JON SNOW

100
GOLD

PLAY AT THE START OF YOUR MANEUVER PHASE.

YOU MAY MAKE AN EXTRA MANEUVER THIS TURN.

CATELYN STARK

200
GOLD

PLAY WHEN AN OPPONENT DECLARES AN INVASION AGAINST A TERRITORY YOU CONTROL WITH ONLY ONE ARMY.

ADD ONE ARMY TO THAT DEFENDING TERRITORY.

NED STARK

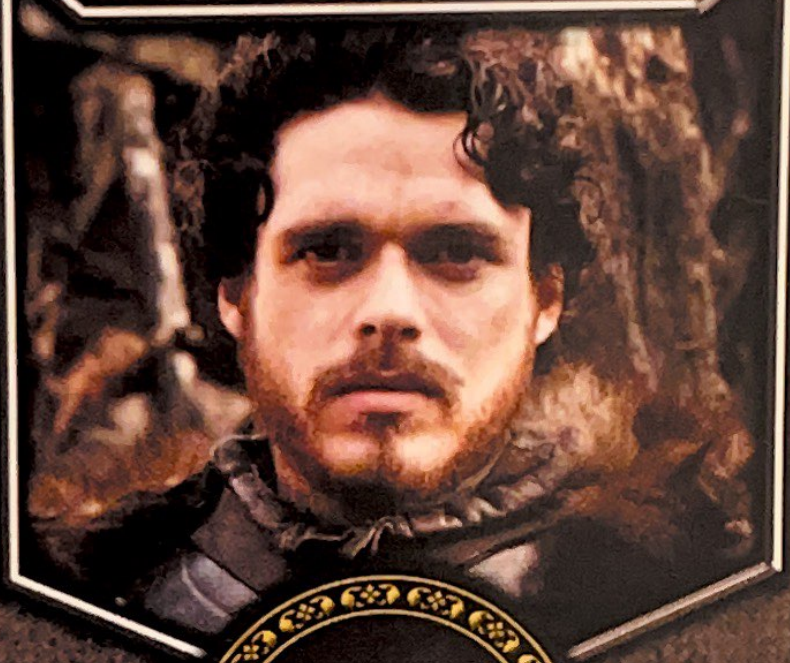
200
GOLD

PLAY AFTER ROLLING FOR A BATTLE WHEN YOU ARE THE DEFENDER.

CHANGE ANY ONE DEFENSE DIE TO ITS HIGHEST VALUE.

173161-0

ROBB STARK



300
GOLD

PLAY WHEN YOU DECLARE AN INVASION.

ADD 1 TO ALL YOUR ATTACK DICE FOR THE DURATION OF THE INVASION.

CERSEI LANNISTER

300
GOLD

PLAY IF YOU CONQUERED THREE OR MORE TERRITORIES THIS TURN.

YOU MAY DRAW AN EXTRA TERRITORY CARD.

JAIME LANNISTER

200
GOLD

PLAY AFTER ROLLING FOR A BATTLE WHEN YOU ARE THE ATTACKER.

CHANGE ANY ONE ATTACK DIE TO ITS HIGHEST VALUE.

