



DAENERYS TARGARYEN
KHALEESI

4

CHARACTER

CONVICTION OF A TRUE KHALEESI

Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the Round):

Each time Daenerys Influences a unit, remove 1 Condition token from them.

While Influencing a unit, that unit's Melee Attacks may re-roll any Attack Dice.



DAENERYS TARGARYEN
KHALEESI

My sun-and-stars made a queen of me, but if he had been a different man, it might have been much otherwise.

4

CHARACTER



ILLYRIO MOPATIS
MAGISTER OF PENTOS

4

CHARACTER

ILLYRIO'S BOON

Illyrio begins the game with 2 Order tokens.

Each time Illyrio Claims a zone, you may remove 1 Order token from him. If you do, replace that zone's effect with:

Target 1 friendly Combat Unit. They restore 3 Wounds. 1 enemy they are engaged with becomes Weakened.



ILLYRIO MOPATIS
MAGISTER OF PENTOS

You Westerosi are all the same. You sew some beast upon a scrap of silk, and suddenly you are all lions or dragons or eagles.

4

CHARACTER



DAENERYS TARGARYEN
THE UNBURNT

5

CHARACTER

DRACARYS!

Each time Daenerys Claims a zone, you may replace that zone's effect with:

1 friendly Drogon, Rhaegal, or Viserion unit performs 1 Attack Action.




DAENERYS TARGARYEN
THE UNBURNT

I am blood of the dragon. I am Daenerys Stormborn, Princess of Dragonstone, of the blood and seed of Aegon the Conqueror.

5

CHARACTER

Reduce the cost of 1 Drogon, Rhaegal, or Viserion unit in your army by 1.



PYAT PREE
WARLOCK OF QARTH

4


CHARACTER

HOUSE OF THE UNDYING

Each time Pyat Pree Claims a zone, you may replace that zone's effect with:

Your opponent must reveal all Tactics card from their hand.

Then, your opponent must discard 1 Tactics card at random from their hand.

Once per game, when Pyat Pree Claims , you may replace that zone's effect with:

Return 1 Tactics card from your discard pile to your hand.



PYAT PREE
WARLOCK OF QARTH

Come with me to the House of the Undying, and you shall drink of truth and wisdom.

4

CHARACTER



BARRISTAN SELMY
ADVISOR TO THE DRAGON

WISDOM OF THE OLD KNIGHT

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):


While Influencing a unit, each time that unit is targeted by an enemy Ability or Tactics card, you may remove this card from that unit to cancel the effect of that Ability or Tactics card.

BARRISTAN SELMY
ADVISOR TO THE DRAGON

Men can always fight, Your Grace. Ask rather if we can win.

5


CHARACTER

XARO XHOAN DAXOS
MERCHANT PRINCE OF QARTH

WEALTH OF THE THIRTEEN

Xaro begins the game with 2 Order tokens on him.

Each time Xaro Claims , place 1 Order token on him.

When a Combat Unit performs an Attack, you may remove 1 Order token from Xaro and target that Combat Unit. If you do, choose 1 of the following for the unit to gain/suffer until the end of that Attack:

- This unit is treated as having +1 rank for Attack Dice.
- This unit is treated as having -1 rank for Attack Dice.

XARO XHOAN DAXOS
MERCHANT PRINCE OF QARTH

I no longer lust for dragons. I saw their work at Astapor.

4

CHARACTER




MIRRI MAZ DUUR
GODSWIFE

MAEGI'S KNOWLEDGE

Each time Mirri Claims a zone, restore 1 Wound to 1 friendly Combat Unit.

Each time Mirri Claims a zone, you may replace that zone's effect with:

Choose 1:

- Target 1 friendly Combat Unit. Attach 1 previously destroyed, friendly, non-Commander Attachment to that unit, replacing a model as usual, but ignoring the usual Attachment limits.
- Target 1 enemy Combat Unit. They become **Panicked** and **Weakened**.

MIRRI MAZ DUUR
GODSWIFE

Look to your khal and see what life is worth, when all the rest is gone.

4

CHARACTER




QUAITHE
OF THE SHADOW

THE WAY, REVEALED

Quaithe begins the game with 2 Order tokens on her.

At the start of an enemy Turn, you may remove 1 Order token from Quaithe. If you do, target 1 enemy unit.

If that unit performs an Action this Turn, before resolving that Action, 1 of your friendly Combat Units may perform 1 Maneuver, March, or Retreat Action.

QUAITHE
OF THE SHADOW

"What do you want of me, Quaithe?"_x000D_"To show you the way."_x000D_-Daenerys and Quaithe

4

CHARACTER



Targaryen NCUs



HIZDAHR ZO LORAQ
FOURTEENTH OF THAT NOBLE NAME

4

CHARACTER

MERCHANT LORD'S REACH

Each time a friendly NCU Claims a zone, unless its effect is replaced, its effect gains the following additional bonus:

-  If the unit fails this Panic Test, it may not be the target of friendly Orders this Round.
-  1 other friendly unit in Short Range restores 1 Wound.
-  May draw 1 fewer Tactics cards to place +1 Condition token on the targeted enemy.
-  Also discard the top card of your opponent's Tactics deck.

305



HIZDAHR ZO LORAQ
FOURTEENTH OF THAT NOBLE NAME

One day all men must die, but it serves no good to dwell on death.

4

CHARACTER

305



MISSANDEI
SCRIBE

4

CHARACTER

WISDOM BEYOND HER YEARS

At the start of the game, search your Tactics deck for 1 Commander Tactics card and place it face-down near this card.

Once per game, at the start of a friendly Turn, you may discard 1 Tactics card from your hand. If you do, take the face-down card and add it to your hand.

305



MISSANDEI
SCRIBE

Eleven years of age, yet Missandei is as clever as half the men at this table and wiser than all of them.

4

CHARACTER

305

Targaryen Attachments



BARRISTAN SELMY
THE BOLD

KNIGHTLY VOW

- After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control \times , this unit's melee attacks gain +1 to Hit.

EMBOLDEN

Friendly units in Short Range gain +1 to Morale Test rolls.

