



5

STAG'S FURY

3+ 7 7 7

4+ 5+

STAG KNIGHTS

#### 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.

#### STAG'S FURY

This Attack gains the following based on the Game Round (effects are cumulative):

- 2+: Critical Blow
- 3+: Vicious
- 4+: Sundering
- 5+: Deals +1 Hit for each of this unit's remaining ranks.



4

WAR HAMMER

4+ 6 5 4

3+ 6+

BARATHEON WARDENS

#### WAR HAMMER

If the Defender rolls a 1 on any Defense Dice, after this Attack is completed, they become Weakened.

#### COUNTERSTRIKE

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



5

DOUBLE HAMMERS

4+ 7 6 4

4+ 6+

BARATHEON SENTINELS

#### 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.

#### DOUBLE HAMMERS

- Sundering



4

LONGSWORD

3+ 7 5 4

3+ 6+

ROSE KNIGHTS

#### PERSEVERANCE AND VALOR

Each time this unit performs a Melee Attack, before rolling Attack Dice, it restores 1 Wound.

#### DEADLY BLOOM

Each time this unit restores Wounds, target 1 enemy it is engaged with. They suffer 1 Wound.



5

SWORD OF THE FAITH

4+ 7 6 4

5+ 4+

RHILOR FAITHFUL

#### HEART OF FIRE

This unit begins the game with 1 Faith token. Each time it passes a Morale Test, it gains 1 Faith token. Faith tokens may be expended to do the following:

- When an enemy engaged with this unit performs an Attack, before resolving that Attack: For each of this unit's destroyed ranks, the Attacker suffers 3 Hits.
- When this unit performs a Melee Attack, before rolling Attack Dice: This Attack gains Precision and Vicious.
- When this unit is destroyed: 1 other Rhilor unit in Long Range performs 1 Attack Action.



4

CHAMPION'S WRATH

3+ 7 5

2+ 6+

CHAMPIONS OF THE STAG

#### CAVALRY

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

#### CHAMPION'S WRATH

- Critical Blow
- Enemies Successfully Charged become Weakened.



4

NOBLE'S WRATH

3+ 3

2+ 3+

2021

DRAGONSTONE NOBLE

#### 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.

#### SOLO RIDER

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.

#### NOBLE'S WRATH

- Sundering
- Deals +2 Hits for each Wound this unit has suffered.

5

GREATSWORD

3+ 7 6 4

4+ 6+

2021

KING'S MEN

#### ORDER: KING'S BLADE

After this unit is Attacked:  
Search your Tactics Deck or discard pile for 1 Ours is The Fury! and add it to your hand. Shuffle your Tactics Deck.

#### ORDER: TO THE LAST!

When this unit is destroyed:  
This unit performs 1 Morale Test. On a success, it is not destroyed but remains in play with 1 Wound, then becomes Panicked and Vulnerable.

5

LONGSWORD

3+ 7 5 4

3+ 5+

2021

R'HLLOR QUEEN'S MEN

#### ORDER: QUEEN'S BLADE

When a friendly R'hllor unit in Short Range is Attacked, before Attack Dice are rolled:  
Search your Tactics Deck or discard pile for 1 Baratheon Conviction or Stag's Resilience card and add it to your hand. Shuffle your Tactics Deck.

#### ORDER: TO THE LAST!

When this unit is destroyed:  
This unit performs 1 Morale Test. On a success, it is not destroyed and remains in play with 1 Wound, then becomes Panicked and Vulnerable.

5

FIREARROWS

3+ 8 7 4

DAGGERS

5+ 5 4 3

5+ 6+

2021

R'HLLOR LIGHTBRINGERS

#### FIRE ARROWS

- Vicious
- If the Defender fails their Panic Test, they suffer +1 Wound and 1 other enemy in Short Range of the Defender suffers 1 Panic Test.

CORTNAY PENROSE

RELIABLE CASTELLAN

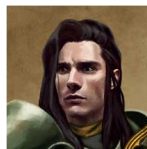





































CASTELLAN'S DUTY

Cortnay begins the game with 3 Order tokens on him.




Each time an enemy NCU activates, you may remove 1 Order token from Cortnay. If you do, choose 2 zones. If that NCU Claims either zone this Turn, before resolving that zone's effect, target any number of friendly Combat Units. Restore D3+2 Wounds (total) across these units.

