

I have introduced many new elements to Epic Duels with this expansion, please read this quick briefing before viewing the decks.

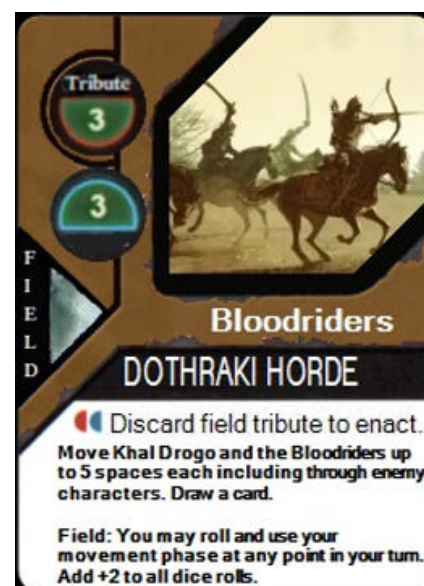


Field cards are specials that remain on the board and have effects that occur or are available to use each turn. There are three different types of fields, and they vary in what is required to get them on the field and what effects they have.

First there are triggered fields. These cards can only be played if a certain scenario is met. These scenarios are often either rare, or require you to accomplish something that goes in line with the concept of the card name or the character's strategy. Often these conditions can be met when used in conjunction with another card in that character's deck. Once triggered, the card immediately goes on the field, and does not cost you an action.

Second are tribute fields. Tribute fields include an attack and/or defense value which are the sum value which you need to discard from your hand in order to play. They are expressed with a green half-circle with a red or blue ring signifying attack or defense. For example to play Varys's 7/7 Master of Whispers, you could discard a 4/1, 1/4 and a 2/2.

If the value has a star included that means you can discard cards from the minor character as well. Whether the value is attack, defense, high/low, or includes your teammates, depends on if the ability is aggressive or preventive, powerful or tame, and what action it entails. Since a field card does in fact have attack and defense values, if there are two versions of the same field card in one deck (although there usually is not), one can be discarded to play the other, but these atk/def values do not function for combat purposes.





Some field cards may have an initial effect, which comes into play before being placed on the field. If this is the case, that effect will be listed follow by a separate paragraph, starting with 'Field:' and the reoccurring effect you get. If that card is a tribute card you may choose to play the card solely for that effect, and not discard the tribute to make it a field card.



Some attack cards may either trigger an effect (Red Viper) or automatically become a field card (Warg into Hodor), afterwards.



The last variation is uniting or initiative fields. These cards usually have an initial effect like a regular special would, but afterwards they become a field card. Some tribute fields have initial effects but its not as common. Unlike the other field variations they are often multiple of these in a single deck, and the more you put on the field the more their effects cycle and grow in effectiveness.



For example Tywin's Gold Mines lets you draw and heal, and then as a field card lets you draw and heal for every gold mine now on the field. So the first one you play is 2 draws/2 HP, the 2nd 3 cards/3 HP, etc. Uniting field cards effects do not occur every turn, only when a condition on the card is met. They do not require a trigger or tribute to play, but they cost the standard action.





Special cards have been split into four different factions; Intrigue, Skirmish, Initiative, and Enigmatic.

INTRIGUE cards are based on the political, conniving nature of the GOT universe, and are essentially trap cards. They can often be played at any time (even your opponents turn or mid-action), and/or in place of combat cards. Intrigue cards can sometimes be played on your own turn as well, and often don't cost an action, to balance out their value.



Intrigue's bend the rules of the game and bait your opponent into situations where they damage themselves as much or more than you. When played they take priority over any standard gameplay order and resolve their effects immediately before resuming where the game left off. Many are essentially previous "0*" def cards, which had dealt a significant blow in exchange for taking an attack.



INITIATIVE cards are your standard movement, draws and/or healing actions. Basically anything that is setting up for something bigger and better.





SKIRMISH are aggressive close-range encounters that inflict direct damage. They aren't special combat cards, but they essentially serve the same function, but cannot be defended against.



ENIGMATIC cards are the various left overs which often have magical themes and effects. Unlike skirmish they can affect targets without any range requirements. They may bring characters back to life, steal cards from your opponents hand, or simply have effects that waver between multiple categories.



