

Lannister NCUs



CERSEI LANNISTER
QUEEN REGENT

QUEEN'S MANIPULATION

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

While Influencing an enemy unit, that enemy may not be targeted by enemy Orders or Tactics cards.

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

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CERSEI LANNISTER
QUEEN REGENT

"When you play the game of thrones, you win or you die. There is no middle ground."

CHARACTER



Lannister Units



KINGSGUARD

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

MASTERWORK BLADE

- Precision

COUNTERSTRIKE

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

KINGSGUARD

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KINGSGUARD

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

CHARACTER

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

KINGSGUARD

Stark Units



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RESOLUTE STRIKES

3+ 7 5 4

4+ 6+

HOUSE MORMONT SHE-BEARS

ORDER: SHE-BEAR'S FURY

Start of a friendly Turn:

Target 1 enemy in Long Range. It performs 1 Morale Test, with -1 to its roll for each of this unit's remaining ranks. On a failure, it becomes **Panicked** and **Vulnerable**.

RESOLUTE STRIKES

- **Critical Blow**
- Before rolling Attack Dice, target 1 friendly unit in Long Range. It restores 1 Wound or removes 1 Condition token. If the Defender has 2 or more Condition tokens, you may choose to do both or repeat one.



HOUSE MORMONT SHE-BEARS

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

Free Folk Units



SAVAGE GIANT

5

MIGHTY SWING

3+ 4

4+ 5+

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GIANT

- This unit has 7 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 2 Wounds from failing Panic Tests.

MIGHTY SWING

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



MAG THE MIGHTY

5

CHIEFTAIN'S FURY

3+ 7

3+ 3+

807

GIANT

- This unit has 7 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 2 Wounds from failing Panic Tests.

CHIEFTAIN'S FURY

- Vicious
- Defenders do not roll Defense Dice.
- When Mag is destroyed, before being removed, he performs 1 Chieftain's Fury Attack.



SAVAGE GIANT

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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.



CHARACTER

MAG THE MIGHTY

9

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



WUN WUN

5

INDOMITABLE MIGHT

3+ 7

3+ 4+

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GIANT

- This unit has 7 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 2 Wounds 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.



FROZEN SHORE CHARIOTS

6

SPEAR TOSS

4+ 4

DEADLY IMPACT

3+ 4

5+ 5+

807

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.

ORDER: SWIFT RETREAT

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

DEADLY IMPACT

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



WUN WUN

CHARACTER

9

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.



FROZEN SHORE CHARIOTS

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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



GIANT SPEAR THROWERS

GIANT

- This unit has 7 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 2 Wounds 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.

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GIANT'S SPEAR 3+

GIANT'S SPEAR 3+

4+ 5+

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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.

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Neutral NCUs



JAQEN H'GHAR
FOLLOWER OF
THE RED GOD



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."*

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CHARACTER



Night's Watch Attachments



WATCH CAPTAIN



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.



ORDER: RELENTLESS
After an Attack on this unit is completed:
This unit may perform 1 Melee Attack Action.



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Baratheon NCUs



CRESSEN
MAESTER AT DRAGONSTONE



SACRIFICE FOR THE KING

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

LOVING COUNSEL

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

Draw 2 Tactics cards and place any 1 Condition Token on an enemy Combat Unit.



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CRESSEN
MAESTER AT DRAGONSTONE

"I had a maester on Dragonstone who was almost a father to me." - Stannis Baratheon

CHARACTER



LOYALTY:

STANNIS BARATHEON

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

Baratheon Units



R'HLLOR'S FIRE

- Vicious
- If the Defender fails its Panic Test, it suffers +1 Wound for each enemy R'hllor unit in Short Range, to a maximum of +2.

LIGHT OF THE LORD

After completing a Ranged Attack, you may target 1 other friendly R'hllor unit in Short Range. It restores 1 Wound.

