



TYWIN LANNISTER
THE GREAT LION



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)



TYWIN LANNISTER
THE GREAT LION

Some battles are won with swords and spears, others with quills and ravens.

6

CHARACTER



PYCELLE
GRAND MAESTER



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**.



PYCELLE
GRAND MAESTER

Pycelle is a toad. But better a Lannister toad than a Tyrell toad, no? -Tyrion Lannister

4

CHARACTER



THE HIGH SPARROW
FATHER OF THE FAITHFUL



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.



THE HIGH SPARROW
FATHER OF THE FAITHFUL

I seldom feel so close to god as when I am being whipped for mine own wickedness...

4

CHARACTER



JOFFREY BARATHEON
LORD OF THE SEVEN KINGDOMS



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.



JOFFREY BARATHEON
LORD OF THE SEVEN KINGDOMS

His Grace has a unique way of winning the hearts of his subjects.

5

CHARACTER



TOMMEN BARATHEON
NEXT IN SUCCESSION



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 , search your 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.




TOMMEN BARATHEON
NEXT IN SUCCESSION
When I'm king in my own right, I'm going to outlaw beets.

4

CHARACTER

KEVAN LANNISTER
MASTER OF LAW



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 Dice Value, and may re-roll any Attack Dice.
(The same Combat Unit may be targeted by multiple effects)



KEVAN LANNISTER
MASTER OF LAW
The gods shaped him to be a follower, not a leader. -Tyrion Lannister

5

CHARACTER




QYBURN
MASTER OF WHISPERERS



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**.



QYBURN
MASTER OF WHISPERERS
Your secrets are safe with me.

4

CHARACTER



May not be fielded in an army containing Varys.



TYRION LANNISTER
THE IMP



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 re-filing 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.



TYRION LANNISTER
THE IMP
He is a bigger man than he seems, I think.

5

CHARACTER



Lannister NCUs



CERSEI LANNISTER

QUEEN REGENT



PLAYING THE GAME

Cersei Begins the game with 2 Order Tokens.

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

If you Control , search your Tactic deck or discard pile for 1 **Hear Me Roar!** card and add it to your hand. Shuffle your Tactics deck.

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

305



CERSEI LANNISTER

QUEEN REGENT

When you play the game of thrones, you win or you die. There is no middle ground.

CHARACTER



Lannister Attachments



ADDAM MARBRAND
COMMANDER OF THE CITY WATCH

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.

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

505

ADDAM MARBRAND
COMMANDER OF THE CITY WATCH
Like Jaime, he was the sort of man other men liked to follow. -Tyron Lannister

CHARACTER



COMMANDER
Charismatic Leadership
Lash Out
Valiant Example

505



ADDAM MARBRAND
TRUSTED BANNERMAN

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.

JAIME'S VASSAL
This model count as Jaime Lannister for all abilities and effects.

505

ADDAM MARBRAND
TRUSTED BANNERMAN
I should welcome the chance to try my own steel against this Stark boy.

CHARACTER



2

505



ARYS OAKHEART
KINGSGUARD

PROTECTION OF THE CROWN
While you Control , each time this unit is Attacked, it may re-roll any Defense Dice.

505

ARYS OAKHEART
KINGSGUARD
There have always been men who found it easier to speak vows than to keep them.

CHARACTER



1

May not be fielded in an army containing the Kingsguard unit.

505



ASSAULT VETERAN

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

505

ASSAULT VETERAN



1

505

Lannister Attachments



BARRISTAN SELMY
LORD COMMANDER OF THE KINGSGUARD

DUTY TO THE CROWN
Each time this unit passes a Morale Test, it restores 1 Wound. If you Control , restore +1 Wound.

STALWART
This unit gains +2 to Morale Test rolls.





