

# Martell NCUs



**DORAN MARTELL**  
PRINCE OF DORNE

**SUNSPEAR SECRETS**  
Each time Doran Claims a zone, before resolving that zone's effect, place 1 Order token on him. If Doran Claims , place +1 Order token on him.

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

Remove up to 4 Order tokens from a friendly Doran, for each Order token removed, choose 1:

- Restore up to 2 Wounds from 1 unit.
- Remove 1 Condition token from 1 unit.
  - Draw 1 Tactics Card.
- Place any 1 Condition token on an enemy unit.
  - 1 friendly unit pivots, then shifts 2".
  - 1 enemy Combat Unit suffers 1 Wound.

**DORAN MARTELL**  
PRINCE OF DORNE  
*Who fears to walk upon the grass?*

**4**

**CHARACTER**




**ELLARIA SAND**  
VIPER'S PARAMOUR

**LYSENE CHARM**  
Each time Ellaria Claims a zone, target 1 friendly Combat Unit. You may remove 1 Condition token from them.

If you Control , you may also target 1 enemy unit in Long Range of the targeted friendly unit. They gain 1 Condition token.

**ELLARIA SAND**  
VIPER'S PARAMOUR  
*Where does it end?*

**4**

**CHARACTER**




**OBERYN MARTELL**  
RED VIPER

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

While Influencing a friendly unit, each time an enemy Attacks this unit with a Melee Attack, after resolving that Attack, the Attacker suffers 1 Hits, +1 Hit for each of the Defender's remaining Ranks.

**OBERYN MARTELL**  
RED VIPER  
*Oberyn has always been half mad. -Tywin Lannister*

**4**

**CHARACTER**




**TYENE SAND**  
SEPTA'S DAUGHTER

**HEALING HANDS**  
Each time Tyene Claims a zone, you may target 1 friendly Combat unit. They restore 1 Wound.


At the Start of Round 2, choose 1 Tactics Zone. The next time an enemy NCU Claims that zone, attach **The Strangler** poison card to that NCU.




**TYENE SAND**  
SEPTA'S DAUGHTER  
*White suits my coloring. I look so ... pure.*

**5**



**CHARACTER**











**NYMERIA SAND**  
LADY NYM

**CONFLICTING REACTIONS**

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

While Influencing a friendly Infantry unit:

- If you or your opponent Controls , its Melee Attacks gain **Vicious**.
- If you or your opponent Controls , its Melee Attacks gain **Critical blow**.
- If you or your opponent Controls , it gains +1 .



**NYMERIA SAND**  
LADY NYM

Only royal blood can wash out my father's murder.

**4**

**CHARACTER**




**DORAN MARTELL**  
LORD OF SUNSPEAR




**PROXY ORDERS**

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

Choose 1:

- Aro Hotah's unit may Pivot then perform 1 March Action.
- Aro Hotah's unit may perform 1 Retreat Action.



**DORAN MARTELL**  
LORD OF SUNSPEAR

I am not blind, nor deaf.

**4**

**CHARACTER**



False Agenda  
Parlay  
Ripe to Act



**ARIANNE MARTELL**  
HEIRESS TO DORNE




**NEGOTIATOR**

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

Each time Arianne Martell Influences a unit, Choose 1:

- While Influencing an enemy unit, Attachments on that unit lose all Abilities.
- While Influencing an enemy unit, they cannot be the target of friendly Orders.



**ARIANNE MARTELL**  
HEIRESS TO DORNE

I was a foolish willful girl, playing at the game of thrones like a drunkard rolling dice.

**5**

**CHARACTER**




**ARYS OAKHEART**  
CROWN'S AMBASSADOR




**UNFALTERING POLITICS**

Once per game, during the Clean-up Phase, you may keep Arys Oakheart on the Tactics Board. He does not Activate next Round.

If Arys Oakheart begins any Round on the Tactics Board, target 1 enemy Combat Unit, they become **Weakened**.