2021




<div>  <div>  <div> <b>RENLY BARATHEON</b>  THE CHARISMATIC HEIR </div>  </div> </div> <div>  <b>BOLDNESS AND COURAGE</b>  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. </div> <div>  <b>EMBOLDEN</b>  Friendly units in Short Range gain +1 to Morale Test rolls. </div> <div> <b>LOYALTY: RENLY BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> <b>STANNIS BARATHEON</b>  THE RIGHTFUL HEIR </div>  </div> </div> <div>  <b>ORDER: ADAPTIVE PLANNING</b>  Start of any Turn:  Target 1 unit in Long Range. Replace 1 Condition token on that unit with any other Condition token. </div> <div>  <b>ORDER: MARK TARGET</b>  Start of a friendly Turn:  Target 1 enemy in Line of Sight and Long Range. They become <b>Vulnerable</b>. </div> <div> <b>LOYALTY: STANNIS BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> <b>STANNIS BARATHEON</b>  THE ONE TRUE KING </div>  </div> </div> <div>  <b>AFFILIATION: R'HLLOR</b>  This unit is a R'hllor unit. </div> <div> <b>DAUNTLESS</b>  Each time this unit passes a Morale Test, it restores 1 Wound. </div> <div> <b>IRON RESOLVE</b>  This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests. </div> <div> <b>LOYALTY: STANNIS BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>
<div>  <div>  <div> <b>DAVOS SEAWORTH</b>  HERO OF BLACKWATER </div>  </div> </div> <div> <b>LOYALTY: STANNIS BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div> <div> <b>OUTFLANK</b>  You may hold this unit off the table (<i>In Reserve</i>) instead of Deploying them. When a friendly NCU Claims , you may replace that zone's effect with: <i>Deploy 1 unit from Reserve fully within Short Range of any Flank table edge.</i> </div> <div> <b>PATHFINDER</b>  This unit ignores the Dangerous, Hindering and Rough keywords. </div>	<div>  <div>  <div> <b>ANDREW ESTERMONT</b>  FIRST OF THE KING'S MEN </div>  </div> </div> <div>  <b>TRUE CONVICTION</b>  If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice. </div> <div> <b>FIRST OF THE KING'S MEN</b>  You count as Controlling the  and  zones for Tactics cards that target this unit. </div> <div> <b>LOYALTY: STANNIS BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> <b>RENLY BARATHEON</b>  LORD PARAMOUNT OF THE STORMLANDS </div>  </div> </div> <div>  <b>BOISTEROUS CHARISMA</b>  This unit may never be targeted by enemy Orders, Tactics cards, or be Influenced by enemy NCUs. </div> <div> <b>LOYALTY: RENLY BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div> <div> <b>STALWART</b>  This unit gains +2 to Morale Test rolls. </div>
<div>  <div>  <div> <b>LORAS TYRELL</b>  THE KNIGHT OF FLOWERS </div>  </div> </div> <div>  <b>EXPERT DUELIST</b>  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 3+, destroy that Attachment. </div> <div> <b>DAUNTLESS</b>  Each time this unit passes a Morale Test, it restores 1 Wound. </div> <div> <b>LOYALTY: RENLY BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> <b>ELDON ESTERMONT</b>  LORD OF GREENSTONE </div>  </div> </div> <div>  <b>ORDER: MARK TARGET</b>  Start of a friendly Turn:  Target 1 enemy in Line of Sight and Long Range. They become <b>Vulnerable</b>. </div> <div> <b>HARDENED</b>  Each time an enemy performs an Attack on this unit, after rolling Defense Dice, this unit blocks +1 Hit, and an additional +1 Hit for each of its destroyed ranks. </div> <div> <b>LOYALTY: RENLY BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> <b>AXELL FLORENT</b>  FIRST OF THE QUEEN'S MEN </div>  </div> </div> <div>  <b>AFFILIATION: R'HLLOR</b>  This unit is a R'hllor unit. </div> <div> <b>INTIMIDATING PRESENCE</b>  Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests. </div> <div> <b>STALWART</b>  This unit gains +2 to Morale Test rolls. </div> <div> <b>LOYALTY: STANNIS BARATHEON</b>  Your army may never include Units or Attachments with different Loyalties. </div>










**CORTNAY PENROSE**  
 CASTELLAN OF STORM'S END

**BOOKKEEPING**  
 As long as Cortnay Penrose is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.

**ORDERS OF THE CROWN**  
 Each time a friendly NCU Claims , you may replace that zone's effect with: *Cortnay Penrose's unit performs 1 Maneuver or March Action.*

**LOYALTY: RENLY BARATHEON**  
 Your army may never include Units or Attachments with different Loyalties.

**STAG KNIGHT NOBLE**

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

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

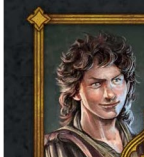


**STUBBORN TENACITY**  
 Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.







**MASTER WARDEN**




**STAND YOUR GROUND**  
 Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.


**DEVAN SEAWORTH**  
 KING'S SQUIRE



**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 for any Charge Distance Dice.


**TRUE CONVICTION**  
 If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.

**DAVOS SEAWORTH**  
 ONION KNIGHT


**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.


**TRUE CONVICTION**  
 If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.









**ANDREW ESTERMONT**  
 TRUE LOYALIST



**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.


**TRUE CONVICTION**  
 If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.

**LORAS TYRELL**  
 KING'S SQUIRE


**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 3+, destroy that Attachment.


**PRECISION**  
 This unit's Melee Attacks gain Precision.





**BRIENNE THE BLUE**

**RENLY'S PROTECTOR**  
 After Renly Baratheon's unit is Attacked, this unit performs 1 Attack or Charge Action on the Attacker.





