

## ASOIAF Comprehensive Targeting Rules

Revision	Date	Author	Comments
1.0	31 March 22	Willybunks	Initial Release
2.0	27 May 22	Willybunks	Reorganize cards & NCU's by faction Correct minor errors Add latest releases
2.1	1 June 22	Willybunks	Update/correct Ability/Order list (page 2)
3.0	2 Nov 22	Willybunks	Correct minor errors Add latest releases (Martell, Varaymyr, Targaryen HB3) Eliminate repeating Neutral NCU's on all but Neutral Faction page to save space
3.1	6 Dec 22	Willybunks	Add Baratheon Heroes 3 & 4 Eliminate repeating Neutral Tactics Cards on all but Neutral page to save space
3.2	8 May 23	Willybunks	Updates for Season 2 release: <ul style="list-style-type: none"> <li>Note on Relentless &amp; Endless Horde</li> <li>Added a general note on Orders &amp; targeting</li> </ul>
4.0	6 September 23	Nachtalb	Updates for Season 3 release: <ul style="list-style-type: none"> <li>Changed the general notes and quick check according to the new targeting rules for orders (trigger)</li> <li>revised all Orders affected by the changes + added orders, that now have additional targets through their trigger</li> <li>Revised all changed Tactics Cards and NCUs</li> <li>Added Bolton Tactics Cards and NCUs</li> </ul>

### GENERAL NOTES

- Cards always target the unit listed in the Trigger
- Influence Abilities always target the unit influenced (at the time the influence is applied) & is a cancelable ability
- Orders always target the unit that uses the order, in addition to other targets; will only list orders here with additional targets
- Orders target the unit listed in the Trigger (new since 2021.S03)
- Abilities that use the word "Target" always target, even if they wouldn't meet the criteria otherwise
- Once cards are attached, they no longer continue to target; they only target at the moment they are played
- Abilities that don't target anything are normally not listed in this document

### **QUICK CHECK (the TLDR of Targeting)**

For targeting:

If it specifies anything in the trigger of a tactics card or order - it is a target of the card or order.

If it specifies "target" in the effect text - those are also targets.

Orders ALWAYS target the unit that has the order being used (and my target more, e.g. War Cry targets the unit using it AND the unit gaining the tokens).

If you have to choose 1 recipient of an effect from potentially multiple options - it (most likely) targets.

If it says the defender, or the attacker, without prior reference to targeting them (e.g. any of the above statements), this phrase alone is NOT enough to be a target.

*--Courtesy of Masarath (some changes for 2021.S03 by Nachtalb)*



### Abilities That Target

**Adaptive Planning:** Self (Order) & Friendly/Enemy Unit (recipient)

**Bonded Eagle/Bonded Wolf:** Enemy Unit

**Counterstrategy:** Self (Order) & Enemy Unit (trigger)

**Deadly Bloom:** Enemy Unit (recipient)

**Divide the Spoils:** Self (Order) & Friendly Unit (recipient)

**Drowned God's Blessing** (Drowned Men): Self (Order) & Friendly Unit (recipient)

**Fire Arrows** (R'hllor Lightbringers): Enemy (recipient)

**Go Down Fighting:** Enemy Unit

**Grisly Example** (The Weeper): Self (Order) & Enemy Unit(s) (recipients)

**Heart of Fire** (R'hllor Faithful): Another Friendly Unit (3<sup>rd</sup> effect, recipient)  
(1<sup>st</sup> & 2<sup>nd</sup> effects do not target)

