

MERCILESS PURSUIT

WHEN: When an enemy Combat Unit fails a Panic Test

It suffers +1 Wound.

NIGHT'S WATCH / **BOLTON**

The enemy unit suffers +1 additional Wound.

MERCILESS PURSUIT

WHEN: When an enemy Combat Unit fails a Panic Test

It suffers +1 Wound.

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IRON RESOLVE

WHEN: When a friendly Combat Unit fails a Panic Test

It counts as passing that Panic Test instead.

STARK / **BROTHERHOOD**

The friendly unit Restores D3 Wounds.

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FURIOUS ASSAULT

WHEN: When a friendly Combat Unit makes a Melee Attack

It attacks with its highest **Attack Die** value (regardless of destroyed Ranks).

BARATHEON / **GREYJOY**

If the Defender fails their Panic Test, they suffer +1 Wound.

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WHEN: When a friendly Combat Unit makes a Melee Attack

It attacks with its highest **Attack Die** value (regardless of destroyed Ranks).

BARATHEON / **GREYJOY**

If the Defender fails their Panic Test, they suffer +1 Wound.

FEIGNED RETREAT

WHEN: When an enemy Combat Unit makes a Melee Attack

It attacks with its lowest **Attack Die** value (regardless of remaining Ranks).

LANNISTER / **MARTELL**

The Attacker gains 1 Condition token after the attack is resolved.

FEIGNED RETREAT

WHEN: When an enemy Combat Unit makes a Melee Attack

It attacks with its lowest **Attack Die** value (regardless of remaining Ranks).

LANNISTER / **MARTELL**

The Attacker gains 1 Condition token after the attack is resolved.

DESPERATE DEFENSE

WHEN: When a friendly Combat Unit is attacked in Melee

It generates +1 **Block** for each of its destroyed Ranks.

FREE FOLK / **NIGHT'S WATCH**

If the Defender has exactly 1 Rank remaining, it generates +1 additional Block.

DESPERATE DEFENSE

WHEN: When a friendly Combat Unit is attacked in Melee

It generates **+1 Block** for each of its destroyed Ranks.

FREE FOLK / NIGHT'S WATCH

If the Defender has exactly 1 Rank remaining, it generates **+1 additional Block**.

CORNERED BEASTS

WHEN: When a friendly Combat Unit makes a Melee Attack

It rolls **+1 Attack Die** for each of its destroyed Ranks.

GREYJOY / FREE FOLK

The Defender gains **1 Condition token** after the attack is resolved.

CORNERED BEASTS

WHEN: When a friendly Combat Unit makes a Melee Attack

It rolls **+1 Attack Die** for each of its destroyed Ranks.

GREYJOY / FREE FOLK

The Defender gains **1 Condition token** after the attack is resolved.

RALLY THE REMNANTS

WHEN: Start of any Turn

Target a friendly Combat Unit. It **Restores 1 Wound** for each of its destroyed Ranks.

FREE FOLK / BARATHEON

The targeted unit **Restores +1 additional Wound**.

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WHEN: Start of any Turn

Target a friendly Combat Unit. It **Restores 1 Wound** for each of its destroyed Ranks.

FREE FOLK / BARATHEON

The targeted unit **Restores +1 additional Wound**.

RELENTLESS ADVANCE

WHEN: When a friendly Combat Unit declares a Charge

It rolls **+1 die** for its Charge distance roll and you may discard the lowest result.

TARGARYEN / STARK

The Attacking unit rolls **+1 Attack Die** for the resulting attack.

RELENTLESS ADVANCE

WHEN: When a friendly Combat Unit declares a Charge

It rolls **+1 die** for its Charge distance roll and you may discard the lowest result.

TARGARYEN / STARK

The Attacking unit rolls **+1 Attack Die** for the resulting attack.

UNEVEN GROUND

WHEN: When an enemy Combat Unit declares a Charge

It rolls **+1 die** for its Charge distance roll and they must discard the highest result.

MARTELL / FREE FOLK

The Attacking unit suffers **-1 to Hit** for the resulting attack.

UNEVEN GROUND

WHEN: When an enemy Combat Unit declares a Charge

It rolls **+1 die** for its Charge distance roll and they must discard the highest result.

MARTELL / FREE FOLK

The Attacking unit suffers **-1 to Hit** for the resulting attack.

INSPIRING PRESENCE

WHEN: Start of any Turn

Attach to a friendly Combat Unit. It gains **+1 to Panic Test** rolls. Discard this card when it fails a Panic Test.

**NIGHT'S WATCH /
BROTHERHOOD**

While attached, this unit cannot gain Condition tokens.

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While attached, this unit cannot gain Condition tokens.

OMINOUS PORTENTS

WHEN: Start of any Turn

Attach to an enemy Combat Unit. It suffers **-1 to Panic Test** rolls. Discard this card when it passes a Panic Test.

BOLTON / MARTELL

While attached, this unit cannot Restore Wounds.

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WHEN: Start of any Turn

Attach to an enemy Combat Unit. It suffers **-1 to Panic Test** rolls. Discard this card when it passes a Panic Test.

BOLTON / MARTELL

While attached, this unit cannot Restore Wounds.

MOMENT OF RESPITE

WHEN: Start of any Turn

Target a friendly Combat Unit. Remove **1 Condition token** from it.

**BROTHERHOOD / NIGHT'S
WATCH**

You may draw 1 Tactics card.

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SOW DISCORD

WHEN: Start of any Turn

Target an enemy Combat Unit. It gains **1 Condition token**.

LANNISTER / GREYJOY

Target a friendly Combat Unit. It may also remove 1 Condition token.

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Target a friendly Combat Unit. It may also remove 1 Condition token.

EXPLOIT WEAKNESS

WHEN: Start of any Turn

Target an enemy Combat Unit. It suffers **1 Wound** for each Condition token it has.

MARTELL / LANNISTER

The targeted unit suffers **+1 additional Wound**.

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Target an enemy Combat Unit. It suffers **1 Wound** for each Condition token it has.

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The targeted unit suffers +1 additional Wound.

BITTER DEMISE

WHEN: When a friendly Combat Unit is destroyed

All engaged enemy Combat Units suffer **D3 Wounds**.

GREYJOY / BARATHEON

Target 1 of those enemy Combat Units. It gains 1 Condition token.

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SPOILS OF WAR

WHEN: When an enemy Combat Unit is destroyed

All engaged friendly Combat Units Restore **D3 Wounds**.

TARGARYEN / STARK

Target 1 of those friendly Combat Units. Remove 1 Condition token from it.

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TACTICAL WITHDRAWAL

WHEN: When a friendly Combat Unit Retreats

After retreating, it may remove 1 Condition token.

BROTHERHOOD / STARK

The retreating unit Restores **D3 Wounds**.

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ASSAULT ORDERS

WHEN: When a friendly Combat Unit makes a Melee Attack

The Defender suffers +1 Hit for each of its destroyed Ranks.

BOLTON / TARGARYEN

If the Defender has exactly 1 Rank remaining, the Defender suffers +1 additional Hit.

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If the Defender has exactly 1 Rank remaining, the Defender suffers +1 additional Hit.

COURT POLITICS

WHEN: When an enemy NCU claims a Tactics Zone

Draw 1 Tactics card.

LANNISTER / BARATHEON

You may immediately discard 1 card. If you do, cancel the effect of the Tactics Zone claimed by the enemy NCU.

COURT POLITICS

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Draw 1 Tactics card.

LANNISTER / BARATHEON

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