you may remove 1 Order token from him and target 1 other NCU. Jaquen gains all Abilities of that NCU until the end of the Round, replacing their name in the Ability with his. He may not use any Abilities that can only be used once per game. If a copied Ability requires Order tokens, they must be spent from this card.	 JAQEN H'GHAR FOLLOWER OF THE RED GOD "The Red God has his due, sweet girl, and only death may pay for life." 5 CHARACTER 	 LORD VARYS THE SPIDER 5 CHARACTER LITTLE BIRDS Varys begins the game with 4 Order tokens. Each time an enemy NCU Claims a zone, after resolving that zone's effect, you may remove 1 Order token from Varys. If you do, gain the following based on that zone: : 1 enemy suffers 1 Panic Test. : Restore 2 Wounds to 1 friendly unit. : Draw 1 Tactics card. : 1 enemy suffers 3 Hits. : 1 friendly unit shifts 3".	 LORD VARYS THE SPIDER "Varys has ways of learning things that no man could know." 5 CHARACTER 
 PETYR BAELISH LITTLEFINGER 4 CHARACTER MASTER OF THE GAME Petyr Baelish starts the game with 2 Order Tokens. Each time Petyr Claims a zone, you may spend 1 Order token to replace its effect with the effect of any unclaimed zone. Once per game, at the start of any Turn, you may select 1 zone. Until the end of the Round, you count as Controlling that zone.	 PETYR BAELISH LITTLEFINGER "In King's Landing, there are two sorts of people. The players and the pieces." 4 CHARACTER 	 ROOSE BOLTON CALCULATING AND CRUEL 4 CHARACTER HORRIFIC RUMORS Roose begins the game with 3 Order tokens. Each time Roose Activates, you may remove 1 Order token from him. If you do, target 1 enemy Combat Unit. They become Panicked. Each time Roose Claims a zone, you may replace that zone's effect with: 1 enemy Combat Unit suffers 1 Panic Test.	 ROOSE BOLTON CALCULATING AND CRUEL "You had only to look at Bolton to know that he had more cruelty in his pinky toe than all the Freys combined." 4 CHARACTER 

Neutral NCUs



SHAE
HIDDEN IN COURT

FINDING THE BEST PATRON

Shae begins the game with 3 Order tokens.

Each time Shae Claims a zone, after resolving that zone's effect, remove 1 Order token from Shae.

At the end of each Round, if Shae has no Order tokens, destroy Shae.

Each time Shae Claims a zone, before resolving that zone's effect, choose 1:

- Restore 1 Wound to 1 friendly Unit.
- 1 enemy Unit becomes **Weakened**.
- Shae gains 2 Order tokens.

SHAE
HIDDEN IN COURT

4

CHARACTER





THE HIGH SENESCHAL
NAME

HISTORY IS WRITTEN BY THE VICTORS

The High Seneschal cannot Activate and cannot be targeted in any way. He merely observes the battle.

Once the victor has been determined, that player may define all actions and events that transpired throughout the game. No opponent may refute or deny any retelling of said events (*regardless of how unlikely or exaggerated*) until such a time where they best the victor in a new game.



THE HIGH SENESCHAL
NAME

"He is the keeper of this world's history."

0

CHARACTER

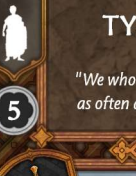




TYCHO NESTORIS
IRON BANKER

BACKING OF THE IRON BANK

Once per game, at the start of any Turn, you may restore 5 Wounds (*total*) across any number of friendly Combat Units.