**Hidden Traps:** Self (Order) & Enemy Unit (trigger)

**Hold the Line!:** Self (Order) & Enemy (recipient)

**Horrific Visage:** Enemy Unit

**Just Shares** (Erik Ironmaker): Self (Order) & 2 Friendly Units (recipients)

**Lannister Justice** (Red Cloaks): Enemy Unit

**Lannister Supremacy / Thenn Supremacy:** Self (Order) & Enemy (recipient + trigger)

**Laws of the Realm** (Goldcloaks): Self (Order) & enemy/attacker (trigger)

**Mark Target:** Self (Order) & Enemy (recipient)

**Overwatch:** Self (Order) & Enemy Unit (trigger)

**Queen's Blade** (Queen's Men): Self (Order) & Friendly R'hllor (trigger)

**Rally Cry:** Friendly Unit (recipient)

**Raven Flock** (Coldhands): Self (Order) & Enemy Unit (trigger)

**Ready! Aim! Release!** (Builder Crossbowmen): Self (Order) & Enemy Unit (trigger)

**Resilience:** Self (Order) & Attacker (trigger)

**Scout Openings:** Self (Order) & Enemy (recipient)

**Sentinel:** Self (Order) & Friendly Unit (trigger)  
(*Enemy Unit not targeted*)

**Set an Example** (Reek): Self (Order) & Enemy Unit(s) (recipients)

**Southern Knowledge** (Jon Snow): Enemy (recipient)  
(*Not an Order; no self-target*)

**Sow Discord:** Self (Order) & Enemy (recipient)

**Spread Fear:** Self (Order) & Enemy (trigger + recipient)

**Strange Relics** (Euron Greyjoy): Self (Order) & Enemy Unit (recipient)

**Shieldwall:** Self (Order) & Attacker (trigger)

**Stay at your Posts** (Jeor): Self (Order) & friendly Unit (trigger)

**Stubborn Tenacity:** Enemy Unit (recipient)

**Superior Flanking** (Harma/Howland): Self (Order) & Friendly Unit/Attacker (trigger)

**Supply Aid:** Self (Order) & Friend (recipient)

**Swift Retreat:** Self (Order) & Enemy Unit/Attacker (trigger)

**Tactical Reposition:** Self (Order) & Friend (recipient)

**Taunt:** Self (Order) & Enemy (trigger)

**Threaten:** Self (Order) & Enemy (recipient)

**Trapper's Tools** (Ironborn Trappers): Self (Order) & Enemy Unit (recipient)

**Trophy Collection** (Rattleshirt): Self (Order) & friendly Unit (trigger)

**Unsuspecting Charge:** Self (Order) & friendly Unit (recipient)

**War Cry:** Self (Order) & Enemy Unit (recipient, later)

### Common Misconceptions

- Expert Duelist:** 1<sup>st</sup> choice has no target,  
2<sup>nd</sup> choice targets attachment  
*(not the same as targeting unit)*
- Motivated by Coin:** Zone effect targets combat unit
- Orders of the Crown:** Zone effect does not target

**Relentless:** Does not target, only grants a free Attack (that Action then targets)

**Sadistic Mutilation** (Vargo Hoat, the Crippler):  
Targets attachment  
*(not the same as targeting unit)*

**Spotter** (Othell Yarwyck): Does not target

**Stake Building** (Senior Builder): Does not target

## Lannister Cards

<b>Broken Resolve:</b>	Enemy Unit
<b>Charismatic Leadership:</b>	Friendly Unit
<b>Cunning Ploy:</b>	2 Friend Units (trigger & recipient) & Enemy Unit (📧)
<b>Hear Me Roar!:</b>	Enemy Unit
<b>I Am the King!:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Intrigue &amp; Subterfuge:</b>	Enemy NCU & Enemy Unit (👑)
<b>Issue Commands (1<sup>st</sup>):</b>	2 Friend Units (trigger & recipient)
<b>Issue Commands (2<sup>nd</sup>):</b>	Friendly Unit
<b>Exploit Weakness:</b>	Friendly Unit
<b>False Agenda:</b>	NCU & Enemy Unit (📧)
<b>Faithful to the Crown:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Kingslayer's Infamy:</b>	Enemy Unit (trigger) <i>(Jaime's Unit not targeted)</i>
<b>Kingslayer's Prowess:</b>	Jaime's Unit
<b>Kingslayer's Renown:</b>	Friendly Unit (recipient) <i>(Jaime's Unit not targeted)</i>
<b>A Lannister Pays His Debts:</b>	Friendly Unit
<b>Lash Out:</b>	Enemy Unit
<b>Mercy of the Mother:</b>	Friendly Unit
<b>Overrun:</b>	Friendly Unit
<b>Price of Failure:</b>	Friendly Unit
<b>Predictable Maneuvers:</b>	Enemy Unit & NCU (triggers) & Friendly Unit (recipient; later)
<b>Protection of the Father:</b>	Enemy Unit
<b>Seeing Their Flaws:</b>	Enemy Unit
<b>Subjugation of Power:</b>	Enemy Unit
<b>Valiant Example:</b>	Addam's Unit <i>("All other" are not targets)</i>
<b>You Will Obey Me!:</b>	Friendly Unit
<b>Traitors! I Will Have Their Heads!:</b>	Enemy Unit
<b>Wealth of the Rock:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Wrath of the Warrior:</b>	Friendly Unit

## Lannister NCU Abilities

<b>Pycelle:</b>	Enemy Unit
<b>High Sparrow:</b>	Enemy Unit (Influence)
<b>Joffrey Baratheon:</b>	Enemy Unit (Influence)
<b>Kevan Lannister:</b>	Friendly Unit(s)
<b>Qyburn:</b>	Enemy Unit (👑 or 📧) <i>(🗡️ &amp; 🏹 don't target per Eddard NCU ruling)</i>
<b>Tywin Lannister:</b>	Enemy Unit(s)

## Common Misconceptions

<b>Cards:</b>	
<b>Assault Orders :</b>	Targets NCU only; Zone effect targets combat unit
<b>Bribery :</b>	Targets NCU only; Zone effect targets combat unit
<b>Intercept Orders:</b>	Targets opponent only

