



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 Arienne Martell Influences a unit, Choose 1. If you Control  or , gain both instead:

- While Influencing an enemy unit, Attachments on that unit lose all Abilities.
- While Influencing an enemy unit, that unit is treated as having -1 rank for Attack Dice. If Arienne Controls  or , that unit instead attacks using its lowest Attack Die Value.

ARIANNE MARTELL
HEIRESS TO DORNE

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

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."

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:

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

DORAN MARTELL
LORD OF SUNSPEAR


"I am not blind, nor deaf."

CHARACTER



COMMANDER

False Agenda
Parlay
Ripe to Act



DORAN MARTELL
PRINCE OF DORNE

PLANS AND SECRETS

Each time Doran Claims a zone, after resolving that zone's effect, choose 1 of the following. Additional options become available based on the Game Round:

Game Round 1+: Remove 1 Condition token from 1 friendly House Martell unit.

Game Round 2+: Restore 2 Wounds to 1 friendly House Martell unit.

Game Round 3+: Target 1 friendly Martell unit. It performs a 2" shift.

Game Round 4+: Target 1 enemy Combat Unit. It suffers 3 Hits.

Game Round 5+: Target any number of enemy Combat Units. They become **Vulnerable**.

DORAN MARTELL
PRINCE OF DORNE

"Who fears to walk upon the grass?"

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





NYMERIA SAND
LADY NYM




ESCALATING TENSIONS

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

While Influencing a friendly Combat Unit, they gain the following based on the total number of Controlled zones (*friendly or enemy*):

- 1+: Their Melee Attacks gain **Vicious**.
- 2+: Their Melee Attacks gain **Critical Blow**.
- 4+: Their Melee Attacks may re-roll any Attack Dice.
- 5+: Their Melee Attacks roll +2 Attack Dice.



NYMERIA SAND
LADY NYM
"Only royal blood can wash out my father's murder."

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.



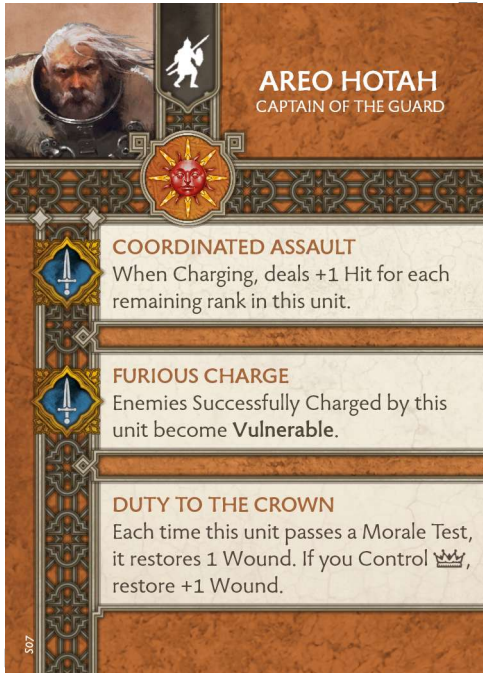

TYENE SAND
SEPTA'S DAUGHTER
"White suits my coloring. I look so ... pure."

5

CHARACTER





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.



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.



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**.



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

CHARACTER

1

Areo Hotah, Dutiful Juggernaut may only be fielded in an army containing Doran Martell, Prince of Dorne.



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.

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



DERVISH CAPTAIN

2



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

Martell Attachments



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.

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

CHARACTER



2

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SPEARMEN CAPTAIN

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

1

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SPEARMEN CAPTAIN



1

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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.

1

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SPEARLORD



1

507



HIGH HERMITAGE SENTINEL

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

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

1

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HIGH HERMITAGE SENTINEL



1

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Martell Attachments



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.

507

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

CHARACTER



1



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



1



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.

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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



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.

507


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

CHARACTER



1

Martell Attachments



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


FURIOUS CHARGE
Enemies Successfully Charged by this unit become Vulnerable.

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

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 and opponents cannot expend Vulnerable tokens on this unit.

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

CHARACTER





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.

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

CHARACTER



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.

