

THE RAINS OF CASTAMERE

Once per game, at the start of any Turn, target any number of enemy Combat Units:

- 1 of those enemies becomes Panicked.
- 1 of those enemies becomes Vulnerable.
 - 1 of those enemies suffers 4 Hits.
- 1 of those enemies suffers 1 Panic Test.
- 1 of those enemies loses all Abilities until the end of the Round.

(The same Combat Unit may be targeted by multiple effects)





MANIPULATION AND DECEPTION

Pycelle begins the game with 3 Order tokens.

Each time Pycelle Activates, you may remove 1 Order token from him. If you do, target 1 enemy Combat Unit. They become **Weakened**.

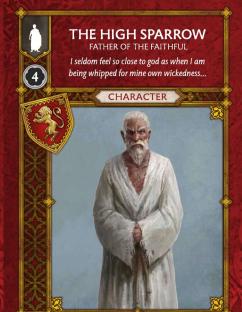




FEALTY TO THE SEVEN

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

While Influencing an enemy, each time that enemy suffers Wounds from failing Panic Tests, target 1 friendly unit in Long Range. They restore that many Wounds, up to 3.





MIGHT OF THE IRON THRONE

Each time Joffrey is on the Tactics Board, you count as Controlling .

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

While influencing an enemy, that enemy suffers +1 Wound from failing Panic Tests.





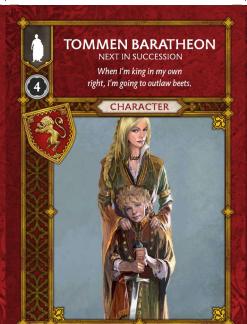
QUEEN'S INFLUENCE

Tommen begins the game with 2 Order tokens.

Each time Tommen Claims a zone, you may remove 1 Order token from him. If you do, perform the following:

If you Control 쌀날, search you Tactics deck or discard pile for 1 Intrigue and Subterfuge card and add it to your hand. Shuffle your Tactics deck.

If you Control , search your Tactics deck or discard pile for 1 **Bribery** card and add it to your hand. Shuffle your Tactics deck.





UNBIASED JUSTICE

Once per game, at the start of any Turn, target any number of friendly Combat Units:

- 1 of those units restores 2 Wounds.
- 1 of those units removes all Condition tokens.
- 1 of those units performs a 2" shift.

Until the end of the Round, 1 of those units Attacks using its highest Attack Die Value, and may re-roll any Attack Dice.

(The same Combat Unit may be targeted by multiple effects)





LITTLE DOVES

Qyburn begins the game with 3 Order tokens on him.

Each time an enemy NCU Activates, you may remove 1 Order token from Qyburn. If you do, choose 2 zones. If that NCU Claims either zone this Turn, after resolving that zone's effect, target up to 2 enemy Combat Units. They become Vulnerable.





TACTICAL MASTERMIND

Your Maximum Tactics Hand size is increased by +1. You start the game with 4 cards and may draw up to 4 cards when refiling your hand.

Once per game, when an opponent plays a Tactics card, before resolving that card, you may search your Tactics deck or discard pile for 1 Counterplot card and play it.

Shuffle your Tactics deck.



