

★ CARD UPDATES

Periodically, Attachments and Units are evaluated across all factions in efforts to identify under/over-performing items. The last revision pass was found in the v1.5 update, with numerous items across Starks, Lannisters, Neutrals, Free Folk, and Night's Watch being modified. For these factions, this are the last planned revisions for the foreseeable future. The updated cards, as well as Developer Comments, can be found in their respective FAQ documents. Provided below are Printer-Friendly versions of these cards, sorted by Faction.

★ STARKS




RODRIK CASSEL
MASTER-AT-ARMS

ORDER: MARK TARGET
Start of a friendly turn:
1 enemy in Line of Sight and Long Range becomes **Vulnerable**.


EXPOSE OPENING
When targeting **Vulnerable** enemies, this unit may re-roll any Misses.

Updated v1.5



GREATJON UMBER
FIERCE BANNERMAN

ORDER: OVERRUN
When this unit destroys an enemy:
Instead of Maneuvering, this unit may pivot and make a free Charge action.

ONSLAUGHT
If this unit is targeted by , it may make a free Charge action instead of an Attack action.

Updated v1.5



SYRIO FOREL
FIRST BLADE OF BRAAVOS

ORDER: BRAAVOSI WATER DANCE
When this unit is attacked with melee, before Attack dice are rolled:
This attack suffers -1 To Hit

FIRST BLADE'S GUIDANCE
This unit's Melee Attacks gain **Precision** (Hits from rolls of 6 do not allow Defense Saves)

Updated v1.5

BRAN AND HODOR
PROTECTOR AND WARD
"Hodor. Hodor Hodor."
"You're right, it seems dangerous."

CHARACTER



2



RICKON STARK
PRINCE OF WINTERFELL
"Are we going where Shaggydog is?"

CHARACTER



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SANSA STARK
LITTLE BIRD

"REPEATING THE WORDS"
Once per game (anytime), return 1 Tactics card from your discard pile to your hand.
(Flip this card over to show its Ability has been used.)

Updated v1.5

4

EXECUTIONER'S FURY
3+ 8 6 6

6+

HOUSE UMBER GREATAXES

EXECUTIONER'S FURY

- If this unit began the turn engaged with the defender, the defender does not get Defense Saves against this attack.
- If this unit has only 1 remaining rank, this attack gains **Critical Blow** (Rolls of 6 cause 2 Hits).

Updated v1.5

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HOUSE TULLY SWORN SHIELD

House Tully's Sworn Shields bring superior armor and defensive power to the battlefield under the greater banner of House Stark. With their ability to absorb nearly any determined assault, many battles turn on their impressive holding power. While not as fast as other offensive elements, Sworn Shields often define the line behind which assault units can safely retreat after a swift dash at the enemy.

Updated v1.5

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ARROW VOLLEY
3+ 8 8 4

SHORT SWORD
4+ 5 4 3

7+

STARK BOWMEN

ARROW VOLLEY

- **Long Range**
- This attack ignores intervening units and terrain.
- Defenders that fail their Panic Test become **Weakened** and cannot trigger their Orders until the end of the round.

Updated v1.5

6

OUTRIDER'S BLADE
3+ 8 6

6+

STARK OUTRIDERS

ORDER: SWIFT RETREAT

After this unit is attacked with melee: This unit may make a free Retreat action.

CAVALRY

Each model in this unit has 3 Wounds. At the start of this unit's activation, it may make a free Maneuver action.

BUSHWHACK

Enemies this unit successfully Charge in the Flank or Rear become **Panicked** and **Weakened**.

Updated v1.5

★ LANNISTER

BARATHEON BANNERS

The Kingsguard come with 4 Baratheon Banners on their tray. At the start of their activation, they may remove 1 banner to gain 1 of the following effects until the end of their activation.