COMMANDER

Sustained Assault
Combat Prowess
Legendary Boldness
Victory Comes Hard


BARRISTAN SELMY
THE BOLD
I am a knight. I shall die a knight.

CHARACTER



COMMANDER

Sustained Assault
Combat Prowess
Legendary Boldness
Victory Comes Hard



BELWAS
THE STRONG

ORDER: TAUNT

When an enemy in Long Range Activates: If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes Vulnerable and Weakened.

HARDENED

Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

COMMANDER

Count The Cuts
Expert Parry
Good Dying
Pathetic Attempt

BELWAS
THE STRONG
I let each man cut me once, before I kill him. Count the cuts and you will know how many Strong Belwas has slain.

CHARACTER



COMMANDER

Count The Cuts
Expert Parry
Good Dying
Pathetic Attempt



BELWAS
VETERAN PIT-FIGHTER

BATTLE SCARS

Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- Vicious
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.

COMMANDER

BELWAS
VETERAN PIT-FIGHTER
Bad fighting, good dying. Strong Belwas hates it when they scream.

CHARACTER



COMMANDER



BRAZEN BEASTS CAPTAIN

ORDER: INCITE

When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious and rolls its highest Attack Die Value.

FURIOUS CHARGE

Enemies Successfully Charged by this unit become Vulnerable.

IRON RESOLVE

This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

COMMANDER

BRAZEN BEASTS CAPTAIN



COMMANDER

Targaryen Attachments



COHOLLO
BLOODRIDER

BLOODRIDER
This unit cannot become Weakened.

BATTLE SCARS
Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- Vicious
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.

COHOLLO
BLOODRIDER
They were the khal's brothers, his shadows, his fiercest friends.

CHARACTER



2

May not be fielded in an army containing the "Drogo's Bloodriders" unit.



DAARIO NAHARIS
RECKLESS MERCENARY

RECKLESS STRIKES
This unit's Melee Attack gain Critical Blow and Precision. For each Attack Die roll of 1, this unit suffers 1 Wound.

DAARIO NAHARIS
RECKLESS MERCENARY
I count no day as lived unless I have loved a woman, slain a foeman, and eaten a fine meal.

CHARACTER



1



DAARIO NAHARIS
STORMCROW CAPTAIN

AFFILIATION: STORMCROWS
This unit is a Stormcrow unit.

IMPROVED ARMAMENTS
While you Control ♠, this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value.

MOTIVATED BY COIN
Each time a friendly NCU Claims ♠, you may replace that zone's effect with: 1 friendly unit with Motivated by Coin performs 1 Attack Action.

DAARIO NAHARIS
STORMCROW CAPTAIN
He has a sellsword's conscience, That is to say, none at all.

CHARACTER



COMMANDER

Sellsword Negotiations
Sellsword Bravado
Reckless Strikes
Hasty Offense



DAENERYS TARGARYEN
MOTHER OF DRAGONS

ORDER: THREATEN
Start of a friendly Turn:
Target 1 enemy in Line of Sight and Long Range. They become Weakened.

MOTHER OF DRAGONS
Once per game, at the start of any Turn, you may search your Tactics deck or discard pile for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your Tactics deck.

DAENERYS TARGARYEN
MOTHER OF DRAGONS
I am the blood of the dragon. If they are monsters, so am I.

CHARACTER



COMMANDER

Dracarys!
Dragon's Flight
Promise Of Fire
Fire Made Flesh

Targaryen Attachments



DAENERYS TARGARYEN
QUEEN OF MEEREEN

ORDER: THREATEN
Start of a friendly Turn:
Target 1 enemy in Line of Sight and Long Range. They become Weakened.

INTIMIDATING PRESENCE
Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.

THE RIGHTFUL QUEEN
Each time a friendly NCU Claims , you may replace that zone's effect with:
Search your Tactics deck for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your Tactics deck.

505

DAENERYS TARGARYEN
QUEEN OF MEEREEN
Why do the gods make kings and queens, if not to protect the ones who can't protect themselves?

CHARACTER



COMMANDER

Counterplot
Remorseless Examples
Subjugation Of Power
Targaryen Supremacy

505



GREY WORM
FREED BY THE DRAGON

BOLDNESS AND COURAGE
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

RALLY CRY
Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.

505

GREY WORM
FREED BY THE DRAGON
Grey Worm is the name this one drew the day Daenerys Stormborn set him free.

CHARACTER



2

505



GREY WORM
UNSULLIED COMMANDER

BOLDNESS AND COURAGE
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

COUNTERSTRIKE
Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

505

GREY WORM
UNSULLIED COMMANDER
I don't make peace with the queen's enemies. I kill the queen's enemies.

CHARACTER



COMMANDER

Issue Commands
Lash Out
Battle Endurance
Retribution Of The Dragon

505



HAGGO
BLOODRIDER

BLOODRIDER
This unit cannot become Weakened.

FUELED BY SLAUGHTER
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

505

HAGGO
BLOODRIDER
'Blood of my blood', Drogo called them, and so it was; they shared a single life.

CHARACTER



2

May not be fielded in an army containing the "Drogo's Bloodriders" unit.

505

Targaryen Attachments



JORAH MORMONT
PENITENT BETRAYER

WHATEVER MAY COME
Each time an enemy performs a Melee Attack on this unit, before rolling Attack Dice, you may destroy Jorah. If you do, that enemy becomes **Vulnerable** and **Weakened**.

505



JORAH MORMONT
PENITENT BETRAYER
He lied to me, informed on me, but he loved me too, and he always gave good counsel.

CHARACTER



0

Jorah may only be attached to a unit containing Daenerys Targaryen. He ignores the usual attachment limits.

505



JORAH MORMONT
THE ANDAL

ORDER: MARTIAL TRAINING
When this unit is performing a Melee Attack, before rolling Attack Dice:
This Attack may re-roll any Attack Dice and the Defender becomes **Vulnerable**.

STAND YOUR GROUND!
Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.

1

505



JORAH MORMONT
THE ANDAL
There is a savage beast in every man, and when you hand that man a sword or spear and send him forth to war, the beast stirs.