TYCHO NESTORIS
IRON BANKER

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

5

CHARACTER





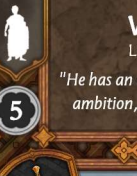
WALDER FREY
LORD OF THE CROSSING

CONTROL OF THE CROSSINGS

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

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

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



WALDER FREY
LORD OF THE CROSSING

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

5

CHARACTER



Neutral Attachments

 DREADFORT CAPTAIN 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.	 DREADFORT CAPTAIN 1	 BOLTON FLAYER ORDER: SPREAD FEAR When an enemy engaged with this unit fails a Panic Test: Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound. EXPLOIT FEAR Panicked tokens on enemies engaged with this unit may be treated and spent as if they were Vulnerable tokens or Weakened tokens.	 BOLTON FLAYER 1
 RAMSAY SNOW THE BASTARD OF BOLTON AFFILIATION: HOUSE BOLTON This unit is a House Bolton unit. 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.	RAMSAY SNOW THE BASTARD OF BOLTON <i>"Snow, my wife called me before she ate her fingers, but I say Bolton."</i> CHARACTER  COMMANDER <i>Our Blades Are Sharp Cruel Methods Sadistic Games</i>	 RAMSAY SNOW SADIST AFFILIATION: HOUSE BOLTON This unit is a House Bolton unit. 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.	RAMSAY SNOW SADIST <i>"A naked man has few secrets, but a flayed man's got none."</i> CHARACTER  2

Neutral Attachments



THEON GREYJOY
REEK

CHARACTER

ORDER: SET AN EXAMPLE
Start of any Turn:
Target all enemies in Short Range. They become **Panicked**. Roll a die, on a 6, destroy Theon.

506

THEON GREYJOY
REEK

"I'm not him, I'm not the turncloak, he died at Winterfell. My name is Reek!"

CHARACTER



May only be fielded in an army containing Ramsay Snow, and must be attached to his unit, ignoring the usual Attachment limits.

0

506



ROOSE BOLTON
THE LEECH LORD

ORDER: SPREAD FEAR
When an enemy engaged with this unit fails a Panic Test:
Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound.

AFFILIATION: HOUSE BOLTON
This unit is a House Bolton unit.

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

506

ROOSE BOLTON
THE LEECH LORD

"Fear is what keeps a man alive in this world of treachery and deceit."

CHARACTER



COMMANDER

*A Flayed Man Has No Secrets
Fear Keeps a Man Alive
Whispered Threats*

506



FORTUNE SEEKER

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

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.

1

506

FORTUNE SEEKER



1

506



GLORY SEEKER

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.

1

506

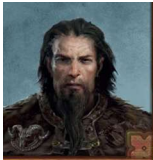
GLORY SEEKER



1

506

Neutral Attachments



VARGO HOAT
THE GOAT OF HARRENHAL

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

AFFILIATION: BLOODY MUMMER
This unit is a Bloody Mummer unit.

SADISTIC MUTILATION
When this unit completes a Melee Attack, you may remove 1 **Weakened** token from the Defender. If you do, destroy 1 Infantry Attachment in that unit.

VARGO HOAT
THE GOAT OF HARRENHAL
"The goat is Lord of Harrenhal, and the Lord of Harrenhal does not haggle."

CHARACTER



COMMANDER
*Careless Aggression
Exploit Weakness
The Crippler's Infamy*



VARGO HOAT
THE CRIPPLER

SADISTIC MUTILATION
When this unit completes a Melee Attack, you may remove 1 **Weakened** token from the Defender. If you do, destroy 1 Infantry Attachment in that unit.

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

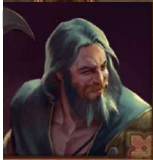
WEAKEN RESOLVE
Each time an enemy engaged with this unit fails a Panic Test, that enemy becomes **Weakened**.

VARGO HOAT
THE CRIPPLER
"How many monsters does Lord Tywin have?"

CHARACTER



2



DAARIO NAHARIS
STORMCROW CAPTAIN

AFFILIATION: STORMCROWS
This unit is a Stormcrow unit.

IMPROVED ARMAMENTS
While you Control , this unit's Melee Attacks gain **Sundering** and roll their highest Attack Die Value.

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.

DAARIO NAHARIS
STORMCROW CAPTAIN
"He has a sellsword's conscience, That is to say, none at all."

