

CARD UPDATES CHANGE-LOG v2021-S01

The following changes are for use in Official Tournament Play. Casual matches may elect to use them based on user preference.



HOUSE STARK

ATTACHMENTS

Greatjon Umber (Fierce Bannerman)

- To the Last! modified.

Design Notes: To the Last! was universally buffed across the range to be more user-friendly.

Meera Reed (Cunning Trapper)

- Order: Hidden Traps modified.

Design Notes: Hidden Traps was universally buffed across the range to allow more diverse control.

Bran and Hodor (Protector and Ward)

- Cost reduced from 2 to 1.

NCUs

Sansa Stark (Little Bird)

- Ability modified.

Design Notes: Sansa wasn't quite providing the value we wished she was, so we have modified her effect to allow more usage.

Arya Stark (The Wolf Girl)

- Ability modified.

Design Notes: Like Sansa, Arya wasn't bringing enough value for her cost. Her once-per-game effect has been increased to twice-per-game.

Eddard Stark (Warden of the North)

- Cost increased from 5 to 6.

Design Notes: Eddard's Ability was overshadowing most other options within the faction, even after others were buffed. Lowering the number of tokens available shifted him a bit too far in the other direction, so his points cost has instead been raised and the number of tokens kept the same.

COMBAT UNITS

House Stark Sworn Swords + Eddard's Honor Guard

- Order: Stark Fury removed.
- Melee Attack replaced with Winter's Bite.

Design Notes: Order: Stark Fury shared the same trigger as numerous Stark Tactics Cards, as well as Attachment Abilities. While this was intentional, it has proved to be too restrictive and limiting for the unit. As a result, it has been removed and the unit's Attack has gained similar effects. This allows the unit to make better use of the tools available to House Stark.

House Tully Cavaliers

- Lance reworked.

Design Notes: Units with the Lance keyword were designed to have high-impact damage on the charge, but low sustain. Unfortunately, the current Lance was not quite giving the damage output to justify the drop-off/points of the unit. It has been buffed to allow greater potential Hits.



HOUSE STARK (CONT.)

COMBAT UNITS (CONT.)

House Stark Outriders

- Cost reduced from 7 to 6.

Crannogmen Trackers

- Order: Hidden Traps modified.

Design Notes: Hidden Traps was universally buffed across the range to allow more diverse control.

House Umber Greataxes

- Executioner's Fury reworked.

Design Notes: Initially designed to be a continuous threat at all ranks, switching from high defense-penetration to panic-based damage, this theme proved to stretch Greataxes in too many directions, giving them an uncertain role in the army. They are now hyper-focused to be the premier line-breakers for House Stark.

TACTICS CARDS

Winter's Might

- Effect reworked.

Design Notes: This card relied on the unit in question being wounded to gain benefits, which was severely limiting its usefulness. In this rework, it has been given a base-line effect, with additional benefits if the unit has suffered heavy losses.

Northern Ferocity

- Effect reworked.

Design Notes: This card was modified for the same reasons as its sister-card, Winter's Might.

Berserker Tactics (Greatjon Umber, Lord of Last Hearth)

- Effect boosted.

Design Notes: The self-damaging effect of the previously version meant in most cases the unit was simply matching wounds with the enemy, but at the cost of a card. We have given it a slight buff to push it more in the favor of the user.



HOUSE LANNISTER

ATTACHMENTS

Guard Captain

- Ability: Iron Resolve removed.
- Order: Hold the Line! added.

Design Notes: Iron Resolve wasn't proving to add enough incentive to the overall Lannister army, leading to the Guard Captain to be a rather low inclusion. The Ability has been replaced with the new Order: Hold the Line, giving House Lannister a means of causing damage through attrition while their Morale effects play out.

Boros Blout

- Vengeance of the Crown buffed.

NCUs

Joffrey Baratheon (Lord of the Seven Kingdoms)

- Cost increased from 4 to 5.
- Ability reworked.

Design Notes: The utility Joffrey offered far outweighed his drawbacks. Unfortunately, simply increasing his cost to 5 pushed him too far in the opposite direction, as in the 5 point range paying for potential drawbacks takes a much higher precedence. As a compromise, his cost has been increased, but his drawback has been removed.