CHARACTER



1

505



JORAH MORMONT
THE EXILED KNIGHT

ORDER: TACTICAL REPOSITION
Start of an enemy Turn:
Target 1 friendly unit in Short Range. They perform a 3" shift.

STUBBORN TENACITY
Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.

1

505



JORAH MORMONT
THE EXILED KNIGHT
I did things it shames me to speak of... In the end it cost me all.

CHARACTER



1

505



JORAH MORMONT
WESTEROSI TACTICIAN

AMBUSH
Enemies this unit Successfully Charges in the Flank or Rear become **Panicked** and **Weakened**.

STUBBORN TENACITY
Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.

505



JORAH MORMONT
WESTEROSI TACTICIAN
I vow to serve you, to obey you, to die for you if need be. Whatever may come.

CHARACTER




COMMANDER

Marshal
Betrayal
Opportunist
Feinting Maneuver

505

Targaryen Attachments



KHAL DROGO
THE GREAT KHAL

EXPERT DUELIST
Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

IRON RESOLVE
This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

KHAL DROGO
THE GREAT KHAL
The Dothraki follow only the strong.

CHARACTER



COMMANDER

*Adrivat!
Ride-by Attack
Assault Orders
Lead by Example*



MARSELEN
MOTHER'S MEN
COMMANDER

DAUNTLESS
Each time this unit passes a Morale Test, it restores 1 Wound.

UNFALTERING CONVICTION
Each time a friendly Combat Unit is destroyed, place 1 Order token on Marselen. This unit gains the following based on the number of tokens:

- 2+: Unit's Attacks gain +1 to Hit.
- 3+: Unit gains +1 to Defense Dice rolls.

MARSELEN
MOTHER'S MEN COMMANDER
The Unsullied have something better than strength... They have discipline.

CHARACTER



COMMANDER

*Devastating Impact
Devotees of The Dragon
Supply Aid
War Cry*



MARSELEN
UNSULLIED CAPTAIN

DAUNTLESS
Each time this unit passes a Morale Test, it restores 1 Wound.

EMBOLDEN
Friendly units in Short Range gain +1 to Morale Test rolls.

MARSELEN
UNSULLIED CAPTAIN
It's their discipline that makes them dangerous -Tyrion Lannister

CHARACTER



2



MIRRI MAZ DUUR
RESENTFUL HEALER

MAEGI'S HEALING
Each time this unit Activates, roll a D3. On a 3, this unit suffers 1 Wound. On a 1, choose 1. On a 2, choose 2 (*the same effect may be chosen multiple times*):

- Restore 1 Wound to this unit.
- Remove 1 Condition token from this unit.

MIRRI MAZ DUUR
RESENTFUL HEALER
You knew the price.

CHARACTER



1

Mirri ignores the usual Attachment limits.

Targaryen Attachments



OUTRIDER KO

DISRUPT
Enemies engaged with this unit suffer -1 to Hit.


505

OUTRIDER KO



1

 *May only be Attached to Targaryen units.*



QOTHO
BLOODRIDER

BLOODRIDER
This unit cannot become Weakened.

INTIMIDATING PRESENCE
Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.

PREY ON FEAR
Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.

505

QOTHO
BLOODRIDER


The Dothraki say a man and his bloodriders share one life...

CHARACTER



2

 *May not be fielded in an army containing the "Drogo's Bloodriders" unit.*



RAKHARO
BLOODRIDER

BLOODRIDER
This unit cannot become Weakened.

ORDER: SENTINEL
After another friendly unit in Long Range is Attacked:
This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

ELUSIVE ESCAPE
This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened.

505

RAKHARO
BLOODRIDER

As you say, I do, blood of my blood.

CHARACTER



2





SCREAMER KO

ORDER: MARTIAL TRAINING
When this unit is performing a Melee Attack, before rolling Attack Dice:
This Attack may re-roll any Attack Dice and the Defender becomes Vulnerable.

505

SCREAMER KO



1

 *May only be Attached to Targaryen units.*

Targaryen Attachments



SKAHAZ MO KANDAQ
THE SHAVEPATE

ORDER: INCITE
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious and rolls its highest Attack Die Value.

ORDER: MARK TARGET
Start of a friendly Turn: Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.

C

COMMANDER
Keeping The Peace
The Queen's Law
Eyes of The Watch
Ghiscari Justice

SKAHAZ MO KANDAQ
THE SHAVEPATE
We will rue your old man's honor before this game is done. -Skahaz to Barristan Selmy

CHARACTER



C

COMMANDER
Keeping The Peace
The Queen's Law
Eyes of The Watch
Ghiscari Justice



SKAHAZ MO KANDAQ
MERCILESS GHISCARI

ORDER: INCITE
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious and rolls its highest Attack Die Value.

FUELED BY SLAUGHTER
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

2

SKAHAZ MO KANDAQ
MERCILESS GHISCARI
The Shavepate would feed them to your dragons, it is said.

CHARACTER



2



STORMCROW LIEUTENANT

IMPROVED ARMAMENTS
While you Control , this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value.

1

STORMCROW LIEUTENANT



1



UNSULLIED OFFICER

GO DOWN FIGHTING
Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.

RELENTLESS
After this unit is Attacked, this unit may perform 1 Melee Attack Action.

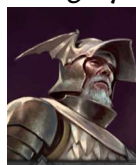







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UNSULLIED OFFICER



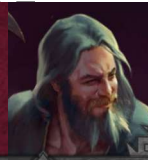
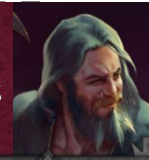


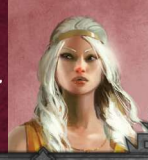
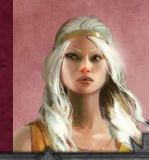


