



LANNISTER HALBERDIERS

While capable of mounting offensive assaults, House Lannister's Halberdiers excel in defensive formations and positions. Charging enemies should think twice before facing an entrenched Halberdier line. Care should be taken to shield Halberdiers from flanking maneuvers or ranged fire, but, when properly employed, nothing gets past a Halberdier's deadly blade.

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LANNISTER OPPRESSION

3+ 7 6 5

3+ 5+

CASTERLY ROCK HONOR GUARD

LANNISTER OPPRESSION

Before rolling Attack Dice, you may expend Condition tokens on the Defender to gain the following:

- **Panicked:** Until the end of the Turn, Defender loses any Abilities and may not be the target of friendly Tactics Cards.
- **Vulnerable:** Attack may re-roll any Attack Dice. After completing this Attack, restore 2 Wounds for each of the Defender's ranks destroyed by this Attack.
- **Weakened:** Attack rolls highest Attack Die Value and gains Sundering.



CASTERLY ROCK HONOR GUARD

The vast castle at Casterly Rock serves as both a symbol of Lannister supremacy and an unbreakable fortress overlooking Lannisport. As such its guardians, the renowned Casterly Rock Honor Guard also serve as symbols of unbreakable Lannister might. Outfitted in the finest plate armor money can buy, and trained as a heavy response force to local threats, the Honor Guard can stand the line and exploit enemy vulnerabilities as they reveal themselves.

7



HOUSE CLEGANE BRIGANDS

While most cavalry assaults are savage enough, Gregor Clegane's bands of mounted brigands take brutality beyond all norms. It's not enough for them to simply shred enemy ranks from the flanks or rear. For the type of man drawn to Clegane's ranks, a weapon that leaves an enemy crippled and shattered is as good as one that kills swiftly and efficiently. Yet, for all their fearsome reputation, Brigands have little thirst for fair fights.

6




JAIME LANNISTER
 KINGSGUARD



EXPERT DUELIST
 Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

COUNTERSTRIKE
 Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

2021-502




JOFFREY BARATHEON
 FIRST OF HIS NAME

ORDERS OF THE CROWN
 Each time a friendly NCU Claims , you may replace that zone's effect with: *Joffrey Baratheon's unit performs 1 Maneuver or March Action.*

2021-502




ADDAM MARBRAND
 TRUSTED BANNERMAN



JAIME'S VASSAL
 This model counts as Jaime Lannister for all abilities and effects.



ORDER: SENTINEL
 After another friendly unit in Long Range is Attacked:
 This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

2021-502

CLEGANE BUTCHER






FUELED BY SLAUGHTER
 After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

1



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CLEGANE BUTCHER



FUELED BY SLAUGHTER
 After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

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CHAMPION OF THE FAITH



ORDER: WAR CRY
 Start of a friendly Turn:
 This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.

2021-502




ADDAM MARBRAND
 COMMANDER OF THE CITY WATCH

HARDENED
 Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

IRON RESOLVE
 This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.

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