CHARACTER



COMMANDER
*Sellsword Negotiations
Sellsword Bravado
Reckless Strikes*



DAARIO NAHARIS
RECKLESS MERCENARY

RECKLESS STRIKES
This unit's Melee Attack gain **Critical Blow** and **Precision**. For each Attack Die roll of 1, this unit suffers 1 Wound.

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

DAARIO NAHARIS
RECKLESS MERCENARY
"I count no day as lived unless I have loved a woman, slain a foeman, and eaten a fine meal."

CHARACTER



1

Neutral Attachments

 JAQEN H'GHAR UNNAMED ORDER: TAKING A NEW NAME Start of a friendly Turn: Destroy this model and replace it with 1 destroyed Infantry Attachment. That Attachment gains Order: Taking a New Name. It counts as already having been used this Round. 506	JAQEN H'GHAR UNNAMED <i>"Valar Morghulis."</i> CHARACTER  1 506	 BRIENNE MAIDEN OF TARTH KNIGHTLY VOW • After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice. • While your opponent does not Control , this unit's melee attacks gain +1 to Hit. STALWART This unit gains +2 to Morale Test rolls. 506	BRIENNE MAIDEN OF TARTH <i>"A true knight is sworn to protect those who are weaker than himself, or die in the attempt."</i> CHARACTER  2 506
 BRONN THE SELLSWORD LOYALTY THROUGH COIN While you Control , this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls. 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. 506	BRONN THE SELLSWORD <i>"I sell my sword, I don't give it away."</i> CHARACTER  1 506	 STORMCROW LIEUTENANT IMPROVED ARMAMENTS While you Control , this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value. 506	STORMCROW LIEUTENANT  1 506

Neutral Attachments

 ARYA STARK FUGITIVE PRINCESS NAMES ON THE LIST Each time a friendly unit in long Range loses a Rank, place 1 Order token on this card. Each time this unit performs a Melee Attack, before rolling Attack Dice, you may remove 1 Order token from this card. If you did, after the Attack is complete, destroy 1 Infantry Attachment from the Defender. 1 May only be fielded in an army containing Sandor Clegane, Fugitive Bodyguard	ARYA STARK FUGITIVE PRINCESS CHARACTER  1 May only be fielded in an army containing Sandor Clegane, Fugitive Bodyguard	 SANDOR CLEGANE FUGITIVE BODYGUARD ORDER: THREATEN Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Weakened. 1	SANDOR CLEGANE FUGITIVE BODYGUARD CHARACTER  1
 RORGE THE MAD DOG OF SALTPANS 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. ELUSIVE ESCAPE This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened. 2	RORGE THE MAD DOG OF SALTPANS CHARACTER  2	 BITER RORGE'S MAD DOG 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. 0	BITER RORGE'S MAD DOG CHARACTER  0 May only be fielded in an army containing Rorge.

Neutral Attachments



JOKIN
STORMCROW CAPTAIN

ACUTE PRECISION
This unit's Attacks gain Precision.

506

JOKIN
STORMCROW CAPTAIN

CHARACTER



COMMANDER
Brothers in Arms
Diversion Tactics
Stalwart Mercenaries

506



THE WIDOWER
STORMCROW CAPTAIN

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.

JOKIN'S VASSAL
This model count as Jokin for all abilities and effects.

SUNDERING
This unit's Melee Attacks gain Sundering.

506

THE WIDOWER
STORMCROW CAPTAIN

CHARACTER



May only be fielded in an army containing Jokin, Stormcrow Captain.

506



JOKIN
ARCHER CAPTAIN

ACUTE PRECISION
This unit's Attacks gain Precision.

506

JOKIN
ARCHER CAPTAIN

CHARACTER



2

506



THE WIDOWER
SECOND IN COMMAND

SUNDERING
This unit's Melee Attacks gain Sundering.

JOKIN'S PROTECTOR
After Jokin's unit is Attacked, this unit performs 1 Attack or Charge Action on the Attacker.

