

4

LONG SWORD

4+ 7 5 4

3+ 6+

HOUSE TULLY SWORN SHIELDS

ORDER: SHIELDWALL

When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice: If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

STUBBORN TENACITY

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

5

LONG SWORD

4+ 7 5 4

4+ 6+

STARK SWORN SWORDS

ORDER: STARK FURY

When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Critical Blow and Sundering. After completing this Attack, this unit suffers 2 Wounds, -1 Wound for each of its destroyed ranks.

6

OUTRIDER'S BLADE

4+ 7 4

4+ 6+

STARK OUTRIDERS

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit: This unit performs 1 Retreat Action.

CAVALRY

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

AMBUSH

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

6

BERSERKER AXES

4+ 7 8 9

5+ 5+

HOUSE UMBER BERSERKERS

BERSERKER AXES

Gains +1 to Hit for each of this unit's destroyed ranks.

UNYIELDING

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

6

TOOTH & CLAW

3+ 4

GREY WIND

4+ 2+

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

TOOTH & CLAW

Sundering

DIREWOLF

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

5

ARROW VOLLEY

3+ 7 7 4

5+ 5 4 3

SHORT SWORD

6+ 7+

STARK BOWMEN

ARROW VOLLEY

- Ignores units and terrain when determining Line of Sight.
- Defenders that fail their Panic Test lose all Order Abilities until the end of the Round and become Weakened.



HOUSE TULLY CAVALIERS

5

LANCE

3+ 6 4

3+ 6+

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.

EMBOLDEN

Friendly units in Short Range gain +1 to Morale Test rolls.



TOOTH & CLAW

6

3+ 4

4+ 2+

SUMMER

DIREWOLF

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

TOOTH & CLAW

- Sundering

BRAN'S PROTECTOR

After Bran Stark's unit is Attacked, this unit may perform 1 Attack or Charge Action on the Attacker.



EXECUTIONER'S FURY

5

3+ 7 6 4

4+ 5+

HOUSE UMBER GREATAxes

EXECUTIONER'S FURY

- Sundering
- Enemies suffer +1 Wound from failing Panic Tests caused by this Attack for each of this unit's destroyed ranks.

UNYIELDING

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



CRANNOGMAN TRACKERS

6

CRANNOG BOW

4+ 7 6 4

4+ 6 4 3

6+ 7+

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 suffers a Disorderly Charge on Charge Distance rolls of 1 or 2 this Turn.

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit: This unit performs 1 Retreat Action.



SHAGGYDOG

6

3+ 4

4+ 2+

SAVAGE MAULING

- Sundering
- Vicious
- Gains +1 Attack Die for each Wound this unit has suffered.

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



EDDARD'S HONOR GUARD

5

3+ 7 6 4

6+

LONG SWORD

ORDER: STARK FURY
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Critical Blow and Sundering. After completing this Attack, this unit suffers 2 Wounds, -1 Wound for each of its destroyed ranks.



5

RESOLUTE STRIKES

4+ 7 5 4

4+ 6+

HOUSE MORMONT
SHE-BEARS

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**.

RESOLUTE STRIKES

- **Critical Blow**
- Gains +1 to Hit for each of this unit's destroyed ranks.



HOWLAND REED
PROTECTOR OF THE NECK

HUNTER'S GUILF

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, that enemy's Attacks suffer -1 to Hit and they treat all Terrain as having the **Hindering** and **Rough** keywords.



CATELYN STARK
LADY OF WINTERFELL

FAMILY, DUTY, HONOR

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

Each time Catelyn Influences a unit, remove 1 Condition token from them.

While Influencing a unit, that unit Attacks using its highest Attack Die Value.



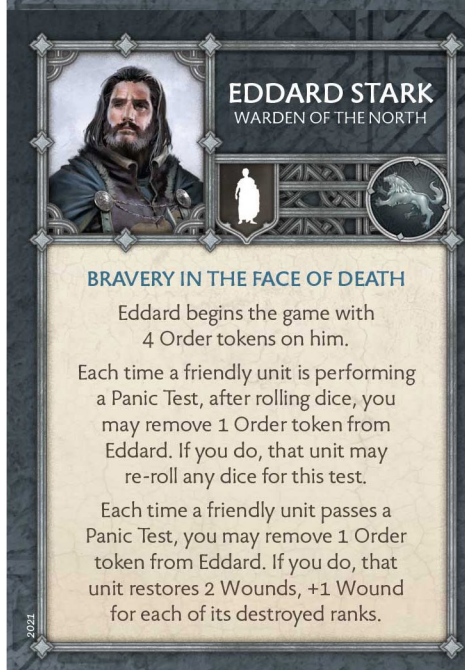
SANSA STARK
LITTLE BIRD

REPEATING THE WORDS

Sansa begins the game with 2 Order tokens on her.

Each time Sansa Claims a zone, you may remove 1 Order token from her. If you do, replace that zone's effect with:

Return 1 Tactics card from your discard pile to your hand.



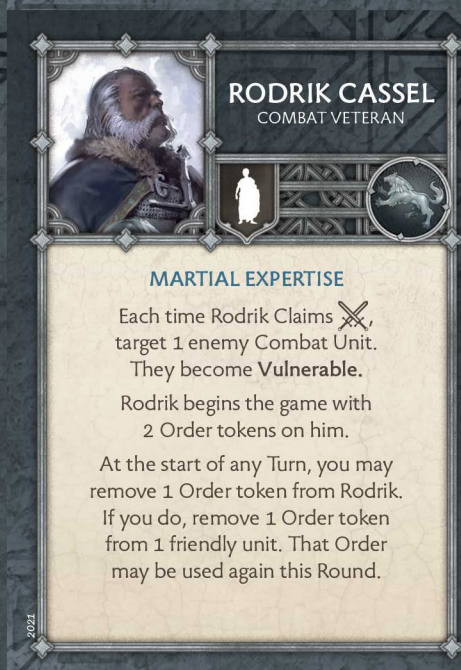
EDDARD STARK
WARDEN OF THE NORTH

BRAVERY IN THE FACE OF DEATH

Eddard begins the game with 4 Order tokens on him.


