

Gregors Liste 3. Spiel

Faction: Targaryen

Points: 40/40

Commander: Khal Drogo, The Great Khal

Combat Units

 **Drogo's Bloodriders (8)** 


  


  

ABILITIES: Order: War Cry, Drogo's Bloodriders, Bloodriders' Arakh


 **Khal Drogo (C)** 

ABILITIES: Expert Duelist, Iron Resolve

 **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**.

 **DROGO'S BLOODRIDERS**
• This unit cannot become **Weakened**.
• Each model in this unit has 3 Wounds.
• At the start of this unit's Activation, it may perform 1 Maneuver Action.

 **BLOODRIDERS' ARAKH**
• **Sundering**
• **Vicious**

 **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 Testrolls and suffers -1 Wounds from failing Panic Tests


 **Drogon (7)** 


  

ABILITIES: Juvenile Dragon, Black Fire

 **JUVENILE DRAGON**
• This unit has 8 Wounds.
• This unit ignores units and terrain when Maneuvering and Marching.
• At the start of its Activation, this unit may perform 1 Maneuver Action.


 **BLACK FIRE**
• **Vicious**
• Hits from this Attack cannot be blocked. If this Attack generates **any** Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes **Panicked**.


 **Rhaegal (7)** 

ABILITIES: Juvenile Dragon, Jade Fire

 **JUVENILE DRAGON**
• This unit has 8 Wounds.
• This unit ignores units and terrain when Maneuvering and Marching.
• At the start of its Activation, this unit may perform 1 Maneuver Action.

 **JADE FIRE**
• **Vicious**
• Hits from this Attack cannot be blocked. If this Attack generates **any** Hits, instead of rolling Defense Dice, the Defender suffers D3 Wounds, +1 Wound for each of its remaining ranks, and 1 enemy in Short Range of the Defender becomes **Weakened**.



Stormcrow Mercenaries (5)



ABILITIES: Motivated by Coin, Adaptive



Jorah Mormont (1)-1*

ABILITIES: Order: Martial Training Stand Your Ground!



MOTIVATED BY COIN

Each time a friendly NCU Claims , you may replace that zone's effect with:

1 Stormcrow Mercenaries unit performs 1 Attack Action.

ADAPTIVE

When building your army, reduce the cost of 1 Attachment in this unit by 1.



ORDER: MARTIAL TRAINING

When this unit is performing a Melee Attack, before rolling Attack Dice:

This Attack may re-roll any Attack Dice and the Defender becomes **Vulnerable**.

STAND YOUR GROUND!

Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.

Non Combat Units



Mirri Maz Duur (4)

ABILITIES: Maegi's Knowledge



MAEGI'S KNOWLEDGE

Each time Mirri Claims a zone, restore 1 Wound to 1 friendly Combat Unit.

Each time Mirri Claims a zone, you may replace that zone's effect with:

Choose 1:

- Target 1 friendly Combat Unit.

Attach 1 previously destroyed, friendly, non-Commander Attachment to that unit, replacing a model as usual, but ignoring the usual Attachment limits.

- Target 1 enemy Combat Unit.

They become Panicked and Weakened.



Barristan Selmy (5)

ABILITIES: Wisdom of The Old Knight



WISDOM OF THE OLD KNIGHT

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the round):

While Influencing a unit, each time that unit is targeted by an enemy Ability or Tactics card, you may remove this card from that unit to cancel the effect of that Ability or Tactics card.



Daenerys Targaryen (5)

ABILITIES: Dracarys!



DRACARYS!

Each time Daenerys Claims a zone, you may replace that zone's effect with:

1 friendly **Drogon**, **Rhaegal**, or **Viserion** unit performs 1 Attack Action.