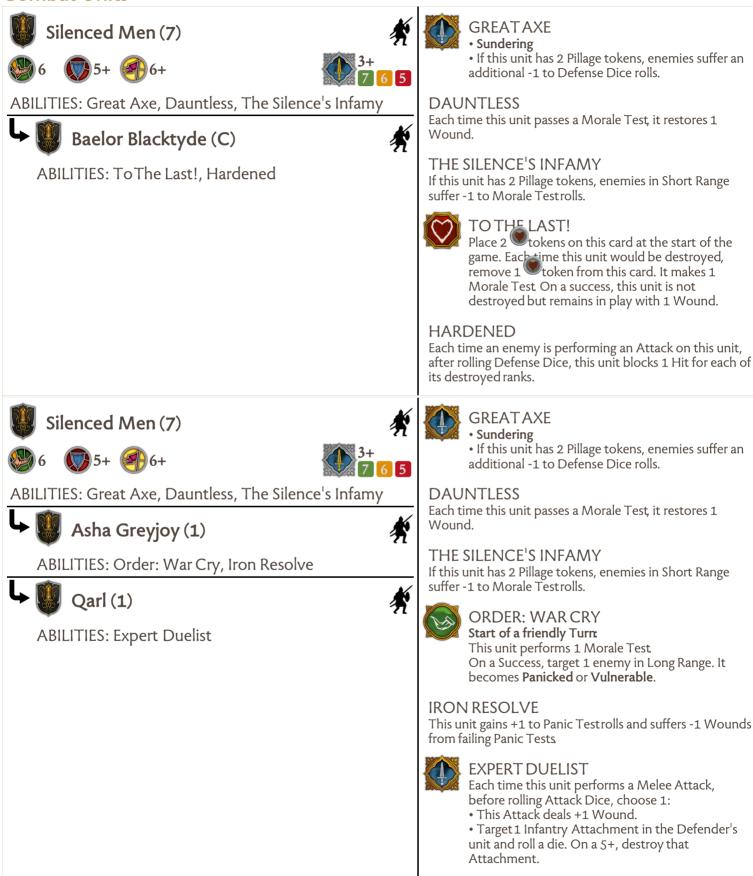
Ustin 4 Spiel

Faction: Greyjoy

Points: 40/40 Commander: Baelor Blacktyde, Lord of Blacktyde

Combat Units



 Blacktyde Chosen (6) 5 0 4+ 6 4 ABILITIES: Order: Divide The Spoils, First Claim Dagmer Cleftjaw (1) ABILITIES: Battle Scars 	 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. 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) 6 6 6 7 8+ 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)	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 Testdice 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.