**ARYS OAKHEART**  
CROWN'S AMBASSADOR

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


**4**

**CHARACTER**






# Martell Attachments



**AREO HOTAH**  
CAPTAIN OF THE GUARD

**COORDINATED ASSAULT**  
When Charging, deals +1 Hit for each remaining rank in this unit.

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

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

505

**AREO HOTAH**  
CAPTAIN OF THE GUARD  
*It is for my prince to command, for Hotah to obey.*

CHARACTER



COMMANDER

*Areo Hotah, Captain of the Guard may only be fielded in an army containing Doran Martell, Lord of Sunspear.*

505



**AREO HOTAH**  
DUTIFUL JUGGERNAUT

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

505

**AREO HOTAH**  
DUTIFUL JUGGERNAUT  
*Serve. Obey. Protect. Simple vows for a simple man.*

CHARACTER



2

505



**ARYS OAKHEART**  
THE WHITE KNIGHT

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

505

**ARYS OAKHEART**  
THE WHITE KNIGHT  
*Arys, my sweet knight, why did you do it? -Arianne Martell*

CHARACTER



1

505



**DAEMON SAND**  
BASTARD OF GODSGRACE

**ORDER: UNSUSPECTING CHARGE**  
When a friendly unit in Long Range Activates:  
That unit may not be the target of enemy Orders or Tactics cards this Turn. It must perform a Charge as its Action this Turn.

505

**DAEMON SAND**  
BASTARD OF GODSGRACE  
*The man was smug as he was comely -Arianne Martell*

CHARACTER



1

505



# Martell Attachments



**DAEMON SAND**  
VENGEFUL KNIGHT

**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**.

**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.

 1

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**DAEMON SAND**  
VENGEFUL KNIGHT  
*Of all the knights in Dorne, why did my father chose this one to be my shield? -Ariane Martell*

**CHARACTER**



**COMMANDER**  
*A Need For Vengeance  
Coordinated Plotting  
Pathetic Attempt*

 C



505



**DERVISH CAPTAIN**

**ORDER: SOW DISCORD**  
Start of any Turn:  
Target 1 enemy in Long Range. They suffer 1 Morale Test with -1 to their roll for each of their destroyed ranks. On a failure, they lose all Abilities until the end of the Round.

 2

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



505

**DERVISH CAPTAIN**



 2



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**EDRIC DAYNE**  
LORD OF STARFALL

**TRUE CONVICTION**  
If this unit is a Martell unit, each time it Attacks an enemy with more remaining ranks, it may re-roll any Attack Dice.

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

 1

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**EDRIC DAYNE**  
LORD OF STARFALL  
*A polite young lad.*

**CHARACTER**



**1**



*Edric Dayne ignores the usual Attachment limits.*

505



**ELIA SAND**  
SAND SNAKE

**BOISTEROUS CHARISMA**  
Each time this unit passes a Panic Test, target 1 enemy unit in Short Range. They become **Vulnerable** or **Weakened**.

**PRECISION**  
This unit's Melee Attacks gain Precision.

 1



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**ELIA SAND**  
SAND SNAKE  
*And ladies do not joust. "I do. I'm Lady Lance." -Garibald to Elia Sand.*

**CHARACTER**




 1



505



# Martell Attachments



**GEROLD DAYNE**  
DARKSTAR

**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**.

**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.

505

**GEROLD DAYNE**  
DARKSTAR  
*I was weaned on venom*

CHARACTER



COMMANDER

Coup Attempt  
Lone Knight  
Reckless Strikes

505



**GEROLD DAYNE**  
KNIGHT OF HIGH HERMITAGE

**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**.

505

**GEROLD DAYNE**  
KNIGHT OF HIGH HERMITAGE  
*I am of the night.*

CHARACTER



1

505



**HARMEN ULLER**  
DORNISH ENVOY

**DORNISH CONVICTION**  
While you Control , this unit Attacks using its highest Attack Die Value.

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

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**HARMEN ULLER**  
DORNISH ENVOY  
*Dorne is sand and scorpions, and bleak red mountains baking in the sun. -Reznak mo Reznak*

CHARACTER




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505



**HARMEN ULLER**  
LORD OF HELLHOLT

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

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

505

**HARMEN ULLER**  
LORD OF HELLHOLT  
*I will crown Myrcella at the Hellholt and raise my banners there. -Arianne Martell*

CHARACTER




COMMANDER

Battle Endurance  
Set For Charge  
Spiteful Truce

505




# Martell Attachments



**HIGH HERMITAGE SENTINEL**

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

**ENHANCED MOBILITY**  
This unit gains +1  and may Pivot before Marching.



**HIGH HERMITAGE SENTINEL**

1



**NYMERIA SAND**  
SAND SNAKE

**ADVANTAGE STRIKE**  
When Attacking enemies that have not Activated this Round, this unit's Melee Attacks may re-roll any Attack Dice.