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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?" -Arianne Martell

CHARACTER



COMMANDER
*A Need For Vengeance
Coordinated Plotting
Pathetic Attempt*

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EDDRIC DAYNE
LORD OF STARFALL

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

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

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EDDRIC DAYNE
LORD OF STARFALL
"A polite young lad."

CHARACTER



1
Eddric Dayne ignores the usual Attachment limits.

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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.

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GEROLD DAYNE
DARKSTAR
"I was weaned on venom"

CHARACTER



COMMANDER
*Coup Attempt
Lone Knight
Reckless Strikes*

507



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**.

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

CHARACTER



1
Eddric Dayne ignores the usual Attachment limits.

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Martell Attachments

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

1











Quentyn Martell ignores the usual Attachment limits.

507

Martell Tactics

 <h2>SET FOR CHARGE</h2> <p>HARMEN ULLER - 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 ULLER - 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">3+: May re-roll any Misses4+: Sundering5+: Critical Blow6+: +2 Attack Dice	 <h2>SPITEFUL TRUCE</h2> <p>HARMEN ULLER - 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 and may re-roll any Attack Dice.</p> <p>If this targets Obara's unit, the Defender also becomes Vulnerable.</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 Critical Blow and Precision. 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 Panicked and Weakened.</p> <p>Start of any Turn:</p> <p>Draw 1 Tactics card.</p>	 <h2>PATHETIC ATTEMPT</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p>When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:</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 Weakened.</p>	 <h2>COORDINATED PLOTTING</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p>After a friendly unit completes a Melee Attack:</p> <p>Target 1 other friendly Combat Unit in Long Range of the Attacker. That unit performs 1 Maneuver or Retreat Action.</p>


Martell Tactics


 <h2>A NEED FOR VENGEANCE</h2> <p>DAEMON SAND - VENGEFUL KNIGHT</p> <p>Start of any Round: Target 1 friendly Combat Unit. That unit performs 1 Attack Action. If this targets Daemon Sand's unit, it gains +1 to Hit. After completing that Attack, your opponent may Activate 1 NCU.</p>	 <h2>RECKLESS STRIKES</h2> <p>GEROLD DAYNE - DARKSTAR</p> <p>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.</p>	 <h2>COUP ATTEMPT</h2> <p>GEROLD DAYNE - DARKSTAR</p> <p>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.</p> <p>Start of any Turn: Draw 1 Tactics card.</p>	 <h2>LONE KNIGHT</h2> <p>GEROLD DAYNE - DARKSTAR</p> <p>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.</p> <p>Start of any Turn: Draw 1 Tactics card.</p>
 <h2>FALSE AGENDA</h2> <p>DORAN MARTELL - LORD OF SUNSPEAR</p> <p>When an enemy NCU Activates: If that NCU Claims a zone this Turn, after resolving that zone's effect, you may move that NCU to any unclaimed zone. If you removed that NCU from , target 1 enemy Combat Unit. They gain 1 Condition token.</p>	 <h2>PARLAY</h2> <p>DORAN MARTELL - LORD OF SUNSPEAR</p> <p>When a friendly Combat Unit Activates: That unit cannot perform Actions this Turn. Target 1 enemy in Short Range. It Activates but does not perform any Actions. 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>When a friendly NCU Claims : Replace that zone's effect with: <i>Each enemy Combat Unit becomes Vulnerable.</i></p>	 <h2>SUPERIOR POSITIONING</h2> <p>When an enemy performs a Charge Action, before resolving that Action: 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 Vulnerable. If the defender is your Commander's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.</p>

Martell Tactics

UNBOWED, UNBENT, UNBROKEN

When a friendly unit is performing a Panic Test, after rolling dice:

That unit may re-roll any dice for this test. If you Control , they pass this test instead.


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.

While attached, that enemy suffers -2 to Morale Test rolls.

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**.

UNEXPECTED EXHAUSTION

OBERYN MARTELL - PRINCE OF DORNE

When an enemy Combat Unit Activates:

That enemy becomes **Vulnerable**. Attach this card to that enemy until the Vulnerable token is removed.


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 Obery'n's unit, before rolling Attack dice, it becomes **Weakened**.

