







3

Ser Vardis Egen

Gain +3 strength if attacking or defending the Eyrie.



2

Robert Arryn

Immediately choose another card from your hand or your discard pile, and add its strength, text, and icons to Robert Arryn's. Both cards are discarded after battle.



2

Lysa Arryn



0

Maester Coleman

If you win this battle, you may return one of your discarded house cards to your hand.



4

Bronze Yohn



2

Petyr Baelish

If you lose this battle, immediately gain 4 power tokens.



5

Jon Arryn



House ARRYN



At the beginning of the game you start with the following units on the board:
- 1 Ship in Gulltown Harbor
- 2 Knights on the Eyrie
- 1 Footman on Gulltown

Ship	7
Knights	7
Footman	2

You start with 1 supply.
You start with no special token.