## Stark Cards

<b>Berserker Tactics:</b>	Friendly Unit
<b>Bog Devil Ambush:</b>	Enemy Unit (trigger) & Friendly Unit (2 <sup>nd</sup> choice) <i>(1<sup>st</sup> choice does not target)</i>
<b>Combat Prowess (1<sup>st</sup>):</b>	Enemy Unit
<b>Combat Prowess (2<sup>nd</sup>):</b>	Friendly Unit
<b>Crannog Traps:</b>	Enemy Unit (trigger) <i>(Friendly Unit is not targeted)</i>
<b>Devastating Impact:</b>	Friendly Unit
<b>Fury for the Fallen:</b>	Enemy Unit (trigger) & Eddard's Unit (recipient)
<b>Here We Stand!:</b>	Friendly Unit
<b>Hit &amp; Run:</b>	Friendly Unit
<b>Karstark Retribution:</b>	Enemy Unit
<b>Lash Out:</b>	Enemy Unit
<b>Last Stand:</b>	Friendly Unit
<b>Lead by Example:</b>	Eddard's Unit (trigger) & Friendly Unit (recipient)
<b>Marshal:</b>	Friendly Unit
<b>Martial Superiority:</b>	Enemy Unit
<b>A Need for Vengeance:</b>	Friendly Unit
<b>Northern Defiance:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; if applies)
<b>Northern Ferocity:</b>	Friendly Unit
<b>The North Remembers:</b>	Friendly Unit
<b>Press the Advantage:</b>	Friendly Unit
<b>Refuse to Yield:</b>	Friendly Unit
<b>Ride-by-Attack:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Ride Them Down:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Set for Charge:</b>	Friendly Unit
<b>Sudden Retreat:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Superior Positioning:</b>	Enemy Unit
<b>Support of Bear Island:</b>	2 Friend Units (trigger & recipient) & Enemy Unit (if applies)
<b>Sustained Assault:</b>	Friendly Unit
<b>Swift Reposition:</b>	Friendly Unit
<b>Taunt:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>The Threat Unseen:</b>	Enemy Unit <i>(Friendly Unit is not targeted)</i>
<b>War Cry:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Winter Is Coming:</b>	Friendly Unit
<b>Winter's Might:</b>	Friendly Unit

## Stark NCU Abilities

<b>Arya Stark:</b>	Friendly Unit
<b>Catelyn Stark:</b>	Friendly Unit (Influence)
<b>Eddard Stark (Hand of the King; Price of Honor):</b>	NCU
<b>Eddard Stark (Hand of the King; Hand's Orders):</b>	Friendly/Enemy Unit (Influence)
<b>Howland Reed:</b>	Enemy Unit (Influence)
<b>Lyanna Mormont:</b>	Friendly Unit (Influence)
<b>Robb Stark:</b>	Friendly Unit (after deployment)
<b>Rodrik Cassel:</b>	Enemy (✕) & Friend (Order token)

## Common Misconceptions

### Cards:

<b>Assault Orders:</b>	Targets NCU only; Zone effect targets combat unit
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### NCU's:

#### **Eddard Stark (Warden of the North):**

Doesn't target, because there is no choice of target (per forum ruling)

### Free Folk Cards

<b>Armor Trophies/Bloody Trophies/Weapon Trophies:</b>	2 Friend Units (trigger & recipient)
<b>Battle Endurance:</b>	Friendly Unit
<b>Blitz:</b>	Friendly Unit
<b>Bonded Command:</b>	2 Friend Units (trigger & recipient)
<b>Bonded Guardians:</b>	2 Friend Units (trigger & recipient)
<b>Chieftain's Orders:</b>	Mag the Mighty only <i>(card effect is only to replace Mag's Action &amp; does not target)</i>
<b>Coordination Tactics:</b>	2 Friend Units (trigger & recipient)
<b>Counter Assault:</b>	Enemy Unit (trigger) & other Friendly Unit (recipient)
<b>Cruel Methods:</b>	Enemy Unit (trigger) & Friendly Unit(s) (1 <sup>st</sup> choice)
<b>Defiant Roar:</b>	Friendly Unit (trigger) & Enemy Unit(s) (recipients)
<b>Devastating Impact:</b>	Friendly Unit
<b>Diversion Tactics:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>The Endless Horde:</b>	Friendly Unit
<b>Enrage:</b>	Friendly Unit
<b>Feinting Maneuver:</b>	Friendly Unit
<b>Final Strike:</b>	Enemy Unit <i>(Defender is not a target)</i>
<b>Frozen Shore Resilience:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Hit &amp; Run:</b>	Friendly Unit
<b>Hurl Boulder:</b>	Friendly Unit
<b>Last of Their Kind:</b>	2 Friend Units (trigger & recipient)
<b>Monsters from the North:</b>	Enemy Unit <i>(Friendly Units are not targets)</i>
<b>Overwhelming Assault:</b>	Attacker only (trigger)
<b>Overrun:</b>	Friendly Unit
<b>Predictable Maneuvers:</b>	Enemy Unit & NCU (triggers), & Friendly Unit (recipient; later)
<b>Price of Failure:</b>	Friendly Unit
<b>Regroup &amp; Reform:</b>	2 Friend Units (trigger & recipient)
<b>Remorseless Examples:</b>	Friendly Unit (trigger) & other Enemy Unit (recipient)
<b>Rush of Aggression:</b>	Friendly Unit
<b>Shrug It Off:</b>	Friendly Unit
<b>Styr's Vengeance:</b>	Friendly Unit
<b>Surrounded &amp; Exposed:</b>	Enemy Unit <i>(Friendly Units are not targets)</i>
<b>Swift Reposition:</b>	Friendly Unit
<b>Thenn Defiance:</b>	Friendly Unit (trigger) & Enemy Unit (recipient, if applies)

