

From the same guy who made an unfinished 110 pages Fallout Skirmish game, comes another unfinished work

Foreword

In general quality picks up the later the document goes.

Dorne, Tully and Faith Militant are in my opinion the most thematic

All the factions:

Greyjoy, first strike and hard fast. Very much a glass canon. They have bad armor and shit Morale, but if they managed to kill a unit, they gain a benefit from that. PAGE 2

Baratheon: A lot of wound, mediocre armor, slow speed and rather bad Morale. They have some marching abilities but are mostly here to advance slowly and then finish an enemy off. PAGE 12

Tyrell: Horde force, more defensive then aggressive. Good cavalry and very flexible in tactics and on the field. Bad To-Hit but bunch of Critical Blow. PAGE 22

Arryn. Heavily armored and not bad Moralely. But slow and expensive. There playstyle is about gathering bonuses via tactics card and slowly advancing towards the enemy. PAGE 31

Targaryen across the Narrow Sea: Three different themes in one. Very fast but lightly armored Khal troops, Tough and enduring Unsullied and rather specialized Sell Sword. Have a unique approach to force composition due to their ability to attach two attachments to a unit.

Also, the dragons... PAGE 39

Faith Militant: Access to cheap infantry which are dependent on tactics and all the Knights in the Game. My Personal favorite PAGE 52

Yunkai and Ghis: Horrible Commander, the worst of the worst. Otherwise some really interesting concepts. PAGE 60

Dorne: Fragile as all hell, but quite fast. They hand out Vulnerable but through Vulernarble they can negate hit and make themselves harder to be hit PAGE 73

Tully: Yay independent Tully's. Very Morale based via tactics card, lots of defensive hits negation via abilities, less so via armor. The Divided Leadership is shown via the fact that most house units are very position dependent, while only the Tully buff each other PAGE 89

Also, this was made while the Kickstarter was still running so a lot of references to Resilience and the swift advance are still here.

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Greyjoy

Changed the theme of Greyjoy of being **tough** and **durable**, to **hard hitting and fast**.

They mostly based around getting a charge in and breaking the chosen unit, as they have neither armor nor good Morale.

While they have some **Sundering** weapons, they should aim for unarmored troops while using some specialist troops and attachment to take down harder to break units as they won't survive long in battle

The Tactics cards continue playing into the theme.

UNITS

6 Movement	Greyjoy Raider Cost 5	Raider Axes: Each failed armor roll suffers 1 more hit from this attack (may not repeat)								
<table border="1" style="width: 100%; text-align: center;"> <tr> <td colspan="4">Raider Axes</td> </tr> <tr> <td>4+</td> <td>9</td> <td>6</td> <td>3</td> </tr> </table>		Raider Axes				4+	9	6	3	Raiders +2 to charge distance
Raider Axes										
4+	9	6	3							
<table border="1" style="width: 100%; text-align: center;"> <tr> <td>5+</td> <td>Moral 7+</td> </tr> </table>	5+	Moral 7+	Iron Price: Armor Plunder (if they destroy a unit in melee): Gain +1 to Defense Throws							
5+	Moral 7+									

5 Movement	Veterans of the Ship Cost 6	Greatswords Critical Strike
Boarding Axes 4+ 4 5 8		Boarding Axes Sundering , if started this turn unengaged reduce armor by another -1
Boarding Axes 4+ 9 5 3		Iron Price: Wealth Plunder : Gain -1 to Moral value
4+ Moral 6+		What is dead may never die: If this unit has an activation token they automatically pass panic this turn

6 Movement	Essos Raider Cost 4	Spiked Mace Vicious
Spiked Mace 5+ 8 5 3		Ferocious Charge Charged enemy become Panicked
5+ Moral 6+		Iron Price: Slaves Plunder (if they destroy a unit in melee): Gain Insignificant

6 Movement	Axe Dancers Cost 6	Handaxes Sundering
Handaxes 3+ 7 7 3		Throwing Axe Short range, vulnerable if caused 3 wounds
Throwing Axe 4+ 7 7 3		Iron Price: Weapons Plunder: Gain +2 to Attacks
6+ Moral 8+		Throwing Dance: Orders: When charging may attack with throwing axes for free

5 Movement	Boarding crew Cost 6	Boathook: Sundering against Cavalry and Monsters
Boathook 4+ 9 5 3		Earning their due: Deal +d3 hits when charging rear or flank
		Up the Rivers: Instead of deploying normally may be deployed at the start of the second turn on any table edge
6+ Moral 8+		Iron Price: Trophy Plunder: Gain +1 to hit

4 Movement

Fury of the deep

3+	6 6 8
----	-------

Call of the deep

2+	0 0 4
----	-------

3+	Moral 7+
----	----------

Ironborn Zelot

Cost 7

Fury of the Deep:
Each time this unit destroys a rank or loses rank get a **deep** token:

Remove any **deep** token to get:

-Critical Blow

-Viscious

+2 Attack Dice

Call of the deep:

No Defensive Saves allowed

Vicious, Critical Blow

What is dead may never die:

If this unit has an activation token they automatically pass panic this turn

5 Movement

Cheap Swords

4+	9	5	3
----	---	---	---

6+	Moral 7+
----	----------

Thrall Oarman
Cost 3

Thralls

-Attachment cost -1 (minimum 1) to attach to this unit and as long as this unit has an attachment, it is considered **insignificant**
If this unit fails a morale test, this unit gets a **Mutiny** marker
If this unit deals 4 wounds, remove a Mutiny marker
If this unit has 3 **Mutiny** markers, remove all Mutiny marker, then remove any attachment

Misery loves company

Engaged unit must pass a morale test when retreating, if failed they must forfeit their activation

6 Movement

Cheap Knives

5+	8	5	3
----	---	---	---

Tracker Bow

3+	5	4	3
----	---	---	---

6+	Moral 8+
----	----------

Thrall Tracker
Cost 3

Thralls

-Attachment cost -1 (minimum 1) to attach to this unit and as long as this unit has an attachment, it is considered **insignificant**
If this unit fails a morale test, this unit gets a **Mutiny** marker
If this unit deals 4 wounds, remove a Mutiny marker
If this unit has 3 **Mutiny** markers, remove all Mutiny marker, then remove any attachment

Tracker's Bow

If the Attacker rolled any 1 on the attack roll, the defender becomes **Panicked**

More possible troops:

Houses and Families:

The Islands: **Pyke:** Stormy; **Great Wyk:** the largest isle; **Harlaw:** the richest; **Old Wyk:** the most holy; **Blacktyde:** the northernmost island; **Orkmont:** rich in ore, home to former Kings; **Saltcliffe:** unimportant, **Lonely Light:** most western point in the world, magic

Lord of the Isles: House **Blacktyde** of Blacktyde (Desires Peace and has both 7 gods and old gods men) House **Harlaw** of Harlaw (Many branches, well learned), House **Drumm** of Old Wyk (Old and Holy), House **Botley** of Lordsport (Pykemen and Horsemen), House **Orkwood** of Orkmont, House **Saltcliffe** of Saltcliffe, House **Farwynd** of the Lonely Light (Skinchanger and Magic)

Minor important Houses: House **Cobb** (**Honorable** and well loved by all), House **Goodbrother** of Old Wyk (most unironborn but rich and lots of former Kings), House **Sparr** (THE SPARR),

Troops choices:

Fully armored "Devoted to the Downed God", though it felt too similar to Sworn Raider

Spitfire and Ballista are described on their ships

House Units, no plunder but better Morale

Farwynd units and attachements, so sea lions, walruses, and spotted whales

I really just want Seal model like the Direwolf unit

Commander

Harras Harlaw

Harras the Knight is mostly straightforward, he wants to be in the middle of the fight. Though most of his abilities don't require him to be the chosen unit, unlike Victarion, most of his abilities have a requirement for him to be within short of the target to get the most of it.

Challenge them is mostly a fluff ability, it made more sense when Greyjoy had Resilience. **An alternative one is below it.** Also, do not underestimate the range of the Peacock.

General ability: cost 2

Knightly Valor:

If you control swords, this unit may re-roll its charge distance die, and any Misses with melee attacks.

General ability:

Nightfall:

Attachment and Ability in his units can't be turned off.

Commander ability:

Planting the flag:

This unit and 1 other units within short are immune to tactics card if this unit have been activated. (Choose when activating)

Challenge them!

When a friendly begins activation

Choose a friendly unit within short of that unit.

Each player rolls a attack, with no defensive saves. The Greyjoy players gets +1 to his roll. Continue until 7 people have been lost.

If Harras is in the chosen unit, the enemy gets -1 on his roll.

OR the bottom one

Peacock of House Serret

When a friendly ends activation

Two units within short of a single friendly unit becomes **vulnerable**.

If Harras Harlaw is within short of the chosen unit, the enemy units are also **weakened**

Scythe of House Harlaw

When attacking

Attacks have **Critical Strike** and 4 rolls can be rerolled.

If Harras Harlaw is within short of the chosen unit, all can be rerolled

ALTERNATIVE: Challenge them!

When a friendly begins activation

Choose a friendly unit within short of that unit.

Each unit rolls 7 attack roll hitting on a 4+ with abilities. The friendly unit has **Critical Blow**.

This can't trigger panic tests

If more than 7 died in total, the activated unit may only take a **retreat** action this activation.

Euron is the sneakiest and most cunning of the commanders. His Command ability is quite effective and maybe game breaking, while his cards are based around forcing **panic**.

General ability: cost 3

Mute Crew:

The Unit always uses the base Moral

General ability:

Feared across Essos:

All panic test (friendly and enemy) are taking at -1 around long range.

Commander ability:

Dragonhorn:

Orders: Once per round may stop the use of a tactic card on a 5+

May reroll the roll, by his unit taking an automatic wound.

Caught alone!

When an enemy activates or ends the activation

The enemy is **Vulnerable**.

If the unit is not within short of friendly unit, they become **Panicked**

Crow's Eye

When any unit fails the Panic test.

Choose a unit within short of the unit, it also must make a Panic Test

If Euron is within short of any choosen unit, the test is made at -2.

Mind Games

When any unit must make a Panic test.

Do not take the Panic Test.

If used on a friendly unit take d3 wounds

You may make an attack action with the unit

If used on an enemy unit, it may be used to target another enemy unit, engaged with the same unit

Balon Greyjoy

Balon is based around intimidation and possible threat deployment

NCU ability: cost 4

Kraken Grasp:

Influence

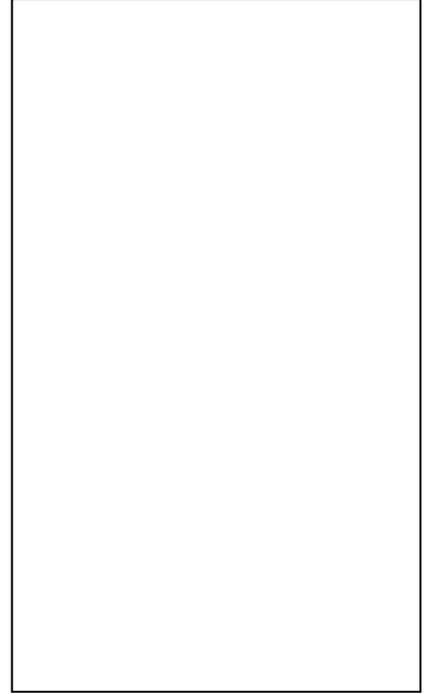
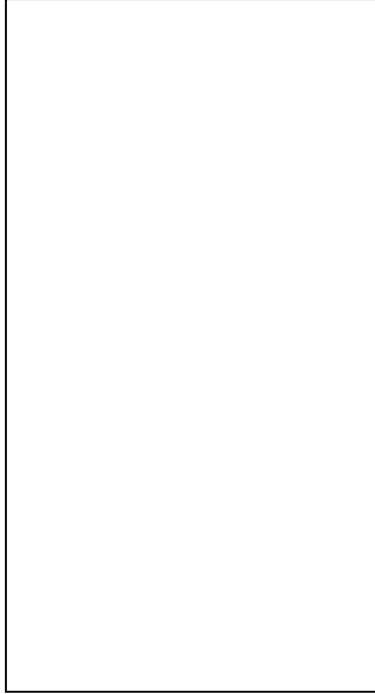
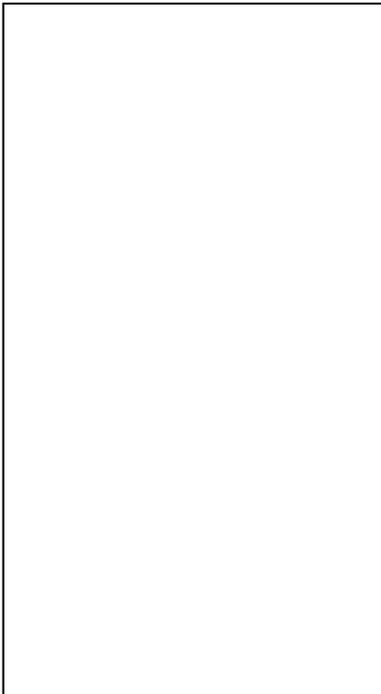
This unit may not retreat

Commander NCU ability:

The King of Salt and Rock:

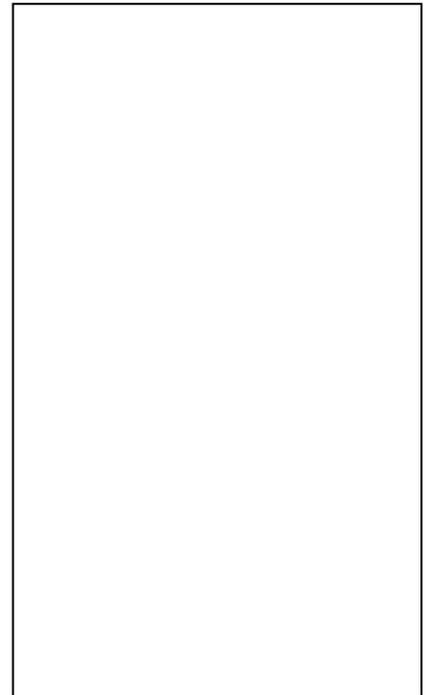
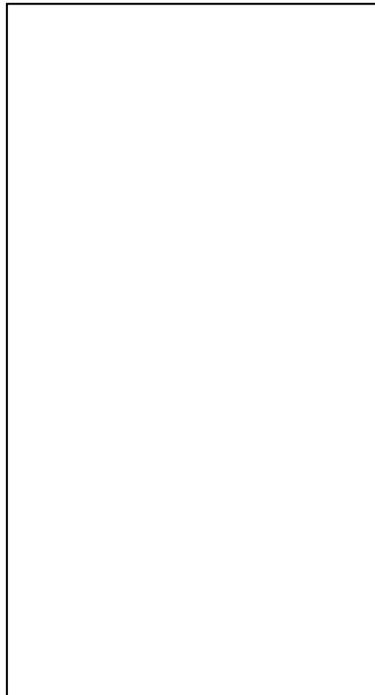
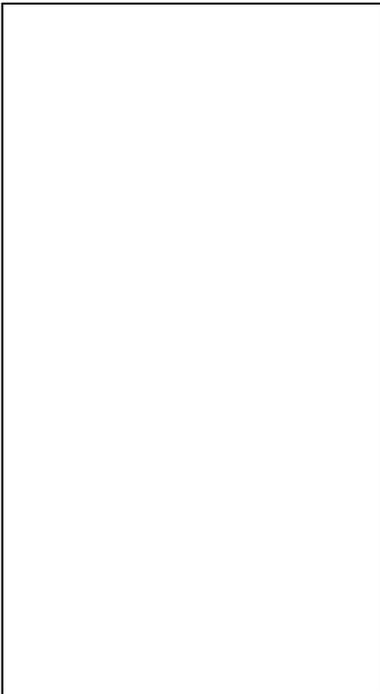
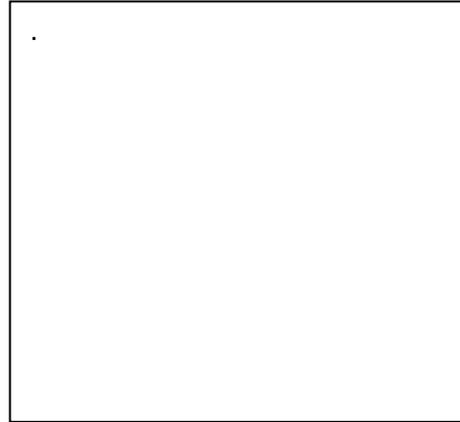
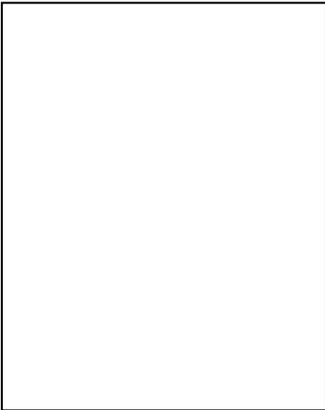
Influence:

The owner of the Influence chooses if the Influenced unit, rolls either a 6 or a 1 for any 1 d6 roll.



Dagmar Cleftjaw

The Rodrik, Areo equivalence



Victarion

Victarion is the typical Ironborn General, he wants to face the enemy face to face. He is also the dullest of the four brothers, though he was gifted with a tactical mind and would always respect strength even in his enemies.

His tactics cards are built around bloodshed, he just wants destruction.

General ability: cost 3

The Iron Captain:

When this unit charges it makes 3 automatic hits.
If there is an enemy attachment in the enemy unit, instead you can roll and on a 4+ remove the attachment

Commander ability:

No fear of death:

Two defensive Saves are always on 3+.
(Mark these dices)

Commander ability:

Lord Captain of the Iron Fleet:

When this unit passes a panic test, give an enemy unit within short **Panicked**

Blood and Steel win wars.

When any unit fails a panic test

An engaged unit within short of the unit takes 4 automatic hits.

If Victarion is the unit engaging, or the one having failed the panic test, deal +2 hits

What the kraken grasps it does not lose

When any unit is destroyed, before maneuver

A friendly unit who is not engaged within short of the destroyed unit may make either a charge or attack action

If Victarion was engaged with the unit, instead you can pivot his unit and charge.

Master of the Iron Victory

When an enemy activates

This unit must charge if able instead of doing their normal action.

It does not gain reroll for charging and lose all abilities

If charging, they become vulnerable and panicked

If Victarion is the target, his unit gain 4 Defensive Saves.

Additional Commander

Asha Greyjoy, based around speed.

Lord **Balon Greyjoy**, patient and traditional, yet also an idiot NCU

Lord **Dunstan Drumm**, Red Rain Valyrian and many men and family member

Lord **Baelor Blacktyde**, Faith of the Seven, desires Peace, NCU

Erik Ironmaker, the **Iron-Breaker** and **the Just**, greatest men alive, now a bit on the chunky side.

Torwold Browntooth, cruelest man of Euron; **Morale** damage, (Copy the **Morale** attack of Euron)

The Red Oarsman, lead troops in the taking of the Shield Island (Copy the **sneaky** aspect of Euron)

Attachment

Greyjoy Attachments are based around killing, movement and automatic wounds to deal with Armor.
Other Attachments: Red Ralf (Fast) , Ralf the Limper (Slow), Lord Gylbert Farwynd, Tristifer Botley, Gwynesse Harlaw

<p>Drowned Men 2 cost</p> <p>Fury of the Drowned God: After losing a panic test, deal as many automatic hits as lost units to an enemy unit within short and make that unit vulnerable</p>	<p>Raid Captain 1 cost</p> <p>Greyjoy Rage: Take 3 automatic wounds, to roll 6 more attack dices.</p>	<p>Reaver Captain 1 cost</p> <p>Reavers Song: If the enemy unit has atleast 2 rank, they become Panicked, if they have no rank missing, they also become Weakened</p>	<p>Travelled Captain: 2 cost:</p> <p>Hit- and Run: When resolving Swords, may do a retreat instead</p>
<p>Qarl the Maid 2 cost</p> <p>Young Raider: If the enemy unit has +3 armor saves or better, deal 2 automatic wounds</p>	<p>Andrik the Unsmiling 3 cost</p> <p>Fiercest Ironborn: Inflict 1 automatic wounds when attacking. If after attacking the enemy lost a rank, deal d3 automatic wounds extra.</p>	<p>Dagmer Cleftjaw 2 cost</p> <p>Master of Arms: Order: Add 2 to automatic wounds to attacks if this unit began this turn unengaged.</p>	<p>Nute the Barber 2 cost</p> <p>Master of the Throwing Dice: If charged or charging, inflict 1 automatic wound before resolving the charge</p>

NCU

Tarle is okish as some of their tactics card require having no spot taken

<p>Theon Turncloak 4 cost</p> <p>Knows the weakness: Once per game, may do something cool, for once in his goddamn life.</p>	<p>Rodrik the Reader 4 cost</p> <p>Lived a thousand lives: Begin the game with 3 order tokens. Use a token to remove a friendly NCU from the board, it may not activate this turn</p>	<p>Aeron Greyjoy 3 cost</p> <p>What is dead.....: Once per Game: Restore a rank full of models</p>	<p>Tarle the Thrice-Drowned: 4 cost</p> <p>Thrice-Drowned: Influence: Must be dealt 3 wounds before one wound can be dealt.</p>
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Tactics

Greyjoy are built around breaking the enemy fast. If they fail this, their cards make sure to make the enemy pay the Iron Price.

Greyjoy do not require Influence in the court, only their own courts matter. Some of the ability are based off the fact they want no courts (no tactic spot claimed).

**We do not Sow:
When an enemy activates**

They lose all abilities for a turn.

If you control **no tactics**, they also become **weakened**.

**The drowned god welcomes:
When a friendly unit is destroyed:**

A unit engaged with the destroyed makes an attack at their highest value against itself

If you control **Crown**, the attack gains **sundering**

**Unexpected Charge:
When an enemy combat unit activates**

1 friendly unit may make a free charge action.

Take **d3+2** wounds before attacking

If you control **no tactics** reroll Charge Distance and take 1 less wounds

**Critical Charge:
When a friendly charge:**

The attack gains **Critical Strike**

If you control **no tactics** they gain +1 to hit.

**Paying the Iron Price:
When an enemy is destroyed:**

Regain models in the unit engaged with the enemy until you regain a destroyed rank

If you control **Swords** you can instead replace the rank of a unit within short

**The water will rise:
When an enemy NCU activates**

Gain the same benefit as the enemy

If you control **Swords** also gain the ability effect of the NCU

**House Codd sucks:
When a friendly unit makes a Panic test:**

Another enemy within short also makes a test.

If you control **no tactics**, they suffer +2 to the test

Baratheon (All others are sadly better made, scroll down)

Natives from the Stormlands and from the rough lands around Dragonstone are **hardy** folks, **superstitious** and **disciplined**. A common theme of the forces is **withstanding abilities and wounds**. While as slow as the infantry of the Vale, they are still **worse armored** and are quite **weak Moralely** as they are a superstitious folk. While slow, they have some of the most famous marches in their history.

Roughly you can divide the force into **two parts**, the forces under **Stannis** and under **Renly/Robert**. Robert army are **hard hitting**, like their Leader, while Stannis army have **high Morale** and buffs. Both forces will be quite good at withstanding hits, while staying the same throughout the fight.

All **units** have **2 wounds** minimum, to show their resilience.