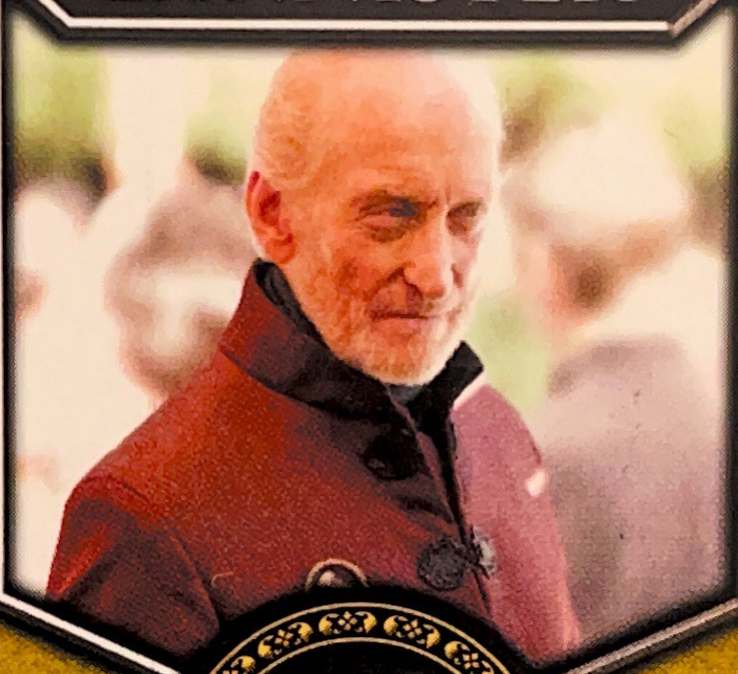
TYRION LANNISTER

100
GOLD

PLAY WHEN YOU BUY A MAESTER CARD.

YOU MAY LOOK AT THE TOP TWO CARDS; CHOOSE ONE TO KEEP AND DISCARD THE OTHER.

TYWIN LANNISTER



200
GOLD

PLAY AFTER ROLLING FOR A BATTLE WHEN YOU ARE THE DEFENDER.

ADD 1 TO ALL YOUR DEFENSE DICE FOR THE BATTLE.

173161-0

BRIENNE

300
GOLD

PLAY WHEN AN OPPONENT DECLARES AN INVASION AGAINST YOU.

YOU MAY REPLACE ALL 6-SIDED DICE WITH 8-SIDED DICE FOR THE DURATION OF THE INVASION.

LORAS TYRELL

200
GOLD

PLAY WHEN YOU DECLARE AN INVASION.

YOU WIN ALL TIES FOR THE DURATION OF THE INVASION.

RENLY BARATHEON

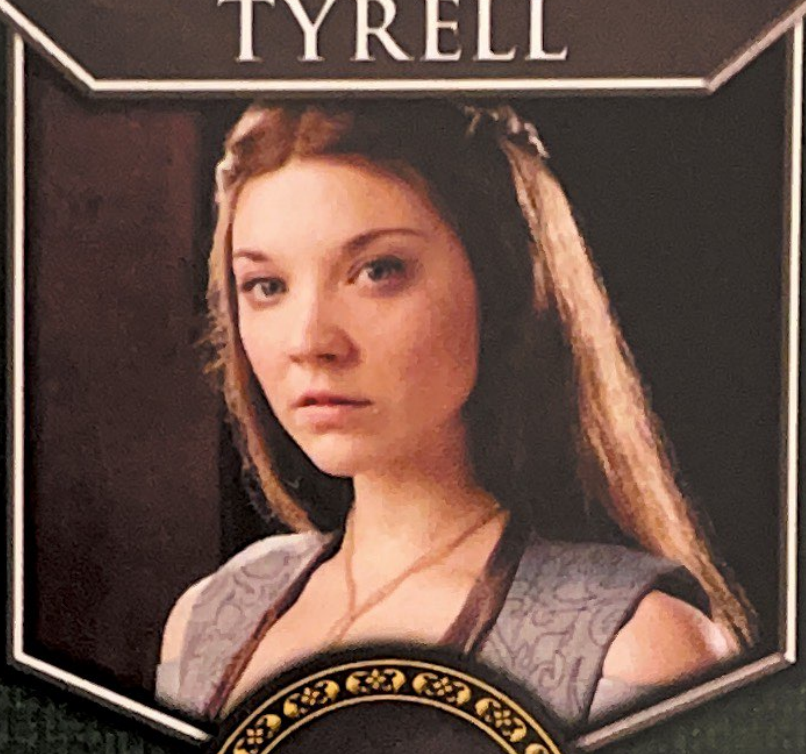
200
GOLD

PLAY WHEN YOU DEPLOY REINFORCEMENTS.

