

**MAG THE MIGHTY**  
MAG MAR TUN DOH WEG  
"You can kneel to him if you like, he won't mind."

**CHARACTER**

**9**

**COMMANDER**

Replace the Free Folk Tactics deck with Mag's Tactics deck

**CHIEFTAIN OF THE GIANTS**

You may select Mag the Mighty as your Commander. If you do, his points cost becomes 5 (Instead of the usual 9). When you Include Mag the Mighty as your Commander, replace the Free Folk Tactics Deck with Mag's deck.

**TORMUND GIANTSBANE**  
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 or Vulnerable.

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

**THE GREAT WALRUS**  
LORD OF THE FROZEN SHORE

**AFFILIATION: FROZEN SHORE**  
This unit is a Frozen Shore unit.

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

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

**JARL**  
ADVANCE RAID LEADER

**OUTFLANK**  
You may hold this unit off the table (In Reserve) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.

**MANCE RAYDER**  
KING BEYOND THE WALL

**BOISTEROUS CHARISMA**  
This unit may never be targeted by enemy Orders, Tactics cards, or be Influenced by enemy NCUs.

**THE KING IS DEAD!**  
When Mance is destroyed, your opponent gains 2 Victory Points and each of your units in Long Range becomes Panicked.

**INSPIRING PRESENCE**  
This unit's Morale Stat becomes 5+.

**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.

**THERE'S TOO MANY!**

When an enemy is performing a Panic Test, before dice are rolled: That enemy suffers -1 to their roll for each of your friendly units in Short Range, up to 3.

**THE ENDLESS HORDE**

Start of any Turn: Target 1 friendly Infantry Unit and attach this card to them until the end of the game. When this unit is destroyed, place 1 Free Folk Raiders unit with 1 Raid Leader attached to it fully within Long Range of a friendly table edge, unactivated.

**COORDINATION TACTICS**

Start of any Turn: Target 2 friendly Infantry units in Short Range of each other. Until the end of the Turn, both units gain any non-Innate Abilities on the other unit. You may immediately trigger 1 unused "Start of Turn" Order on either of those units.



5

3+
6

3+

4+

PUMMELING FISTS

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.

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6
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5+

7+

HARPOON

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ORDER: MARK TARGET

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

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6
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FRENZIED SWINGS

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

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FROZEN SHORE CHARIOTS

One does not normally connect the Wildlings with war machines, but Frozen Shore Chariots are surprisingly effective. Made of wood and bone, and hauled by massive wolf/hound hybrids bred for strength and ferocity, Chariots pull two men and an assortment of weaponry, not only towards the enemy, but often crashing straight through even hardened ranks. That said, use them with caution, for a chariot's primary weakness lies in becoming bogged down.

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SPEAR AND MAUL

SPEAR TOSS

ORDER: CHARGING VOLLEY

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

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