

BACK SHEET 1
BACK SHEET FOR ALL CARDS

Back Card 01



Back Card 02



Back Card 03



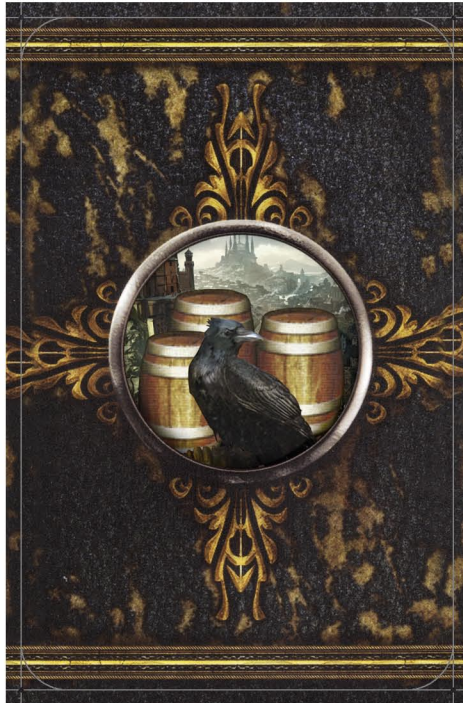
Back Card 04



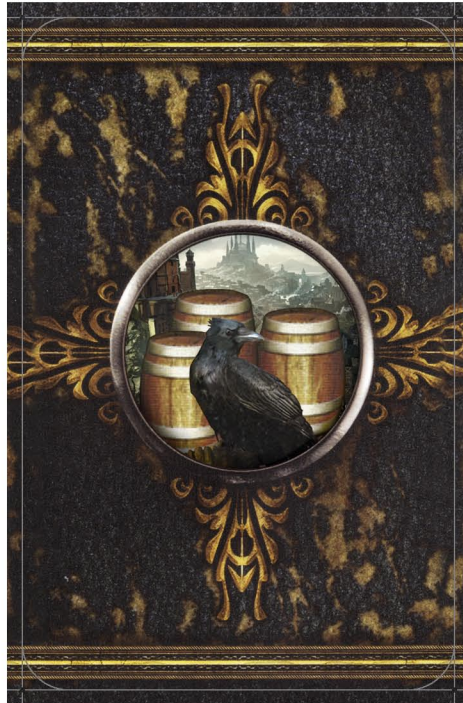
Back Card 05



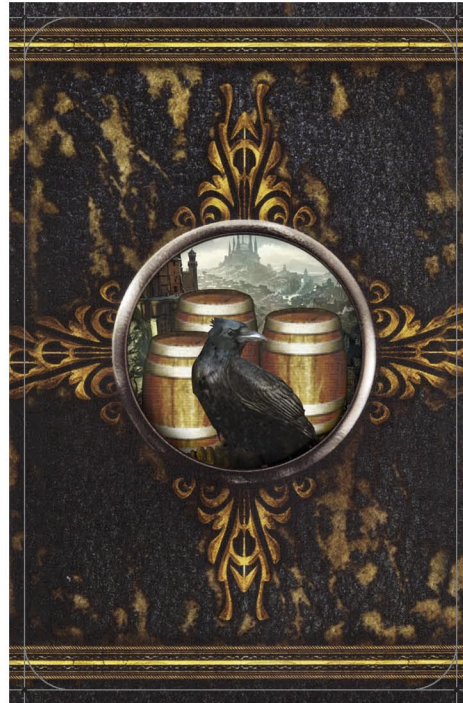
Back Card 06



Back Card 07



Back Card 08



Intel Card 01

Spy of Westeros

Intel Card

One of your spies have come back with some news from one of the other houses you might can use. You can choose to go over and count one of the other players power tokens, or you can choose to see a players hand of whispers of war cards. (Its optimal if you wis to tell others).

Can be played at any time, but not in combat.

Intel Card 02

Sabotage

Intel Card

You have ears and eyes everywere and men to do the dirty work. When you order something sabotaged or orders changed you know it will be done. Sabotage can remove any normal Whispers of War card that is played (Cannot remove special cards).

Can be played at any time.

Intel Card 03

Preparations

Intel Card

You resived intel about the attack before it arrived, and have used the time to prepare for the battle. You gain +1 fortification icon when defending.