YOU MAY DEPLOY AN EXTRA ARMY TO A TERRITORY WITH A CASTLE.

173161-0

MARGAERY TYRELL

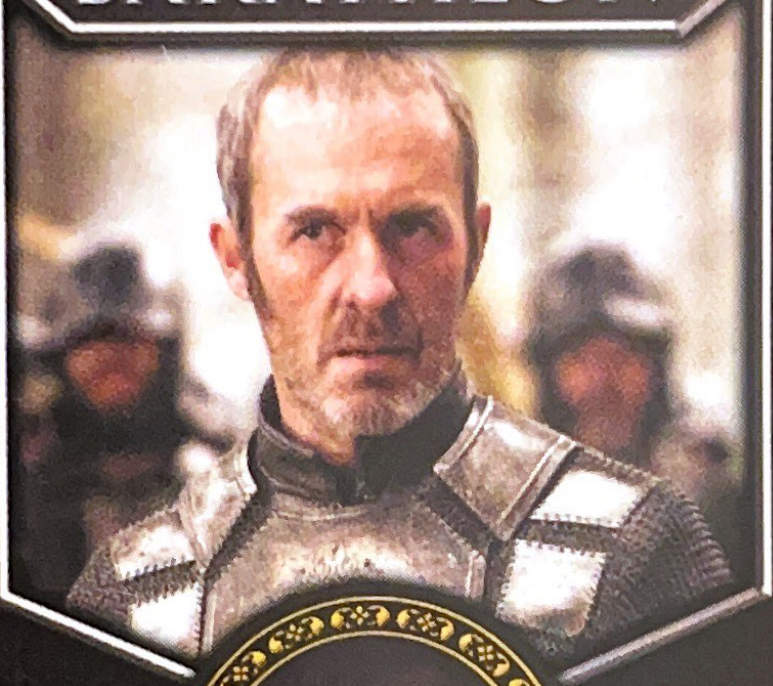


100
GOLD

PLAY AFTER ROLLING DICE FOR A BATTLE.

YOU MAY FORCE AN OPPONENT TO RE-ROLL ANY ONE DIE ONCE FOR THE BATTLE.

STANNIS BARATHEON



300
GOLD

PLAY WHEN AN OPPONENT DECLARES AN INVASION AGAINST YOU.

ADD 1 TO ALL DEFENSE DICE FOR THE DURATION OF THE INVASION.

173161-0

MELISANDRE

200
GOLD

Play before you declare any Invasions.

Force an opponent to discard a Maester card at random.

DAVOS SEAWORTH

200
GOLD

PLAY WHEN YOU DECLARE AN INVASION AGAINST A TERRITORY WITH A PORT.

ADD 1 TO ALL ATTACK DICE FOR THE DURATION OF THE INVASION.

