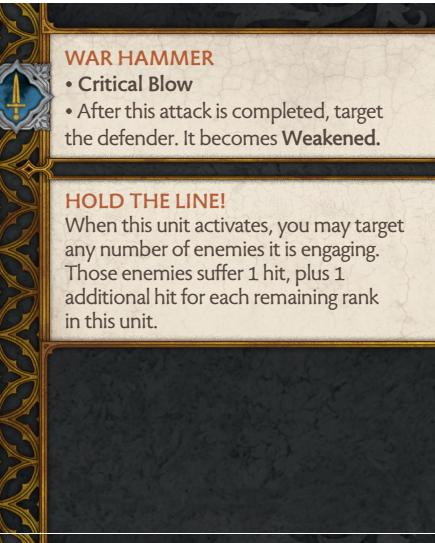


Baratheon Pre-Season 2026 Battlefield Units



BARATHEON WARDENS

While House Baratheon may be divided in its loyalties, they still draw from the same battlefield doctrines and training that served the united house in the time before the War of the Five Kings. Baratheon Wardens are heavily armored in full plate, wielding heavy shields and the signature Baratheon warhammers. Steadfast and sturdy, Wardens can be depended on as both vanguard and center, though speed is not among their strengths.

BARATHEON SENTINELS

Although officially classified as medium infantry, the Baratheon Sentinels wear heavier armor than one might expect for a unit required to initiate or counter flanking maneuvers. Speed is the obvious trade-off, but most medium infantry cannot hold their ground as well, nor deliver such devastating assaults. In unskilled hands the war hammer is unwieldy, but for Sentinels, a well-timed strike from its heavy head can render plate armor useless.

Baratheon Pre-Season 2026 Battlefield Units



PLAYTEST 2026

BARATHEON HALBERDIERS

4

HALBERD

3+ **8 8 4**

3+ **6+**

BARATHEON HALBERDIERS

ORDER: TAUNT
Start of an enemy unit's activation:
If that enemy can legally charge this unit, target that enemy. It must perform 1 morale test with -1 to its result for each remaining rank in this unit. On failure, that enemy may not pass their action this turn and the only action that enemy may select is to charge this unit.

HALBERD

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



PLAYTEST 2026

STAG KNIGHTS

5

STAG'S FURY

3+ **7 7 7**

3+ **5+**

STAG KNIGHTS

STAG'S FURY
Before rolling attack dice, choose 1 of the following effects. This attack gains the selected effect until the end of this attack action. For each game round beyond the first, choose 1 additional effect.

- Critical Blow
- Vicious
- Sundering
- If this unit has any destroyed ranks, it restores 2 wounds.
- If this unit began the turn engaged, this attack deals +1 hit for each of this unit's remaining ranks.

STAG'S METTLE
Beginning on game round 4, this unit gains +1 to defense dice results and +1 to morale test results.



PLAYTEST 2026

BARATHEON HALBERDIERS

6

PLAYTEST 2026

STAG KNIGHTS

8

PLAYTEST 2026

BARATHEON HALBERDIERS

Those facing House Baratheon have a conundrum. Their armor is thick, their forces resolute, and when accompanied by Halberdiers, even the inherent weakness of heavy infantry versus cavalry is nullified. Furthermore, any hesitance or failure to commit on the part of a cavalry unit (or other similar force) results in easily exploited confusion. Any competent Baratheon commander will find many uses for Halberdiers in their lines.

STAG KNIGHTS

Stag Knights form the core of Baratheon elite units, each one a noble in their own right and wearing the signature horned helmet allowed to these honored sers. Stag Knights are heavily armored, wearing plate mail as fine as anything the Lannisters might field and wielding a powerful two-handed war hammer capable of crushing armor and shattering bones with equal proficiency. Even when surrounded, Stag Knights fight with unwavering fury.



PLAYTEST 2026

CHAMPIONS OF THE STAG

4

CHAMPION'S WRATH

3+ **6 5**

2+ **6+**

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.

CHAMPION'S WRATH

- Critical Blow
- Before rolling attack dice, if this unit began the turn engaged, target the defender. It becomes Vulnerable, and this attack rolls +2 attack dice.

PUNISH COWARDICE

After an enemy engaged with this unit completes a retreat action, target that enemy. It becomes Vulnerable and Weakened.