<b>There's Too Many!:</b>	Enemy Unit <i>(Friendly Units are not targets)</i>
<b>Trample:</b>	Friendly Unit
<b>Walrus' Strength:</b>	Friendly Unit
<b>Wildling Diplomacy:</b>	NCU & 2 Enemies (recipients; later)

### Free Folk NCU Abilities

<b>Craster:</b>	Friendly Unit (once per game) <i>(Zone targets unit for zone replace)</i>
<b>Lady Dalla:</b>	Enemy Unit (👑 or 🗡)
<b>Mance Rayder (Artful Tactician):</b>	Friendly/Enemy Unit (Influence)
<b>Mance Rayder (Deceptive Bard; Intrigue &amp; Subterfuge):</b>	NCU
<b>Mance Rayder (Deceptive Bard; Disrupt Communication):</b>	Enemy Unit (Influence)
<b>Styr:</b>	Friendly Unit (Influence)
<b>Ygritte:</b>	Friendly/Enemy Unit (Influence)
<b>Jon Snow (Northern Resilience):</b>	Friendly/Enemy Unit (Influence)

### Common Misconceptions

<b>Cards:</b>	
<b>Summon Companions:</b>	Doesn't target anything
<b>NCU's:</b>	
<b>Lady Val:</b>	Targets Tactics Zone only; Zone effect targets combat unit

## Nights Watch Cards

<b>Adaptive Methods:</b>	Friendly/Enemy Unit & 2 <sup>nd</sup> Friendly/Enemy Unit (☒)
<b>Combat Prowess (1<sup>st</sup>):</b>	Enemy Unit
<b>Combat Prowess (2<sup>nd</sup>):</b>	Friendly Unit
<b>Defensive Formation:</b>	Friendly Unit
<b>Fire that Burns Against the Cold:</b>	Friendly Unit
<b>Hit &amp; Run:</b>	Friendly Unit
<b>Honed Enhancements:</b>	Friendly Unit
<b>Hunter's Insight:</b>	Enemy Unit & Friendly Unit (1 <sup>st</sup> Choice) <i>(Long Range check does not target)</i> <i>(2<sup>nd</sup> choice does not target)</i>
<b>It Shall Not End Until My Death!:</b>	Friendly Unit
<b>Lash Out:</b>	Enemy Unit
<b>Light that Brings the Dawn:</b>	Friendly Unit
<b>Live and Die at My Post:</b>	Friendly Unit <i>(does not target Enemy units)</i>
<b>Lying in Wait:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Marshal:</b>	Friendly Unit
<b>Night Gathers:</b>	Friendly Unit
<b>And Now His Watch Is Ended:</b>	Friendly Unit
<b>And Now My Watch Begins:</b>	Friendly Unit
<b>Pathetic Attempt:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>Price of Failure:</b>	Friendly Unit
<b>Pyke Aggression:</b>	Friendly Unit
<b>Reckless Strikes:</b>	Friendly Unit
<b>Refuse to Yield:</b>	Friendly Unit <i>(does not target Enemy units)</i>
<b>Ride-by-Attack:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Serrated Enhancement:</b>	Friendly Unit
<b>Seeing Their Flaws:</b>	Enemy Unit
<b>Shield of the Realms of Men:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Stand United, Brothers!:</b>	Friendly Unit (recipient only) <i>(does not target Friendly Unit(s) from which Wounds are removed)</i>
<b>Sword in the Darkness:</b>	Friendly Unit
<b>Take the Black:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Tempered by Duty:</b>	Friendly Unit
<b>For the Watch:</b>	Friendly Unit
<b>Watcher on the Wall:</b>	2 Friendly Unit (trigger & recipient)