BARRISTAN SELMY
LORD COMMANDER OF THE KINGSGUARD
Of these seven, only Ser Barristan Selmy is made of the true steel, and Selmy is old. -Varys

CHARACTER



2

 *May not be fielded in an army containing the Kingsguard unit.*




BOROS BLOUNT
KINGSGUARD

VENGEANCE OF THE CROWN
After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 1 Wound, +1 Wound for each of this unit's destroyed ranks.





BOROS BLOUNT
KINGSGUARD
No man threatens His Grace in the presence of the Kingsguard!

CHARACTER



1

 *May not be fielded in an army containing the Kingsguard unit.*




CHAMPION OF THE FAITH

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**.






CHAMPION OF THE FAITH



1




CLEGANE BUTCHER

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.






CLEGANE BUTCHER



1



Lannister Attachments



GATE WARDEN

SUPERIOR NUMBERS
This unit's Melee Attacks may re-roll any Attack Dice when Attacking enemies with fewer remaining ranks.

REINFORCEMENTS
Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.

505

GATE WARDEN



1




GREGOR CLEGANE
LORD TYWIN'S MAD DOG

UNSTOPPABLE WRATH
This unit's Melee Attacks deal +2 Wounds.

UNCONTROLLED RAGE
Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.

505

GREGOR CLEGANE
LORD TYWIN'S MAD DOG
No one could ever withstand Gregor.

CHARACTER



2




GREGOR CLEGANE
MOUNTED BEHEMOTH


UNSTOPPABLE WRATH
This unit's Melee Attacks deal +2 Wounds.

UNCONTROLLED RAGE
Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.


505

GREGOR CLEGANE
MOUNTED BEHEMOTH
That beast's head would make a noble gift for all the people of the realm, I vow. -Brynden Tully

CHARACTER



3




GREGOR CLEGANE
THE MOUNTAIN

AFFILIATION: HOUSE CLEGANE
This unit is a House Clegane unit.

INDOMITABLE
This unit cannot become Weakened.

THE MOUNTAIN'S STRENGTH
This unit's Melee Attacks gain Sundering and deals +2 Wounds.

505

GREGOR CLEGANE
THE MOUNTAIN
No other knight in the realm inspires such terror in our enemies.

CHARACTER




COMMANDER

Assault Orders
Overrun
Price of Failure



Lannister Attachments



GUARD CAPTAIN

ORDER: HOLD THE LINE!
When this unit Activates:
Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.

505



GUARD CAPTAIN

1

505



JAIME LANNISTER KINGSGUARD

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.

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

505



JAIME LANNISTER KINGSGUARD

...A Sworn Brother of the White Swords, and we all know what his oath is worth. -Varys

CHARACTER

2

May not be fielded in an army containing the Kingsguard unit.

505



JAIME LANNISTER MAIMED HOSTAGE

VALUABLE CAPTIVE
This unit gains +1 to Morale Test rolls. When Jaime Lannister is destroyed, your opponent gains 1 Victory Point.

VENGEFUL CAPTIVE
While your opponent Controls , this unit suffers -1 to Hit.

505



JAIME LANNISTER MAIMED HOSTAGE

What they did to him was unspeakably cruel.

CHARACTER

1

Before Deployment, attach Jaime to an enemy Infantry unit, ignoring the usual Attachment restrictions.

505



JAIME LANNISTER THE KINGSLAYER

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

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

PRECISION
This unit's Melee Attacks gain Precision.

505



JAIME LANNISTER THE KINGSLAYER

They called him the Lion of Lannister to his face and whispered KingslayerTM behind his back.TM

CHARACTER

COMMANDER

Kingslayer's Infamy
Kingslayer's Prowess
Kingslayer's Renown

505

Lannister Attachments



JAIME LANNISTER
THE YOUNG LION

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.

STALWART
This unit gains +2 to Morale Test rolls.

505


JAIME LANNISTER
THE YOUNG LION
There are no men like me. There's only me.