506

THE WIDOWER
SECOND IN COMMAND

CHARACTER



May only be fielded in an army containing Jokin, Archer Captain.

506

Neutral Attachments

GOLDEN COMPANY OFFICER AFFILIATION: GOLDEN COMPANY This unit is a Golden Company unit. BOISTEROUS CHARISMA Each time this unit passes a Panic Test, target 1 enemy unit in Short Range. They become Vulnerable or Weakened. 1	GOLDEN COMPANY OFFICER	LYSENE BOSUN INTERROGATE Each time this unit destroys an enemy with a Melee Attack, you may look at your opponent's hand of Tactics cards and discard 1 card. DOMINEERING PRIDE While engaged by an enemy with the same or fewer remaining ranks, this unit automatically passes all Panic Tests. 1	LYSENE BOSUN
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Neutral Tactics

 SELLSWORD NEGOTIATIONS DAARIO NAHARIS - STORMCROW CAPTAIN When a friendly NCU Claims a zone: Replace that zone's effect with: <i>Until the end of the Round, you count as Controlling . Restore 2 Wounds to 1 friendly Combat Unit. If this is a Stormcrow Unit, restore +1 Wound for each of that unit's destroyed ranks.</i>	 SELLSWORD BRAVADO DAARIO NAHARIS - STORMCROW CAPTAIN Start of a friendly Turn: Target 1 friendly Combat Unit. That unit performs 1 Morale Test. If this is a Stormcrow unit, it gains +2 to its roll. On a success, target 1 enemy in Long Range. It becomes Panicked and Weakened.	 RECKLESS STRIKES DAARIO NAHARIS - STORMCROW CAPTAIN When a friendly unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Critical Blow and Precision. The Attacker suffers 1 Wound for each Attack Die roll of 1. If this targets a Stormcrow unit, this Attack rolls its highest Attack Die Valeu.	 THE CRIPPLER'S INFAMY VARGO HOAT - THE GOAT OF HARRENHAL When an enemy is performing a Panic Test, before rolling dice: If that enemy fails this Panic Test, you may expend 1 Weakened token from them. If you do, they suffer +2 Wounds. If that enemy is engaged with a Bloody Mummer unit, they suffer -2 to their Panic Test roll.
 CARELESS AGGRESSION VARGO HOAT - THE GOAT OF HARRENHAL Start of any Round: Target 1 friendly Combat Unit. That unit performs 1 Attack Action. After completing that Attack, your opponent may Activate 1 NCU.	 EXPLOIT WEAKNESS VARGO HOAT - THE GOAT OF HARRENHAL When a friendly unit is performing an Attack, before rolling Attack Dice: The Defender becomes Vulnerable. If the Defender is Weakened, the Attacker may re-roll any Attack Dice.	 PLANNING AND INSIGHT When a unit is performing a Melee Attack, before rolling Attack Dice: Choose 1: • This Attack deals +1 Hit. • After rolling Defense Dice, the Defender blocks +1 Hit. If you Control , or if your Commander's unit is the Attacker/Defender, deal/block +1 Hit.	 ADAPTIVE METHODS Start of any Turn: Target 1 enemy Combat Unit. They gain 1 Condition token. Then, you may replace 1 Condition token on any 1 unit with any other Condition token. If you Control , you may then move 1 Condition token from 1 unit to any other unit.

Neutral Tactics

ISSUE COMMANDS

When your Commander's unit Activates:

Instead of this unit performing an Action this Turn, target 1 other friendly unit in Long Range. It performs 1 Attack or Charge Action.

Start of any Turn:

Target 1 friendly Combat Unit. Remove 1 Order token from that unit. They may use that Order again this Round.

WORTH THE RISK

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

That unit may re-roll any dice for this test.

If that unit is in Short Range of your Commander, it passes this test instead. On a success, it restores 2 Wounds.

METICULOUS PLANNING

End of the Round:

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

Start of any Turn, if you Control :

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

SURPRISE STRATEGY

Start of a friendly Turn:

Discard this card and 1 other card to return 1 card from your discard pile to your hand.

