



**LANCE**

5

3+ 6 4

**ORDER: LANNISTER 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.

**CAVALRY**

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

**LANCE**

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



**KNIGHTS OF CASTERLY ROCK**

3+ 6+



**LONGSWORD**

4

4+ 6 5 4

**ORDER: LANNISTER 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.



**LANNISTER GUARDSMEN**

3+ 7+



**HALBERD**

5

4+ 7 7 4

**ORDER: SET FOR CHARGE**

When this unit is Successfully Charged from the Front or Flank:

If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

**HALBERD**

- Sundering



**LANNISTER HALBERDIERS**

4+ 6+



**MARAUDER'S BLADES**

5

4+ 7 5 4

**MARAUDER'S BLADES**

- Critical Blow
- Gains +1 to Hit and Vicious when Attacking enemies with fewer remaining ranks.

**PREY ON FEAR**

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



**HOUSE CLEGANE MOUNTAIN'S MEN**

4+ 7+



**PYROMANCERS**

5

3+ 7 7 4

3+ 7 7 4

6+ 6+

- WILDFIRE**
- Vicious
  - Defenders do not roll Defense Dice.
  - After completing this Attack, for each Attack Die roll of 1, this unit suffers 1 Wound.

**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.



**LANNISTER CROSSBOWMEN**

5

4+ 6 6 4

5+ 5 4 3

5+ 5+

7+

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





5

LONG SWORD

3+ 7 5 4

4+ 6+

RED CLOAKS



4

CLEAVING BLOWS

3+ 3

2+ 4+

GREGOR CLEGANE  
THE MOUNTAIN THAT RIDES



5

ANointed BLADE

3+ 7 6 4

4+ 5+

THE WARRIOR'S SONS



5


BLUDGEON

5+ 5 4 4


6+ 4+

POOR FELLOWS

#### FEARLESS AVARICE

While you Control , this unit suffers -1 Wound from failed Panic Tests.

#### LANNISTER JUSTICE

While you Control , each time this unit performs an Action, before resolving that Action, 1 enemy in Long Range suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit.

#### THE MOUNTAIN THAT RIDES

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver action.

#### CLEAVING BLOWS

- When Charging, gains **Critical Blow**.
- Defenders do not roll Defense Dice.

#### INTIMIDATING PRESENCE

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

#### BATTLE PRAYER

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 is performing an Attack on this unit, after rolling Defense Dice:  
This unit blocks +1 Hit, +1 additional Hit for each of its destroyed ranks.
- When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack gains **Sundering** and may re-roll any Attack Dice.

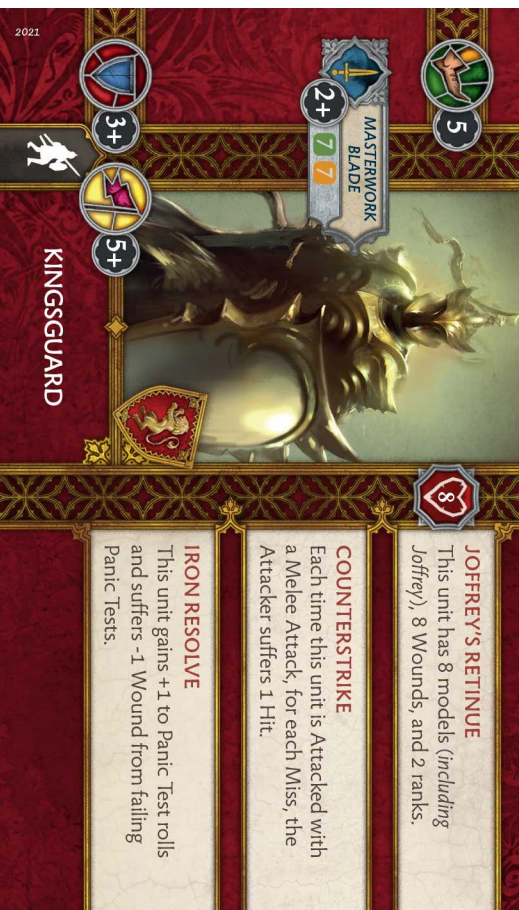
#### FANATICAL ZEAL

This unit begins the game with 1 Faith token. Each time this unit passes a Morale Test, it gains 1 Faith token. Each time this unit is performing a Melee Attack, before rolling Attack Dice, it may expend 1 Faith token. If it does, this Attack gains **Precision** and may re-roll any Attack Dice.