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












Targaryen Tactics

 <h2>SUSTAINED ASSAULT</h2> <p>BARRISTAN SELMY - THE BOLD</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value.</p> <p>If this targets Barristan's unit, it may re-roll any Attack Dice.</p> <p>Before the game begins, remove the "Sudden Retreat" Tactics card from your Tactics Deck and replace it with this card.</p>	 <h2>COMBAT PROWESS</h2> <p>BARRISTAN SELMY - THE BOLD</p> <p>When an enemy is targeted by an Ability or Tactics card:</p> <p>You may expend 1 Condition token from that enemy. If you do, cancel the effect of that Ability or Tactics card.</p> <p>Start of a friendly Turn:</p> <p>Target 1 engaged friendly Combat Unit. Remove 1 Condition token from that unit.</p>	 <h2>LEGENDARY BOLDNESS</h2> <p>BARRISTAN SELMY - THE BOLD</p> <p>After a friendly unit within Long Range of Barristan rolls Defense dice:</p> <p>That unit blocks +2 Hits and automatically passes the Panic Test from this attack.</p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>VICTORY COMES HARD</h2> <p>BARRISTAN SELMY - THE BOLD</p> <p>After a friendly unit passes a Panic Test:</p> <p>Attach this card to that unit until it fails a Panic Test.</p> <p>While attached, this unit's Melee Attacks gain Sundering and +1 to Hit.</p> <p>When this card is removed, this unit becomes Weakened and Vulnerable.</p>
 <h2>PATHETIC ATTEMPT</h2> <p>BELWAS - THE STRONG</p> <p>When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:</p> <p>Target the Attacker. They suffer 2 Hits for each remaining rank in this unit.</p> <p>If the Defender was Belwas' unit, they also become Weakened.</p> <p>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</p>	 <h2>EXPERT PARRY</h2> <p>BELWAS - THE STRONG</p> <p>When an enemy is performing a Melee Attack, after rolling Defense Dice:</p> <p>For each blocked Hit, the Attacker suffers 1 Hit.</p> <p>If the Defender is Belwas' unit, the Attacker suffers -1 to Defense Dice rolls for these Hits.</p>	 <h2>GOOD DYING</h2> <p>BELWAS - THE STRONG</p> <p>When a friendly Cavalry or Infantry unit would be destroyed:</p> <p>Before being removed, that unit performs 1 Melee Attack Action using its lowest Attack Die Value on the Attacker. If this targets Belwas' unit, it gains +2 Attack Dice.</p> <p>If this Attack destroys the Defender, your friendly unit is not destroyed, but instead remains in play with 1 Wound.</p>	 <h2>COUNT THE CUTS</h2> <p>BELWAS - THE STRONG</p> <p>After an enemy completes a Melee Attack:</p> <p>Target the Defender. Attach this card to them until they destroy an enemy. While attached, this unit rolls its highest Attack Die Value and may re-roll any Attack Dice.</p> <p>If this targets Belwas' unit, it also gains +1 to Morale Test results.</p>

Targaryen Tactics

 SELLSWORD NEGOTIATIONS	 SELLSWORD BRAVADO	 RECKLESS STRIKES	 HASTY OFFENSE
DAARIO NAHARIS - STORMCROW CAPTAIN	DAARIO NAHARIS - STORMCROW CAPTAIN	DAARIO NAHARIS - STORMCROW CAPTAIN	DAARIO NAHARIS - STORMCROW CAPTAIN
<p>When a friendly NCU Claims a zone:</p> <p>Replace that zone's effect with: <i>Until the end of the Round, you count as Controlling. Restore 2 Wounds to 1 friendly Combat Unit. If this is a Stormcrow Unit, restore +1 Wound for each of that unit's destroyed ranks.</i></p>	<p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit. That unit performs 1 Morale Test. If this is a Stormcrow unit, it gains +2 to its roll.</p> <p>On a success, target 1 enemy in Long Range. It becomes Panicked and Weakened.</p>	<p>When a friendly Combat Unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>This Attack gains Critical Blow and Precision. The Attacker suffers 1 Wound for each Attack Die roll of 1.</p> <p>If this targets a Stormcrow unit, this Attack rolls its highest Attack Die Value.</p>	<p>Start of any Round:</p> <p>Target 1 friendly Combat Unit. That unit performs 1 Attack Action.</p> <p>After completing that Attack, your opponent may Activate 1 NCU.</p> <p>Before the game begins, remove the "Fire and Blood" Tactics card from your Tactics Deck and replace it with this card.</p>
 DRACARYS!	 DRAGON'S FLIGHT	 PROMISE OF FIRE	 FIRE MADE FLESH
DAENERYS TARGARYEN - MOTHER OF DRAGONS	DAENERYS TARGARYEN - MOTHER OF DRAGONS	DAENERYS TARGARYEN - MOTHER OF DRAGONS	DAENERYS TARGARYEN - MOTHER OF DRAGONS
<p>When Daenerys' unit Activates:</p> <p>Instead of performing an Action, target 1 friendly Drogon, Rhaegal, or Viserion unit in Long Range. It performs 1 Melee Attack Action.</p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	<p>When an enemy ends a move in Short Range of Daenerys' unit:</p> <p>Target 1 friendly Drogon, Rhaegal, or Viserion unit. It performs 1 Maneuver Action.</p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	<p>When an enemy NCU Activates:</p> <p>If that NCU Claims a zone this Activation, attach this card to 1 enemy Combat Unit until the end of the game. They suffer 1 Panic Test.</p> <p>While attached, each time a Drogon, Rhaegal, or Viserion unit performs an Attack against this unit, this unit suffers 3 Wounds instead of D3 Wounds.</p>	<p>When an enemy Attacks a friendly Drogon, Rhaegal, or Viserion unit, after rolling Defense Dice:</p> <p>The Defender only suffers 1 Wound for every 2 unblocked Hits.</p> <p>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</p>