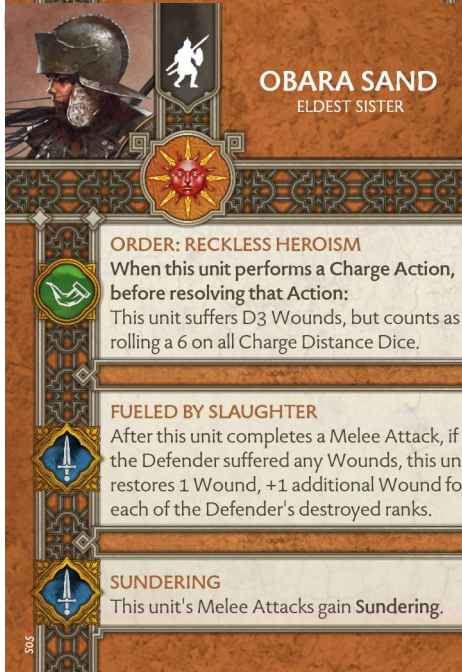
**DORNISH VENGEANCE**  
After this unit is Attacked with a Melee Attack, if you Control , the Attacker suffers 2 Wounds, +1 Wound for each of this unit's destroyed ranks.



**NYMERIA SAND**  
SAND SNAKE  
*It ends in blood, as it began.*

CHARACTER

2



**OBARA SAND**  
ELDEST SISTER

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action: This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**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.

**SUNDERING**  
This unit's Melee Attacks gain Sundering.



**OBARA SAND**  
ELDEST SISTER  
*Give me back my spear, Uncle.*

CHARACTER

COMMANDER

*Sustained Assault  
Reckless Strikes  
Desert Preparation*



**OBARA SAND**  
SAND SNAKE

**SUNDERING**  
This unit's Melee Attacks gain Sundering.

**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.



**OBARA SAND**  
SAND SNAKE  
*She is chasing after something she can never catch -Areo Hotah*

CHARACTER

1



# Martell Attachments



**OBERYN MARTELL**  
PRINCE OF DORNE

**MANTICORE VENOM**  
Once per game, after this unit completes a Melee Attack, attach the **Manticore Venom** Poison card to the Defender until they are destroyed.

**VIPER'S FANGS**  
When Attacking enemies that have not Activated this Round, the Defender becomes **Vulnerable** and **Weakened**.

**PRECISION**  
This unit's Melee Attacks gain **Precision**.

**OBERYN MARTELL**  
PRINCE OF DORNE  
*The man's infamous, and not just for poisoning his sword. -Jaime Lannister*

CHARACTER



COMMANDER  
*Intercept Orders  
Unexpected Exhaustion  
Viper's Infamy*



**OBERYN MARTELL**  
THE SNAKE

**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.

**VIPER'S FANGS**  
When Attacking enemies that have not Activated this Round, the Defender becomes **Vulnerable** and **Weakened**.

**OBERYN MARTELL**  
THE SNAKE  
*I'm going to kill that.*

CHARACTER




**QUENTYN MARTELL**  
PRINCE OF DORNE


**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.

**QUENTYN MARTELL**  
PRINCE OF DORNE  
*This will be my grand adventure.*

CHARACTER



Quentyn Martell ignores the usual Attachment limits.



