




LANNISTER STEEL

4+ 7 5 4

LANNISTER GUARDSMEN

PLAYTEST 2026

LANNISTER STEEL

- Before rolling attack dice, if this unit has an equal or greater number of remaining ranks than the defender, target the defender. It becomes Panicked and Weakened.
- While an opponent does not control this attack gains +1 to hit.

DOMANEERING PRIDE

When performing morale tests, if this unit is engaged and has an equal or greater number of remaining ranks than all enemies it is engaging, it may reroll any dice.



LANNISTER GUARDSMEN

5

LANNISTER GUARDSMEN

PLAYTEST 2026

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.




HALBERD

4+ 8 8 3

LANNISTER HALBERDIERS

PLAYTEST 2026

HALBERD

- Sundering
- When attacking Cavalry units, before rolling attack dice, target the defender. It becomes Vulnerable.

SET FOR CHARGE

When this unit is successfully charged in the front or flank, if it was not already engaged, it may perform 1 melee attack on the charging unit before that unit performs its attack.



LANNISTER HALBERDIERS

5

LANNISTER HALBERDIERS

PLAYTEST 2026

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.



ORDER: SENTINEL
After an enemy completes an attack on another friendly unit in long range: This unit performs 1 attack, charge, or maneuver action. If it performs an attack or charge, it must be against the attacker.

LANNISPORT SPEARS

- Precision
- After rolling attack dice, if the defender has activated this round, this attack may reroll any dice.

WATCHFUL EYE
When an enemy in long range and LoS activates, if this unit has not activated this round, you may target that enemy. It becomes Vulnerable.



LANNISPORT CITY WATCH

As the guardians of Lannisport the City Watch are trained to respond swiftly to unrest and sudden violence. Though not meant to anchor battle lines or withstand sustained assaults, they excel at intercepting threats, exploiting openings, and reinforcing allies. When properly positioned, their discipline and coordination make them a formidable support force, thriving amid chaos rather than commanding it.



CROSSBOW

- Precision
- Sundering

READY, AIM, RELEASE!
When an enemy declares a charge action against this unit from the front, before resolving that action, this unit may perform 1 ranged attack action using its lowest attack die value against that enemy. This unit cannot shift as part of this attack.



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!











PLAYTEST 2026



HOUSE CLEGANE MOUNTAIN'S MEN



FEROCIOUS ASSAULT

When this unit successfully charges an enemy, target that enemy. It becomes Panicked.



MARAUDER'S BLADES

- Sundering
- Vicious



SPREAD FEAR

After an enemy engaged with this unit fails a panic test, target 1 other enemy in long range of this unit. That enemy becomes Panicked.







PLAYTEST 2026

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 crashing into enemy lines with overwhelming force, breaking formations and resolve alike in a single, terrifying assault. Care must be taken not to let these ruthless men too far off their leash.











PLAYTEST 2026



KNIGHTS OF CASTERLY ROCK



CAVALRY

- Each model in this unit has 3 wounds.
- Once during this unit's activation, before selecting its action, it may shift directly forward up to its . Then, it may pivot.



DISPLAY OF FORCE

After completing a melee attack, if this unit destroyed one or more enemy ranks, target 1 enemy in long range. It becomes Weakened.



LANCE

- Sundering
- When charging, this attack rolls +3 attack dice.







PLAYTEST 2026

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.

JAIME LANNISTER
THE KINGSAYER

"They called him the Lion of Lannister to his face and whispered "Kingslayer" behind his back."

CHARACTER



2

COMMANDER

Duelist's Patience
Kingslayer's Pride
Reckless Glory

PLAYTEST 2026

JAIME LANNISTER
THE KINGSAYER



KINGSLAYER'S MASTERY

- This unit's melee attacks gain +1 to hit.
- While this unit is performing attack actions, the defender loses all abilities.

KINGSLAYER'S RENOWN

When an enemy engaged with this unit activates, target that enemy. It becomes Panicked.

PLAYTEST 2026

GREGOR CLEGANE
THE MOUNTAIN

"No other knight in the realm inspires such terror in our enemies."

CHARACTER



2

COMMANDER

Brutal Slaying
Fury Unleashed
Path of Destruction

PLAYTEST 2026

GREGOR CLEGANE
THE MOUNTAIN



THE MOUNTAIN'S FURY

- This unit's melee attacks roll +2 attack dice and gain Critical Blow.
- Before rolling attack dice, target the defender. It becomes Panicked.
- After rolling attack dice, for each final attack die result of 1, this unit suffers 1 wound.