## Nights Watch NCU Abilities



<b>Aemon:</b>	Friendly Unit
<b>Jeor Mormont:</b>	2 Friendly Units (1 <sup>st</sup> ability) <i>(Zone targets unit for zone replace)</i>
<b>Ser Denys Mallister:</b>	Friendly Unit (Influence)
<b>Qhorin Halfhand (Sacrifice for the Cause):</b>	Enemy Unit
<b>Qhorin Halfhand (Halfhand's Guidance):</b>	Friendly Unit (Influence)


## Common Misconceptions

<b>Cards:</b>	
<b>Assault Orders:</b>	Targets NCU only; Zone effect targets combat unit
<b>Rapid Construction:</b>	Doesn't target anything
<b>NCU's:</b>	
<b>Craster:</b>	Once per game targets friendly unit (recipient). Zone effects target Tactics Zone only, then the Zone effect targets combat unit(s)
<b>Donal Noye:</b>	Doesn't target anything
<b>Othell Yarwyck:</b>	Targets Tactics Zone only; Zone effect targets combat unit






## Baratheon Cards

<b>Azor Ahai!</b>	Friendly Unit
<b>Baratheon Conviction:</b>	Friendly Unit
<b>Baratheon Justice:</b>	Enemy Unit
<b>Battle Endurance:</b>	Friendly Unit
<b>“Everything”:</b>	2 Friendly Units (trigger & recipient)
<b>Fealty to the Crown:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Fiery Charge:</b>	Friendly Unit
<b>Fiery Resolve:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Final Strike:</b>	Enemy Unit <i>(Defender is not targeted)</i>
<b>Flea Bottom Tricks:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Growing Strong:</b>	Friendly Unit
<b>Harsh Conditions:</b>	Enemy Unit
<b>Hefty Ransom (1<sup>st</sup>):</b>	Enemy Unit only (recipient) <i>(Trigger is attachment, not unit)</i>
<b>Hefty Ransom (2<sup>nd</sup>):</b>	Friendly Unit only (recipient) <i>(Trigger is attachment, not unit)</i>
<b>Hidden Affairs:</b>	Friendly Unit (trigger) <i>(Renly's Unit is not targeted)</i>
<b>In His Brothers' Shadow:</b>	Enemy Unit (trigger) <i>(Renly's Unit is not targeted)</i>
<b>Issue Commands (1<sup>st</sup>):</b>	2 Friend Units (trigger & recipient)
<b>Issue Commands (2<sup>nd</sup>):</b>	Friendly Unit
<b>Knights of Summer:</b>	Friendly Unit <i>(Enemy Unit(s) not targeted)</i>
<b>Lavish Encampment:</b>	Enemy NCU (trigger), Enemy Unit (later if NCU removed from  or  )
<b>Loved by the Smallfolk:</b>	Enemy Unit <i>(Loras' Unit is not targeted)</i>
<b>Martial Superiority:</b>	Enemy Unit
<b>Muster:</b>	Friendly Unit
<b>Oath of Duty:</b>	Friendly Unit
<b>On the Double!:</b>	Friendly Unit
<b>Ours Is the Fury!:</b>	Friendly Unit
<b>Overconfidence:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Overgrowth:</b>	Friendly Unit
<b>Parlay:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>Reckless Fury:</b>	Friendly Unit
<b>In R'hllor's Name:</b>	Friendly Unit

<b>Ride Them Down!:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Rush of Aggression:</b>	Friendly Unit
<b>Stag's Wit:</b>	Friendly Unit (trigger), Enemy Unit (recipient; later) & 2 <sup>nd</sup> Enemy Unit (  ; later)
<b>Sustained Assault:</b>	Friendly Unit
<b>Tactical Approach:</b>	Friendly Unit
<b>Test of Faith:</b>	Friendly Unit
<b>They Will Make Me King!:</b>	Friends (recipients; 2 <sup>nd</sup> choice) Enemy Units (recipients, 3 <sup>rd</sup> choice) <i>(Renly's unit not targeted by either)</i>
<b>Younger, Bolder, &amp; Far More Comely:</b>	Friendly Unit

## Baratheon NCU Abilities

<b>Axell Florent:</b>	Enemy Unit (Influence)
<b>Cortnay Penrose:</b>	Friendly Unit(s)
<b>Margaery Tyrell:</b>	Friendly Unit & Enemy Unit (later)
<b>Melisandre:</b>	Friendly Unit (Influence) & Enemy Unit (recipient, later)
<b>Olenna Tyrell:</b>	NCU & Enemy (2 <sup>nd</sup> choice, later)
<b>Selyse &amp; Shireen (Fervent Conviction):</b>	Friendly (Influence)
<b>Shyra Errol:</b>	Friendly (  or  ) or Enemy (  )

