

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.

5

LANCE

3+ 6 4



HOUSE TULLY CAVALIERS

6

TOOTH & CLAW

3+ 4



SUMMER

5

EXECUTIONER'S FURY

3+ 7 6 4



HOUSE UMBER GREATAxes

6

CRANNOG BOW

4+ 7 6 4

TRACKER'S BLADES

4+ 6 4 3



CRANNOGMAN TRACKERS

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.

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

- 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.

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.

2021

6

SAVAGE MAULING

3+ 4



SHAGGYDOG

DIREWOLF

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

SAVAGE MAULING

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

2021

5

LONG SWORD

3+ 7 6 4



EDDARD'S HONOR GUARD

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.



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.

**HOUSE MORMONT
SHE-BEARS**



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.

 <p>BRYNDEN TULLY THE BLACKFISH</p> <p>AFFILIATION: HOUSE TULLY This unit is a House Tully unit.</p> <p>STALWART This unit gains +2 to Morale Test rolls.</p> <p>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.</p>	 <p>BRYNDEN TULLY OUTRIDER COMMANDER</p> <p>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.</p> <p>ELUSIVE ESCAPE This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened.</p>	 <p>GREATJON UMBER LORD OF LAST HEARTH</p> <p>ORDER: OVERRUN When this unit Surges Forth: Instead of Surging Forth, this unit performs 1 Charge Action.</p> <p>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.</p> <p>AFFILIATION: HOUSE UMBER This unit is a House Umber unit.</p>
 <p>EDDARD STARK LORD OF WINTERFELL</p> <p>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.</p> <p>IRON RESOLVE This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.</p>	 <p>RODRIK CASSEL MASTER-AT-ARMS</p> <p>ORDER: MARK TARGET Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.</p> <p>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.</p>	 <p>HOWLAND REED LORD OF THE CRANNOGS</p> <p>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.</p> <p>AFFILIATION: CRANNOGMAN This unit is a Crannogman unit.</p> <p>DISRUPT Enemies engaged with this unit suffer -1 to Hit.</p>
 <p>ROBB STARK THE WOLF LORD</p> <p>ORDER: TACTICAL REPOSITION Start of an enemy Turn: Target 1 friendly unit in Short Range. They perform a 3" shift.</p> <p>REGROUP After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.</p>	 <p>SWORN SWORD CAPTAIN</p> <p>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.</p>	 <p>GREATJON UMBER FIERCE BANNERMAN</p> <p>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.</p> <p>FURIOUS CHARGE Enemies Successfully Charged by this unit become Vulnerable.</p>



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.



UMBUR 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 Jaen is destroyed, your opponent may target 1 of your Combat Units. It suffer 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.



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

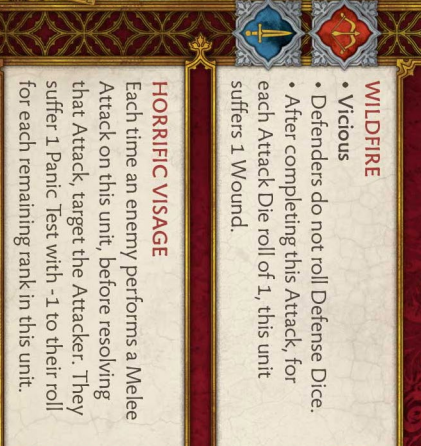
5

3+ 7 7 4

3+ 7 7 4

6+ 6+

PYROMANCERS



WILDFIRE

5

3+ 7 7 4

3+ 7 7 4

6+ 6+

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.

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



LANNISTER CROSSBOWMEN

5

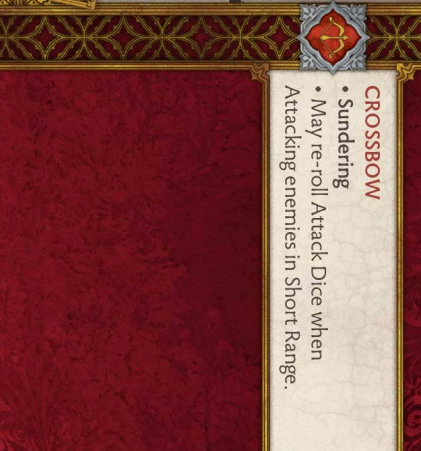
4+ 6 6 4

5+ 5 4 3

5+ 5+

7+

LANNISTER CROSSBOWMEN



CROSSBOW

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:

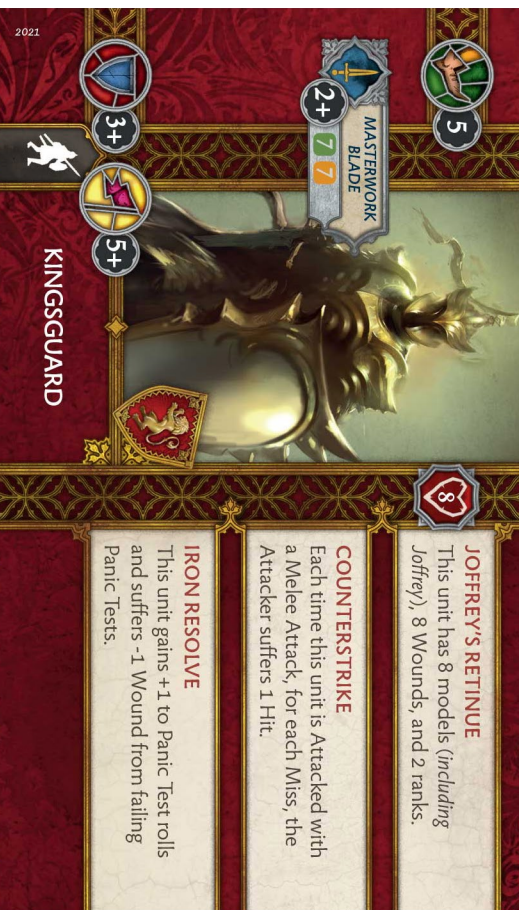
- When an enemy is performing an Attack on this unit, after rolling Defense Dice:
This unit blocks +1 Hit, +1 additional Hit for each of its destroyed ranks.
- When this unit is performing a Melee Attack, before rolling Attack Dice:
This Attack gains **Sundering** and may re-roll any Attack Dice.

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.



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



HOUSE BOLTON CUTTHROATS

5+ 7+ 4+ 7 6 4

RUTHLESS AGGRESSION

• Vicious

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



HOUSE BOLTON BASTARD'S GIRLS

6 3+ 4 4 4

TRACKER'S BOW

3+ 6 6 4

BLADE AND FANG

6+ 5+



HOUSE BOLTON FLAYED MEN

5 3+ 6+

WAR FLAIL

3+ 7 4



HOUSE BOLTON BLACKGUARDS

4 3+ 6+

SPIKED FLAIL

4+ 6 5 4

RUTHLESS AGGRESSION

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

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

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

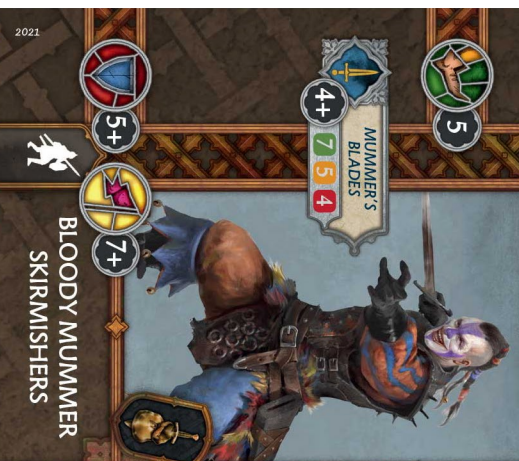
Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.

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.

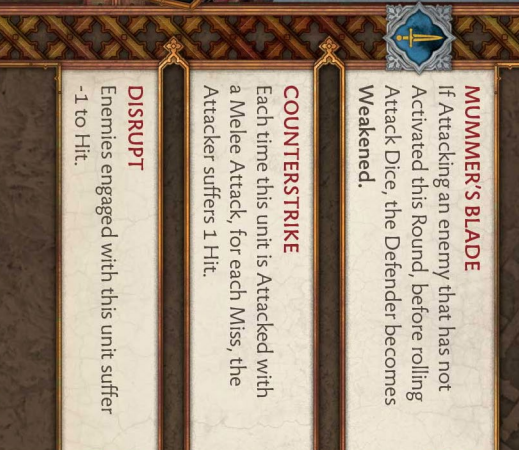


MUMMER'S BLADES

5 4+ 7 5 4

BLOODY MUMMER SKIRMISHERS

5+ 7+



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.

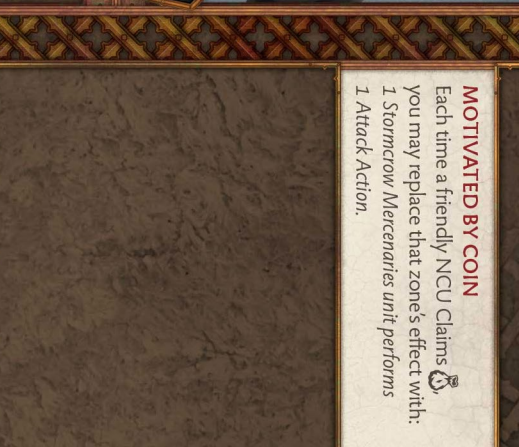


STORMCROW MERCENARIES

5 4+ 7 5 4

LONGSWORD

4+ 7+



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.