Targaryen Tactics

 TARGARYEN SUPREMACY DAENERYS TARGARYEN - QUEEN OF MEEREN After an enemy completes an Attack: That enemy suffers 1 Panic Test. If that enemy is engaged with Daenerys' unit, they suffer -1 to their roll and +1 Wounds on failure for each of the Defender's remaining ranks.	 COUNTERPLOT DAENERYS TARGARYEN - QUEEN OF MEEREN When an opponent plays a Tactics card, before resolving that card: Roll a die: On a 3+, cancel the effect of that Tactics card. If you Control  or  , cancel the effect of that Tactics card on a 2+ instead. If you Control both, this roll automatically succeeds. Before the game begins, remove the "Swift Reposition" Tactics card from your Tactics Deck and replace it with this card.	 SUBJUGATION OF POWER DAENERYS TARGARYEN - QUEEN OF MEEREN When an enemy Combat Unit Activates: That enemy suffers 1 Panic Test. For each zone you Control among  and  they suffer -1 to their roll. On a failure, until the end of the Turn, they cannot be targeted by friendly Tactics cards and lose all Abilities.	 REMORSELESS EXAMPLES DAENERYS TARGARYEN - QUEEN OF MEEREN After a friendly unit completes a Melee Attack: If this Attack destroyed an enemy rank, target 1 other enemy in Long Range of that enemy. They become Panicked . If this Attack destroyed the enemy, also place 1 Corpse Pile with the following keywords anywhere fully in Short Range and not overlapping other Terrain: <ul style="list-style-type: none">• Hindering• Grim Reminder: Enemies suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests while in Short Range.
 OVERRUN	 SUDDEN RETREAT	 SWIFT REPOSITION	 FIRE AND BLOOD
When a friendly unit Surges Forth: Instead of Surging Forth, that unit performs 1 Charge or March Action. If you Control  , it may re-roll any Charge Distance Dice.	After an enemy completes a Melee Attack: Target the Defender. They perform 1 Retreat Action. If this targets your Commander's unit, it may re-roll any Retreat Distance Dice.	Start of any Turn: Target 1 friendly Combat Unit. It shifts 2". If you Control  , that unit performs a 3" Maneuver Action instead.	When a friendly unit is performing a Melee Attack, before rolling Attack Dice: Choose 1. If you Control  , choose 2 instead: <ul style="list-style-type: none">• This Attack may re-roll any Misses.• This Attack gains Sundering.• This Attack gains Vicious.

Targaryen Tactics

FIELD CONTROL

When a NCU Claims

If the NCU was friendly, you may replace that zone's effect with: 1 friendly Combat Unit performs 1 Maneuver or Retreat Action with +1 . Any enemy it disengages from becomes Weakened.


If the NCU was an enemy, after resolving that zone's effect, 1 friendly combat unit performs a 3" shift.

UNSTOPPABLE ADVANCE

When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:

This unit may re-roll any Charge Distance Dice.

When a friendly unit Surges Forth:

That unit gains +3  when Maneuvering during this Surge Forth. After moving, target all Enemies in Short Range. They become Weakened.

BLOOD OF THE DRAGON

Start of any Turn:

Target 1 friendly Combat Unit and attach this card to them until the end of the game. When a friendly unit is destroyed, place 1 Order token on this card.

While this card has a token, the attached unit's Melee Attacks gain +1 Attack Die and this unit suffers -1 Wound from failing Panic Tests.

ISSUE COMMANDS

GREY WORM - UNSULLIED COMMANDER

When your Commander's unit Activates:

Instead of this unit performing an Action this Turn, target 1 friendly unit in Long Range. It performs 1 Attack or Charge Action.

Start of any Turn:

Target 1 friendly Combat Unit. Remove 1 Order token from that unit. They may use that Order again this Round.

LASH OUT

After an enemy completes a Melee Attack:

If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks.
If the Defender is Grey Worm's unit, the Attacker also becomes Vulnerable.

Before the game begins, remove the "Blood of the Dragon" Tactics card from your Tactics Deck and replace it with this card.

BATTLE ENDURANCE

Start of a friendly Turn:

Target 1 friendly Combat Unit and attach this card to it until the end of the game. While attached, this unit's Melee Attacks gain the following bonuses, based on the Game Round (*effects are cumulative*):

3+: May re-roll any Misses
4+: Sundering
5+: Critical Blow
6+: +2 Attack Dice

RETRIBUTION OF THE DRAGON

After a friendly unit is Attacked:

Target the Attacker. Attach this card to them until the end of the game. While attached, each time this unit is Attacked, the Attacker gains Vicious.
Each time this unit is Attacked, if the Attacker is Grey Worm's or an Unsullied unit, this unit also becomes Vulnerable.




MARSHAL

JORAH MORMONT - WESTEROSI TACTICIAN









When an unengaged friendly Cavalry Unit Activates:

Once this Turn, if that unit would perform a Maneuver Action, instead of performing that Action, it may restore 3 Wounds and remove 1 Condition token.

Targaryen Tactics

 <p>BETRAYAL</p>	 <p>OPPORTUNIST</p>	 <p>FEINTING MANEUVER</p>	 <p>ADDRIVAT!</p>
<p>JORAH MORMONT - WESTEROSI TACTICIAN</p> <p>When a friendly NCU Claims a zone: Replace that zone's effect with: <i>Draw 2 Tactics Cards. Restore 3 Wounds to Jorah Mormont's unit. 1 enemy Combat Unit becomes Vulnerable and Weakened. Then attach this card to Jorah's unit until they destroy 1 enemy Combat Unit.</i> <i>While attached, each time that unit Activates, they suffer 1 Wound and become Panicked.</i></p>	<p>JORAH MORMONT - WESTEROSI TACTICIAN</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice: If the Defender has not Activated this Round, this Attack may re-roll any Attack Dice and gains Precision or Vicious. If the Attacker is Jorah Mormont's unit, gain both instead.</p>	<p>JORAH MORMONT - WESTEROSI TACTICIAN</p> <p>When a friendly unit Successfully Charges: If that unit contacted the Front of the enemy, align them to any Flank of that enemy instead. If that unit contacted the Flank of the enemy, align them to the Rear of that enemy instead.</p> <p>Before the game begins, remove the "Overrun" Tactics card from your Tactics Deck and replace it with this card.</p>	<p>KHAL DROGO - THE GREAT KHAL</p> <p>When Khal Drogo's unit Activates: Target 1 enemy in Long Range and attach this card to them until the end of the Round. While attached, Melee Attacks on this enemy gain Critical Blow.</p> <p>Start of a friendly Turn: Draw 1 Tactics card.</p>
 <p>RIDE-BY ATTACK</p>	 <p>ASSAULT ORDERS</p>	 <p>LEAD BY EXAMPLE</p>	 <p>DEVOTES OF THE DRAGON</p>
<p>KHAL DROGO - THE GREAT KHAL</p> <p>When a friendly Cavalry unit selects its Action during its Activation, before resolving that Action: As its Action, that unit may pivot, then perform 1 March Action, even if engaged. It may move through enemies during this March. Enemies it disengages from may not pivot. After completing this March, 1 enemy it moved through suffers 1 Wound, +1 Wound for each of that enemy's remaining ranks.</p>	<p>KHAL DROGO - THE GREAT KHAL</p> <p>When a friendly NCU Claims a zone: Replace that zone's effect with: <i>1 friendly Combat Unit performs 1 Melee Attack Action.</i> <i>If this targets Khal Drogo's unit, it may perform 1 Charge Action instead.</i></p> <p>Before the game begins, remove the "Sudden Retreat" Tactics card from your Tactics Deck and replace it with this card.</p>	<p>KHAL DROGO - THE GREAT KHAL</p> <p>After Khal Drogo's unit completes an Attack: Attach this card to 1 other friendly unit in Long Range until the end of the Round. While attached, this unit gains +2 to Panic Test rolls and its Melee Attacks gain +1 to Hit.</p> <p>Start of a friendly Turn: Draw 1 Tactics card.</p>	<p>MARSELEN - MOTHER'S MEN COMMANDER</p> <p>When a friendly NCU Claims \otimes: Replace that zone's effect with: <i>Deploy 1 Freedmen unit fully within Long Range of a friendly Table Edge, or fully within Short Range of Marselen's unit and at least 1" from any enemy unit.</i></p>