Since there are so many decks, to save space I won't be including an entire page for card backs and basic combat cards. One card will be included for each character and implies:

5 / 1 - Red deck for melee
 3 / 3 - Blue deck for melee
 3 / 2 - Brown deck for melee
 2 / 3 - Aqua deck for melee

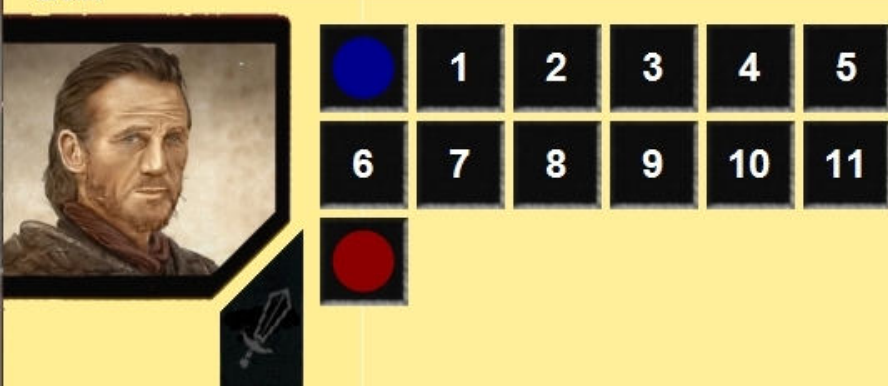
5 / 1 - Orange for ranged major
 4 / 1 - Yellow+ for ranged major

5 / 1 - Red melee minor
 4 / 2 - Green melee minor
 4 / 1 - Brown melee minor

Tyrion Lannister



Bronn

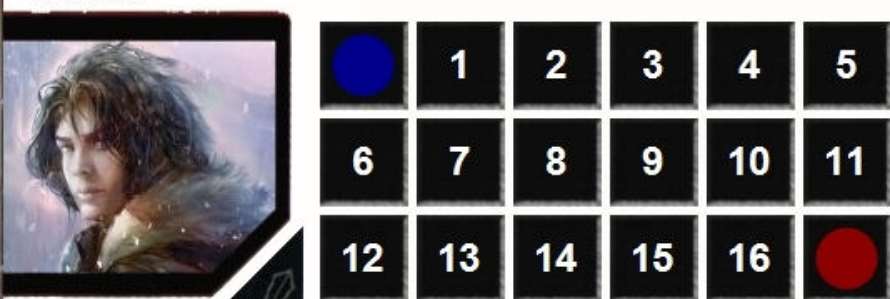


Tyrion's strategy is simply touse Lannister Always Pays their Debts, defend with Wear it Like Armor while low health and then heal back up with Cripples, Bastards and Broken Things, and repeat if neccessary. Have Bronn do the dirty work, while generally keeping Tyrion out of batte, but prepared to defend. Use Sellsword to cycle threw your best cards, and get a Half-man out on the field for late game, since Tyrion can struggle to inflict damage 1v1 without it. Opposing players best hope is to take out Bronn early before any of this can happen, and since Tyrion has a viscous staying power of both healing and defending while low health, targeting him early serves little purpose if you can't finish him.





Jon Snow



Ygritte



Jon has a simple run-and-gun deck, revolving around attacking and retreating. Keeping a small hand and using Longclaw and My Watch is Ended to attack, retreat, and redraw all at once, is a solid tactic. Ygritte provides support by either inflicting damage or depleting opponents of defense cards with Strike Hard and True. With her range and Jon's powerful movement, win by attacking from all angles while keeping yourself out of harms way.





Daenerys Targaryen



	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

Dragons



	1	2	3	4	
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	1	2	3	4	
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One of the most powerful decks if you can use the movement of Mother of Dragons, Go Into Exile and Breaker of Chains to set up Dracarys, and to keep distance while preparing for your next attack, but quickly becomes one of the weakest if you leave the Dragons vulnerable, since a majority of Daenerys cards work in conjunction with them, and she has virtually no power on her own.





Robb Stark



Robb uses the combined strength of his Northerners to fight and move as if he had an army. Use their combat cards to Call the Banners, or unleash a heavy 20,000 Northerners attack, which when combined with the The North Remembers and Banners, can be one of the most powerful in the game. Use Reinforcements if your troops fall, and There Must be a Stark for staying power, and use Prisoner of War, to prevent your opponents from recovering or retaliating from your advances.



Field

Tribute
5*

5*

Robb Stark
CALL THE BANNERS

Discard field tribute to enact.
Once per turn, Robb receives +1/1 for each Northerner adjacent. When moving, you may move both Robb and the Northerners together.
This card is discarded if Robb is not adjacent to a Northerner.