**SPEARLORD**

**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.

**SPEARLORD**





# Martell Attachments

**SPEARMEN CAPTAIN**

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













**SPEARMEN CAPTAIN**

1

505



# Martell Tactics

 <h2>PATHETIC ATTEMPT</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p><b>When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:</b></p> <p>Target the Attacker. They suffer 2 Hits for each remaining rank in this unit.</p> <p>If the Defender was Daemon Sand's unit, they also become <b>Weakened</b>.</p>	 <h2>COORDINATED PLOTTING</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p><b>After a friendly unit completes a Melee Attack:</b></p> <p>Target 1 other friendly Combat Unit in Long Range of the Attacker. That unit performs 1 Maneuver or Retreat Action.</p>	 <h2>A NEED FOR VENGEANCE</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p><b>Start of any Round:</b></p> <p>Target 1 friendly Combat Unit. That unit performs 1 Attack Action. If this targets Daemon Sand's unit, it gains +1 to Hit.</p> <p>After completing that Attack, your opponent may Activate 1 NCU.</p>	 <h2>FALSE AGENDA</h2> <p>DORAN MARTELL - LORD OF SUNSPEAR</p> <p><b>When an enemy NCU Activates:</b></p> <p>If that NCU Claims a zone this Turn, after resolving that zone's effect, you may move that NCU to any unclaimed zone.</p> <p>If you removed that NCU from , target 1 enemy Combat Unit. They gain 1 Condition token.</p>
 <h2>PARLAY</h2> <p>DORAN MARTELL - LORD OF SUNSPEAR</p> <p><b>When a friendly Combat Unit Activates:</b></p> <p>That unit cannot perform Actions this Turn. Target 1 enemy in Short Range. It Activates but does not perform any Actions.</p> <p>If this targets Areo Hotah's unit, you may have both units restore 2 Wounds.</p>	 <h2>RIPE TO ACT</h2> <p>DORAN MARTELL - LORD OF SUNSPEAR</p> <p><b>When a friendly NCU Claims :</b></p> <p>Replace that zone's effect with:</p> <p><i>Each enemy Combat Unit becomes <b>Vulnerable</b>.</i></p>	 <h2>SUPERIOR POSITIONING</h2> <p><b>When an enemy performs a Charge Action, before resolving that Action:</b></p> <p>If that enemy Charges a unit in the Front, they suffer a Disorderly Charge on Charge Distance rolls of 3 or less. If they suffer a Disorderly Charge, they become <b>Vulnerable</b>.</p> <p>If the defender is your Commander's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.</p>	 <h2>UNBOWED, UNBENT, UNBROKEN</h2> <p><b>When a friendly unit is performing a Panic Test, after rolling dice:</b></p> <p>That unit may re-roll any dice for this test. If you Control , they pass this test instead.</p> <p>Target 1 enemy in Long Range of this unit and attach this card to them until they are targeted by  or until 1 of your friendly Combat Units is destroyed.</p> <p>While attached, that enemy suffers -2 to Morale Test rolls.</p>



# Martell Tactics




## RHOYNISH VENGEANCE

### Start of any Turn:

Target 1 enemy 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, each time this unit Attacks, for each Attack Die roll of a 1, they suffer 1 Wound.

While this card has a token and this unit's opponent Controls , each time this unit is targeted by a Tactics Zone, before resolving that zone's effect, they suffer 1 Wound.



## SAND DIPLOMACY


### Start of any Round:

Your opponent chooses 1 Tactics Zone. Then, you choose 1 Tactics Zone. The first time 1 of those zones is Claimed this Round, after resolving that zone's effect, the opponent of the player who Claimed that Zone may target up to 2 enemy Combat Units. They become **Vulnerable** and **Weakened**.



## RISING TEMPERATURES

### When an enemy Combat Unit Activates:

Attach this card to that unit until they are targeted by .

While attached, this unit suffers the following effects, based on the Game Round (*effects are cumulative*):


- 2+: Unit cannot be targeted by friendly Tactics cards.
- 3+: Unit's Attacks suffer -1 to Hit.
- 4+: Unit cannot restore Wounds.



## CUNNING PLOY

### 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 you Control , before they perform this Action, 1 enemy in Long Range becomes **Vulnerable**.



## DUNE TACTICS

### When an enemy unit is performing a Melee Attack, before rolling Attack Dice:

If the Defender has the same or more destroyed ranks as the Attacker, this Attack rolls its lowest Attack Die Value.

If you Control , after this Attack is completed, the Attacker becomes **Vulnerable** and **Panicked**.



