



5

RESOLUTE STRIKES
4+ 7 5 4

4+ 6+

HOUSE MORMONT SHE-BEARS

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.

RESOLUTE STRIKES

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



WAR CRY

BRYNDEN TULLY - THE BLACKFISH

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.



HOUSE MORMONT BRUISERS

As befitting the house sigil of a great bear, the troops known colloquially as House Mormont Bruisers hit hard and go down fighting. Their light armor consists mostly of padded leather and light chain, giving them decent mobility. The last thing an opponent wants to face are these troops on a flank. When suffering losses, Bruisers only become more dangerous, vowing blood for blood and often taking their enemies with them.

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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 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.



5

SPEAR
4+ 7 7 4

4+ 6+

HOUSE KARSTARK SPEARMEN

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.

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.



MORMONT VETERAN

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.



5

ARROW VOLLEY
3+ 7 7 4

SHORT SWORD
5+ 5 4 3

6+ 6+

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.



LANNISTER HALBERDIERS

While capable of mounting offensive assaults, House Lannister's Halberdiers excel in defensive formations and positions. Charging enemies should think twice before facing an entrenched Halberdier line. Care should be taken to shield Halberdiers from flanking maneuvers or ranged fire, but, when properly employed, nothing gets past a Halberdier's deadly blade.

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LANNISTER OPPRESSION

3+ 7 6 5

3+ 5+

CASTERLY ROCK HONOR GUARD

LANNISTER OPPRESSION

Before rolling Attack Dice, you may expend Condition tokens on the Defender to gain the following:

- **Panicked:** Until the end of the Turn, Defender loses any Abilities and may not be the target of friendly Tactics Cards.
- **Vulnerable:** Attack may re-roll any Attack Dice. After completing this Attack, restore 2 Wounds for each of the Defender's ranks destroyed by this Attack.
- **Weakened:** Attack rolls highest Attack Die Value and gains Sundering.



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CASTERLY ROCK HONOR GUARD

CASTERLY ROCK HONOR GUARD

The vast castle at Casterly Rock serves as both a symbol of Lannister supremacy and an unbreakable fortress overlooking Lannisport. As such its guardians, the renowned Casterly Rock Honor Guard also serve as symbols of unbreakable Lannister might. Outfitted in the finest plate armor money can buy, and trained as a heavy response force to local threats, the Honor Guard can stand the line and exploit enemy vulnerabilities as they reveal themselves.



6

HOUSE CLEGANE BRIGANDS

HOUSE CLEGANE BRIGANDS

While most cavalry assaults are savage enough, Gregor Clegane's bands of mounted brigands take brutality beyond all norms. It's not enough for them to simply shred enemy ranks from the flanks or rear. For the type of man drawn to Clegane's ranks, a weapon that leaves an enemy crippled and shattered is as good as one that kills swiftly and efficiently. Yet, for all their fearsome reputation, Brigands have little thirst for fair fights.



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 5+, destroy that Attachment.

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

2021_S02



JOFFREY BARATHEON
FIRST OF HIS NAME

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

2021_S02



ADDAM MARBRAND
TRUSTED BANNERMAN

JAIME'S VASSAL
This model counts as Jaime Lannister for all abilities and effects.

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.

2021_S02

CLEGANE BUTCHER



1

2021_S02



CLEGANE BUTCHER

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.

2021_S02



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** or **Vulnerable**.

2021_S02



ADDAM MARBRAND
COMMANDER OF THE CITY WATCH

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.

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

2021_S02



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** or **Vulnerable**.

2021_S02



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** or **Vulnerable**.

2021_S02



GLORY SEEKER

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.

2021-S02



BRIENNE
MAID OF TARH

KNIGHTLY VOW

- After deployment, target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control , this unit's melee attacks gain +1 to Hit.

STALWART
This unit gains +2 to Morale Test rolls.

2021-S02



GLORY SEEKER

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.

2021-S02



WAR FLAIL
3+ 6 4

HOUSE BOLTON
FLAYED MEN

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.

2021-S02



PETYR Baelish
LITTLEFINGER

MASTER OF THE GAME

Petyr Baelish starts the game with 3 Order Tokens.