Each time a friendly unit is performing a Panic Test, after rolling dice, you may remove 1 Order token from Eddard. If you do, that unit may re-roll any dice for this test.

Each time a friendly unit passes a Panic Test, you may remove 1 Order token from Eddard. If you do, that unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.



RODRIK CASSEL
COMBAT VETERAN

MARTIAL EXPERTISE

Each time Rodrik Claims , target 1 enemy Combat Unit. They become **Vulnerable**.

Rodrik begins the game with 2 Order tokens on him.

At the start of any Turn, you may remove 1 Order token from Rodrik. If you do, remove 1 Order token from 1 friendly unit. That Order may be used again this Round.



ARYA STARK
THE WOLF GIRL

NEVER DO WHAT THEY EXPECT

Once per game, at the start of an enemy Turn, target 1 friendly Infantry unit. It performs 1 Maneuver or Retreat Action.





BRYNDEN TULLY
THE BLACKFISH


AFFILIATION: HOUSE TULLY
This unit is a House Tully unit.


STALWART
This unit gains +2 to Morale Test rolls.


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.





BRYNDEN TULLY
OUTSIDER COMMANDER


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.


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





GREATJON UMBER
LORD OF LAST HEARTH


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


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 on all Charge Distance Dice.


AFFILIATION: HOUSE UMBER
This unit is a House Umber unit.





EDDARD STARK
LORD OF WINTERFELL


RALLY CRY
Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.


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





RODRIK CASSEL
MASTER-AT-ARMS


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


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.





HOWLAND REED
LORD OF THE CRANNOGS


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**.


AFFILIATION: CRANNOGMAN
This unit is a Crannogman unit.


DISRUPT
Enemies engaged with this unit suffer -1 to Hit.





ROBB STARK
THE WOLF LORD


ORDER: TACTICAL REPOSITION
Start of an enemy Turn:
Target 1 friendly unit in Short Range. They perform a 3" shift.


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





SWORN SWORD CAPTAIN


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**.





GREATJON UMBER
FIERCE BANNERMAN


ORDER: TO THE LAST!
When this unit would be 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**.


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



ROBB STARK

THE YOUNG WOLF

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:
This unit performs 1 Retreat Action.

ENHANCED MOBILITY

This unit gains +1 and may pivot before Marching.



BRAN AND HODOR

PROTECTOR AND WARD

HODOR!

This unit's Melee Attacks deal +1 Wound.

HODOR!!!

When this unit is performing a Retreat Action, after rolling Retreat Distance Dice, you may have all dice count as rolling a 6 and have any enemy this unit disengages from become **Vulnerable**. If you do, this Attachment loses all Abilities until the end of the game.



BRYNDEN TULLY

UNYIELDING KNIGHT

AFFILIATION: HOUSE TULLY

This unit is a House Tully unit.

DAUNTLESS

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

IRON RESOLVE

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



CRANNOGMAN WARDEN

ORDER: OVERWATCH

After an enemy ends a March or Maneuver Action in Long Range and Line of Sight of this unit:
This unit performs 1 Ranged Attack Action on that enemy.



MAEGH MORMONT

THE SHE-BEAR

GO DOWN FIGHTING

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

UNYIELDING

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



BRYNDEN TULLY

VANGUARD INFILTRATOR

ORDER: MARK TARGET

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

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.



UMBER CHAMPION

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.



MEERA REED

CUNNING TRAPPER

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.

AFFILIATION: CRANNOGMAN

This unit is a Crannogman unit.



JOJEN REED

GREENSIGHT

AFFILIATION: CRANNOGMAN

This unit is a Crannogman unit.

JOJEN'S GREENSIGHT

Each time this unit performs an Attack or Charge Action, before resolving that Action, it gains 1 of the following:

- May re-roll any Attack Dice.
- May re-roll any Charge Distance Dice and ignores the **Hindering** and **Rough** keywords this Turn.



SYRIO FOREL
FIRST BLADE OF BRAAVOS



PRECISION

This unit's Melee Attacks gain Precision.

AGILE

Enemies suffer -1 to Hit when Attacking this unit.



RICKON STARK
PRINCE OF WINTERFELL



VALUABLE CAPTIVE

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



OSHA
SPEARWIFE GUARDIAN

COUNTERSTRIKE

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

STUBBORN TENACITY

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



JAQEN H'GHAR
MYSTERIOUS PRISONER



A MAN FREED, A NAME OWED

When Jaqen is destroyed, your opponent may target 1 of your Combat Units. It suffers 3 Wounds. As 1 of these Wounds, they may destroy 1 Infantry Attachment in that unit.



MORMONT VETERAN

HARDENED

Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks +1 Hit, and +1 additional Hit for each of its destroyed ranks.



CRANNOGMAN SURVIVALIST

ELUSIVE ESCAPE

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

PATHFINDER

This unit ignores the Dangerous, Hindering, and Rough keywords.



WINTERFELL GUARDIAN

DAUNTLESS

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

STUBBORN TENACITY

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