DAGGERS

5+ 5 4 3

4+ 6+

R'HLLOR LIGHTBRINGERS



HIGHGARDEN CROSSBOW

- Precision
- Sundering

SKIRMISHER

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

UNYIELDING

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

LONGSWORD

4+ 7 6 4

5+ 6+

THORN WATCH



LOYALTY

LOYALTY

STANNIS BARATHEON

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



LOYALTY

LOYALTY

RENLY BARATHEON

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

R'HLLOR LIGHTBRINGERS

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

THORN WATCH

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

Targaryen Attachments



The image shows a unit card for an "UNSULLIED OFFICER" from the game. The card is divided into two main sections. The left section contains two text boxes: the top one is titled "GO DOWN FIGHTING" and describes a penalty for destroying ranks in the unit; the bottom one is titled "ORDER: RELENTLESS" and describes a bonus action after an attack. The right section features a large illustration of the Unsullied Officer, a warrior in a helmet and armor, holding a sword and shield. The card is framed with a dark red border and includes various icons like a dragon and a knight.

UNSULLIED OFFICER

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

ORDER: RELENTLESS
After an Attack on this unit is completed:
This unit may perform 1 Melee Attack Action.

UNSULLIED OFFICER

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Targaryen Units



BRAZEN BEASTS

MOTLEY ARMAMENTS
4+ 7 6 4

ORDER: SENTINEL
After another friendly unit in Long Range is Attacked:
This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

MOTLEY ARMAMENTS
When Attacking, choose 1. If Attacking in the Flank or Rear, gain both:
• +1 Attack Die and **Critical blow**.
• Defender loses all Abilities this Turn.

5+ 6+

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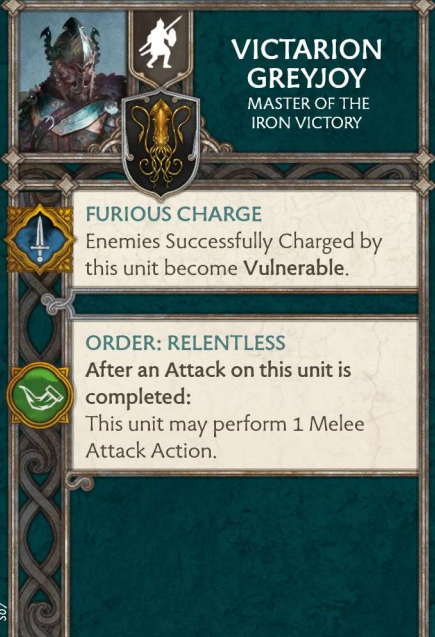


BRAZEN BEASTS

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

Greyjoy Attachments



VICTARION GREYJOY
MASTER OF THE IRON VICTORY

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

ORDER: RELENTLESS
After an Attack on this unit is completed:
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

Greyjoy Units



STONY SHORE PILLAGERS

POLESPEAR

5

4+ 7 5 4

4+ 6+

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. This unit restores 1 Wound for the first token removed and 2 Wounds for the second.

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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.

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NYMERIA SAND
LADY NYM

ESCALATING TENSIONS

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

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

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

S07



NYMERIA SAND
LADY NYM

"Only royal blood can wash out my father's murder."

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CHARACTER

Martell Units



6

SKIRMISHER'S BOW

3+ **7** **5** **4**

SKIRMISHER'S BLADE

3+ **7** **5** **4**

5+ **6+**

SAND SKIRMISHERS

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

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

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



SAND SKIRMISHERS

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

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Bolton NCUs



ROOSE BOLTON
CALCULATING AND CRUEL



CALCULATED CRUELTY

Once per Round, if Roose has not yet Claimed a zone, when an enemy Combat Unit gains a Condition token, you may target up to 2 other Enemy Combat Units in Long Range of it. Each of those units gains 1 Condition token of the same type.

Each time Roose Claims a zone, you may target 1 enemy Combat Unit. It suffers 1 Hit, +1 additional Hit for each Condition token on it.



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."

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CHARACTER



Brotherhood Attachments



THOROS OF MYR
FAITHFUL BELIEVER



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

ORDER: RELENTLESS
After an Attack on this unit is completed:
This unit may perform 1 Melee Attack Action.



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



CHARACTER



2



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

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Brotherhood Units



5

SPEAR

5+ 6 4 3

6+ 6+

PEASANT LEVY

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

GANG-UP
All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.



PEASANT LEVY

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