Each time Petyr Claims a zone, you may spend 1 Order token to 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.

2021-S02



GOLDEN COMPANY
CROSSBOWMEN

The Golden Company, the Free Cities' most reliable mercenary group, offers several types of troops for hire. One being their Crossbowmen. These sharp-eyed fighters never waste a shot, resolutely waiting until enemies have closed to within perfect range before unleashing their bolts. These bolts punch through enemy armor with ease, especially at closer ranges. Anyone looking to bolster their forces can get a bargain by hiring them.

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2021-S02

WATCH CAPTAIN

2

WATCH 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.

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

WATCH 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.

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

OTHELL YARWYCK
FIRST BUILDER

AFFILIATION: BUILDER
This unit is a Builder unit.

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.

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 or Vulnerable.

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.

FURIOUS CHARGE
Enemies Successfully Charged by this unit become Vulnerable.

SER DENYS MALLISTER
SHADOW TOWER COMMANDER

KNIGHTLY VOW

- After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control , this unit's melee attacks gain +1 to Hit.

DUTIFUL COMMANDER
If this is a Night's Watch unit, after Deployment, you may search your deck for 1 *Tempered by Duty* Tactics card and attach it to this unit. Shuffle your Tactics Deck.

SATIN
COMMANDER'S STEWARD

COMMANDER'S VASSAL
This model counts as having your Commander's name for all abilities and effects.

COLDHANDS
ENIGMATIC GUIDE

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.

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

QHORIN HALFHAND
UNWAVERING RANGER

"Our honor means no more than our lives, so long as the realm is safe."

5

CHARACTER

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.

GILLY
THE WILDLING GIRL

SAMWELL'S INFLUENCE

Gilly does not Activate each Round. Once per game, at the the start of a friendly Turn, you may Activate Gilly. Do not activate another unit this Turn.

DONAL NOYE
EXPERT BLACKSMITH

"The Watch is not what it was. Too few honest men to keep the rogues in line."

4

CHARACTER

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.

RANGER VANGUARDS

6

LONGSWORD

3+ 7 5

4+ 5+

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**.

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.

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.



2021-S02

5

PUMMELING FISTS

3+ 6

3+ 4+

WUN WUN

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.

PUMMELING FISTS

- Critical Blow
- Sundering

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.



2021-S02

5

HARPOON

4+ 6 5 4

HARPOON

4+ 6 5 4

5+ 7+

FROZEN SHORE HUNTERS

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

HARPOON

After completing this Attack, the Defender becomes Weakened.



2021-S02

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.



2021-S02

FROZEN SHORE CHARIOTS

5

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.



2021-S02

4

SPEAR AND MAUL

3+ 6 4

SPEAR TOSS

4+ 4 4

FROZEN SHORE BEAR RIDERS

4

SPEAR AND MAUL

- Sundering
- Vicious
- Precision

BEAR CAVALRY

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

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



4

LONGSWORD

3+ 7 6 4

3+ 5+

R'HLLOOR
QUEEN'S MEN

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.

ORDER: QUEEN'S BLADE
When a friendly R'hlloor unit in Short Range is Attacked, before rolling Attack Dice:
Search your Tactics Deck or discard pile for 1 Baratheon Justice card and add it to your hand. Shuffle your Tactics Deck.



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 5+, destroy that Attachment.

PRECISION
This unit's Melee Attacks gain Precision.



4

CHAMPION'S WRATH

3+ 6 4

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.
• If this unit began the Turn engaged with the Defender, before rolling Attack Dice, the Defender becomes Vulnerable.



DAVOS SEAWORTH
HERO OF BLACKWATER

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

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.