If you Control , you only have to discard this card.

SPOILS OF WAR

Start of a friendly Turn:

Attach this card to 1 friendly Cavalry or Infantry unit until the end of the game.

While attached, each time an enemy in Short Range is destroyed, place 1 Order token on this card. This unit's Melee Attacks gain the following based on the number of Order tokens (*effects are cumulative*):

1+: Rolls its highest Attack Die Value and, before rolling Attack Dice, the Defender becomes **Vulnerable**.

2: +1 to Hit.

OUR BLADES ARE SHARP

RAMSAY SNOW - THE BASTARD OF BOLTON

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

If the Defender is **Panicked**, this Attack gains **Precision**.

If the Defender is **Panicked**, and the Attacker is a House Bolton unit, this Attack may re-roll any Attack dice.

CRUEL METHODS

RAMSAY SNOW - THE BASTARD OF BOLTON

Start of any Turn:

Target 1 enemy Combat Unit. You may expend 1 Panic token from that unit. If you do, choose 2:

- 1 House Bolton unit in Long Range restores 2 Wounds (*This may be selected multiple times*).
- That enemy becomes **Vulnerable**.
- That enemy becomes **Weakened**.

SADISTIC GAMES

RAMSAY SNOW - THE BASTARD OF BOLTON

Start of an enemy Turn:

Your opponent chooses 1 (you select targets only after they choose):

- Target up to 2 enemy Combat Units. They become **Panicked**.
- Target up to 2 enemy Combat Units. They become **Weakened**.

Neutral Tactics

 A PLAYED MAN HAS NO SECRETS ROOSE BOLTON - THE LEECH LORD When a unit is targeted by an Ability or Tactics card: You may expend 1 Condition token from an enemy in Long Range of that unit. If you do, cancel the effect of that Ability or Tactics card.	 FEAR KEEPS A MAN ALIVE ROOSE BOLTON - THE LEECH LORD When an enemy fails a Panic Test: Target any number of friendly House Bolton units in Long Range. For each Wound caused by this Panic Test, restore that many Wounds (<i>total</i>) across these units. If that enemy is in Short Range of Roose's unit, restore +1 Wounds.	 WHISPERED THREATS ROOSE BOLTON - THE LEECH LORD When an enemy NCU Activates: If that NCU Claims a zone this Turn, after resolving that zone's effect, target 1 enemy Combat Unit. They become Vulnerable. Then target 1 enemy Combat Unit, they become Panicked.	 BROTHERS IN ARMS JOKIN - STORMCROW CAPTAIN Start of a friendly Turn: Attach this card to a friendly Stormcrow Combat Unit until the end of the Game or until they fail a Panic Test. While attached, each time this unit Attacks, it rolls +1 Attack Die for each other friendly unit in Short Range. If they are in Short Range of Jokin's unit, they gain an additional +1 Attack Die.
 DIVERSION TACTICS JOKIN - STORMCROW CAPTAIN After an enemy completes a Melee Attack: Target 1 other friendly unit in Long Range of the Defender. It performs 1 Maneuver Action.	 STALWART MERCENARIES JOKIN - STORMCROW CAPTAIN When a friendly unit is performing a Panic Test, before rolling dice: That unit gains +2 to their roll. If they are in Short Range of Jokin, they automatically pass this test instead.		

Neutral Units



HOUSE BOLTON CUTTHROATS

5

RUTHLESS AGGRESSION

3+ 7 6 4

5+ 7+

506

RUTHLESS AGGRESSION

- Vicious
- When Attacking enemies that have not Activated this Round, may re-roll Attack Dice and the Defender becomes Vulnerable.



HOUSE BOLTON BASTARD'S GIRLS

6

TRACKER'S BOW

3+ 4 4 4

BLADE AND FANG

3+ 6 6 4

6+ 5+

506

ORDER: CHARGING VOLLEY

After this unit completes a Ranged Attack:

This unit performs 1 Charge Action on the Defender.