## RECKLESS STRIKES

### When a friendly Combat Unit is performing a Melee Attack, before rolling Attack Dice:

This Attack gains **Critical Blow** and **Precision**. The Attacker suffers 1 Wound for each Attack Die roll of 1.

If this targets Gerold Dayne's unit, this Attack rolls its highest Attack Die Value.



## COUP ATTEMPT

### Start of an enemy Turn:

Target 1 zone on the Tactics Board. Until the end of the Turn, when an enemy NCU Claims that zone, Gerold Dayne's unit may perform 1 Charge Action.

### Start of any Turn:

Draw 1 Tactics card.



## LONE KNIGHT

### Start of a friendly Turn:

Target Gerold Dayne's unit. If there are no other friendly units in Long Range of it, Gerold's unit may perform 1 Maneuver or March Action.

### Start of any Turn:

Draw 1 Tactics card.

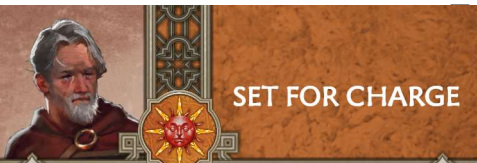
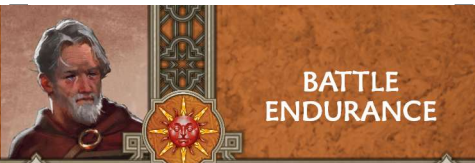

