

CMON's A Song of Ice & Fire Tabletop Miniatures Game

Neutral Force: **HOUSE GREYJOY**



"A LION MAY BE FIERCE ENOUGH ON LAND, BUT AT SEA THE KRAKEN RULES SUPREME." — VICTARION GREYJOY

Under the banner of House Greyjoy, the Iron Fleet reaves and pillages the green lands of Westeros as The Kraken extends its' reach towards independence the Iron Throne.

FACTION OVERVIEW

House Greyjoy makes up another arm of the Neutral Faction. While not a faction in their own right, they boast enough units and options to field an army of their own.

For those who choose House Greyjoy, Sundering defenses while taking advantage of Vulnerable enemies and punishing your enemy for claiming Tactic Zones without paying the iron price is a key strategy to victory.

FACTION PLAYSTYLE

We Sell Our Swords, We Don't Give Them Away: As Neutral Forces, House Greyjoy can be added to any army, or played as a faction in their own right (*via the use of the Neutral Tactics Deck*).

We Do Not Sow: Description.

What Is Dead May Never Die: Description.

Wrath of the Iron Fleet: Description

UNITS & COMMANDERS

[Commander]

VICTARION GREYJOY LORD CAPTAIN OF THE IRON FLEET
[Character – Infantry] – Cost [0]
AFFILIATION: HOUSE GREYJOY This unit counts as a House Greyjoy unit.
ORDER: GRIP OF THE KRAKEN When this unit makes a successful Melee Attack: The targeted enemy unit becomes Vulnerable and cannot make a Retreat until the end of the round.
SHATTERING ASSAULT {Melee} This unit's Charge attacks gain Sundering (<i>Defenders suffer -1 to their Defense Save rolls</i>).

[Non-Combat Units]

BALON GREYJOY KING OF THE IRON ISLANDS
[Character] – Cost [4]
THE OLD WAY Balon starts the game with 2 Order Tokens on him. When activating Balon, you can spend an Order Token to claim any Tactics Zone from an enemy NCU, ending their activation for the round. <i>Balon can only claim the Crown and Wealth Zones by using this ability.</i>

AERON GREYJOY THE DAMPHAIR
[Character] – Cost [3]
PRIEST OF THE DROWNED GOD <i>Influence</i> (When this unit claims a zone on the Tactics Board, attach this card to a Combat Unit until the end of the round) When a unit Influenced by Aeron loses a rank: This unit may make a Morale Test. On a success, that unit

[Combat Units]

HOUSE GREYJOY IRONBORN REAVER
[Infantry] – Cost [5]
IRONBORN Innate: The last model of each rank in this unit can suffer 2 Wounds . This unit can move through Bog terrain without being Hindered . REAVE AND PILLAGE {Melee} If this attack targets an enemy that has not been activated this round, that enemy becomes Vulnerable . If the enemy unit is destroyed by this attack, this unit can remove 1 Condition Token from itself.

HOUSE GREYJOY IRON FLEET RAIDER
[Infantry] – Cost [4]
IRONBORN Innate: The last model of each rank in this unit can suffer 2 Wounds . This unit can move through Bog terrain without being Hindered . ARMS OF THE KRAKEN {Melee} This unit gains +1 to Hit when attacking an enemy engaged with another friendly unit. If the friendly unit is a House Greyjoy unit, this attack gains Sundering (<i>Defenders suffer -1 to Defense Save rolls</i>).

HOUSE GREYJOY IRON FLEET OARSMEN
[Infantry] – Cost [3]
BOARDING AXE {Melee} Sundering (<i>Defenders suffer -1 to Defense Save rolls</i>). THRALLS AND SALT SONS If this unit has a House Greyjoy Attachment, this unit is considered Insignificant (<i>not worth Victory Points from Victory Through Combat</i>).

[Unit Attachments]

ASHA GREYJOY THE KRAKEN'S DAUGHTER
[Character – Infantry] – Cost [3]
<p>AFFILIATION: HOUSE GREYJOY This unit counts as a House Greyjoy unit.</p> <p>BROTHER'S KEEPER <i>Theon Greyjoy</i> – <i>Reek</i> can be fielded, Attached to Asha's unit (<i>ignoring usual Attachment restrictions</i>).</p> <p>While Attached to this unit, or fielded in an enemy army, Theon's gains the ability: Valuable Captive (<i>This model is always the last model to be destroyed in this unit. When this unit is destroyed, it grants +1 additional Victory Point</i>).</p> <p>SWIFT STRIKE {Melee} After this attack is completed, this unit may make a free Retreat action if engaged.</p>

HOUSE GREYJOY IRON FLEET CAPTAIN
[Infantry] – Cost [2]
<p>ORDER: COMBINED ASSAULT When this unit activates: Target 1 friendly, unactivated unit within Long Range. It activates immediately after this unit. Any attacks it makes can only target enemies this unit attacked this turn.</p> <p>EVERY CAPTAIN IS A KING When Attached to a House Greyjoy unit: This unit gains the ability Stalwart (<i>this unit gains +2 to Morale Test rolls</i>) when targeted by the effect of the Crown Zone on the Tactics Board.</p>

[Tactics Cards]

HOUSE GREYJOY
WE DO NOT SOW

[Victarion Greyjoy – Lord Captain of the Iron Fleet]

When a friendly unit attacks an enemy unit that controls an Objective Point:

The attacking friendly unit gains +1 to Hit against the defending enemy unit.

If the friendly unit is a **House Greyjoy** unit, the unit gains **Critical Blow** (Description) against the defending enemy.

HOUSE GREYJOY
PAY THE IRON PRICE

[Victarion Greyjoy – Lord Captain of the Iron Fleet]

When an friendly unit destroys an enemy unit:

The friendly unit can recover D3 **Wounds** or remove 1 **Condition Token**.

If the friendly unit is a **House Greyjoy** unit, the unit can recover up to 3 **Wounds** and remove 1 **Condition Token**.

HOUSE GREYJOY
WRATH OF THE IRON FLEET

[Victarion Greyjoy – Lord Captain of the Iron Fleet]

When an enemy Combat Unit is deployed in Short Range of a friendly Combat Unit:

The friendly unit can make a free **Charge** action on the deployed unit.

If the friendly unit is a **House Greyjoy** unit, the unit can make a free **Charge** action and the enemy becomes **Vulnerable**.