VETERANS OF THE WATCH

5

DUAL WEAPONS

3+ 7 6 5

4+ 5+



SWORN BROTHERS

5

GREATSWORD

3+ 7 5 4

4+ 5+



RANGER TRACKERS

6

RECURVE BOW

3+ 7 5

SHORT SWORD

5+ 6 4

5+ 5+



GHOST

6

TOOTH & CLAW

3+ 4

4+ 2+

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 suffers -1 to Hit.

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.

GREATSWORD

• Sundering

ORDER: MARK TARGET

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

PATHFINDER

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

DIREWOLF

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

TRUE BOND

• Ghost may treat any friendly Tactics cards attached to Jon Snow's unit as also attached to him.
• When Jon Snow's unit Activates, this unit may Activate after that unit.

TOOTH & CLAW

• Sundering



RANGER HUNTERS

6

HUNTER'S BOW

3+ 7 5 4

SWIFT STRIKE

3+ 7 5 4

5+ 5+

ORDER: QUICK FIRE

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

SWIFT STRIKE

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



BUILDER SCORPION CREW

4

BOLT THROWER

3+ 2

WEAPON CREW

4+ 3

5+ 2+

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot gain Condition tokens, Charge, Retreat, or Shift.

BOLT THROWER

- Vicious
- Measures Range and Line of Sight from any part of this unit's tray.
- May suffer -3 to Hit to ignore Line of Sight and gain Unlimited Range.
- Defenders do not roll Defense Dice.
- For each unblocked Hit, Cavalry, Monster, and War Machine units suffer 2 Wounds.

1

ROCK VOLLEY

4+ 2

WEAPON CREW

4+ 3

5+ 2+

BUILDER STONE THROWER

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot gain Condition tokens, Charge, Retreat, or Shift.

ROCK VOLLEY

- Cannot Attack Solo units.
- May Attack enemies regardless of range and Line of Sight.
- If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers 1 Wound, +1 Wound for each of its remaining ranks.

5

CROSSBOW

3+ 6 6 4

SHORT SWORD

4+ 5 4 3

5+ 5+

BUILDER CROSSBOWMEN

ORDER: READY! AIM! RELEASE!

When an enemy performs a Charge Action on this unit, before resolving that Charge Action:

If being Charged from the Front, this unit performs 1 Ranged Attack Action on that enemy.

CROSSBOW

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

5

SIMPLE WEAPONS

4+ 6 5 4

5+ 7+

CONSCRIPTS

ORDER: SUPPLY AID

Start of a friendly Turn:

This unit suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

6

LONG SWORD

3+ 3

4+ 3+

WATCH MARSHAL

ORDER: TACTICAL REPOSITION

Start of an enemy Turn:

Target 1 friendly unit in Short Range. They perform a 3" shift.

MARSHAL

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- Other friendly units in Short Range gain +1 Attack Die on Melee Attacks.



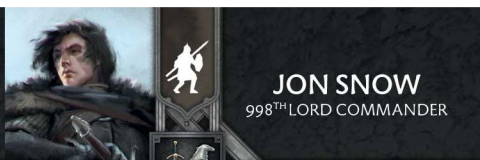
JEOR MORMONT
997TH LORD COMMANDER

DAUNTLESS

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

EMBOLDEN

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



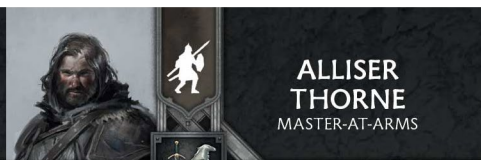
JON SNOW
998TH LORD COMMANDER

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. It restores 2 Wounds.



ALLISER THORNE
MASTER-AT-ARMS

VICIOUS

This unit's Melee Attacks gain Vicious.

PREY ON FEAR

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




DONAL NOYE
DEFENDER OF CASTLE BLACK

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.

IMPROVED ARMAMENTS

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



OTHELL YARWYCK
FIRST BUILDER

AFFILIATION: BUILDER

This unit is a Builder unit.

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.

SPOTTER

When Attacking enemies in Long Range of this unit, friendly War Machine units may re-roll any Attack Dice.



JON SNOW
"LORD SNOW"

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 for any Charge Distance Dice.

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.



WATCH CAPTAIN

ORDER: RELENTLESS

Start of a friendly Turn: This unit performs 1 Attack or Maneuver Action. Do not Activate a unit this Turn.

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.




WATCH RECRUITER

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.

REINFORCEMENTS

Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.



ALLISER THORNE
VINDICTIVE OVERSEER

IRON RESOLVE

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

STUBBORN TENACITY

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



GRENN AUROCHS

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*).



PYPAR MONKEY

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:

This unit performs 1 Retreat Action.



QHORIN HALFHAND GRIZZLED RANGER

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**.


