









VARGO HOAT THE GOAT OF HARRENHAL







AFFILIATION: HOUSE BOLTON This unit is a House Bolton unit.

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.



ORDER: THREATEN

When this unit Activates:

SADISTIC MUTILATION

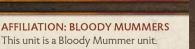
After this unit completes a Melee Attack,

you may expend 1 Weakened token

from the Defender. If you do, destroy

1 Infantry Attachment in that unit.

Target 1 enemy in Long Range. They become Weakened.





AFFILIATION: STORMCROWS This unit is a Stormcrow unit.

IMPROVED ARMAMENTS

While you Control , this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value.

MOTIVATED BY COIN

Each time a friendly NCU Claims (5), you may replace that zone's effect with: Daario Naharis' unit performs 1 Attack Action.



ROOSE BOLTON

THE LEECH LORD



DREADFORT CAPTAIN

PREY ON FEAR

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



RAMSAY SNOW



AFFILIATION: HOUSE BOLTON

This unit is a House Bolton unit.

FUELED BY SLAUGHTER

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.

INTIMIDATING PRESENCE

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



AFFILIATION: HOUSE BOLTON

When an enemy engaged with this

Target 1 other enemy in Long Range of

their roll for each remaining rank in this

unit. On failure, it suffers +1 Wound.

this unit. It suffers 1 Panic Test with -1 to

This unit is a House Bolton unit.

INTIMIDATING PRESENCE

ORDER: SPREAD FEAR

unit fails a Panic Test:

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



THEON **GREYJOY**

ORDER: SET AN EXAMPLE

Start of any Turn:

Target all enemies in Short Range. They become Panicked. Roll a die, on a 6, destroy Theon.





BRIENNE

KNIGHTLY VOW

After Deployment, target 1 enemy unit. When Attacking or Charging that enemy, this unit's Melee Attacks gain +1 to Hit and it may re-roll any Charge Distance Dice.

This unit gains +2 to Morale Test rolls.





BRONN

LOYALTY THROUGH COIN

While you Control , this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.

MOTIVATED BY COIN

Each time a friendly NCU Claims , you may replace that zone's effect with: Bronn's unit performs 1 Attack Action.







MASTER OF THE GAME

Each time Petyr Claims a zone, you may replace its effect with the effect of any unclaimed zone.

Once per game, at the start of any Turn, you may select 1 zone. Until the end of the Round, you count as Controlling that zone.



LITTLE BIRDS

Varys begins the game with 4 Order tokens.

Each time an enemy NCU Claims a zone, after resolving that zone's effect, you may remove 1 Order token from Varys. If you do, gain the following based on that zone:

₩: 1 enemy suffers 1 Panic Test.

🖔: Restore 2 Wounds to 1 friendly unit.

Draw 1 Tactics card.

: 1 friendly unit shifts 3".



THE HIGH SENESCHAL

HISTORY IS WRITTEN BY THE VICTORS

The High Seneschal cannot activate and cannot be targeted in any way. He merely observes the battle.

Once the victor has been determined, that player may define all actions and events that transpired throughout the game. No opponent may refute or deny any retelling of said events (regardless of how unlikely or exaggerated) until such a time where they best the victor in a new game.



CHOOSING A NAME

Each time Jaqen Activates, he may replace his Influence Ability with the Influence Ability of any friendly or enemy NCU until the end of the Round.

A NAME GIVEN

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

While Influencing a friendly Infantry unit, its Melee Attacks gain **Precision**.



BACKING OF THE IRON BANK

Once per game, at the start of any Turn, you may restore 5 Wounds (total) across any number of friendly Combat Units,



THE LATE WALDER FREY

You may only Activate Walder if you have no other units that can Activate this Round.

Each time Walder Claims a zone, you may replace that zone's effect with the effect of any zone. If Walder Claims (by you may replace that zone's effect with:

1 enemy becomes **Weakened**. 1 friendly unit restores 2 Wounds. At the start of the next Round, you become the First Player.



HORRIFIC RUMORS

Roose begins the game with 3 Order tokens.

Each time Roose Activates, you may remove 1 Order token from him. If you do, target 1 enemy Combat Unit. They become Panicked.

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

1 enemy Combat Unit suffers 1 Panic Test.