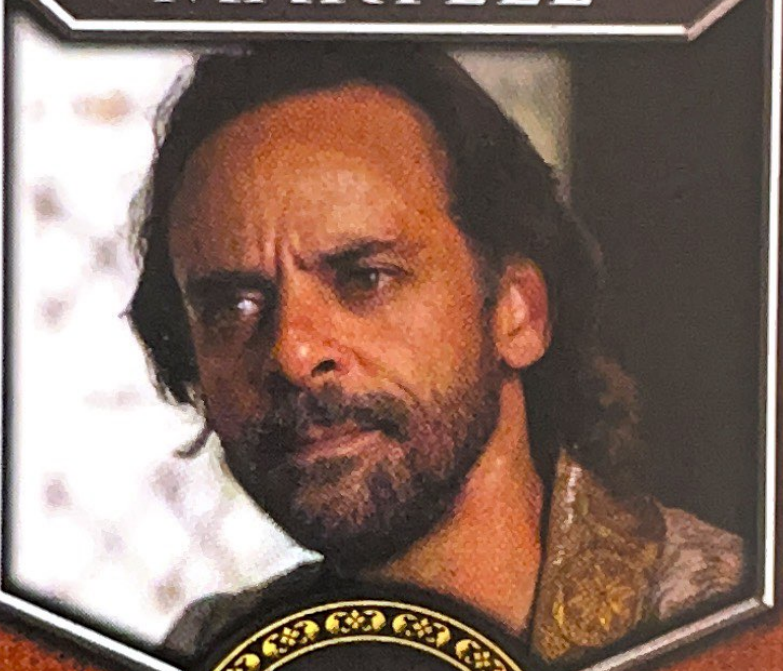
SALLADHOR SAAN

100
GOLD

PLAY BEFORE YOU DECLARE ANY INVASIONS.

THE FIRST TIME YOU CONQUER A TERRITORY FROM AN OPPONENT THIS TURN YOU MAY STEAL 100 GOLD FROM HIM.

DORAN MARTELL



300
GOLD

PLAY AT THE END OF YOUR TURN IF YOU DID NOT CONQUER ANY TERRITORIES.

YOU MAY DRAW A TERRITORY CARD THIS TURN.

AREO HOTAH

200
GOLD

PLAY WHEN AN OPPONENT DECLARES AN INVASION AGAINST A TERRITORY YOU CONTROL WITH A CASTLE OR PORT.

ADD 1 TO YOUR HIGHEST DEFENSE DIE FOR THE DURATION OF THE INVASION.

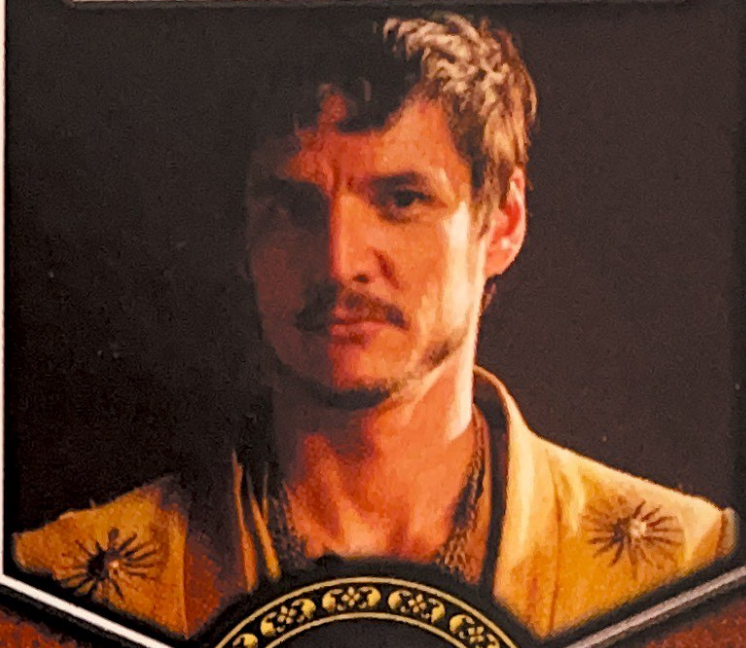
ELLARIA SAND

100
GOLD

PLAY BEFORE YOU DECLARE ANY INVASIONS.

YOU MAY MAKE YOUR MANEUVER AT ANY POINT DURING YOUR TURN.