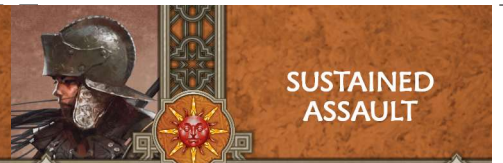



GEROLD DAYNE - DARKSTAR

GEROLD DAYNE - DARKSTAR

GEROLD DAYNE - DARKSTAR

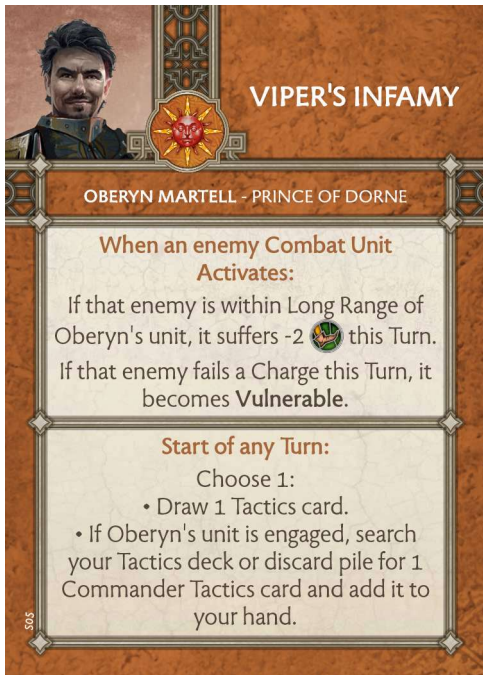


# Martell Tactics

 <h2>SET FOR CHARGE</h2> <p>HARMEN ULLR - LORD OF HELLHOLT</p> <p>When a friendly unit is Successfully Charged, before the Attacker performs their Melee Attack:</p> <p>If that friendly unit is not engaged with another enemy, and was Charged from the Front or Flank, it performs 1 Melee Attack Action on the Attacker before the Attacker resolves their Melee Attack.</p>	 <h2>BATTLE ENDURANCE</h2> <p>HARMEN ULLR - LORD OF HELLHOLT</p> <p>Start of a friendly Turn:</p> <p>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 (<i>effects are cumulative</i>):</p> <ul style="list-style-type: none"><li>3+: May re-roll any Misses</li><li>4+: Sundering</li><li>5+: Critical Blow</li><li>6+: +2 Attack Dice</li></ul>	 <h2>SPITEFUL TRUCE</h2> <p>HARMEN ULLR - LORD OF HELLHOLT</p> <p>When an enemy unit passes a Morale Test:</p> <p>Target 1 friendly Combat Unit in Long Range of that unit. They restore 2 Wounds, +1 Wound for each of their destroyed ranks.</p>	 <h2>SUSTAINED ASSAULT</h2> <p>OBARA SAND - ELDEST SISTER</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 Obara's unit, it may re-roll any Attack Dice.</p>
 <h2>RECKLESS STRIKES</h2> <p>OBARA SAND - ELDEST SISTER</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>This Attack gains <b>Critical Blow</b> and <b>Precision</b>. The Attacker suffers 1 Wound for each Attack Die roll of 1.</p> <p>If this targets Obara Sand's unit, this Attack rolls its highest Attack Die Value.</p>	 <h2>DESERT PREPARATION</h2> <p>OBARA SAND - ELDEST SISTER</p> <p>When an enemy unit completes an Action:</p> <p>If they finished that Action in Long Range of Obara Sand's unit, they become <b>Panicked</b> and <b>Weakened</b>.</p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>UNEXPECTED EXHAUSTION</h2> <p>OBERYN MARTELL - PRINCE OF DORNE</p> <p>When an enemy Combat Unit Activates:</p> <p>That enemy becomes <b>Vulnerable</b>. Attach this card to that enemy until the Vulnerable token is removed.</p> <p>While this card is attached, each time this unit Attacks, it suffers -1 to Hit. While this card is attached, each time this unit Attacks Oberyn's unit, before rolling Attack dice, it becomes <b>Weakened</b>.</p>	 <h2>INTERCEPT ORDERS</h2> <p>OBERYN MARTELL - PRINCE OF DORNE</p> <p>When an opponent targets a unit with a Tactics Zone:</p> <p>Roll a die. On a 3+, your opponent must target a different unit with that zone's effect (<i>if able</i>).</p> <p>If you Control , you may re-roll this die.</p> <p>If the newly targeted unit is in Long Range of Oberyn's unit, it gains a Condition token.</p>




## Martell Tactics



**VIPER'S INFAMY**

OBERYN MARTELL - PRINCE OF DORNE

**When an enemy Combat Unit Activates:**

If that enemy is within Long Range of Oberyn's unit, it suffers -2  this Turn.

If that enemy fails a Charge this Turn, it becomes **Vulnerable**.

**Start of any Turn:**

Choose 1:

- Draw 1 Tactics card.
- If Oberyn's unit is engaged, search your Tactics deck or discard pile for 1 Commander Tactics card and add it to your hand.

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# Martell Units



5

SPEAR

4+ 7 7 4

5+ 6+

MARTELL SPEARMEN

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



## MARTELL SPEARMEN

Where some great houses in the War of the Five Kings depend on heavy armor, House Martell relies on a doctrine of mobility and mutual support. Martell Spearmen wear light armor over desert robes, the better to keep cool in their harsh native climate and still maintain high mobility. Their signature spears stop enemy charges cold, and their swift training regimes allow them to form the bulk of a Martell battle line.



6

SKIRMISHER'S BOW

3+ 7 5 4

SKIRMISHER'S BLADE

4+ 7 5 4

4+ 6+

SAND SKIRMISHERS

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

**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.



## SAND SKIRMISHERS

House Martell's Sand Skirmishers turn their doctrine of high mobility into a deadly dance of blade and bow. Their light armor allows them superior speed, rivaling that of the fastest enemy units, and their training allows for deadly hit-and-fade attacks, all under a rain of incoming arrows. If locked down in a protracted melee, Skirmishers can hold their own as well as any light unit, but a wise commander will send relief as soon as possible.



## Martell Units



6

DERVISH BLADE

4+ 7 6 4

4+ 6+

SUNSPEAR DERVISHES

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

**DERVISH BLADES**

- Precision
- When Attacking enemies that have not Activated this Round, this Attack gains Critical Blow.

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



5

ROYAL SPEAR

3+ 7 7 4

4+ 5+

SUNSPEAR ROYAL GUARD

**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.

**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.



### SUNSPEAR DERVISHES

Sunspear Dervishes raise House Martell's doctrine of high mobility to a fine art. Their training allows them to rapidly engage, strike hard, and just as rapidly disengage to either prep for another run or choose a more opportune target. Enemies so besieged are often so rattled by the spinning, whirling dance of blades that their own response is badly hampered. While Dervishes can hold in a melee for a time, they're best kept on-the-move.