Lannister NCUs











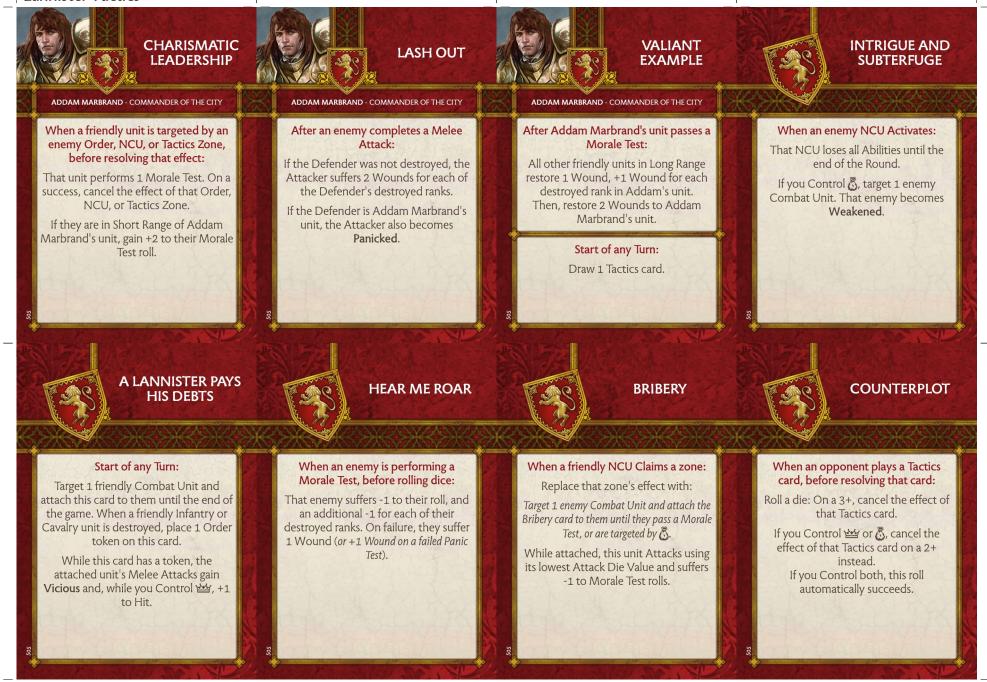








Exploit Weakness Broken Resolve Issue Commands





FEALTY TO THE CROWN



SUBJUGATION OF POWER



OVERRUN



ASSAULT ORDERS

GREGOR CLEGANE - THE MOUNTAIN

GREGOR CLEGANE - THE MOUNTAIN

When an enemy fails a Panic Test:

Target 1 friendly unit in Long Range.
For each Wound that enemy suffered from this test, restore 1 Wound to that friendly unit, up to 3.

If you Control ≌, deal +1 Wound to the enemy unit and restore +1 Wound (to a maximum of 4) to the friendly unit.

When an enemy Combat Unit Activates:

That enemy suffers 1 Panic Test. For each zone you Control among wat 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.

When a friendly unit Surges Forth:

Instead of Surging Forth, that unit performs 1 Charge or March Action.

If this targets a House Clegane unit, it may re-roll any Charge Distance Dice.

When a friendly NCU Claims a zone:

Replace that zone's effect with:

1 friendly Combat Unit performs 1 Melee Attack Action.

If this targets a House Clegane unit, it may perform 1 Charge Action instead.



PRICE OF FAILURE



MERCY OF THE MOTHER



PROTECTION OF THE FATHER



WRATH OF THE WARRIOR

GREGOR CLEGANE - THE MOUNTAIN

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

All Attack Dice rolls automatically Hit for this Attack.

After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.

HIGH SPARROW - HIS HIGH HOLINESS

When a friendly Combat Unit Activates:

Remove 1 Condition token from that unit.

They perform 1 Morale Test.

On a success, restore 2 Wounds to that unit, +1 Wound for each of its destroyed ranks.

On a failure, restore 1 Wound to that unit.

HIGH SPARROW - HIS HIGH HOLINESS

When an enemy is performing a Melee Attack, after rolling Defense Dice:

The Defender performs 1 Morale Test.
On a success, they block +3 Hits.
On a failure, they block +1 Hit.

HIGH SPARROW - HIS HIGH HOLINESS

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

That unit performs 1 Morale Test. On a success, this Attack gains +1 to Hit and Sundering. On a failure, this Attack deals +1 Hit.



KINGSLAYER'S RENOWN



KINGSLAYER'S PROWESS



KINGSLAYER'S INFAMY



YOU WILL OBEY ME!

JAIME LANNISTER - THE KINGSLAYER

When a friendly unit in Long Range of Jaime Lannister's unit is performing a Morale Test, after rolling dice:

This unit passes that Test.

If this is Jaime's unit, it also restores 2 Wounds.

Start of any Turn:

Draw 1 Tactics card.

JAIME LANNISTER - THE KINGSLAYER

When Jaime Lannister's unit is performing a Melee Attack, before rolling Attack Dice:

This Attack rolls its highest Attack Die Value, may re-roll any Misses, and the Defender becomes **Vulnerable**.

Start of any Turn:

Draw 1 Tactics card.