GO DOWN FIGHTING

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



OTHELL YARWYCK SPOTTER

IMPROVED DEFENSES

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

SPOTTER

When Attacking enemies in Long Range of this unit, friendly War Machine units may re-roll any Attack Dice.



SCORPION MODIFICATIONS


STAKE MOUNTINGS

When this unit is Successfully Charged, before the Attacker performs their Melee Attack, they suffer D3+1 Wounds.



SENIOR BUILDER

IMPROVED DEFENSES

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

STAKE BUILDING

Once per game, at the start of any Round, place 1 Stake terrain with the Dangerous and Destructible Keywords within 2" of this unit. This terrain may not be placed over other terrain or units.



HARDENED RANGER

FURIOUS CHARGE

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

ELUSIVE ESCAPE

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



WATCH MARSHAL

ORDER: ADAPTIVE PLANNING

Start of any Turn:

Target 1 Combat Unit in Long Range. Replace 1 Condition token on that unit with any other Condition token.

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:

This unit performs 1 Retreat Action.



SCORPION MODIFICATIONS

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.





BOWEN MARSH
 FIRST STEWARD




COUNTS AND MEASURES

Each time Bowen Claims a zone, you may look at the top 2 cards of your Tactics Deck. Place 1 of those cards in your hand and the other on the bottom of your Tactics Deck.



AEMON
 MAESTER
 OF CASTLE BLACK






MAESTER'S HEALING

Each time Aemon Claims a zone, you may target 1 friendly Combat Unit. That unit restores 1 Wound, +1 additional Wound for each of its destroyed ranks.



JEOR MORMONT
 THE OLD BEAR

DUTY TO THE REALMS OF MEN

Each time Jeor Claims a zone, choose 1:

- Target 2 friendly Night's Watch Combat Units. Move 1 friendly attached Tactics card from 1 of those units to the other.
- Replace that zone's effect with:
Search your Tactics Deck or discard pile for 1 Tactics card that can be attached to a unit and attach it to a friendly Night's Watch unit. Shuffle your Tactics Deck.



QHORIN HALFHAND
 UNWAVERING RANGER





SACRIFICE FOR THE CAUSE



At the start of any Turn, if Qhorin is not on the Tactics Board, you may destroy him. If you do, target 1 enemy unit. That enemy cannot Activate or perform Actions this Round.

HALFHAND'S GUIDANCE

Influence (*When this unit Claims a zone, attach this card to a Combat Unit until the end of the round*):
 While Influencing a friendly Cavalry or Infantry unit, it gains +1  and +1 Attack Die.



DONAL NOYE
 EXPERT BLACKSMITH

EXPERT MAINTENANCE

Donal begins the game with 2 Order Tokens on him.

Each time a unit is performing an Attack, after rolling Attack Dice, you may remove 1 Order Token from Donal. If you do, choose 1:

- Attacker may re-roll any Attack Dice and opponents cannot expend **Weakened** tokens from them.
- Defender gains +1 to Defense Dice rolls and opponents cannot expend **Vulnerable** tokens from them.



OTHELL YARWYCK
 WARMACHINE SPECIALIST




WAR MACHINES OF THE WALL

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

Make the following Ranged Attack on 1 enemy Combat Unit:



Gains +1 Attack Die for each of the Defenders remaining ranks and the following based on the zone Othell Claimed:

: **Vicious** : **Sundering**
: Defender becomes **Weakened**

5

FURIOUS SWING

2+ 1

4+ 5+

SAVAGE GIANT

GIANT

- This unit has 6 Wounds.
- This unit only suffers 1 Wound for every 2 unblocked Hits from any Attack or effect.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

FURIOUS SWING

Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each Wound this unit has suffered.

6

WILDLING BOW

4+ 6 5 4

CRUDE WEAPONS

5+ 5 4 3

6+ 8+

FREE FOLK TRAPPERS

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.

5

CRUDE WEAPONS

4+ 6 5 4

5+ 7+

FREE FOLK RAIDERS

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

INSIGNIFICANT

This unit cannot grant Victory Points from Victory Through Combat.

5

SPEAR TOSS

4+ 4 4 4

SPEAR

4+ 6 6 4

5+ 7+

SPEARWIVES

ORDER: CHARGING VOLLEY

After this unit completes a Ranged Attack: This unit performs 1 Charge Action on the Defender.

COORDINATED ASSAULT

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

6

FRENZIED SWINGS

4+ 6 7 8

6+ 4+

CAVE DWELLER SAVAGES

FRENZIED SWINGS

- Sundering
- Gains +1 to Hit for each of this unit's destroyed ranks.
- After completing this Attack, this unit suffers 1 Wound for each Attack Die roll of 1.

