



**BLUDGEON**  
4+ 6 5 4

6

PLAYTEST FEB 1.0

POOR FELLOWS

6+ 3+

FAITHFUL  
This unit begins the game with 1 faith token. Each time this unit activates, it may perform a morale test (1). On a success, it gains 1 faith token. It may have a maximum of 2 faith tokens at any time.

THE SEVEN PROTECT!  
When this unit is attacked, before rolling defense dice, you it may spend 1 faith token from this unit and target it. If you do, this unit only suffers 1 wound for every 2 unblocked hits from this attack.



**LONGSWORD**  
4+ 7 6 4

5

PLAYTEST FEB 1.0

LANNISTER GUARDSMEN

3+ 5+

ORDER: LANNISTER SUPREMACY  
After an enemy completes a melee attack on this unit:  
Target that enemy. It suffers a panic test (2), with (+1) for each of this unit's remaining ranks.

LANNISTER STEEL  
Before rolling attack dice, if this unit has an equal or greater number of remaining ranks than the defender, target this unit. This attack gains Vicious and may reroll any dice.



PLAYTEST FEB 1.0

POOR FELLOWS

4

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!



PLAYTEST FEB 1.0

LANNISTER GUARDSMEN

5

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.



PLAYTEST FEB 1.0

5

BLUDGEON

4+ 7 5 4

4+ 5+

LANNISTER GUARDSMEN

**ORDER: LAWS OF THE REALM**

When an enemy battlefield unit in long range is targeted by an enemy order or tactics card: After that order or tactics card has been resolved, target that enemy. It gains 1 condition token of your choice.

**ORDER: OPPRESSIVE PEACEKEEPING**

When an enemy battlefield unit in long range attacks, before rolling attack dice: Target that enemy. It performs a morale test (3). For each failure, it is treated as having 1 less rank when calculating attack dice for this attack, to a minimum of 1 rank.



PLAYTEST FEB 1.0

5

HALBERD

4+ 7 7 4

4+ 5+

LANNISTER HALBERDIERS

**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.



**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.



**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.



**5**

**CROSSBOW**

**4+** 7 7 4

**SHORT SWORD**

**5+** 6 4 3

**5+** **5+**

**LANNISTER CROSSBOWMEN**

PLAYTEST FEB 1.0

**CROSSBOW**

- Critical Blow
- 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**

**6**

**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 FEB 1.0



**6**

**BRUTAL ARMAMENTS**

**3+** 7 6

**4+** **4+**

**HOUSE CLEGANE BRIGANDS**

PLAYTEST FEB 1.0

**ORDER: SOW DISCORD**

Start of any turn:

Target 1 enemy in long range. It performs a morale test (2), with (+1) for each of its destroyed ranks. For each failure, it loses 1 ability until the end of the turn.

**LIGHT CAVALRY**

- Each model in this unit has 2 wounds.
- Once during this unit's activation, before selecting its action, it may perform 1 maneuver action.

**BRUTAL ARMAMENTS**

- Vicious
- After completing this attack, if it destroyed an enemy rank, you may target 1 enemy in long range of this unit. It suffers a panic test (2), with (+1) for each of the defender's destroyed ranks.



**HOUSE CLEGANE BRIGANDS**

**6**

**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, the thrill of sowing death and brutality across the battlefield is more than enough incentive. Of course, being paid for such feats is also welcomed.

PLAYTEST FEB 1.0



**6**

**WILDFIRE**  
3+ 4 4 4

**WILDFIRE**  
3+ 4 4 4

**6+** **4+**

PLAYTEST FEB 1.0

**PYROMANCERS**

**WILDFIRE**  
• Vicious  
• Hits from this attack cannot be blocked.  
• After completing this attack, if the defender suffered any wounds, target it. It suffers a panic test (4).  
• *Melee Only:* After rolling attack dice, for each miss result, this unit suffers 1 wound.

**COMBUST**  
When this unit is attacked, after rolling defense dice, for each result of a 1, target 1 enemy it is engaged with. They suffer 1 wound.

**SKIRMISHER**  
Enemies charging this unit do not gain charge bonuses. When this unit activates, if it is not engaged, it may pivot to any facing.