TRACKER'S BOW

After completing this Attack, the Defender becomes Vulnerable.

BLADE AND FANG

- Vicious



HOUSE BOLTON CUTTHROATS

5

While simply armored and lightly armed, Bolton Cutthroats enjoy a reputation for brutality and cold efficiency that allows them to strike panic in enemies with far more expensive armaments. Their spiked maces can easily dispatch enemies, but are more effective for the fear their brutality creates. Bolton Cutthroats make sport of downed foes or, worse for the opponent, take them prisoner to suffer a much more agonizing fate.



HOUSE BOLTON BASTARD'S GIRLS

7

Trained to corner and bring down even heavy infantry, the Bastard's Girls are best utilized as flankers or in pursuit of fleeing foes. While they do not possess the armor to counter a determined assault, enemies suffering from their handlers' wounding arrows make for easy prey. A fat bounty can be expected for handlers bringing down enemy commanders to await Ramsay Bolton's 'entertainments' following battle.

Neutral Units



WAR FLAIL

3+ 6 5

HOUSE BOLTON FLAYED MEN

CAVALRY

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

WAR FLAIL

- Vicious
- When Charging, gains **Critical Blow**.

INTIMIDATING PRESENCE

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



SPIKED FLAIL

4+ 6 5 4

HOUSE BOLTON BLACKGUARDS

SPIKED FLAIL

- 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.



HOUSE BOLTON FLAYED MEN

The so-called Flayed Men rank among the heaviest cavalry employed by even the largest houses in the War of the Five Kings. With thick steel armor (blackened, of course), heavy shields, and even protective barding for the horses, the Flayed Men are capable of truly devastating charges and can endure in the line for a short time. Their signature war flails render most defenses only marginal at best, but their terrifying visage remains their most vital weapon.



HOUSE BOLTON BLACKGUARDS

The ruthlessness of House Bolton's Blackguards is known by every enemy force they face. Their vicious spiked flails render heavy shields only moderately effective. Being the heaviest troops in House Bolton's arsenal, the Blackguards can be relied upon to take and hold any position on the battlefield.

Neutral Units



HEDGE KNIGHTS

5

KNIGHT'S BLADE

3+ 7 5

4+ 6+

506

CAVALRY

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

KNIGHT'S BLADE

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

LOYALTY THROUGH COIN

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



BLOODY MUMMER SKIRMISHERS

6

MUMMER'S BLADE

3+ 7 6 5

5+ 7+

506

MUMMER'S BLADE

If Attacking an enemy that has not Activated this Round, before rolling Attack Dice, the Defender becomes Weakened.

COUNTERSTRIKE

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

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



HEDGE KNIGHTS

7

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



BLOODY MUMMER SKIRMISHERS

6

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

Neutral Units



BLOODY MUMMER ZORSE RIDERS

MOTLEY ARMAMENTS

3+ 6 4

5+ 7+

3

CAVALRY

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

MOTLEY ARMAMENTS

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

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

ELUSIVE ESCAPE

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



STORMCROW MERCENARIES

LONGSWORD

4+ 7 5 4

4+ 6+

5

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.



BLOODY MUMMER ZORSE RIDERS

6

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



STORMCROW MERCENARIES

ADAPTIVE

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

5

While one might question Stormcrow loyalty to their leaders, their employers, and even themselves, one can always count on their absolute devotion to coin. Once properly motivated, Stormcrow Mercenaries are capable medium infantry, adept at holding a flank or performing flanking maneuvers themselves. Their professionalism guarantees a good working relationship with whomever their employer might be, but only as long as the coin lasts.

Neutral Units



STORMCROW ARCHERS

5

MERCENARY'S LONGBOW

4+ 7 6 4

SHORT SWORD

5+ 5 4 3

5+ 7+

MERCENARY'S LONGBOW

- While you Control , gains **Sundering**.
- While you Control , before rolling Attack Dice, the Defender becomes **Vulnerable**.
- While you Control , may re-roll any Attack Dice.