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">3 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Longswords</td></tr> <tr> <td style="text-align: center;">4+</td> <td style="text-align: center;">6</td> <td style="text-align: center;">6</td> <td style="text-align: center;">5</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Resilience 1</td></tr> <tr> <td style="text-align: center;">4+</td> <td style="text-align: center;">Moral 7+</td> </tr> </table>	3 Movement	Longswords	4+	6	6	5	Resilience 1	4+	Moral 7+	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <p>Storm's End Guard</p> <p>Cost 5</p> </div>	<div style="border: 1px solid black; padding: 10px; margin-bottom: 10px;"> <p style="text-align: center;">Stubborn to a fault:</p> <p style="text-align: center;">Orders: May choose not to gain 1 condition</p> </div> <div style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;">Unrelenting March</p> <p style="text-align: center;">March with a base movement +2 movement</p> </div>
3 Movement											
Longswords											
4+	6	6	5								
Resilience 1											
4+	Moral 7+										

4 Movement	<p>Mannis Bannermen</p> <p>Cost 5</p>	<p>Bastard Swords:</p> <p>Enemies may not trigger Abilities or Tactics cards in response to attack actions</p>				
<table border="1"> <tr><td colspan="2">Bastard swords</td></tr> <tr><td>3+</td><td>7 6 6</td></tr> </table>		Bastard swords		3+	7 6 6	<p>Blessed by a God:</p> <p>If you control 2 Tactics spots, add 3 attack dice to any attack action.</p>
Bastard swords						
3+	7 6 6					
<table border="1"> <tr><td colspan="2">Resilience 1</td></tr> <tr><td>5+</td><td>Moral 8+</td></tr> </table>	Resilience 1		5+	Moral 8+		
Resilience 1						
5+	Moral 8+					

5 Movement	<p>Knights of the Stormlands</p> <p>Cost 8</p> <p>Total of 16 Wounds!</p>	<p>Warhammer</p> <p>Sundering; gains Vicious on charge</p>				
<table border="1"> <tr><td colspan="2">Warhammer</td></tr> <tr><td>3+</td><td>8 8</td></tr> </table>		Warhammer		3+	8 8	<p>Baratheon Fury:</p> <p>May exchange 3 attacks dice to inflict 1 automatic casualty against non-monster</p>
Warhammer						
3+	8 8					
<table border="1"> <tr><td colspan="2">Resilience 3</td></tr> <tr><td>4+</td><td>Moral 6+</td></tr> </table>	Resilience 3		4+	Moral 6+	<p>Swift Advance</p>	
Resilience 3						
4+	Moral 6+					

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">6 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Longswords</td></tr> <tr><td style="width: 25%;">3+</td><td style="width: 75%;">8 8 6</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Resilience 1</td></tr> <tr><td style="width: 25%;">5+</td><td style="width: 75%;">Moral 7+</td></tr> </table> </div>	Longswords		3+	8 8 6	Resilience 1		5+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>King's men</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Unyielding:</p> <p>This unit is immune to abilities and tactics card</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p>For the true King:</p> <p>If you control Crown gain +1 to hit</p> </div>
Longswords										
3+	8 8 6									
Resilience 1										
5+	Moral 7+									
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">4 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Longswords</td></tr> <tr><td style="width: 25%;">3+</td><td style="width: 75%;">8 6 6</td></tr> </table> </div>	Longswords		3+	8 6 6	<div style="border: 1px solid black; padding: 10px;"> <p>Queen's Men</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Blessed by a God:</p> <p>If you control 2 Tactics spots, add 3 attack dice to any attack action.</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Protected by a God:</p> <p>If you control 2 Tactic spots, add 3 defense dice to any defense.</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p>Supported by a God:</p> <p>If you control 2 Tactics spots when you are wounded, you can heal 1</p> </div>				
Longswords										
3+	8 6 6									
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; width: 50%;"> <p style="text-align: center;">Blessing</p> <p style="text-align: center;">May reroll 3 attack dice</p> </div> <div style="border: 1px solid black; padding: 5px; width: 50%;"> <p style="text-align: center;">Protection</p> <p style="text-align: center;">May reroll 3 defense dice</p> </div>		<div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Red Gemstone</p> <p style="text-align: center;">May not be targeted by tactics card, can't be attacked by ranged attacks</p> </div>								
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Knives</td></tr> <tr><td style="width: 25%;">6+</td><td style="width: 75%;">2</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 25%;">6+</td><td style="width: 75%;">Moral 2+</td></tr> </table> </div>	Knives		6+	2	6+	Moral 2+	<div style="border: 1px solid black; padding: 10px;"> <p>The Red Priestess</p> <p>Melisandre</p> <p>Cost 4</p> <p>Wounds: 4</p> <p>To charge this unit, the charging unit need to pass a moral test</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Red God's Blessing</p> <p>This unit can take 2 of these actions</p> <ul style="list-style-type: none"> - Attach Protection to any unit within short (see above) - Attach Blessing to any unit within short (see above) - Remove 2 Condition from unit within short </div>		
Knives										
6+	2									
6+	Moral 2+									

4 Movement

Bastard swords

4+

8 6

Resilience 2

5+

Moral 7+

Stormlands Scouts

Cost 7

Unfinished

Bastard Swords:

Enemies may not trigger Abilities or Tactics cards in response to attack actions

Unrelenting March

March with a base movement +2 movement

Swift Advance

More possible troops:

Marcher lords, of House **Caron** (warriors and singers), House **Dondarrion** (Fast messenger), House **Selmy**, and House **Swann** (proud, powerful and cautious).

These are generally renowned for the **bowmen, who are said to be the best in the Seven Kingdoms**. Should also be good against Dorne troops.

Sailors and Pirates: Sailor from around Dragonstone, Pirates and Myrish man hired by Davos, lastly the Sailor of Tarth (Though I believe **Tarth** might stayed loyal to Tyrells)

House **Florent** followed Renly but then followed Stannis north, so more Baratheon then Tyrell.

Of the other Reach houses only House **Fossoway** are important

Other houses: House **Gradison**, House **Penrose**, House **Eastermont**, House **Wylde** and House **Buckler**

Important Houses still with Stannis at the Battle of the Wall were:

Stormlands: House **Caron**, House **Estermont**, House **Grandison**, House **Wylde**

Reach: House **Florent**

Crownlands: All except House **Celtigar**

Commander

Stannis ““I am not without Mercy” said the men notoriously without Mercy.” **Baratheon**

He personally ignores stuff, he knows his goals and will achieve them not matter the cost and lastly while he does not inspire love, he will fight for the bitter end.

General ability: 2 cost

Unyielding:

This unit is immune to abilities and tactics card

Commander ability:

The King who cares:

Units within short have +1 moral

Commander ability:

Just:

Any unit within short who passes a panic test, heals 2.

**No friends, only subjects and enemies.
After making a charge or attack action**

The enemy may not use abilities and orders in response of the attack

If Stannis is within long of the unit, the enemy may not use Tactics Cards

**Stoic Resolve
When a friendly unit makes a moral test**

May take the test at base moral and re-roll the test

If Stannis is in the Unit, pass the test

**Desperate measures
When a friendly unit activates**

Instead of activating this unit, activate a unit who has no activation token, the original unit still gains the activation token.

If Stannis is in either of the units, you may draw a discarded card. (except this one)

Davos: NCU-Commander or Attachment-Commander

No good theme, he should be focused on movement, underlining smuggling and shit, but all I got is this (Maric hasn't made the cut)

<p>General ability: cost 2</p> <p>Smuggling support:</p> <p>If this unit is activated by Swords, it may make a free Retreat or Maneuvering Action instead</p>	<p>NCU ability:</p> <p>Turning away support:</p> <p>While Influencing a unit, that unit suffers -2 to movement</p> <p>If Davos has claimed Horses, the enemy rolls 2 dice for charge distance and suffer disorderly charge on 1 and 2.</p>	<p>Commander ability:</p> <p>Knight of the Onion:</p> <p>Unit within long suffer disorderly charge on 1 and 2.</p> <p>Furthermore, his son's may be attached to any unit, even if they already contain an attachment. Maximum Attachment 2.</p>
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<p>Dale Seaworth:</p> <p>Captain of Wraith:</p> <p>This unit counts as controlling Money</p>	<p>Allard:</p> <p>Captain of the Lady Marya:</p> <p>This unit counts as controlling Letters</p>	<p>Daven:</p> <p>Squire to the King:</p> <p>This unit counts as controlling Crowns</p>	<p>Matthos:</p> <p>Serving his Father:</p> <p>This unit counts as controlling Swords</p>
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<p>Calling for Support:</p> <p>When a friendly unit makes a Panic test:</p> <p>The friendly unit suffers +3 to their test but a friendly within short can make a maneuver action</p> <p>If one of the units is a Seaworth, they only suffer +1 to the test</p>	<p>Smuggling Ways:</p> <p>When a friendly unit activates:</p> <p>This unit ignores Terrain for the movement and gain +2 Movement</p> <p>If it is a Seaworth unit, they may immediately take a Maneuver</p>	<p>Intercepted Messenger:</p> <p>When an enemy unit takes a maneuver:</p> <p>The enemy must take a Moral test, if they fail they can't move, if they succeed they suffer -1 to movement</p> <p>If there is a Seaworth unit, within short, the friendly unit may immediately take a 4"</p>
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Bobby D

Robert Baratheon was regarded as one of the fiercest warriors and one of the greatest leaders. While he wasn't as competent on the fields as others, his ability to **make friends** out of enemies was legendary. He is **mounted**. **Man I really want to make him a solo model but Baratheon's out now.** Two are cool, one is uninspiring.

General ability:

No, he won't be an attachment

Get the fuck out of here

Commander ability:

Demon of the Trident:

Trade in 2 attacks to cause an automatic casualty on enemy non-monster or trade in 4 to kill an Attachment

Commander ability:

The Usurper:

Once per game, pass a panic test for any unit, that unit regains 2 wounds

**Leading the charge
(or alternatively
Get me wine, you
WHOOOOOOOOORE!)**

When a friendly unit attacks

This attack deals 1 automatic casualty on non-monster.

If you target **Cavalry** that enemy gains **vulnerable**

If **Robert Baratheon** you may target Attachment

**Friends out of enemies
When a friendly unit
destroy an enemy unit or
kills an attachment**

If the enemy force has an Attachment immediately take the attachment for your own.

If **Robert Baratheon** is in the unit, refill 2 models.

Calling the Banners: Start of a friendly turn:

1 friendly can remove all condition

If you target **Cavalry** give the conditions to an enemy

Renly Baratheon

Even though Renly Baratheon resembled Robert physically and was a capable fighter by himself, he never led troops. So, he can be an NCU. The other has no effect but greatly expand list building.

General ability:

May be used by Tyrell.

Master of Laws:

NCU ability:

The King who never was:

May field Tyrell troops as their 50% neutral force
Does not count as attachment.

NCU ability:

King of Summer:

Influence:

Give -1 to Moral rolls to all other friendly units within long of the influenced unit

Now while the castle sleeps:

Start of enemy turn

Choose an enemy NCU.

If he isn't activated next, deal d3+2 automatic hits to any unit on the table.

If you control **Crown**, you may choose the place his NCU is placed upon next (he still gains the effect)

Army of Summer:

Start of friendly turn

Instead of this unit performing an action, 1 previously activated Combat units may perform 1 action instead (this unit still gains an activation marker)

If any of the two unit is an **influenced** unit, remove any number of conditions from the two units

Taunting the Foe:

Start of enemy turn

The enemy unit must make a moral test.
If passed take hits equal to the Moral roll – Moral value
If failed take 2 automatic wounds

If the other force is not **influenced** give them **weakened**

Possible Commander

Ser Cortney Penrose, based around **weakening** the enemy. Command Ability: Might of Storm's End.

Ser Rolland Storm, the Bastard of Nightsong, holds Dragonstone, worships the warrior

Ser Bryce Caron, the orange. Leads the flank of Stannis

Ser Guyard Morigen, the green, leads his van

Ser Imrys Florent, glory hog, **fast** admiral, distrust mercenaries

Salladhor Saan, Lysene pirate, sellsail, smuggler, trader, and banker.

Ser Colin Florent, still holding Brightwater Castle

Two Idiots at Bitterbridge, **Errol Florent** and **Parmen Crane** the Purple

Ser Gilbert Farring, still holding Storm's End, loyal to Stannis

Attachment

Baratheon Attachment are just fluff stuff.

<p>Rainbow Guard 2 cost</p> <p>Knightly Valor: If you control swords, reroll charges and any melee attack misses.</p> <p>Bodyguard: May be added to a unit which already has an attachment</p>	<p>Garrison Captain 1 cost</p> <p>Steadfast in suffering: Before taking a Morale Test, may take 2 hits to add +2 to the Morale Test</p>	<p>Faithful of R'hllor 1 cost</p> <p>God's eye on us: This unit always as having crown.</p> <p>(Mind that Blessing of Gods is easier to achieve with this)</p>	<p>Ser Justin Massey: 3 cost:</p> <p>The Smiler: If you control Money, gain +1 to speed and +2 to Moral. If you control Crown, gain +2 attack dice and -2 to enemy Moral Test</p>
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<p>Ser Patrek of King's Mountain 2 cost</p> <p>Cheap and getting killed by a giant:</p>	<p>Ser Richard Horpe 2 cost</p> <p>The Slayer: Add d3 to charge distance. If charging a target with more models, add +2 attack dice</p>	<p>Ser Godry Farring 1 cost</p> <p>Giantkiller: Deal 1 additional wounds against Monsters. If added to Queen's men, add +1 attack dice</p>	<p>Ser Clayton Suggs 2 cost</p> <p>Zealous and Cruel: Grants Vicious</p>
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NCU

No King's man as of yet

<p>Selyse Baratheon 3 cost</p> <p>R'hollor Blessing:</p> <p>Influence Choose a Tactics Space. For the influenced unit that space counts as occupied</p>	<p>Maester Cressen 3 cost</p> <p>Poison:</p>	<p>Alester Florent 4 cost</p> <p>Parley: Instead of the resolving the effect of a spot, choose two units on the table. They may not charge or attack a attack on each other</p>	<p>Melisandre (First version)</p> <p>Shadow Vision:</p>
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Tactics

Like the army you can divide the cards between the different factions, Stannis are buffs and unexpected help, Robert is Fury and Marching; Renly is represented by only one as 7 is rather hard to divide by 3.

Stannis does not care from where the blessing comes from as long as they get the blessing. Some of the abilities will get the beneficial effect if you got 2 tactics of any sign.

**Might to negotiate.
When an opponent plays a
Tactics Card**

The card is returned to the hand. The card can't be used this turn.
No Tactics card might be used this activation.
If you control **Crown**, you may take the card on a +5

**Blessing from the Ashes:
When a friendly unit loses
a Rank:**

Make an Attack action with the lowest Attack value
If you control **two tactics zones**, you may also remove a **condition** from a different unit

**Desperate Maneuver:
When a friendly unit must
make a Panic test**

1 friendly unit may make a free Retreat or Maneuver action
If you control **two tactics zones**, you automatically pass the Panic test

**Weathering the Storm:
When a friendly unit is
charged:**

That unit gains +3 defensive dices.
If you control **two tactics zones**, you gain +1 to all saves

**Ours is the Fury
When a friendly unit
charges:**

Every attack roll 5+ is put aside.
If not saved each deal 2 wounds.
If you control **Swords** you can restore 2 wounds before attacking

**King over the Storm:
When a friendly unit
attack:**

Restore d6-2 wounds before attacking
If you control **Swords** return a discarded Tactics card to your hand

**Calling the Banners:
When an NCU is activated:**

A friendly unit may take a march action on a fixed value of 4.
If the NCU is then placed on **Money** or **Letters**, deal 2 automatic wounds to any unit.

Tyrell

Tyrell have the **most soldiers**, the **most gallant** knights and **greatest schemer**.

Sadly the soldiers are **shite**, the knights **blinded** by stories and the schemers **petty**.

Though they have the Tarlys as a **outliner** of high quality, good and versatile swordsmen and great Huntsman.

In general the Tyrells are a **mass army**, you will have giant blocks, who can and will grind the enemy forces into dust, and you have access to maybe the best Knights in the entire realm.

Tyrell are supposedly also mostly equip with plate armor, but the quality is shoddy that's why they will have situational access to it.

To hit values are quite bad, but you have lots of inbuilt **Critical Blow** and a couple of easy access to it

Also **Formation:** (If another differently named friendly unit is within short gain:)

UNITS

5 Movement	<p>Tyrell Bannermen</p> <p>Cost: 3</p> <p>Lose a VP only for every 2 Tyrell lost</p>	<p>Spears:</p> <p>Wall of spears: If after being attacks, the units haven't lost a rank, the enemy take d6 automatic hits.</p>								
<table border="1"> <tr><td colspan="4">Spears</td></tr> <tr><td>5+</td><td>6</td><td>6</td><td>4</td></tr> </table>		Spears				5+	6	6	4	<p>Army Formation</p> <p>Formation:</p> <p>Gain -1 per friendly Unit within long to Morale rolls.</p>
Spears										
5+	6	6	4							
<table border="1"> <tr><td>4+</td><td>Moral 8+</td></tr> </table>	4+	Moral 8+								
4+	Moral 8+									

5 Movement	<p>Tyrell Wardens</p> <p>Cost: 4</p> <p>Lose a VP only for every 2 Tyrell lost</p>	<p>Hunting Bow:</p> <p>Long-range</p> <p>Critical Blow</p>		
<p>Hunting Knife</p> <table border="1"> <tr> <td>5+</td> <td>5 4 3</td> </tr> </table>		5+	5 4 3	<p>Forager Formation</p> <p>Formation:</p> <p>Grants friendly units within long -1 to Moral rolls</p>
5+		5 4 3		
<p>Hunting Bow</p> <table border="1"> <tr> <td>5+</td> <td>7 5 3</td> </tr> </table>		5+	7 5 3	<p>Cannon fodder:</p> <p>Doesn't give VP through Victory through Combat.</p> <p>If this unit is killed, give 1 Token to the Enemy, if he has 2, he gains 1 VP and discards his Tokens</p>
5+	7 5 3			
<table border="1"> <tr> <td>5+</td> <td>Moral 7+</td> </tr> </table>	5+	Moral 7+		
5+	Moral 7+			

4 Movement	<p>Tyrell Peacekeeper</p> <p>Cost 4</p> <p>Lose a VP only for every 2 Tyrell lost</p>	<p>Support Formation:</p> <p>Formation: (If another differently named friendly unit is within short gain)</p> <p>Gain -1 to armor value</p>		
<p>Peacekeeper swords</p> <table border="1"> <tr> <td>5+</td> <td>8 5 3</td> </tr> </table>		5+	8 5 3	<p>Drilled Attack:</p> <p>Order: Gain Critical Blow and Deliver automatic hits equal to this units rank for an attack.</p>
5+		8 5 3		
<table border="1"> <tr> <td>4+</td> <td>Moral 7+</td> </tr> </table>	4+	Moral 7+	<p>Cannon fodder</p>	
4+	Moral 7+			

5 Movement	<p>Tyrell Veterans</p> <p>Cost 6</p> <p>Lose a VP only for every 2 Tyrell lost</p>	<p>Rose Thorn</p> <p>For every 6 rolled in attacks against this unit, deal 1 automatic hit to the attacking unit</p>						
<table border="1"> <tr><td colspan="2">Veteran Blade</td></tr> <tr><td>5+</td><td>7 5 3</td></tr> </table>		Veteran Blade		5+	7 5 3	<table border="1"> <tr><td>Veteran Blade</td></tr> <tr><td>Critical Blow</td></tr> </table>	Veteran Blade	Critical Blow
Veteran Blade								
5+	7 5 3							
Veteran Blade								
Critical Blow								
<table border="1"> <tr><td>3+</td><td>Moral 6+</td></tr> </table>	3+	Moral 6+	<table border="1"> <tr><td>Cannon fodder</td></tr> </table>	Cannon fodder				
3+	Moral 6+							
Cannon fodder								

5 Movement	<p>Knights of Summer</p> <p>Cost 8</p>	<p>Tourney Lance</p> <p>Gain Critical Blow and +5 attack rolls on Charge</p>				
<table border="1"> <tr><td colspan="2">Tourney Lance</td></tr> <tr><td>2+</td><td>7 4</td></tr> </table>		Tourney Lance		2+	7 4	<p>Gallantry:</p> <p>Do not gain reroll on charge; All charges count as side charge, granting the usual buffs</p>
Tourney Lance						
2+	7 4					
<table border="1"> <tr><td colspan="2">Resilience 2</td></tr> <tr><td>3+</td><td>Moral 7+</td></tr> </table>	Resilience 2		3+	Moral 7+	<table border="1"> <tr><td>Swift Advance</td></tr> </table>	Swift Advance
Resilience 2						
3+	Moral 7+					
Swift Advance						

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Bastard Swords</td></tr> <tr><td style="width: 15%;">3+</td><td style="text-align: center;">4 6 6</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Greatswords</td></tr> <tr><td style="width: 15%;">4+</td><td style="text-align: center;">8 6 4</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 10px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 15%;">4+</td><td style="text-align: center;">Moral 6+</td></tr> </table> </div>	Bastard Swords		3+	4 6 6	Greatswords		4+	8 6 4	4+	Moral 6+	<div style="border: 1px solid black; padding: 10px;"> <p>Tarly Swordsmen</p> <p>Cost 6</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Bastard Swords:</p> <p style="text-align: center;">Enemies may not trigger Abilities or Tactics cards in response to attacks</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Greatswords</p> <p style="text-align: center;">Critical Blow</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Spearhead Formation:</p> <p style="text-align: center;">Formation: Engaged enemy Units within short suffer -2 to Panic</p> </div>
Bastard Swords												
3+	4 6 6											
Greatswords												
4+	8 6 4											
4+	Moral 6+											

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">6 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">War fork</td></tr> <tr><td style="width: 15%;">5+</td><td style="text-align: center;">7 3</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Bow</td></tr> <tr><td style="width: 15%;">3+</td><td style="text-align: center;">6 4</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Resilience 2</td></tr> <tr><td style="width: 15%;">4+</td><td style="text-align: center;">Moral 7+</td></tr> </table> </div>	War fork		5+	7 3	Bow		3+	6 4	Resilience 2		4+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Mounted Men-at-Arms</p> <p>Cost 6</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Mounted Skirmisher:</p> <p style="text-align: center;">Formation: Gain short bow attack</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Warfork</p> <p style="text-align: center;">Critical Blow on charge</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Bow:</p> <p style="text-align: center;">Long, gain +4 dice if this doesn't shift</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Swift Advance</p> </div>
War fork														
5+	7 3													
Bow														
3+	6 4													
Resilience 2														
4+	Moral 7+													

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Long Sword</td></tr> <tr><td style="width: 15%;">5+</td><td style="text-align: center;">7 6 4</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 10px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 15%;">3+</td><td style="text-align: center;">Moral 7+</td></tr> </table> </div>	Long Sword		5+	7 6 4	3+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Arbor City Guard</p> <p>Cost 6</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">The Richness of the Arbor</p> <p style="text-align: center;">As long as the enemy is not controlling wealth, this unit has +1 to defensive rolls</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Holding Formation:</p> <p style="text-align: center;">Formation: (If another differently named friendly unit is within short:) Friendly unit targeting any engaged unit roll +2 dice on attacks</p> </div>
Long Sword								
5+	7 6 4							
3+	Moral 7+							

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">6 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Handaxes</td></tr> <tr><td style="text-align: center;">4+</td><td style="text-align: center;">6 5 4</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Sailor Crossbow</td></tr> <tr><td style="text-align: center;">4+</td><td style="text-align: center;">8 8 5</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">6+</td><td style="text-align: center;">Moral 6+</td></tr> </table>	6 Movement	Handaxes		4+	6 5 4	Sailor Crossbow		4+	8 8 5	6+	Moral 6+	<p>Arbor Sailor</p> <p>Cost 6</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Protective Movement</td></tr> <tr><td style="text-align: center;">If a unit within the Front arc, and Long is charged or attack, this unit may shift 3" to either side</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Sailor Crossbow</td></tr> <tr><td style="text-align: center;">Long Range</td></tr> <tr><td style="text-align: center;">Critical Blow</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Handaxes</td></tr> <tr><td style="text-align: center;">Sundering</td></tr> </table>	Protective Movement	If a unit within the Front arc, and Long is charged or attack, this unit may shift 3" to either side	Sailor Crossbow	Long Range	Critical Blow	Handaxes	Sundering
6 Movement																				
Handaxes																				
4+	6 5 4																			
Sailor Crossbow																				
4+	8 8 5																			
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Sundering																				

These are different from the Ghis Warmachine

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">3 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Bolt Thrower (Volley Fire)</td></tr> <tr><td style="text-align: center;">3+</td><td style="text-align: center;">4</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Bolt Thrower (Spitfire)</td></tr> <tr><td style="text-align: center;">4+</td><td style="text-align: center;">2</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">6+</td><td style="text-align: center;">Moral -</td></tr> </table>	3 Movement	Bolt Thrower (Volley Fire)		3+	4	Bolt Thrower (Spitfire)		4+	2	6+	Moral -	<p>Ship Scorpion</p> <p>Cost 6</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Ship War machine</td></tr> <tr><td style="text-align: center;">This model has 7 Wounds</td></tr> <tr><td style="text-align: center;">This model never takes Moral test, cannot Charge or Retreat and cannot gain Condition Tokens.</td></tr> <tr><td style="text-align: center;">Per unit between the target and this unit, -1 to hit</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Bolt Thrower</td></tr> <tr><td style="text-align: center;">Long Range; May not shift; Sundering</td></tr> <tr><td style="text-align: center;">Volley Fire</td></tr> <tr><td style="text-align: center;">Each success deals 3 Hits</td></tr> <tr><td style="text-align: center;">Spitfire</td></tr> <tr><td style="text-align: center;">For each successful hit they suffer d3 Wounds, on rolls of 1 deal this unit d3 Wounds</td></tr> </table>	Ship War machine	This model has 7 Wounds	This model never takes Moral test, cannot Charge or Retreat and cannot gain Condition Tokens.	Per unit between the target and this unit, -1 to hit	Bolt Thrower	Long Range; May not shift; Sundering	Volley Fire	Each success deals 3 Hits	Spitfire	For each successful hit they suffer d3 Wounds, on rolls of 1 deal this unit d3 Wounds
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Stone						
5+		2				
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Wildfire Pots						
4+	4					
<table border="1"> <tr><td>6+</td><td>Moral -</td></tr> </table>	6+	Moral -				
6+	Moral -					

More possible troops:

Most important houses:

House Hightower, House Tarly, House Redwyne

Greater Houses:

House Rowan, House Ashford, House Footly, House Cuy, House Ambrose, House Meadows, and House Oakheart

Other interesting forces:

Arbor fleet

Marshers lords of the Reach (Tarly and House Peake)

Soldiers of the Shield Islands

Commander

Garlan Tyrell.

