House Card Reference Sheet

<u>House Baratheon</u>		<u>House Lannister</u>			<u>House Stark</u>			
Stannis Baratheon	4	If your opponent has a higher position on the Iron Throne Influence track than you, this card gains +1 combat strength.	Tywin Lannister	4	If you win this combat, gain two Power tokens.	Eddard Stark	4	//
Renly Baratheon	3	If you win this combat, you may upgrade one of your participating Footmen (or one supporting Baratheon Footman) to a Knight.	Ser Gregor Clegane	3	1///	Robb Stark	3	If you win this combat, you may choose the area to which your opponent retreats. You must choose a legal area where your opponent loses the fewest units.
Ser Davos Seaworth	2	If "Stannis Baratheon" is in your discard pile, this card gains +1 combat strength and a sword icon.	The Hound	2		Roose Bolton	2	If you lose this combat, return your entire House card discard pile into your hand (including this card)
Brienne of Tarth	2		Ser Jaime Lannister	2	X	Greatjon Umber	2	*
Melisandre	1		Tyrion Lannister	1	You may immediately return your opponent's House card to his hand. He must then choose a different House card. If he has no other House cards in hand, he cannot use a House card this combat.	Ser Rodrick Cassel	1	
Salladhor Saan	1	If you are being supported in this combat, the combat strength of all non-Baratheon Ships is reduced to 0.	Ser Kevan Lannister	1	If you are attacking, all of your participating Footman (including supporting Lannister footmen) add +2 combat strength instead of +1.	The Blackfish	1	You do not take casualties in this combat from House card abilities, Combat icons, or Tides of Battle cards.
Patchface	0	After combat, you may look at your opponent's hand and discard one card of your choice.	Cersei Lannister	0	If you win this combat, you may remove one of your opponent's Order tokens from anywhere on the board.	Catelyn Stark	0	If you have a Defence Order token in the embattled area, its value is doubled.

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Brienne of Tarth	2		Ser Jaime Lannister	2	X	Greatjon Umber	2	X
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House Card Reference Sheet

<u>House Greyjoy</u>		<u>House Tyrell</u>			<u>House Martell</u>			
Euron Crow's Eye	4	X	Mace Tyrell	4	Immediately destroy one of your opponent's attacking or defending Footmen units.	The Red Viper	4	\\ I
Victarion Greyjoy	3	If you are attacking, all of your participating Ships (incl. supporting Greyjoy Ships) add +2 to combat strength instead of +1.	Ser Loras Tyrell	3	If you are attacking and win this combat, move the March Order token used into the conquered area to resolve again later this round.	Areo Hotah	3	
Theon Greyjoy	2	If you are defending an area that contains either a Stronghold or a Castle, this card gains +1 combat strength and a sword icon.	Ser Garlan Tyrell	2	* *	Obara Sand	2	*
Balon Greyjoy	2	The printed combat strength of your opponent's House card is reduced to 0.	Randyll Tarly	2	X	Darkstar	2	X
Asha Greyjoy	1	If you are not being supported in this combat, this card gains two sword icons and one fortification icon.	Alester Florent	1		Nymeria Sand	1	If you are defending, this card gains a fortification icon. If you are attacking, this card gains a sword icon.
Dagmar Cleftjaw	1		Margaery Tyrell	1		Arianne Martell	1	If you are defending and lose this combat, your opponent may not move his units into the embattled area. They return to the area from which they marched. Your own units must still retreat.
Aeron Damphair	0	You may immediately discard two Power tokens to discard Aeron Damphair and choose a different House Card from your hand (if able).	Queen of Thorns	0	Immediately remove one of your opponent's Order tokens in any area adjacent to the embattled area other than the March Order token used to start this combat.	Doran Martell	0	Immediately move your opponent to the bottom of one Influence track of your choice.

House Card Reference Sheet

House Greyjoy		<u>House Tyrell</u>			<u>House Martell</u>			
Euron Crow's Eye	4	*	Mace Tyrell	4	Immediately destroy one of your opponent's attacking or defending Footmen units.	The Red Viper	4	// 🖫
Victarion Greyjoy	3	If you are attacking, all of your participating Ships (incl. supporting Greyjoy Ships) add +2 to combat strength instead of +1.	Ser Loras Tyrell	3	If you are attacking and win this combat, move the March Order token used into the conquered area to resolve again later this round.	Areo Hotah	3	
Theon Greyjoy	2	If you are defending an area that contains either a Stronghold or a Castle, this card gains +1 combat strength and a sword icon.	Ser Garlan Tyrell	2	* *	Obara Sand	2	X
Balon Greyjoy	2	The printed combat strength of your opponent's House card is reduced to 0.	Randyll Tarly	2	X	Darkstar	2	X
Asha Greyjoy	1	If you are not being supported in this combat, this card gains two sword icons and one fortification icon.	Alester Florent	1		Nymeria Sand	1	If you are defending, this card gains a fortification icon. If you are attacking, this card gains a sword icon.
Dagmar Cleftjaw	1		Margaery Tyrell	1		Arianne Martell	1	If you are defending and lose this combat, your opponent may not move his units into the embattled area. They return to the area from which they marched. Your own units must still retreat.
Aeron Damphair	0	You may immediately discard two Power tokens to discard Aeron Damphair and choose a different House Card from your hand (if able).	Queen of Thorns	0	Immediately remove one of your opponent's Order tokens in any area adjacent to the embattled area other than the March Order token used to start this combat.	Doran Martell	0	Immediately move your opponent to the bottom of one Influence track of your choice.