Field

Tribute
5*

5*

Robb Stark
CALL THE BANNERS

Discard field tribute to enact.
Once per turn, Robb receives +1/1 for each Northerner adjacent. When moving, you may move both Robb and the Northerners together.
This card is discarded if Robb is not adjacent to a Northerner.

Initiative

Robb Stark
THE NORTH REMEMBERS

Play when defending.
Play this instead of a defense card. Add the value of the amount of damage Robb takes from this attack to the next time Robb attacks the opposing character.

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Robb Stark
THE NORTH REMEMBERS

Play when defending.
Play this instead of a defense card. Add the value of the amount of damage Robb takes from this attack to the next time Robb attacks the opposing character.

Initiative

Robb Stark
THERE MUST ALWAYS BE A STARK IN WINTERFELL

Play anytime on your turn.
Heal Robb 2HP and draw a card.
If Robb is still under half of his health, repeat this.

Initiative

Robb Stark
THERE MUST ALWAYS BE A STARK IN WINTERFELL

Play anytime on your turn.
Heal Robb 2HP and draw a card.
If Robb is still under half of his health, repeat this.

Field

Robb Stark
PRISONER OF WAR

Play when triggered.
Play this card when you have done damage to an enemy character in combat. That character cannot move, attack, or play cards until that opponent discards 3 cards.

Field

Robb Stark
PRISONER OF WAR

Play when triggered.
Play this card when you have done damage to an enemy character in combat. That character cannot move, attack, or play cards until that opponent discards 3 cards.

Initiative

Robb Stark
REINFORCEMENTS

Play anytime on your turn.
Play this card if one or both of the Northerners have been destroyed. Put one back on the field adjacent to Robb with full health.

Arya Stark



The Hound

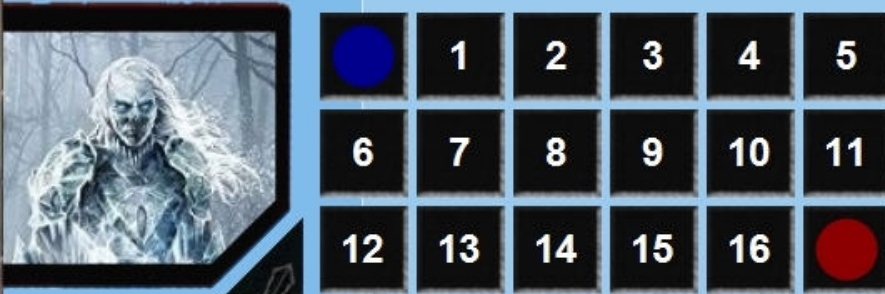


As Arya and the Hound their are plenty of easy combinations between the Pointy End, A Big Fucking Sword and There is no Safety to inflict large amounts of unblockable damage. Survive despite Arya's low health and defense by enacting as many Lists as possible and using Quiet as a Shadow and a Girl is No One in a timely manner. The Hound is one of the strongest secondary characters, and can be used as an expendable attack force.