Targaryen Tactics

 <h2>DEVASTATING IMPACT</h2> <p>MARSELEN - MOTHER'S MEN COMMANDER</p> <p>When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:</p> <p>Enemies Successfully Charged by this unit become Panicked and Vulnerable.</p> <p>If this targets Marselen's unit, it may re-roll any Charge Distance Dice.</p>	 <h2>WAR CRY</h2> <p>MARSELEN - MOTHER'S MEN COMMANDER</p> <p>When a friendly Combat Unit Activates:</p> <p>That unit performs 1 Morale Test.</p> <p>On a success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.</p> <p>If this is Marselen's unit or an Unsullied unit, on a success, it becomes Panicked and Vulnerable instead.</p>	 <h2>SUPPLY AID</h2> <p>MARSELEN - MOTHER'S MEN COMMANDER</p> <p>Start of a friendly Turn:</p> <p>Target 1 friendly Combat Unit. That unit suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.</p> <p>Before the game begins, remove the "Field Control" Tactics card from your Tactics Deck and replace it with this card.</p>	 <h2>KEEPING THE PEACE</h2> <p>SKAHAZ MO KANDAQ - THE SHAVEPATE</p> <p>When an enemy NCU Activates:</p> <p>Target 1 enemy Combat Unit in Long Range of Skahaz's unit.</p> <p>Until the end of the Turn, that enemy cannot be targeted by Tactics Zones.</p> <p>Start of a friendly Turn:</p> <p>Draw 1 Tactics card.</p>
 <h2>THE QUEEN'S LAW</h2> <p>SKAHAZ MO KANDAQ - THE SHAVEPATE</p> <p>When an enemy Combat Unit Activates:</p> <p>Attach this card to that enemy until the end of the Round.</p> <p>While attached, during your opponent's Turns, this unit loses all Abilities and cannot be targeted by friendly Tactics cards.</p> <p>If Skahaz's unit, or a Brazen Beast unit, performs a Charge Action against this unit, they automatically count as rolling a 6 on all Charge Distance dice.</p>	 <h2>EYES OF THE WATCH</h2> <p>SKAHAZ MO KANDAQ - THE SHAVEPATE</p> <p>Start of an enemy Turn:</p> <p>Target up to 2 enemy Combat Units in Long Range of Skahaz's unit. If either of those units performs an Action this Turn, it suffers -1  and rolls -1 Attack Die unit the end of the Turn.</p> <p>Start of a friendly Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>GHISCARI JUSTICE</h2> <p>SKAHAZ MO KANDAQ - THE SHAVEPATE</p> <p>After a friendly Combat Unit is targeted by an enemy Ability or Tactics card, after resolving that Ability/card:</p> <p>Target 1 enemy in Short Range of that unit. It suffers 4 Hits, then suffers 1 Panic Test.</p> <p>Before the game begins, remove the "Unstoppable Advance" Tactics card from your Tactics Deck and replace it with this card.</p>	

Targaryen Units



6

MOTLEY ARMAMENTS

4+ 6 5 4

5+

6+

BRAZEN BEASTS

ORDER: SENTINEL

After another friendly unit in Long Range is Attacked:

This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

MOTLEY ARMAMENTS

When Attacking, choose 1. If Attacking in the Flank or Rear, gain both:

- +1 Attack Die and **Critical blow**.
- Defender loses all Abilities this Turn.



6

CLAW & BLADE

3+ 5

6+

5+

DOTHRAKI HRAKKARS

HRAKKARS & TAMERS

- This unit has 6 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

CLAW & BLADE

- Vicious

OUTFLANK

You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.



BRAZEN BEASTS

The Brazen Beasts, established by Daenerys Targaryen, patrol the streets of Meereen, one of the great Slaver Cities. Their name comes from the bronze masks they wear, molded to have the visage of giant cats, raptors, and bears. Their creation helped lessen the burden on the Unsullied, who were often targets of assassination as they patrolled. The Beasts lack fear, charging at their enemies in the narrow streets, cutting them down in close combat.



LIMITED

Your army may only contain up to 2 Dothraki Hrakkar.

DOTHRAKI HRAKKARS

Taming one of the great white lions of the Dothraki Sea is a feat accomplished by only the mightiest khalasars. These powerful beasts match even the famed Stark Direwolves in terms of conferred status, and a Hrakkar in war is just as fearsome a sight on the field. Fast, deadly, and above all stealthy, troops facing the Dothraki should beware of sudden attacks from unsuspected quarters by lurking Hrakkar.