OBERYN MARTELL



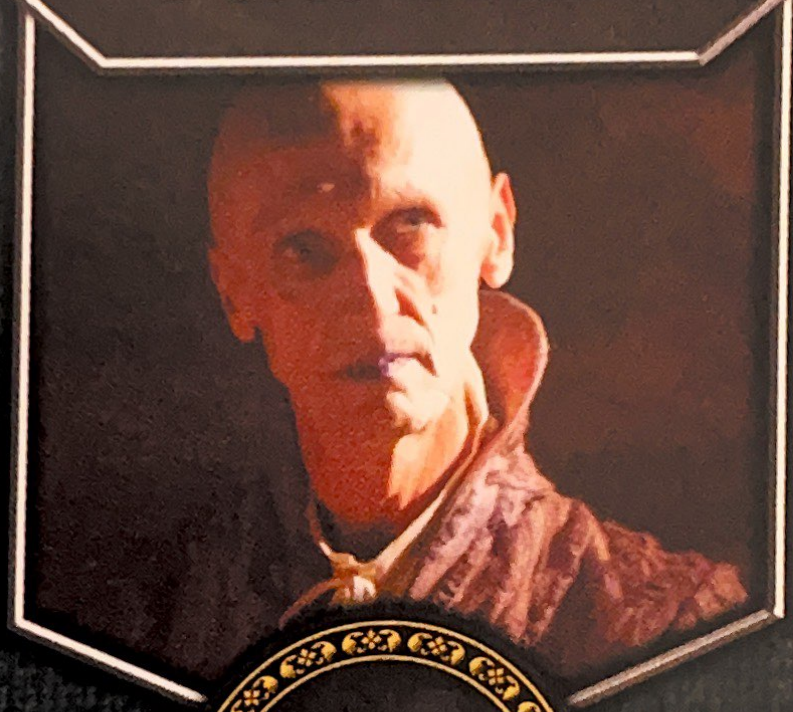
200
GOLD

PLAY WHEN YOU DECLARE AN INVASION.

YOU MAY REPLACE ONE 6-SIDED DIE WITH AN 8-SIDED DIE FOR THE DURATION OF THE INVASION.

173161-0

PYAT PREE

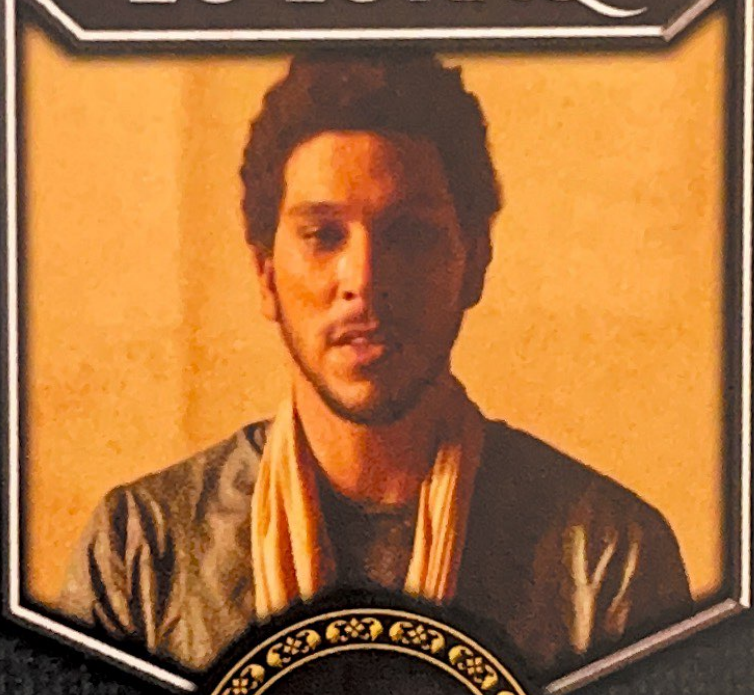


300
GOLD

Play after rolling dice for a Battle.

Add 1 to all your dice for the Battle.