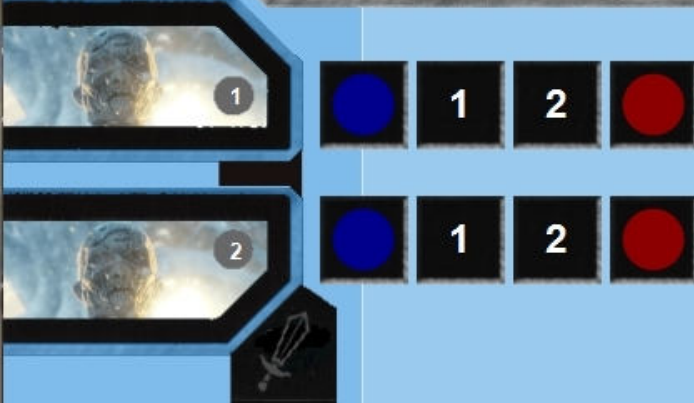




White Walkers

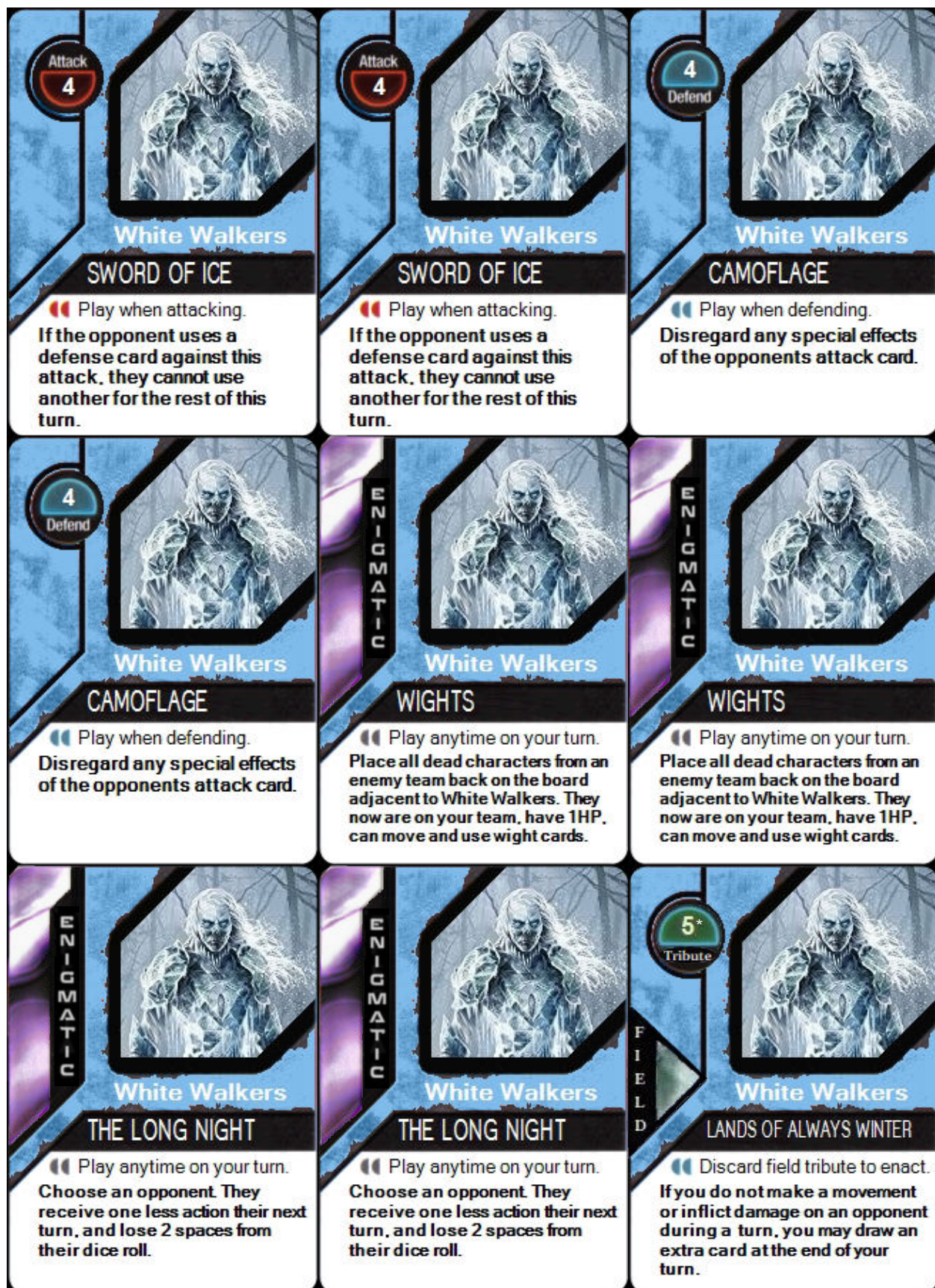


Wights



The White Walkers bide their time until they can unleash their Army of the Dead and revive fallen enemy characters for their own use with Wights. Very strong in team player, or in general when used correctly, opponents best hope is to target the main White Walker himself. Although that may be difficult task with a shield of Wights, or Camoflage and The Long Night to defend and distance himself.





King Joffrey



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12	13	14			

Ilyn Payne



	1	2	3	4	5
6	7				

Joffrey uses Whitecloaks to deal a majority of his damage, and Ilyn Payne's Executioner to deal the final blow. Getting Protect the King out on the field helps him to weasel his way out of consecutive attacks, for staying power. Kneel Before Your King and Treason Shall Not Go Unpunished both helped you set-up for an unblockable attack, while You Are Mine to Torment is another pesky tactic to keep your opponent from being able to incur any meaningful attack against Joffrey.



Attack

*

Defend

*

King Joffrey

WHITECLOAKS

Play in combat.

The attack and defense values of this card are equal to the amount of cards in your hand after this is played.

