

5

**RUTHLESS AGGRESSION**

4+ 7 6 4

5+ 7+

HOUSE BOLTON CUTTHROATS

### RUTHLESS AGGRESSION

- Vicious
- When Attacking enemies that have not Activated this Round, may re-roll Attack Dice and the Defender becomes Vulnerable.

6

**TRACKER'S BOW**

3+ 4 4 4

**BLADE AND FANG**

3+ 6 6 4

6+ 5+

HOUSE BOLTON BASTARD'S GIRLS

### ORDER: CHARGING VOLLEY

After this unit completes a Ranged Attack:

This unit performs 1 Charge Action on the Defender.

### TRACKER'S BOW

After completing this Attack, the Defender becomes Vulnerable.

### BLADE AND FANG

- Vicious

5

**WAR FLAIL**

3+ 7 4

3+ 6+

HOUSE BOLTON FLAYED MEN

### CAVALRY

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

### WAR FLAIL

- Vicious
- When Charging, gains Critical Blow.

### INTIMIDATING PRESENCE

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

4

**SPIKED FLAIL**

4+ 6 5 4

3+ 6+

HOUSE BOLTON BLACKGUARDS

### SPIKED FLAIL

- 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

**MUMMER'S BLADES**

4+ 7 5 4

5+ 7+

BLOODY MUMMER SKIRMISHERS

**MUMMER'S BLADE**

If Attacking an enemy that has not Activated this Round, before rolling Attack Dice, the Defender becomes Weakened.

### COUNTERSTRIKE

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

### DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

5


**LONGSWORD**

4+ 7 5 4

4+ 7+

STORMCROW MERCENARIES

**MOTIVATED BY COIN**

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



5

MERCENARY'S  
LONGBOW

4+ 7 6 4




SHORTSWORD

5+ 5 4 3

5+ 7+

STORMCROW  
ARCHERS

#### MERCENARY'S LONGBOW

- While you Control , gains **Sundering**.
- While you Control , before rolling Attack Dice, the Defender becomes **Vulnerable**.
- While you Control , may re-roll any Attack Dice.

6

MOTLEY  
ARMAMENTS

3+ 6 4

5+ 7+

BLOODY MUMMER  
ZORSE RIDERS

#### CAVALRY

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

#### MOTLEY ARMAMENTS

- If Attacking in the Flank, choose 1. If Attacking in the Rear, gain both:
- +1 Attack Die and **Critical Blow**.
  - Defender loses all Abilities this Turn.

#### ELUSIVE ESCAPE

This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become **Weakened**.

6

SWIFT STRIKE

3+ 7 6 4

4+ 7+

STORMCROW  
DERVISHES


#### AMBUSH

Enemies this unit Successfully Charges in the Flank or Rear become **Panicked** and **Weakened**.

#### SWIFT STRIKE

After this Attack is completed, this unit may perform 1 Retreat Action.

#### MOTIVATED BY COIN

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

5

KNIGHT'S  
BLADE

3+ 7 4


4+ 7+

HEDGE KNIGHTS


#### CAVALRY

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

#### KNIGHT'S BLADE

- **Sundering**
- If you Control , before rolling Attack Dice, the Defender becomes **Vulnerable**.

#### LOYALTY THROUGH COIN

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







**RAMSAY SNOW**  
THE BASTARD OF BOLTON



**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.





**VARGO HOAT**  
THE GOAT OF HARRENHAL



**ORDER: THREATEN**  
When this unit Activates:  
Target 1 enemy in Long Range. They become **Weakened**.



**AFFILIATION: BLOODY MUMMERS**  
This unit is a Bloody Mummer unit.



**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.





**DAARIO NAHARIS**  
STORMCROW CAPTAIN



**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 , you may replace that zone's effect with: *Daario Naharis' unit performs 1 Attack Action.*





**ROOSE BOLTON**  
THE LEECH LORD



**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.



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



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





**DREADFORT CAPTAIN**



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





**RAMSAY SNOW**  
SADIST



**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.





**THEON GREYJOY**  
REEK



**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**  
MAID OF TARTH



**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.



**STALWART**  
This unit gains +2 to Morale Test rolls.





**BRONN**  
THE SELLSWORD



**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.*






**BOLTON  
FLAYER**



**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.




**VARGO HOAT**  
THE CRIPPLER



**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.



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



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




**DAARIO  
NAHARIS**  
RECKLESS MERCENARY



**RECKLESS STRIKES**  
This unit's Melee Attack gain Critical Blow and Precision. For each Attack Die roll of 1, this unit suffers 1 Wound.




**JAQEN H'GHAR**  
UNNAMED



**ORDER: TAKING A NEW NAME**  
Start of a friendly Turn:  
Destroy this model and replace it with 1 destroyed Infantry Attachment. That Attachment gains Order: Taking a New Name. It counts as already having been used this Round.




**STORMCROW  
LIEUTENANT**



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




**FORTUNE  
SEEKER**



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



**MOTIVATED BY COIN**  
When a friendly NCU Claims the  zone, you may replace that zone's effect with:  
*Fortune Seeker's unit performs 1 Attack Action.*




**GLORY  
SEEKER**



**RALLY CRY**  
When this unit performs a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.





**PETYR Baelish**  
LITTLEFINGER




### 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.



**LORD VARYS**  
THE SPIDER




### 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.
- ⚔️: 1 enemy suffers 3 Hits.
- ✉️: 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.



**JAQEN H'GHAR**  
FOLLOWER OF THE RED GOD




### CHOOSING A NAME

Each time Jaquen 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**.




**TYCHO NESTORIS**  
IRON BANKER






### 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.



**WALDER FREY**  
LORD OF THE CROSSING





### 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 👑, 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.



**ROOSE BOLTON**  
CALCULATING AND CRUEL

### 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.