Lead the Attack on Stannis Rearguard, slayed the commander of the vanguard somehow and all-around cool dude. He is built around charges, charge deny or making them possible

General ability: (2 cost)

The Gallant

Choose one per turn

- Unit does not suffer -1 to armor save for flank charges
- Unit does not suffer - to panic save for any charges
- If engaged, on +3 cancel ability of an enemy attachment

Commander ability:

Lord's Renly Shade:

When declaring a charge, the target needs to make a Panic test.
In addition if the Panic test is failed, they may not trigger Orders or Tactics cards in response to the charge.

Defender of the Marches:

When an enemy declares a charge:

The enemy must roll 2 charge distance dice and pick the lower. If added together, they are 7+ they gain **weakened**.

If there is a friendly unit within short of the charged unit, they must roll 3 dice and pick the lowest.

Valiant Deed unsung:

When declaring a charge against the rear or flank:

Add 2 to charge distance and -2 to any resulting panic rolls

If there is no friendly **within long**, the target becomes **vulnerable** and you may roll 2 die, always pick the higher.

Bringing up the rear:

At the start of friendly unit:

May pivot before activating
If within long of a table edge, add +1 to movement.
IF within short of a table edge, may march with +3 movement.
(not cumulative with the above +1)

Paxter Redwyne

He can either be fielded as a NCU, with the opportunity to grants points and a good ability, or as a commander focusing on his blockade ability, siege abilities and reinforcements

NCU: (4 cost)

Bound by Hostages

Deploy his two twins to any 2-enemy unit, ignoring attachment limitation.

If both Attachments are removed from the game, gain 1 VP.

Furthermore, now whenever Paxter claims a tactics spot, you can claim the effect of a second unclaimed tactics

Commander ability:

Reinforcing the Siege

You may hold up to 2 units with the **cannon fodder** ability off the table instead of deploying them.

At the start of any round, as their activation, deploy that unit fully within **Short Range** of any non-deployment table edge.

Commander ability:

Spotter

When a friendly Warmachine unit attacks an enemy within Long Range and Line of Sight of this unit, that unit may re-roll any Misses

Slow and Methodically: When a friendly ranged action is declared:

This attack may re-roll any attack dice and may shift immediately up 3'' even if it normally couldn't

Starving them out: When a unit restores any number of wounds

Cancel the heal and instead restore the same amount to another friendly unit.

If you restore the wounds to a unit with ranged weapons, that unit may shift 3''

Fleet of the Arbor: At the start of a round:

May only be used if any friendly infantry unit has died.

A copy of any friendly infantry unit may be immediately deployed in contact with any table edge

Randall Tarly

Lord Tarly is a great General, maybe the best in the entire Kingdom. He is a great man besides the threatening to kill his son part.

His tactics cards are built around the Vanguard and striking with forces, lastly the one trait I found was striking before the enemy can reform

General ability: (3 cost)

Harsh but fair:

The Moral value is never reduced or increased by abilities or Tactics cards

Commander and General ability:

Heartsbane:

Automatic wounds (even those aiming towards attachment) are stopped with a 3+

Commander ability:

Leader of the Vanguard:

After getting charged, his unit roll +3 defensive dices more.

After charging, his unit roll +3 attack dices more

Give no respite

When an enemy unit fails a panic test

An engaged unit may take an attack at the lowest Rank.

If **Lord Tarly** is within short of the enemy unit and unengaged, he may instead take a charge action

First in Battle

When a friendly unit charge

You may reroll the charge distance, and 2 attack dice to the attack rolls

If **Lord Tarly** is in the unit, add +1 to hit.

Vanguard charge

When an enemy attack:

This unit may attack after getting hit, but receives a -1 to their armor for the enemy attacks

If it is a **Tarly unit** is the target unit, the friendly unit attacks first

Commander

Ser Loras Tyrell, buffs his force but only after they have succeeded in something.

Lord Mace Tyrell, feasting and deMoraleize, but does not actually force tests, bonus if things are influenced

Ser Matthis Rowan, very practical general, besieging Storm's End

Ser Gunther Hightower, forged 6 links and supposedly important enough to lead the forces against the Ironborns

Attachment

Tyrell Attachment are mostly fluffy.

<p>Loras Tyrell 2 cost (mounted)</p> <p>Knight of the Flowers:</p> <p>After destroying a rank, restore d2 wounds to this 38unit</p>	<p>The Twins 4 cost</p> <p>Eyes and Ears of the Thorns:</p> <p>If you have 3 ranks, gain resilience 1. If you have at least 2 ranks become immune to vulnerable.</p>	<p>Household Captain 1 cost</p> <p>Shieldwall:</p> <p>Order: Gain 2 defensive dice.</p>	<p>Vanguard Champion: 1 cost:</p> <p>Heaving Strike: Orders: Attack gains Critical Blow</p>
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NCU

The Olenna Tyrell NCU and her ilk are about controlling the tactics board while Mace, Willas and their forces are just plain buffs. No Maester yet.

If you do it correctly you can with 4 NCU Control every single spot.

<p>Olenna Tyrell 5 cost</p> <p>Queen of Thorns:</p> <p>If there are at least 2 spots left, you may place a marker on another spot. Only this player may use the spot.</p>	<p>Maergery Tyrell 4 cost</p> <p>Queen of Roses:</p> <p>Influence</p> <p>Attach to an enemy NCU. When the enemy choose where to place this NCU, you can choose the location to place.</p>	<p>Blue Bard 3 cost</p> <p>Play loudly:</p> <p>After placing the Blue Bard remove an NCU from the tactics board, it may not be activated again</p>	<p>Alerie Hightower or Malora Hightower (Mad Maid) 4 cost:</p> <p>Search the deck for a card, discard a card to pick up the searched card</p>
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<p>Mace Tyrell 3 cost</p> <p>Ambitious Oaf:</p> <p>Influence</p> <p>You may add another die to charge distance and remove the lowest</p>	<p>Willas Tyrell 4 cost</p> <p>Good heart and Smart mind:</p> <p>Influence</p> <p>This unit rolls +2 defense die and may not suffer vulnerable.</p>	<p>Mathis Rowan 4 cost</p> <p>Grand Feast</p> <p>Once per game, pass a moral test and heal 1 wound for every living 3 men within short of the unit</p>	<p>Gunther Hightower 4 cost</p> <p>Knowledge of the Maester:</p> <p>After placing this NCU, choose a second spot and place a marker on it, you count as controlling that spot too</p>
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Tactics

Tyrell are built around breaking the enemy through numbers.

Tyrells are also well known for their intrigue, their family words are words of survivors, making them versatile so they can make use of every symbol as long as any player controls it, except the letter one.

Growing Strong is their keycard, granting easy card cycle.

Some of their card can be used both defensively and aggressively but mind that one does not run out of cards

**Mass of Forces:
When a unit attack**

Gain or reduce attack die for every 4 men in total, up to 4 dice

If you control more **units within short of this unit** instead hit on +3 or gain a +3 armor saves

**Growing Strong:
When a friendly unit finishes activating**

Draw 2 cards

If you control **no symbol**, you can discard any number of cards and draw the same amount.

**High Stewards:
After attack dice has been rolled:**

Restore half as many wounds as hits to a friendly unit not within long.

If any player control **Crown**, you also add defensive dice equal to your rank

**Knight of the Greenhand:
When you declare a charge at an enemy who is already engaged:**

Restore up to 4 wounds to a unit engaged in the fight.

If any player control **Swords**, restore d3+2 wounds to the unit charging.

**Capitalizing on opportunity:
When an enemy unit fails a Panic attack**

1 friendly unit may make a free Retreat or free attack action

If any player control **Horses**, the enemy suffer d3+1 more wounds

**Just According to plan:
When an enemy NCU activates**

Activate a friendly NCU before the enemy places his.

If you control **Letter** you may choose the place his NCU is placed upon (he still gains the effect)

**Keeping Order
When a friendly makes a Panic test**

Gain +1 to the Moral Roll
+2 If there is a friendly unit within short instead

If any player control **Money**, restore d3+1 wounds after rolling.

Arryn

House Arryn are the **heaviest** forces. Their playstyle is built around a **Hammer** and **Anvil** principle, They are prepared to **defend** the Vale from mighty castles, and will **discourage** the enemy by some of **the finest Knights** of the Realm.

Their units have **high Morale**, and **well armored**, but are **expensive** and **slow**.

Their current sub faction are very much the direct **Arryn** forces, the **Knights of the Vale** and the **Mountaineers of the Gates**.

Arryn forces are **opportunistic** and **defensive**, mountaineers should be **mobile** and **unrelenting**.

The Vale have the strongest tradition of Knighthood in the Realm, so they get the second most knights in the game. Also, Littlefinger hired a lot of Knights (Reach have a stronger focus on chivalry)

UNITS

3 Movement	Arryn Sworn Sword Cost 6	Defensive Stance Orders: +3 Dices for Defensive Saves
Longswords 4+ 8 6 5		Waiting for the moment Gain +2 to charge distance. Gain Critical strike if charging into the side or rear
3+ Moral 5+		

3 Movement	Gate Guardsmen Cost 5	Spears Wall of spears: If after being attacks, the units haven't lost a rank, the enemy take d6 automatic hits.
Spears 3+ 7 7 3		Brace for Charge If unengaged and charged, may make an immediate attack action after resolving the attack action
3+ Moral 6+		

4 Movement	Knights of the Vale Cost 10 Mounted	Warlance Gain Sundering against Infantry Gain Critical Blow and +2 attacks on Charge
Warlances 3+ 8 6		Bastard Swords: Enemies may not trigger Abilities or Tactics cards in response to attacks
Bastard swords 3+ 7 7		Mountaineers: Ignore Terrain while charging
Resilience 2 2+ Moral 5+		Swift Advance

5 Movement	Mountain Pathfinder Cost 7	Climbing Axes Sundering +3 dice against unit with 5+ armor saves or worse
Climbing Axes 3+ 8 6 3		Pathfinder Ignore terrain
		Mountain Paths At any start of a turn may be deployed within short of a table edge
4+ Moral 6+		

5 Movement	Mountain Rider Cost 8 Mounted	Axes Sundering
Axes 3+ 5 8		Greatswords Critical Blow
Greatswords 3+ 8 5		Pathfinder Ignore terrain
Resilience 2 4+ Moral 5+		Swift Advance

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr><td colspan="2" style="text-align: center;">Greatsword</td></tr> <tr><td style="width: 30%;">4+</td><td>8 6</td></tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Resilience 2</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 30%;">3+</td><td>Moral 7+</td></tr> </table>	Greatsword		4+	8 6	3+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Sworn Knights</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 10px; text-align: center; margin-bottom: 10px;"> <p>Greatsword</p> <p>Vicious</p> <p>Critical Blow on Charge</p> </div> <div style="border: 1px solid black; padding: 10px;"> <p>The Sworn oath:</p> <p>Choose one at the start of the game:</p> <ul style="list-style-type: none"> -Castle: Gain Critical Blow <p>If started the turn engaged gain +3 attacks rolls</p> <ul style="list-style-type: none"> -Shield: All friendly unit within long gain -1 to Panic tests, all enemies gain +1 -Riders: When using a free maneuver, may instead perform a free march action with a fixed movement of 4 </div> <div style="border: 1px solid black; padding: 2px; text-align: center; margin-top: 10px;">Swift Advance</div>
Greatsword								
4+	8 6							
3+	Moral 7+							

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr><td colspan="2" style="text-align: center;">Iron and Oak</td></tr> <tr><td style="width: 30%;">3+</td><td>8 6 5</td></tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">4+</div>	Iron and Oak		3+	8 6 5	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Squires</p> <p>Cost 6</p> <p>Infantry</p> </div>	<div style="border: 1px solid black; padding: 10px;"> <p>Besides their Ser:</p> <p>+1 to hit and +1 to armor if within short of friendly cavalry unit.</p> <p>+1 to Movement if not within short of friendly cavalry unit at the start of the activation</p> </div>
Iron and Oak							
3+	8 6 5						
Moral 7+							

5 Movement	Brotherhood of the Winged Knights Cost 6 Infantry	Aggressive Strike Order: For any wounds inflicted by an attack, deal 1 further automatic hit to the enemy		
Winged Blades <table border="1"> <tr> <td>2+</td> <td>8 8</td> </tr> </table>		2+	8 8	Guardian of the Vale This unit consists of 8 models and only has maximum 8 wounds and 2 ranks. Wounds may never be restored to this unit via tactics board or ability This unit count as having a commander if there is no commander on the field but if this unit is destroyed, the enemy gains +2 Victory point and all friendly unit become vulnerable
2+		8 8		
<table border="1"> <tr> <td>2+</td> <td>Moral 5+</td> </tr> </table>	2+	Moral 5+		
2+	Moral 5+			

Brotherhood of the Winged Knights

The Brotherhood come with 4 Arryn Banners. These do not count as wounds but do require an empty spot on the tray, when placed it may replace a model, if there is no empty spot.

At the start of the round they may remove 1 Banner to gain 1 of the following effects until the end of the round.

Gain +1 to Movement
 Melee Attacks gain **+3 Attack Dice**

At the start of the activation they may remove 2 Banner to gain 1 of the following effects

This unit may immediately make 1 free March or Maneuver action
 This unit restores d3 + 1 wounds

At any point they may remove 4 Banner to gain the following effects

You gain 1 supply

More possible troops:

Arryn Soldiers, I have thought about **order** heavy units

More **Mountaneers**.

Both **Eyrie bowmen** and mountain climber **bowman**

Major houses: House **Royce** (Bronze Armor and honorable to a fault), House **Waywood** (ceremony and prepared), House **Hunter** (Archery), House **Redfort**(Swordsmen and Riders), House **Belmont** (Whips and Corrupt) and House **Templeton** (Knightly house but as big as a Lordly house)

Sistermen.

Powerful and wealthy Merchant of Gulltown: House **Arryn** of Gulltown and House **Grafton** of Gulltown

Brotherhood of Winged Knights, 8 Kings guard Knights

Commander

Bryden Tully.

Bryden Tully, while serving as the Gatekeeper. A lot more defensively than the Outrider version but makes use of Mountain pathfinder to best the enemy. He also ignores the support stuff

General ability:
The Blackfish

Commander ability:
Knight of the Bloody Gate:

**Who would pass the
Bloody Gate?
When an enemy declares a
charge:**

Lyn Corbray.

Lyn Corbray, abilities are Valyrian steel like Hurras and Lord Tarly and his politics while his cards are around getting back from a bad position (see how he was knighted) and subterfuge.

Taking vengeance is kinda crap

General ability:

Endless thirst:

**Commander and
General ability:**

Lady Forlorn:

Tactics card can't be canceled on this unit activation or played on this unit

Commander ability:

Playing both sides:

This unit may not be targeted by **Crown** or influenced

**Threaten attack:
When attacking**

Target gains **weakened**

If you dealt less than 4 wounds or more:

- Gain 1 **support**
- Restore 2 wounds

**Broken Wing:
When attacked**

Target gains **vulnerable**

If you took 4 wounds or more:

- Gain 1 **support**
- Deal 2 automatic wounds to the attacker

**Taking Vengeance:
When declaring a charge**

Target may not trigger orders or ability in response of the charge declaration

- If you move 4 or less inches:
- Gain 1 **support**
 - Target may not trigger orders or ability for the rest of the turn

Sweet Robin and Alayne Stone

As a Commander he is influence based, yet when his Guardians dies you get Alayne who is gamebreaking strong.

He is not that focused on his supply, but around reusing ability, and making units become vulnerable. Last Card I haven't gotten around

<p>Commander NCU Ability</p> <p>Ward of the Vale:</p> <p>This unit can only be fielded if you have the Brotherhood of the Winged Knights. This NCU comes with 4 Arryn Banners models (Like the Baratheon flags). If BOTWK are destroyed, replace "Winged Knight" with "Blood of Winterfell"</p>	<p>Commander and General ability:</p> <p>Winged Knight:</p> <p>Every time this NCU is placed, place 1 Arryn Banners in any unit.</p> <p>The Unit may use of the Arryn Banners as if they were BOTWK</p>	<p>Commander ability:</p> <p>Blood of Winterfell:</p> <p>Every time this NCU is placed, you may draw 1 card from your discard pile.</p>
<p>Make them Fly</p>	<p>So demands the Lord of the Eyrie, Defender of the Vale and True Warden of the East</p> <p>Deal 1 automatic hit</p> <p>I am joking</p>	

Jon Arryn.

An Attachement buffing guy, he also grants the reuse order to people

Commander ability:

Ward of the Vale:

All attachment requires 2 wounds to be removed

**Who would pass the
Bloody Gate?
When an enemy declares a
charge:**

Additional Commanders

Lord Jon Arryn, probably general leading skills and **diplomacy**, mostly buffs.

Lord Yohn Royce. Abilities are **toughness** and **armor**, while cards are built around scaring the enemy?

That Guy Littlefinger, doing his stuff. Probably getting caught as part of his plan
Robin as a KingGuard attachment

Attachment

Lyonel Corbrey and the singer were too unimportant for me to add another page. Rest are not done yet

<p>Knight Captain 1 cost</p> <p>Once per Game:</p> <p>Choose a start of the game effect anew</p>	<p>Ser Vardis 1 cost</p> <p>Captain of the Guard:</p> <p>Lost to bronn</p>	<p>Donnel Waynwood 1 cost</p> <p>Reinforcement:</p> <p>He saved Cat</p>	<p>Mychel Redfort 1 cost</p> <p>Title:</p> <p>One of the best swordsmen, fond of mya</p>
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<p>Ser Robar Royce 1 cost</p> <p>Robar the Red:</p> <p>Died but part of the Rainbow Guard</p>	<p>Lothor Brune 1 cost</p> <p>Apple-eater:</p> <p>Employ of Petyr Killed a bunch of Fossaway</p>	<p>Harrold Hardyng 1 cost</p> <p>Harry the Heir:</p> <p>That guy</p> <p>Not a good swordmen</p>	<p>Oswell Kettleblack 1 cost</p> <p>Title:</p> <p>Employ of Petyr Successful if useless sons</p>
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NCU

<p>Nestor Royce 4 cost</p> <p>Keeper of the Gate of the Moon:</p> <p>Influence:</p> <p>Add +1 to movement</p> <p>Ignore difficult terrain</p>	<p>Myranda Royce 3 cost</p> <p>Queen of Gossip:</p> <p>If Money and Letters are controlled before being placed: Gain 1 support</p> <p>If this NCU is placed on Money restore +1 Wounds</p>	<p>Lysa Arryn 3 cost</p> <p>Paranoia:</p> <p>Influence:</p> <p>The owner of Lysa may reroll charge distance</p> <p>If attached unit destroys a unit gain 1 support</p>	<p>Ser Harlan Hunter 4 cost</p> <p>Title:</p> <p>Killed his father, plans to kill his brother</p>
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Tactics

Cards are built around getting in position, surviving attacks (either by removing traits or gaining dices) and stopping people to move.

The theme is gathering **resources** and **support** throughout the game. These are **hard to achieve** but **increase** the overall **benefit** of a tactic card,

Support have **no** mechanical benefit by itself but get **accumulated** throughout the game. They are **not used** up when checking for support effects.

Fury of the Vale: When attacking

Reroll 2 attack dice

If you have + **3 support**,
Attack gains **Sundering**

If you deal 5 wounds or
more: Gain 1 **support**

Hunting Horn: When declaring a charge

Reroll charge distance and
ignore difficult terrain

If you have + **3 support**,
Deal 3 automatic wounds
on the charge

If you moved 8 inches on
the charge: Gain 1 **support**

The Mountain of the Vale: When attacked

Reroll 2 defensive dice

If you have + **3 support**,
Attacker gain **Vulnerable**
and **Panicked**

If you saved 5 hits or more:
Gain 1 **support**

Mountain paths: At the start of a turn

Ignore hindering terrain

If you have + **4 support**,
Unit may do a free
maneuver or march

If you end the turn on
terrain: Gain 1 **support**

As High as Honor: When an enemy unit in the front arc and LoS of a friendly unit is activated

Target gains **Vulnerable**

If you have + **4 support**,
reduce movement value by
2

If it stays in the front arc
and unengaged: Gain 1
support

First Andal Kingdom: Before an NCU is placed

Draw 1 card

If you have + **5 support**,
Draw any other card from
the discard pile

If the NCU is placed on
Letters: Gain 1 **support**

The Giant's Lance: At the end of a turn

Remove a condition

If you have + **5 support**, Remove
an activation token from the table

If you control **Crown** and **Letters**:
Gain 1 **support**

Targaryen across the Narrow Sea

This will be the **Targaryen** forces around **Meereen**. The forces are built around 4 parts.

The first part are the remains of the Khal, **fast** and **scary** fighter but **not** as **useful** against **armor**. These also include Barristan, Jorah and those direct followers.

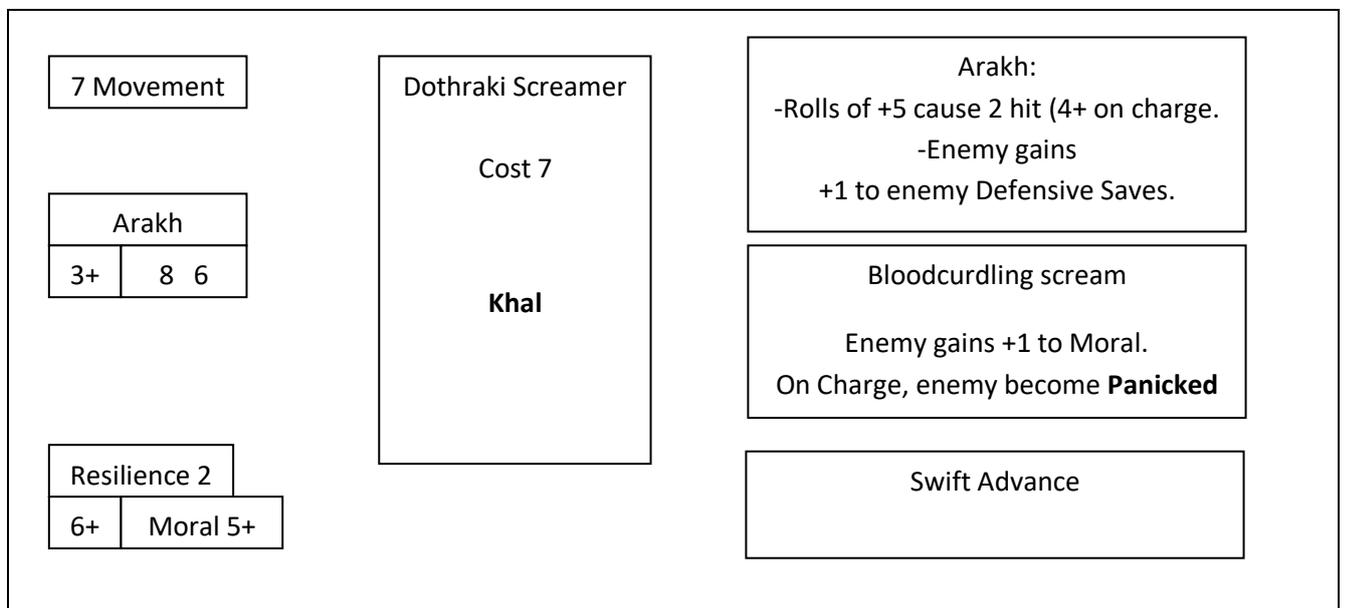
The second part are the **sellsword** forces. I thought about having a generic force, which will gain bonuses and identity through their commander (Daario, Ben ...) but decided against it.

Their mounted units have **only 2 wounds** but are **dirt cheap**, while the infantry are **specialized**.

The next part are both **freedman** forces, first are the **Freedman** company, representing the Stalwarts Shields, Mother's Men and Free Brothers, the other are the Unsullied. (No Brazen Beast yet but animal mask!!) **Unsullied** are pretty much the **anvil**, sadly I based them around fighting the Dothraki which make them semi-weak against Knights. The last part are the **dragons units**

Fun fact **Targaryen** will be successfully autocorrected on German word.

Secondly, they replace two spots on the Tactics Board and have interesting **attachment** mechanics.