INTERCEPT ORDERS

OBERYN MARTELL - PRINCE OF DORNE

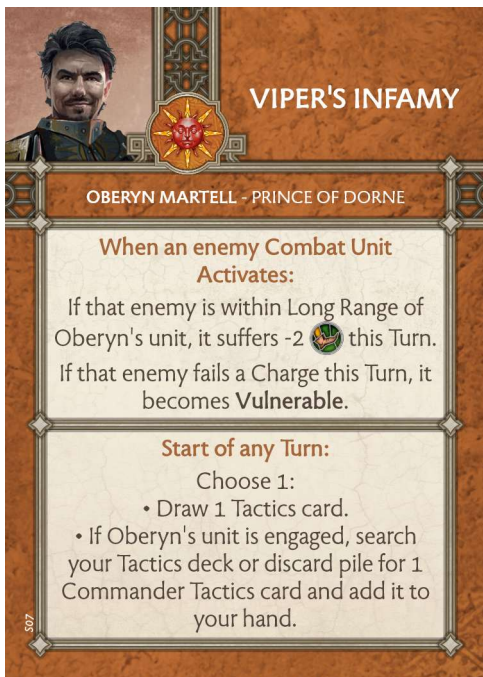
When an opponent targets a unit with a Tactics Zone:

Roll a die. On a 3+, your opponent must target a different unit with that zone's effect (*if able*).

If you Control , you may re-roll this die.

If the newly targeted unit is in Long Range of Obery'n's unit, it gains a Condition token.


Martell Tactics



VIPER'S INFAMY

OBERYN MARTELL - PRINCE OF DORNE

When an enemy Combat Unit Activates:

If that enemy is within Long Range of Oberynd'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 Oberynd'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



6

SKIRMISHER'S BOW

4+ 7 5 4

SKIRMISHER'S BLADE

3+ 7 5 4

5+ 6+

507

SAND SKIRMISHERS

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

SKIRMISHER
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.

PATHFINDER
This unit ignores the Dangerous, Hindering, and Rough keywords.



6

DERVISH BLADE

3+ 7 6 4

4+ 6+

507

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 Charging, 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.



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.

7



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.

6



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.



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.



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.



SUNSPEAR ROYAL GUARD

House Martell's famous Sunspear 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+

507

DUNE VIPERS

SPEAR & NET

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

DISRUPT

Enemies engaged with this unit suffer -1 to 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.

5



6

SCIMITARS

4+ 7 4

5+ 6+

507

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.

SCIMITARS

• **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.

6

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

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 5

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
- Sundering



DARKSTAR RETINUE

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 Units



6

DESERT MARKSMEN

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

DAGGERS

5+ **5** **4** **3**

6+ **6+**

SKYREACH BOWMEN

DESERT MARKSMEN

When Attacking enemies that have not Activated this Round, may reroll Attack Dice and the Defender becomes **Vulnerable**.

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.



6

SKYREACH BOWMEN

In southern Westeros, in the region known as the Prince's Pass, there are no figures more dreaded than the shadowy forms of the Skyreach Bowmen, rising up from barren terrain. They're brilliant flankers, capable of maneuvering into position before enemies become aware of their presence. That said, they're fast-moving archers, and mobility is their only real defense. Wise commanders should keep them well-protected until the critical moment.

Martell Special Rules

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**.

S07



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.

