



LANNISTER FAQ V1.6

All new additions will be highlighted in pink
(Last Update: 08/18/2020)

★ LANNISTER ATTACHMENTS

GREGOR CLEGANE (*The Mountain*)

Q: Does **Unstoppable Fury** require a successful Charge to Panic the enemy?

A: No, merely declaring a Charge against an enemy makes them Panicked.

SANDOR CLEGANE (*The Hound*)

Q: Can multiple instances of **Cut Them Down!** affect the same enemy unit?

(Previous ruling modified)

A: No, a unit is either being affected by an Ability or effect or it isn't. As **Cut Them Down!** affects the enemy unit, multiple instances will have no effect.

GUARD CAPTAIN

Q: Specific scenario: What if the Guard Captain is the last model in a unit of **Lannister Guardsmen**, can I use **At Any Cost**, killing the Captain, in hopes of triggering **Lannister Supremacy**?

A: Yes. It is quite unnerving to see a foe so dedicated that they refuse to fall by the enemy hand or run away.

★ LANNISTER TACTIC CARDS

FURY OF THE MOUNTAIN (GREGOR CLEGANE, THE MOUNTAIN)

Q: When exactly during the attack do I use this card?

A: *Fury of the Mountain* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

PAID MUTINY

Q: Is the "...and that unit suffers D3 Wounds" reliant on the unit failing their Morale Test, or does it just happen?

A: The entire effect only happens if the enemy unit fails their Morale Test, this includes the D3 Wounds.



CARD UPDATES

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.



GREGOR CLEGANE
LORD TYWIN'S
MAD DOG

INHUMAN STRENGTH
This unit's Melee Attacks roll +2 dice and gain **Sundering** (Defenders suffer -1 to their Defense Save rolls).

UNCONTROLLED RAGE
When this unit activates, if it could declare a Charge, it must make a Morale Test. On a failure, it must declare a Charge action, but automatically counts as having rolled a 6 for its Charge Distance roll.

UPDATED: V1.4



SANDOR CLEGANE
THE HOUND

AFFILIATION: HOUSE CLEGANE
This unit counts as a House Clegane unit.

CUT THEM DOWN!
When an enemy engaged with this unit fails a Panic Test, they suffer 2 additional Wounds.

UPDATED: V1.4



TYRION LANNISTER
THE GIANT OF LANNISTER
"I think he is a giant come among us, here at the end of the world." -Maester Aemon

2



JAIME LANNISTER
THE KINGSLAYER

ORDER: COUNTERATTACK
When this unit is attacked with melee, after Attack dice are rolled:
For each blocked Hit, the attacker suffers 1 automatic Hit.

ORDER: KINGSLAYER'S PROWESS
When Jaime's unit activates:
Return 1 of Jaime's Commander Tactics cards from your discard pile to your hand.

Updated v1.5



CHAMPION OF THE FAITH

UNWAVERING CONVICTION
When this unit activates, it may make a Morale Test. On a success, it may restore up to 2 Wounds. On a failure, it restores 1 Wound instead.

Updated v1.5



TYRION LANNISTER
THE GIANT OF LANNISTER

ORDER: ADAPTIVE PLANNING
While this unit is engaged:
You may expend a Condition token on an enemy engaged with this unit as if it were any other Condition token.

ORDER: COUNTERSTRATEGY
When an enemy within Short Range uses an Order or is targeted by a Tactics card:
Roll a die. On a 3+, cancel that Order/Tactics card.

Updated v1.5

CARD UPDATES

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5 **MASTERWORK BLADE** **2+** **8 8**

3+ **4+**

KINGSGUARD

ORDER: COUNTERATTACK
When this unit is attacked with melee, after Attack dice are rolled: For each blocked Hit, the attacker suffers 1 automatic Hit.

8
JOFFREY'S RETINUE
This unit consists of 8 models (including Joffrey) and only has 8 Wounds and 2 ranks.

FEARLESS
This unit never suffers penalties to Morale, and may never become Panicked.

Updated v1.5



5 **ANointed BLADE** **3+** **8 6 4**

4+ **4+**

THE WARRIOR'S SONS

BATTLE PRAYER
Each time this unit passes a Morale Test, it gains 1 Faith token. It may expend Faith tokens to do the following:

- When this unit attacks, before Attack dice are rolled: The defender becomes Panicked and Vulnerable.
- When this unit is attacked, before Defense dice are rolled: This unit gains +1 to Defense Save rolls for this attack for each of its destroyed ranks.

Updated v1.5



5 **HALBERD** **4+** **8 8 4**

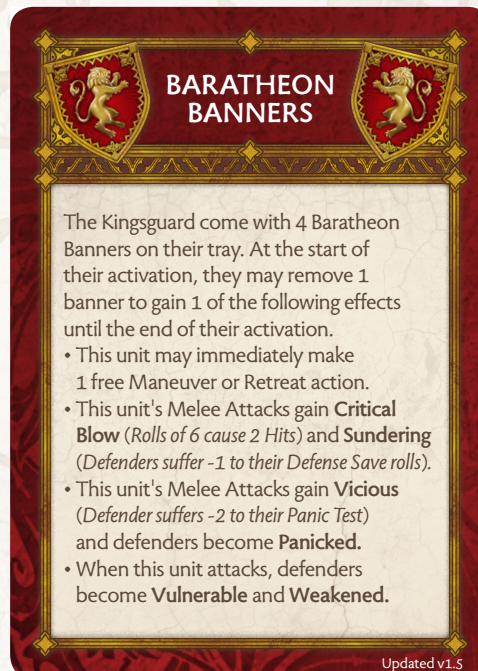
4+ **6+**

LANNISTER HALBERDIERS

ORDER: SET FOR CHARGE
If this unit is unengaged and Charged from the Front: This unit may make 1 Attack action against that enemy before they resolve their Charge attack.