6 Movement	Dothraki Skirmisher Cost 7 Khal	Arakh: -Rolls of +5 cause 2 hit (changes to 4+ on charge). -Enemy gains +1 to Defensive Saves.
Arakh 4+ 7 5		Composite Bow -Distance: Long - Critical Strike
Composite Bow 3+ 6 4		Swift Advance
Resilience 2 6+ Moral 6+		

5 Movement	Barristan's Knights Khal	Unfinished
Lances 3+ 8 5		
Resilience 2 5+ Moral 5+		Swift Advance

5 Movement	Unsullied Cost 7 Freedman	Spearwall: Orders: After being attacked deal d3+2 automatic hits. This order may be taken twice per round
Spears 3+ 7 7 7		Phalanx: Orders: Reduce the amount of hits from the Front to 4
5+ Moral 6+		Brought for war: Always take Moral test on 6+

5 Movement	<p>Unsullied Veteran</p> <p>Cost 8</p> <p>Freedman</p>	<p>Perfect Discipline</p> <p>When declared a charge target, may pivot before charge dice are rolled</p>				
<table border="1"> <tr><td colspan="2">Spears</td></tr> <tr><td>3+</td><td>7 7 7</td></tr> </table>	Spears		3+	7 7 7		<p>Phalanx:</p> <p>Orders: Reduce the amount of hits from the Front to 4</p> <p>This order may be taken twice per round</p>
Spears						
3+	7 7 7					
<table border="1"> <tr><td>5+</td><td>Moral 5+</td></tr> </table>	5+	Moral 5+		<p>Bred for war:</p> <p>Always take Moral test on 5+</p>		
5+	Moral 5+					
4 Movement	<p>Stormcrow (mounted)</p> <p>Cost 6</p> <p>Sellsword</p>	<p>Swift Strike:</p> <p>After this attack is complete, unit may make a free Retreat action if engaged</p>				
<table border="1"> <tr><td colspan="2">Longswords</td></tr> <tr><td>4+</td><td>8 5</td></tr> </table>	Longswords		4+	8 5		<p>Stormswept:</p> <p>At the start of its activation may take a free march action instead of a swift advance</p>
Longswords						
4+	8 5					
<table border="1"> <tr><td colspan="2">Resilience 1</td></tr> <tr><td>5+</td><td>Moral 9+</td></tr> </table>	Resilience 1		5+	Moral 9+		
Resilience 1						
5+	Moral 9+					
5 Movement	<p>Second Son (mounted)</p> <p>Cost 6</p> <p>Sellsword</p>	<p>Lanced charge:</p> <p>Gain Critical Blow and Sundering on Charge attack.</p>				
<table border="1"> <tr><td colspan="2">Lance</td></tr> <tr><td>3+</td><td>8 4</td></tr> </table>	Lance		3+	8 4		<p>Extra Incentive</p> <p>While you control Money, this unit gains +1 to speed, +2 to Moral and 2 attack dice.</p>
Lance						
3+	8 4					
<table border="1"> <tr><td colspan="2">Resilience 1</td></tr> <tr><td>4+</td><td>Moral 8+</td></tr> </table>	Resilience 1		4+	Moral 8+		<p>Swift Advance</p>
Resilience 1						
4+	Moral 8+					

5 Movement	Windblown infantry Cost 5 Sellsword	Tattered Force: If Marching may Pivot at the beginning instead of at the end				
Longswords <table border="1"> <tr> <td>4+</td> <td>7</td> <td>6</td> <td>4</td> </tr> </table>		4+	7	6	4	Deserters Due: Orders: After failing a Panic test, take 3 automatic Hits to pass
4+		7	6	4		
<table border="1"> <tr> <td>3+</td> <td>Moral 9+</td> </tr> </table>	3+	Moral 9+				
3+	Moral 9+					

6 Movement	Company of the Cat Cost 5 Sellsword Opposite of Windblown	Warhooks: -Vicious. -Gain Sundering when fighting Cavalry or Monsters.				
Warhooks <table border="1"> <tr> <td>4+</td> <td>6</td> <td>6</td> <td>5</td> </tr> </table>		4+	6	6	5	Savagery: If they deal 4 wounds, a unit within long becomes vulnerable
4+		6	6	5		
<table border="1"> <tr> <td>4+</td> <td>Moral 8+</td> </tr> </table>	4+	Moral 8+				
4+	Moral 8+					

6 Movement	Pitfighter Unfinished 6 cost Mounted Sellsword and Freedman	Warhooks: -Vicious. -Gain Sundering when fighting Cavalry or Monsters.				
Warhooks <table border="1"> <tr> <td>4+</td> <td>6</td> <td>6</td> <td>5</td> </tr> </table>		4+	6	6	5	Savagery: If they deal 4 wounds, another unit within long becomes vulnerable
4+		6	6	5		
<table border="1"> <tr> <td>4+</td> <td>Moral 8+</td> </tr> </table>	4+	Moral 8+				
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Dragons

Wanted to make them somewhat unique and uncontrollable

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">6 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Teeth and Claws</td></tr> <tr><td style="text-align: center;">2+ 2</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Tailwhip</td></tr> <tr><td style="text-align: center;">2+ 6</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragonfire</td></tr> <tr><td style="text-align: center;">2+ 5</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">2+ Moral 5+</td></tr> </table>	6 Movement	Teeth and Claws	2+ 2	Tailwhip	2+ 6	Dragonfire	2+ 5	2+ Moral 5+	<p style="text-align: center;">Viserion</p> <p style="text-align: center;">Cost 10</p> <p>This unit is worth 3 VP in addition to usual VP.</p> <p>This model may replace the 4th token each round with “Maneuver”</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragons:</td></tr> <tr><td style="text-align: center;">-This model has 8 wounds</td></tr> <tr><td style="text-align: center;">-This unit only suffers a wound for 2 hits.</td></tr> <tr><td style="text-align: center;">-It may never be target by friendly tactics card, be healed or the effect of a tactic board</td></tr> <tr><td style="text-align: center;">-May not suffer wounds from Panic Test</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Teeth and Claws:</td></tr> <tr><td style="text-align: center;">-Sundering</td></tr> <tr><td style="text-align: center;">-Add (8 – the wounds on this model) attack</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Tailwhip</td></tr> <tr><td style="text-align: center;">This may only target unit behind or in front of him</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragonfire</td></tr> <tr><td style="text-align: center;">Defenders do not get Defense Safe</td></tr> <tr><td style="text-align: center;">Viscious</td></tr> </table>	Dragons:	-This model has 8 wounds	-This unit only suffers a wound for 2 hits.	-It may never be target by friendly tactics card, be healed or the effect of a tactic board	-May not suffer wounds from Panic Test	Teeth and Claws:	-Sundering	-Add (8 – the wounds on this model) attack	Tailwhip	This may only target unit behind or in front of him	Dragonfire	Defenders do not get Defense Safe	Viscious
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Viserion is the tame one so best Morale and good replacement. Rhaegal is faster though while Drogon is the best fighter and toughest

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">8 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Teeth and Claws</td></tr> <tr><td style="text-align: center;">2+ 2</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Tailwhip</td></tr> <tr><td style="text-align: center;">2+ 6</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragonfire</td></tr> <tr><td style="text-align: center;">2+ 5</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">2+ Moral 7+</td></tr> </table>	8 Movement	Teeth and Claws	2+ 2	Tailwhip	2+ 6	Dragonfire	2+ 5	2+ Moral 7+	<p style="text-align: center;">Rhaegal</p> <p style="text-align: center;">Cost 10</p> <p>This unit is worth 3 VP in addition to usual VP.</p> <p>This model may replace the 4th token each round with “Land and Roar”</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragons:</td></tr> <tr><td style="text-align: center;">-This model has 8 wounds</td></tr> <tr><td style="text-align: center;">-This unit only suffers a wound for 2 hits.</td></tr> <tr><td style="text-align: center;">-It may never be target by friendly tactics card, be healed or the effect of a tactic board</td></tr> <tr><td style="text-align: center;">-May not suffer wounds from Panic Test</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Teeth and Claws:</td></tr> <tr><td style="text-align: center;">-Sundering</td></tr> <tr><td style="text-align: center;">-Add (8 – the wounds on this model) attack</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Tailwhip</td></tr> <tr><td style="text-align: center;">This may only target unit behind or in front of him</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">Dragonfire</td></tr> <tr><td style="text-align: center;">Defenders do not get Defense Safe</td></tr> <tr><td style="text-align: center;">Viscious</td></tr> </table>	Dragons:	-This model has 8 wounds	-This unit only suffers a wound for 2 hits.	-It may never be target by friendly tactics card, be healed or the effect of a tactic board	-May not suffer wounds from Panic Test	Teeth and Claws:	-Sundering	-Add (8 – the wounds on this model) attack	Tailwhip	This may only target unit behind or in front of him	Dragonfire	Defenders do not get Defense Safe	Viscious
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6 Movement

Teeth and Claws

2+

3

Tailwhip

2+

7

Dragonfire

2+

6

2+

Moral 7+

Drogon

Cost 10

This unit is worth 3 VP in addition to usual VP.

This model may replace the 4th token each round with "Frenzy"

Dragons:

-This model has 9 wounds

-This unit only suffers a wound for 2 hits.

-It may never be target by friendly tactics card, be healed or the effect of a tactic board

-May not suffer wounds from Panic Test

Teeth and Claws:

-Sundering

-Add (9 – the wounds on this model) attack

Tailwhip

This may only target unit behind or in front of him

Dragonfire

-Defenders do not get Defense Safe

-Viscious

Instead of activating normally, at the start of the round choose 4 Dragons tokens in a sequence. Every 2 activation or if no unit may activate this turn you flip over the next token in the sequence.

Take the action shown onto the token.

“Retreat”, “Gathering Fire”, and “Attack” may be replaced with Indecisive movement when flipped. After failing a panic test, switch the next unrevealed action to “Attack” action, if having failed by 3 or more switch to “Frenzy”.

If the dragon suffers more than 4 hits take a Morale test, if failed replace the next token in sequence while engaged with “Retreat”, while not engaged replace the next token with “Frenzy”

Dragon Tokens:

<p>Attack</p> <p>The dragon attacks with “Teeth and claws” and with “Tail whip” if applicable</p> <p>It may not shift or Pivot</p>	<p>May not be used as the first action</p> <p>Frenzy</p> <p>The dragon charges the closet unit in front of him. if there is no unit in LOS, this unit pivots to face the closet model and charges it</p> <p>The Attack gains “Critical Blow” and +3 attack dices</p>	<p>Retreat</p> <p>The dragon retreats d6+Movement backwards.</p> <p>All unit engaged with this unit suffers 5 automatic hits.</p> <p>This action may always be taken, even if not engaged</p>	<p>Requires two in a row</p> <p>Take Flight</p> <p>If not engaged, the dragon is removed from the field and this spot is marked with a fly marker. If engaged, it deals 5 automatic hits to all units engaged.</p>	<p>Can be used while flying</p> <p>Land and Roar</p> <p>If flying place this unit completely within short of a fly maker, if there is one.</p> <p>Any 1 unit within short must take a panic test on a -2.</p>
<p>Can be used while flying</p> <p>Maneuver</p> <p>The Dragon may pivot, move and pivot.</p> <p>If moving it must move its full movement if possible.</p> <p>It can move into engagement with this action.</p> <p>If flying a fly marker can be moved up to its MOV,</p>	<p>Can be used while flying</p> <p>Rest</p> <p>It may remove 1 wound</p>	<p>Gatherin g Breath</p> <p>It may pivot and gain 1 fire token</p>	<p>Can be used while flying</p> <p>Breathing Fire</p> <p>May only be played if this model has 2 fire token, remove all fire</p> <p>The Dragon spits fire, all units within LOS and short of the dragon suffers “Dragon Fire”.</p> <p>If flying, you may target any unit within short of a fly marker, that unit also becomes panicked</p>	<p>Indecisive movement</p> <p>This unit may shift up to 3” and a pivot at the end, it counts as having maneuvered.</p> <p>It may move into engaged with this move</p>

Commander
Jorah Mormont.

General ability:
Thirsty as fuck:

Commander ability:
Some very Northern thing:

Commander ability:
Moral boost:

Title.
After making a charge or attack action

Title.
When a friendly unit makes a moral test

Dunno, betrayal?

Title.
When a friendly unit activates

Bloodriders

You get 3 Attachment with three middling abilities, but able to add to any unit.

The Commander Ability is kinda crap, but they are 3.

General ability:

Jhogo (Infantry): Fearless and Quick:

No enemy can play
Tactics card this unit
is taking a panic test

Aggo (Mounted): Always prepared:

Deal one automatic
wound to a unit
charging this unit

Rakharo (Mounted): Tallest Rider:

Once per Game:
May ignore 1 terrain
effect.

Parthian Style When a friendly unit is charged from the Side:

That unit may **pivot**
before the charge is
resolved.

If targeting a **Khal** unit,
they may resolve a 1
ranged attack against the
target.

**Bloodriders might be
attached to any unit and
cost 3 together.**

**For slay the warlord
mission all three must be
slain.**

Dothraki War cry When a friendly Cavalry unit charges:

The targeted enemy
becomes **weakened**.

If targeting a **Khal** unit,
the targeted unit must
take a panic test

Commander ability:

Jhogo (Infantry): Silvered Whips:

Add +2 attack rolls on
charges

Aggo (Mounted): Dragonbone Bow:

Each action deal one
automatic hit to a
unit within short

Rakharo (Mounted): Great Arakh:

Plunder: Restore 2
wounds

Ride Through Attack When a friendly unit attack:

This enemy unit loses +2
wounds if they fail the
panic test.

If targeting a **Khal** unit
and the panic test is
failed, resolve a free
retreat action.

Possible Commander

Brown Ben Plumm, sellsword and opportunistic

Grey Worm, defensive and loyal

Ser Arstan Whitebeard, westeros style

Attachment

Most Targaryen Attachment give their **keyword** to different units, **Khal** makes them **Khal**, **Unsullied** characters can make anyone **Freedman** and so do Sellsword make any unit sellsword. Furthermore, Targaryen have 2 attachment limits for units, and each unit can have multiple **Keyword**.

Freedman Captain (Turn anyone **Freedman**)

<p>Former Slave Captain: 2 cost</p> <p>Constant Drill: Unit hit on +3.</p>	<p>Unsullied Captain: 1 cost</p> <p>Keeping the Discipline: After activation remove a condition from the unit</p>	<p>Hero: 1 cost</p> <p>Brace for Impact: Enemies do not gain re-rolls when charging this unit from the Front</p>	<p>Shavepate: 2 cost:</p> <p>The Smiler: If you control Money, gain +1 to speed and +2 to Moral. If you control Crown, gain +2 attack dice and -2 to enemy Moral Test</p>
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<p>Marselen: (Brother of Missandei, leader of Mother's Men) 1 cost</p> <p>Still unsullied: Some moral stuff</p>	<p>Symon Stripeback: (Free Brothers Commander) 1 cost</p> <p>Hold the Line: Gain 2 attack dice if it begins the activation engaged.</p>	<p>Mollono Yos Dob: (Leader of Stalwart Shields) 1 cost</p> <p>Protect the homes:</p>	<p>Tal Toraq: (Leader of Stalwart Shields) 1 cost</p> <p>Protect the people:</p>
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Dothraki Attachment turn any unit **Khal**, as does Belwas

<p>Dothraki Ko 1 cost (Mounted)</p> <p>Bloodcurdling scream Enemy gains +1 to Moral rolls. On Charge, enemy become Panicked</p>	<p>Dothraki Outrider 1 cost (Mounted)</p> <p>Pillager Restore d3 wounds after destroying a unit</p>	<p>Strong Belwas 2 cost</p> <p>Duelist: Roll a dice on a 4+ deal an automatic wound without defensive saves. On a 6+ you can remove an attachment.</p>	<p>Dothraki Scout 2 cost</p> <p>Pathfinder Pathfinder</p>
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The Mercenary **Attachment** are the commander and captain of each Company fluff wise. They can also be attached to any **neutral** units.

To use any of the **attachment**, you must field a **unit** of their Company in your force.

They are strong attachment, giving **other** units the **abilities** of their units. Furthermore, they each add the **sellword** keyword to the attached unit

<p>Daario Naharis: Stormcrows 1 cost infantry:</p>	<p>Prendahl na Ghezn: Stormcrows 1 cost</p> <p>Stormswept: Add +d3 distance to march action.</p>	<p>Sallor the Bald: Stormcrows 1 cost (mounted)</p> <p>Stormswept: At the start of its activation may take a free march at fixed movement of 4 instead of swift advancing.</p>	<p>Bloodbeard Company of the Cat 1 cost:</p> <p>Savage Commander: If they deal 4 wounds, a unit within short becomes vulnerable</p>
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<p>Tattered Prince: Windblown 1 cost:</p> <p>Tattered Force: If Marching may Pivot at the beginning instead of at the end</p>	<p>Denzo D'han Windblown: 1 cost (Mounted)</p> <p>Tattered Force: If Marching may Pivot at the beginning instead of at the end</p>	<p>Caggo Corpsekiller: Windblown 1 cost</p> <p>Deserters Due: Orders: After failing a Panic test, take 3 automatic Hits to pass</p>	<p>Mero: Second Sons 1 cost</p> <p>Titan's Bastard: While you control Money, this unit gains +1 to speed, and 1+d3 attack dice.</p>
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Quantyn and his friends can attach to all. They do not turn them into anything.

<p>Quantyn Martell 2 cost</p>	<p>Gerris Drinkwater 1 cost</p>	<p>Archibald Yronwood 1 cost</p>	<p>Cletus Yronwood 1 cost</p>
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NCU

Furthermore, Targaryen across the narrow sea may only field Varys as an NCU

Dany
3 cost
Mother of Dragons
May replace any of the Dragon Tokens

Galeon
4 cost
Admirals:
Some movement?

Reznak mo Reznak
3 cost
Seneschal of Meereen:

If it is a **Freedman**

Galazza Galare
4 cost
Green Grace:
Restore d3 wounds.

If it is a **Freedman** unit restore 2+d3 wounds

Viserias
4 cost
Beggar King:

Illyrio Mopatis
4 cost
Cheesemonger:
Influence:

This unit has a 5+ armor saves
If the unit is a **Sellsword** unit it has a 4+ armor save

Jorah
3 cost
Oldest Advisor
Influence:

Unit counts as **Dothraki, Freedman** and **Sellsword**

Rommo
4 cost
Jaqqa rhan:
Influence:

This unit may reroll all charge distances
If the unit is a **Dothraki** this unit gains **Vicious**

Dany
3 cost
Breaker of Chains

Tactics

Replace **Crowns**:

Force all other players to discard 1 card.

Replace **Letters**:

Perform a free march action with any unit with a fixed movement of 4

They are based around **attachments** and having the correct **keywords** for each unit. (**Sellsword**, **Freedman** and **Khal**)

Two spots on the Tactic board are replaced but only for the Targaryen player:

The Unburnt:

When a unit is destroyed

One attachment removed may be added to any unit (ignoring usual restriction)

Deal 4 automatic hits to a unit engaged with a **Khal** unit

Fire and Blood:

When attacking:

Target gains Vulnerable

If the unit is **Sellsword** reroll all attack dice

Waking the Dragon:

When a friendly unit declares a charge:

Ignore all terrain this turn.
Change position of 1 friendly attachment on the field

If the unit is **Sellsword** target becomes **vulnerable** and **panicked**

Mhysa:

When a friendly unit is attacked:

Immediately change position of up to 3 attachment on the field.

If the unit is **Freedman** gain d3+1 defensive dice

Breaker of Chains

When a friendly unit makes a moral roll:

Add +1 to the roll.
Change position of 1 attachment on the field.

If the unit is **Freedman** restore 2 wounds for each attachment in this unit

A deal made long ago:

When an enemy plays a tactic card:

Activate the ability of an NCU.

If it is influence, do not remove the already set influence.

If you control **Crown**, you can activate the ability of any enemy NCU

Stormborn:

End of a friendly turn:

Unit may take a free Retreat or Maneuver action

If the unit is a **Khal unit** automatically count as having rolled a 6 and give **vulnerable** to the enemy unit

Neutrals

Some thoughts I had

UNITS

<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">5 Movement</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Iron and Oak</td></tr> <tr><td style="width: 50%;">4+</td><td style="width: 50%;">8 6</td></tr> </table> </div> <div style="border: 1px solid black; padding: 5px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Resilience 2</td></tr> <tr><td style="width: 50%;">3+</td><td style="width: 50%;">Moral 7+</td></tr> </table> </div>	Iron and Oak		4+	8 6	Resilience 2		3+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Hedge Knights</p> <p>Cost 8</p> </div>	<div style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;">In the Name of the:</p> <p>At the start of the game and 2nd, 4th and 6th turn, choose one to be active:</p> <p>Warrior: Critical Blow and 2 attacks dice on Charges</p> <p>Father: +1 to hit and -2 to Moral rolls</p> <p>Mother: Order: 3 automatic blocks</p> <p>Maid: All friendly within short roll -1 for Moral</p> </div> <div style="border: 1px solid black; padding: 10px; margin-top: 10px; text-align: center;"> <p>Swift Advance</p> </div>
Iron and Oak										
4+	8 6									
Resilience 2										
3+	Moral 7+									

Attachements.

<p>Walter Frey NCU 3 cost</p> <p>Late Lord of the Twins:</p> <p>You may hire up to 3 Frey family members</p> <p>Influence:</p> <p>Unit ignores Hinderling terrain</p>	<p>Frey Family member 2 cost Generic Attachment</p> <p>Lord of the Crossing:</p> <p>Remove this attachment from this Unit and a friendly Walter Frey and his influence from game.</p> <p>This unit counts as Walter Frey from now on. (may still be placed this turn, does not have an ability)</p>	<p>Frey Family member 2 cost Generic Attachment</p> <p>Lord of the Crossing:</p> <p>Remove this attachment from this Unit and a friendly Walter Frey from game.</p> <p>This unit counts as Walter Frey from now on. (may still be placed this turn, does not have an ability)</p>	<p>Frey Family member 2 cost Generic Attachment</p> <p>Lord of the Crossing:</p> <p>Remove this attachment from this Unit and a friendly Walter Frey from game.</p> <p>This unit counts as Walter Frey from now on. (may still be placed this turn, does not have an ability)</p>
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Faith Militant

Just because I had a fun idea for the tactics, (I play too much SAGA)

UNIT_CHOICES

In addition to this they may use any Knights in the game (**Knights of Casterly Rock, Knights of the Stormlands, Knights of the Vale, Knights of Summer and Hedge Knights, Sworn Knights, Squires**). They may not field any neutral attachment except those with **Knightly Vows** or **Champion of the Faith**.

Sadly, I had no space to give stones to the Sparrows and create some LOTR miniature game flashbacks

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td colspan="4" style="text-align: center;">2 x 4</td> </tr> <tr> <td style="text-align: center;">5+</td> <td style="text-align: center;">5</td> <td style="text-align: center;">4</td> <td style="text-align: center;">3</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">6+</td> <td style="text-align: center;">Moral 7+</td> </tr> </table>	2 x 4				5+	5	4	3	6+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Sparrow</p> <p>Cost 3</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Zealot:</p> <p style="text-align: center;">Double all defensive blocks or attack dice gained by ability, orders or tactics card</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">SHAME:</p> <p style="text-align: center;">If you have the blessing of the Stranger: All units within long have -2 to moral rolls</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Insignificant:</p> <p style="text-align: center;">This unit is not worth Victory Points from Victory through Combat</p> </div>
2 x 4												
5+	5	4	3									
6+	Moral 7+											

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td colspan="4" style="text-align: center;">Axes and Crudgel</td> </tr> <tr> <td style="text-align: center;">5+</td> <td style="text-align: center;">8</td> <td style="text-align: center;">5</td> <td style="text-align: center;">5</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">6+</td> <td style="text-align: center;">Moral 4+</td> </tr> </table>	Axes and Crudgel				5+	8	5	5	6+	Moral 4+	<div style="border: 1px solid black; padding: 10px;"> <p>Poor Fellows</p> <p>Cost 4</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Protector of the wayfarers:</p> <p style="text-align: center;">If you have the blessing of the Crone: Gain Pathfinder</p> <p style="text-align: center;">If you have the blessing of the Smith: Gain Sundering</p> <p style="text-align: center;">If you have the blessing of the Mother: Gain +1 to defensive saves</p> <p style="text-align: center;">If you have the any of the two above: Gain +1 to hit</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Insignificant:</p> <p style="text-align: center;">This unit is not worth Victory Points from Victory through Combat</p> </div>
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4 Movement						
Longswords						
4+ 7 4 4						
4+ Moral 5+						
		<p>Implacable</p> <p>Never suffer panic test from units with morals of 7+ or worse</p>				

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5 Movement						
Longaxes						
3+ 6 6 8						
4+ Moral 7+						
		<p>Longaxes</p> <p>Critical blow against infantry</p> <p>Sundering against Cavalry and Monsters</p>				

Commander

High Sparrow NCU

His tactics cards are built around bloodshed, he just wants destruction.