S07

LORD OF SUNSPEAR



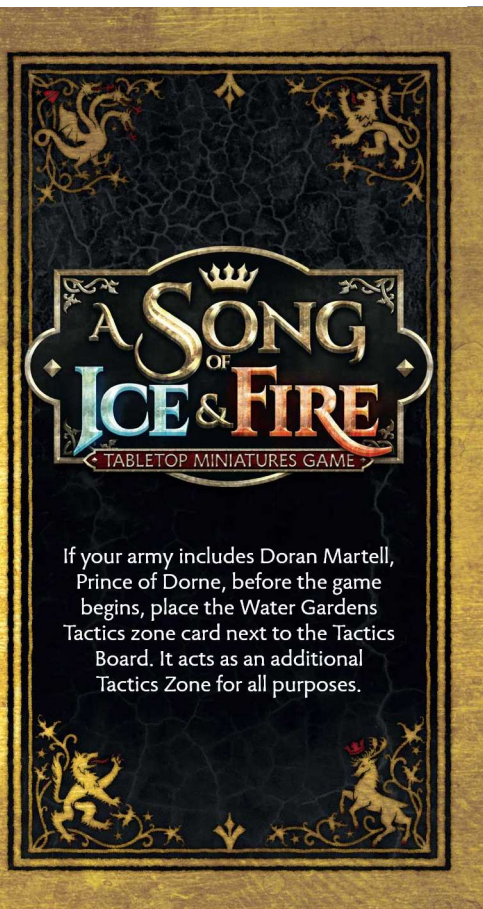


The card features a decorative gold border with a black background. At the top is a large empty circle. Below it is a small illustration of a palm tree on a rock. The title "WATER GARDENS" is centered in a white, arched banner. The main text is in a white, parchment-like font.

WATER GARDENS

There can only be 1 Water Gardens in the Game. While you Control this zone, opponents do not count as Controlling Tactics Zones for Abilities or Tactics cards.

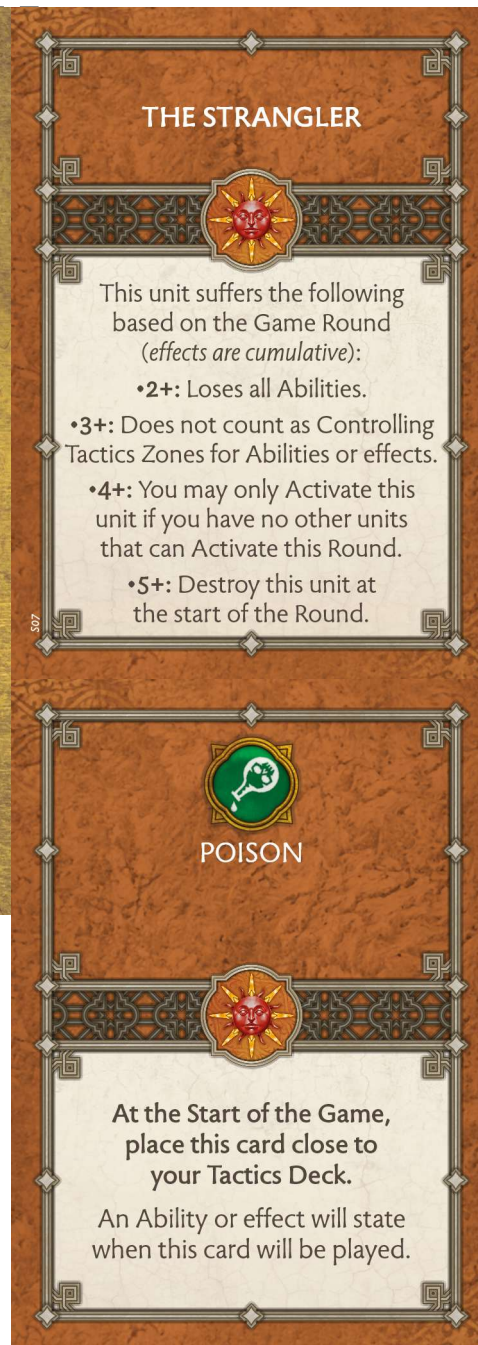
On your opponent's next Turn, they must Activate a Combat Unit if possible.



The card has a dark blue background with gold and red decorative elements, including a dragon and a lion. The title "A SONG OF ICE & FIRE" is prominently displayed in a stylized font, with "ICE" in blue and "FIRE" in red. Below the title is the subtitle "TABLETOP MINIATURES GAME".

A SONG OF ICE & FIRE
TABLETOP MINIATURES GAME

If your army includes Doran Martell, Prince of Dorne, before the game begins, place the Water Gardens Tactics zone card next to the Tactics Board. It acts as an additional Tactics Zone for all purposes.



The cards are set against a brown, parchment-like background with a decorative border. The top card, "THE STRANGLER", features a red sun icon. The bottom card, "POISON", features a green poison icon. Both cards have text describing their effects.

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.