**6**

**PYROMANCERS**

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.

PLAYTEST FEB 1.0



**5**

**MARAUDER'S BLADES**  
3+ 8 7 5

**4+** **4+**

PLAYTEST FEB 1.0

**HOUSE CLEGANE MOUNTAIN'S MEN**

**FUELED BY SLAUGHTER**  
After completing a melee attack, if this attack dealt any wounds, target this unit. It restores 2 wounds, plus 1 additional wound for each of the defender's destroyed ranks.

**MARAUDER'S BLADES**  
• Crippling  
• Sundering  
• Vicious



**7**

**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 FEB 1.0



**5**

**ANNOUNTED BLADE**

**3+** **7 6 5**

**4+** **3+**

PLAYTEST FEB 1.0

**THE WARRIOR'S SONS**

**ORDER: FAITHFUL INSPIRATION**  
Start of a friendly turn:  
You may spend 1 faith token from this unit. If you do, target 1 friendly unit in long range. Until the end of the turn, it attacks using its highest attack die value and may reroll any charge distance dice.

**FAITHFUL**  
This unit begins the game with 1 faith token. Each time this unit activates, it may perform a morale test (1). For each success, it gains 1 faith token. It may have a maximum of 2 faith tokens at any time.

**ANNOUNTED BLADE**

- Critical Blow
- After rolling attack dice, this unit may spend 1 faith token to reroll any dice.



**7**

**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 inspire faith in allies and bring down righteous fury in their foes. In their wake, courage swells and heresy falters, as the faithful press ever forward beneath their zealous example.*

PLAYTEST FEB 1.0



**5**

**LANCE**

**3+** **6 5**

**3+** **4+**

PLAYTEST FEB 1.0

**KNIGHTS OF CASTERLY ROCK**

**ORDER: LANNISTER SUPREMACY**  
After an enemy completes a melee attack on this unit:  
Target that enemy. It suffers a panic test (2), with (+1) for each of this unit's remaining ranks.

**HEAVY 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 **3**. Then, it may pivot.

**LANCE**

- Sundering
- **Charge Bonus:** This attack gains +2 attack dice for each remaining rank in this unit.



**8**

**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.*

PLAYTEST FEB 1.0



### HEAR ME ROAR!

**When an enemy battlefield unit is performing a morale test:**

Target that enemy. It suffers -1 to their morale dice results. If this is a panic test, that test also gains (+1).

PLAYTEST  
FEB 1.0



### COUNTERPLOT

**When an enemy plays a tactics card, before resolving that card:**

Roll a die. On a 3+, cancel the effect of that tactics card. If you do not roll a 3+, you may discard 1 tactics card to reroll. This may be done any number of times.

PLAYTEST  
FEB 1.0



### INTRIGUE AND SUBTERFUGE

**When an enemy council unit activates:**

Target that council unit. Until the end of the round, it loses all abilities.

**When a friendly council unit activates:**

Until the end of the turn, if that unit claims a zone, increase that zone's Escalation by two.

PLAYTEST  
FEB 1.0



### 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.

**When a friendly council unit claims a zone:**

You may replace that zone's effect with the effect of the  zone.

PLAYTEST  
FEB 1.0



### SUBJUGATION OF POWER

**When any battlefield unit activates:**

Target 1 enemy battlefield unit. It performs a morale test (3). For each failure, choose 1 of that unit's abilities. Until the end of the turn, it loses that ability.

PLAYTEST  
FEB 1.0



### A LANNISTER PAYS HIS DEBTS

**When a friendly battlefield unit attacks, before rolling attack dice:**

Target the defender. If they performed an attack this round, until the end of the turn, they cannot be targeted by friendly tactics cards or friendly orders.

**After a friendly battlefield unit is targeted by an enemy council unit or an enemy council zone effect:**

After resolving that ability, target 1 enemy battlefield unit. It suffers a panic test (3).

PLAYTEST  
FEB 1.0



### FEALTY TO THE CROWN

**When an enemy battlefield unit is performing a panic test, after rolling dice:**

Target 1 friendly unit in long range of that enemy. For each wound that enemy suffers from this test, restore 1 wound to that friendly unit.