NCU ability:

Influence:

Reroll Moral tests

Fury of the Smallfolk:

After declaring a charge target

Reroll the charge distance dice.
Can't suffer disorderly charges
this turn

Furthermore:

3 Blessings: Each attack hit of +4
4 Blessings: Each attack hit of +3
5 Blessings: Each attack hit of +3
+ rerolling 2 dice
6+ Blessings: Each attack hit of
+3, **Sundering** + rerolling 2 dice

Conviction of the Voice:

**At the start of the round
after drawing:**

Restore wounds equal to
the number of Blessings

Gain any **Blessing** of your
choice afterwards.

Twittering of Sparrows:

After getting declared a charge target:

Enemy unit suffer disorderly charge on
rolls of 1, 2 and 3's.

Furthermore:

3 Blessings: Each defensive roll saves
on +5
4 Blessings: Each defensive roll saves
on +4
5 Blessings: Each defensive roll saves
on +3
6+ Blessings: Each defensive roll saves
on +3 and ignore **Critical Blow**

Commander

Bonifer Hasty. He was at Blackwater

Theodan the True

Lancel Lannister, just to get another one

Attachment

<p>Elder Brother 1 cost</p> <p>Head of Septries:</p> <p>When restoring wounds, restore 2 more wounds</p>	<p>Lancel Lannister 2 cost</p> <p>Secrets?</p>	<p>Theodan the True 3 cost</p> <p>Commander of the Warriors Sons:</p> <p>Order: For each blessing gain +1 defensive rolls</p>	<p>Bonifer Hasty 3 cost</p> <p>The Good:</p> <p>Order: For each blessing gain +1 attack rolls</p>
<p>Landed Knight 1 cost mounted</p> <p>Knighly Valor:</p> <p>If you control swords, this unit may re-roll its charge distance die, and any Misses with melee attacks.</p>	<p>Questing Knight 1 cost mounted</p> <p>Knighly Vow:</p> <p>Before development, choose an enemy unit. Until the end of the game this unit gain +1 to hit and roll +2 dice against the enemy</p>	<p>True Knight 3 cost mounted</p> <p>Die with honor:</p> <p>When this unit is destroyed, deal d3 wounds. Roll a dice, on a 4+ you may remove 1 engaged attachment</p>	<p>Knight Exemplar 1 cost mounted</p> <p>Stalwart:</p> <p>This unit gains +2 to Moral test</p> <p>Pious:</p> <p>When restoring wounds, restore +1</p>
<p>NCU Septon and Uella</p>			
<p>Elder Brother of the Quiet Island 3 cost</p> <p>Healing Hands:</p> <p>Once per game, place a removed attachment into any unit without attachment</p>	<p>Unella 4 cost</p> <p>Example of shame:</p> <p>Influence:</p> <p>All units within long have -2 to moral rolls</p>	<p>Most Devout 4 cost</p> <p>Makers of fate:</p> <p>Discard up to 2 cards and draw the same amount</p>	<p>Meribald 3 cost</p> <p>Dog: Influence</p> <p>Ignore Terrain</p>

Tactics

With the Tactics you have a separate board with 7 empty spots. These spots are the blessing. Blessing have no direct benefit,

**Justice of the Father:
When an NCU is placed**

Restore 1 wound to a unit.

If you have the **blessing** of the **Warrior** or the **Crone**, cancel the ability of the NCU

Gain the **blessing of the Father**

**Love of the Mother:
After restoring wounds;**

Remove 1 condition.

If you have the **blessing** of the **Father** or the **Maiden** restore 4 more wounds

Gain the **blessing of the Mother**

**Defense of the Warrior:
After getting charged**

Ignore the benefit of the charge reroll.

If you have the **blessing** of the **Crone** or the **Stranger** additionally block 2 hits

Gain the **blessing of the Warrior**

**Strength of the Smith:
When attacking an enemy in melee**

Add d3 attack rolls.

If you have the **blessing** of the **Mother** or the **Maiden** gain **Sundering**

Gain the **blessing of the Smith**

**Innocence of the Maiden:
When resolving a panic**

Gain +1 to Moral

If you have the **blessing** of the **Father** or the **Warrior** may use the unmodified moral value of a friendly unit within long

Gain the **blessing of the Maiden**

**Guidance of the Crone:
At the start of a turn**

Ignore difficult terrain.

If you have the **blessing** of the **Stranger** or the **Smith** gain a free maneuver

Gain the **blessing of the Crone**

**The Stranger:
When an enemy attack**

Reduce their attack rolls by 1

If you have the **blessing** of the **Smith** or the **Mother**, the attack must be made with the lowest attack value

Gain the **blessing of the Stranger**

Father	Smith	Warrior	Stranger	Mother	Maid	Crone
--------	-------	---------	----------	--------	------	-------

Targaryen of the Golden Company

Sellswords of the Golden Company

Infantry: Nothing worth mentioning, quite reliable

Cavalry: Knights and Squires

Ranged: Crossbows, Mongol bow, Longbows and lastly Summer island bowman

Assorted: ELEPHANTS!!!!

SPECIAL: Special 4 model units and a “monster”

Banners: Increase Morale and give variety of buffs

Paymaster: 5 times per Game give a variety of buffs.

Commander

Jon Connington, mix between **glory hunger and cautious**.

Harry Strickland, former paymaster, so **buffs**

Ser Tristan Rivers, Former Outlaw, took Crow’s Nest. **Morale affecting stuff?**

Lord Laswell Peake, two brothers are serving besides him (multiple attachment), has friends in the reach, took Rain House, **some influence with his tactics card**.

Ser Marq Mandrake, former slave, took Greenstone and eastermont with 500 men. **Damage guy**

Prince Aegon Targaryen, probably some **versatile** stuff.

Attachments and NCU

Black Balaq, Company Archer

Gorys Edoryen, Company Paymaster NCU

Lysono Maar, Company Spymaster NCU

Franklyn Flowers, the Bastard of Cider Hall

Jon Lothston, Serjeant

Generic Serjeant

Haldon Halfmaester, Healer NCU

Rolly Duckfield, Kingsguard

Lady Lemoore, Septa NCU

Yandry and Ysilla?

Yunkai and Old Ghis Unfinished

The Yunkai are a very unique army. Each force of the Yunkai are led by multiple commander giving their unique ideas to cripple their force horrible.

The Alliance of Slaver bay have a number of really good elite unit and some of the cheapest unit in the game but fielding exactly those cheap unit can cripple you.

Unlike other decks you have 6 command card, but add 1 per commander you field.

UNIT CHOICES

5 Movement	<p>Slave Soldiers</p> <p>Cost 3</p>	<p>Mass of Bodies</p> <p>-1 to hit against this unit, if the attacking unit is engaged to a second unit</p>				
<p>Short Swords</p> <table border="1"> <tr> <td>4+</td> <td>7</td> <td>6</td> <td>5</td> </tr> </table>		4+	7	6	5	<p>Unkind Fate</p> <p>Orders: Deal automatic hits equal to the number of friendly units within short on attack</p>
4+		7	6	5		
5+ Moral 9+	<p>Insignificant:</p> <p>This unit is not worth Victory Points from Victory through Combat</p>					

5 Movement	<p>Slave Spearman</p> <p>Cost 3</p>	<p>Mass of Spears</p> <p>Sundering, if attacking a unit engaged to a second unit</p>				
<p>Spears</p> <table border="1"> <tr> <td>4+</td> <td>8</td> <td>5</td> <td>3</td> </tr> </table>		4+	8	5	3	<p>Drilled fear</p> <p>Orders: Gain -1 to Moral test for each friendly unit within long</p>
4+		8	5	3		
5+ Moral 9+	<p>Insignificant:</p> <p>This unit is not worth Victory Points from Victory through Combat</p>					

4 Movement	Slave Crossbowmen Cost 3	Repeater Crossbow +1 to hit , if attacking a unit engaged to a second unit Long-Range
Repeater Crossbow 4+ 7 7 5		Insignificant: This unit is not worth Victory Points from Victory through Combat
6+ Moral 9+		

6 Movement	Beastkeeper Cost 6	Wild beast Whenever this unit fails a moral test, the closet unit who has not triggered the moral test suffers 4 automatic hits.
Fangs and Claws 3+ 7 5 0		Fangs and Claws -Viscous -Against unit with a defensive value of 5+, deal two additional wounds per failed defensive save
Whips 5+ 0 0 3		
5+ Moral 5+		

4 Movement	Iron Legion Hastati Cost 7	Lockstep Legion May pivot before March
Short Swords 3+ 6 6 6		Manipular: Orders: Reduce the amount of hits to 6
3+ Moral 6+		Slave watcher: All friendly unit within short may use suffer more then 3 wounds from a failed panic test

4 Movement	<p>Iron Legion Princes</p> <p>Cost 8</p>	<p>Lockstep Legion May pivot before March</p>		
<p>Short Swords</p> <table border="1"> <tr> <td>3+</td> <td>7 7 7</td> </tr> </table>		3+	7 7 7	<p>Manipular: Orders: Reduce the amount of hits to 6</p>
3+		7 7 7		
<p>Pilum</p> <table border="1"> <tr> <td>3+</td> <td>5 5 5</td> </tr> </table>		3+	5 5 5	<p>Pilum Short range, sundering May be used before charging as a free ranged attack action</p>
3+	5 5 5			
<table border="1"> <tr> <td>3+</td> <td>Moral 5+</td> </tr> </table>	3+	Moral 5+		
3+	Moral 5+			

5 Movement	<p>Qarthian Sailor</p> <p>Cost 6</p>	<p>Need to test the identity of the army more</p>		
<table border="1"> <tr> <td>4+</td> <td>7 6 5</td> </tr> </table>		4+	7 6 5	
4+		7 6 5		
<table border="1"> <tr> <td>4+</td> <td>Moral 7+</td> </tr> </table>	4+	Moral 7+		
4+	Moral 7+			

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6 Movement									
Slings									
3+	8 5 3								
5+	Moral 7+								

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6 Movement											
Scimitar											
3+	8 5										
Resilience 2											
4+	Moral 7+										
		<p style="text-align: center;">Desert Path</p> <p style="text-align: center;">Instead of being deployed normally this unit may be deployed on the first turn.</p> <p style="text-align: center;">If so, deploy it within long of the friendly deployment zone</p>									

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">5 Movement</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Qarthian Bow</td></tr> <tr><td style="text-align: center;">3+</td><td style="text-align: center;">6 4</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Scimitar</td></tr> <tr><td style="text-align: center;">4+</td><td style="text-align: center;">6 4</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">Resilience 2</td></tr> <tr><td style="text-align: center;">4+</td><td style="text-align: center;">Moral 8+</td></tr> </table>	5 Movement	Qarthian Bow		3+	6 4	Scimitar		4+	6 4	Resilience 2		4+	Moral 8+	<p>Qarthian Skirmisher</p> <p>Cost 6 Mounted</p> <p>Strictly speaking I think Camel Archer dismounted to shoot</p>	<p style="text-align: center;">Camels</p> <p style="text-align: center;">Viscous against Cavalry</p> <p style="text-align: center;">Cavalry must do a Panic test when charging Camels</p> <p style="text-align: center;">May pivot at the start of the activation</p> <p style="text-align: center;">Critical Blow against Infantry in melee</p>
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Qarthian Bow															
3+	6 4														
Scimitar															
4+	6 4														
Resilience 2															
4+	Moral 8+														
		<p style="text-align: center;">Qarthian Bow</p> <p style="text-align: center;">May shift 4 " after attacking</p> <p style="text-align: center;">Long Range</p>													

Special Units

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6 6 8								
4+	Moral 7+							

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">Chariot Spears</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 5px;"> <tr> <td style="width: 50%; text-align: center;">4+</td> <td style="width: 50%; text-align: center;">4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">5+ Moral 6+</div>	4+	4	<div style="border: 1px solid black; padding: 10px;"> <p>Chariots</p> <p>Cost 5</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Chariot</p> <p>-May only pivot after moving 4 inches</p> <p>-May march through Infantry units, if they do resolve a charge attack against that unit</p> <p>-May not shift when attacking</p> <p style="text-align: center;">4 Wounds</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Chariot Fork</p> <p style="text-align: center;">+3 attacks rolls, and +1 to hit when marching</p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p style="text-align: center;">Swift Advances</p> </div>
4+	4			

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">4 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">Bolt Thrower (Volley Fire)</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 5px;"> <tr> <td style="width: 50%; text-align: center;">4+</td> <td style="width: 50%; text-align: center;">3</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">Bolt Thrower (Single Shot)</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 5px;"> <tr> <td style="width: 50%; text-align: center;">3+</td> <td style="width: 50%; text-align: center;">1</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">6+ Moral 6+</div>	4+	3	3+	1	<div style="border: 1px solid black; padding: 10px;"> <p>Scorpion</p> <p>Cost 5</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Slave War machine</p> <p style="text-align: center;">This model has 5 Wounds</p> <p>This model can take Panic test, but no other kind of Morale Tests, cannot Charge or Retreat and cannot gain Condition Tokens.</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Bolt Thrower</p> <p style="text-align: center;">Long Range; May not shift; Sundering</p> <p style="text-align: center;">Volley Fire</p> <p style="text-align: center;">Each success deals 3 Hits</p> <p style="text-align: center;">Single Shot</p> <p>If this generates any Hits against a Solo unit, instead of rolling Defense Dice, they suffer d3+1 Wounds</p> </div>
4+	3					
3+	1					

4 Movement	<p>Mangonel</p> <p>Cost 5</p>	<p>Slave Warmachine</p> <p>This model has 5 Wounds</p> <p>This model can take Panic test, but no other kind of Morale Tests, cannot Charge or Retreat and cannot gain Condition Tokens.</p>				
<table border="1"> <tr><td colspan="2">Stone</td></tr> <tr><td>5+</td><td>2</td></tr> </table>		Stone		5+	2	<p>Mangonel</p> <p>long range; ignore intervening unit and terrain and for every rank in target unit gain +1 to hit</p> <p>Stone</p> <p>Unit hit receive d3+1 Wounds + number of ranks</p> <p>Casket of Poison</p> <p>Unit hit receive d3 Wounds</p> <p>They must perform a Panic Test with -2 to their roll even if the attack missed</p>
Stone						
5+	2					
<table border="1"> <tr><td colspan="2">Casket of Poison</td></tr> <tr><td>6+</td><td>1</td></tr> </table>	Casket of Poison		6+	1		
Casket of Poison						
6+	1					
6+ Moral 6+						

5 Movement	<p>Mantarys Horror</p> <p>Cost 6</p>	<p>Monster</p> <p>This model has 4 Wounds</p> <p>This model only suffers 1 Wounds for every 2 unblocked Hits from any attack or effects</p> <p>This model recovers 1 Wounds whenever an engaged unit loses a wound</p>			
<table border="1"> <tr><td colspan="2">Twisted Claws</td></tr> <tr><td>2+</td><td>3</td></tr> </table>		Twisted Claws		2+	3
Twisted Claws					
2+	3				
4+ Moral 5+		<p>Twisted Claws</p> <p>This attack always trigger Panic Test</p>			

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2" style="text-align: left;">Crude Weapon</th></tr> <tr><td style="width: 50%;">3+</td><td style="width: 50%;">3</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; text-align: center;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;">3+</td><td style="width: 50%;">Moral 3+</td></tr> </table> </div>	Crude Weapon		3+	3	3+	Moral 3+	<div style="border: 1px solid black; padding: 10px;"> <p>Mantarys Giants</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="text-align: center;">Monster</p> <p style="text-align: center;">This model has 4 Wounds</p> <p style="text-align: center;">This model only suffers 1 Wounds for every 2 unblocked Hits from any attack or effects</p> <p style="text-align: center;">This model recovers 1 Wounds whenever an engaged unit loses a wound</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Crude Weapon Sundering</p> <p style="text-align: center;">For each Wounds from this attack, the defender suffers 1 additional Wound</p> </div>
Crude Weapon								
3+	3							
3+	Moral 3+							

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">6 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2" style="text-align: left;">Massive Blow</th></tr> <tr><td style="width: 50%;">2+</td><td style="width: 50%;">3</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; text-align: center;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;">4+</td><td style="width: 50%;">Moral 5+</td></tr> </table> </div>	Massive Blow		2+	3	4+	Moral 5+	<div style="border: 1px solid black; padding: 10px;"> <p>Mantarys Behemoth</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="text-align: center;">Behemoth</p> <p style="text-align: center;">This model has 6 Wounds</p> <p style="text-align: center;">This model only suffers 1 Wounds for every 2 unblocked Hits from any attack or effects</p> <p style="text-align: center;">This model recovers 1 Wounds whenever this unit destroys a rank</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Massive Blow</p> <p style="text-align: center;">For each Wound on this model, roll an additional attack</p> <p style="text-align: center;">Defenders do not get Defensive Saves</p> </div>
Massive Blow								
2+	3							
4+	Moral 5+							

Sellsword

6 Movement	Long Lances (mounted) Cost 6	Long Lance: Gain +1 to hit and Sundering on Charge attack.
Long Lance		Shoemaker of the Sellswords May not lose more than 3 wounds to a Panic test
4+ 8 3		Swift Advance
Resilience 1		
5+ Moral 9+		

5 Movement	Second Son (mounted) Cost 6	Lance: Gain Critical Blow and Sundering on Charge attack.
Lance		Extra Incentive While you control Money , this unit gains +1 to speed, +2 to Moral and 2 attack dice.
3+ 8 4		Swift Advance
Resilience 1		
4+ Moral 8+		

5 Movement	Windblown infantry Cost 5	Tattered Force: If Marching may Pivot at the beginning instead of at the end
Longswords		Deserters Due: Orders: After failing a Panic test, take 3 automatic Hits to pass
4+ 7 6 4		
3+ Moral 9+		

6 Movement

Warhooks

4+	6	6	5
----	---	---	---

4+	Moral 8+
----	----------

Company of the
Cat

Cost 5

Warhooks:

-Vicious.

-Gain Sundering when fighting
Cavalry or Monsters.

Savagery:

If they deal 4 wounds, a unit within
long becomes **vulnerable**

Commander

Randomly determine your commander for this day.

Yezzan zo Qaggaz.

Commander ability:

All around the World

May only be attached to Slave Soldier

Enemy unit suffer +1 to Panic tests

Friendly unit suffer +2 to Panic tests

Lord Yellowbelly
After making a charge or attack action

Malazza

Commander ability:

Rightous Abs

May only be attached to Slave Soldier

Unit suffer -1 to defensive rolls, +2 additional attack rolls

Daenerys of Yunkai
When a friendly unit makes a moral test

Clanker Lords

Commander ability:

Chained Troops

May only be attached to Slave Soldier

Unit may not march, -2 for Panic test

Little Pigeon
After making a charge or attack action

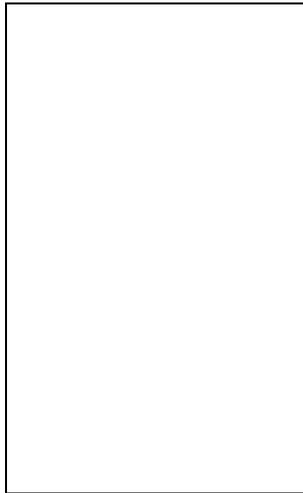
Paehar zo Myraq

Commander ability:

Hérons

May only be attached
to Slave Spearman

Unit suffer -1 to hit,
+2 to charge distance

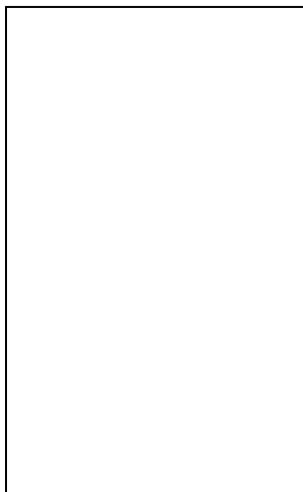


Ghazdor zo Ahlaq

Commander ability:

Lord Wobblecheeks

May only be attached
to Slave Spearman



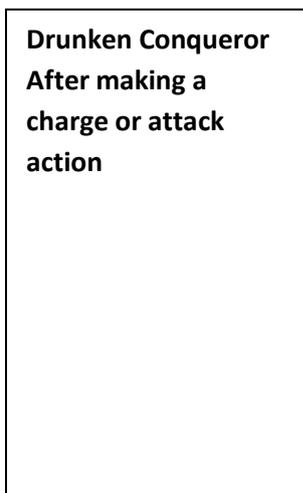
The Perfumed Hero

Commander ability:

Distracting perfume

May only be attached
to Slave Spearman

Drunken Conqueror
After making a
charge or attack
action

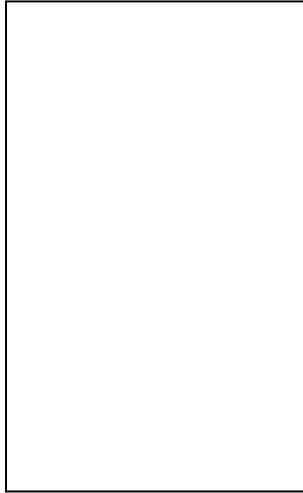


Gorzhak zo Eraz.

Commander ability:

Pudding Face

May only be attached
to Slave
Crossbowmen

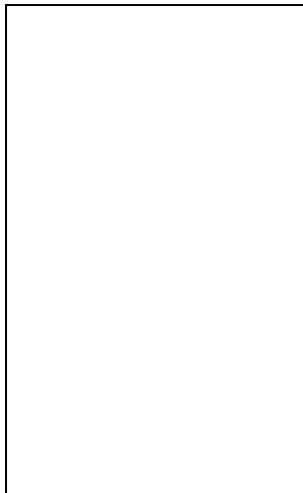


Morghaz zo Zherzyn.

Commander ability:

Drunken Conqueror

May only be attached
to Slave
Crossbowmen

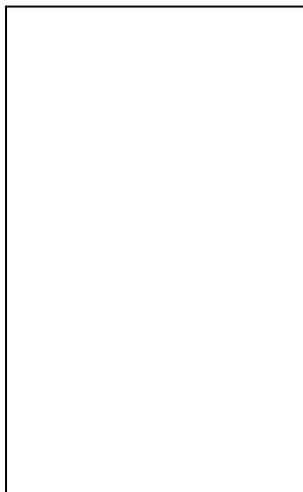


Faezhar zo Faez.

Commander ability:

The Rabbit

May only be attached
to Slave
Crossbowmen



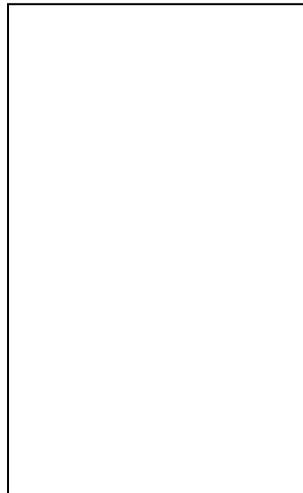
Charioteer.

Commander ability:

The Lord of Chariots

**Must replace a
Chariot.**

**-His chariot suffers -2
to hit**



Beastmaster

Commander ability:

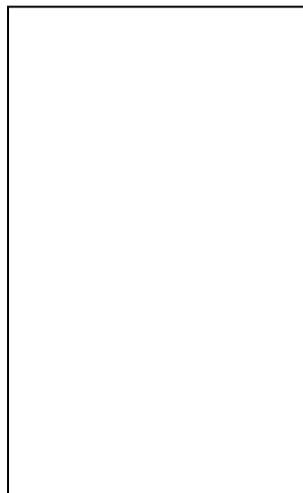
The Lord of Chariots

Must be attached to a
Beast keeper unit.

-His unit suffers +2 to
moral value

That unit gains

Insignificant



Attachment

--	--	--	--

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NCU

--	--	--	--

Dorne

Dornishman are in military equal to the Vale and the North but they were the only Kingdom unbowed. Dornishman

This is mostly due to their mastery of terrain and movement, powerful and mobile unit and versatile tactics. They weren't meant to all cost 5 but I fucked up early

So, I want to aim towards the mobility of certain Free folk, the aggressiveness of the Stark Outrider and the Crannog men and some control via NCU. These NCU have powerful effect but a lot of the effect are just for intimidation sake, forcing the enemy to decide to take or not take certain actions.

