



6

3+ 7 4

DOTHRAKI ARAKH

5+ 5+

DOTHRAKI SCREAMERS



6

4+ 7 4

OUTRIDER'S BOW

4+ 5 4

OUTRIDER'S BLADE

5+ 5+

DOTHRAKI OUTRIDERS



6

4+ 7 4

SHORTBOW

3+ 7 4

DOTHRAKI ARAKH

5+ 5+

DOTHRAKI VETERANS



6

3+ 2

LONGSWORD

4+ 4+

JORAH MORMONT
THE WANDERING KNIGHT

CAVALRY

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

FURIOUS CHARGE

Enemies Successfully Charged by this unit become Vulnerable.

CAVALRY

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

OUTRIDER'S BOW

If this unit has not performed the Maneuver from Cavalry this Turn, this Attack gains +1 to Hit and becomes >>.

ORDER: SWIFT RETREAT

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

ORDER: QUICK FIRE

After this unit completes a Maneuver or Retreat Action:
This unit performs 1 Ranged Attack Action.

CAVALRY

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

ORDER: SCOUT OPENINGS

Start of a friendly Turn:
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.

SOLO RIDER

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.



5

3+ 8 7 6

UNSULLIED PROWESS

4+ 4+

UNSULLIED SWORDMASTERS

UNSULLIED PROWESS

- Precision
- May always re-roll Attack Dice.
- Opponents cannot expend Weakened tokens on this unit while it is Attacking.



5

3+ 7 7 4

PHALANX PIKE

4+ 4+

UNSULLIED PIKEMEN

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 resolve their Melee Attack.

ORDER: SHIELDWALL

When an enemy performs 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.

6

BLACK FIRE

2+ 2

4+ 2+

DROGON

JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

BLACK FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3+3 Wounds and 1 enemy in Short Range of the Defender becomes Panicked.

6

GOLDEN FIRE

2+ 2

4+ 2+

VISERION

JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

GOLDEN FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3+3 Wounds and 1 enemy in Short Range of the Defender becomes Vulnerable.

6

JADE FIRE

2+ 2

4+ 2+

RHAEGAL

JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

JADE FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3+3 Wounds and 1 enemy in Short Range of the Defender becomes Weakened.

6

CLAW & BLADE

3+ 6

4+ 4+

DOTHRAKI HRAKKARS


HRAKKARS & TAMERS

- This unit has 6 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

CLAW & BLADE

- Vicious

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.

6

SWIFT STRIKE

3+ 7 6 4

4+ 7+

STORMCROW DERIVISHES


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 Derivishes unit performs 1 Attack Action.

5

MERCENARY'S LONGBOW




4+ 7 6 4

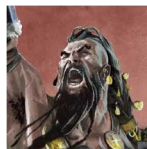








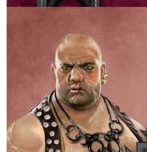


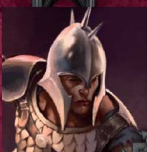





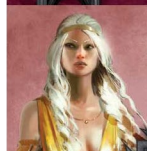












5+ 5 4 3

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.

<div>  <div> KHAL DROGO THE GREAT KHAL </div> </div> <div> <div>  </div> <div> 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. </div> </div> <div> <div>  </div> <div> IRON RESOLVE This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests. </div> </div>	<div>  <div> JORAH MORMONT WESTEROSI TACTICIAN </div> </div> <div> <div>  </div> <div> AMBUSH Enemies this unit Successfully Charges in the Flank or Rear become Panicked and Weakened. </div> </div> <div> <div>  </div> <div> STUBBORN TENACITY Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound. </div> </div>	<div>  <div> BARRISTAN SELMY THE BOLD </div> </div> <div> <div>  </div> <div> 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. </div> </div> <div> <div>  </div> <div> EMBOLDEN Friendly units in Short Range gain +1 to Morale Test rolls. </div> </div>
<div>  <div> BELWAS THE STRONG </div> </div> <div> <div>  </div> <div> 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 (<i>this is their Action for the Turn</i>). </div> </div> <div> <div>  </div> <div> HARDENED Each time an enemy performs an Attack on this unit, after rolling Defense Dice, this unit blocks +1 Hit, and an additional +1 Hit for each of its destroyed ranks. </div> </div>	<div>  <div> GREY WORM UNSULLIED COMMANDER </div> </div> <div> <div>  </div> <div> 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. </div> </div> <div> <div>  </div> <div> COUNTERSTRIKE Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit. </div> </div>	<div>  <div> DAENERYS TARGARYEN MOTHER OF DRAGONS </div> </div> <div> <div>  </div> <div> HEIR OF HOUSE TARGARYEN When Daenerys is destroyed, your opponent gains 2 Victory Points. </div> </div> <div> <div>  </div> <div> MOTHER OF DRAGONS Once per game, at the start of any Turn, you may search your Tactics Deck or discard pile for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your Tactics Deck. </div> </div>
<div>  <div> DAENERYS TARGARYEN QUEEN OF MEEREEN </div> </div> <div> <div>  </div> <div> INTIMIDATING PRESENCE Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests. </div> </div> <div> <div>  </div> <div> THE RIGHTFUL QUEEN Each time a friendly NCU Claims , you may replace that zone's effect with: <i>Search your Tactics Deck for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your Tactics Deck.</i> </div> </div>	<div>  <div> DAARIO NAHARIS STORMCROW CAPTAIN </div> </div> <div> <div>  </div> <div> AFFILIATION: STORMCROWS This unit is a Stormcrow unit. </div> </div> <div> <div>  </div> <div> IMPROVED ARMAMENTS While you Control , this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value. </div> </div> <div> <div>  </div> <div> MOTIVATED BY COIN Each time a friendly NCU Claims , you may replace that zone's effect with: <i>Daario Naharis' unit performs 1 Attack Action.</i> </div> </div>	<div>  <div> JORAH MORMONT THE EXILED KNIGHT </div> </div> <div> <div>  </div> <div> ORDER: TACTICAL REPOSITION Start of an enemy Turn: Target 1 friendly unit in Short Range. They perform a 3" shift. </div> </div> <div> <div>  </div> <div> STUBBORN TENACITY Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound. </div> </div>



