

OP2a: Desert Snake

Faction: Martell

Points: 40/40

Commander: Oberyn Martell, Prince of Dorne

Combat Units



Dune Vipers (6)



ABILITIES: Spear & Net, Counterstrike, Gang-Up



SPEAR & NET

After completing this Attack, the Defender becomes **Weakened**.

COUNTERSTRIKE

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

GANG-UP

All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.



Starfall Knights (8)



ABILITIES: Cavalry, Starfall Lance



CAVALRY

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



STARFALL LANCE

- **Sundering**
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.
- If Attacking an enemy in the Flank or Rear, before rolling Attack Dice, that enemy becomes **Panicked** and **Weakened**.



Darkstar Retinue (7)



ABILITIES: Order: Overrun, Fueled By Slaughter, Scimitar



ORDER: OVERRUN

When this unit **Surges** forth:
Instead of Surging Forth, this unit performs 1 Charge or March Action.



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.



SCIMITAR

- **Critical Blow**



AMBUSH

Enemies this unit Successfully Charges in the Flank or Rear become **Panicked** and **Weakened**.

ENHANCED MOBILITY

This unit gains +1 and may pivot before Marching.



High Hermitage Sentinel (1)

ABILITIES: Ambush, Enhanced Mobility





Dune Vipers (6)



ABILITIES: Spear & Net, Counterstrike, Gang-Up



Oberyn Martell (C)



ABILITIES: Manticore Venom, Precision, Viper's Fangs



SPEAR & NET

After completing this Attack, the Defender becomes **Weakened**.

COUNTERSTRIKE

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

GANG-UP

All friendly unit's Melee Attacks gain +1 to Hit and +1 Attack Die on enemies that are engaged with this unit and at least 1 other friendly unit.



MANTICORE VENOM

Once per game, after this unit completes a Melee Attack, attach the **Manticore Venom** Poison card to the Defender until they are destroyed.



PRECISION

This unit's Melee Attacks gain **Precision**.



VIPER'S FANGS

When Attacking enemies that have not Activated this Round, the Defender becomes **Vulnerable** and **Weakened**.

Non Combat Units



Nymeria Sand (4)







ABILITIES: Conflicting Reactions

CONFLICTING REACTIONS

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

While Influencing a friendly Infantry unit:

- If you or your opponent Controls , its Melee Attacks gain **Vicious**.
- If you or your opponent Controls , its Melee Attacks gain **Critical Blow**.
- If you or your opponent Controls , it gains +1 .




Ellaria Sand (4)



ABILITIES: Lysene Charm

LYSENE CHARM

Each time Ellaria Claims a zone, target 1 friendly Combat Unit. You may remove 1 Condition token from them. If you Control , target 1 enemy unit in Long Range of the targeted friendly unit. They gain 1 Condition token.



Doran Martell (4)



ABILITIES: Sunspear Secrets

SUNSPEAR SECRETS

Each time Doran Martell Claims the zone indicated for the Round, place 1 Order token on him.

- Round 1: Claim  or 
- Round 2: Claim  or 
- Round 3: Claim  or 
- Round 4: Claim  or 
- Round 5: Claim  or 
- Round 6: Claim  or 

At the End of each Round, if there are 4+ Order tokens on Doran Martell, gain 1 Victory Point.

Extra Rules

Manticore Venom

[SKILL:Venom]

This unit cannot restore Wounds.

If this unit would become **Vulnerable** but is already Vulnerable, it instead suffers 1 Wound.

Each time this unit Activates, it becomes **Vulnerable**.

Water Gardens

There can only be 1 Water Gardens in the Game. While you Control this zone, opponents do not count as Controlling Tactics Zones for Abilities or Tactics cards.

On your opponent's next Turn, they must Activate a Combat Unit if possible.