Must be played in combat before the housecards.

Intel Card 04

Defence Plans

Intel Card

You have resived detailed planes of your enemies defences and can find their weakest spot to attack. Any combat strength from defence tokens played by your enemy is lowered by 1 this combat.

Must be played doing combat before the bettle cards.

Escape Tunnels

Intel Card

When defending a castle and defeat is inevitable, one of your little birds tells you about a secret escape tunnel that lead out of the castle. You gain +2 fortification icons.

Must be played right after a combat is resolved.

Condemning

Intel Card

You convince the nobels to condemn one of the houses lower than you on the iron throne track, to show their dislike towards the house. Their power shakes a little and you may take 2 power tokens from the house you condemn.

Can be played at any time, but not in combat.

Share Tactics

Intel Card

With your higher position on the fiefdoms track you are known for your strategic tactics. One of your men slips in some tactics to help another house anywhere on the map or another house supporting your own combat giving the other house a +1 to combat strength.

Must be play when a player starts a combat.

Master of Manipulation

Intel Card

A skilled manipulator can change the tied. One of your men inside another house have convinced one of thir little birds to hand him over the intel he was carrying. You may take a random intel card from a player lower then you on the king's court track. (The player take out his intel cards and shuffel them before you take one).

Can be played at any time, but not in combat.

Intel Card 05

Intel Card 06

Intel Card 07

Intel Card 08

Equipment Card 01

Militia Mustering

Equipment Card

You have found some spare equipment that you can use, and have therefor send men out to rally some militia troops. You can muster one footman unit in any land where you already have a unit, even if there is no castle. (You cannot upgrade a unit).

Can be played at any time, but not in combat.

Equipment Card 02

Oil Pots

Equipment Card 

In the dungeons of the castle you find and large stock of old oil pots, that you can boil up and use on the walls when defending the castle. You gain a +1 to combat strength when defending a castle.

Must be played in combat before the battle cards.

Equipment Card 03

Ambush

Equipment Card

You are in open lands with no castles and have acquired a detailed map of the surroundings. Hiding or sneaking up on your enemies making an ambush giving you a +1 sword icon as you surrprice the enemy. (Cannot be played on sea).

Must be played in combat before the housecards.

Equipment Card 04

Scout Party

Equipment Card

You have a small scout party of horsemen to your disposal. That when you take a unoccupied land (Not at sea and no power tokens) can send out to scout the land. Take two Whispers of War cards when played, choose one and discard the other.

Can be played at any time, but not in combat.

Viper's Poison

Equipment Card

Under one of your battles or raids you found som bottles of poison that you have used on the front lines weapons before the combat. After the combat is resolved and over, your enemy will loss one casualty even if he wins the battle. (Footmen first).

Must be played in combat before the housecards.

Equipment Card 05

Burning Oil Trap

Equipment Card

In the last raid or conquest you found some barrels with burnable oil that you have soaked the battle field with to set a trap. When the enemy attacks (You must be defending) you ignite the oil as the enemy march into the fire one man (footman first) dies right away in the flames.

Must be played in combat before the housecards.

Equipment Card 06

Long Spears

Equipment Card

To the enemys surprise you have equipped your front line troops with long spears that reduce the same numbers of knights as you have footmen to 1 combat strength.

Must be played in combat before the housecards.

Equipment Card 07

Castle Feast

Equipment Card

The night before calling your bannermen to muster, you hold a grand feast at one of your castles. You can muster one point extra then normal in one of your castles or strongholds. (Following the normal rules for mustering).

Can be played when mustering units.

Equipment Card 08

Intel Card 09

A shift of Power

Intel Card



By influencing the nobels in a nabor land (Not over sea) you can affect the growth of power even over borders making a shift to your advantage. when the player owning the adjacent land resolve consolidate power you gain all the power tokens made from the land this round instead of him.

Must be played when an adjacent house resolve consolidate power.

Intel Card 10

False Orders

Intel Card



Orders are often made or delivered by paper, sealed by a sigil. You ordered a forgery of this send to the field with the order to hold. You can cancel one adjectent march, support or raid order played by another house.

Can be played when orders are turned or being resolved.

Intel Card 11

Thief

Intel Card



As a shadow in the night, one of your men manage to steal equipment from one of the other houses. You may take one random equipment card from the hand of another player. (The player take out his equipment cards and shuffel them before you take one).