SCREAMER KO

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.



OUTRIDER KO

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



UNSULLIED OFFICER

ORDER: RELENTLESS

Start of a friendly Turn:

This unit performs 1 Attack or Maneuver Action. Do not Activate a unit this Turn.



GO DOWN FIGHTING

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



BELWAS VETERAN PIT-FIGHTER

BATTLE SCARS

After this unit is Attacked, place 1 Order token on Belwas. This unit's Melee Attacks gain the following based on the number of tokens:

- 1+: Vicious
- 2+: Sundering
- 3+: This Attack always rolls its highest Attack Die Value and may re-roll any Attack Dice.



JORAH MORMONT PENITENT BETRAYER

WHATEVER MAY COME

Each time an enemy performs a Melee Attack on this unit, after rolling Attack Dice, you may destroy Jorah. If you do, that enemy becomes Vulnerable and Weakened.



JORAH MORMONT THE ANDAL

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.



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.



GREY WORM FREED BY THE DRAGON

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.



RALLY CRY

Each time this unit performs a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. They restore 2 Wounds.



DAARIO NAHARIS RECKLESS MERCENARY


RECKLESS STRIKES

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



STORMCROW LIEUTENANT



IMPROVED ARMAMENTS

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





DAENERYS TARGARYEN
 KHALEESI

CONVICTION OF A TRUE KHALEESI

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

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

While Influencing a unit, that unit's Melee Attacks may re-roll any Attack Dice.



ILLYRIO MOPATIS
 MAGISTER OF PENTOS




ILLYRIO'S BOON

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

Target 1 friendly Combat Unit. They restore 3 Wounds. 1 enemy they are engaged with becomes Weakened.



PYAT PREE
 WARLOCK OF QARTH




HOUSE OF THE UNDYING

Place the **House of the Undying** Tactics zone card next to the Tactics Board at the start of the game. It acts as an additional Tactics zone for all purposes.

Each time a friendly NCU Claims the  zone, you may replace that zone's effect with:

Your opponent must reveal 1 Tactics card at random from their hand. You may have them discard that card or return it to their hand. If you return it to their hand, they must then randomly discard 1 Tactics card.



BARRISTAN SELMY
 ADVISOR TO THE DRAGON




WISDOM OF THE OLD KNIGHT

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 an enemy Ability or Tactics card, you may remove this card from that unit to cancel the effect of that Ability or Tactics card.



XARO XHOAN DAXOS
 MERCHANT PRINCE OF QARTH




WEALTH OF THE THIRTEEN

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

While Influencing a unit, that unit suffers/gains the following, based on what zone Xaro Controls:

- : This unit suffers +1 Wound from failing Panic Tests.
- : After rolling Defense Dice, this unit blocks +1 Hit.
- : Unit's Attacks gain +1 Attack Die.
- : Unit's Attacks suffer -1 Attack Die.



DAENERYS TARGARYEN
 THE UNBURN'T




DRACARYS!

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

1 friendly Drogon, Rhaegal, or Viserion unit performs 1 Attack Action.



HOUSE OF THE UNDYING

There can only be 1 House of the Undying in the Game.

Your opponent must discard 1 Tactics card at random from their hand.