










Kampfeinheiten

 **Blackguards (6)** 

 4  3+  6+  4+  6 5 4


FÄHIGKEITEN: Spiked Flail, Horrific Visage

↳  **Roose Bolton (H)** 



FÄHIGKEITEN: Order: Spread Fear, Intimidating Presence






 **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.

 **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


 **Dreadfort Spearmen (5)** 

 5  4+  7+  4+  7 7 4


FÄHIGKEITEN: Order: Set for Charge, Impaling Spear

↳  **Grunt (0*)** 


FÄHIGKEITEN: Order: Resilience

 **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.



 **IMPALING SPEAR**
After completing this Attack, if this destroyed an enemy rank, all enemies in Short Range of the Attacker become **Panicked**.

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


 **Dreadfort Archers (6)** 

 5  6+  7+  3+  7 7 4  5+  5 4 3

FÄHIGKEITEN: Ruthless Volley

↳  **Bronn (1)** 

FÄHIGKEITEN: Loyalty through Coin, Motivated by Coin

 **RUTHLESS VOLLEY**
• Ignores units and terrain when determining Line of Sight.
• When Attacking engaged enemies, gains Precision and may re-roll any Attack Dice. Your friendly units engaged with that enemy suffer 1 Wound.

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.



Flayed Men (8)



FÄHIGKEITEN: Cavalry, War Flail, Intimidating Presence



Glory Seeker (1)



FÄHIGKEITEN: Iron Resolve, Stubborn Tenacity



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

IRON RESOLVE

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

STUBBORN TENACITY

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

Zivile Einheiten



Jeyne Poole (5)

FÄHIGKEITEN: Loyal Imposter



LOYAL IMPOSTER

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 gains +2 to Morale Test rolls.

Once per game, at the start of any Round, you may have your opponent gain control of Jeyne until the end of the Round. If you do, you become the First Player. Jeyne cannot Influence a unit that Round.



Walda Frey (4)

FÄHIGKEITEN: Frey Ambition



FREY AMBITION

Each time Walda Claims , 1 enemy Combat Unit becomes **Weakened**.

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

Search your Tactics Deck or discard pile for 1 of your **Commander's Tactics cards** and add it to your hand. Shuffle your Tactics Deck.

Each time Walda Claims , instead of removing a Condition token, you may restore +1 Wound.



Petyr Baelish (4)

FÄHIGKEITEN: Master of the Game



MASTER OF THE GAME

Petyr Baelish starts the game with 2 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.