6 Movement	<p>Dornish Spearman</p> <p>Cost 5</p>	<p>Dornish Dances</p> <p>Remove a Vulnerable token from the enemy unit.</p> <p>The enemy unit gains -1 to hit rolls and the enemy may not use orders.</p>		
<p>Spear and Bucklers</p> <table border="1"> <tr> <td>4+</td> <td>8</td> <td>8</td> <td>6</td> </tr> </table>			4+	8
4+	8	8	6	
<table border="1"> <tr> <td>5+</td> <td>Moral 6+</td> </tr> </table>			5+	Moral 6+
5+	Moral 6+			

6 Movement	<p>Dornish Dervishes</p> <p>Cost 7</p>	<p>Dornish Dances</p> <p>Remove a Vulnerable token from the enemy unit. The enemy unit gains -1 to hit rolls and the enemy may not use orders.</p>			
<p>Curved Swords</p> <table border="1"> <tr> <td>3+</td> <td>8</td> <td>5</td> <td>4</td> </tr> </table>		3+	8	5	4
3+	8	5	4		
<table border="1"> <tr> <td>6+</td> <td>Moral 5+</td> </tr> </table>			6+	Moral 5+	<p>Veiled Warriors: Order:</p> <p>If they start their activation within LOS of enemy unit and end their activation out of LOS, that unit become vulnerable</p>
6+	Moral 5+				

5 Movement	<p>Dune Raiders</p> <p>Cost 5</p>	<p>Order: Quickfire</p> <p>After this unit completes a Maneuver or Retreat action:</p> <p>This unit may make 1 free Ranged Attack Action</p>		
<p>Javelin</p> <table border="1"> <tr> <td>4+</td> <td>6 4 4</td> </tr> </table>		4+	6 4 4	<p>Dornish Spear</p> <p>After charging the enemy becomes vulnerable</p>
4+		6 4 4		
<p>Dornish Spear</p> <table border="1"> <tr> <td>4+</td> <td>6 6 4</td> </tr> </table>		4+	6 6 4	<p>Javelin</p> <p>Short-Range</p>
4+	6 6 4			
<table border="1"> <tr> <td>6+</td> <td>Moral 6+</td> </tr> </table>	6+	Moral 6+		
6+	Moral 6+			

5 Movement	<p>Uller Ambusher</p> <p>Cost 5</p>	<p>Hidden Crossbow</p> <p>Short Range</p> <p>Sundering</p>		
<p>Hidden Crossbow</p> <table border="1"> <tr> <td>3+</td> <td>6 5 4</td> </tr> </table>		3+	6 5 4	<p>Nimble</p> <p>When making Ranged Attacks, this unit may shift 3". After that attack has been completed, this unit may then shift an additional 3"</p>
3+		6 5 4		
<p>Shortblades</p> <table border="1"> <tr> <td>4+</td> <td>5 4 3</td> </tr> </table>		4+	5 4 3	
4+	5 4 3			
<table border="1"> <tr> <td>6+</td> <td>Moral 8+</td> </tr> </table>	6+	Moral 8+		
6+	Moral 8+			

5 Movement	<p>Martell Guards Cost 6</p>	<p>Poisoned Spear</p> <p>Poison (4+): Armor Save is always on 4+, before applying charge bonus, if this unit choose so</p>		
<p>Poisoned Spear</p> <table border="1"> <tr> <td>4+</td> <td>7 7 3</td> </tr> </table>		4+	7 7 3	<p>Swift Strike:</p> <p>After this attack is completed, this unit may make a free Retreat action if engaged</p>
4+		7 7 3		
<table border="1"> <tr> <td>5+</td> <td>Moral 6+</td> </tr> </table>	5+	Moral 6+		
5+	Moral 6+			

5 Movement	<p>Martell Sandrider Cost 8</p>	<p>Poisoned Lances</p> <p>Poison (4+): Armor Save is always on 4+, before applying charge bonus, if this unit choose so</p> <p>When charging, this attack gains +3 dice and Critical Blow</p>		
<p>Poisoned Lances</p> <table border="1"> <tr> <td>3+</td> <td>6 3</td> </tr> </table>		3+	6 3	<p>From nowhere:</p> <p>Order:</p> <p>If attacking in the rear or the back and the enemy has a vulnerable token, this unit may make a free retreat action</p>
3+		6 3		
<p>Resilience 2</p> <table border="1"> <tr> <td>5+</td> <td>Moral 6+</td> </tr> </table>	5+	Moral 6+	<p>Swift Advance</p>	
5+	Moral 6+			

More possible troops:

The most important three houses before the Martell appeared.

House Dayne of Starfall the Rock Dornishman

Exceptional Knights and I would make them the most traditional Anvils

House Fowler, Wardens of the Prince's Pass and former King over Stone and the Sky.

So probably very movement based

House House Yronwood of Yronwood, Wardens of the Stoneway

Bonus for successfully fending off the enemy

Coincidental all the above Stony Dornish

Sandy Dornish are Ullers and Qorgyles

Salty Dornish are the Martell

Possible themes:

Stony Dornish, are the most like common soldiers using Crossbow, Anvil and normal attacks.

Sandy Dornish are the former adventurer braving the sands to establish a life. They are mostly movement based, ambusher and can deal dmg via terrain.

Salty Dornish are the poisoners among the force and the baseline

In general: More mounted Sand steeds

Commander

Areo Hoteah

Similar to Rodrik Cassel, he is the one who uses Vulnerable token.

Unlike Rodrik he is very much a defensive guy though

General ability: 1 cost
May be attached to a unit already with an attachment

Bearded Priest:

The attachment can't lose ability and can't be removed.

NCU ability: 4 cost
Foreign Protection

Start the game with **3 order tokens**.

On a 3+ If any unit would receive a condition token, you may remove that token give the same token to a unit within long

Commander ability:

Martial Training: Order:

When this unit makes a Melee Attack, after Attack dice are rolled: The defender becomes **Vulnerable**

Commander ability:

Novos Intimidation:

After this unit has attacked, if the target still has a **Vulnerable** token left, another unit within short becomes **Vulnerable**

Serve

At the start of the Round

1 friendly unit may make a free Action.

The enemy unit becomes **weakened** and **panicked** after the activation.

If the friendly unit attacks a unit with any **condition**, any number of friendly units may freely pivot.

Obey

When an enemy unit activates

That enemy makes a moral test, if they fail, they must declare a charge action if able.

If the enemy unit has any **condition**, they must roll 2 dice on the charge distance dice and take the lower

Protect

When a friendly unit attacks an enemy.

Any enemy unit becomes **weakened** after the activation.

If the friendly unit attacks a unit with any **condition**, the attack gains **Critical Blow** and rolls +2 dice

Doran: NCU-Commander

Should be based around Patience and getting more benefit the longer the game is running

NCU ability: cost 4

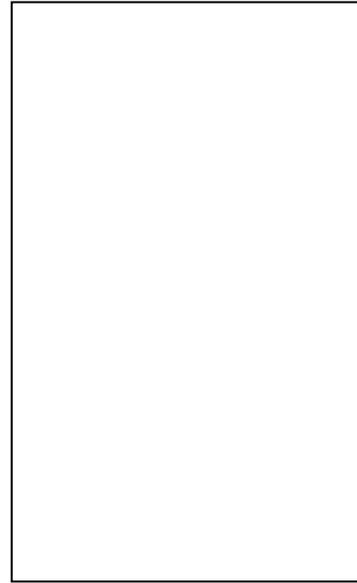
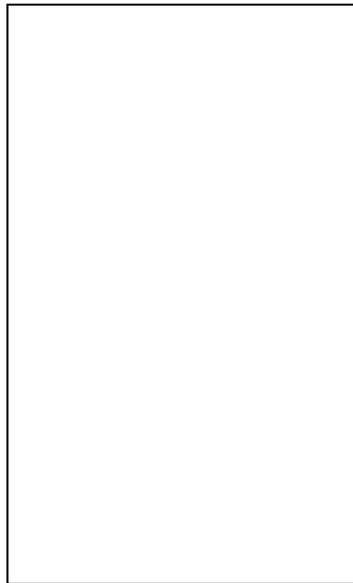
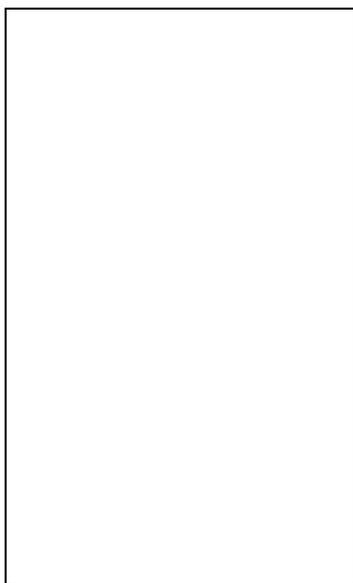
Patient as the Summer Grass:

Each turn from turn 2 onwards, place an Order Token on this unit.

Once per game, when this unit claims a Tactics Zone, you may remove every Order Token currently on it. For each Order Token removed this way, you may choose to apply the effect of an additional unclaimed Tactics Zone.

Commander ability:

Lord of Sunspears:



Oberyn Martell

He is the poison chief, as a general attachment, he is just a normal non-poison duelist using vulnerable to kill his foes, as a commander he becomes the Red Viper

General ability:

3pt Unit Attachment

Expert Duelist: Each time this unit makes a Melee Attack against an enemy Infantry unit, it deals 1 additional Wound. If there is an Attachment in that unit, you may instead roll a die. On a 3+, kill that Attachment.

General ability:

Expose Opening:

When targeting Vulnerable enemies, this unit may re-roll any Misses.

Commander ability:

The Red Viper:

If this unit has poison, it becomes +1 better
If this unit does not have poison, it receives poison (+4)

Widows's Blood

When an engaged, enemy unit activates

The enemy units become **Panicked**

If an engaged unit has the **Poison** ability, this unit must immediately perform a Panic test with -1 to the roll

Sweetsleep

When an engaged, enemy unit activates

The enemy units take d3 automatic wounds

If an engaged unit has the **Poison** ability, this unit becomes **weakened** at the start of the activation and **vulnerable** at the end of the activation

Manticore Venom

When a friendly unit attack

This unit gains the **Poison (+4)** effect.

Poison (4+): Armor Save is always on 4+, before applying charge bonus, if this unit choose so

If the friendly unit has the **Poison** ability, the Poison becomes +1 better

Quentyn Martell

Quentyn, sweet innocent Quentyn. He should be an NCU, but he led troops on a raid, so he is a Commander. He is mostly about self-sacrifician his unit, and playing around with tokens

NCU ability: 3 cost

The Secret Heir

Start the game with 3 order tokens.

If a friendly unit is destroyed, remove an order token to heal a different unit d3+1 wound

Commander ability:

Sellsword Prince:

Start the game with 2 order tokens.

If any unit is destroyed, remove an order token to make a free Retreat Action

Commander ability:

Sun in the east:

Order:

When this unit makes an attack:
1 enemy unit within long become **weakened**

Horror of War

At the start of a turn

An enemy unit becomes **weakened**, and **vulnerable**

You may make Quentyn unit **weakened**, to make an additional unit weakened

The Grand Adventure

At the start of a round

A friendly unit may make a free **Maneuver** action.

You may make Quentyn unit **Vulnerable**, to add +1 to the movement and ignore terrain

The hero never dies

When a unit is destroyed

Condition tokens may be moved to a unit within short.

You may make Quentyn unit **panicked**, to move the tokens to a unit within long.

If the destroyed unit is Quentyn unit, remove a activation token from any unit

Possible Commander

Arianna, NCU and themed around Treachery

Darkstar, absolutely unsure if he is a commander.

Attachment

Dorne should force people to become vulnerable, to improve retreats and play into their playstyle.

<p>Dornish Hero 1 cost</p> <p>Dornish Vengeance: Orders:</p> <p>If this unit loses a rank, a unit within short becomes vulnerable</p>	<p>Dornish Villain 1 cost</p> <p>Dastardly Escape:</p> <p>If this unit, successfully retreats, deal d3 wounds before retreating</p>	<p>Martell Captain 1 cost</p> <p>God's eye on us:</p>	<p>Gerold Dayne: 2 cost:</p> <p>Darkstar, he is of the night, the most dangerous man in Dorne, Connoisseur of vintage unsweetened lemonwater, weaned on venom and taker of ears:</p> <p>Any Units within LOS may not remove Vulnerable token via ability or Tactics Board</p>
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<p>Anders Yronwood 2 cost</p> <p>The Bloodroyale:</p>	<p>Ser Daemon Sand 2 cost</p> <p>Bastard of Godsgrace: When this unit is attacked Order:</p> <p>For every miss, deal 1 automatic hit to the enemy unit</p>	<p>Ser Andrey Dalt 2 cost</p> <p>Boldness and Courage:</p> <p>When this unit makes a melee attack, it is always treated as having 1 additional rank. If it already has full ranks, it rolls [+2] additional dice.</p>	<p>Ellia Sand: Mounted 2 cost</p> <p>Lady Lance:</p>
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NCU

NCU is to limit the enemy through threat projection, like varys does with his shit

<p>Tyene Sand 4 cost</p> <p>Poisonous Gift:</p> <p>Start the game with 3 order tokens. On a 3+ when a unit gets healed any number of wounds, remove an order token to cancel the heal. The unit suffers as much wounds it would have healed</p>	<p>Arienne Martell 4 cost</p> <p>Seductress: Influence:</p> <p>Attachment loses all abilities and if the unit is destroyed while attached, you may move the attachment to any unit within short</p>	<p>Sarella Sand 4 cost</p> <p>Disguised Acolyte:</p> <p>Start the game with 2 order tokens.</p> <p>On a 3+ if an NCU claims the Horses or Tactics Zone, replace the NCU with this NCU.</p> <p>The replaced NCU may not activate this turn</p>	<p>Ellaria Sand 3 cost</p> <p>Gentle Heart: Influence:</p> <p>Enemies do not gain Flank or Rear Bonus for this attack</p>
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Tactics

They can divide cards into three areas of expertise:

Sandy Dornish effects based around hitting isolated unit with damage, autohits to units in terrain and ignoring terrain.

Stony Dornish which are maneuver stuff and retreat bonuses

Salty Dornish which are poison and NCU fuckery, with a hint of longterm benefits.

Their Tactics signs are: **Maneuver** and **Letters**

The Sands of Dorne

If an enemy unit's attacks while engaged

Target friendly units suffer d3 Wounds.

An engaged unit suffers -1 to hit rolls and becomes **vulnerable**.

If you control **Horses**, you may perform a free retreat action after the attack

Melt away

After a unit is declared a target of a charge

The targeted unit may be shifted 2"

If you control **Horses**, you may choose one:

This unit receive a -1 to hit rolls

This unit receive a +1 to hit rolls

Dune Ambush

When an enemy unit activates:

This unit suffers d3 automatic hits

If you control **Horses**, a friendly unit within short of a terrain piece may do a free **Maneuver** action

Dornish Sun

When an enemy unit activates:

This unit suffers -1 to Movement

If you control **Letters**, and if there are no friendly unit within short of target unit, it may only do a march action

The Long Plan

At the start of the round

Put three tokens on this tactics card.

Remove a token each activation.

Choose any enemy unit, and as long a token is on this card, that unit may not activate

Dornish Hospitality

After an enemy NCU is placed

You may place any NCU at a different spot after the effect

If you control **Letters**, you may draw 1 card and switch the place of 2 NCU

Vengeance!

When a friendly unit is destroyed

All units within long becomes **vulnerable**

If you control **Letters**, before placing the **vulnerable** token, you may remove a **vulnerable** token from a unit to deal d3+2 hits

Tully

Tully has theretically a strong army, but unpreparedness, a big area and divided leadership makes them quite weak to foreign invasion.

But quite often they manage to bounce back from bad position, the Mallister threw the enemy back in the sea countless times and even Edmure managed to bloody Tywins nose

So, I want to aim negating hits in general, making positioning of the troops very important, rapid redeployment and a variety of houses:

Furthermore Morale is very important for the Tullys, a lot of **unit** requires Morale test.

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">4 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Long Sword</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td style="width: 15%; text-align: center;">3+</td> <td style="width: 85%; text-align: center;">7 6 4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; text-align: center;">3+ Moral 6+</div>	3+	7 6 4	<div style="border: 1px solid black; padding: 10px;"> <p>Tully Sworn Shields</p> <p>Cost 7</p> </div>	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>Shield Wall</p> <p>Orders:</p> <p>When this unit is attacked from the Front, after Attack dice are rolled:</p> <p>Automatically block d3 Hits</p> </div>
3+	7 6 4			

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Farming Tools</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td style="width: 15%; text-align: center;">5+</td> <td style="width: 85%; text-align: center;">8 5 4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; text-align: center;">5+ Moral 7+</div>	5+	8 5 4	<div style="border: 1px solid black; padding: 10px;"> <p>Tully Followers</p> <p>Cost 5</p> </div>	<div style="border: 1px solid black; padding: 10px; margin-bottom: 10px; text-align: center;"> <p>Grim Determination</p> <p>Whenever this unit passes a moral test, an engaged unit may become either weakened or panicked</p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>Fate of the small man</p> <p>After a unit within short rolled the dices for an attack action, this unit may take a moral test.</p> <p>On success block d3 hits automatically</p> <p>On failure you may not use this ability again this round</p> </div>
5+	8 5 4			

5 Movement	<p>Tully Champions</p> <p>Cost 7</p>	<p>Billhooks:</p> <ul style="list-style-type: none"> -Gain Sundering and Critical Blow when fighting Cavalry or Monsters -Gain Vicious against Infantry 	
<p>Billhooks</p> <table border="1"> <tr> <td>3+</td> <td>6 6 6</td> </tr> </table>		3+	6 6 6
3+	6 6 6		
4+ Moral 6+			

5 Movement	<p>River Patrol</p> <p>Cost 5</p>	<p>Support fire:</p> <ul style="list-style-type: none"> -Short-range -If targeting a unit engaged with a friendly unit, the range of the ranged weapon becomes long -If this unit does not shift before attacking, this attack rolls +4 dice. -This attack may ignore intervening units and terrain 		
<p>Support Volley</p> <table border="1"> <tr> <td>4+</td> <td>6 5 4</td> </tr> </table>		4+	6 5 4	
4+	6 5 4			
<p>River spear</p> <table border="1"> <tr> <td>5+</td> <td>5 5 4</td> </tr> </table>	5+	5 5 4		
5+	5 5 4			
5+ Moral 7+				

5 Movement	Mallister Watchmen Cost 7	<p>Order. Ready! Aim! Fire! When this unit is targeted for a charge: This unit may make 1 Ranged Attack action against that enemy before they resolve their Charge action</p>	
Defensive Fire			<p>Defensive Fire Short-Range if this attack is used via the Ready! Aim! Fire! Order, this attack gains long-range but may not shift Sundering</p>
3+ 7 5 5			<p>Above the Rest If no friendly unit is within short of this unit, this unit does not suffer the effect of rear or side charges</p>
Board and Hook			
3+ 8 6 4			
4+ Moral 7+			

5 Movement	Blackwood Archers Cost 6	<p>Weirwood Bows -If this unit does not shift before attacking, this attack rolls +4 dice -This attack may ignore intervening units and terrain -After the attack action, if the enemy suffered 3 wounds the enemy becomes vulnerable</p>
Weirwood Bows		
4+ 6 5 3		
Knives		
5+ 4 4 4		
6+ Moral 7+		

5 Movement	Maidenpool Watch Cost 6	Halberd Sundering
Halberd 4+ 7 7 3		Wealth of Mooton If you control wealth, automatically block d3 hits
3+ Moral 6+		

4 Movement	Vance Ambusher Cost 5	Wicked Blades Viscious
Wicked Blades 4+ 7 6 4		Hidden Assault If targeting a unit in the flank or rear, may reroll charge distance and may not suffer disorderly charge
4+ Moral 7+		River dragons If this unit starts its activation not in LOS and Long of an enemy unit, they may make a free Maneuver action

5 Movement	<p>House Tully Cavaliers</p> <p>Cost 9</p> <p>Just copy, I am lazy</p>	Lance
<p>Lance</p> <p>3+ 6 4</p>	Swift advance	Embolden;
<p>Resilience 2</p> <p>3+ Moral 5+</p>		

6 Movement	<p>Bracken Charger</p> <p>Cost 7</p>	<p>Furious Assault</p> <p>Critical blow</p> <p>-If this unit is missing a rank, this attack gains Sundering</p> <p>If charging, the enemy becomes vulnerable</p>
<p>Furious Assault</p> <p>3+ 7 9</p>	Swift advance	<p>Sure, and assured:</p> <p>If at the start of this activation, there are exactly two friendly unit within long, this unit gains +1 to movement and may ignores terrain this round</p>
<p>Resilience 2</p> <p>5+ Moral 7+</p>		

They are 4 important houses beneath the Tullies which can have unique units. **Frey** (Opportunistic but Rich), **Mallister** (Old and hate Ironborn), **Bracken** (Horse breeders and angry) and **Blackwoods** (Old Gods and honorable).

The houses with more troops than Tully are:

“Although they are Lords Paramount of the Trident, the Tullys have historically fielded fewer men than the Blackwoods, Brackens, Freys, and Vances. The Mallisters have a more prestigious lineage, while the Mootons are wealthier.”

Minor important houses: Darry (getting burned), Mooton of Maidenpool (Cowards but rich), Whent (Cursed), Vance (Sad?) and Piper (Brave)

Also, the brotherhood without Banner

So upcoming troops:

Frey: Get better defense and melee ability the more Frey's are closeby, but worse Morale and movement the more are close

They want to show but fuck risking themselves

Piper: No clue

Whent. Actually one of my favorite houses, I think healing fits

Brotherhood without Banners: A sub faction made of 5 units, former Stark guardsmen, mounted and cool

Knights of the Hollow Hill

Outlaw Archers

Sworn Knights

Fucking Beric Dondarrion, the Lightning Lord solo model man I really want to make them a faction

Commander

Edmure Tully

Morale based, healing and defensive.

He increases Morale, via cards, heals via ability and just generally makes test pass.

The Lord who cares:

Commander ability:

Heir of Riverrun:

Each time a unit within long passes a moral test, they may heal 1 wound.

Give Shelter

After a friendly unit lost a rank:

This unit may make a free Retreat action and it counts as having rolled a 6 but may only backwards

If it lost the rank due to a panic test, before moving you may give a **weakened** token to each engaged unit

Mercy for his People

When a friendly unit would fail a Moral Test:

This unit add +2 to his moral rolls

You may deal d3+1 wound to Edmure unit to heal twice the wounds dealt.

Hold the Ford

When an engaged enemy unit retreat

That unit must pass a moral test: if failed they instead of retreating take an attack action at its lowest attack number

If that unit is engaged with Edmure the engaged unit automatically fails and becomes **weakened**.

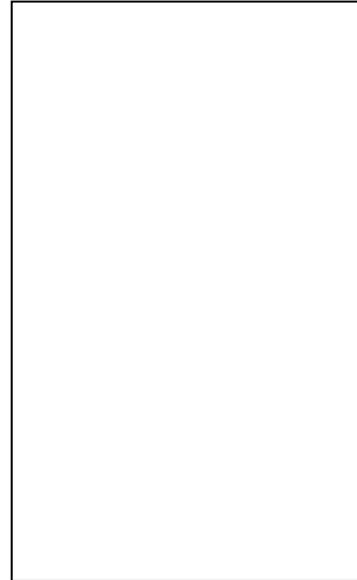
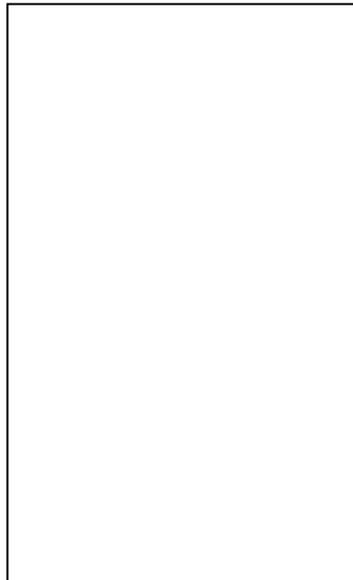
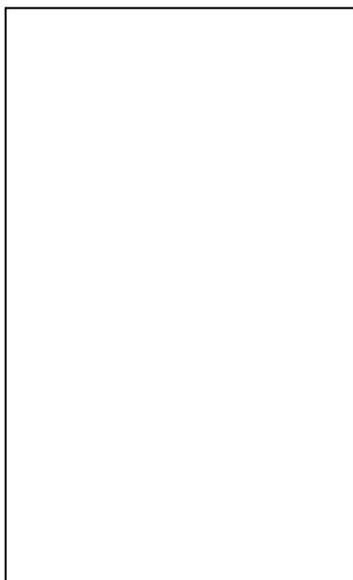
Blackfish, the Siege Commander

A master of siege and of ambushes.

So, lots of defensive abilities, keeping units back and negating hits

Attachment ability

Commander ability:



Tytos Blackwood

The archery guy, he is all about getting extra hits, helping friendly pass Morale test due to shooting, and getting out of charge distance

Infantry Attachement

2 cost ability:

Eyes of the old gods:

Order:

Any unit fully within the front Arc, may reroll a Moral test and gets +1 to its roll.

Stalwart Commander

This unit gains +2 to its Moral rolls.

The Lord of Raventree Commander

If at the start of this turn no friendly unit is in the front arc and LOS, this unit may reroll all attacks this activation

Nevermore

When a friendly unit attack

This attack gains +2 to dice.

Afterwards this unit may make a Morale Test

If passed:

A friendly Infantry unit with a **ranged** weapon, may immediately activate afterwards.

That unit gains +1 to hit, +2 dice and may reroll all attack dice this activation

Raven watches over you

When a friendly unit would have to take a Moral Test:

If a friendly unit is in the back arc and within long of this unit, you may reroll the Moral test.