PLAYTEST 2026

TYRION LANNISTER
HALFMAN

"Those are brave men. Let's go kill them."

CHARACTER



2

COMMANDER

False Agenda
Intercept Orders
Turn the Tables

PLAYTEST 2026

TYRION LANNISTER
HALFMAN



ORDER: TACTICAL REPOSITION

Start of an enemy turn:
Target 1 friendly battlefield unit in long range. It performs a 3" shift. Then, it may pivot.

LAID PLANS

While Tyrion is on the battlefield, when a friendly council unit claims , you may replace that zone's effect with:

"You may discard 1 tactic card from your hand. If you do, search your deck for any 1 tactic card and add it to your hand. Then, shuffle your deck."

PLAYTEST 2026

PLAYTEST 2026

GUARD CAPTAIN



1

PLAYTEST 2026

PLAYTEST 2026

GUARD CAPTAIN




BATTLE-HARDENED
This unit suffers -1 wound from failing panic tests, to a minimum of 1.

HOLD THE LINE!
When this unit activates, you may target any number of enemies it is engaging. Those enemies suffer 1 hit, plus 1 additional hit for each remaining rank in this unit.

1

PLAYTEST 2026

PLAYTEST 2026

GUARD CAPTAIN



1

PLAYTEST 2026

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1

PLAYTEST 2026

PLAYTEST 2026

ASSAULT VETERAN



1

PLAYTEST 2026

PLAYTEST 2026

ASSAULT VETERAN




VICIOUS
This unit's melee attacks gain Vicious.

WEAKEN RESOLVE
When an enemy engaged with this unit fails a panic test, you may target that enemy. It becomes Weakened.

1

PLAYTEST 2026

PLAYTEST 2026

ASSAULT VETERAN



1

PLAYTEST 2026

PLAYTEST 2026

ASSAULT VETERAN




VICIOUS
This unit's melee attacks gain Vicious.

WEAKEN RESOLVE
When an enemy engaged with this unit fails a panic test, you may target that enemy. It becomes Weakened.

1

PLAYTEST 2026



HEAR ME ROAR!

When a friendly battlefield unit activates:

Target any number of enemy battlefield units in long range of that friendly unit. Each of those enemies suffers a panic test with -1 to their result for each remaining rank in your friendly unit.

PLAYTEST
2026



COUNTERPLOT

When an opponent plays a tactics card, before resolving that card:

If you have a council unit that has not activated this round, you may target it. If you do, cancel the effect of that tactics card, and that council unit cannot activate this round.

PLAYTEST
2026



INTRIGUE AND SUBTERFUGE

Start of any turn:

Select 1 unclaimed council zone. Until the end of the round, that zone loses its effect. If it becomes the last unclaimed zone, it regains its effect.
(Council units still trigger abilities based on claiming that zone.)

PLAYTEST
2026



WEALTH OF THE ROCK

When an enemy battlefield unit is performing an attack, after rolling defense dice:

Target the defender. Until the end of this action, it may reroll any defense dice and, after this attack has been completed, if the defender has an equal or greater number of ranks than the attacker, target the attacker. They become Panicked.

PLAYTEST
2026



SUBJUGATION OF POWER

Start of any turn:

Target 1 enemy battlefield unit. You may spend any number of condition tokens from that enemy. For each token spent, select 1 of its abilities. Until the end of the turn, it loses that ability.

PLAYTEST
2026



A LANNISTER PAYS HIS DEBTS

When an enemy targets one or more of your units with an ability, tactic card, or council zone effect:

After resolving that ability/tactic card/council zone effect, target 1 enemy battlefield unit. It gains 1 condition token. Then, it suffers 1 panic test.

PLAYTEST
2026



BRIBERY

When a friendly council unit claims a zone:

Replace that zone's effect with:
Target 1 enemy battlefield unit and attach the Bribery card to them.
When this card is attached to a unit, it becomes Vulnerable. While attached, this unit attacks using its lowest attack die value. At the end of this unit's activation, it performs 1 morale test. On success, discard this card.

PLAYTEST
2026

HOUSE LANNISTER



Target 1 enemy battlefield unit and attach this card to them until the end of their next activation.

