















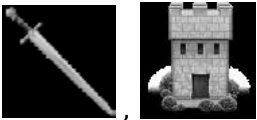





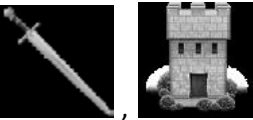




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| <p align="center"><u>Tyrell</u></p> | <p align="center"><u>Bolton</u></p> | <p align="center"><u>Martell</u></p> |
| <p align="center"><u>Mace Tyrell</u> 4</p> <p align="center">   </p> | <p align="center"><u>Roose Bolton</u> 4</p> <p align="center">  </p> | <p align="center"><u>Doran Martell</u> 4</p> <p>For each House card in your hand, this card gains a fortification icon and a sword icon, and suffers a -1 combat strength (to a minimum of 0).</p> |
| <p align="center"><u>Randyll Tarly</u> 3</p> <p align="center">   </p> | <p align="center"><u>Ramsay Bolton</u> 3</p> <p>If your “Reek” house card is still in your hand, this card gains +1 combat strength and three sword icons.</p> | <p align="center"><u>Areo Hotah</u> 3</p> <p align="center">   </p> |
| <p align="center"><u>Willas Tyrell</u> 2</p> <p align="center">  </p> | <p align="center"><u>Black Walder</u> 2</p> <p align="center">  </p> | <p align="center"><u>Bastard of Godsgrace</u> 2</p> <p align="center">  </p> |
| <p align="center"><u>Ser Jon Fossoway</u> 2</p> <p align="center">  </p> | <p align="center"><u>Steelshanks Walton</u> 2</p> <p align="center">  </p> | <p align="center"><u>Big Man</u> 2</p> <p align="center">  </p> |
| <p align="center"><u>Paxter Redwyne</u> 1</p> <p>If the embattled area is a sea area, all of your participating ship (including supporting Tyrell ships) add +2 combat strength instead of +1.</p> | <p align="center"><u>Walder Frey</u> 1</p> <p>Any player (other than your opponent) who grants support to your opponent must grant that support to you instead.</p> | <p align="center"><u>Ser Gerris Drinkwater</u> 1</p> <p>If you win this combat, you may move one position higher on one Influence track of your choice.</p> |
| <p align="center"><u>Queen of Thorns</u> 1</p> <p>Ignore all text abilities printed on your opponent’s House card.</p> | <p align="center"><u>Damon Dance-For-Me</u> 1</p> <p align="center">  </p> | <p align="center"><u>Quentyn Martell</u> 1</p> <p>For each House card in your discard pile, this card gains +1 combat strength.</p> |
| <p align="center"><u>Margaery Tyrell</u> 0</p> <p>If you are defending your home area or an area that contains one of your Power tokens, your opponent’s final combat strength is 2.</p> | <p align="center"><u>Reek</u> 0</p> <p>If your “Ramsay Bolton” House card is in your discard pile, immediately return it to your hand. If you lose this combat, you may return Reek to your hand.</p> | <p align="center"><u>Nymeria Sand</u> 0</p> <p align="center">   </p> |

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| <p><u>Lannister</u></p> <p><u>Ser Jaime Lannister</u> 4</p>  | <p><u>Greyjoy</u></p> <p><u>Euron Crow's Eye</u> 4</p> <p>If your opponent has a higher position on the Fiefdoms Influence track than you, this card gains +1 combat strength.</p> | <p><u>Baratheon</u></p> <p><u>Stannis Baratheon</u> 4</p> <p>If you are not being supported in this combat, remove all Support orders (including your own) adjacent to the embattled area, canceling any supporting strength they may have been providing.</p> |
| <p><u>Ser Kevan Lannister</u> 3</p> <p>1 fortification</p> | <p><u>Victarion Greyjoy</u> 3</p>  | <p><u>Jon Snow</u> 3</p> <p>If you win this combat, you may decrease or increase the Wildling track by one space (to a minimum of 0 and a maximum of 10).</p> |
| <p><u>Daven Lannister</u> 2</p>  | <p><u>Asha Greyjoy</u> 2</p>  | <p><u>Melisandre</u> 2</p> <p>After combat, you may return any House card in your discard pile (including this card) to your hand by discarding a number of your available Power tokens equal to the printed combat strength of that card.</p> |
| <p><u>Ser Ilyn Payne</u> 2</p> <p>If you win this combat, you may destroy one of your opponent's Footmen in any area (in addition to normal casualties). If that unit is the last unit in its area, remove any Order token there as well.</p> | <p><u>Rodrik the Reader</u> 2</p> <p>If you win this combat, you may search any Westeros deck for a card of your choice. Shuffle the remaining cards and place the chosen card facedown on top of the deck.</p> | <p><u>Bastard of Nightsong</u> 2</p>  |
| <p><u>Cersei Lannister</u> 1</p>  | <p><u>Qarl the Maid</u> 1</p> <p>If you are attacking and lose this combat, gain three Power tokens.</p> | <p><u>Ser Davos Seaworth</u> 1</p>  |
| <p><u>Ser Adam Marbrand</u> 1</p> <p>If you are attacking, all of your participating Knights (including supporting Lannister knights) add +3 combat strength instead of +2.</p> | <p><u>Ser Harras Harlaw</u> 1</p>  | <p><u>Ser Axell Florent</u> 1</p>  |
| <p><u>Qyburn</u> 0</p> <p>You may discard two of your available Power tokens to choose a House card in any player's discard pile. Qyburn gains the printed combat strength and combat icons of that card, ignoring its text ability.</p> | <p><u>Aeron Damphair</u> 0</p> <p>You may discard any number of your available Power tokens to increase the combat strength of this card by the number of Power tokens discarded.</p> | <p><u>Mance Rayder</u> 0</p> <p>Your final combat strength is equal to the current position of the Wildling Threat token.</p> |