If the friendly unit has a **ranged** weapon, you automatically pass, and an engaged unit becomes **panicked**.

Honor and Turncloaks

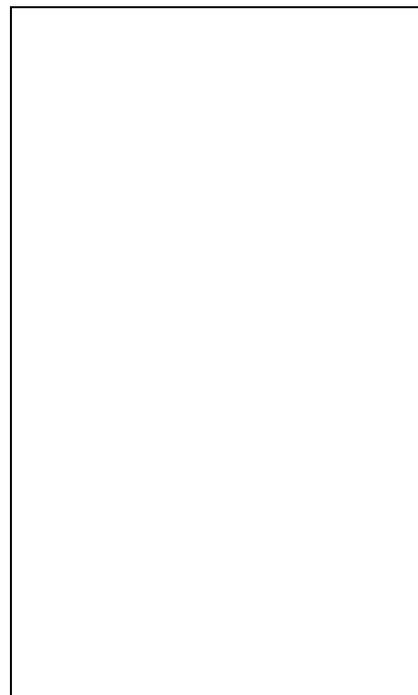
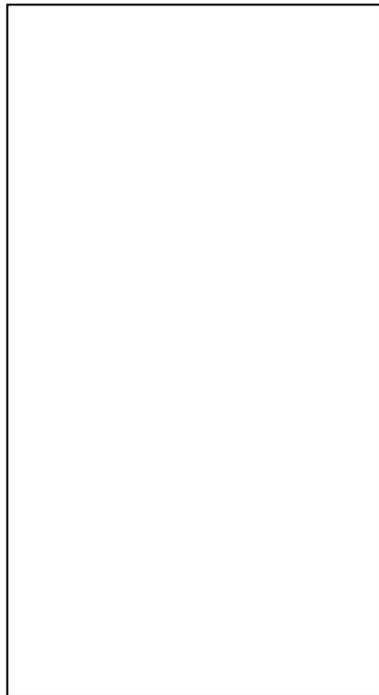
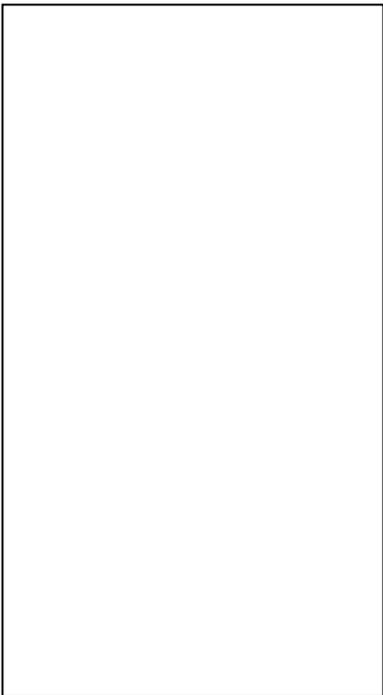
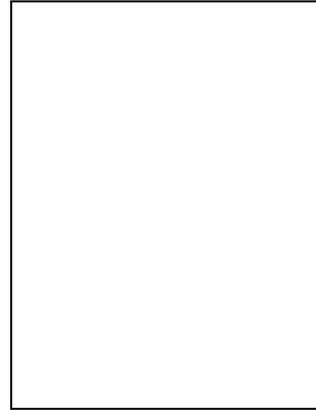
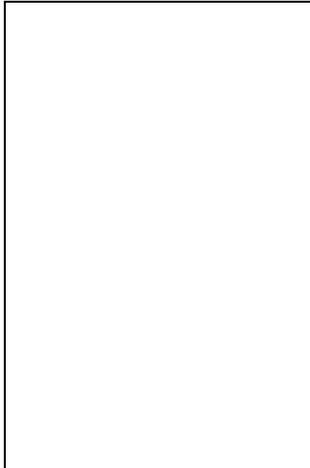
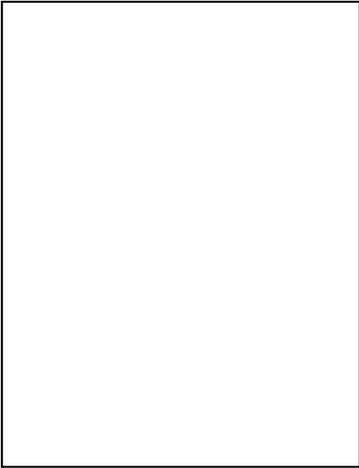
When a friendly unit is declared target of a charge action:

The enemy unit rolls disorderly charge on a 1,2 and 3 and the target of the charge may shift 2" before the charge is done

If the friendly unit has a **ranged** weapon, instead of doing the above they may do a ranged attack without shifting

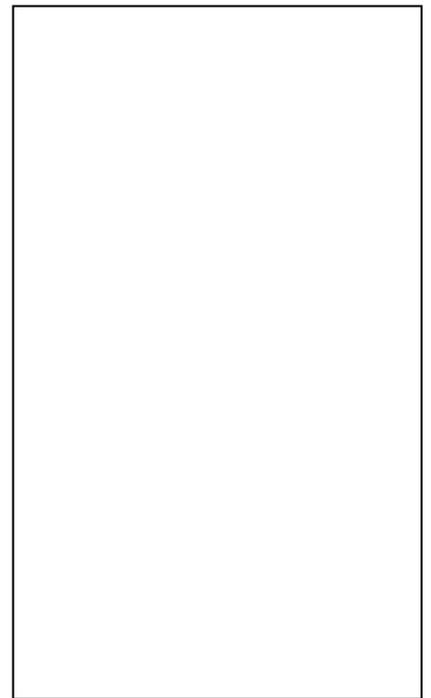
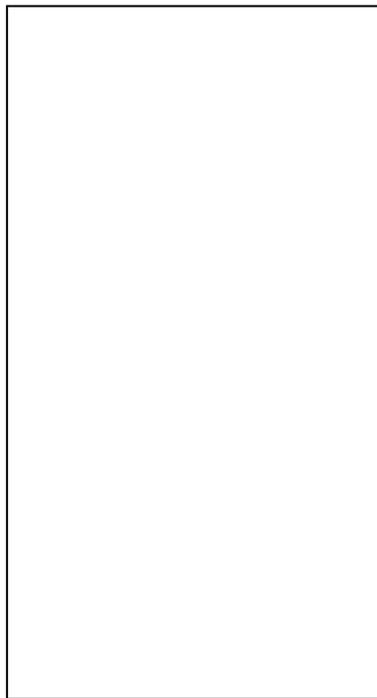
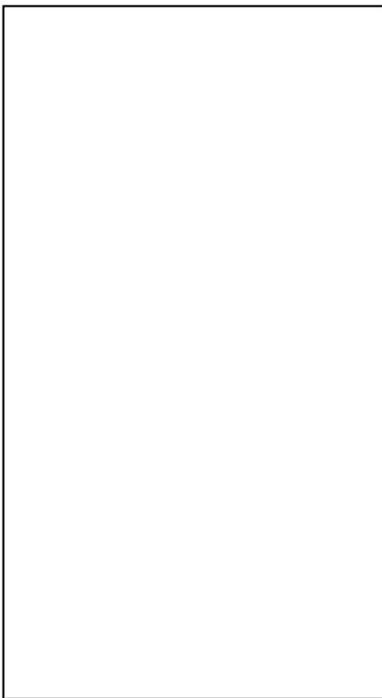
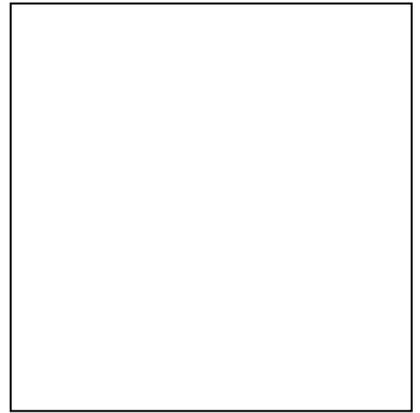
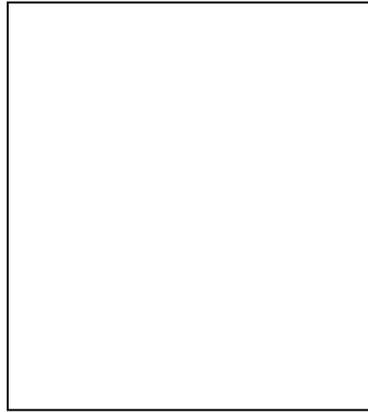
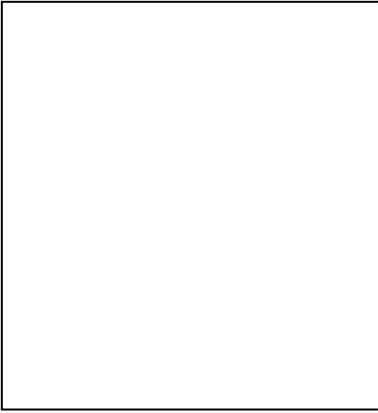
Jason Mallister

He is all about fucking up Greyjoy and holding the ground. They deal damage early and fast before Greyjoy take charge, they also stop effect of going off the death of a unit like reforming or healing

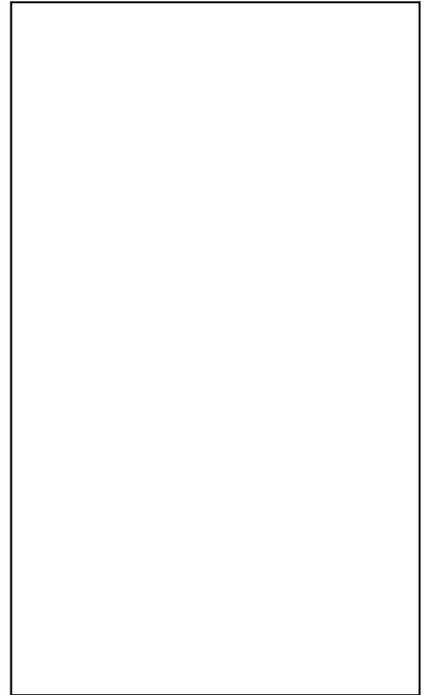
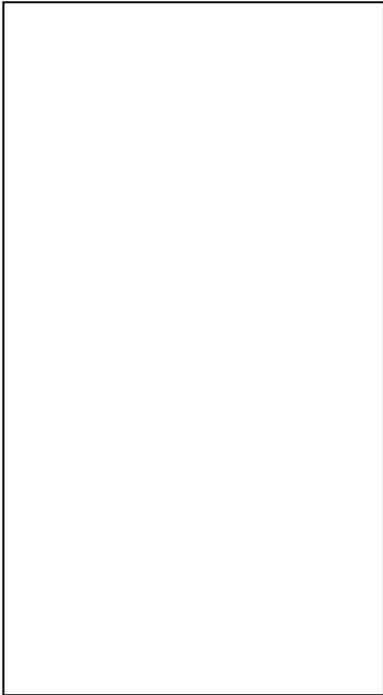
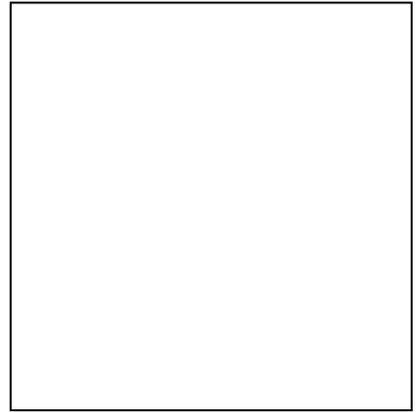
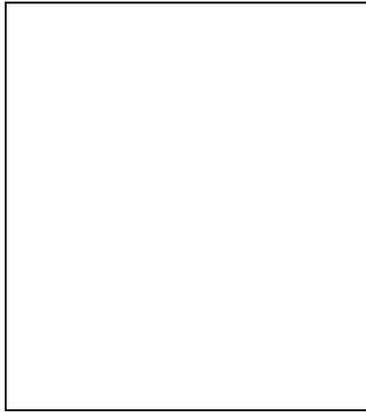
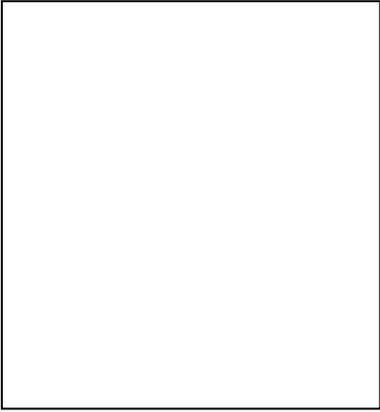


Marq Piper

Hotheaded and young, he is all about embolden, singers , and attacking



Lightning Lord



Hoster Tully

Marriage? Something with Attachements also NCU.

Need to check info on Robert's Rebellion

Decided on switching attachment, reusing NC spots (it should show marriage and shit=



**Always moving
NCU Commander**
Start the game with **2
order tokens.**
You may remove a token
to move switch places of
two attachments

**The Lord of Riverrun
NCU Commander**

You may field up to 2 cost of
Attachment for free.
Designate 1 of these
attachment as your
Commander, that one grants
+1 VP when destroyed

Advantageous Negotiations
**Before placing a friendly
NCU:**

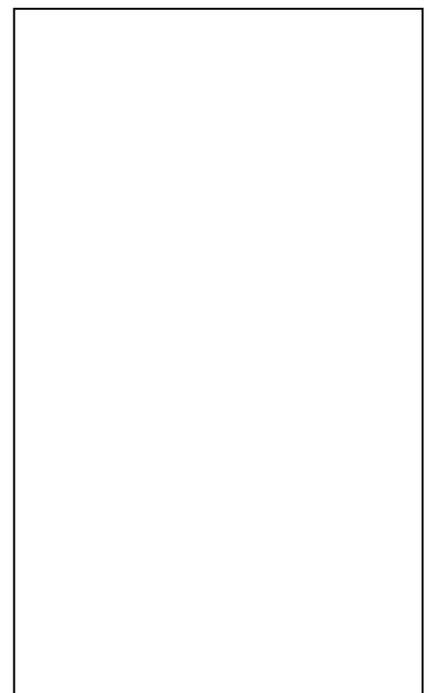
A friendly NCU may be
placed on a different spot.

If you control **money** you
may use the moved NCU
ability (**Influence** must be
newly placed)

Matchmaker
**After an enemy NCU has
been placed:**

The NCU is placed on a
different spot, as chosen by
the opposite player.

If you control **swords**, you
may immediately activate
one of your NCU and place
it on the spot originally
chosen



Possible Commander

Steffon Frey

Attachment

<p>Court Singer 1 cost</p> <p>Song of Courage Orders: May be used at any point of a turn If a unit with Embolden is within long, any friendly unit within Long gets +2 to their moral rolls</p>	<p>Riverlands Veteran 2 cost</p> <p>Blackfish's Resolve Each time this unit passes a Morale Test, it may restore 1 Wound.</p>	<p>Jonos Bracken 2 cost</p>	<p>Travelling Singer 1 cost</p> <p>Mocking Song Orders: May be used at any point of a turn Another unit within long, is forced to use this units modified moral value</p>
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<p>Patrek Mallister 2 cost</p>	<p>Karyl Vance 2 cost</p>	<p>Anguy the Archer 2 cost</p>	<p>Thoros of Myr 2 cost</p>
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NCU

<p>Shella Whent 3 cost</p> <p>Ghost of Harrenhall</p> <p>Influence:</p> <p>Something with healing</p>	<p>Ghost of High Heart 4 cost</p> <p>Prophetic Dreams</p> <p>Influence: If this unit is attacked, you may declare the use of this ability</p> <p>Automatically block d3 hits</p> <p>Remove this Influence</p>	<p>Lady of the Leaves 3 cost</p> <p>Hidden Village</p> <p>Influence: If this unit moves, you may declare the use of this ability</p> <p>Gain +1 Movement for this activation</p> <p>Remove this Influence</p>	<p>Lady Stoneheart 4 cost</p> <p>Vengeance of the North</p> <p>Influence: When Lady Stoneheart Influences a unit, add 1 Condition token to them</p> <p>While Influencing a unit, that unit always attacks using its lowest Attack die value</p>
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Tactics

The tactics do multiple things. They protect people via negating hits, they buff friendly units by forcing Morale check with bonuses for passes, and they redeploy units and give out free moves. Their Morale effect all require a Morale test and are as good as certain other cards of other factions, but if you also managed to control the right area you gain massive benefit.

Tully have the fields **Money** and **Swords**, due to their position as lifeblood of the realm and quarrelsome nature

Quarrelsome till the end

When a friendly Combat Unit is destroyed
That unit may make a **Morale Test**
If passed:
That unit may make 1 free **Melee Attack** using its highest attack die value.
if you control **swords**, this unit remain in play with 1 Wound remaining

United in Hate

When a friendly Combat Unit ends its activation
That unit may make a Morale Test
If passed:
A friendly Infantry unit, may make a free **Maneuver** action.
if you control **wealth**, two friendly units may do so

Vengeance for our people

When a friendly Combat Unit is attacked
Any friendly. engaged unit may make a Morale Test
if passed:
The target automatically blocks d3+1 hits.

If you control **wealth**, the attacker suffers as many hits as originally achieved

Feeding the Red Fork

If a friendly unit declares an attack

For each engaged unit with the target, you may a choice of **vulnerable**, **weakened** or **panicked** to that unit

If you control **swords**, the attack also gains **Sundering**

Purity of the Blue Fork

If a unit must make a moral test

This unit counts as having rolled a 7

If you control **wealth**, you may restore up to 3 wounds to a different unit within long

Travelling across the Green At the start of a friendly activation

If this unit is not within **long** of any other unit.
Choose another friendly unit, not within short of an opposing unit.
This unit may be redeployed in contact of that unit

River paths

At the start of the Round

1 friendly unit within **short** of a table edge, may be redeployed within **short** of the opposing table edge

Sellswords of the Golden Company

Infantry: Nothing worth mentioning, quite reliable

Cavalry: Knights and Squires

Ranged: Crossbows, Mongol bow, Longbows and lastly Summer island bowman

Assorted: ELEPHANTS!!!!

SPECIAL: Special 4 model units and a “monster”

Banners: Increase Morale and give variety of buffs

Paymaster: 5 times per Game give a variety of buffs.

Commander

Jon Connington, mix between **glory hunger and cautious**.

Harry Strickland, former paymaster, so **buffs**

Ser Tristan Rivers, Former Outlaw, took Crow’s Nest. **Morale affecting stuff?**

Lord Laswell Peake, two brothers are serving besides him (multiple attachment), has friends in the reach, took Rain House, **some influence with his tactics card**.

Ser Marq Mandrake, former slave, took Greenstone and eastermont with 500 men. **Damage guy**

Prince Aegon Targaryen, probably some **versatile** stuff.

Attachments and NCU

Black Balaq, Company Archer

Gorys Edoryen, Company Paymaster NCU

Lysono Maar, Company Spymaster NCU

Franklyn Flowers, the Bastard of Cider Hall

Jon Lothston, Serjeant

Generic Serjeant

Haldon Halfmaester, Healer NCU

Rolly Duckfield, Kingsguard

Lady Lemore, Septa NCU

Yandry and Ysilla?

Sellswords of the Golden Company

Infantry: Nothing worth mentioning, quite reliable

Cavalry: Knights and Squires

Ranged: Crossbows, Mongol bow, Longbows and lastly Summer island bowman

Assorted: ELEPHANTS!!!!

Banners: Aura-buff

Paymaster: Coin buffer – single target

"Beneath the gold, the bitter steel": Whenever a unit destroys an enemy unit in melee, they may forfeit the free maneuver. If they do this unit gains 1-coin token.

Special **units** (Paymaster, Elephant and Banners)

6 Movement	Paymaster Solo Unit Start with 3-coin token	Paymaster: If this unit activate you may either reassign a coin token from this unit to any within short or gain 1 for this unit This unit has 3 Wounds
Desperate attack		Extra Pay: You may remove 1 coin token , at any point to either: -Restore 2 Wounds to a unit within long -Grant Critical Blow to an attack -Reroll any number of dice in a moral test -To make all attack targeting this unit fail, this activation
3+ 1		
4+ Moral 4+		

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">4 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">Longspears</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">3+</td> <td style="text-align: center;">6 6 4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-top: 10px; text-align: center;">3+ Moral 8+</div>	3+	6 6 4	<div style="border: 1px solid black; padding: 10px;"> <p>Golden Shields</p> <p>Cost 7</p> <p>Start with 2-coin token</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;"> <p>As Good as Gold</p> <p>Gain +1 to moral roll for every coin on this unit This unit may remove 1-coin token to restore 1 Wounds</p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Defensive Incentive</p> <p>May remove a coin at any point</p> <p>Enemy do not gain Charge or Side Bonus This unit automatically block 1 hit</p> </div>
3+	6 6 4			

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px; text-align: center;">Poleaxe</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">3+</td> <td style="text-align: center;">7 7 3</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-top: 10px; text-align: center;">3+ Moral 9+</div>	3+	7 7 3	<div style="border: 1px solid black; padding: 10px;"> <p>Foot Knight</p> <p>Cost 8</p> <p>Start with 3-coin token</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px; text-align: center;"> <p>As Good as Gold</p> <p>Gain +1 to moral roll for every coin on this unit This unit may remove 1-coin token to restore 1 Wounds</p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Piercing Incentive</p> <p>May remove a coin at any point</p> <p>This unit gains Sundering for this turn If targeting Cavalry or Monster, also gain Critical Blow</p> </div>
3+	7 7 3			

5 Movement	<p>Myrish Crossbowmen</p> <p>Cost 6</p> <p>Start with 0-coin token</p>	<p>Mercenary Archers</p> <p>This unit receives 1-coin token if a friendly unit is destroyed within long. This unit cannot move this round</p>
<p>Myrish Crossbow</p> <p>4+ 7 7 4</p>		<p>Paying out of Pocket</p> <p>At the start of the round, may remove a coin-token to take a free attack action</p>
<p>Myrish Spears</p> <p>4+ 6 6 4</p>		<p>Myrish Crossbow</p> <p>Long, Critical Blow</p>
<p>5+ Moral 6+</p>		

5 Movement	<p>Westerosi Skirmisher</p> <p>Cost 7</p> <p>Start with 1-coin token</p>	<p>Ready! Aim! Fire!</p> <p>order:</p> <p>When this unit is declared a target of a charge: You may take a Ranged attack action targeting the unit declaring the charge</p>
<p>Heavy Volley</p> <p>3+ 5 5 5</p>		<p>Golden Stakes</p> <p>At the start of the round, may remove a coin-token to gain the following: Any unit charging this unit suffers disorderly charge on 1 and 2. If they roll 1, they suffer d3 Wounds; This unit may not move</p>
<p>Longswords</p> <p>3+ 8 6 5</p>		<p>Heavy Volley</p> <p>This attack ignores all terrain; short if this unit does not shift, roll +4 dice</p>
<p>4+ Moral 8+</p>		

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">4 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="padding: 2px;">Golden wood</td></tr> <tr><td style="width: 15%; padding: 2px;">2+</td><td style="padding: 2px;">5 4 4</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td colspan="2" style="padding: 2px;">Iron tipped</td></tr> <tr><td style="width: 15%; padding: 2px;">3+</td><td style="padding: 2px;">6 5 4</td></tr> </table> </div> <div style="border: 1px solid black; padding: 2px;"> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 15%; padding: 2px;">6+</td><td style="padding: 2px;">Moral 7+</td></tr> </table> </div>	Golden wood		2+	5 4 4	Iron tipped		3+	6 5 4	6+	Moral 7+	<div style="border: 1px solid black; padding: 10px;"> <p>Summer Islander Bowmen</p> <p>Cost 7</p> <p>Start with 0-coin token</p> </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Reluctant Mercenary</p> <p style="text-align: center;">When this unit activates, it receives 1-coin token if they are within long of an enemy unit</p> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center;">Golden wood arrow</p> <p style="text-align: center;">Pay 1-coin token</p> <p style="text-align: center;">This attack has no range limitation</p> <p style="text-align: center;">Sundering</p> <p style="text-align: center;">if this unit does not shift, roll +4 dice</p> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Iron tipped Arrow</p> <p style="text-align: center;">This attack ignores all terrain; Long</p> <p style="text-align: center;">if this unit does not shift, roll +4 dice</p> </div>
Golden wood												
2+	5 4 4											
Iron tipped												
3+	6 5 4											
6+	Moral 7+											

5 Movement	<p>Sellsword Cavalry</p> <p>Cost 8</p> <p>Start with 3-coin token</p>	
Rideraxe		
3+ 6 3		
5+ Moral 6+		
Resilience 2		

5 Movement	<p>Sellsword Knight</p> <p>Cost 8</p> <p>Start with 1-coin token</p>	
Golden Lances		
3+ 6 3		
5+ Moral 6+		
Resilience 2		