JAIME LANNISTER - THE KINGSLAYER

When an enemy in Long Range of Jaime Lannister's unit Activates:

That enemy become **Panicked** and then suffers 1 Panic Test.

On a failure, that enemy also becomes Weakened.

Start of any Turn:

Draw 1 Tactics card.

When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

JOFFREY BARATHEON - FIRST OF HIS NAME

This Attack gains +2 Attack Dice and Sundering.

If this Attack did not destroy at least 1 of the Defender's ranks, the Attacker becomes **Panicked** and **Vulnerable**.



TRAITORS! I WILL HAVE THEIR HEADS!



I AM THE KING!



PREDICTABLE MANEUVERS



SEEING THEIR FLAWS

JOFFREY BARATHEON - FIRST OF HIS NAME

Start of a friendly Turn:

Target 1 enemy Combat Unit and attach this card to them.
While attached, Melee Attacks against this unit gain **Vicious**.
At the end of the Round, if this unit has

At the end of the Round, if this unit has not been destroyed, remove this card from them, and each unit that attacked them this Round becomes Panicked and Vulnerable.

JOFFREY BARATHEON - FIRST OF HIS NAME

When an enemy is performing a Melee Attack, after rolling Defense Dice:

Target the Defender. They block +2
Hits. After this Attack has been
completed, the Defender becomes
Panicked and Weakened.

KEVAN LANNISTER - PROTECTOR OF THE REALM

Start of the first Enemy Turn in a Round:

Target 1 enemy Combat Unit and 1 enemy NCU.

If either unit performs an Action this Turn, before they resolve that Action, 1 friendly Combat Unit performs 1 Attack, Maneuver, or Retreat Action. KEVAN LANNISTER - PROTECTOR OF THE REALM

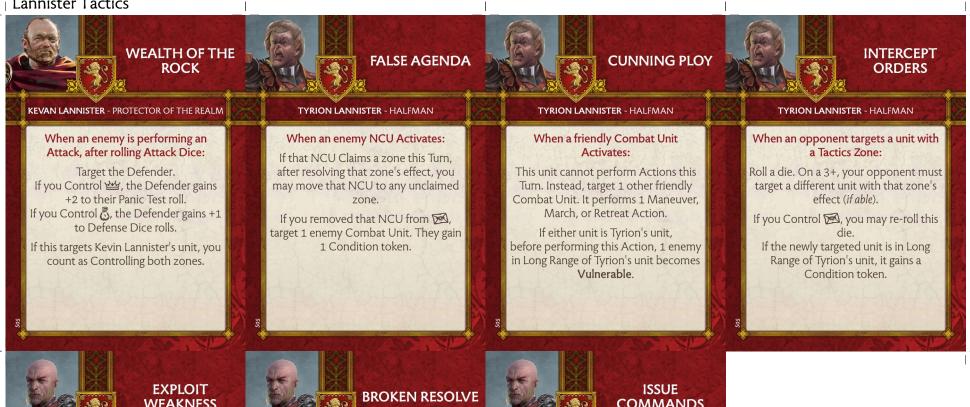
After an enemy Combat Unit

completes an Action: That enemy becomes Vulnerable and Panicked.

Attach this card to that enemy until the end of the Round. While attached, while Kevan Lannister's unit is Attacking that enemy, that enemy loses all Abilities and cannot be targeted by friendly Tactics cards.

Š

Lannister Tactics







LANNISTER OPPRESSION

Each time this unit performs a Melee Attack, before rolling Attack Dice choose 1, for each Condition token on the Defender, choose +1:

- Vicious
- Sundering
- Until the end of the Turn, Defender loses all Abilities.
- This unit may re-roll any Attack Dice.

ORDER: LAWS OF THE REALM
When an enemy in Short Range
Attacks, before rolling Attack Dice:
That enemy is treated as having -1 rank
for Attack Dice. If it has only 1
remaining rank, it becomes Vulnerable.

OPPRESSIVE PEACEKEEPING

While you Control <u>w</u>, enemies in Short Range of this unit suffer -1 to Morale Test rolls.