### SUNSPEAR ROYAL GUARD

House Martell's famous Sunspeaker Royal Guards are few in number but count among the best-trained units across all of Westeros. Their adaptive style lends itself well to both offensive and defensive initiatives, and while their armor is heavier than most Martell units, their physical conditioning allows them to keep pace. As a hard center to a Martell vanguard, the Royal Guards have no match in the Martell force.



## Martell Units



6

**SPEAR & NET**

4+ 7 6 4

4+ 6+

DUNE VIPERS

### SPEAR & NET

After completing this Attack, the Defender becomes **Weakened**.

### COUNTERSTRIKE

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

### 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.



## DUNE VIPERS

The lands of Dorne seems like an endless sea of dunes. It's easy to get lost in the shifting sands. But the Dune Vipers call this land home and know each grain of sand's place. Using their knowledge of the terrain, they excel in guerilla tactics, harassing enemies with their nets and spears, ensnaring foes before heading in for the final strike. Best when paired with allies, the Dune Vipers can stand on their own when needs must.



6

**SCIMITAR**

4+ 7 4

5+ 6+

STARFALL OUTRIDERS

### CAVALRY

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

### SCIMITAR

- Critical Blow

### 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.



## STARFALL OUTRIDERS

House Dayne is the strongest vassal House in Dorne, with their ancestral home located in Starfall castle. They're well known for the equestrian arts, fielding several cavalry units for House Martell. The Starfall Outriders are their light cavalry troops. They focus on hit-and-run tactics as well as providing aid to friendly units in the area. Their purple robes are a welcome sign in the desert sun for House Martell's allies.



# Martell Units



6  
**STARFALL LANCE**  
 3+ 5 4  
 4+ 5+  
**STARFALL KNIGHTS**

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

**STARFALL LANCE**  
 • **Sundering**  
 • When Charging, rolls +2 Attack Dice for each remaining ranks in this unit.  
 • If Attacking an enemy in the Flank or Rear, before rolling Attack Dice, that enemy becomes **Panicked** and **Weakened**.



**STARFALL KNIGHTS**  
 8  
*Climate is an important factor when equipping and training an army. With the hot climate in Dorne, the Starfall Knights of House Dayne, vassals of House Martell, are more lightly armored than most heavy cavalry. However, what they lack in armor, they make up for in speed and maneuverability, letting them strike at opponents from unexpected quarters, applying their lances to devastating effect during charges.*



6  
**SCIMITAR**  
 3+ 7 6 4  
 5+ 5+  
**DARKSTAR RETINUE**

**ORDER: OVERRUN**  
 When this unit Surges forth: Instead of Surging Forth, this unit performs 1 Charge or March Action.

**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.

**SCIMITAR**  
 • **Critical Blow**



**DARKSTAR RETINUE**  
 7  
*The personal guard of Ser Gerold Dayne have no formal name, but are simply known as Darkstar's Retinue. And that's enough to cause worry among enemy troops, for the Retinue is composed of soldiers that follow in the Darkstar's footsteps in both manner and fighting style. They strike without warning, usually on an unexpected flank, hit hard, then fade back to wait patiently for another opening. That is, if they leave any survivors.*



# Martell Special Rules

## THE STRANGLER

This unit suffers the following based on the Game Round (effects are cumulative):

- 2+: Loses all Abilities.
- 3+: Does not count as Controlling Tactics Zones for Abilities or effects.
- 4+: You may only Activate this unit if you have no other units that can Activate this Round.
- 5+: Destroy this unit at the start of the Round.



POISON



At the Start of the Game, place this card close to your Tactics Deck.

An Ability or effect will state when this card will be played.

## MANTICORE VENOM

This unit cannot restore Wounds.

If this unit would become Vulnerable but is already Vulnerable, it instead suffers 1 Wound.

Each time this unit Activates, it becomes Vulnerable.



POISON



At the Start of the Game, place this card close to your Tactics Deck.

An Ability or effect will state when this card will be played.

## LORD OF SUNSPEAR



You may choose **Doran Martell, Lord of Sunspear** as your Commander (you must still pay his points cost). If you do, your army must include **Areo Hotah, Captain of the Guard**. He counts as your Commander on the Battlefield for all gameplay purposes.



## LORD OF SUNSPEAR





## Martell Special Rules