CHARACTER




2

505



JOFFREY BARATHEON
FIRST OF HIS NAME

ORDERS OF THE CROWN
Each time a friendly NCU Claims , you may replace that zone's effect with: *Joffrey Baratheon's unit performs 1 Maneuver or March Action.*

505

JOFFREY BARATHEON
FIRST OF HIS NAME
My son. How could I have made a son like that, Ned? -Robert Baratheon


CHARACTER



COMMANDER


*You Will Obey Me!
Traitors! I Will Have Their Heads!
I Am The King!*

505



KEVAN LANNISTER
PROTECTOR OF THE REALM

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.

MIGHT OF THE THRONE
Each time a friendly NCU Claims , you may replace that zone's effect with: *Kevan Lannister's unit performs 1 Melee Attack or Charge Action.*

505

KEVAN LANNISTER
PROTECTOR OF THE REALM
There are many like you, good men in service to bad causes ... -Varys


CHARACTER




COMMANDER

*Predictable Maneuvers
Seeing Their Flaws
Wealth of the Rock*

505



MANDON MOORE
KINGSGUARD

DOMINANCE OF THE CROWN
If you Control  when this unit is performing a Melee Attack, this Attack gains +1 to Hit and Sundering.

505

MANDON MOORE
KINGSGUARD
Death in snow-white silk. -Tyrion Lannister

CHARACTER



1

May not be fielded in an army containing the Kingsguard unit.

505

Lannister Attachments



MERYN TRANT
KINGSGUARD

INTIMIDATION OF THE CROWN
If you Control , when this unit is performing a Melee Attack, before rolling Attack Dice, the Defender becomes **Panicked** and **Weakened**.

505


MERYN TRANT
KINGSGUARD
Once they were a marvel, a shining lesson to the world... -Bran Stark

CHARACTER




1

 May not be fielded in an army containing the Kingsguard unit.



PRESTON GREENFIELD
KINGSGUARD

ORDERS OF THE CROWN
Each time a friendly NCU Claims , you may replace that zone's effect with:
Preston Greenfield's unit performs 1 Maneuver or March Action.

505


PRESTON GREENFIELD
KINGSGUARD
Who listens to everything yet hears nothing? A Knight of the Kingsguard.

CHARACTER





1

 May not be fielded in an army containing the Kingsguard unit.



QYBURN
FORBIDDEN KNOWLEDGE


 **EXPERIMENT ENHANCEMENTS**
This unit's Melee Attacks gain +1 to Hit and Vicious. Opponents cannot expend Weakened tokens on this unit while it is Attacking.

 **VIOLENT REACTIONS**
This unit suffers -1 to Defense Dice rolls.



505


QYBURN
FORBIDDEN KNOWLEDGE
The Citadel took my chain, but they could not take my knowledge.

CHARACTER





1


 



SANDOR CLEGANE
THE HOUND

 **AFFILIATION: HOUSE CLEGANE**
This unit is a House Clegane unit.

 **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.

 **FURIOUS CHARGE**
Enemies Successfully Charged by this unit become **Vulnerable**.

505

SANDOR CLEGANE
THE HOUND
Killing is the sweetest thing there is.


CHARACTER



1

Lannister Attachments



SENTINEL ENFORCER

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.

505

SENTINEL ENFORCER



1

505



SER ROBERT STRONG

THE SILENT GIANT

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.

UNSTOPPABLE WRATH
This unit's Melee Attacks deal +2 Wounds.

3

505

SER ROBERT STRONG

THE SILENT GIANT
*"We do not even know if he's alive."
-Kevan Lannister*

CHARACTER



3

May not be fielded in an army containing Gregor Clegane. May only be fielded in an army containing Qyburn or Tommen Baratheon, Next in Succession.

505



THE HIGH SPARROW

HIS HIGH HOLINESS

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


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

505

THE HIGH SPARROW

HIS HIGH HOLINESS
What have we become, when kings and high lords must dance to the twittering of Sparrows.

