

UNITS

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">5 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Fiery Axes</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td style="width: 15%; text-align: center;">4+</td> <td style="width: 15%; text-align: center;">7</td> <td style="width: 15%; text-align: center;">6</td> <td style="width: 15%; text-align: center;">4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; text-align: center;">4+ Moral 4+</div>	4+	7	6	4	<div style="border: 1px solid black; padding: 10px;"> <p>Queen's Man</p> <p>Cost 6</p> </div>	<div style="border: 1px solid black; padding: 10px; margin-bottom: 10px;"> <p style="text-align: center;">Go Down Fighting:</p> <p style="text-align: center;">Each time a rank in this unit is destroyed, 1 enemy engaged with it suffers 1 Wound. If you control (swords) deal d3 Wounds instead</p> </div> <div style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;">Order: Vision in the flames:</p> <p style="text-align: center;">At the start of this unit activation:</p> <p style="text-align: center;">At the end of this unit activation, it may restore as many Wounds as it has received in this activation.</p> <p style="text-align: center;">This unit gains Panicked.</p> </div>
4+	7	6	4			

<div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">6 Movement</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Dual Weapons</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td style="width: 15%; text-align: center;">3+</td> <td style="width: 15%; text-align: center;">8</td> <td style="width: 15%; text-align: center;">6</td> <td style="width: 15%; text-align: center;">4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; margin-bottom: 10px; text-align: center;">Mariner Javellin</div> <table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <td style="width: 15%; text-align: center;">3+</td> <td style="width: 15%; text-align: center;">8</td> <td style="width: 15%; text-align: center;">6</td> <td style="width: 15%; text-align: center;">4</td> </tr> </table> <div style="border: 1px solid black; padding: 2px; text-align: center;">5+ Moral 6+</div>	3+	8	6	4	3+	8	6	4	<div style="border: 1px solid black; padding: 10px;"> <p>King's Man</p> <p>Cost 8</p> </div>	<div style="border: 1px solid black; padding: 10px; margin-bottom: 10px;"> <p style="text-align: center;">Mariner Javellin</p> <p style="text-align: center;">-Short-Range</p> <p style="text-align: center;">-If this unit attacks an engaged unit, this attack may reroll all attack dice and gains precise</p> </div> <div style="border: 1px solid black; padding: 10px; margin-bottom: 10px;"> <p style="text-align: center;">Order: Slip into the shadows:</p> <p style="text-align: center;"><i>When a friendly unit within long takes an action</i></p> <p style="text-align: center;">The friendly Combat unit may take d3 wounds. This unit may immediately take a free retreat or maneuver action</p> </div> <div style="border: 1px solid black; padding: 10px;"> <p style="text-align: center;">Order: Smuggling supplies:</p> <p style="text-align: center;"><i>At the start of a friendly turn</i></p> <p style="text-align: center;">Any other friendly unit within LOS and long, may take a panic test.</p> <p style="text-align: center;">If succeeded, one engaged unit with the friendly unit gains any condition</p> </div>
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Fixing Davos – NCU

Davos Seaworth

Hand of the True King

4 cost

Smuggler's Cunning:

Davos begins the game with 3 Order Tokens on him.

When a friendly Combat Unit Charges, after rolling Charge Distance dice, you may remove 1 Order Token from Davos to re-roll any of those dice.

When a friendly Combat Unit Charges, before rolling Charge Distance dice, you may remove 3 Order Token from Davos to automatically count as having rolled a 6.

Before a friendly Combat Unit takes an action, you may remove 2 Order Token from Davos to pivot that Combat Unit.