**RED PRIESTESS**


**DIVINE SACRIFICES**  
 Each time this unit Attacks, before rolling Attack Dice, it may suffer 1 Wound and 1 Panic Test. If it does, the Defender becomes Panicked and Vulnerable.



PIKEMEN

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.

THORN WATCH

SENTINEL

**DAUNTLESS**

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

**PATHFINDER**

This unit ignores the Dangerous, Hindering and Rough keywords.

DRAGONSTONE

NOBLE

**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.

AXELL

FLORENT

FANATICAL DEVOTEE

**AFFILIATION: R'HLLOR**

This unit is a R'hllor unit.

**ZEALOUS FANATICISM**

This unit's Melee Attacks gain Vicious and always roll their highest Attack Die Value. This unit suffers 1 Wound for each Attack Die roll of 1.

**INTIMIDATING PRESENCE**

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

CORTNAY

PENROSE

LOYAL TACTICIAN

**ORDER: TACTICAL REPOSITION**

Start of an enemy Turn:

Target 1 friendly unit in Short Range. They perform a 3" shift.

**ORDERS OF THE CROWN**

Each time a friendly NCU Claims , you may replace that zone's effect with:

*Cortnay Penrose's unit performs 1 Maneuver or March Action.*





**ALESTER FLORENT**  
 LORD OF BRIGHTWATER




**SHIFTING LOYALTIES**  

Alester begins the game with 3 Order tokens on him.

Each time Alester Claims a zone, after resolving that zone's effect, you may remove 1 Order Token from him. If you do, move him to any empty zone, or switch zones with any other NCU.



**SHYRA ERROL**  
 LADY OF HAYSTACK HALL





**SUPPORT OF HAYSTACK HALL**  



Each time Shyra Claims , restore 1 Wound to 1 friendly Combat Unit.

Each time Shyra Claims , remove 1 Condition Token from 1 friendly Combat Unit.

Each time Shyra Claims , if you remove a token, place 1 Condition Token of that type on 1 enemy Combat Unit.



**MELISANDRE**  
 THE RED WOMAN

**SACRIFICES TO THE LORD OF LIGHT**  

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

When Melisandre Influences a friendly unit, you may have them suffer 2 Wounds and 1 Panic Test. If you do, target 1 enemy Combat Unit. That enemy suffers 1 Panic Test with -2 to their roll and +2 Wounds on failure.

While Influencing a friendly unit, that unit is a R'hllor unit and its Melee Attacks gain Vicious.



**DAVOS SEAWORTH**  
 HAND OF THE TRUE KING





**SMUGGLER'S CUNNING**  



Davos begins the game with 3 Order tokens on him.

Each time a friendly unit Charges, after rolling Charge Distance Dice, you may remove 1 token from Davos. If you do, you may re-roll any Charge Distance Dice.

Each time a friendly unit Activates, you may remove 1 token from Davos. If you do, until the end of the Turn, enemies engaged with that unit may not use Orders or be the target of friendly Tactics cards.



**SELYSE & SHIREEN**  
 QUEEN AND PRINCESS


**FERVENT CONVICTION**  

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

While Influencing a unit, it gains +1 to Morale Test rolls and, each time it passes a Morale test, 1 enemy it is engaged with suffers 1 Wound.

**NECESSARY SACRIFICES**  

When a friendly Combat Unit would be destroyed, you may destroy Selyse & Shireen. If you do, that unit is not destroyed, but remains in play with D3 Wounds. Until the end of the game, it is a R'hllor unit.





**AXELL FLORENT**  
 HAND OF THE QUEEN




**IN R'HLLOR'S NAME**  

**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, if you Control , they suffer +1 Wound from failing Panic Tests.

If you Control , they cannot be the target of friendly Tactics cards.



**MARGAERY TYRELL**  
 LITTLE ROSE





**A ROSE AND ITS THORNS**  

Each time Margaery Claims a zone, you may target 1 friendly Combat Unit. They restore 1 Wound. You may then target 1 enemy engaged with that unit. They become Vulnerable.



**OLENNA TYRELL**  
 QUEEN OF THORNS

**PULLING WEEDS**  

Each time Olenna Claims a zone, target 1 enemy NCU and choose 1:

- That NCU loses all Abilities until the end of the Round.
- If that NCU Claims a zone this Round, before resolving that zone's effect, target 1 enemy Combat Unit. They suffer D3 Hits and becomes Weakened.



**ELDON ESTERMONT**  
 VENERABLE KNIGHT




**ELDERLY CAUTION**  

Each time Eldon Claims a zone, you may replace that Zone's effect with:

Draw 3 Tactics Cards, then shuffle 1 card from your hand into your Tactics Deck.