## Baratheon Common Misconceptions

### Cards:

<b>Assault Orders:</b>	Targets NCU only; Zone effect targets combat unit
<b>Inexplicable Return:</b>	Targets NCU only; Zone effect targets combat unit(s)
<b>In His Brothers' Shadows (2<sup>nd</sup>):</b>	Does not target
<b>R'hllor's Wrath:</b>	Targets NCU only; Zone effect targets enemy only
<b>Wealth &amp; Charisma:</b>	Card targets NCU only; 1 <sup>st</sup> effect targets friendly unit(s) 2 <sup>nd</sup> effect targets enemies only
<b>Will of the One True King:</b>	Targets NCU only; Zone effect targets combat unit(s)

### NCU's:

<b>Cressen:</b>	Zone effect targets combat unit
<b>Davos Seaworth:</b>	Doesn't target (see: Eddard NCU)
<b>Selyse &amp; Shireen (Necessary Sacrifices):</b>	Doesn't target (see: Eddard NCU)

## Targaryen Cards

<b>Addrivat!:</b>	Khal Drogo's Unit (trigger) & Enemy Unit (recipient)
<b>Battle Endurance:</b>	Friendly Unit
<b>Blood of the Dragon:</b>	Friendly Unit
<b>Combat Prowess (1<sup>st</sup>):</b>	Enemy Unit
<b>Combat Prowess (2<sup>nd</sup>):</b>	Friendly Unit
<b>Count the Cuts:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Devastating Impact:</b>	Friendly Unit
<b>Dracarys!:</b>	Daenerys' Unit (trigger) & Friendly Unit (recipient)
<b>Dragon's Flight:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Expert Parry:</b>	Enemy Unit
<b>Eyes of the Watch (1<sup>st</sup>):</b>	Enemy Units <i>(Skahaz's unit is not targeted)</i>
<b>Feinting Maneuver:</b>	Friendly Unit
<b>Fire &amp; Blood:</b>	Friendly Unit
<b>Fire Made Flesh:</b>	Enemy Unit (trigger) + friendly Unit (trigger)
<b>Ghiscari Justice:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>Good Dying:</b>	Friendly Unit
<b>Hasty Offense:</b>	Friendly Unit
<b>Issue Commands (1<sup>st</sup>):</b>	2 Friend Units (trigger & recipient)
<b>Issue Commands (2<sup>nd</sup>):</b>	Friendly Unit
<b>Keeping the Peace (1<sup>st</sup>):</b>	Enemy NCU (trigger) & Enemy Unit (recipient)
<b>Lash Out:</b>	Enemy Unit
<b>Lead by Example:</b>	Khal Drogo's Unit (trigger) & Friendly Unit (recipient)
<b>Legendary Boldness:</b>	Barristan's Unit
<b>Marshal:</b>	Friendly Unit
<b>Opportunist:</b>	Friendly Unit
<b>Overrun:</b>	Friendly Unit
<b>Pathetic Attempt:</b>	Friendly Unit
<b>Promise of Fire:</b>	NCU (trigger) & Enemy Unit (recipient; later)
<b>The Queen's Law:</b>	Enemy Unit
<b>Reckless Strikes:</b>	Friendly Unit
<b>Remorseless Example:</b>	Friendly Unit (trigger) & other Enemy Unit (recipient)
<b>Retribution of the Dragon:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>Ride-by-Attack:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)

<b>Sellsword Bravado:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Subjugation of Power:</b>	Enemy Unit
<b>Sudden Retreat:</b>	Enemy Unit
<b>Supply Aid:</b>	2 Friendly Units
<b>Sustained Assault:</b>	Friendly Unit
<b>Swift Reposition:</b>	Friendly Unit
<b>Targaryen Supremacy:</b>	Enemy Unit
<b>Unstoppable Advance (1<sup>st</sup>):</b>	Friendly Unit + all enemy units in short range ("target")
<b>Unstoppable Advance (2<sup>nd</sup>):</b>	Friendly Unit
<b>Victory Comes Hard:</b>	Friendly Unit
<b>War Cry:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)

## Targaryen NCU Abilities

<b>Barristan Selmy:</b>	Friendly/Enemy Unit (Influence)
<b>Daenerrys Targaryen (Khaleesi):</b>	Friendly Unit (Influence)
<b>Mirri Maz Duur:</b>	Friendly Unit (heal) <i>(Zone targets unit for zone replace)</i>
<b>Quaithe:</b>	Enemy Unit & Friendly Unit (later)
<b>Xaro Xhoan Daxos:</b>	Friendly/Enemy Unit (Influence)

## Common Misconceptions

### Cards:

<b>Assault Orders:</b>	Targets NCU only; Zone effect targets combat unit
<b>Betrayal:</b>	Targets NCU only; Zone effect does not target
<b>Field Control:</b>	Targets NCU only; Zone effect targets combat unit

### NCU's:

<b>Daenerrys Targaryen (The Unburnt):</b>	Targets Tactics Zone only; Zone effect targets combat unit
<b>Hizdahr Zo Loraq:</b>	Only zone effect targets; does not modify the normal target of any of the zones
<b>Illyrio Mopatis:</b>	Targets Tactics Zone only; Zone effect targets combat unit
<b>Pyat Pree:</b>	Targets Tactics Zone only; Zone effect targets combat unit
<b>Sellsword Negotiations:</b>	Targets NCU only; Zone effect targets combat unit

## Greyjoy Cards

<b>Acceptable Sacrifices:</b>	2 Friendly Units (“target”)
<b>Blacktyde Conviction:</b>	Friendly Unit
<b>Blacktyde Resentment:</b>	Friendly Unit
<b>Bless with Stone, Bless with Steel:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>Coordination Tactics:</b>	2 Friend Units (trigger & recipient)
<b>Cunning Ploy:</b>	2 Friend Units (trigger & recipient) & Enemy Unit (if applies)
<b>Diversion Tactics:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Finger Dance:</b>	Friendly Unit
<b>Gold’s Allure:</b>	Friendly Unit
<b>Ironborn Mettle:</b>	Friendly Unit <i>(Asha’s Unit is not targeted)</i>
<b>The Iron Price:</b>	Friendly Unit
<b>Iron’s Endurance:</b>	Enemy Unit (trigger) + Friendly Unit (“target” the defender)
<b>Knowledge Paid in Iron:</b>	Friendly Unit (the one you take Pillage tokens from)
<b>The Kraken’s Wrath:</b>	Friendly Unit
<b>Lash Out:</b>	Enemy Unit
<b>Lust for Glory:</b>	Friendly Unit
<b>The Old Way (1<sup>st</sup>):</b>	Friendly Unit
<b>The Old Way (2<sup>nd</sup>):</b>	Friendly Unit
<b>Opportunist:</b>	Friendly Unit
<b>Price of Failure:</b>	Friendly Unit
<b>Raider Bravery:</b>	Friendly Unit
<b>Raiding Call:</b>	Up to 3 Friendly Units (trigger & recipient(s))
<b>Rush of Aggression:</b>	Friendly Unit
<b>Stark Exposure:</b>	Friendly Unit
<b>Steel’s Might:</b>	Friendly Unit
<b>Sustained Assault:</b>	Friendly Unit
<b>War Cry:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>What Is Dead May Never Die:</b>	1 <sup>st</sup> and 2 <sup>nd</sup> both Friendly Unit

## Greyjoy NCU Abilities

<b>Aeron Greyjoy:</b>	Friendly Unit (Influence)
<b>Asha Greyjoy:</b>	Friendly Unit (Influence)
<b>Beron Blacktyde:</b>	Friendly Unit (Influence)
<b>Erik Ironmaker:</b>	Friendly Unit
<b>Tristifer Botley (2<sup>nd</sup> Ability):</b>	Enemy Unit(s) (recipient; later)
<b>Wendamyrr (both token Abilities):</b>	Friendly Unit

## Common Misconceptions

<b>Cards:</b>	
<b>Assault Orders:</b>	Targets NCU only; Zone effect targets combat unit
<b>Mind Games:</b>	Targets Tactics Zones only
<b>We Do Not Sow:</b>	Targets NCU only; Zone effect targets combat unit

### Martell Cards

<b>Battle Endurance:</b>	Friendly Unit
<b>Cunning Ploy:</b>	2 Friend Units (trigger & recipient) & Enemy Unit (✕)
<b>Desert Preparation (1<sup>st</sup>):</b>	Enemy Unit <i>(Obara's Unit not targeted)</i> <i>(2<sup>nd</sup> card effect does not target)</i>
<b>Dune Tactics:</b>	Enemy Unit
<b>Intercept Orders:</b>	Enemy Unit (trigger)
<b>Parlay:</b>	Friendly Unit (trigger) & Enemy Unit (recipient)
<b>False Agenda:</b>	NCU & Enemy Unit (👑)
<b>Reckless Strikes:</b>	Friendly Unit
<b>Rhoynish Vengeance:</b>	Enemy Unit
<b>Rising Temperatures:</b>	Enemy Unit (trigger)
<b>Set for Charge:</b>	Friendly Unit
<b>Spiteful Truce:</b>	Enemy Unit (trigger) & Friendly Unit (recipient)
<b>Superior Positioning:</b>	Enemy Unit
<b>Sustained Assault:</b>	Friendly Unit
<b>Unbowed, Unbent, Unbroken:</b>	Friendly Unit (trigger) & Enemy Unit (recipient, if applies)
<b>Unexpected Exhaustion:</b>	Enemy Unit
<b>Viper's Infamy (1<sup>st</sup>):</b>	Enemy Unit <i>(Oberyn's Unit not targeted)</i> <i>(2<sup>nd</sup> card effect does not target)</i>