5

JAGGED WEAPONS

4+ 7 5 4

5+ 7+

FOLLOWERS OF BONE

JAGGED WEAPONS

- 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

BRONZE WEAPONS

4+ 7 5 4

4+ 6+

THENN WARRIORS

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*).

UNYIELDING

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



5

SAVAGE MAULING

3+ 1

5+ 2+

BEAR

BONDED BEAR

- This unit has 1 Wound and cannot grant Victory Points.
- If this unit is destroyed, it cannot be selected by its Skinchanger again.
- If this unit was selected, when its Bonded Skinchanger Activates, Deploy it engaged in the Front or Flank of 1 enemy engaging its Skinchanger. It then performs 1 Melee Attack Action. Remove this unit at the end of the Round.

SAVAGE MAULING

Defenders do not roll Defense Dice.



5

JAGGED WEAPONS

3+ 7 6 4

5+ 6+

THE BONELOORD'S CHOSEN

JAGGED WEAPONS

- 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.

PREY ON FEAR

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



6

RAMPAGE

4+ 6

3+ 6+

WAR MAMMOTH


MAMMOTH


- This unit has 8 Wounds.
- This unit cannot Control Objectives.
- If this unit fails a Panic Test, instead of suffering Wounds, it performs 1 Trample Action. Your opponent moves it during its pivot.

TRAMPLE

Each time this unit performs a March Action, it may replace that Action with a Trample Action:

Pivot it, then move it 12", moving through units. If it ends over a unit, it instead stops 1" before it. Each non-Solo unit moved through, or that it would have ended on, suffers D3 Wounds.






TORMUND


GIANTSBAANE

THUNDERFIST




ORDER: OVERRUN


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



FURIOUS CHARGE


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






MANCE RAYDER

KING BEYOND THE WALL




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.




INSPIRING PRESENCE


This unit's Morale Stat becomes 5+.



RALLY POINT


Friendly units in Short Range may use this unit's Morale Stat for all Morale Tests.






STYR

MAGNAR OF THENN




ORDER: THENN 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.



IRON RESOLVE


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






RATTLESIRT

THE LORD OF BONES




ORDER: TROPHY COLLECTING


After a friendly unit completes a Melee Attack, if it destroyed an enemy rank:
Search your Tactics Deck or discard pile for 1 of Rattleshirt's Commander Tactics cards and play it. Shuffle your Tactics deck.



INTIMIDATING PRESENCE


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






HARMA

VANGUARD COMMANDER





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**.



ENHANCED MOBILITY


This unit gains +1  and may pivot before Marching.






THE WEEPER

HORRIFIC BUTCHER




ORDER: GRISLY EXAMPLE


Start of any Turn:
This unit suffers 1 Wound.
Target all enemies in Short Range. They become **Panicked**.



WEAKEN RESOLVE

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






TORMUND


GIANTSBAANE

TALL-TALKER,
HORN-BLOWER,
BREAKER OF ICE




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**.




STALWART

This unit gains +2 to Morale Test rolls.







RAID LEADER



GANG-UP


All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.





CAVE DWELLER

ALPHA



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.

2021

2021

2021

2021

2021

2021

2021

2021

2021



SPEARWIFE MATRIARCH

ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:

This unit performs 1 Retreat Action.



SKINCHANGER

BONDED SKINCHANGER

At the start of each Round, select Bear, Eagle, or Wolf. See that unit's card for additional effects.

STALWART

This unit gains +2 to Morale Test rolls.



EAGLE

BONDED EAGLE

Each time this unit is selected, target 1 enemy. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

AERIAL SCOUTING

Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, this model's Skinchanger unit may perform a 2" shift.



WOLF

BONDED WOLF

Each time this unit is selected, target 1 enemy in Long Range of its Skinchanger's unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

PREDATOR'S INSTINCTS

Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2. When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice.



CHOSEN OF STYR

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.



CHAMPION OF BONE

INTIMIDATING PRESENCE

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



RATTLESIRT RUTHLESS SLAUGHTERER

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.

INTIMIDATING PRESENCE

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



HARMA THE DOGSHEAD

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.

ENHANCED MOBILITY

This unit gains +1 and may pivot before Marching.



HARMA'S BANNERMAN

HARMA'S VASSAL

This model counts as Harma when its unit is being targeted by Tactics cards

REGROUP

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



LADY VAL
THE WILDLING PRINCESS

LADY OF THE WILDS

Each time Lady Val Claims a zone, you may replace that zone's effect with:
1 friendly Combat Unit performs 1 Maneuver or Retreat Action. If they Retreat, 1 enemy they disengage from becomes Vulnerable.



MANCE RAYDER
ARTFUL TACTICIAN

SKILLFUL PREPARATIONS

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 a Tactics Zone, before resolving that zone's effect, you may draw 1 Tactics card.