PLAYTEST  
FEB 1.0



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PLAYTEST  
FEB 1.0



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FEB 1.0



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PLAYTEST  
FEB 1.0



### KINGSLAYER'S PROWESS

JAIME LANNISTER - THE KINGSLAYER

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

Target the defender and select 1 of their abilities. Until the end of the turn, they lose that ability. If the attacker's unit contains Jaime Lannister, instead, they lose all abilities until the end of the turn.

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

Target the attacker and select 1 of their abilities. Until the end of the turn, they lose that ability. If the defender's unit contains Jaime Lannister, instead, they lose all abilities until the end of the turn.

PLAYTEST  
FEB 1.0



### DEADLY RIPOSTE

JAIME LANNISTER - THE KINGSLAYER

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

Target the attacker. For each miss result, the attacker suffers 1 hit. If the defender's unit contains Jaime Lannister, they suffer -1 to defense dice results against these hits.

PLAYTEST  
FEB 1.0



### KINGSLAYER'S RENOWN

JAIME LANNISTER - THE KINGSLAYER

#### When an enemy battlefield unit activates:

Target that unit. If it is in long range of a friendly House Lannister Unit, it performs a morale test (3). For each failure, it gains 1 condition token. If it is in long range of a friendly unit containing Jaime Lannister, this becomes a panic test (3) instead.

PLAYTEST  
FEB 1.0



### KINGSLAYER'S PROWESS

JAIME LANNISTER - THE KINGSLAYER

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

Target the defender and select 1 of their abilities. Until the end of the turn, they lose that ability. If the attacker's unit contains Jaime Lannister, instead, they lose all abilities until the end of the turn.

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

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PLAYTEST  
FEB 1.0



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PLAYTEST  
FEB 1.0



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PLAYTEST  
FEB 1.0



## BRUTAL SLAYINGS

GREGOR CLEGANE - THE MOUNTAIN

**After a friendly battlefield unit completes a melee attack:**

If your attack destroyed an enemy rank, target all enemies in long range. They become Panicked.

If your unit contains Gregor Clegane, you may then target the defender. It suffers a panic test (3).

PLAYTEST FEB 1.0



## 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 also ignores any terrain penalties during this action.

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

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

PLAYTEST FEB 1.0



## 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, gain both instead:

- This attack uses its highest attack die value and may reroll any attack dice.
- Target the defender. It becomes Vulnerable and Weakened.

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

PLAYTEST FEB 1.0



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PLAYTEST FEB 1.0



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PLAYTEST FEB 1.0



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- Target the defender. It becomes Vulnerable and Weakened.

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

PLAYTEST FEB 1.0



## DISRUPT COMMANDS

TYRION LANNISTER - HALFMAN

**When an enemy council unit targets a unit with an ability:**  
If there is a different legal target for that ability, your opponent must choose a different unit as target.

**When an enemy targets a unit with a council zone:**  
If there is a different legal target for that effect, your opponent must choose a different unit as target.

PLAYTEST FEB 1.0



## STRATEGIC FORESIGHT

TYRION LANNISTER - HALFMAN

**When a friendly council unit claims a zone:**  
Choose 1:

- Escalation is treated as 1 higher for this zone's effect.
- Replace that zone's effect with:  
*Draw 2 tactics cards.*

*Escalation 2: Then, shuffle 1 card from your discard pile into your deck.*

*Escalation 4: Then, look at your opponent's hand of tactics cards and discard 1 of those cards.*

PLAYTEST FEB 1.0



## SUBVERT ORDERS

TYRION LANNISTER - HALFMAN

**When an enemy activates an order ability:**  
Cancel the effect of that order. Then, if the unit activating the order is in long range of a friendly unit containing Tyrion Lannister, you may target that enemy. It becomes Vulnerable.

**Start of any turn:**  
Target 1 friendly unit. Remove 1 order token from that unit (that order may be used again this round).