Can be played at any time, but not in combat.

Intel Card 12

Night's Watch Raven

Intel Card



A messenger raven arrive at night from the Night's Watch. The messenge tells you about the wildlings marching your way and how to avoid them. Wildling cards has no consequences for you. (Other will however take your place as the lowest bidder).

Can be played if the wildlings attacks.

Alchemy's Rage

Equipment Card



The court alchemist have brewed up a potion that cast your men into a bloody rage, feeling no pain and fighting to the last man. The potion give you a +1 to combat strength and +1 sword. But no fortification icons affect you this battle if defeated, and one of your men always die after the combat of poisoning (Footmen first).

Must be played in combat before the housecards.

March Supplies

Equipment Card



You have a long march before you and with you, you have a large caravan of supplies for your marching men. When resolving a march order, marching into a empty land with no enemy men you can replace the same march token just used in the new land and resolve it again when your turn.

Must be played when a march order is being resolved.

Healer Supplies

Equipment Card



After a battle the healers tend to the wounded with herbs and bandages, you have a few extra healers and supplies with you. After a defeat in battle your men retreats and is routed, the healers tend to the routed units allowing you to raise them up again.

Must be played after a retreat.

Shipment from Braavos

Equipment Card



Merchants from the free city of Braavos have arrieved at your ports, with shipment of valuable goods. When the "Game of Thrones" Westeros card is resolved all port trades give double.

Must be played when trading with the free cities.

Equipment Card 09

Equipment Card 10

Equipment Card 11

Equipment Card 12

Intel Special Card 01

Master of Lies

Intel Card
Special Card ★

In your court you have the master of lies, who has a large influence in the other house courts throughout Westeros. Master of lies let you set the influence tokens as you like on one of the three influence tracks of all the houses positioned lower then you on the choosen track.

Can be played at any time, but not in combat.

Intel Special Card 02

Peaceful Takeover

Intel Card
Special Card ★

In your court you have the master of lies, who has a large influence in the other house courts throughout Westeros. Master of lies let you set the influence tokens as you like on one of the three influence tracks of all the houses positioned lower then you on the choosen track.

Can be played at any time, but not in combat.

Intel Special Card 03

Assassination

Intel Card
Special Card ★

Heroes come and go. Killing one at the right moment can change the tide of battle, and set the future on another path. By ordering an assassination on a house hero you may force a player to discard his played housecard doing combat and replace it with a new one. (Assassination can be played on battles you don't participate in).

Must be played in combat before battle cards are resolved.

Intel Special Card 04

Iron Throne Crown

Intel Card
Special Card ★

The symbolic power of Westeros is held by the one sitting on the iron throne holding the crown. By aquiring the iron throne crown you immediately move to the top of the iron throne track, and the rest must then bid on the remaning positions.

Must be played when bidding starts on the iron throne track.

High Lord's Banner

Equipment Card
Special Card ★

You bear the banner of your high lord or king into battle. You gain +1 to Combat Strength, and if your house leader is still in your hand or in play you also gain one sword and fortification icon.

Must be played in combat before the housecards.

Wildfire

Equipment Card
Special Card ★

Wildfire is a dangerous liquid thats burns so hot it melts wood, stone... even steel... and, of course, flesh. You filled a boat with it, surprising your enemy at sea by sailing it with collision into their fleet blowing itself up. You loss one ship and blowes two enemy ships up before housecards is played (Can only be played at sea).

Must be played in combat before the housecards.

Valyrian Steel Dagger

Equipment Card
Special Card ★

The mysteries Valyrian Dagger also known as the assassin's blade. Move to the 2nd place or stay at 1th on the fiefdoms track. Keep the card and use it as a second Valyrian blade. (Can only use one of them in a battlê). If your position changes you discard the dagger card. If used with the assassination card no new housecard can be played.

Can be played and used at anytime to surprising your enemy.

Stock of Supplies

Equipment Card
Special Card ★

Your stocks and granaries are full, and your people are well fed. Move your supply token one up on the supply track. Your supplies will stay like this until a Westeros supply card is resolved. Then adjust the track following the normal rules for supply and men.

Can be played at any time, but not in combat.

Equipment Special Card 01

Equipment Special Card 02

Equipment Special Card 03

Equipment Special Card 04