CHARACTER



COMMANDER

*Mercy of The Mother
Protection of The Father
Wrath of The Warrior*

505



TURNCOAT

SABOTAGE AND SUBVERT
Once per game, at the start of any Turn, your opponent may deal this unit 1 Wound (remove this model). If they do, they place 1 Condition token on this unit, and it may not use Orders or be the target of friendly Tactics cards this Turn.

505

TURNCOAT



1

After Deployment, attach this model on an enemy infantry unit, ignoring the usual Attachment restrictions.

505

Lannister Attachments



TYRION LANNISTER
HALFMAN

ORDER: COUNTERSTRATEGY
When an enemy in Short Range uses an Order or is targeted by a Tactics card: Roll a die. On a 3+, cancel the effect of that Order/Tactics card.

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

505

TYRION LANNISTER
HALFMAN
Those are brave men. Let's go kill them.


CHARACTER



COMMANDER

*False Agenda
Cunning Ploy
Intercept Orders*

505



TYRION LANNISTER
THE GIANT OF LANNISTER

ORDER: BATTLE PLAN
Start of any Turn:
Discard 2 Tactics cards to search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.


ORDER: COUNTERSTRATEGY
When an enemy in Short Range uses an Order or is targeted by a Tactics card:
Roll a die. On a 3+, cancel the effect of that Order/Tactics card.

1

505

TYRION LANNISTER
THE GIANT OF LANNISTER
I think he is a giant come among us, here at the end of the world. -Maester Aemon

CHARACTER



1

505



TYWIN LANNISTER
LORD OF CASTERLY ROCK

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

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.

505

TYWIN LANNISTER
LORD OF CASTERLY ROCK
There is a tool for every task, and a task for every tool.

CHARACTER



COMMANDER

*Exploit Weakness
Broken Resolve
Issue Commands*

505

Lannister Tactics



CHARISMATIC LEADERSHIP

ADDAM MARBRAND - COMMANDER OF THE CITY

When a friendly unit is targeted by an enemy Order, NCU, or Tactics Zone, before resolving that effect:

That unit performs 1 Morale Test. On a success, cancel the effect of that Order, NCU, or Tactics Zone.

If they are in Short Range of Addam Marbrand's unit, gain +2 to their Morale Test roll.



LASH OUT

ADDAM MARBRAND - COMMANDER OF THE CITY

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 Addam Marbrand's unit, the Attacker also becomes **Panicked**.



VALIANT EXAMPLE

ADDAM MARBRAND - COMMANDER OF THE CITY

After Addam Marbrand's unit passes a Morale Test:

All other friendly units in Long Range restore 1 Wound, +1 Wound for each destroyed rank in Addam's unit. Then, restore 2 Wounds to Addam Marbrand's unit.

Start of any Turn:


Draw 1 Tactics card.



INTRIGUE AND SUBTERFUGE

When an enemy NCU Activates:

That NCU loses all Abilities until the end of the Round.


If you Control , target 1 enemy Combat Unit. That enemy becomes **Weakened**.



A LANNISTER PAYS HIS DEBTS

Start of any Turn:

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

While this card has a token, the attached unit's Melee Attacks gain **Vicious** and, while you Control , +1 to Hit.



HEAR ME ROAR

When an enemy is performing a Morale Test, before rolling dice:


That enemy suffers -1 to their roll, and an additional -1 for each of their destroyed ranks. On failure, they suffer 1 Wound (or +1 Wound on a failed Panic Test).



BRIBERY

When a friendly NCU Claims a zone:

Replace that zone's effect with:

Target 1 enemy Combat Unit and attach the Bribery card to them until they pass a Morale Test, or are targeted by .



While attached, this unit Attacks using its lowest Attack Die Value and suffers -1 to Morale Test rolls.



COUNTERPLOT

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.


Lannister Tactics



FEALTY TO THE CROWN

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.



SUBJUGATION OF POWER

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.



OVERRUN

GREGOR CLEGANE - THE MOUNTAIN

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.