PLAYTEST FEB 1.0



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PLAYTEST FEB 1.0

**JAIME LANNISTER**  
THE KINGSLAYER

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

CHARACTER



2

COMMANDER

Deadly Riposte  
Kingslayer's Prowess  
Kingslayer's Renown

PLAYTEST FEB 1.0

**JAIME LANNISTER**  
THE KINGSLAYER



KINGSLAYER'S MASTERY

- This unit's melee attacks gain +1 to hit.
- Before rolling attack dice, target the defender. It becomes Vulnerable.

DISRUPT

Enemies engaged with this unit suffer -1 to hit.

PLAYTEST FEB 1.0

**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 FEB 1.0

**GREGOR CLEGANE**  
THE MOUNTAIN



THE MOUNTAIN'S FURY

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

UNSTOPPABLE ADVANCE

After rolling charge distance dice, this unit may reroll any dice.

PLAYTEST FEB 1.0

**TYRION LANNISTER**  
HALFMAN

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

CHARACTER



2

COMMANDER

Disrupt Commands  
Strategic Foresight  
Subvert Orders

PLAYTEST FEB 1.0

**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.

TACTICAL GENIUS

When Tyrion's unit activates, you may discard 1 tactics card from your hand. If you do, search your deck for any 1 tactics card and add it to your hand. Then, shuffle your deck.

PLAYTEST FEB 1.0

**GUARD CAPTAIN**



PLAYTEST FEB 1.0

1

**GUARD CAPTAIN**



**ORDER: HOLD THE LINE!**  
When this unit activates:  
Target any number of enemies this unit is engaging. Those enemies suffer 2 hits, plus 1 additional hit for each remaining rank in this unit.

**BATTLE-HARDENED**  
Each time this unit suffers a panic test, reduce that test by (1), to a minimum of (1).

PLAYTEST FEB 1.0

**ASSAULT VETERAN**



PLAYTEST FEB 1.0

1

**ASSAULT VETERAN**



**INTIMIDATING PRESENCE**  
Enemies engaged with this unit suffer -1 to morale dice rolls.

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

PLAYTEST FEB 1.0

**CHAMPION OF THE FAITH**



PLAYTEST FEB 1.0

1

**CHAMPION OF THE FAITH**



**ORDER: BATTLE PRAYER**  
Start of any turn:  
Target this unit. It performs a morale test (3). For each success, it restores 1 wound.

**IRON RESOLVE**  
When this unit performs morale tests, it rolls 1 additional die and, before determining results, removes the lowest result.

PLAYTEST FEB 1.0

**CERSEI LANNISTER**  
QUEEN REGENT

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

6

CHARACTER



PLAYTEST FEB 1.0

**CERSEI LANNISTER**  
QUEEN REGENT

QUEEN'S MANIPULATIONS

**Influence (Any Zone):**  
While influencing an enemy battlefield unit, each time that unit suffers a panic test (x), that test gains (+1).

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

PLAYTEST FEB 1.0

**TYRION LANNISTER**  
THE IMP

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

6

CHARACTER



PLAYTEST FEB 1.0

**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:** You may replace this zone's effect with:  
*Look at your opponent's hand of tactics cards. Select and discard 1 of those cards.*

PLAYTEST FEB 1.0

**JOFFREY BARATHEON**  
LORD OF THE SEVEN KINGDOMS

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

5

CHARACTER



PLAYTEST FEB 1.0

**JOFFREY BARATHEON**  
LORD OF THE SEVEN KINGDOMS

**I WILL HAVE THEIR HEADS!**

Each time Joffrey claims a zone, you may target 1 enemy battlefield unit. It becomes Vulnerable or Panicked.

**Claim:** Treat Escalation on this zone as 2 higher.

PLAYTEST FEB 1.0

**QYBURN**  
EXILED MAESTER

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

5

CHARACTER



PLAYTEST FEB 1.0

**QYBURN**  
EXILED MAESTER

**UNETHICAL EXPERIMENTS**

**Influence (Any Zone):**  
While influencing a friendly unit, their melee attacks gain Critical Blow and Sundering. After completing an attack, the attacker becomes Vulnerable.

**Influence:** While influencing a friendly battlefield unit, enemies cannot spend panic tokens from that unit and, when that unit is attacked, after rolling defense dice, it blocks 1 additional hit.

PLAYTEST FEB 1.0