

Taktik Stannis evo

Faction: Baratheon

Points: 40/40

Commander: Stannis Baratheon, The Rightful Heir

Combat Units



R'hllor Queen's Men (7)



ABILITIES: Order: Hold The Line!, To The Last!, Queen's Blade, Loyalty: Stannis Baratheon



Stannis Baratheon (C)



ABILITIES: Order: Adaptive Planning, Order: Mark Target, Loyalty: Stannis Baratheon



ORDER: HOLD THE LINE!

When this unit Activates:

Target 1 enemy engaged with this unit. It suffers 2 Hits, +1 Hit for each of this unit's remaining ranks.



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.

QUEEN'S BLADE

While your opponent does not Control, opponents cannot expend **Vulnerable** and **Panic** tokens on this unit.

LOYALTY STANNISBARATHEON

Your army may never contain Units or Attachments with different Loyalties.



ORDER: ADAPTIVE PLANNING

Start of any Turn

Target 1 Combat Unit in Long Range. Replace 1 Condition token on that unit with any other Condition token.



ORDER: MARK TARGET

Start of a friendly Turn

Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

LOYALTY STANNISBARATHEON

Your army may never contain Units or Attachments with different Loyalties.



King's Men (7)



ABILITIES: To The Last!, King's Blade, Loyalty: Stannis Baratheon



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.



KING'S BLADE

• **Sundering**

• While your opponent does not Control, this Attack gains **Critical Blow** and may re-roll any Attack Dice.

LOYALTY STANNISBARATHEON

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Stag Knights (7)

 5  4+  5+

ABILITIES: Order: Resilience, Stag's Fury

 3+
 7  6  5



ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after rolling Attack Dice:

This unit only suffers 1 Wound for every 2 unblocked Hits.



STAG'S FURY

This Attack gains the following based on the Game Round (*effects are cumulative*):

- 2+: **Critical Blow**
- 3+: **Vicious**
- 4+: **Sundering**
- 5+: Deals +1 Hit for each of this unit's remaining ranks.

Baratheon Halberdiers (6)

 5  3+  6+

ABILITIES: Order: Taunt, Halberd

 4+
 7  7  4



ORDER: TAUNT

When an enemy in Long Range Activates: If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes **Vulnerable** and **Weakened**.



HALBERD

- **Sundering**

Baratheon Sentinels (5)

 5  4+  6+

ABILITIES: Order: Sentinel, Double Hammers

 4+
 7  5  4



ORDER: SENTINEL

After another friendly unit in Long Range is Attacked:

This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.



DOUBLE HAMMERS

- **Sundering**

Non Combat Units

Shyra Errol (4)


ABILITIES: Support Of Haystack Hall



SUPPORT OF HAYSTACKHALL

Each time Shyra Claims , restore 1 Wound to 1 friendly Combat Unit.

Each time Shyra Claims , remove 1 Condition Token from 1 friendly Combat Unit.

Each time Shyra Claims , if you remove a token, place 1 Condition Token of that type on 1 enemy Combat Unit.

Axell Florent (4)

ABILITIES: In R'hllor's Name, Loyalty: Stannis Baratheon



IN R'HLLOR'S NAME

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

Each time Axell Influences an enemy unit, it becomes **Panicked**.

While Influencing a friendly unit, when that unit is performing a Melee Attack, before rolling Attack Dice, the Defender becomes **Vulnerable**.

LOYALTY STANNISBARATHEON

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