COMBAT UNITS

Lannister Crossbowmen

- Defense increased from 5+ to 4+.
- "To Hit" of Crossbow Attack increased from 4+ to 3+

Design Notes: Crossbowmen were designed to be potent ranged threat that could hammer enemies from distance. Unfortunately, their to Hit severely limited their usage, as often more consistent damage could be attained elsewhere. Increasing their to Hit greatly aided this, but they still felt a bit lacking compared to flashier units. We have increased their Defense to 4+, making them very durable as far as ranged units go, allowing them to get into shoot-outs with similar-style enemies and come out ahead.

House Clegane Mountain's Men

- Marauder's Blades reworked.

Design Notes: The change to this Ability is subtle but should not be overlooked. Previously the effect would only trigger if Attacking an enemy with FEWER remaining ranks. It has now been modified to work on enemies with THE SAME or fewer ranks, meaning that, unless the Mountain's Men are actively losing the combat, their effect will be active.

Knights of Casterly Rock

- Lance reworked.

Design Notes: Units with the Lance keyword were designed to have high-impact damage on the charge, but low sustain. Unfortunately, the current Lance was not quite giving the damage output to justify the drop-off/points of the unit. It has been buffed to allow greater potential Hits.

Red Cloaks

- "To Hit" of Longsword Attack reduced from 3+ to 4+.

Design Notes: Red Cloaks primary damage comes from their Panic Effect, but this was combined with a Melee Profile usually unseen in 6 point units. Rather than reducing their Panic effect, we have reduced their combat capabilities to be more in line.

Poor Fellows

- Morale Value modified from 4+ to 6+
- Healing effect of Zealous Resurgence reduced.

Design Notes: Poor Fellows were proving to be just too durable for their points cost, able to drag down much more expensive units with little recourse. To reduce some of their durability, their Morale has been reduced from 4+ (unseen in even a lot of expensive units) to a 6+, which still puts them much higher on the curve than most 4 point units. In addition to this, the healing effects of Zealous Resurgence have been slightly reduced, removing the bonus when the unit is at its last rank.



NIGHT'S WATCH

ATTACHMENTS

Watch Captain

- Order: Relentless modified.

Design Notes: Relentless was proving too powerful when fielded in ranged unit. It has been universally modified to now only allow a Maneuver or a Melee Attack.

Qhorin Halfhand (Grizzled Ranger)

- To the Last! removed.
- Battle Scars added.

Design Notes: The reworked To the Last! was proving too powerful in Night's Watch, so it has been replaced with Battle Scars, still keeping his theme of grizzled toughness.

NCUs

Jeor Mormont (The Old Bear)

- Ability reworked.

Design Notes: Jeor was allowing too much universal utility for Night's Watch to fetch cards from the deck. His effect has been modified to being Once Per Game.

COMBAT UNITS

Ranger Trackers

- Cost reduced from 7 to 6.

Design Notes: Trackers, while providing good utility to Night's Watch forces, were being outshined by other options of the same points cost. We have reduced their cost to 6 rather than increase any of their already decent stats.

Conscripts

- Cost increased from 4 to 5.

Design Notes: While the drawbacks of the Conscripts are there, it was too easy to shield them from direct combat and make use of their Supply Aid Order. Increasing their weaknesses, which could already be ignored by proper positioning, wasn't the answer, so their cost has been increased instead, which also pushes the Watch further into its "elite" role.

Builder Crossbowmen

- Order: Ready! Aim! Release! modified.
- Morale increased from 5+ to 6+

Design Notes: Ready! Aim! Release! now uses the unit's lowest attack die value. While this is the ranged-mirror to Set For Charge, it had the added benefit of (usually) increasing Charge Distance via the shift, typically making it a strictly better version. This change might be slight, but brings it more in line with lowered potential damage. In addition, we have slightly reduced the Morale of the unit to reflect that, while they are members of the Watch, they are Builders. This also brings them more in line with other dedicated ranged units.

TACTICS CARDS

Serrated Enhancements + Honed Enhancements (Othell Yarwyck, First Builder)

- Effects reworked.

Design Notes: While attaching cards is a theme of Night's Watch, Othell's were bringing a bit too much utility to the table. As such, both Serrated Enhancements and Honed Enhancements have been reworked to be one-time-use buffs, rather than attachable benefits.