### Martell NCU Abilities

<b>Ellaria Sand:</b>	Friendly Unit & 2 Enemy Units (✕)
<b>Nymeria Sand:</b>	Friendly Unit (Influence)
<b>Oberyn Martell:</b>	Friendly Unit (Influence)

### Common Misconceptions

#### Cards:

<b>Intercept Orders:</b>	Targets opponent only
<b>Ripe to Act:</b>	Targets NCU only; Zone effect doesn't target
<b>Sand Diplomacy:</b>	Does not target

#### NCU's:

##### **Doran Martell (Lord of Sunspear):**

Targets Tactics Zone only;  
Zone effect doesn't target

##### **Tyene Sand:**

Targets Tactics Zone only

## Neutral Cards

<b>Adaptive Methods:</b>	Friendly/Enemy Unit & 2 <sup>nd</sup> Friendly/Enemy Unit (☒)
<b>Careless Aggression:</b>	Friendly Unit
<b>The Crippler's Infamy:</b>	Enemy Unit
<b>Cruel Methods:</b>	Enemy Unit & Friendly Unit (1 <sup>st</sup> choice, if applies)
<b>Exploit Weakness:</b>	Friendly Unit
<b>A Flayed Man Has No Secrets:</b>	Friend/Enemy (trigger) & Enemy Unit (token source)
<b>Fear Keeps a Man Alive:</b>	Enemy Unit (trigger) & Friendly Unit(s) (recipients)
<b>Issue Commands (1<sup>st</sup>):</b>	2 Friend Units (trigger & recipient)
<b>Issue Commands (2<sup>nd</sup>):</b>	Friendly Unit
<b>Our Blades Are Sharp:</b>	Friendly Unit
<b>Planning &amp; Insight:</b>	Friendly/Enemy Unit (trigger)
<b>Reckless Strikes:</b>	Friendly Unit
<b>Sadistic Games:</b>	Enemy Unit(s) (either choice; later)
<b>Sellsword Bravado:</b>	Friendly Unit (trigger) & Enemy Unit (recipient; later)
<b>Spoils of War:</b>	Friendly Unit
<b>Whispered Threats:</b>	NCU & Enemy (recipients; later)
<b>Worth the Risk:</b>	Friendly Unit ( <i>Commander's Unit is not targeted</i> )

## Neutral NCU Abilities

<b>Jaqen H'ghar:</b>	Friendly/Enemy Units (Influence)
<b>Lord Varys:</b>	👑, 🏰, ✂, or 🐉 target a unit
<b>Roose Bolton:</b>	Enemy Unit (token ability) ( <i>Zone targets unit for zone replace</i> )
<b>Tycho Nestoris:</b>	Friendly Unit(s)

## Common Misconceptions

### Cards:

**Sellsword Negotiations:** Targets NCU only;  
Zone effect targets combat unit


### NCU's:

**Walder Frey:** Targets Tactics Zone only;  
Zone effect targets combat units

### Bolton Tactics Cards

<b>A flayed man has no secrets:</b>	enemy/friendly unit (trigger) & enemy unit (recipient)
<b>Cruel Methods:</b>	enemy Unit ("target") & Friendly Unit ("target") Effect 3
<b>Dreadfort Secrets:</b>	friendly unit/attacker (trigger) & friendly unit (recipient)
<b>Fear keeps a man alive:</b>	enemy Unit (trigger) & any number of friendly units (recipient)
<b>Harsh Punishments:</b>	Friendly Unit (recipient, "target")
<b>Opportunist:</b>	Friendly Unit (trigger)
<b>Our blades are sharp:</b>	Friendly Unit (trigger)
<b>Price of fear:</b>	Enemy Unit (trigger) & friendly unit (recipient)
<b>Remorseless Examples:</b>	Friendly Unit (trigger) & other enemy unit (recipient, "target")
<b>Rush of Aggression:</b>	Friendly unit (trigger)
<b>Sadistic Games:</b>	1 <sup>st</sup> : up to 2 enemy units (recipient, "target") 2 <sup>nd</sup> : enemy unit (recipient, "target")
<b>Seeing their flaws:</b>	enemy Unit (trigger)
<b>Skin Collection:</b>	friendly unit (recipient)
<b>Spoils in Flesh:</b>	friendly Unit/Attacker (trigger), friendly unit (recipient of heal)
<b>Taunt:</b>	enemy unit (trigger) & friendly unit ("target")
<b>Whispered Threads:</b>	enemy NCU (trigger), up to 2 enemy units (recipient)

### Bolton NCU Abilities

<b>Ramsey Snow:</b>	friendly Unit (influence)
<b>Roose Bolton:</b>	enemy combat Unit (recipient, "target")
<b>Tybald:</b>	enemy combat unit for the Vulnerable (recipient)
<b>Walda Frey:</b>	enemy Combat unit (  , recipient)
<b>Jeyne Poole:</b>	friendly/enemy Unit (Influence)