

# Ustin 2 Spiel

Faction: Greyjoy

Points: 40/40

Commander: Victarion Greyjoy, The Iron Captain

## Combat Units



### Silenced Men (7)



ABILITIES: Great Axe, Dauntless, The Silence's Infamy



### Victarion Greyjoy (C)

ABILITIES: Order: Overrun, Furious Charge, Vicious



#### GREAT AXE

- Sundering
- If this unit has 2 Pillage tokens, enemies suffer an additional -1 to Defense Dice rolls.

#### DAUNTLESS

Each time this unit passes a Morale Test, it restores 1 Wound.

#### THE SILENCE'S INFAMY

If this unit has 2 Pillage tokens, enemies in Short Range suffer -1 to Morale Test rolls.



#### ORDER: OVERRUN

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



#### FURIOUS CHARGE

Enemies Successfully Charged by this unit become **Vulnerable**.



#### VICIOUS

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



### Silenced Men (7)



ABILITIES: Great Axe, Dauntless, The Silence's Infamy



### Nute (1)

ABILITIES: Victarion's Vassal, Furious Charge, Motivated by Coin



#### GREAT AXE

- Sundering
- If this unit has 2 Pillage tokens, enemies suffer an additional -1 to Defense Dice rolls.

#### DAUNTLESS

Each time this unit passes a Morale Test, it restores 1 Wound.

#### THE SILENCE'S INFAMY

If this unit has 2 Pillage tokens, enemies in Short Range suffer -1 to Morale Test rolls.



#### VICTARION'S VASSAL


This model counts as Victarion Greyjoy for all abilities and effects.



#### FURIOUS CHARGE

Enemies Successfully Charged by this unit become **Vulnerable**.

#### MOTIVATED BY COIN

Each time a friendly NCU Claims , you may replace that zone's effect with:  
*Nute's unit performs 1 Attack Action.*



## Blacktyde Chosen (6)



ABILITIES: Order: Divide The Spoils, First Claim



### ORDER: DIVIDE THE SPOILS

#### Start of any Turn

Target 1 friendly House Greyjoy unit in Short Range.

You may remove 1 Pillage token from that unit and then place 1 Pillage token on 1 other friendly House Greyjoy unit in Short Range of them.




## Dagmer Cleftjaw (1)



ABILITIES: Battle Scars

### FIRST CLAIM

Each time a friendly NCU Claims , 1 Blacktyde Chosen unit gains 1 Pillage token.

While this unit has 2 Pillage tokens, all friendly units in Short Range gain +1 to Morale Testrolls and suffer -1 Wound from failing Panic Tests



### BATTLESCARS

Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- **Vicious**
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.



## Ironborn Trappers(4)



ABILITIES: Order: Trapper's Tools, Disrupt



### ORDER: TRAPPER'S TOOLS

#### Start of any Turn

Target 1 enemy within Short Range and Line of Sight of this unit. They become **Vulnerable** or **Weakened**. If this unit has 2 Pillage tokens, they become both instead.



## Baelor Blacktyde (1)



ABILITIES: Boldness and Courage, Unyielding

### DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



### BOLDNESS AND COURAGE

Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.



### UNYIELDING

This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.

## Non Combat Units



## Balon Greyjoy (5)

ABILITIES: Rise Again, Blade in Hand



### RISE AGAIN, BLADE IN HAND

Once per game, when Balon activates, instead of Claiming a Zone, redeploy 1 previously destroyed House Greyjoy Combat Unit fully within Long Range of a friendly Deployment Edge, or fully within Short Range of any Flank table edge. It deploys with any Pillage tokens it previously had. If the unit had not Activated this Round, it deploys Unactivated. Otherwise, it deploys Activated.



## Moqorro (4)

ABILITIES: R'hllor's Magics



### R'HLLOR'S MAGICS

Once per game, at the start of any Turn, you may use this ability. If you do, until the end of the Turn, your opponent may not use Orders or Tactics card.

Once per game, when Moqorro Claims a zone, you may replace that zone's effect with:

*Return 1 previously destroyed friendly Attachment to a friendly Combat Unit, replacing a model as usual but ignoring the usual Attachment limits.*



## Rodrik Harlaw (4)

ABILITIES: Scholar Among Raiders



### SCHOLAR AMONG RAIDERS

Rodrik begins the game with 2 Order Tokens

At the start of any Turn, you may remove 1 Order token from Rodrik. If you do, place any number of Tactics cards from your hand to the side, then draw 1+ that many cards. Shuffle the cards you set aside into your Tactics Deck.