While attached, this unit attacks using its lowest attack die value and cannot be the target of friendly tactics cards.



HEAR ME ROAR!

When a friendly battlefield unit activates:

Target any number of enemy battlefield units in long range of that friendly unit. Each of those enemies suffers a panic test with -1 to their result for each remaining rank in your friendly unit.

PLAYTEST
2026



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If you have a council unit that has not activated this round, you may target it. If you do, cancel the effect of that tactics card, and that council unit cannot activate this round.

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PLAYTEST
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When an enemy battlefield unit is performing an attack, after rolling defense dice:

Target the defender. Until the end of this action, it may reroll any defense dice and, after this attack has been completed, if the defender has an equal or greater number of ranks than the attacker, target the attacker. They become Panicked.

PLAYTEST
2026



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PLAYTEST
2026

HOUSE LANNISTER



Target 1 enemy battlefield unit and attach this card to them until the end of their next activation.

While attached, this unit attacks using its lowest attack die value and cannot be the target of friendly tactics cards.



KINGSLAYER'S PRIDE

JAIME LANNISTER - THE KINGSLAYER

When a friendly battlefield unit is performing a panic test, after rolling dice:

Target that unit. It may reroll any dice for this test. If it is in long range of a friendly unit containing Jaime Lannister, it gains +1 to its result for each remaining rank in his unit. On success, you may target 1 enemy in short range. It becomes Panicked.

PLAYTEST 2026



DUELIST'S PATIENCE

JAIME LANNISTER - THE KINGSLAYER

When an enemy battlefield unit is performing a melee attack, before rolling attack dice:

If the defender has not yet activated this round, or it contains Jaime Lannister, target the attacker. It becomes Vulnerable and Weakened.

PLAYTEST 2026



RECKLESS GLORY

JAIME LANNISTER - THE KINGSLAYER

When a friendly battlefield unit activates:

Target that unit. If it is the first friendly battlefield unit activated this round, or contains Jaime Lannister, until the end of the turn, it may reroll any charge distance dice and its melee attacks roll their highest attack die value and may reroll any attack dice. At the end of this unit's activation, it becomes Vulnerable.

PLAYTEST 2026



KINGSLAYER'S PRIDE

JAIME LANNISTER - THE KINGSLAYER

When a friendly battlefield unit is performing a panic test, after rolling dice:

Target that unit. It may reroll any dice for this test. If it is in long range of a friendly unit containing Jaime Lannister, it gains +1 to its result for each remaining rank in his unit. On success, you may target 1 enemy in short range. It becomes Panicked.

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PLAYTEST 2026



BRUTAL SLAYINGS

GREGOR CLEGANE - THE MOUNTAIN

After a friendly battlefield unit completes a melee attack:

If the attacker destroyed an enemy rank, or it contains Gregor Clegane, target all other enemies in long range other than the defender. They become Panicked. Then, if the attacker's unit destroyed the defender, target all enemies in short range of the attacker. They suffer 1 panic test.

PLAYTEST 2026



PATH OF DESTRUCTION

GREGOR CLEGANE - THE MOUNTAIN

When a friendly battlefield unit would surge forth:

Target that unit. Instead of surging forth, that unit may pivot then perform 1 charge or march action. If charging, it attacks using its lowest attack die value. If it contains Gregor Clegane, it may reroll any charge distance dice.

When a friendly battlefield unit completes a maneuver or march action:

Target all enemies in short range of that unit. They become Panicked.

PLAYTEST 2026



FURY UNLEASHED

GREGOR CLEGANE - THE MOUNTAIN

When a friendly unit is performing a melee attack, before rolling attack dice:

Target the attacker and choose

1. If the attacker has a destroyed rank, or contains Gregor Clegane, you may choose 2 instead:

- This attack gains Sundering and Vicious.
- This attack rolls its highest attack die value and may reroll any dice.
- Target the defender. Until this attack is completed, it cannot be targeted by orders or friendly tactics cards.

After this attack has been completed, the attacker becomes Vulnerable and Weakened.

PLAYTEST 2026



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- This attack rolls its highest attack die value and may reroll any dice.
- Target the defender. Until this attack is completed, it cannot be targeted by orders or friendly tactics cards.

After this attack has been completed, the attacker becomes Vulnerable and Weakened.

PLAYTEST 2026



TURN THE TABLES

TYRION LANNISTER - HALFMAN

When an enemy targets one or more of your units with an ability, tactic card, or council zone effect:

Target that unit. If that ability/tactic card/council zone would cause it to gain a condition token, it does not gain that token. You may then target 1 enemy in long range of that unit. It gains 1 condition token of that type. If the friendly unit contained Tyrion Lannister, you may select what type of token instead.

PLAYTEST 2026




FALSE AGENDA

TYRION LANNISTER - HALFMAN

At the end of a friendly council unit's activation:

Target that unit. If it claimed a zone this turn, move it to any unclaimed zone. If it has any Influence abilities based on the new zone, you may trigger those abilities.

PLAYTEST 2026



INTERCEPT ORDERS

TYRION LANNISTER - HALFMAN

When an opponent activates an order or claims a council zone, before resolving that order/zone:

If you have a council unit that has not activated this round, you may target it. If you do, cancel the effect of that order or council zone, and that council unit cannot activate this round. If the target of that order or council unit is in long range of a friendly unit containing Tyrion Lannister, you may target that enemy. It becomes Panicked.

PLAYTEST 2026



TURN THE TABLES

TYRION LANNISTER - HALFMAN

When an enemy targets one or more of your units with an ability, tactic card, or council zone effect:

Target that unit. If that ability/tactic card/council zone would cause it to gain a condition token, it does not gain that token. You may then target 1 enemy in long range of that unit. It gains 1 condition token of that type. If the friendly unit contained Tyrion Lannister, you may select what type of token instead.

PLAYTEST 2026



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PLAYTEST 2026

JOFFREY BARATHEON
LORD OF THE SEVEN KINGDOMS

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

5

CHARACTER



PLAYTEST 2026

JOFFREY BARATHEON
LORD OF THE SEVEN KINGDOMS

I SHALL HAVE THEIR HEADS!
Each time Joffrey claims a zone, you may target 1 enemy battlefield unit. It becomes Panicked.

Influence: While influencing a friendly battlefield unit, their melee attacks gain Vicious.

Influence: While influencing a Panicked enemy battlefield unit, friendly units may reroll attack dice when attacking that enemy.

PLAYTEST 2026

PYCELLE
GRAND MAESTER

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

5

CHARACTER



PLAYTEST 2026

PYCELLE
GRAND MAESTER

SUBTLE TOXINS
While Pycelle is not on the council board, each time an enemy battlefield unit gain one or more condition tokens, it suffers 1 wound.

Claim: Target 1 enemy battlefield unit. It becomes Weakened, then suffers 1 wound for each condition token on it.

PLAYTEST 2026

PYCELLE
EXILED MAESTER

"The Citadel took my chain, but they could not take my knowledge."

5

CHARACTER



PLAYTEST 2026

QYBURN
EXILED MAESTER

UNETHICAL EXPERIMENTS
Once per round, if Qyburn is not on the council board and a friendly battlefield unit is performing a melee attack, before rolling attack dice, you may have that attack gain Critical Blow and Sundering. If you do, after completing that attack, the attacker becomes Weakened.

Influence: While influencing a friendly battlefield unit, their melee attacks roll +2 attack dice. After completing a melee attack, they become Panicked and Vulnerable.

PLAYTEST 2026

CERSEI LANNISTER
QUEEN REGENT

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

6

CHARACTER



PLAYTEST 2026

CERSEI LANNISTER
QUEEN REGENT

PLAYING THE GAME
Influence: While influencing an enemy battlefield unit, that enemy suffers 1 additional wound from failing panic tests.

Influence: While influencing an enemy battlefield unit, 1 enemy attachment in that unit loses all abilities.

Influence: While influencing an enemy battlefield unit, its owner cannot remove condition tokens from this unit and may not restore wounds to this unit.

PLAYTEST 2026

PLAYTEST 2026

 **TYRION LANNISTER**
THE IMP

"He is a bigger man than he seems, I think."

6

 **CHARACTER**



PLAYTEST 2026

 **TYRION LANNISTER**
THE IMP

TACTICAL MASTERMIND
Each time you draw tactics cards, you may draw 1 additional card, then shuffle 1 card from your hand into your deck.

 **Claim:** Before resolving this zone's effect, you may shuffle 1 discarded tactics card back into your deck.

Claim (Any Zone): You may replace that zone's effect with:
Look at your opponent's hand of tactics cards. Select and discard 1 of those cards. Then, draw 1 tactics card.