CASTERLY ROCK HONOR GUARD

The vast castle at Casterly Rock serves as both a symbol of Lannister supremacy and an unbreakable fortress overlooking Lannisport. As such its guardians, the renowned Casterly Rock Honor Guard also serve as symbols of unbreakable Lannister might. Outfitted in the finest plate armor money can buy, and trained as a heavy response force to local threats, the Honor Guard can stand the line and exploit enemy vulnerabilities as they reveal themselves.

GOLD CLOAKS

King's Landing is generally considered a safe place to live, given that the aptly named Gold Cloaks can be seen patrolling avenues and alleyways from afar. They're always ready to ensure that justice is served. As to whose justice that might be, however, the Lannisters rule King's Landing, and the Gold Cloaks bend their knees to the Iron Throne. Speak ill of the king at your peril.



THE MOUNTAIN THAT RIDES

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

CLEAVING BLOWS

- •When Charging, gains Critical blow.
- · Defenders do not roll Defense Dice.

INTIMIDATING PRESENCE

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

CAVALRY

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

BRUTAL ARMAMENTS

- Vicious
- Defender suffers +1 Wound from failing Panic Tests from this Attack for each of its destroyed ranks.



GREGOR CLEGANE

THE MOUNTAIN THAT RIDES

"How could one expect to fight such a beast?"

Ser Gregor Clegane truly towers over ordinary men. Such a massive man requires a mount of similar proportions, though the largest of steeds appear as mere ponies beneath the Mountain That Rides. Units under the Mountain's command hit like an avalanche, and leave similar destruction in their wake. The Mountain is an utterly merciless opponent, a true weapon of muscle and steel.

HOUSE CLEGANE BRIGANDS

While most cavalry assaults are savage enough, Gregor Clegane's bands of mounted brigands take brutality beyond all norms. It's not enough for them to simply shred enemy ranks from the flanks or rear. For the type of man drawn to Clegane's ranks, a weapon that leaves an enemy crippled and shattered is as good as one that kills swiftly and efficiently. Yet, for all their fearsome reputation, Brigands have little thirst for fair fights.



MARAUDER'S BLADE

- Vicious
- Gains +1 to Hit and Critical Blow when Attacking enemies with the same or fewer remaining ranks.

PREY ON FEAR

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

ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after Attack Dice are rolled:

This unit only suffers 1 Wound for every 2 unblocked Hits.

JOFFREY'S RETINUE

This unit has 8 models (including Joffrey), 8 Wounds, and 2 ranks.

COUNTERSTRIKE

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

HOUSE CLEGANE MOUNTAIN'S MEN

Brutal, savage, merciless, and ferocious, the Mountain's Men bring the art of warfare to new lows. They accept no quarter. Those that flee are cut down. Those that surrender are run through. The Mountain's Men excel at striking enemy troops already beleaguered by regular forces, and shattering their will to fight. Care must be taken not to let these ruthless men too far off their leash.

KINGSGUARD

As a unit, the Kingsguard are the best-armed, best-armored, and most experienced troops in the War of the Five Kings. Though they suffer from the usual weakness of any heavy infantry if they become surrounded, they are also hobbled with one additional irritant: King Joffrey Baratheon. Still, despite being but seven men, the Kingsguard can successfully assault or defend against three times their number.





ORDER: LANNISTER SUPREMACY After an enemy completes an Attack on this unit:

Target the Attacker. They suffer 1 Panic Test with -1 to their roll and +1 Wounds on failure for each remaining rank in this unit.

CAVALRY

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

LANCE

- Sundering
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.

ORDER: ADAPTIVE STYLE When this unit Attacks or is Attacked, before rolling Attack Dice:

Choose 1:

- This unit gains +1 to Defense Dice rolls and +2 to Panic Test rolls against this Attack.
- This Attack gains **Critical Blow** and **Sundering**.

DOMINEERING PRIDE

While engaged by an enemy with fewer remaining ranks, this unit automatically passes all Panic Tests.



KNIGHTS OF CASTERLY ROCK

Expensively armed, expensively armored, and trained to perfection, the Knights of Casterly Rock bring unparalleled speed and lethality to the Lion banner. Few enemies are equipped to withstand a charge from these heavily armored juggernauts, and fewer still match their speed. While they can be bogged down in melee against determined infantry, few commanders let them remain so encumbered for long.



