

Ustin 4 Spiel

Faction: Greyjoy

Points: 40/40

Commander: Baelor Blacktyde, Lord of Blacktyde

Combat Units

 **Silenced Men (7)**

 6  5+  6+

 3+  7  6  5

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

  **Baelor Blacktyde (C)**

ABILITIES: To The Last!, Hardened



 **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.

 **TO THE LAST!**

Place 2  tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1  token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 1 Wound.

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.

 **Silenced Men (7)**

 6  5+  6+

 3+  7  6  5

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

  **Asha Greyjoy (1)**

ABILITIES: Order: War Cry, Iron Resolve



 **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: 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**.

IRON RESOLVE

This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests

 **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.

  **Qarl (1)**

ABILITIES: Expert Duelist





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.

DISRUPT

Enemies engaged with this unit suffer -1 to Hit.

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.





Erik Ironmaker (4)

ABILITIES: Gifts of Iron, Gold, and Steel



GIFTS OF IRON, GOLD, AND STEEL

At the start of the game, place 1 Pillage token on Erik. When Erik or an enemy NCU claims  place 1 Pillage token on Erik.

When Erik Claims a zone other than , you may remove 1 Pillage token from him and place it on 1 friendly Greyjoy unit.



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.