CRASTER
ALLY OF CONVENIENCE

REFUGE AND SUPPLIES

Once per game, at the start of any Turn, you may restore 2 Wounds to 1 friendly unit.
Each time Craster Claims a zone, you may replace its effect with:
Draw 1 Tactics card and restore 2 Wounds to 1 friendly Combat Unit.



STYR
IRON-FISTED TYRANT



FURY OF THE THENNS

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the round):
While Influencing a friendly unit, that unit's Melee Attacks gain +1 Attack Die and Sundering.



YGRITTE
KISSED BY FIRE

SPEARWIFE'S GUILDE

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the round):
While Influencing a friendly unit, that unit gains +1  and ignores the Hindering and Rough keywords.
While Influencing an enemy unit, that enemy suffers -1  and triggers Disorderly Charges on rolls of 1 or 2.



THE WEEPER
CRUEL TYRANT

ORDER: GRISLY EXAMPLE

Start of any Turn:
This unit suffers 1 Wound.
Target all enemies in Short Range. They become Panicked.

VICIOUS

This unit's Melee Attacks gain Vicious.



WALRUS CLAN CHIEFTAIN

ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after Attack Dice are rolled:
This unit only suffers 1 Wound for every 2 unblocked Hits.



YGRITTE
SPEARWIFE ARCHER

ORDER: MARK TARGET

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


DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



JARL
ADVANCE
RAID LEADER

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.



5

STAG'S FURY

3+ 7 7 7

4+ 5+

STAG KNIGHTS

ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after Attack Dice are rolled:

This unit only suffers 1 Wound for every 2 unblocked Hits.

STAG'S FURY

This Attack gains the following based on the Game Round (effects are cumulative):

- 2+: Critical Blow
- 3+: Vicious
- 4+: Sundering
- 5+: Deals +1 Hit for each of this unit's remaining ranks.



4

WAR HAMMER

4+ 6 5 4

3+ 6+

BARATHEON WARDENS

WAR HAMMER

If the Defender rolls a 1 on any Defense Dice, after this Attack is completed, they become Weakened.

COUNTERSTRIKE

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



5

DOUBLE HAMMERS

4+ 7 6 4

4+ 6+

BARATHEON SENTINELS

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.

DOUBLE HAMMERS

- Sundering



4

LONGSWORD

3+ 7 5 4

3+ 6+

ROSE KNIGHTS

PERSEVERANCE AND VALOR

Each time this unit performs a Melee Attack, before rolling Attack Dice, it restores 1 Wound.

DEADLY BLOOM

Each time this unit restores Wounds, target 1 enemy it is engaged with. They suffer 1 Wound.



5

SWORD OF THE FAITH

4+ 7 6 4

5+ 4+

RHILOR FAITHFUL

HEART OF FIRE

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 engaged with this unit performs an Attack, before resolving that Attack: For each of this unit's destroyed ranks, the Attacker suffers 3 Hits.
- When this unit performs a Melee Attack, before rolling Attack Dice: This Attack gains Precision and Vicious.
- When this unit is destroyed: 1 other Rhilor unit in Long Range performs 1 Attack Action.



4

CHAMPION'S WRATH

3+ 7 5

2+ 6+

CHAMPIONS OF THE STAG

CAVALRY

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

CHAMPION'S WRATH

- Critical Blow
- Enemies Successfully Charged become Weakened.

4

NOBLE'S WRATH

3+ 3

2+ 3+

2021

DRAGONSTONE NOBLE

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.

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

NOBLE'S WRATH
• Sundering
• Deals +2 Hits for each Wound this unit has suffered.

5

GREATSWORD

3+ 7 6 4

4+ 6+

2021

KING'S MEN

ORDER: KING'S BLADE
After this unit is Attacked:
Search your Tactics Deck or discard pile for 1 Ours is The Fury! and add it to your hand. Shuffle your Tactics Deck.

ORDER: TO THE LAST!
When this unit is 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.

5

LONGSWORD

3+ 7 5 4

3+ 5+

2021

R'HLLOR QUEEN'S MEN

ORDER: QUEEN'S BLADE
When a friendly R'hllor unit in Short Range is Attacked, before Attack Dice are rolled:
Search your Tactics Deck or discard pile for 1 Baratheon Conviction or Stag's Resilience card and add it to your hand. Shuffle your Tactics Deck.

ORDER: TO THE LAST!
When this unit is destroyed:
This unit performs 1 Morale Test. On a success, it is not destroyed and remains in play with 1 Wound, then becomes Panicked and Vulnerable.

5

FIREARROWS

3+ 8 7 4

DAGGERS

5+ 5 4 3

5+ 6+

2021

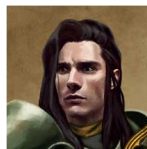





































R'HLLOR LIGHTBRINGERS



FIRE ARROWS
• Vicious
• If the Defender fails their Panic Test, they suffer +1 Wound and 1 other enemy in Short Range of the Defender suffers 1 Panic Test.

CORTNAY PENROSE
RELIABLE CASTELLAN

CASTELLAN'S DUTY
Cortnay begins the game with 3 Order tokens on him.
Each time an enemy NCU activates, you may remove 1 Order token from Cortnay. If you do, choose 2 zones. If that NCU Claims either zone this Turn, before resolving that zone's effect, target any number of friendly Combat Units. Restore D3+2 Wounds (total) across these units.


2021

<div>  <div>  <div> RENLY BARATHEON THE CHARISMATIC HEIR </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>  EMBOLDEN Friendly units in Short Range gain +1 to Morale Test rolls. </div> <div> LOYALTY: RENLY BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> STANNIS BARATHEON THE RIGHTFUL HEIR </div>  </div> </div> <div>  ORDER: ADAPTIVE PLANNING Start of any Turn: Target 1 unit in Long Range. Replace 1 Condition token on that unit with any other Condition token. </div> <div>  ORDER: MARK TARGET Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Vulnerable. </div> <div> LOYALTY: STANNIS BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> STANNIS BARATHEON THE ONE TRUE KING </div>  </div> </div> <div>  AFFILIATION: R'HLLOR This unit is a R'hllor unit. </div> <div> DAUNTLESS Each time this unit passes a Morale Test, it restores 1 Wound. </div> <div> IRON RESOLVE This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests. </div> <div> LOYALTY: STANNIS BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>
<div>  <div>  <div> DAVOS SEAWORTH HERO OF BLACKWATER </div>  </div> </div> <div> LOYALTY: STANNIS BARATHEON Your army may never include Units or Attachments with different Loyalties. </div> <div> OUTFLANK You may hold this unit off the table (<i>In Reserve</i>) instead of Deploying them. When a friendly NCU Claims , you may replace that zone's effect with: <i>Deploy 1 unit from Reserve fully within Short Range of any Flank table edge.</i> </div> <div> PATHFINDER This unit ignores the Dangerous, Hindering and Rough keywords. </div>	<div>  <div>  <div> ANDREW ESTERMONT FIRST OF THE KING'S MEN </div>  </div> </div> <div>  TRUE CONVICTION If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice. </div> <div> FIRST OF THE KING'S MEN You count as Controlling the  and  zones for Tactics cards that target this unit. </div> <div> LOYALTY: STANNIS BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> RENLY BARATHEON LORD PARAMOUNT OF THE STORMLANDS </div>  </div> </div> <div>  BOISTEROUS CHARISMA This unit may never be targeted by enemy Orders, Tactics cards, or be Influenced by enemy NCUs. </div> <div> LOYALTY: RENLY BARATHEON Your army may never include Units or Attachments with different Loyalties. </div> <div> STALWART This unit gains +2 to Morale Test rolls. </div>
<div>  <div>  <div> LORAS TYRELL THE KNIGHT OF FLOWERS </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> DAUNTLESS Each time this unit passes a Morale Test, it restores 1 Wound. </div> <div> LOYALTY: RENLY BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> ELDON ESTERMONT LORD OF GREENSTONE </div>  </div> </div> <div>  ORDER: MARK TARGET Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Vulnerable. </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> LOYALTY: RENLY BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>	<div>  <div>  <div> AXELL FLORENT FIRST OF THE QUEEN'S MEN </div>  </div> </div> <div>  AFFILIATION: R'HLLOR This unit is a R'hllor unit. </div> <div> INTIMIDATING PRESENCE Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests. </div> <div> STALWART This unit gains +2 to Morale Test rolls. </div> <div> LOYALTY: STANNIS BARATHEON Your army may never include Units or Attachments with different Loyalties. </div>





**CORTNAY
PENROSE**
CASTELLAN OF
STORM'S END

BOOKKEEPING
As long as Cortnay Penrose is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.

ORDERS OF THE CROWN
Each time a friendly NCU Claims , you may replace that zone's effect with: *Cortnay Penrose's unit performs 1 Maneuver or March Action.*

LOYALTY: RENLY BARATHEON
Your army may never include Units or Attachments with different Loyalties.



**STAG KNIGHT
NOBLE**

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



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

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



**MASTER
WARDEN**



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.

**DEVAN
SEAWORTH**
KING'S SQUIRE

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 for any Charge Distance Dice.

TRUE CONVICTION
If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.

**DAVOS
SEAWORTH**
ONION KNIGHT

ORDER: SUPPLY AID
Start of a friendly Turn: This unit suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.



TRUE CONVICTION
If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.




**ANDREW
ESTERMONT**
TRUE LOYALIST

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.

TRUE CONVICTION
If this unit is a Baratheon unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.

LORAS TYRELL
KING'S SQUIRE

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.

PRECISION
This unit's Melee Attacks gain Precision.




**BRIENNE
THE BLUE**

RENLY'S PROTECTOR
After Renly Baratheon's unit is Attacked, this unit performs 1 Attack or Charge Action on the Attacker.




RED PRIESTESS

DIVINE SACRIFICES
Each time this unit Attacks, before rolling Attack Dice, it may suffer 1 Wound and 1 Panic Test. If it does, the Defender becomes Panicked and Vulnerable.

PIKEMEN CAPTAIN

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.

THORN WATCH SENTINEL

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

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

DRAGONSTONE NOBLE

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.

AXELL FLORENT
FANATICAL DEVOTEE


AFFILIATION: R'HLLOR
This unit is a R'hllor unit.

ZEALOUS FANATICISM
This unit's Melee Attacks gain Vicious and always roll their highest Attack Die Value. This unit suffers 1 Wound for each Attack Die roll of 1.

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

CORTNAY PENROSE
LOYAL TACTICIAN

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

ORDERS OF THE CROWN
Each time a friendly NCU Claims , you may replace that zone's effect with:
Cortnay Penrose's unit performs 1 Maneuver or March Action.



ALESTER FLORENT
LORD OF BRIGHTWATER

SHIFTING LOYALTIES


Alester begins the game with 3 Order tokens on him.


Each time Alester Claims a zone, after resolving that zone's effect, you may remove 1 Order Token from him. If you do, move him to any empty zone, or switch zones with any other NCU.




SHYRA ERROL
LADY OF HAYSTACK HALL

SUPPORT OF HAYSTACK HALL

Each time Shyra Claims , restore 1 Wound to 1 friendly Combat Unit.

Each time Shyra Claims , remove 1 Condition Token from 1 friendly Combat Unit.

Each time Shyra Claims , if you remove a token, place 1 Condition Token of that type on 1 enemy Combat Unit.



MELISANDRE
THE RED WOMAN

SACRIFICES TO THE LORD OF LIGHT

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

When Melisandre Influences a friendly unit, you may have them suffer 2 Wounds and 1 Panic Test. If you do, target 1 enemy Combat Unit. That enemy suffers 1 Panic Test with -2 to their roll and +2 Wounds on failure.

While Influencing a friendly unit, that unit is a R'hllor unit and its Melee Attacks gain Vicious.



DAVOS SEAWORTH
HAND OF THE TRUE KING

SMUGGLER'S CUNNING

Davos begins the game with 3 Order tokens on him.

Each time a friendly unit Charges, after rolling Charge Distance Dice, you may remove 1 token from Davos. If you do, you may re-roll any Charge Distance Dice.

Each time a friendly unit Activates, you may remove 1 token from Davos. If you do, until the end of the Turn, enemies engaged with that unit may not use Orders or be the target of friendly Tactics cards.



SELYSE & SHIREEN
QUEEN AND PRINCESS

FERVENT CONVICTION

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

While Influencing a unit, it gains +1 to Morale Test rolls and, each time it passes a Morale test, 1 enemy it is engaged with suffers 1 Wound.

NECESSARY SACRIFICES


When a friendly Combat Unit would be destroyed, you may destroy Selyse & Shireen. If you do, that unit is not destroyed, but remains in play with D3 Wounds. Until the end of the game, it is a R'hllor unit.




AXELL FLORENT
HAND OF THE QUEEN

IN R'HLLOR'S NAME

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, if you Control , they suffer +1 Wound from failing Panic Tests.

If you Control , they cannot be the target of friendly Tactics cards.



MARGAERY TYRELL
LITTLE ROSE

A ROSE AND ITS THORNS

Each time Margaery Claims a zone, you may target 1 friendly Combat Unit. They restore 1 Wound. You may then target 1 enemy engaged with that unit. They become Vulnerable.



OLENNA TYRELL
QUEEN OF THORNS

PULLING WEEDS

Each time Olenna Claims a zone, target 1 enemy NCU and choose 1:

- That NCU loses all Abilities until the end of the Round.
- If that NCU Claims a zone this Round, before resolving that zone's effect, target 1 enemy Combat Unit. They suffer D3 Hits and becomes Weakened.



ELDON ESTERMONT
VENERABLE KNIGHT

ELDERLY CAUTION

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

Draw 3 Tactics Cards, then shuffle 1 card from your hand into your Tactics Deck.



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

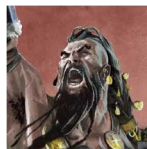








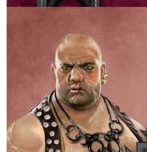


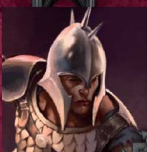





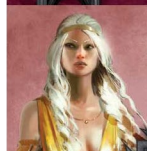












5+ 5 4 3

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.