As watchmen for House Lannister's seat of power, the Lannisport City Watch is armed and armored as well (if not better) than many front-line troops in the War of the Five Kings. That said, they're not regular soldiers, and should not be relied upon to hold the vanguard or stand against a furious cavalry charge. That said, when in large numbers and properly supported, they remain effective and dangerous, a truly excellent support unit.





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.

HALBERD

Sundering



This unit begins the game with 1 Faith token. Each time it passes a Morale Test, it gains 1 Faith token. Each time this unit is performing a Melee Attack, before rolling Attack Dice, it may expend 1 Faith token. If it does, this Attack gains Precision and may re-roll any Attack Dice.

ZEALOUS RESURGENCE

Each time this unit Activates, it may expend 1 Faith token. If it does, it restores 2 Wounds.



LANNISTER HALBERDIERS

While capable of mounting offensive assaults, House Lannister's Halberdiers excel in defensive formations and positions. Charging enemies should think twice before facing an entrenched Halberdier line. Care should be taken to shield Halberdiers from flanking maneuvers or ranged fire, but, when properly employed, nothing gets past a Halberdier's deadly blade.

POOR FELLOWS

While unarmored and wielding naught but improvised or scavenged weapons, only a foolish commander would discount the Poor Fellows on the battlefield. Their vast numbers and unshakable faith in the Seven let the Poor Fellows fight on where units of less-devout men would break and flee. For holding a line or assaulting an impossible defense, the Poor Fellows' faith will see them through!





WILDFIRE

- Vicious
- Defenders do not roll Defense Dice.

HORRIFIC VISAGE

Each time an enemy performs a Melee Attack on this unit, before resolving that Attack, target the Attacker. They suffer 1 Panic Test with -1 to their roll for each remaining rank in this unit.

FEARLESS AVARICE

While you Control &, this unit suffers
-1 Wound from failed Panic Tests.

LANNISTER JUSTICE

While you Control ﷺ, each time this unit performs an Action, before resolving that Action, 1 enemy in Long Range suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit.



Pyromancers from the Alchemists' Guild employ House Lannister's most fearsome and devastating weapon: Wildfire. Known as 'the substance', Wildfire is a greentinted liquid of remarkable destructive potential. Its volatility makes transporting and employing the substance hazardous in and of itself, yet, no unit of mere mortal men can endure its assault. Even the thickest armor is useless against its clinging, pernicious flames.

RED CLOAKS

Lannister Red Cloaks are elite guardsmen who serve as the enforcement arm of House Lannister in King's Landing and Casterly Rock. Their job is to keep the population in check through intimidation, fear, and sharp blades. They're notable not just for their crimson cloaks, but also their half-plate armor, itself as wellmade as mass-produced armor can be. They're solid medium infantry, and among the best-paid troops in the Lannister roster.



BATTLE PRAYER

This unit begins the game with 1 Faith token. Each time it passes a Morale Test, it gains 1 Faith token. Faith tokens may be expended to do the following:

 When an enemy is performing an Attack on this unit, after rolling Defense Dice:

This unit blocks +1 Hit, +1 additional Hit for each of its destroyed ranks.

• When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Sundering and may reroll any Attack Dice.

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.

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

RECRUITING FROM THE HILLS

Each time this unit Activates, it restores 1 Wound + 1 Wound for each of its destroyed ranks.



CHARACTER

Can only be fielded in an army

containing Tyrion Lannister. He may

be attached to this unit at no cost.

THE WARRIOR'S SONS

Whether noble-born or ennobled, the Warrior's Sons come from knightly backgrounds and devote their expertise in service to the Seven. Armed with shining swords, armored in heavy plate, and fortified by their unshakable faith, the Warrior's Sons will reliably hold or advance upon any objective. When beset by impossible odds, the Sons are at their best, even when the situation might seem hopelessly desperate.

STONE CROWS

As mountain tribes and raiders go, Tyrion Lannister's Stone Crows are quite ordinary, save their unexpected loyalty. While pledged more to Tyrion's coin than his person, they proved true to their word, even when betrayal might have been a more lucrative option. As mercenaries, these troops are worth their coin, if properly employed as scouts and flankers. Their light arms and armor make them unsuited to the front line in a protracted engagement.



Lannister Special Rules