ASSAULT ORDERS

GREGOR CLEGANE - THE MOUNTAIN

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

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**.



MERCY OF THE MOTHER

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.



PROTECTION OF THE FATHER

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.



WRATH OF THE WARRIOR

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.

Lannister Tactics

 <h2>KINGSLAYER'S RENOWN</h2> <p>JAIME LANNISTER - THE KINGSLAYER</p> <p>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.</p> <p>Start of any Turn: Draw 1 Tactics card.</p>	 <h2>KINGSLAYER'S PROWESS</h2> <p>JAIME LANNISTER - THE KINGSLAYER</p> <p>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.</p> <p>Start of any Turn: Draw 1 Tactics card.</p>	 <h2>KINGSLAYER'S INFAMY</h2> <p>JAIME LANNISTER - THE KINGSLAYER</p> <p>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.</p> <p>Start of any Turn: Draw 1 Tactics card.</p>	 <h2>YOU WILL OBEY ME!</h2> <p>JOFFREY BARATHEON - FIRST OF HIS NAME</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice: 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.</p>
 <h2>TRAITORS! I WILL HAVE THEIR HEADS!</h2> <p>JOFFREY BARATHEON - FIRST OF HIS NAME</p> <p>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 not been destroyed, remove this card from them, and each unit that attacked them this Round becomes Panicked and Vulnerable.</p>	 <h2>I AM THE KING!</h2> <p>JOFFREY BARATHEON - FIRST OF HIS NAME</p> <p>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.</p>	 <h2>PREDICTABLE MANEUVERS</h2> <p>KEVAN LANNISTER - PROTECTOR OF THE REALM</p> <p>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.</p>	 <h2>SEEING THEIR FLAWS</h2> <p>KEVAN LANNISTER - PROTECTOR OF THE REALM</p> <p>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.</p>



Lannister Tactics



WEALTH OF THE ROCK

KEVAN LANNISTER - PROTECTOR OF THE REALM

When an enemy is performing an Attack, after rolling Attack Dice:


Target the Defender.
If you Control , the Defender gains +2 to their Panic Test roll.
If you Control , the Defender gains +1 to Defense Dice rolls.
If this targets Kevin Lannister's unit, you count as Controlling both zones.



FALSE AGENDA

TYRION LANNISTER - HALFMAN

When an enemy NCU Activates:

If that NCU Claims a zone this Turn, after resolving that zone's effect, you may move that NCU to any unclaimed zone.
If you removed that NCU from , target 1 enemy Combat Unit. They gain 1 Condition token.



CUNNING PLOY

TYRION LANNISTER - HALFMAN

When a friendly Combat Unit Activates:


This unit cannot perform Actions this Turn. Instead, target 1 other friendly Combat Unit. It performs 1 Maneuver, March, or Retreat Action.
If either unit is Tyrion's unit, before performing this Action, 1 enemy in Long Range of Tyrion's unit becomes **Vulnerable**.



INTERCEPT ORDERS

TYRION LANNISTER - HALFMAN

When an opponent targets a unit with a Tactics Zone:

Roll a die. On a 3+, your opponent must target a different unit with that zone's effect (if able).
If you Control , you may re-roll this die.
If the newly targeted unit is in Long Range of Tyrion's unit, it gains a Condition token.



EXPLOIT WEAKNESS

TYWIN LANNISTER - LORD OF CASTERLY ROCK

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

The Defender becomes **Vulnerable**.
If the Defender is **Weakened**, the Attacker may re-roll any Attack Dice.



BROKEN RESOLVE

TYWIN LANNISTER - LORD OF CASTERLY ROCK

When an enemy Combat Unit fails a Morale Test:

That enemy becomes **Weakened**. Attach this card to that enemy until they pass a Morale Test. While this card is attached, each time this unit Activates, it becomes **Weakened**.