HIZDAHR ZO LORAQ

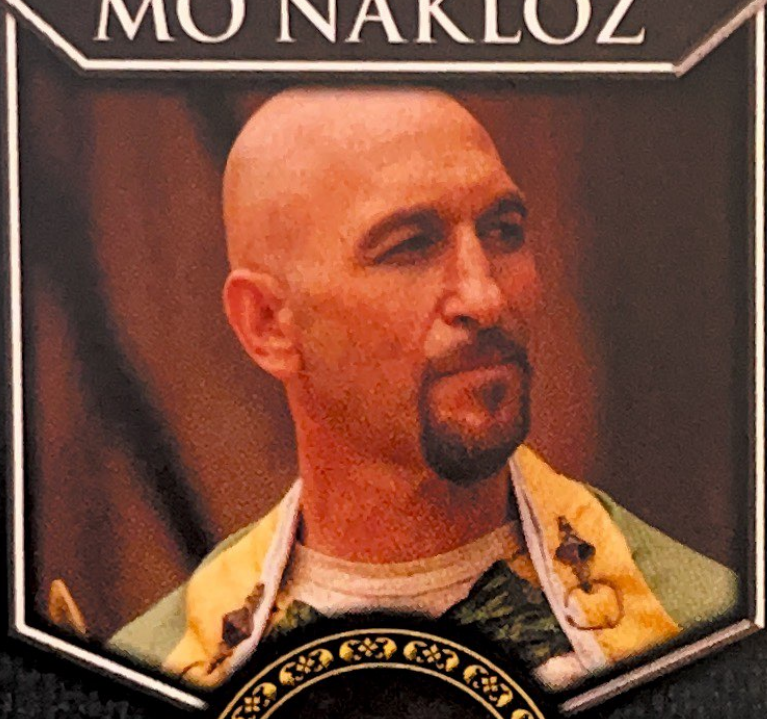


200
GOLD

PLAY WHEN AN OPPONENT DECLARES AN INVASION AGAINST YOU.

YOU MAY REPLACE ONE 6-SIDED DIE WITH 8-SIDED DIE FOR THE DURATION OF THE INVASION.

KRAZNYS MO NAKLOZ

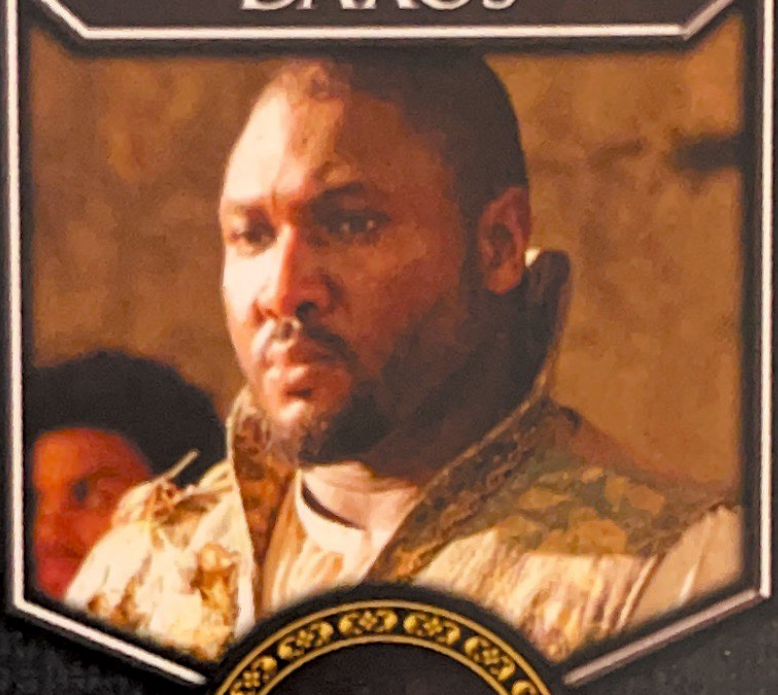


200
GOLD

PLAY WHEN YOU DECLARE AN INVASION.

ADD 1 TO YOUR HIGHEST ATTACK DIE FOR THE DURATION OF THE INVASION.

XARO XHOAN DAXOS



100
GOLD

PLAY WHEN YOU DRAW A TERRITORY CARD.

YOU MAY LOOK AT THE TOP TWO CARDS; CHOOSE ONE TO KEEP AND DISCARD THE OTHER.

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