











MASTERCRAFT  
AXE

BLACKTYDE  
CHOSEN

**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**.

**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.











REAPER'S  
FERVOR

HOUSE HARLAW  
REAPERS

**REAPER'S FERVOR**

- Vicious
- When an enemy fails a Panic Test from this Attack, choose 1. For each Pillage token on this unit, choose +1. The same effect may be chosen multiple times:
  - That enemy suffers +1 Wound.
  - This unit restores 1 Wound.

**PILLAGE**  
After completing a Melee Attack, for each enemy rank that was destroyed, this unit gains 1 **Pillage token**. It may have up to 2 Pillage tokens at any time.



WAR CRY

ASHA GREYJOY - THE KRAKEN'S DAUGHTER

**When a friendly Combat Unit Activates:**

That unit performs 1 Morale Test.

On a success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.



COORDINATION TACTICS

DAGMER CLEFTJAW - MASTER-AT-ARMS

**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.





**ERIK  
IRONMAKER**  
THE JUST

**GIFTS OF IRON, GOLD, AND STEEL**

At the start of the game, place 1 Pillage token on Erik.

When Erik or an enemy NCU claims  place 1 Pillage token on Erik.

When Erik Claims a zone other than , you may remove 1 Pillage token from him and place it on 1 friendly unit with Pillage.



**ASHA  
GREYJOY**  
THE KRAKEN'S  
DAUGHTER

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

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

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



**ASHA  
GREYJOY**  
CAPTAIN OF  
THE BLACK WIND

**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**.

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



**REAYER  
CAPTAIN**

**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.



**VICTARION  
GREYJOY**  
MASTER OF THE  
IRON VICTORY

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

**RELENTLESS**  
 After this unit is Attacked, this unit may perform 1 Melee Attack Action.



**NUTE**  
THE BARBER

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

**VICTARION'S VASSAL**  
 This model counts as Victarion Greyjoy for all abilities and effects.

**MOTIVATED BY COIN**  
 When a friendly NCU Claims , you may replace that zone's effect with: *Nute's unit performs 1 Attack Action.*



**QARL**  
THE MAID

**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 5+, destroy that Attachment.

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



**QARL**  
ASHA'S CHAMPION

**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 5+, destroy that Attachment.



**BAELOR  
BLACKTYDE**  
LORD OF BLACKTYDE

**TO THE LAST!**  
 Place 2  tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1  token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 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.