

Sheet1

NAME	ATTACK	DEFENSE	MOVEMENT	COST	BUILD LIMIT	HP	
Swordsman		3	2	1	4 N/A	1	
Spearman		2	3	1	4 N/A	1	
Bowman		1	4	1	3 N/A	1	
Scout		2	2	3	5 N/A	1	
GoldCloak		3	2	1	4 N/A	1	
Sellsword		2	2	1	4 N/A	1	
Pitfighter		3	1	1	3 N/A	1	
WeakWight		2	2	1	3 N/A	1	
CityGuard		2	2	1	3 N/A	1	
Slave		1	2	1	2 N/A	1	
Horseman		5	2	3	9 N/A	1	
Pikeman		3	4	1	8 N/A	1	
Crossbowman		2	4	1	6 N/A	1	
Axeman		4	2	1	6 N/A	1	
ValeGuard		2	5	1	8 N/A	1	
StrongWight		4	4	1	7 N/A	1	
Unsullied		4	3	1	8 N/A	1	
Arakhman		3	3	1	6 N/A	1	
HammerWarrior		4	2	1	7 N/A	1	
DuneRanger		3	3	1	7 N/A	1	
SpearThrower		2	4	1	6 N/A	1	
MountainClansman		4	2	1	6 N/A	1	
ShockTrooper		5	5	1	11	10	2
Knight		5	3	3	12	10	2
Giant		7	3	1	13	10	2
BearRider		3	5	2	10	10	2
GrandKnight		5	4	2	12	13	2
Kingsguard		5	6	1	13	7	2
Queensguard		5	6	1	13	10	2
MasterSwordsman		6	3	1	11	10	2
EliteWarrior		6	4	1	12	10	2
Halberdier		4	6	1	10	10	2
HorseArcher		3	6	2	10	10	2
Spearmaster		6	3	1	11	10	2
StagRider		6	3	2	11	13	2
BloodRider		5	5	2	12	10	2
FacelessMan		8	2	1	13	10	2
WaterDancer		4	6	1	12	10	2
Direwolf		5	5	2	13	6	2
Reaver		5	3	1	10	10	2
IronRaider		4	4	3	12	10	2
Watchman		4	5	1	11	14	2

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RiverArcher		3	7	1	10	10	2
WildlingChief		7	7	1	20	3	3
Dragon	2x6	2x6		4	20	3	3
Marshal		8	7	1	20	3	3
RiverLord		5	9	1	20	3	3
LionLord		8	8	1	20	3	3
SeaLord		7	8	1	20	3	3
Khal		9	5	2	20	3	3
Prince		8	6	1	20	3	3
WhiteWalker	2x4	2x4		2	15	7	3
General		7	7	1	20	3	3
Warden		6	8	1	20	3	3