

5

**FURIOUS SWING**

2+ 1

4+ 5+

**SAVAGE GIANT**

#### GIANT

- This unit has 6 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.

#### FURIOUS SWING

Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each Wound this unit has suffered.

6

**WILDLING BOW**

4+ 6 5 4

**CRUDE WEAPONS**

5+ 5 4 3

6+ 8+

**FREE FOLK TRAPPERS**

#### ORDER: HIDDEN TRAPS

When an unengaged enemy in Long Range performs any Action, before resolving that Action: That enemy suffers 1 Hit for each of its remaining ranks and triggers a Disorderly Charge on Charge Distance rolls of 1 or 2 this Turn.

5

**CRUDE WEAPONS**

4+ 6 5 4

5+ 7+

**FREE FOLK RAIDERS**

#### DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

#### INSIGNIFICANT

This unit cannot grant Victory Points from Victory Through Combat.

5

**SPEAR TOSS**

4+ 4 4 4

**SPEAR**

4+ 6 6 4

5+ 7+

**SPEARWIVES**

#### ORDER: CHARGING VOLLEY

After this unit completes a Ranged Attack: This unit performs 1 Charge Action on the Defender.

#### COORDINATED ASSAULT

When Charging, deals +1 Hit for each remaining rank in this unit.

6

**FRENZIED SWINGS**

4+ 6 7 8

6+ 4+

**CAVE DWELLER SAVAGES**

#### FRENZIED SWINGS

- Sundering
- Gains +1 to Hit for each of this unit's destroyed ranks.
- After completing this Attack, this unit suffers 1 Wound for each Attack Die roll of 1.

5

**JAGGED WEAPONS**

4+ 7 5 4

5+ 7+

**FOLLOWERS OF BONE**

#### JAGGED WEAPONS

- 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.





5

BRONZE WEAPONS

4+ 7 5 4

4+ 6+

THENN WARRIORS

#### ORDER: TAUNT

When an enemy in Short Range

#### Activates:

If that enemy can Charge this unit, it performs 1 Morale Test with -1 to their roll for each remaining rank in this unit. On a failure, it performs 1 Charge Action on this unit (*this is their Action for the Turn*).

#### UNYIELDING

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



5

SAVAGE MAULING

3+ 1

5+ 2+

BEAR

#### BONDED BEAR

- This unit has 1 Wound and cannot grant Victory Points.
- If this unit is destroyed, it cannot be selected by its Skinchanger again.
- If this unit was selected, when its Bonded Skinchanger Activates, Deploy it engaged in the Front or Flank of 1 enemy engaging its Skinchanger. It then performs 1 Melee Attack Action. Remove this unit at the end of the Round.

#### SAVAGE MAULING

Defenders do not roll Defense Dice.



5

JAGGED WEAPONS

3+ 7 6 4

5+ 6+

THE BONELOORD'S CHOSEN

#### JAGGED WEAPONS

- 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.

#### PREY ON FEAR

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



6

RAMPAGE

4+ 6

3+ 6+

WAR MAMMOTH

#### MAMMOTH

- This unit has 8 Wounds.
- This unit cannot Control Objectives.
- If this unit fails a Panic Test, instead of suffering Wounds, it performs 1 Trample Action. Your opponent moves it during its pivot.

#### TRAMPLE

Each time this unit performs a March Action, it may replace that Action with a Trample Action:

Pivot it, then move it 12", moving through units. If it ends over a unit, it instead stops 1" before it. Each non-Solo unit moved through, or that it would have ended on, suffers D3 Wounds.



TORMUND GIANTSBANE

THUNDERFIST

ORDER: OVERRUN

When this unit Surges Forth:  
Instead of Surging Forth, this unit performs 1 Charge Action.

FURIOUS CHARGE

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

2021

MANCE RAYDER

KING BEYOND THE WALL

ORDER: COUNTERSTRATEGY

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

INSPIRING PRESENCE

This unit's Morale Stat becomes 5+.

RALLY POINT

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

2021

STYR

MAGNAR OF THENN

ORDER: THENN SUPREMACY

After an enemy completes an Attack on this unit:  
Target the Attacker. They suffer 1 Panic Test with -1 to their roll and +1 Wounds on failure for each remaining rank in this unit.

IRON RESOLVE

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

2021

RATTLESIRT

THE LORD OF BONES

ORDER: TROPHY COLLECTING

After a friendly unit completes a Melee Attack, if it destroyed an enemy rank:  
Search your Tactics Deck or discard pile for 1 of Rattleshirt's Commander Tactics cards and play it. Shuffle your Tactics deck.