#### ZEALOUS RESURGENCE

Each time this unit Activates, it may expend 1 Faith token. If it does, it restores 2 Wounds, +1 Wound if it has only 1 remaining rank.

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5

MASTERWORK BLADE

2+ 7 7

3+ 5+

KINGSGUARD

8

JOFFREY'S RETINUE  
This unit has 8 models (including Joffrey), 8 Wounds, and 2 ranks.

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

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



 <p><b>TYWIN LANNISTER</b> LORD OF CASTERLY ROCK</p> <p><b>ORDER: THREATEN</b> When this unit Activates: Target 1 enemy in Long Range. They become <b>Weakened</b>.</p> <p><b>ORDER: LANNISTER SUPREMACY</b> 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.</p>	 <p><b>TYRION LANNISTER</b> HALFMAN</p> <p><b>ORDER: COUNTERSTRATEGY</b> 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.</p> <p><b>ORDER: TACTICAL REPOSITION</b> Start of an enemy Turn: Target 1 friendly unit in Short Range. They perform a 3" shift.</p>	 <p><b>JAIME LANNISTER</b> THE KINGSLAYER</p> <p><b>COUNTERSTRIKE</b> Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.</p> <p><b>DISRUPT</b> Enemies engaged with this unit suffer -1 to Hit.</p>
 <p><b>GREGOR CLEGANE</b> THE MOUNTAIN</p> <p><b>AFFILIATION: HOUSE CLEGANE</b> This unit is a House Clegane unit.</p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p> <p><b>UNSTOPPABLE WRATH</b> This unit's Melee Attacks deal +2 Wounds.</p>	 <p><b>JOFFREY BARATHEON</b> FIRST OF HIS NAME</p> <p><b>THE KING IS DEAD!</b> When Joffrey is destroyed, your opponent gains 2 Victory Points and each of your units in Long Range becomes <b>Panicked</b>.</p>	 <p><b>THE HIGH SPARROW</b> HIS HIGH HOLINESS</p> <p><b>ORDER: INCITE</b> When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains <b>Vicious</b> and rolls its highest Attack Die Value.</p> <p><b>EMBOLDEN</b> Friendly units in Short Range gain +1 to Morale Test rolls.</p>
 <p><b>ASSAULT VETERAN</b></p> <p><b>INTIMIDATING PRESENCE</b> Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.</p>	 <p><b>GUARD CAPTAIN</b></p> <p><b>IRON RESOLVE</b> This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.</p>	 <p><b>SANDOR CLEGANE</b> THE HOUND</p> <p><b>AFFILIATION: HOUSE CLEGANE</b> This unit is a House Clegane unit.</p> <p><b>FUELED BY SLAUGHTER</b> 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.</p> <p><b>FURIOUS CHARGE</b> Enemies Successfully Charged by this unit become <b>Vulnerable</b>.</p>






## BARRISTAN SELMY

LORD COMMANDER OF THE KINGSGUARD

### DUTY TO THE CROWN

Each time this unit passes a Morale Test, it restores 1 Wound. If you Control , restore +1 Wound.

### STALWART

This unit gains +2 to Morale Test rolls.



## JAIME LANNISTER

KINGSGUARD

### 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.

### COUNTERSTRIKE


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



## MANDON MOORE

KINGSGUARD

### DOMINANCE OF THE CROWN


If you Control  when this unit is performing a Melee Attack, this Attack gains +1 to Hit and Sundering.



## MERYN TRANT

KINGSGUARD

### INTIMIDATION OF THE CROWN


If you Control , when this unit is performing a Melee Attack, before rolling Attack Dice, the Defender becomes **Panicked** and **Weakened**.



## ARYS OAKHEART

KINGSGUARD

### PROTECTION OF THE CROWN


While you Control , each time this unit is Attacked, it may re-roll any Defense Dice.



## BOROS BLOUNT

KINGSGUARD

### VENGEANCE OF THE CROWN


After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 1 Wound for each of this unit's destroyed ranks.



## PRESTON GREENFIELD

KINGSGUARD

### ORDERS OF THE CROWN

Each time a friendly NCU Claims , you may replace that zone's effect with:  
*Preston Greenfield's unit performs 1 Maneuver or March Action.*



## CHAMPION OF THE FAITH

### 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**.



## GREGOR CLEGANE

LORD TYWIN'S MAD DOG

### UNSTOPPABLE WRATH

This unit's Melee Attacks deal +2 Wounds.

### UNCONTROLLED RAGE

Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.





### JAIME LANNISTER

THE YOUNG LION



#### ORDER: MARTIAL TRAINING

When this unit is performing a Melee Attack before rolling Attack Dice: This Attack may re-roll any Attack Dice and the Defender becomes Vulnerable.

#### STALWART

This unit gains +2 to Morale Test rolls.



### GREGOR CLEGANE

MOUNTED BEHEMOTH



#### UNSTOPPABLE WRATH

This unit's Melee Attacks deal +2 Wounds.

#### UNCONTROLLED RAGE

Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.



### JAIME LANNISTER

MAIMED HOSTAGE




#### VALUABLE CAPTIVE

This unit gains +1 to Morale Test rolls. When Jaime is destroyed, your opponent gains 1 Victory Point.



#### VENGEFUL CAPTIVE

While your opponent Controls , this unit suffers -1 to Hit.



### TYRION LANNISTER

THE GIANT  
OF LANNISTER



#### 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.



### TURNCOAT

#### SABOTAGE AND SUBVERT

Once per game, at the start of any Turn, your opponent may deal this unit 1 Wound (*remove this model*). If they do, they place 1 Condition token on this unit, and it may not use Orders or be the target of friendly Tactics cards this Turn.



### SENTINEL ENFORCER



#### 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*).



### CLEGANE BUTCHER



#### 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.

#### WEAKEN RESOLVE

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





**TYWIN LANNISTER**  
 THE GREAT LION




**THE RAINS OF CASTAMERE**

Once per game, at the start of any Turn, target any number of enemy Combat Units:

- 1 of those enemies becomes **Panicked**.
- 1 of those enemies becomes **Vulnerable**.
  - 1 of those enemies suffers 4 Hits.
- 1 of those enemies suffers 1 Panic Test.
- 1 of those enemies loses all Abilities until the end of the Round.

*(The same Combat Unit may be targeted by multiple effects)*




**PYCELLE**  
 GRAND MAESTER






**MANIPULATION AND DECEPTION**

Each time Pycelle Claims a zone, target 1 enemy Combat Unit. They become **Weakened**.



**THE HIGH SPARROW**  
 FATHER OF THE FAITHFUL

**FEALTY TO THE SEVEN**

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

While Influencing an enemy, each time that enemy suffers Wounds from failing Panic Tests, target 1 friendly unit in Long Range. They restore that many Wounds, up to 3.



**TYRION LANNISTER**  
 THE IMP




**TACTICAL MASTERMIND**

Your maximum Tactics Hand size is increased by +1. You start the game with 4 cards and may draw up to 4 cards when re-filling your hand.

Once per game, when an opponent plays a Tactics card, before resolving that card, you may search your Tactics deck or discard pile for 1 **Counterplot** card and play it. Shuffle your Tactics deck.



**CERSEI LANNISTER**  
 QUEEN REGENT




**PLAYING THE GAME**

Cersei begins the game with 2 Order tokens.

Each time Cersei Claims a zone, you may remove 1 Order token from her. If you do, perform the following:

If you Control , search your Tactics deck or discard pile for 1 **Hear Me Roar!** card and add it to your hand. Shuffle your Tactics deck.

If you Control , search your Tactics deck or discard pile for 1 **Subjugation of Power** card and add it to your hand. Shuffle your Tactics deck.



**JOFFREY BARATHEON**  
 LORD OF THE SEVEN KINGDOMS




**MIGHT OF THE IRON THRONE**

Each time Joffrey Claims a zone other than , your opponent may target 1 of your Combat Units. They become **Panicked**.

While Joffrey is on the Tactics Board, you count as Controlling .

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

While Influencing an enemy, that enemy suffers +1 Wound from failing Panic Tests.