

Ustin 3 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



Dagmer Cleftjaw (1)



ABILITIES: Battle Scars



GREAT AXE

- **Sundering**
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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.



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.

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



House Harlaw Reapers (6)



ABILITIES: Bardiche, Prey On Fear, Reaper's Fervor



Ramsay Snow (2)



ABILITIES: Affiliation: House Bolton, Fueled By Slaughter, Intimidating Presence



Theon Greyjoy (0)



ABILITIES: Order: Set an Example



BARDICHE

• Vicious

PREY ON FEAR

Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.



REAPER'S FERVOR

Each time this unit performs a Melee Attack, before rolling Attack Dice, if this unit has 2 Pillage tokens, the Defender becomes **Panicked** and, if they fail the Panic Test from this Attack, suffer +1 Wound.



AFFILIATION: HOUSE BOLTON

This unit is a House Bolton unit.



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.

INTIMIDATING PRESENCE

Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests



ORDER: SET AN EXAMPLE

Start of any Turn

Target all enemies in Short Range. They become Panicked. Roll a die, on a 6, destroy Theon.

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.



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.



Beron Blacktyde (4)



ABILITIES: Zeal of the Drowned God

ZEAL OF THE DROWNED GOD

Beron may only Influence Greyjoy units.

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

While Influencing a friendly unit, that unit may re-roll any Morale Test dice and gains the **HARDENED Ability:

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.