For the Watch! (Jon Snow, 998th Lord Commander)

- Effects reworked.

Design Notes: This card was just slightly performing above the curve than we wanted to see, so we have slightly reduced its capabilities by removing its ability to be triggered off of the Combat Zone, now entirely focusing on the Maneuver Zone.



NEUTRALS

ATTACHMENTS

Theon Greyjoy (Reek)

- Cost reduced from 1 to 0.

Design Notes: We have reverted Reek to a pre-2021 Update version, where he is freely incorporated into Ramsey's Attachment package.

NCUs

Tycho Nestoris (Iron Banker)

- Cost increased from 4 to 5.

Design Notes: With the overall reduction in lethality in 2021, restoring Wounds gained value, and Tycho is one of the best cases of that in the game- proving to be too reliable and easy to use for his cost.

COMBAT UNITS

Bloody Mummer Zorse Riders

- Cost reduced from 7 to 6.

Design Notes: The less-than-stellar defense stats of this unit were not being properly balanced by their offensive capabilities, especially coming in at 7 points, where players tend to expect to not have to jump through hoops (heh) to get Abilities to work. We have reduced their cost to the 6 point bracket to compensate for this.

Blood Mummer Skirmishers

- "To Hit" increased from 4+ to 3+.

Design Notes: Another case of the unit's subpar defense stats not properly balancing against their damage-output. Here, we have pushed their offense just a bit further, giving them a 3+ To Hit value to make them more of an "active" threat, rather than purely reactionary.

House Bolton Cutthroats

- "To Hit" increased from 4+ to 3+.

Design Notes: Much like the Skirmishers, Cutthroats traded defense for offense, but the offense just wasn't quite where it needed to be.



FREE FOLK

ATTACHMENTS

Walrus Clan Chieftain

- Ability: Iron Resolve added.

Design Notes: Resilience in most armies would be 2 points on its own. Free Folk are not most armies. With their focus on cheap and expendable units, often times increasing a unit's durability didn't make much sense in favor of just including another unit. By adding Iron Resolve to the Walrus Chieftain we are universally increasing the unit's survivability in all regards, making them a threat that can actually remain through the game.

Chosen of Styr

- Ability: Stand Your Ground removed.
- Ability: Go Down Fighting added.

Design Notes: Stand Your Ground was a means for units to be slightly more durable when facing a charge- durability, however, is not a hallmark of the Free Folk, and often the damaged saved here would not be worth the investment of the Attachment, as these units were typically only charged once. We have exchanged it for Go Down Fighting, which adds more versatility in the unit's purpose, as well as giving it some bite when it is inevitably attacked and taken down.

The Weeper (Cruel Tyrant)

- Cost reduced from 2 to 1.

Design Notes: Much like the Walrus Clan Chieftain, the Weeper's Abilities would make a fine place in other armies, but here, he was just proving to be a bit too expensive for what you'd typically see from a Free Folk unit/attachment.

COMBAT UNITS

Free Folk Trappers

- Order: Hidden Traps modified.

Design Notes: Hidden Traps was universally buffed across the range to allow more diverse control.

Savage Giants

- Vicious added to Mighty Swing

Design Notes: Giants needed a small increase in the damage department, independent of their Wounds. Plus its probably terrifying to fight a Giant.

War Mammoths

- Reworked entirely.

Design Notes: Mammoths have been complicated since their initial inception. We wanted to create a unit that allowed large battlefield disruption but came with certain drawbacks. Unfortunately, each rendition of this proved to be either too devastating or too uncontrollable for the Free Folk player. Instead of continuing to try to force mobility and positioning tricks, we have instead shifted the unit to focus on raw damage output and stats, making it more of a targeted missile for the Free Folk player than a map control unit.

Spearwives

- Coordinated Assault replaced with Furious Charge

Design Notes: Coordinated Assault was giving the unit a bit too high damage output than we wanted to see, especially when combined with the utility of Coordination Tactics from the Free Folk base deck. We have exchanged it for Furious Charge, giving the Spearwives some extra damage potential on the charge, but without the sustain.

Thenn Warriors

- Unyielding replaced with Order: Hold the Line!

Design Notes: Thenns were meant to be a control and tank unit. Unfortunately, they lacked any real bite once engaged. While they lost some sustained survivability, they instead gained sustainable damage output from Hold the Line!