ISSUE COMMANDS

TYWIN LANNISTER - LORD OF CASTERLY ROCK

When your Commander's unit Activates:

This unit cannot perform Actions this Turn. Instead, target 1 other 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.

Lannister Units



LANNISTER OPPRESSION
5
3+ 7 6 5

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.

3+ 5+
CASTERLY ROCK HONOR GUARD



BLUDGEON
5
4+ 7 5 4

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 , enemies in Short Range of this unit suffer -1 to Morale Test rolls.

4+ 7+
GOLD CLOAKS



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.

7



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.

5

Lannister Units



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.



GREGOR CLEGANE
THE MOUNTAIN THAT RIDES



HOUSE CLEGANE BRIGANDS

- 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.




HOUSE CLEGANE BRIGANDS




GREGOR CLEGANE
THE MOUNTAIN THAT RIDES

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



CHARACTER



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.

Lannister Units



MARAUDER'S BLADE

5

4+ 7 5 4

HOUSE CLEGANE MOUNTAIN'S MEN

505

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.



MASTERWORK BLADE

5

2+ 7 7

KINGSGUARD

505

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.

CHARACTER

May only be fielded in an army containing 'Joffrey Baratheon, First of His Name', he must be attached to this unit. Your army may not include Jaime Lannister.

Lannister Units



CROSSBOW

- Sundering
- May re-roll Attack Dice when Attacking enemies in Short Range



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.



LANNISTER CROSSBOWMEN

In terms of training, Crossbowmen require far less than their more archaically armed counterparts. Yet, the crossbow itself is more costly to manufacture and maintain, especially in battlefield conditions. With even minimal training, Crossbowmen can fire accurately and pierce thick armor even under the pressure of a direct charge. Though no Lannister commander places their Crossbowmen anywhere near a melee, if it can be helped!



LANNISTER GUARDSMEN

The world over knows the extent of Lannister wealth, and its influence extends to even their most basic foot soldiers. The rank-and-file Lannister forces enjoy a battlefield superiority borne of strong armor, heavy metal shields, and the sense of invulnerability that goes with it. Most enemies of House Lannister prove incapable of even making a dent in such stalwart lines.

Lannister Units



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



FANATICAL ZEAL
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!

Lannister Units



5

WILDFIRE

3+ 7 7 4

WILDFIRE

3+ 7 7 4

6+ 5+

505

PYROMANCERS

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.



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LONGSWORD


4+ 7 5 4

4+ 6+


505

RED CLOAKS

FEARLESS AVARICE

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

LANNISTER JUSTICE

While you Control , 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

7

Pyromancers from the Alchemists' Guild employ House Lannister's most fearsome and devastating weapon: Wildfire. Known as 'the substance', Wildfire is a green-tinted 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

6

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 well-made as mass-produced armor can be. They're solid medium infantry, and among the best-paid troops in the Lannister roster.

Lannister Units



5

ANOINTED BLADE

3+ 7 6 4

4+ 5+

505

THE WARRIOR'S SONS

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 re-roll any Attack Dice.



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.



5

SCAVENGED WEAPONS

4+ 6 5 4

4+ 7+

505

STONE CROWS

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.



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.

CHARACTER

Can only be fielded in an army containing Tyrion Lannister. He may be attached to this unit at no cost.

Lannister Special Rules

BARATHEON BANNERS

The Kingsguard come with 4 Baratheon Banners. At the start of its Activation, it may remove Baratheon Banners to gain the following. Each may be selected only once per Activation:

- This Turn, this unit's Attacks gain **Critical Blow** and **Sundering**.
- This Turn, this unit's Attacks gains **Vicious** and, if the Defender fails their Panic Test, they suffer +1 Wound.
- This Turn, when this unit is performing an Attack, before rolling Attack Dice, the Defender becomes **Panicked** and **Weakened**.
- This unit restores 2 Wounds and may re-roll Charge and Retreat Distance Dice this Turn.

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BARATHEON BANNERS