Targaryen Units



6

OUTRIDER'S BOW
4+ 7 4

OUTRIDER'S BLADE
4+ 5 4


5+ 5+

505

DOTHRAKI OUTRIDERS

CAVALRY

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

OUTRIDER'S BOW
If this unit has not performed the Maneuver from Cavalry this Turn, this Attack gains Precision, +1 to Hit and becomes .



DOTHRAKI OUTRIDERS

As scouts, the Dothraki Outriders have few equals on their home terrain, but once battle is engaged, the true threat emerges: ranged combat power delivered from horseback. While typical archers plague any foot-bound force, the ability to strike from a distance, then whisk away on horseback gives the Dothraki a powerful capability that can only be countered by swift cavalry or archers. That said, Outriders should take care to remain mobile.

6





6

SCREAMER'S ARAKH
3+ 7 4

5+ 5+

505

DOTHRAKI SCREAMERS

CAVALRY

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

FURIOUS CHARGE
Enemies Successfully Charged by this unit become Vulnerable.

SCREAMER'S ARAKH

- Sundering



DOTHRAKI SCREAMERS

While it would be easy to categorize the Dothraki as a mindless horde of screaming barbarians, their method of attack looks precisely as such to the untrained eye. A Dothraki khalasar can have many thousand horsemen, even the least of which has spent more of his life in the saddle than otherwise. Although lightly armored, Dothraki horsemanship is honed to such a degree that it's difficult to land a blade on them, even when engaged in close melee.

6



Targaryen Units



ORDER: SWIFT RETREAT
After an enemy completes a Melee Attack on this unit:
This unit performs 1 Retreat Action.

ORDER: QUICK FIRE
After this unit completes a Maneuver or Retreat Action:
This unit performs 1 Ranged Attack Action.

CAVALRY

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.



JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

BLACK FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes **Panicked**.



DOTHRAKI VETERANS

Superior Dothraki horsemanship finds its pinnacle in the Dothraki Veterans. Adept with both blade and bow, Veterans soften up their chosen prey with deadly arrows before a brutal charge, slashing left and right with their razor-sharp arakhs. As adept as Dothraki horsemanship can be, the Veterans take this skill to unimaginable heights, with man and mount moving in perfect precision even in the midst of the fiercest melee.



DROGON

Drogon is named for Daenerys Targaryen's deceased husband Khal Drogo. His scales are solid black, with blood red horns and crest. His eyes are described as 'smoldering red pits'. While nowhere near fully grown, Drogon's current size (and especially his temperament) makes him one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Drogon can be anywhere on the field and kill anything he wishes.

Targaryen Units



BLOODRIDERS' ARAKH
3+ 7 6

DROGO'S BLOODRIDERS
4+ 5+

DROGO'S BLOODRIDERS

ORDER: WAR CRY
Start of a friendly Turn:
This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.

DROGO'S BLOODRIDERS

- This unit cannot become **Weakened**.
- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

BLOODRIDERS' ARAKH

- Sundering
- Vicious



IMPROSIVED WEAPONS
5+ 6

FREEDMEN
6+ 8+

FREEDMEN

UNTRAINED MASSES

- This unit has 6 Wounds.
- Cannot Control Objectives and cannot grant Victory Points.
- Start of the Round, if this unit is not in Short Range of a friendly unit without **Untrained Masses**, it is destroyed.

GANG-UP
All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.



CHARACTER

May only be fielded in an army containing Khal Drogo. He must be attached to this unit.

DROGO'S BLOODRIDERS

Bloodriders of the Dothraki in Essos pledge their blood and lives to their khal as constant companions, bodyguards, and lieutenants. A Bloodrider's oath is unbreakable, and they obey their lord even unto death. Serving Khal Drogo as individual leaders or riding with their khal on the field are Cohollo, Haggio, and Qotho, each a skilled and deadly warrior easily besting ten times their number.



FREEDMEN

When Daenerys Targaryen swept across Essos, she freed slaves by the tens of thousands. While she may not have been specifically looking for a fighting force, now her ranks do not lack for numbers, as Freedmen and women gather up spare blades, picks, scythes, or simple clubs in her service. The Freedmen are numerous, but lacking in training or discipline. They can fill out a force, but should not be relied on to hold the line.

Targaryen Units



6

LONGSWORD

3+ 3

4+ 3+

JORAH MORMONT
THE WANDERING KNIGHT

ORDER: SCOUT OPENINGS
Start of a friendly Turn:
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.

WESTEROSI RIDER

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- As long as Jorah is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.



6

FIGHTER'S ARMAMENT'S

3+ 7 6 4

5+ 6+

PIT FIGHTERS

ORDER: PIT FIGHTER RAGE
When this unit is performing a Melee Attack, before rolling Attack Dice:
The Defender becomes Vulnerable, Panicked and Weakened. After this Attack has been completed, the Attacker suffers 2 Wounds.

FIGHTER'S ARMAMENTS

- Precision

UNYIELDING
This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.



4

CHARACTER

JORAH MORMONT
THE WANDERING KNIGHT

"There are ghosts everywhere. We carry them with us wherever we go."

Whatever one thinks of Ser Jorah Mormont's personal dealings and checkered past, his skill-at-arms earned him respect among the Dothraki, no simple feat. As a veteran of multiple wars and later a sellsword, his expert eye can pick out vulnerabilities in the enemy ranks for nearby troops to exploit. Ser Jorah prefers to remain mounted in combat, and his horsemanship exceeds many of his Western counterparts.



6

PIT FIGHTERS

Gladiatorial combat is one of the most popular (and most dangerous) forms of entertainment. Since these enslaved fighters must compete in all forms of combat, they must be prepared for anything, despite their lack of formal training and hodge-podge of gear. After being freed by Daenerys, they've pledged their allegiance to her. And despite their lack of experience in open-field battle, enemy commanders would do well to not underestimate these unconventional fighters.

Targaryen Units



6

JADE FIRE
2+ 2

4+ 2+

505

RHAEGAL

JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

JADE FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes Weakened.