TACTICS CARDS

Final Strike (Styr, Magnar of Thenn)

- Effects reworked.

Design Notes: Final Strike was simply modified across as versions to be playable when the defending unit was destroyed.



HOUSE BARATHEON

ATTACHMENTS

Red Priestess

- Divine Sacrifices modified.

Design Notes: The costs associated with getting these effects off were simply too high. Said costs have been removed while also keeping versatility in the effect.

Master Warden

- Stand Your Ground replaced with Order: Hold the Line!

Design Notes: To give Baratheons another tool for prolonged combat, Stand Your Ground has been replaced with Order: Hold the Line!

NCUs

Melisandre (The Red Woman)

- Cost reduced from 6 to 5.

Design Notes: While powerful, Melisandre does come with a number of drawbacks. This is typically not something players wish to spend 6 points on, so we have maintained her power but reduced her cost to 5.

Selyse & Shireen (Queen and Princess)

- Cost increased from 5 to 6.
- Ability buffed.

Design Notes: Losing an NCU is often a cost players are simply not willing to pay. Removing this cost proved to be too good an increase in value, so rather than keep it or further modify them, we have instead increased their cost to 6.

Axel Florent (Hand of the Queen)

- Ability reworked.

Design Notes: Axel unfortunately carried too many restriction in getting his Ability to actually function, so they have been largely removed.

COMBAT UNITS

R'hllor Queen's Men

- To the Last! reworked
- Morale modified from 6+ to 5+

Design Notes: These are overall buffs to the To The Last! Ability. To better utilize these, we have also increased their Morale to 5+.

King's Men

- To the Last! reworked.
- King's Blade reworked.

Design Notes: King's Blade has been reworked to be more offensive focused, now allowing the unit to fetch an Ours is the Fury! card any time it Attacks.

R'hllor Lightbringers

- Cost reduced from 7 to 6.

Thorn Watch

- Cost reduced from 7 to 6.

Champions of the Stag

- Champion's Wrath reworked.
- Morale modified from 6+ to 5+

Design Notes: Champions lacked a bit of damage output in combat for an 8 point unit. We have adjusted Champion's Wrath to give Vulnerable, aiding them in prolonged grinds. Likewise, as they are supposed to be a tanky unit, we have increased their morale from 6+ to 5+ to give them more staying power.



HOUSE BARATHEON

TACTICS CARDS

Final Strike (Generic)

- Effects reworked.

Design Notes: Final Strike was simply modified across as versions to be playable when the defending unit was destroyed.

Baratheon Conviction + Baratheon Justice (Generic)

- Effects reworked.

Design Notes: These cards had numerous of their effects swapped around and reworked. This was done to give the Baratheons back a bit of their "retribution" style of play seen pre-2021. Baratheon Conviction now functions off of passed Morale Tests, causing negatives to enemies, and Baratheon Justice is a retaliatory card played once you are Attacked. Both triggers have been made far less complicated and ease-of-use of both cards have increased greatly.



HOUSE TARGARYEN

SPECIAL RULES CARDS

Mother of Dragons

- REMOVED.

Design Notes: As part of the overall changes, we have decided to REMOVE the effects of this card from Tournament Play. It should be ignored for ALL PURPOSES. Meaning all 3 Dragons no longer need to be fielded with Daenerys, but they also no longer receive a points reduction for taking her in her Mother of Dragons version.

ATTACHMENTS

Unsuited Captain

- Order: Relentless modified.

Design Notes: Relentless was proving too powerful when fielded in ranged unit. It has been universally modified to now only allow a Maneuver or a Melee Attack.

Jorah Mormont (The Andal)

- Unit Attachment Restriction Removed.

Haggo (Bloodrider)

- Ability: To the Last! replaced with Fueled by Slaughter.

Design Notes: The new To the Last! was proving too impactful on Cavalry options, so it has been replaced on Haggo with Fueled by Slaughter.

COMBAT UNITS

Dragons (Drogon, Rhaegal, Viserion)

- Attack modified.

Design Notes: This change applies to all 3 named dragons. Their Attack was reduced from D3+3 Wounds to D3+1 Wound for each remaining rank in the Defending unit. This was done to give better scaling to damage and tone its raw destructive power down, and they still remain one of the highest sources of direct Wounds in the game.

Unsuited Swordmasters

- Cost reduced from 8 to 7.

Bloodriders

- Ability: Fueled by Slaughter removed.

Design Notes: While they are a unique unit for a specific commander, the raw offense they brought to the table, coupled with good general stats AND sustain was proving to be too much for most players to handle. We have kept their stats and offensive punch, but removed a primary source of their sustain (Fueled by Slaughter) to give them some weaknesses which can be exploited.

TACTICS CARDS

Expert parry (Belwas, the Strong)

- Trigger modified.

Design Notes: This card was printed with an entirely incorrect trigger. It has been corrected.



HOUSE GREYJOY

ATTACHMENTS

Victarion Greyjoy

- Order: Relentless modified.

Design Notes: Relentless was proving too powerful when fielded in ranged unit. It has been universally modified to now only allow a Maneuver or a Melee Attack.

Baelor Blacktyde (Lord of Blacktyde)

- To the Last! modified.

Design Notes: Ability To the Last! was updated and buffed. Baelor's version has been changed accordingly.



GAME MODES

GENERAL

- REMOVED FROM ALL GAME MODES: Objective tokens Controlled by your army's **Commander** grant +1 Victory Point when scoring.

A CLASH OF KINGS

- REMOVED: Objective tokens Controlled by your army's **Commander** grant +1 Victory Point when scoring.
- REMOVED: At the Start of each Round, beginning with the First Player, if your Commander and their unit have been destroyed, you may Re-deploy them fully within a friendly Deployment Zone or fully within 6" from any Flank table edge."
- REMOVED: Gain +2 Victory Points the first time the enemy Commander is destroyed.
- MODIFIED: Score 1 Victory Point each time your Commander's unit destroys an enemy unit with an Ability or Attack. If they destroy the Commander's unit, Score 2 Victory Points instead.
- MODIFIED: After determining the First Player, beginning with whomever is not the First Player, players will alternate selecting from these Objectives, until each player has 2.



HERE WE STAND

- REMOVED: **Special Rules (Redeploy:** At the Start of each Round, beginning with the First Player, each player may Redeploy 1 of their previously destroyed Combat Units (*including Attachments*) in Short Range of their Deployment Table Edge or any Flank Table Edge. Units Redeploy Activated for the Round.






RED PRIESTESS

DIVINE SACRIFICES
 Each time this unit Attacks, before rolling Attack Dice, it may suffer up to 2 Wounds. If it does, for each Wound suffered, the Defender becomes **Panicked** or **Vulnerable**.



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MASTER WARDEN

ORDER: HOLD THE LINE!
When this unit Activates:
 Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.

MASTER WARDEN

ORDER: HOLD THE LINE!
When this unit Activates:
 Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.



MELISANDRE
 THE RED WOMAN
"Lady Melisandre wore no crown, but every man there knew that she was Stannis Baratheon's real queen."

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CHARACTER



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



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, each time they fail a Panic Test, they become **Weakened**.
 While Influencing an enemy unit, if they are engaged with a R'hllor unit, they suffer +1 Wound from failing Panic Tests.




SELYSE & SHIREEN
 QUEEN AND PRINCESS
"The red woman had won her, heart and soul, turning her from the gods of the Seven Kingdoms."

6



CHARACTER



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



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
 Once per game, when a friendly Combat Unit would be destroyed, instead, that unit is not destroyed and remains in play with D3 Wounds. Until the end of the game, it is a R'hllor unit.



BARATHEON CONVICTION



When a friendly unit passes a Morale Test:

That unit restores 2 Wounds.
If you Control , all enemies
they are engaged with
suffer 1 Panic Test.
If you Control , each enemy
they are engaged with
gains 1 Condition token.



BARATHEON CONVICTION



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That unit restores 2 Wounds.
If you Control , all enemies
they are engaged with
suffer 1 Panic Test.
If you Control , each enemy
they are engaged with
gains 1 Condition token.



BARATHEON JUSTICE



After an enemy completes an Attack:

The Attacker becomes
Panicked and **Vulnerable**.
If you Control  or , they
also become **Weakened**.



BARATHEON JUSTICE


After an enemy completes an Attack:

The Attacker becomes
Panicked and **Vulnerable**.
If you Control  or , they
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FINAL STRIKE


After an enemy completes a Melee Attack:

For each Wound the Defender
suffered, the Attacker suffers 1 Hit.
If you Control , the Attacker
suffers -1 to Defense Dice
rolls against these Hits.



FINAL STRIKE

After an enemy completes a Melee Attack:

For each Wound the Defender
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If you Control , the Attacker
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rolls against these Hits.

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GUARD CAPTAIN

ORDER: HOLD THE LINE!

When this unit Activates:

Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.



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Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.



BOROS BLOUNT KINGSGUARD

VENGEANCE OF THE CROWN

After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 1 Wound, +1 Wound for each of this unit's destroyed ranks.



JOFFREY BARATHEON LORD OF THE SEVEN KINGDOMS

"His Grace has a unique way of winning the hearts of his subjects."


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CHARACTER



JOFFREY BARATHEON LORD OF THE SEVEN KINGDOMS

MIGHT OF THE IRON THRONE

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.



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CROSSBOW

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

SHORT SWORD

5+ 5 4 3

3+ 6 6 4

5

4+

7+

LANNISTER
CROSSBOWMEN

2021-501






HOUSE CLEGANE
MOUNTAIN'S MEN

4+

7+

5

MARAUDER'S
BLADES

4+ 7 5 4

PREY ON FEAR

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

MARAUDER'S BLADES

- Critical Blow
- Gains +1 to Hit and Vicious when Attacking enemies with the same or fewer remaining ranks.

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, rolls +2 Attack Dice for each remaining rank in this unit.

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RED CLOAKS

5

4+

6+

4+ 7 5 4

LONG SWORD

FEARLESS AVARICE

While you Control this unit suffers -1 Wound from failed Panic Tests.

LANNISTER JUSTICE

While you Control 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.

RUTHLESS AGGRESSION

3+ 7 6 4

5

HOUSE BOLTON CUTTHROATS

5+ 7+

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RUTHLESS AGGRESSION

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

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.

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MUMMER'S BLADES

3+ 7 5 4

5+ 7+

BLOODY MUMMER SKIRMISHERS

BLOODY MUMMER ZORSE RIDERS

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Never lacking for outrageous flair, Bloody Mummer cavalry ride Zorses into battle. These unusual beasts originate from Essos, where striped animals and horses were interbred to create the species. Zorses can survive on little food and water for extended periods, but remain as swift as their western counterparts. Zorse Riders fill a classic light cavalry role in the Mummer ranks, flanking and charging pinned units and exposed archers.

TYCHO NESTORIS

IRON BANKER

5

"We who serve the Iron Bank face death full as often as you who serve the Iron Throne."

CHARACTER

THEON GREYJOY

REEK

"I'm not him, I'm not the turncloak, he died at Winterfell. My name is Reek!"

CHARACTER

0

May only be fielded in an army that includes Ramsay Snow, and must be attached to his unit, ignoring usual Attachment limits.






WATCH CAPTAIN

ORDER: RELENTLESS
Start of a friendly Turn:
 This unit performs 1 Melee 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 CAPTAIN

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


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 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.









QHORIN HALFHAND
 GRIZZLED RANGER

BATTLE SCARS
 After this unit is Attacked, place 1 Order token on Qhorin. 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.


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



JEOR MORMONT
 THE OLD BEAR

DUTY TO THE REALMS OF MEN
 Each time Jeor Claims a zone, you may target 2 friendly Night's Watch Combat Units in Long Range of each other. Move 1 friendly attached Tactics card from 1 of those units to the other.
 Once per game, when Jeor Claims a zone, you may replace that zone's effect with:
Take 1 Tactics card that can be attached to a unit from your discard pile and attach it to a friendly Night's Watch unit.





FOR THE WATCH!

JON SNOW - 998TH LORD COMMANDER

Start of any Turn:
 Target 1 friendly Combat Unit. It may re-roll any Charge Distance Dice this Turn.
 If this targeted a Night's Watch unit, attach this card to that unit until the end of the game.
 While attached, each time this unit is targeted by the  zone, you may replace that zone's effect with:
This unit performs 1 Charge Action.





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HONED ENHANCEMENT

OTHELL YARWYCK - FIRST BUILDER

When a friendly unit is performing an Attack, before rolling Attack Dice:
 This Attack gains +1 to Hit.
 If this is a Builder unit, this Attack rolls +1 Attack Die.





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5

CONSCRIPTS

Somewhat ragged and often unruly, Night's Watch Conscripts are literally the lowest of the low. While the Watch prefers to provide at least some training to their newest recruits, on occasion, defense of the Wall requires every man standing to grab a blade and sally forth. Liable to break and run at the first sign of serious resistance, a wise commander will not depend too heavily on the Conscripts holding against strong odds.

5

CROSSBOW

3+

6

6

4

SHORT SWORD

4+

5

4

3

5+

6+

BUILDER CROSSBOWMEN

2021-S01

CROSSBOW

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

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 using its lowest Attack Die Value.

6

RANGER TRACKERS

The Night's Watch Rangers employ many units of varying skill sets, but their eyes are embodied by the Trackers. As dedicated scouting cavalry, Trackers are charged with providing intelligence on enemy strength, numbers, and location. On the battlefield their expertise extends to determining enemies in vulnerable positions. Wise commanders will heed their counsel, and position troops to exploit such weaknesses accordingly.

SERRATED ENHANCEMENT

OTHELL YARWYCK - FIRST BUILDER

When a friendly unit is performing an Attack, before rolling Attack Dice:

This Attack gains Vicious.

If the Attacker is a Builder unit, enemies that fail their Panic Test from this Attack becomes **Weakened**.

108-1202

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108-1202






WINTER'S MIGHT

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

This Attack gains **Sundering**.

If this unit has only 1 remaining rank, it may re-roll any Attack Dice.

If you Control , this Attack rolls its highest Attack Die Value.

2021-S01




WINTER'S MIGHT

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
2021-S01



NORTHERN FEROCITY

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

This Attack gains **Vicious**.

If this unit has only 1 remaining rank, and the Defender fails their Panic Test, they suffer +2 Wounds. If you Control , the Defender becomes **Panicked**.


2021-S01



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When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

This Attack gains **Vicious**.

If this unit has only 1 remaining rank, and the Defender fails their Panic Test, they suffer +2 Wounds. If you Control , the Defender becomes **Panicked**.

2021-S01



BERSERKER TACTICS

When a friendly unit is performing a Melee Attack, after rolling Attack Dice:

If this targets a House Umber unit, the Defender becomes **Panicked**.

This unit may suffer up to 3 Wounds. If it suffered any Wounds, this Attack deals 1+ that many additional Wounds.

2021-S01



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When a friendly unit is performing a Melee Attack, after rolling Attack Dice:

If this targets a House Umber unit, the Defender becomes **Panicked**.

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2021-S01



STARK OUTRIDERS

While not built for a sustained melee engagement, House Stark's Outriders rarely find themselves so encumbered. Unfettered mobility is their hallmark, with lightly armored troops and unarmored mounts chosen and trained for speed and calm temperament. While they suffer the usual vulnerability to arrows shared by light troops, Outriders consider archers as natural prey. Outriders can close with and shatter an unprotected archery line with ease.




UNSULLIED OFFICER



ORDER: RELENTLESS
Start of a friendly Turn:
This unit performs 1 Melee 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.

JORAH MORMONT

THE ANDAL

"There is a savage beast in every man, and when you hand that man a sword or spear and send him forth to war, the beast stirs."

CHARACTER



2






HAGGO

BLOODRIDER



BLOODRIDER
This unit cannot become Weakened.



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.




EXPERT PARRY

BELWAS - THE STRONG

When an enemy Combat Unit is performing a Melee Attack, after rolling Defense Dice:

For each blocked Hit, the Attacker suffers 1 Hit.

If the Defender is Belwas' unit, the Attacker suffers -1 to Defense Dice rolls for these Hits.




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For each blocked Hit, the Attacker suffers 1 Hit.

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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 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes Vulnerable.



VISERION





UNSULLIED SWORDMASTERS



7

Only one in three prospects for the famed Unsullied survive the brutal training process. These fearsome eunuch legions are renowned for their individual skill and unshakable discipline. While individually not quite a physical match for western soldiers, the Unsullied feel no pain and are adept at striking foes where least expected. Underestimating the Unsullied for their slight stature and strange ways is a quick route to the grave.



2021-S01

2021-S01