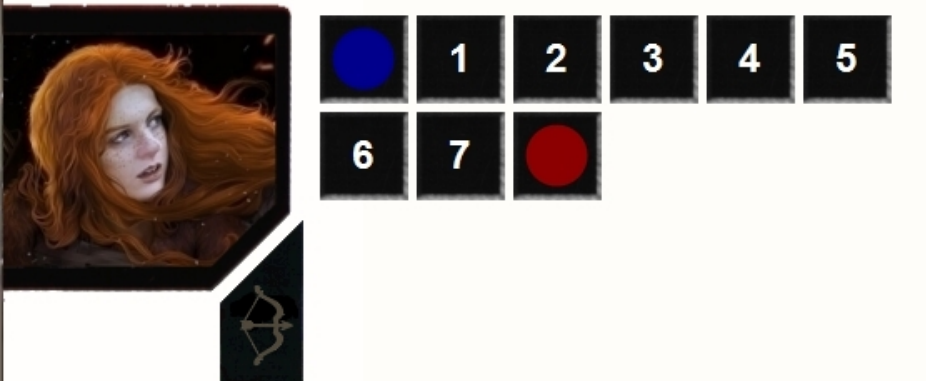


Jon Snow



Jon Snow character card featuring a portrait of Jon Snow and a 16-space grid. The grid is arranged in three rows: the first row contains a blue circle followed by spaces 1-5; the second row contains spaces 6-11; the third row contains spaces 12-16 followed by a red circle. A sword icon is visible in the bottom right corner of the card's frame.

Ygritte



Ygritte character card featuring a portrait of Ygritte and a 7-space grid. The grid is arranged in two rows: the first row contains a blue circle followed by spaces 1-5; the second row contains spaces 6-7 followed by a red circle. A bow icon is visible in the bottom right corner of the card's frame.



Ygritte character card featuring a portrait of Ygritte. On the left side, there are two circular icons: a red one with the number 1 labeled 'Attack' and a blue one with the number 4 labeled 'Defend'.



Jon Snow character card with an 'Attack 6' icon in a red circle. Below the portrait is the name 'Jon Snow' and the ability name 'LONGCLAW'. The ability text reads: 'Play when attacking. After attacking you may move the defending character one space for each point of damage inflicted.'



Jon Snow character card with an 'Attack 6' icon in a red circle. Below the portrait is the name 'Jon Snow' and the ability name 'LONGCLAW'. The ability text reads: 'Play when attacking. After attacking you may move the defending character one space for each point of damage inflicted.'



Jon Snow character card with an 'Attack 6' icon in a red circle. Below the portrait is the name 'Jon Snow' and the ability name 'LONGCLAW'. The ability text reads: 'Play when attacking. After attacking you may move the defending character one space for each point of damage inflicted.'



3\*  
Defend

Jon Snow

SHIELD THAT GUARDS THE REALMS OF MAN

Play when Jon is defending.  
This card be used to defend any character on Jon's team. If it used on a teammate, switch Jon places with that character and take any damage. Draw a card per point of damage Jon receives this turn.



3\*  
Defend

Jon Snow

SHIELD THAT GUARDS THE REALMS OF MAN

Play when Jon is defending.  
This card be used to defend any character on Jon's team. If it used on a teammate, switch Jon places with that character and take any damage. Draw a card per point of damage Jon receives this turn.



DEFEND

Jon Snow

WATCHER ON THE WALL

Play when triggered.  
When Jon blocks an attack in place of a teammate, put this on the field without cost.  
Whenever an opponent attacks Jon or a member of his team, they must play the card face up.



INITIATIVE

Jon Snow

MY WATCH IS ENDED

Play anytime on your turn.  
Play this card when you have no actions remaining. Move Jon up to 6 spaces. If you have no cards remaining in your hand, draw 3.



INITIATIVE

Jon Snow

MY WATCH IS ENDED

Play anytime on your turn.  
Play this card when you have no actions remaining. Move Jon up to 6 spaces. If you have no cards remaining in your hand, draw 3.



SKIRMISH

Jon Snow

LET'S SETTLE THIS THE OLD WAY

Play anytime on your turn.  
Move Jon adjacent to an enemy character. You and your opponent both play a basic combat card. Whoever has the lower ATK value, receives damage and discards a card for every point difference.



Attack  
3

Ygritte

STRIKE HARD AND TRUE

Play when attacking.  
After this card is revealed, you may use it to target and attack any other enemy characters in Ygritte's range.



Attack  
3

Ygritte

STRIKE HARD AND TRUE

Play when attacking.  
After this card is revealed, you may use it to target and attack any other enemy characters in Ygritte's range.



Attack  
2\*

Ygritte

KISSED BY FIRE

Play when attacking.  
Increase the attack value of this card by one for each point of damage Ygritte has taken this game.