LOYALTY THROUGH COIN

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



STORMCROW DERVISHES

6

SWIFT STRIKE

3+ 7 6 4

4+ 5+

AMBUSH

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

SWIFT STRIKE

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

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.



STORMCROW ARCHERS

6

A Stormcrow is a Stormcrow, whether wielding blade, bow, or both. Money remains the prime motivator in the Stormcrow mind, and extra coin can prod added effort from these mercenaries. Stormcrow Archers are adept in long-range combat, with recurved longbows and arrows made for distant flight. They're not meant for melee, though their shortbows can fend off weakened attackers. Still, a wise commander will keep them far from flankers or cavalry.



STORMCROW DERVISHES

7

A Stormcrow Dervish paid up to the end of the week will buy you a hardened veteran skirmisher, adept at swift movement in medium armor to strike exposed enemy positions—to the end of the week. The infamous Stormcrow loyalty to coin extends even to their best-trained soldiers. Yet employers seeing Dervishes in action rarely have cause to complain as these heavy-hitters shred enemy flanks and fade away safely beyond any possible counterattack.

Neutral Units



5

MASTERCRAFT LONGSWORD

3+ 7 6 4

3+ 5+

GOLDEN COMPANY SWORDSMEN

MASTERCRAFT LONGSWORD
May always re-roll Attack Dice.

GOLDEN REPUTATION

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



5

CROSSBOW

3+ 6 6 4

SHORT SWORD

4+ 5 4 3

5+ 6+

GOLDEN COMPANY CROSSBOWMEN

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.

CROSSBOW

- Sundering
- May re-roll Attack Dice when Attacking enemies in Short Range

IRON RESOLVE

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



GOLDEN COMPANY SWORDSMEN

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



GOLDEN COMPANY CROSSBOWMEN

The Golden Company, the Free Cities' most reliable mercenary group, offers several types of troops for hire. One being their Crossbowmen. These sharp-eyed fighters never waste a shot, resolutely waiting until enemies have closed to within perfect range before unleashing their bolts. These bolts punch through enemy armor with ease, especially at closer ranges. Anyone looking to bolster their forces can get a bargain by hiring them.

Neutral Units



GOLDEN COMPANY WAR ELEPHANT

5 Wounds

3+ Initiative

6+ Movement

TRAMPLING STOMP

WAR ELEPHANT

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

TRAMPLING STOMP

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



LYSENE SELLSWORDS

5 Wounds

3+ Initiative

7+ Movement

PIRATE'S BLADES

RAIDERS OF THE FREE CITIES

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

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

PIRATE'S BLADES

- Critical Blow
- If this unit has 2 Pillage tokens, it always rolls its highest Attack Die Value.
- After completing a Melee Attack, this unit restores 1 Wound for each Pillage token it has.



GOLDEN COMPANY WAR ELEPHANT

6 Wounds

LIMITED

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

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



LYSENE SELLSWORDS

5 Wounds

The island fortresses of Lys have high, thick walls and plenty of Sellswords patrolling their coast to make them an unappealing target for attack. However, these Sellswords are just that, offering their services to anyone with coffers deep enough to hire them abroad. Not interested in individual glory, they're only focused on grabbing plunder and the payment waiting for them when they head back to their home port.

Neutral Units



STONE CROWS

SCAVENGED WEAPONS
4+ 6 5 4

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.

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

RECRUITING FROM THE HILLS
Each time this unit Activates, it restores 1 Wound + 1 Wound for each of its destroyed ranks.

5

4+

7+

506



STONE CROWS

As mountain tribes and raiders go, Tyrion Lannister's Stone Crows are quite ordinary, save their unexpected loyalty. While pledged more to Tyrion's coin than his person, they proved true to their word, even when betrayal might have been a more lucrative option. As mercenaries, these troops are worth their coin, if properly employed as scouts and flankers. Their light arms and armor make them unsuited to the front line in a protracted engagement.

5