HALBERD
• Sundering (Defenders suffer -1 to their Defense Save rolls.)

Updated v1.5



BARATHEON BANNERS

The Kingsguard come with 4 Baratheon Banners on their tray. At the start of their activation, they may remove 1 banner to gain 1 of the following effects until the end of their activation.

- This unit may immediately make 1 free Maneuver or Retreat action.
- This unit's Melee Attacks gain **Critical Blow** (Rolls of 6 cause 2 Hits) and **Sundering** (Defenders suffer -1 to their Defense Save rolls).
- This unit's Melee Attacks gain **Vicious** (Defender suffers -2 to their Panic Test) and defenders become **Panicked**.
- When this unit attacks, defenders become **Vulnerable** and **Weakened**.

Updated v1.5



TYWIN LANNISTER
THE GREAT LION

THE RAINS OF CASTAMERE
Once per game, at the start of any turn, choose 1 enemy Combat Unit: That unit becomes **Panicked**, **Vulnerable**, **Weakened**, and it and any Attachments on it lose all Abilities until the end of the round.
(Flip this card over to show its Ability has been used.)

UPDATED: V1.4

CARD UPDATES CHANGE-LOG

ATTACHMENTS

Jaime Lannister (The Kingslayer)

- Ability: Kingslayer's Prowess reworked.

Design Notes: Jaime has been in a rough spot since his release, and its mainly due to his spot in the overall Lannister tool-kit. He wants to be the focus of the battlefield, but his cards warrant defense, and when it comes to his defensive-capabilities, his father Tywin has him beat. We've reworked Kingslayer's Prowess to better synergize with his innate Tactics Cards, namely in that it now recycles them, meaning as long as Jaime is alive on the battlefield he will continuously make attacking your units a losing proposal for your opponent.

Champion of the Faith

- Order: Stand Resolute removed.
- Ability: Unwavering Conviction added.

Design Notes: The Champion just wasn't seeing play, and this stemmed from the lack of overall synergy he had with the play-style and tactics of the Lannisters as a whole. With a focus on control and sustain, handing out re-active Vulnerable just didn't fit. He's been reworked to now, of all the "generic attachments" available to Lannisters be the go-to for sustain, granting the unit continuous healing. This is doubly useful in either of the "Faith Militant" units, given that it causes a Morale Test for Faith Token generation.

Tyrian Lannister (The Giant of Lannister)

- Modified, v.1.5.1: Cost reduced from "3" to "2"

Design Notes: While Tyrian received some work in v1.4 it just didn't push him enough into being a viable option- primarily due to his high point cost, coupled with one of his Abilities needing additional resources to trigger. Due to these factors, we're reducing his cost to 2.

UNITS

Lannister Halberdiers

- Attack Dice increased by +1 across all ranks.
- Morale increased from "7+" to "6+"

Design Notes: Halberdiers were meant to be a sustained-combat option for the faction. Unfortunately they needed to have a bit more "bite" to fully accomplish this role. We didn't want to push them in an "elite" direction, as that is not the Lannister way, but a +1 boost across all ranks means this unit will be pitching a continuous 8 dice though the majority of their lifespan. In addition, we've given them a slight push in the Morale field to represent their training versus standard troops.

The Warrior's Sons

- To Hit increased from "4+" to "3+"
- Attack Dice at full ranks increased by +1
- Ability: Battle Prayer reworked

Design Notes: The Warrior's Sons are an expensive 8 point unit. During development, they fluxed between 7 and 8, eventually settling on 8. Field results have shown that, while they are "acceptable" at 8, we really want more for them than "acceptable". First, a small increase in their base-line attack profile to better represent their high-born training. Second, we've reworked the offensive-oriented part of Battle Prayer to better incorporate their new attack profile, with added offensive capabilities. The defensive-side of Battle-Prayer has undergone a more lateral shift, losing effectiveness at max ranks but increasing the unit to a terrifying 2+ save when the chips are down and faith is most important.

Kingsguard

- Ability: Joffrey's Retinue healing limitation removed.
- Baratheon Banner usage-limitation removed.

Design Notes: The Kingsguard should be one of the most frightening units to see across the table. Unfortunately, being only two ranks and without any ability to heal made them, for all their power, a glass-cannon in the extreme. To balance this, we've removed the healing restriction previously in place, upping the unit's survivability. Finally, to give them a further slight buff (and also to remove bookkeeping annoyances) we have also removed the "once-per-game" restriction on each of the Baratheon Banners. This greatly increases the tactical options of the unit, as they can now cater their use to the exact situation they need to.