- This unit may immediately make 1 free Maneuver or Retreat action.
- This unit's Melee Attacks gain **Critical Blow** (Rolls of 6 cause 2 Hits) and **Sundering** (Defenders suffer -1 to their Defense Save rolls).
- This unit's Melee Attacks gain **Vicious** (Defender suffers -2 to their Panic Test) and defenders become **Panicked**.
- When this unit attacks, defenders become **Vulnerable** and **Weakened**.

Updated v1.5

CHAMPION OF THE FAITH

UNWAVERING CONVICTION

When this unit activates, it may make a Morale Test. On a success, it may restore up to 2 Wounds. On a failure, it restores 1 Wound instead.

Updated v1.5

CHAMPION OF THE FAITH

UNWAVERING CONVICTION

When this unit activates, it may make a Morale Test. On a success, it may restore up to 2 Wounds. On a failure, it restores 1 Wound instead.

Updated v1.5

JAIME LANNISTER THE KINGSLAYER

ORDER: COUNTERATTACK

When this unit is attacked with melee, after Attack dice are rolled:
For each blocked Hit, the attacker suffers 1 automatic Hit.

ORDER: KINGSLAYER'S PROWESS

When Jaime's unit activates:
Return 1 of Jaime's Commander Tactics cards from your discard pile to your hand.

Updated v1.5

TYRION LANNISTER THE GIANT OF LANNISTER

ORDER: ADAPTIVE PLANNING

While this unit is engaged:
You may expend a Condition token on an enemy engaged with this unit as if it were any other Condition token.

ORDER: COUNTERSTRATEGY

When an enemy within Short Range uses an Order or is targeted by a Tactics card:
Roll a die. On a 3+, cancel that Order/Tactics card.

Updated v1.5

TYWIN LANNISTER THE GREAT LION

THE RAINS OF CASTAMERE

Once per game, at the start of any turn, choose 1 enemy unit:
That unit becomes **Panicked**, **Vulnerable**, **Weakened**, and it and any Attachments on it lose all Abilities until the end of the round.

(Flip this card over to show its Ability has been used.)

UPDATED: V1.4

3+

8

6

4

BATTLE PRAYER

Each time this unit passes a Morale Test, it gains 1 Faith token. It may expend Faith tokens to do the following:

- When this unit attacks, before Attack dice are rolled: The defender becomes Panicked and Vulnerable.
- When this unit is attacked, before Defense dice are rolled: This unit gains +1 to Defense Save rolls for this attack for each of its destroyed ranks.

Updated v1.5

2+

8

8

THE RAINS OF CASTAMERE

Once per game, at the start of any turn, choose 1 enemy unit:

That unit becomes **Panicked**, **Vulnerable**, **Weakened**, and it and any Attachments on it lose all Abilities until the end of the round.

(Flip this card over to show its Ability has been used.)

UPDATED: V1.4

4+

8

8

4

ORDER: SET FOR CHARGE

If this unit is unengaged and Charged from the Front: This unit may make 1 Attack action against that enemy before they resolve their Charge attack.

HALBERD

- Sundering (Defenders suffer -1 to their Defense Save rolls.)

Updated v1.5

2+

8

8

ORDER: COUNTERATTACK

When this unit is attacked with melee, after Attack dice are rolled: For each blocked Hit, the attacker suffers 1 automatic Hit.

JOFFREY'S RETINUE

This unit consists of 8 models (including Joffrey) and only has 8 Wounds and 2 ranks.

FEARLESS

This unit never suffers penalties to Morale, and may never become Panicked.

Updated v1.5

NEUTRALS

ROOSE BOLTON THE LEECH LORD

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

CHARACTER



2



LORD VARYS THE SPIDER



LITTLE BIRDS

Varys begins the game with 4 Order tokens on him.

When an enemy NCU activates, you may expend 1 Order token on Varys and roll a die.

On a 3+, choose 1:

- That NCU loses all Abilities until the end of the round.
- Cancel the effect of any zone that NCU claims this activation.

Updated v1.5



HOUSE BOLTON FLAYED MEN

WAR FLAIL

3+ 8 6



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3+



6+

CAVALRY

Each model in this unit has 3 Wounds. At the start of this unit's activation, it may make a free Maneuver action.

WAR FLAIL

When charging, this attack gains Vicious (Defender suffers -2 to their Panic Test), and enemies successfully charged become Panicked.

Updated v1.5



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 banding 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 BASTARD'S GIRLS

TRACKER'S BOW

3+ 4 4 4



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6+



5+

TRACKER'S BOW

After this unit completes a Ranged Attack: This unit may make a free Charge action against the targeted enemy.

• Long Range
• If the defender rolls 1 on any Defense Saves, they become Vulnerable.

BLADE AND FANG

• Vicious (Defenders suffer -2 to their Panic Test).

Updated v1.5

NIGHT'S WATCH



JEOR MORMONT
997TH LORD COMMANDER

STALWART
This unit gains +2 to Morale Test rolls.

WILL OF THE LORD COMMANDER
This unit may have 2 attached Vows.
You always counts as controlling all Tactics Zones for any Vow effects on this unit.

Updated v1.5

QHORIN HALFHAND
GRIZZLED RANGER

"Why else do we don these black cloaks, but to die in defense of the realm?"

CHARACTER



2

Updated v1.5



ALLISER THORNE
VINDICTIVE OVERSEER

ORDER: AT ANY COST
If this unit would fail a Panic Test: Kill 1 model in this unit to automatically pass this Panic Test.

VICIOUS
This unit's Melee Attacks gain Vicious (Defender suffers -2 to their Panic Test).

Updated v1.5

WATCH CAPTAIN



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Updated v1.5



WATCH CAPTAIN

ORDER: OATH OF THE BLACK
Start of any turn: Select 1 Tactics Zone. Until the end of the turn, you count as controlling that zone for any Vow effects on this unit.

UNBREAKABLE VOWS
This unit may have 2 attached Vows.

Updated v1.5



SCORPION MODIFICATIONS
OTHELL YARWYCK

This card may only be included if your army if it also includes Othell Yarwyck. It is attached to a friendly Builder Scorpion Crew unit. Each Scorpion may only have 1 Modification. You may ignore the Limited Rule of Builder Scorpion Crews.



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Updated v1.5

NIGHT'S WATCH



JEOR MORMONT
 THE OLD BEAR




DUTY TO THE REALMS OF MEN

Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly unit, it gains the following based on what Tactics Zones you control:

- : Only suffers a maximum of 1 Wound from failing Panic Tests.
- : After Defense Dice are rolled, automatically blocks +1 Hit.
- : Cannot be targeted or affected by enemy Tactics Cards or NCU Abilities.

Updated v1.5



QHORIN HALFHAND
 UNWAVERING RANGER




SACRIFICE FOR THE CAUSE

At the start of any turn, if Qhorin has not been activated, you may kill him. If you do, target 1 enemy Unit. That enemy Unit may not Activate or perform Actions this round.

HALFHAND'S GUIDANCE

Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly Infantry unit, it gains +1  and rolls +1 Attack die.

Updated v1.5



DONAL NOYE
 EXPERT BLACKSMITH




BOLSTER DEFENSE

Donal begins the game with 3 Order Tokens on him.

When a friendly Combat Unit is attacked, after Attack Dice are rolled, you may remove 1 Order Token from Donal.

That unit gains +1 to Defense Save rolls and enemies cannot expend **Vulnerable** tokens from them for this attack.

Updated v1.5



BOWEN MARSH
 FIRST STEWARD
 "For the Watch."




CHARACTER



Updated v1.5



5

GREATSWORD

3+ 8 6 4

4+ 6+

SWORN BROTHERS

GREATSWORD

- Critical Blow (Rolls of 6 cause 2 Hits).
- Sundering (Defenders suffer -1 to Defense Save rolls).

Updated v1.5



7

SWORN BROTHERS

As the mainstay of the Night's Watch forces, the Sworn Brothers face Willings and other northern terrors with stoicism and reserve born of long-training and solid gear. Indeed, having their own forges and smiths allows the average Brother a better kit than the average foot soldier belonging to most great houses (except House Lannister, of course). Sworn Brothers can be relied upon to hold the line, almost regardless of the odds.



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SHORT BOW

3+ 7 6 5

SWIFT STRIKE

3+ 7 6 5

5+ 6+

RANGER HUNTERS

ORDER: QUICK FIRE

After this unit completes a Maneuver or Retreat action:
This unit may make 1 free Ranged Attack action.

SHORT BOW

- Short Range

SWIFT STRIKE

After this attack is completed, this unit may make a free Retreat action if engaged.

Updated v1.5



5

CROSSBOW

3+ 7 7 3

LONGSWORD

4+ 6 5 3

6+ 7+

BUILDER CROSSBOWMEN

ORDER: READY! AIM! FIRE!

When this unit is targeted for a Charge from the Front:
This unit may make 1 Ranged Attack action against that enemy before they resolve their Charge action.

CROSSBOW

- Long Range
- Sundering (Defenders suffer -1 to Defense Save rolls)

Updated v1.5



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SILENT
PREDATOR



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SILENT
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SILENT
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Updated v1.5

Updated v1.5



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★ FREE FOLK



RATTLESHIRT
THE LORD OF BONES

ORDER: TROPHY COLLECTING
After a friendly Combat Unit within Short Range completes a Melee Attack, if it destroyed an enemy rank: Search your Tactics Deck or discard pile for 1 Rattleshirt Tactics card and attach it to that unit, and then shuffle your Tactics Deck.

Updated v1.5



MANCE RAYDER
KING BEYOND THE WALL

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

ORDER: CUNNING STRATEGY
When an enemy within Short Range uses an Order or is targeted by a Tactics Card: Roll a die. On a 3+ cancel that Order/Tactics Card.

RALLY POINT
Friendly units within Short Range may use this unit's Morale Stat for all Morale Tests.

Updated v1.5

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

CHARACTER



0

May only be fielded in an army including Harma, and must be attached to her unit (ignoring the usual attachment restrictions).

JARL
ADVANCE RAID LEADER
"The Wall defends itself."

CHARACTER



1

STYR
IRON-FISTED TYRANT
"These are wildlings... more beast than man."

CHARACTER



Updated v1.5

STYR
IRON-FISTED TYRANT

FURY OF THE THENNS
Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):
While Influencing a friendly unit, each time that unit attacks, it deals an additional D3 Wounds.
When this card is removed from a unit (friendly or enemy), that unit suffers D3 automatic Hits.

Updated v1.5



THE BONE LORD'S CHOSEN

The Bone Lord's Chosen represent the strongest, most savage among the Followers of Bone. Each Chosen takes his place by killing his predecessor through ritual challenge. 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 exceptional cunning and surprising skill at arms.

CHARACTER

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



SAVAGE GIANT

GIANT

- This model has 6 Wounds.
- This model only suffers 1 Wound for every 2 unblocked Hits from any attack or effect (discarding any remainders), and can only suffer a maximum of 2 Wounds from failed Panic Tests (including effects and abilities).

MIGHTY SWING

If this attack generates any Hits, instead of rolling Defense dice, the defender suffers D3+2 Wounds, +1 additional Wound for each Wound this model has suffered.



THE BONE LORD'S CHOSEN

JAGGED WEAPONS

- Vicious (Defender suffers -2 to their Panic Test).

HORRIFIC VISAGE

Each time an enemy targets this unit with a Melee Attack, that enemy suffers a Panic Test before resolving that attack.

CUT THEM DOWN!

When an enemy engaged with this unit fails a Panic Test they suffer 2 additional Wounds.



FOLLOWERS OF BONE

JAGGED WEAPONS

- Vicious (Defender suffers -2 to their Panic Test).

HORRIFIC VISAGE

Each time an enemy targets this unit with a Melee Attack, that enemy suffers a Panic Test before resolving that attack.

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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 hurt them with deadly accuracy. Intelligent commanders can make full use of this capability.