CHAMPIONS OF THE STAG

8

In-keeping with the Baratheon doctrine of heavy arms and heavier armor, Champions of the Stag are knights in full plate mail atop massive destriers. These juggernauts have all the mobility of cavalry and the staying power of front-line units. Intelligent commanders are best served keeping them mobile to force engagements of their own choosing, but, if needed, Champions can hold the line for longer than most other cavalry.

Baratheon Pre-Season 2026 Battlefield Units (Stannis)

QUEEN'S MEN

QUEEN'S BLADE

5

3+ 7 6 5

PLAYTEST 2026

ORDER: ONE REALM, ONE GOD, ONE KING!
When this unit is targeted by an enemy ability, tactics card, or council zone: You may discard 1 tactics card. If you do, cancel that effect.

MASTER-CRAFTED
This attack may always reroll attack dice.

ZEALOUS ENFORCEMENT
Each time an opponent targets an enemy engaged with this unit with an ability, tactics card, or council zone effect, after that effect is resolved, target that enemy. It suffers 1 wound. If it is game round 4+, they suffer 2 wounds instead.

QUEEN'S MEN

PLAYTEST 2026

KING'S BLADE

5

3+ 7 6 5

PLAYTEST 2026

• Sundering
• Before rolling attack dice, if this unit began the turn engaged, this attack gains Critical Blow.
• Beginning on game round 4, after rolling attack dice, this attack may reroll any attack dice.
• Beginning on game round 5, before rolling attack dice, target the defender. It becomes Vulnerable.

CUT THEM DOWN!
When an enemy engaged with this unit declares a retreat action, before it performs that action, target that enemy. It suffers 1 wound for each remaining rank in this unit.

KING'S MEN

PLAYTEST 2026

LOYALTY
STANNIS BARATHEON
Your army may never include Units or Attachments with different Loyalties.

7

QUEEN'S MEN

The Queen's Men of Stannis Baratheon are defined less by devotion to Queen Selyse than by their absolute submission to the creed she champions. Enemies who seek to undermine or manipulate the battle around them quickly find themselves punished, as the Queen's Men brook no interference once blades are crossed. Unyielding and exacting, they turn contested ground into a place of order, daring foes to challenge it.

PLAYTEST 2026

KING'S BLADE

5

4+ 6+

PLAYTEST 2026

CUT THEM DOWN!
When an enemy engaged with this unit declares a retreat action, before it performs that action, target that enemy. It suffers 1 wound for each remaining rank in this unit.

KING'S MEN

PLAYTEST 2026

LOYALTY
STANNIS BARATHEON
Your army may never include Units or Attachments with different Loyalties.

7

KING'S MEN

Within the court of Stannis Baratheon, the King's Men remain steadfast in their faith to the Seven. Defined by rigid discipline and an uncompromising view of justice, they are trained not to shatter the enemy line in a single blow, but to dismantle it through sustained pressure and ordered advance. Armed with greatswords and clad in heavy armor, the King's Men press forward, their loyalty to the One True King guiding every deliberate strike.

Baratheon Pre-Season 2026 Battlefield Units (Renly)



ROSE KNIGHTS

PLAYTEST 2026

DEADLY BLOOM

- Precision
- Beginning on game round 3, this attack gains Critical Blow.
- Beginning on game round 4, after rolling attack dice, this attack may reroll any attack dice.
- Beginning on game round 5, this attack gains +1 attack die.

PERSEVERANCE AND VALOR

Each time this unit activates, it may restore 1 wound, plus 1 additional wound for each of its destroyed ranks. If it is game round 4+, restore 1 additional wound.

ROSE KNIGHTS

5

DEADLY BLOOM

3+ 7 6 5

3+ 6+

PLAYTEST 2026

ROSE KNIGHTS



LOYALTY

RENLY BARATHEON

Your army may never include Units or Attachments with different Loyalties.

7

PLAYTEST 2026

ROSE KNIGHTS



THORN WATCH

PLAYTEST 2026

HIGHGARDEN CROSSBOW

6

3+ 7 7 4

4+ 7 6 4

6+ 6+

PLAYTEST 2026

THORN WATCH



LOYALTY

RENLY BARATHEON

Your army may never include Units or Attachments with different Loyalties.

7

PLAYTEST 2026

THORN WATCH

ROSE KNIGHTS

As disciplined front-line elites, the Rose Knights sworn to Renly march clad in immaculate plate and vivid green, funded by Renly's wealth and influence. Years of rigorous training and unwavering loyalty allow them to endure wounds that would break lesser soldiers, pressing forward through resolve alone. In prolonged engagements, Rose Knights grow steadily deadlier, answering attrition with precise, methodical strikes that turn endurance into victory.