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

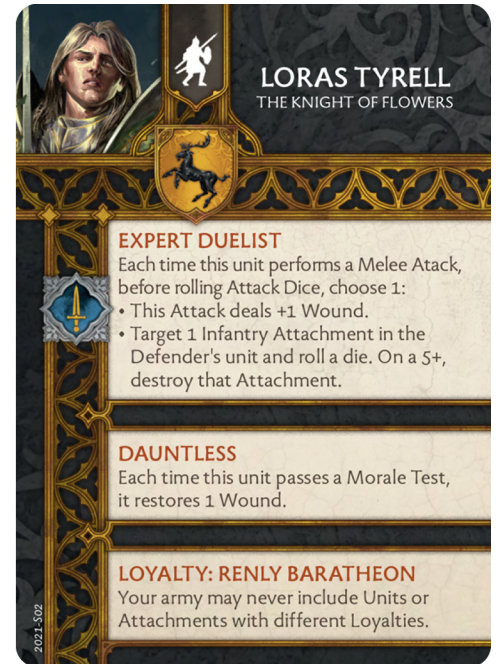


ELDON ESTERMONT
LORD OF GREENSTONE

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

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.

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



LORAS TYRELL
THE KNIGHT OF FLOWERS

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.

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

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



VISERION

Viserion is named for Daenerys Targaryen's brother Viserys. He's often called the white dragon, yet is cream colored with golden horns and crest. His claws and teeth are shining black, and his eyes are 'pools of molten gold'. While nowhere near fully grown, Viserion is one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Viserion can be anywhere on the field and kill anything he wishes.

CHARACTER

May only be fielded in an army including Daenerys Targaryen

7



RHAEGAL

Rhaegal is named for Daenerys Targaryen's brother Rhaegar. He is a majestic green and bronze, with jet black fangs and claws, and eyes that 'burn with their own heat, brighter than polished shields'. While nowhere near fully grown, Rhaegal's current size still makes him one of the most dangerous creatures in the world. With unparalleled movement capabilities and breathing fire, Rhaegal can be anywhere on the field and kill anything he wishes.

CHARACTER

May only be fielded in an army including Daenerys Targaryen

7



DROGON

May only be fielded in an army including Daenerys Targaryen

Drogon is named for Daenerys Targaryen's deceased husband Khal Drogo. His scales are solid black, with blood red horns and crest. His eyes are described as 'smoldering red pits'. While nowhere near fully grown, Drogon's current size (and especially his temperament) makes him one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Drogon can be anywhere on the field and kill anything he wishes.

7



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 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.

DOTHRAKI HRAKKARS



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.

BLOODRIDER

This unit cannot become Weakened.


CAVALRY

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

DROGO'S BLOODRIDERS



FIELD CONTROL

When a NCU Claims :

If the NCU was friendly, you may replace that zone's effect with:

1 friendly Combat Unit performs 1 Maneuver or Retreat Action with +1 . Any enemy it disengages from becomes *Weakened*.

If the NCU was an enemy, after resolving that zone's effect, 1 friendly combat unit performs a 3" shift.

2021-502




WAR CRY

MARSELEN - MOTHER'S MEN COMMANDER

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**.

2021-502




BELWAS THE STRONG

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*).

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.



2021-502



UNSULLIED OFFICER

  2 

2021-502

UNSULLIED OFFICER

GO DOWN FIGHTING

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

RELENTLESS

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

2021-502




BARRISTAN SELMY THE BOLD

KNIGHTLY VOW

- After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control , this unit's melee attacks gain +1 to Hit.

EMBOLDEN

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

2021-502




KHAL DROGO THE GREAT KHAL



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.

IRON RESOLVE

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

2021-502




DAENERYS TARGARYEN MOTHER OF DRAGONS



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.

2021-502



5

MASTERCRAFT AXE

3+ 7 5 4

4+ 6+

2021_S02

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.



5

REAPER'S FERVOR

3+ 7 6 4

5+ 6+

2021_S02

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.

2021_S02



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.

2021_S02



**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.

2021-S02



**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.

2021-S02



**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+.

2021-S02



**REAVER
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.

2021-S02



**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.

2021-S02



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.

2021-S02



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.

2021-S02



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.

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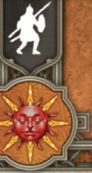


**BAELOR
BLACKTYDE**
LORD OF BLACKTYDE

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.

2021-S02



**OBERYN
MARTELL**
RED VIPER

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.

VIPER'S FANGS

When Attacking enemies that
have not Activated this Round,
the Defender becomes **Vulnerable**
and **Weakened**.