5

MERCENARY'S LONGBOW
4+ 7 6 4




SHORT SWORD
5+ 5 4 3

5+ 7+


505

STORMCROW ARCHERS

MERCENARY'S LONGBOW

- While you Control , gains Sundering.
- While you Control , before rolling Attack Dice, the Defender becomes Vulnerable.
- While you Control , may re-roll any Attack Dice.

LOYALTY THROUGH COIN

While you Control , this unit gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



RHAEGAL

Rhaegal is named for Daenerys Targaryen's brother Rhaegar. He is a majestic green and bronze, with jet black fangs and claws, and eyes that 'burn with their own heat, brighter than polished shields'. While nowhere near fully grown, Rhaegal's current size still makes him one of the most dangerous creatures in the world. With unparalleled movement capabilities and breathing fire, Rhaegal can be anywhere on the field and kill anything he wishes.

STORMCROW ARCHERS

A Stormcrow is a Stormcrow, whether wielding blade, bow, or both. Money remains the prime motivator in the Stormcrow mind, and extra coin can prod added effort from these mercenaries. Stormcrow Archers are adept in long-range combat, with recurved longbows and arrows made for distant flight. They're not meant for melee, though their shortswords can fend off weakened attackers. Still, a wise commander will keep them far from flankers or cavalry.

Targaryen Units



6

SWIFT STRIKE

3+ **7** **6** **4**

4+ **5+**

STORMCROW DERVISHES

AMBUSH
 Enemies this unit Successfully Charges in the Flank or Rear become Panicked and Weakened.

SWIFT STRIKE
 After this Attack is completed, this unit may perform 1 Retreat Action.

MOTIVATED BY COIN
 Each time a friendly NCU Claims , you may replace that zone's effect with: 1 friendly unit with Motivated by Coin performs 1 Attack Action.



5

LONGSWORD

4+ **7** **5** **4**

4+ **6+**

STORMCROW MERCENARIES

MOTIVATED BY COIN
 Each time a friendly NCU Claims , you may replace that zone's effect with: 1 friendly unit with Motivated by Coin performs 1 Attack Action.



7

STORMCROW DERVISHES

STORMCROW DERVISHES

A Stormcrow Dervish paid up to the end of the week will buy you a hardened veteran skirmisher, adept at swift movement in medium armor to strike exposed enemy positions—to the end of the week. The infamous Stormcrow loyalty to coin extends even to their best-trained soldiers. Yet employers seeing Dervishes in action rarely have cause to complain as these heavy-hitters shred enemy flanks and fade away safely beyond any possible counterattack.



ADAPTIVE

Reduce the cost of 1 Attachment in this unit by 1.

STORMCROW MERCENARIES

While one might question Stormcrow loyalty to their leaders, their employers, and even themselves, one can always count on their absolute devotion to coin. Once properly motivated, Stormcrow Mercenaries are capable medium infantry, adept at holding a flank or performing flanking maneuvers themselves. Their professionalism guarantees a good working relationship with whomever their employer might be, but only as long as the coin lasts.

Targaryen Units



5

PHALANX PIKE

3+ 7 7 4

4+ 4+

305

UNSULLIED PIKEMEN

ORDER: SET FOR CHARGE
When this unit is Successfully Charged from the Front or Flank:
If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

ORDER: SHIELD WALL
When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:
If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

COMBAT MASTERY: DEFENSE
While your opponent does not Control \times , enemies engaged with this unit suffer -1 to Hit.



7

UNSULLIED PIKEMEN

UNSULLIED PIKEMEN

Although considered to be in light armor by western standards, Unsullied Pikemen fight in lockstep formations according to doctrines laid down by the Old Empire of Ghis. An Unsullied phalanx with shields locked is nigh unbreakable to cavalry charge, and even more nimble foot troops would have a difficult time getting past the wall of spears. While taking this unit by surprise is difficult, a commander should beware their becoming encircled.



5

UNSULLIED PROWESS

3+ 8 7 6

4+ 4+

305

UNSULLIED SWORDMASTERS

UNSULLIED PROWESS

- Precision
- May always re-roll Attack Dice.
- Opponents cannot expend Weakened tokens on this unit while it is Attacking.

COMBAT MASTERY: RESOLVE
While your opponent does not Control \times , each time this unit passes a Morale Test, it restores 1 Wound.



7

UNSULLIED SWORDMASTERS

UNSULLIED SWORDMASTERS

Only one in three prospects for the famed Unsullied survive the brutal training process. These fearsome eunuch legions are renowned for their individual skill and unshakable discipline. While individually not quite a physical match for western soldiers, the Unsullied feel no pain and are adept at striking foes where least expected. Underestimating the Unsullied for their slight stature and strange ways is a quick route to the grave.

Targaryen Units



Unit card for Viserion, a juvenile dragon. The card features a large illustration of the dragon on the left. The top left corner has a green circle with a dragon head and a white circle with the number 6. Below that is a yellow banner with a blue sword icon and the text "GOLDEN FIRE". Underneath the banner are two green circles with "2+" and "2". The bottom left corner has a blue shield icon with "4+", a yellow circle with a red dragon head and "2+", and a white dragon head icon. The name "VISERION" is printed at the bottom. The right side of the card has two text boxes with red headers: "JUVENILE DRAGON" and "GOLDEN FIRE".

JUVENILE DRAGON

- This unit has 8 Wounds.
- This unit ignores units and terrain when Maneuvering and Marching.
- At the start of its Activation, this unit may perform 1 Maneuver Action.

GOLDEN FIRE

- Vicious
- Hits from this Attack cannot be blocked. If this Attack generates **any** Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes **Vulnerable**.



Unit card for Viserion, a juvenile dragon. The card features a large illustration of the dragon on the left. The top right corner has a red circle with a dragon head and the name "VISERION". Below that is a yellow circle with the number 7. The bottom right corner has a white dragon head icon. The right side of the card has a text box with a red header: "VISERION".

VISERION

Viserion is named for Daenerys Targaryen's brother Viserys. He's often called the white dragon, yet is cream colored with golden horns and crest. His claws and teeth are shining black, and his eyes are 'pools of molten gold'. While nowhere near fully grown, Viserion is one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Viserion can be anywhere on the field and kill anything he wishes.

Targaryen Special Rules