THORN WATCH

Thorn Watch crossbowmen favor light armor and mobility, trained to fight as confident skirmishers rather than static archers. Armed with distinctive crossbows and longswords, they survey the battlefield constantly, exploiting openings and denying enemies the freedom to maneuver. Through discipline and coordination, Thorn Watch units pressure advancing foes, punish hesitation, and guide the flow of battle in Renly's favor.



Baratheon Pre-Season 2026 Tactics Cards (Stannis)

*Note: Stannis and Renly aligned armies each make use of their own unique sets of tactics cards, denoted by the "Stannis Baratheon" or "Renly Baratheon" labels.

 <h3>A HOUSE DIVIDED</h3> <p>When constructing a Baratheon army, players must choose to align with either Stannis or Renly Baratheon. This choice dictates which set of generic tactics cards (Stannis or Renly) are utilized, as well as decides which Loyalty units may be included.</p> <p>Your army may not include units with differing Loyalties.</p> <p>PLAYTEST 2026</p>	 <h3>OURS IS THE FURY! STANNIS BARATHEON</h3> <p>After an enemy battlefield unit completes an attack: Target the attacker. It becomes Panicked and Vulnerable.</p> <p>PLAYTEST 2026</p>	 <h3>MEASURED RETRIBUTION STANNIS BARATHEON</h3> <p>After an enemy battlefield unit completes an attack: If the defender was not destroyed, target 1 enemy unit they are engaging. It suffers 3 hits, plus 1 additional hit for each of the defender's destroyed ranks.</p> <p>PLAYTEST 2026</p>	 <h3>UNRELENTING DETERMINATION STANNIS BARATHEON</h3> <p>Start of an engaged friendly battlefield unit's activation: Target that unit. Until the end of the turn, its melee attacks roll their highest attack die value and gain Sundering.</p> <p>PLAYTEST 2026</p>
 <h3>JUDGEMENT RETURNED STANNIS BARATHEON</h3> <p>After a friendly battlefield unit gains a condition token: Target up to two enemy battlefield units in long range. They each gain 1 condition token of the type your friendly unit gained.</p> <p>PLAYTEST 2026</p>	 <h3>BY PATIENCE AND WILL STANNIS BARATHEON</h3> <p>Start of any turn: Search your deck for any 1 tactics card and place it facedown near the council board. If it is at least game round 4, you may instead add this card to your hand of tactics cards. Otherwise, at the start of any round, you may add the facedown card to your hand of tactics cards.</p> <p>PLAYTEST 2026</p>	 <h3>STEADFAST PURSUIT STANNIS BARATHEON</h3> <p>After an enemy battlefield unit completes a retreat action: Target 1 friendly battlefield unit in long range of that enemy that could declare a charge action at it. It performs 1 charge action that must target that enemy. On a successful charge, it performs no attack action.</p> <p>When an enemy battlefield unit ends a maneuver or march action: Target 1 friendly battlefield unit in long range of that enemy. It pivots, then performs a 2" shift.</p> <p>PLAYTEST 2026</p>	 <h3>THE KING'S JUSTICE STANNIS BARATHEON</h3> <p>When an enemy targets one or more of your units with an ability, tactic card, or council zone effect: After resolving that effect, target 1 friendly battlefield unit and attach this card to it. While attached, its next attack gains Sundering and Vicious. Then, this card is discarded.</p> <p>PLAYTEST 2026</p>

Baratheon Pre-Season 2026 Tactics Cards (Renly)

*Note: Stannis and Renly aligned armies each make use of their own unique sets of tactics cards, denoted by the "Stannis Baratheon" or "Renly Baratheon" labels.

 <h3>A HOUSE DIVIDED</h3> <p>When constructing a Baratheon army, players must choose to align with either Stannis or Renly Baratheon. This choice dictates which set of generic tactics cards (Stannis or Renly) are utilized, as well as decides which Loyalty units may be included.</p> <p>Your army may not include units with differing Loyalties.</p> <p>PLAYTEST 2026</p>	 <h3>OURS IS THE FURY! RENLY BARATHEON</h3> <p>After an enemy battlefield unit completes an attack:</p> <p>Target the attacker. It becomes Panicked and Vulnerable.</p> <p>PLAYTEST 2026</p>	 <h3>COMMANDING PRESENCE RENLY BARATHEON</h3> <p>When an engaged enemy battlefield unit activates:</p> <p>Target that enemy. Until the end of its activation, it suffers -1 to attack dice results and cannot be the target of friendly tactics cards.</p> <p>PLAYTEST 2026</p>	 <h3>BANNED RESOLVE RENLY BARATHEON</h3> <p>Start of an engaged friendly battlefield unit's activation:</p> <p>Target that unit. It restores 2 wounds and, until the end of the turn, its melee attacks roll their highest attack die value.</p> <p>PLAYTEST 2026</p>
 <h3>STRENGTH IN UNITY RENLY BARATHEON</h3> <p>After a friendly battlefield unit gains a condition token:</p> <p>Target up to two friendly battlefield units in long range of that unit. They each restore 2 wounds.</p> <p>PLAYTEST 2026</p>	 <h3>RALLY THE BANNERS RENLY BARATHEON</h3> <p>Start of any turn:</p> <p>Place this card near the council board.</p> <p>Once this card has been placed near the council board, any time a friendly council unit claims a zone, you may discard this card and replace that zone's effect with:</p> <p>Target 1 friendly battlefield unit. It restores wounds equal to the current game round, to a maximum of 4.</p> <p>PLAYTEST 2026</p>	 <h3>PRESSED ONSLAUGHT RENLY BARATHEON</h3> <p>When an enemy battlefield unit declares a retreat action, before performing that action:</p> <p>Target that enemy. It becomes Weakened. Then, target any number of friendly battlefield units in long range of that enemy. They each shift 2" directly forward.</p> <p>After a friendly battlefield unit completes a charge action:</p> <p>Target up to 2 other friendly battlefield units in long range. They each shift 2" directly forward.</p> <p>PLAYTEST 2026</p>	 <h3>THE KING'S FAVOR RENLY BARATHEON</h3> <p>When an enemy targets one or more of your units with an ability, tactic card, or council zone effect:</p> <p>After resolving that effect, target 1 friendly battlefield unit and attach this card to it.</p> <p>While attached, the next time this unit is attacked or performs a panic test, it gains +1 to defense dice results and +1 to panic test results.</p> <p>Then, this card is discarded.</p> <p>PLAYTEST 2026</p>



OATH OF DUTY

STANNIS BARATHEON - THE RIGHFUL HEIR

When a friendly engaged battlefield unit activates:
Target that unit. Until the end of the turn, its attacks gain Vicious. Then, target all enemies it is engaged with. They become Panicked.

When an enemy battlefield unit completes a retreat action:
Target that enemy. It suffers 1 panic test. If it retreated from a unit containing Stannis Baratheon, it also becomes Panicked.

PLAYTEST 2026



JUDGEMENT RENDERED

STANNIS BARATHEON - THE RIGHFUL HEIR

When an engaged enemy battlefield unit activates:
Target that enemy. Until the end of the turn, it attacks using its lowest attack die value. If it is engaged with a unit containing Stannis Baratheon, it also loses 1 weapon trait for this attack.

When an enemy battlefield unit completes a retreat action:
Target that enemy. Until the end of the round, your friendly battlefield units may reroll any charge distance dice and ignore terrain penalties when charging that enemy.

PLAYTEST 2026



TO THE BITTER END

STANNIS BARATHEON - THE RIGHFUL HEIR

When a friendly engaged battlefield unit activates:
Target 1 enemy it is engaged with. That enemy suffers 2 hits, plus 2 additional hits for each of the friendly unit's destroyed ranks.

When an enemy battlefield unit completes a retreat action:
Target that enemy. It becomes Vulnerable and, until the end of the round, cannot be targeted by friendly orders or tactics cards. If it retreated from a unit containing Stannis Baratheon, target his unit. It may shift 3" directly forward.

PLAYTEST 2026



YOUNGER, BOLDER, AND FAR MORE COMELY

RENY BARATHEON - THE CHARISMATIC HEIR

When a friendly battlefield unit is performing a morale test, after rolling dice:
Target that unit. It may reroll any dice and opponents may not spend Panic tokens on this unit during this test. If it is in long range of a friendly unit containing Renly Baratheon, it gains +1 to its result for each remaining rank in his unit.