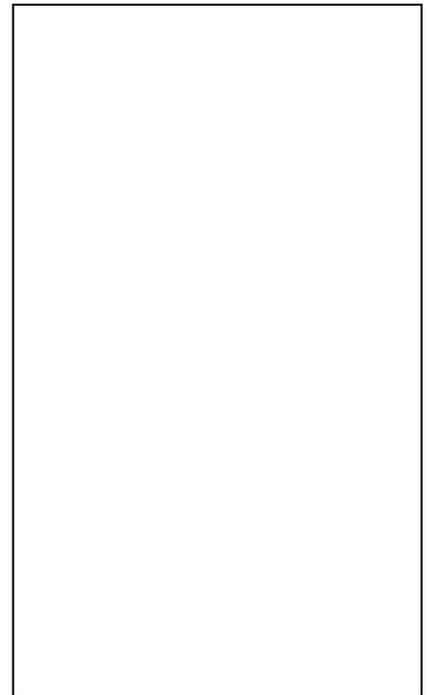
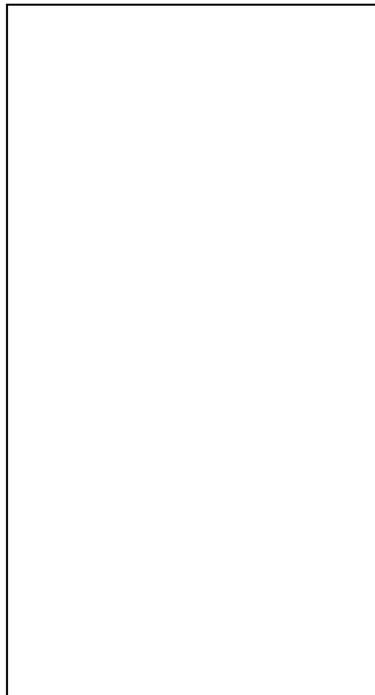
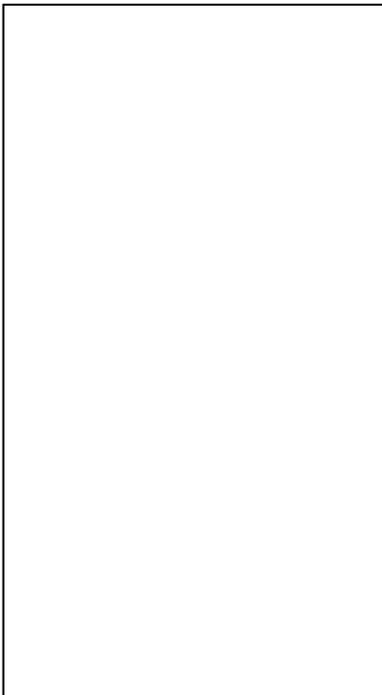
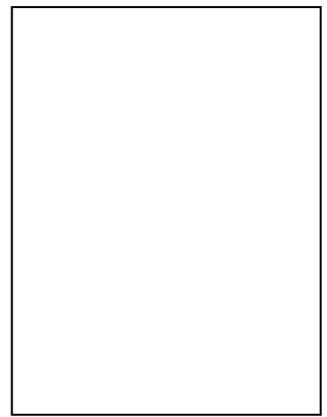
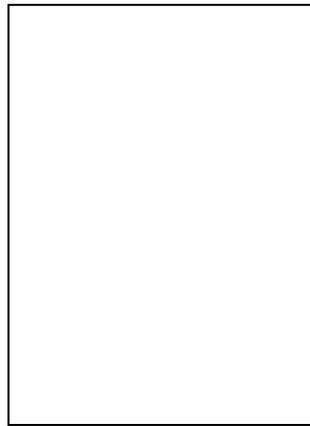
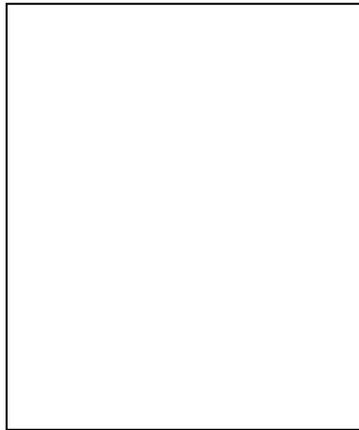
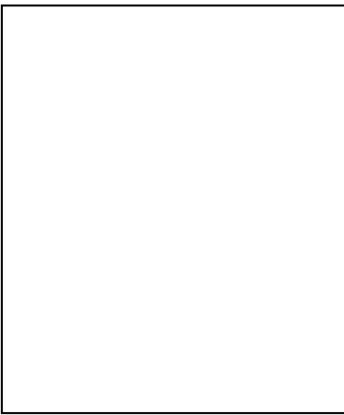
More possible troops:

A unit using bribery to not get hit

Commander

Jon Connigton

Mix between the aggressiveness of his youth and the cautions of now; Disregard coins



Harry Strickland: NCU and Attachment-Commander

Gives out coin as an ability. Some bribery

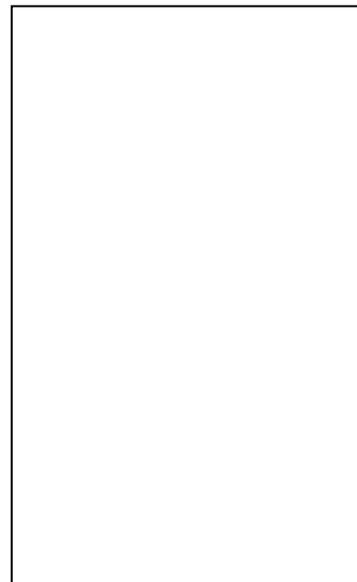
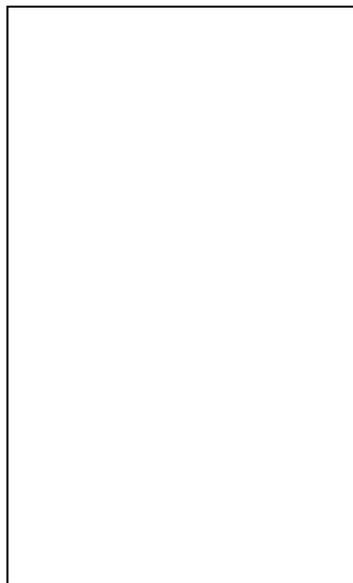
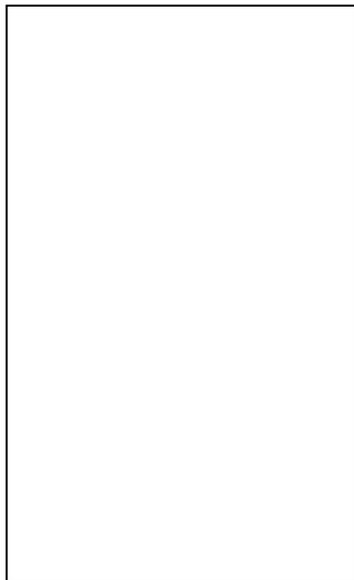
NCU ability: cost 4

The Gold Standard:

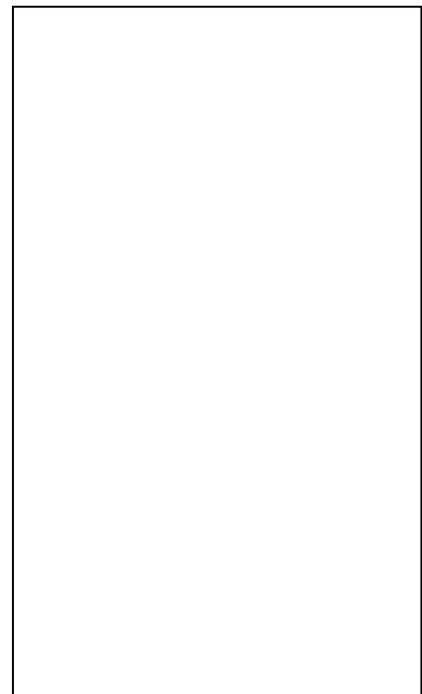
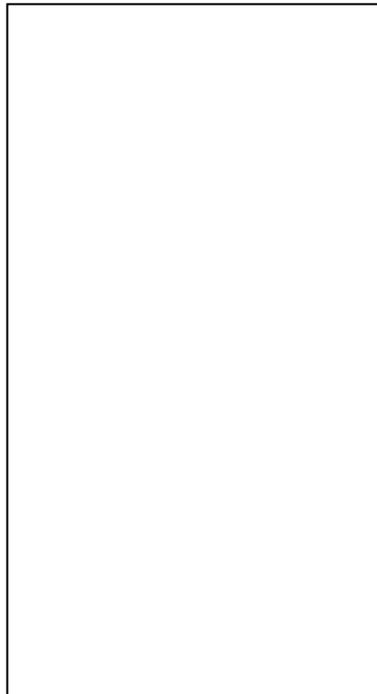
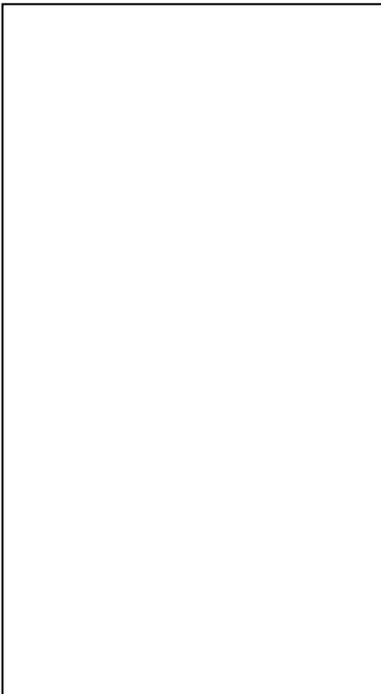
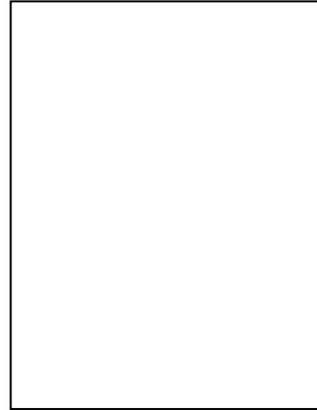
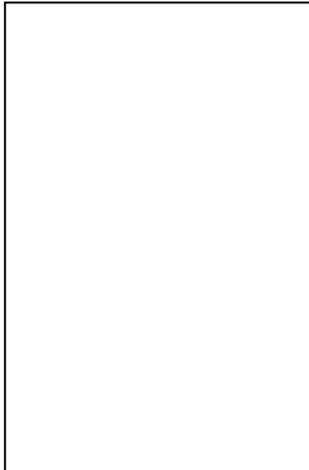
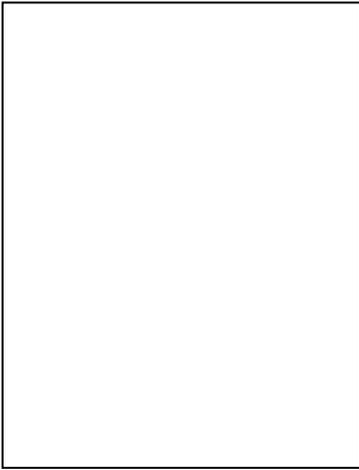
Influence

The Influence counts as 2-coin token.

They must be used together and are removed after a partial use use.

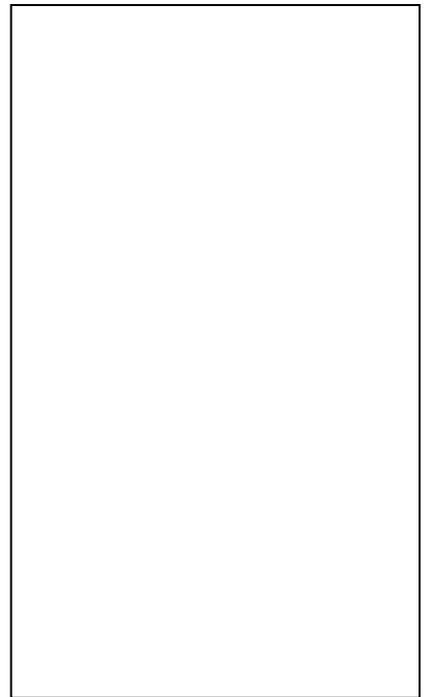
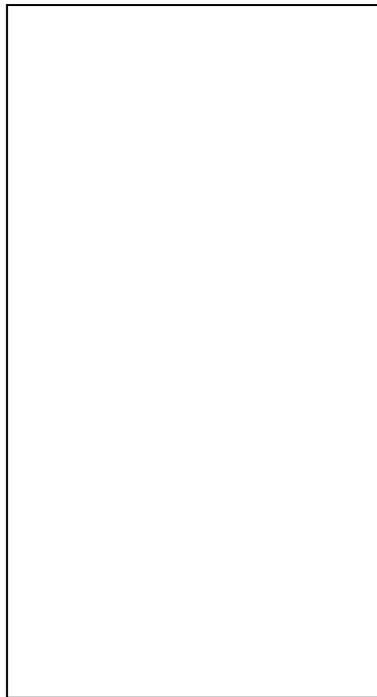
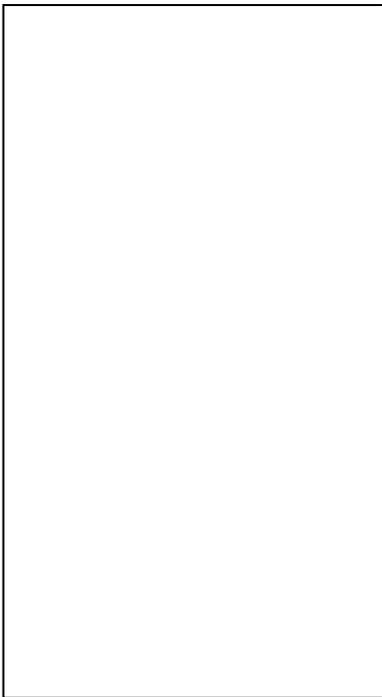
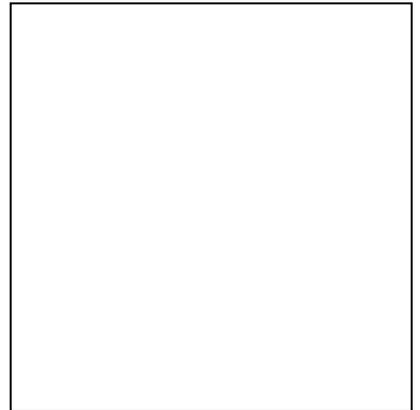
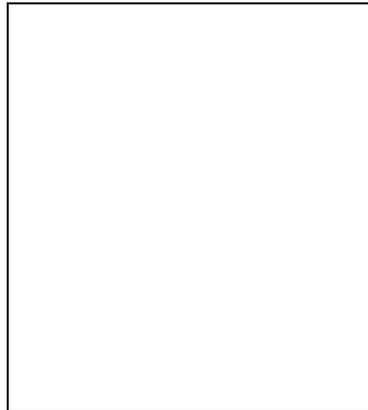
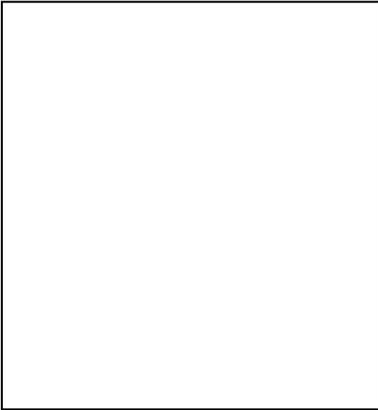


Ser Tristan Rivers
Outlaw Commander

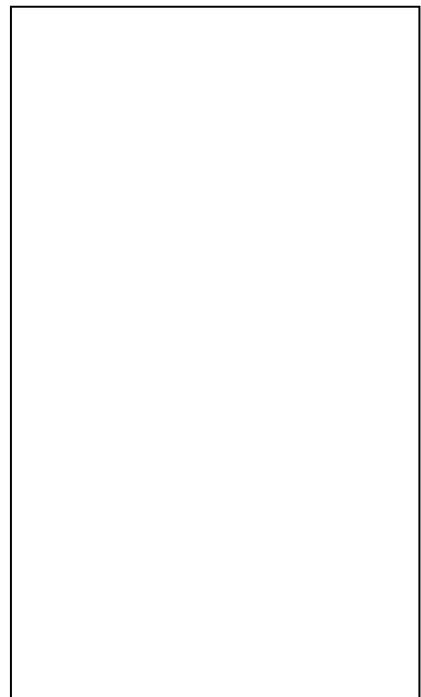
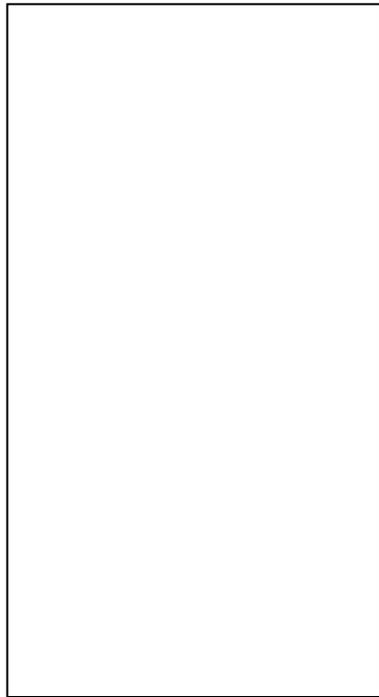
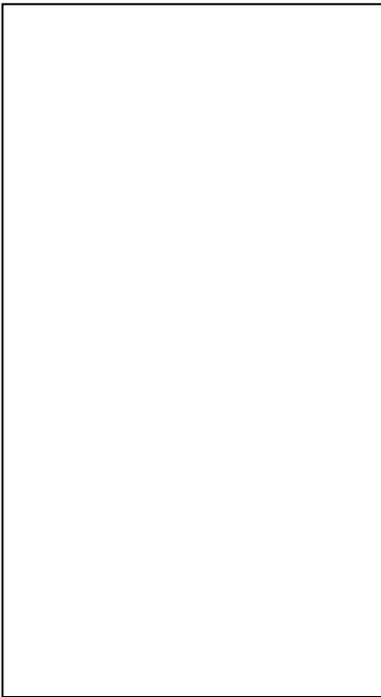
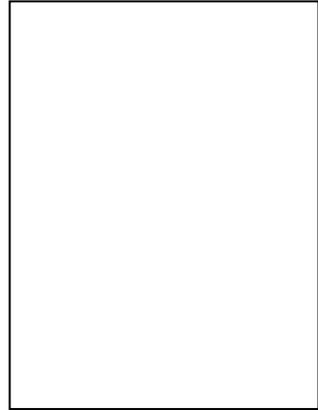
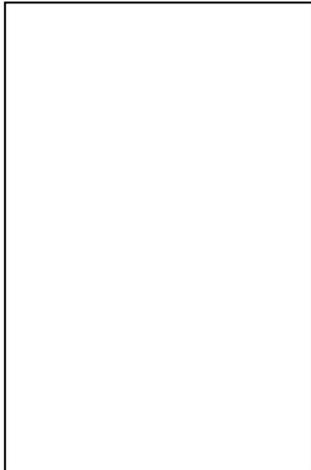
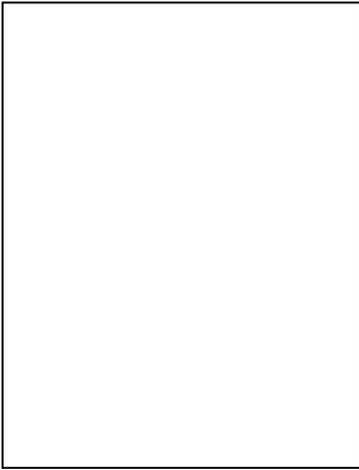


Lord Laswell Peake and his two brothers

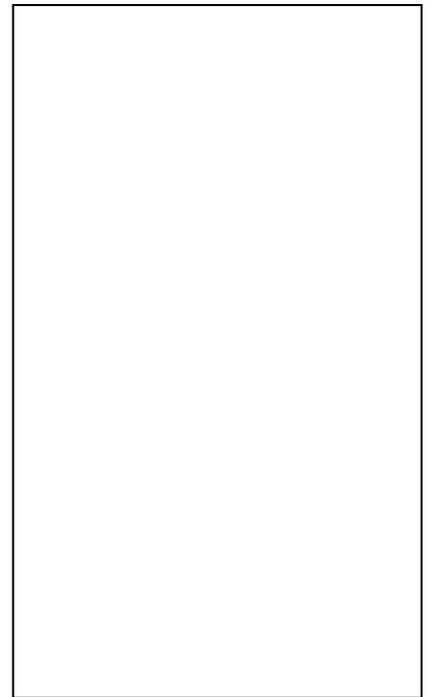
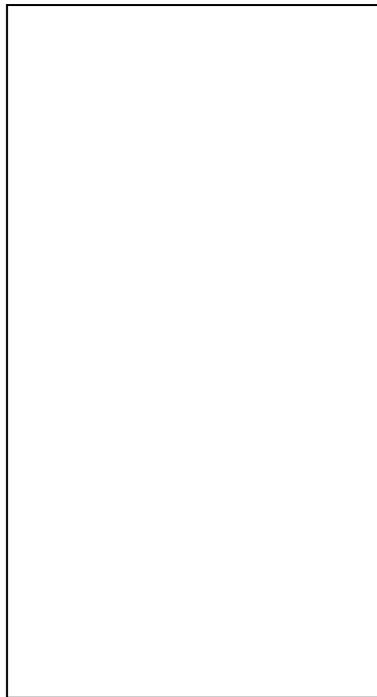
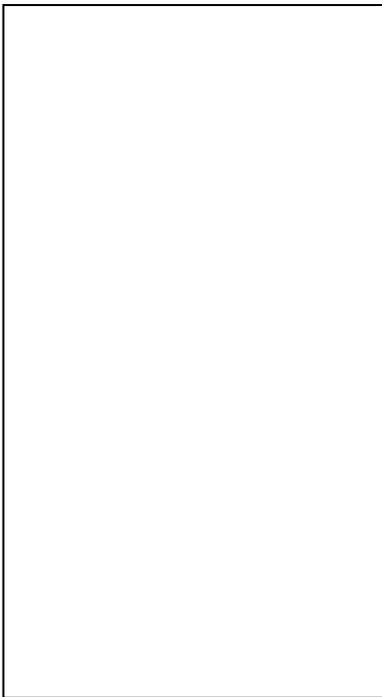
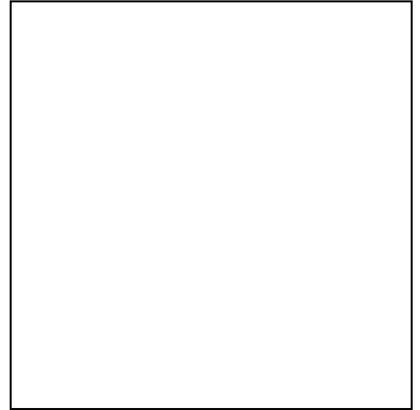
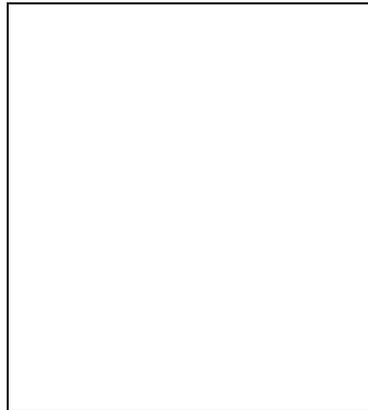
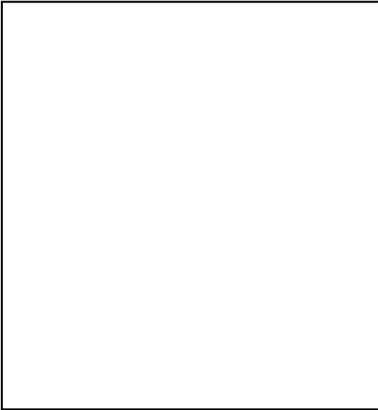
I dislike the Peake House



Black Balaq
Archery Commander



Prince Aegon Targaryen
Embolden and Morale increasing



Possible Commander
Ser Marq Mandrake, a former slave

Attachment

No clue haven't decided yet.

Serjeant 1 cost		Rolly Duckfield: Targaryen Kingsguard:	
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Franlyn Flowers The Bastard of Cider Hall:	Jon Lothston	Yandry	Ysilla
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NCU

NCU is to limit the enemy through threat projection, like varys does with his shit

Gorys Edoryen 4 cost Company Paymaster:	Lysono Maar 4 cost Company Spymaster:	Haldon Halfmaester 4 cost	Lady Lemore 3 cost Sexiest Septa: Enemies do not gain Flank or Rear Bonus for this attack
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Tactics

<p>Replace Money:</p> <p>Choose a unit, that unit receives a coin and removes a condition</p>	<p>Replace Crown:</p> <p>Perform a free pivot, a free shift and restore 2 Wounds</p>
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They are based around **money, the money position and getting payed.**

Two spots on the Tactic board are replaced but only for the Golden Company player:

