



## VISERION

Viserion is named for Daenerys Targaryen's brother Viserys. He's often called the white dragon, yet is cream colored with golden horns and crest. His claws and teeth are shining black, and his eyes are 'pools of molten gold'. While nowhere near fully grown, Viserion is one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Viserion can be anywhere on the field and kill anything he wishes.

**CHARACTER**  
May only be fielded in an army including Daenerys Targaryen

7



## RHAEGAL

Rhaegal is named for Daenerys Targaryen's brother Rhaegar. He is a majestic green and bronze, with jet black fangs and claws, and eyes that 'burn with their own heat, brighter than polished shields'. While nowhere near fully grown, Rhaegal's current size still makes him one of the most dangerous creatures in the world. With unparalleled movement capabilities and breathing fire, Rhaegal can be anywhere on the field and kill anything he wishes.

**CHARACTER**  
May only be fielded in an army including Daenerys Targaryen

7



## DROGON

Drogon is named for Daenerys Targaryen's deceased husband Khal Drogo. His scales are solid black, with blood red horns and crest. His eyes are described as 'smoldering red pits'. While nowhere near fully grown, Drogon's current size (and especially his temperament) makes him one of the deadliest creatures in the world. With unparalleled movement capabilities and breathing fire, Drogon can be anywhere on the field and kill anything he wishes.

**CHARACTER**  
May only be fielded in an army including Daenerys Targaryen

7



## DOTHRAKI HRAKKARS

**CLAW & BLADE**  
3+ 6

**HRAKKARS & TAMERS**  
• This unit has 6 Wounds.  
• At the start of this unit's Activation, it may perform 1 Maneuver Action.

**CLAW & BLADE**  
• Vicious

**OUTFLANK**  
You may hold this unit off the table (In Reserve) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.

4+ 4+



## DROGO'S BLOODRIDERS

**DOTHRAKI ARAKH**  
3+ 7 6

**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.

**BLOODRIDER**  
This unit cannot become Weakened.

**CAVALRY**  
• Each model in this unit has 3 Wounds.  
• At the start of this unit's Activation, it may perform 1 Maneuver Action.

3+ 5+




**FIELD CONTROL**

**When a NCU Claims** :

If the NCU was friendly, you may replace that zone's effect with:

1 friendly *Combat Unit* performs 1 *Maneuver or Retreat Action* with +1 . Any enemy it disengages from becomes *Weakened*.

If the NCU was an enemy, after resolving that zone's effect, 1 friendly combat unit performs a 3" shift.

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**WAR CRY**

**MARSELEN - MOTHER'S MEN COMMANDER**

**When a friendly Combat Unit Activates:**

That unit performs 1 *Morale Test*.

On a success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.

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**BELWAS**  
THE STRONG

**ORDER: TAUNT**


When an enemy in Short Range Activates:

 If that enemy can Charge this unit, it performs 1 *Morale Test* with -1 to their roll for each remaining rank in this unit. On a failure, it performs 1 *Charge Action* on this unit (*this is their Action for the Turn*).

**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.



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**UNSULLIED OFFICER**

2 



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**UNSULLIED OFFICER**

**GO DOWN FIGHTING**

Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 *Wound*.

**RELENTLESS**

After this unit is Attacked, this unit may perform 1 *Melee Attack Action*.

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**BARRISTAN SELMY**  
THE BOLD

**KNIGHTLY VOW**

- After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control , this unit's melee attacks gain +1 to Hit.

**EMBOLDEN**

Friendly units in Short Range gain +1 to *Morale Test* rolls.

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**KHAL DROGO**  
THE GREAT KHAL

**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.

**IRON RESOLVE**

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

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**DAENERYS TARGARYEN**  
MOTHER OF DRAGONS

**MOTHER OF DRAGONS**

Once per game, at the start of any Turn, you may search your *Tactics Deck* or discard pile for 1 of Daenerys' Commander cards and add it to your hand. Shuffle your *Tactics Deck*.

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