

GAME OF THRONES

LANNISTER

Any numbers of times per turn

Once per turn

KNIGHTS / SER

1-3

Activation

Discard one die to activate a unit of Elite or a Warlord.

4-5

6

ASSAULT

1-3

Melee

Discard the die to gain 3 Attack Dice (4 Attack Dice if a 6 was discarded). May only be used by a mounted unit.

4-5

At the end of this melee, add a FATIGUE to your unit.

6

WARCRAFT

1-3

Orders

Discard this die to re-roll any of your SAGA dice OR choose one SAGA die and change the side of that die to any symbol you want.

4-5

6

MEN AT ARMS

1-3

Activation

Discard one die to activate a unit of Warriors.

4-5

FIGHT LIKE LIONS

4-5

Melee

Discard this die to add one additional FATIGUE (after melee resolution) to all enemy units involved in this melee.

6

GENERALSHIP

Orders / Reaction

Discard this die and immediately roll three SAGA Dice and perform an out-of-turn Order Phase using these SAGA dice.

6

MILITIA

Activation

Discard one die to activate a unit of Levies.

4-5

6

LANCES

1-3

Melee / Step 1

Discard these dice. If your engaged unit is mounted and fighting a dismounted unit, immediately eliminate one enemy Warrior or two enemy Levies that are engaged in this melee.

+

1-3

HEAR ME ROAR!

6

Orders

Discard these dice. Add one FATIGUE to three different enemy units.

+

6

ACTIVATION POOL

Orders

Discard one die to roll two extra SAGA dice.

6

CASTERLY ROCK

1-3

Melee / Step 1

Discard this die to immediately remove one FATIGUE from any one of your units engaged in this melee. Gain 1 Attack die.

4-5

PAYD DEBTS

Activation

Discard these dice. Activate a mounted unit. If that unit engages an enemy unit with this activation, this enemy unit immediately gains one FATIGUE

1-3

+

4-5

COMBAT POOL

Melee or Shooting

Discard one die to gain one Attack or Defence Die (two Dice if the discard die was a 6).

1-3

4-5

6

AIMED VOLLEY

1-3

Shooting

Discard this die to re-roll any Attack Dice that failed to hit the target.

+

6

BLOOD AND THUNDER

1-3

Activation

Discard these dice. Activate a mounted unit for a movement. This movement gets an extra S movement distance and can be freely made through friendly models and units.

+

4-5

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LANNISTER

CORE UNITS

Ser/ Warlord (1)

Points: 0
SAGA Dice: 2
 Melee: 5 Dices
 Shooting: 2 Dices
 Fatigue: 4
 Armour: 5 Melee/6 Shooting
 Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging) or 2-handed weapon (-1 Armour in melee for own and enemy unit / max. 1 unit)

Knights / Elite (4)

Points: 1
SAGA Dice: 1
 Melee: 2 Dices
 Shooting: 1 Dice
 Fatigue: 4
 Armour: 5
 Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging) or 2-handed weapon (-1 Armour in melee for own and enemy unit / max. 1 unit)

Men at Arms / Warrior (8)

Points: 1
SAGA Dice: 1
 Melee: 1 Dice
 Shooting: 1 Dice / 2 Warriors
 Fatigue: 3
 Armour: 4
 Movement: M

Options: Mounted (Armour - 1 /Shooting) or Crossbow (Armour - 1 for own and enemy unit / max 1 unit)

Militia / Levies (12/15)

Points: 1
SAGA Dice: 0
 Melee: 1 Dice per 3 Levies
 Shooting: 1 Dice per 2 Levies
 Fatigue: 2
 Armour: 3
 Movement: M

Options: Pike (Melee 1 vs. mounted) or Spear (15 miniatures) or Bow

OPTIONAL UNITS

TYRION'S CLANSMEN / Warrior (8+Tyrion)

Points: 2
CLANMEN Dice: 3
 Melee: 1 Die
 Shooting: 1 Dice / 2 Clansmen
 Fatigue: 3
 Armour: 4
 Movement: M

Weapons: Javelins

Special:

FREE MEN: The Clansmen do not use the abilities on the Battleboard. Instead, the unit gets 3 own SAGA Dice and a list of own abilities. They also have to use their Dices for Activation and the Combat Pool, but may not use the Activation Pool.

HALFMAN: Tyrion may only be removed as a casualty, if he is the last man in the unit. If the unit loses a melee and they had at least one casualty, roll a 1D6. On a 6 Tyrion has been killed and the unit is removed from the table.

CLANSMEN ABILITIES

- BLACK EARS / Melee:** After this melee, the enemy units gets, instead of each casualty, 1 additional FATIGUE. (1-3 + 6)
- BURNED MEN / Melee:** + 1 FATIGUE for enemy unit that has lost a melee against the Clansmen. (4-5)
- STONE CROWS / Activation:** Activate the Clansmen and remove all FATIGUE from the unit (6)
- MILK SNAKES / Orders:** Movement of M in every Terrain (except impassable) during this turn (1-3)
- MOON BROTHERS / Orders:** The unit may use their javelins first and may move in melee thereafter (4-5)
- PAINTED DOGS/ Melee:** + 1 Attack Die for every Clansmen in this melee (6)

1

2

3

4

5

6

HEROES

TYWIN LANNISTER / Warlord (1)

Points: 1
SAGA Dice: 3
 Melee: 5 Dices
 Shooting: 2 Dices
 Fatigue: 4
 Armour: 5 Melee/6 Shooting
 Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting)

Special:

- STRATEGIST:** As long as Tywin is on the table, you always roll 6 SAGA Dice.
- TACTICAN:** At the start of each turn, he may decide to roll only half the SAGA dice. If he chooses to do so, each unit of his warband has one free activation.

JAMIE LANNISTER / Warlord (1)

Points: 1
SAGA Dice: 3
 Melee: 5 Dices
 Shooting: 2 Dices
 Fatigue: 4
 Armour: 5 Melee/6 Shooting (Defense Die 4+)
 Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting)

Special:

- TOUGH:** 3 Points of Life, instead of the usual 2 Points for Warlords.
- ENDURANCE:** Discards 1 FATIGUE at the start of each own Turn.
- SWORDMASTER:** May exchange his Attack Dices 1: 1 to Defense Dices.