INTIMIDATING PRESENCE

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

2021

HARMA

VANGUARD COMMANDER

ORDER: SUPERIOR FLANKING

When a friendly unit in Long Range performs an Attack, before rolling Attack Dice:  
If Attacking the Defender in the Flank or Rear, the Defender becomes **Panicked** and **Vulnerable**.

ENHANCED MOBILITY

This unit gains +1 and may pivot before Marching.

2021

THE WEEPER

HORRIFIC BUTCHER

ORDER: GRISLY EXAMPLE

Start of any Turn:  
This unit suffers 1 Wound.  
Target all enemies in Short Range. They become **Panicked**.

WEAKEN RESOLVE

Each time an enemy engaged with this unit fails a Panic Test, they become **Weakened**.

2021

TORMUND GIANTSBANE

TALL-TALKER,  
HORN-BLOWER,  
BREAKER OF ICE

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** and **Vulnerable**.

STALWART

This unit gains +2 to Morale Test rolls.

2021

RAID LEADER

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.

2021

CAVE DWELLER ALPHA

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.

2021





## SPEARWIFE MATRIARCH

### ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:

This unit performs 1 Retreat Action.



## SKINCHANGER

### BONDED SKINCHANGER

At the start of each Round, select Bear, Eagle, or Wolf. See that unit's card for additional effects.

### STALWART

This unit gains +2 to Morale Test rolls.



## EAGLE

### BONDED EAGLE

Each time this unit is selected, target 1 enemy. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

### AERIAL SCOUTING

Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, this model's Skinchanger unit may perform a 2" shift.



## WOLF

### BONDED WOLF

Each time this unit is selected, target 1 enemy in Long Range of its Skinchanger's unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

### PREDATOR'S INSTINCTS

Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2. When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice.



## CHOSEN OF STYR

### 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.



## CHAMPION OF BONE

### INTIMIDATING PRESENCE

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



## RATTLESIRT RUTHLESS SLAUGHTERER

### 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.

### INTIMIDATING PRESENCE

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



## HARMA THE DOGSHEAD

### 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.

### ENHANCED MOBILITY

This unit gains +1 and may pivot before Marching.



## HARMA'S BANNERMAN

### HARMA'S VASSAL

This model counts as Harma when its unit is being targeted by Tactics cards

### REGROUP

After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.





**LADY VAL**  
THE WILDLING PRINCESS

**LADY OF THE WILDS**

Each time Lady Val Claims a zone, you may replace that zone's effect with:  
1 friendly Combat Unit performs 1 Maneuver or Retreat Action. If they Retreat, 1 enemy they disengage from becomes **Vulnerable**.



**MANCE RAYDER**  
ARTFUL TACTICIAN

**SKILLFUL PREPARATIONS**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):  
While Influencing a unit, each time that unit is targeted by a Tactics Zone, before resolving that zone's effect, you may draw 1 Tactics card.



**CRASTER**  
ALLY OF CONVENIENCE

**REFUGE AND SUPPLIES**

Once per game, at the start of any Turn, you may restore 2 Wounds to 1 friendly unit.  
Each time Craster Claims a zone, you may replace its effect with:  
Draw 1 Tactics card and restore 2 Wounds to 1 friendly Combat Unit.



**STYR**  
IRON-FISTED TYRANT

**FURY OF THE THENNS**

**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's Melee Attacks gain +1 Attack Die and **Sundering**.



**YGRITTE**  
KISSED BY FIRE

**SPEARWIFE'S GUILF**

**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 gains +1 and ignores the **Hindering** and **Rough** keywords.  
While Influencing an enemy unit, that enemy suffers -1 and triggers Disorderly Charges on rolls of 1 or 2.



**THE WEEPER**  
CRUEL TYRANT

**ORDER: GRISLY EXAMPLE**

Start of any Turn:  
This unit suffers 1 Wound.  
Target all enemies in Short Range. They become **Panicked**.

**VICIOUS**

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



**WALRUS CLAN CHIEFTAIN**

**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.



**YGRITTE**  
SPEARWIFE ARCHER

**ORDER: MARK TARGET**

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

**DISRUPT**

Enemies engaged with this unit suffer -1 to Hit.



**JARL**  
ADVANCE  
RAID LEADER

**OUTFLANK**

You may hold this unit off the table (*In Reserve*) instead of Deploying them. When a friendly NCU Claims , you may replace that zone's effect with:  
Deploy 1 unit from Reserve fully within Short Range of any Flank table edge.