PLAYTEST 2026



UNIFIED ADVANCE

RENY BARATHEON - THE CHARISMATIC HEIR

When a friendly battlefield unit declares a maneuver or march action, before it performs that action:
Target 1 other friendly unit in long range. That unit may pivot then perform a 2" shift.
Then, target the triggering unit. Until this march or maneuver action is completed, its  is treated as 3.

PLAYTEST 2026



THE REALM STANDS WITH ME!

RENY BARATHEON - THE CHARISMATIC HEIR

When a friendly battlefield unit is performing a melee attack, before rolling attack dice:
Target that unit. You may select up to 2 weapon traits (Critical Blow, Precision, Sundering, Vicious) appearing on friendly units in long range (even if that trait appears only conditionally). Until this attack has been completed, that attack gains those traits. If this targets a unit containing Renly Baratheon, it also rolls +1 attack die.

PLAYTEST 2026

Baratheon Pre-Season 2026 Council Units

*Note: Due to the interaction of abilities, these versions are to be used with both the Scaling Council Board and House Zone Council Board Varients.

MARGAERY TYRELL
LITTLE ROSE

"The girl is a maid of fourteen, sweet and beautiful and tractable." - Varys

CHARACTER

LOYALTY

RENLY BARATHEON
Your army may never include units or attachments with different Loyalties.

PLAYTEST 2025

MARGAERY TYRELL
LITTLE ROSE

A ROSE AND ITS THORNS

(Any Zone) Influence:
Each time the influenced friendly unit restores wounds, you may target 1 enemy it is engaged with. That enemy suffers 1 hit for each wound this unit restores, to a maximum of 3.

Claim: You may replace this zone's effect with the effect of the **W** zone.

Control: Enemies targeted by A Rose and Its Thorns suffer 1 additional hit, to a maximum of 3.

PLAYTEST 2025

OLEENNA TYRELL
QUEEN OF THORNS

"All men are fools, if truth be told, but the ones in motley are more amusing than the ones in crowns."

CHARACTER

LOYALTY

RENLY BARATHEON
Your army may never include units or attachments with different Loyalties.

PLAYTEST 2026

OLEENNA TYRELL
QUEEN OF THORNS

HIGHGARDEN DIPLOMACY

Once per game, when Olenna claims a zone, you may target 1 enemy council unit. Until the end of the round, that enemy loses all abilities.

Claim: When Olenna claims this zone, she may resolve **Highgarden Diplomacy**, even if it has already been used this game. This does not count toward its once-per-game limit.

Influence: While influencing a friendly battlefield unit, each time that unit restores wounds, it restores 1 additional wound.

PLAYTEST 2026

DAVOS SEAWORTH
THE ONION SMUGGLER

"A grey man. Neither white nor black, but partaking of both." - Melisandre

CHARACTER

LOYALTY

STANNIS BARATHEON
Your army may never include units or attachments with different Loyalties.

PLAYTEST 2025

DAVOS SEAWORTH
THE ONION SMUGGLER

SMUGGLER'S CAUTION

Once per round, while Davos is on the council board, if an enemy battlefield unit completes a maneuver or march action in long range of a friendly battlefield unit that has not activated this round, you may target that friendly unit. It pivots, then performs a 3" shift sideways or backwards.

Claim: After resolving this zone's effect, the targeted unit may perform a 2" shift.

Influence: While influenced, this unit gains +1 **W**.

PLAYTEST 2025

MELISANDRE
THE RED WOMAN

"Lady Melisandre wore no crown, but every man there knew that she was Stannis Baratheon's real queen."

CHARACTER

LOYALTY

STANNIS BARATHEON
Your army may never include units or attachments with different Loyalties.

PLAYTEST 2026

MELISANDRE
THE RED WOMAN

SACRIFICE TO THE LORD OF LIGHT

(Any Zone) Influence:
When Melisandre influences a friendly unit, that unit may suffer up to 2 wounds. It gains 1 of the following effects, plus 1 additional effect for each wound it suffered. These effects last while Melisandre is influencing that unit:

- This unit gains +2 to morale test results.
- This unit's melee attacks gain **Vicious**.
 - When this unit performs a melee attack, before rolling attack dice, target the defender. It becomes **Vulnerable**.

Control: When the unit Melisandre is influencing activates, target all enemies engaged with it. They become **Panicked**.

PLAYTEST 2026

Baratheon Pre-Season 2026 Council Units

*Note: Due to the interaction of abilities, these versions are to be used with both the Scaling Council Board and House Zone Council Board Varients.



Baratheon Pre-Season 2026 House Council Zone Card