Attack

*

Defend

*

King Joffrey

WHITECLOAKS

Play in combat.

The attack and defense values of this card are equal to the amount of cards in your hand after this is played.

Attack

*

Defend

*

King Joffrey

WHITECLOAKS

Play in combat.

The attack and defense values of this card are equal to the amount of cards in your hand after this is played.



Khal Drogo

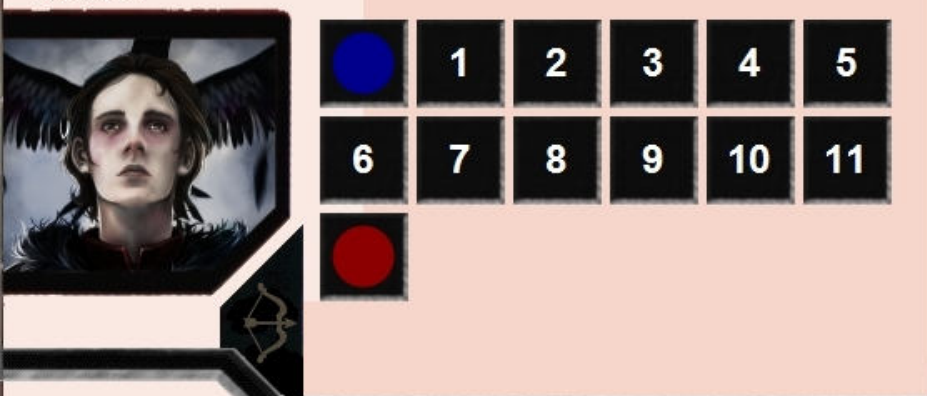


Khal Drogo's deck is one of the first, to my knowledge, to have a set of unnamed minor characters with powerful special cards. The Bloodriders play an important role in setting-up strong movement ability with Dothraki Horde, which used in combination with Stallion That Mounts the World, creates strong damage potential. Mounted Archers and Dothraki Screammers help damage and delay your opponent while Drogo hacks away with his Arakh. If in trouble lay down Vaes Dothrak and regroup while opponent cannot strike.

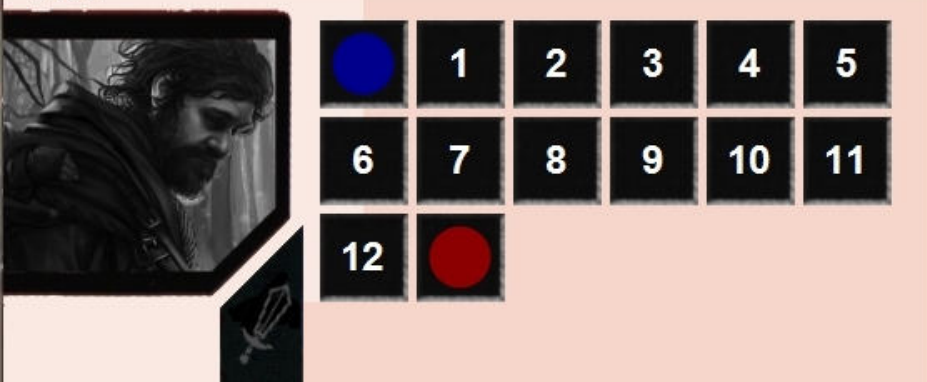




Bran Stark



Hodor



Bran takes control over Hodor, Summer and enemy characters to provide the bulk of his offense. Warging itself will be your primary source, both attacking your opponent and taking away their best cards. Opposing players will be forced into spread out formations to ensure they are not within attacking distance of each other, in they are warged into. Hodor will provide additional offensive and defensive value, being able to attack and defend for Bran. Like playing with the Emperor's deck for the most part, Bran will want to completely remove himself from direct combat and stick to using special cards from a distance.





Robert Baratheon



	1	2	3	4	5
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12	13	14	15		

Ned Stark



	1	2	3	4	5
6					

Robert Baratheon uses Warhammer and Stop This Madness to inflict and prevent damage, while putting distance between him and his enemies, which he'll need to do with his red deck. Getting Its A Great Crime to Lie to a King out and playing Robert's Rebellion when your opponent draws their most powerful card can inflict massive amounts of damage, while hindering your opponent of using said card. King's Justice can be used multiple times to make opponent waste their defense cards, opening up for Ned to land Ice. Otherwise, Ned mainly acts as a defensive barrier to get to the more aggressive-minded Robert, and provides healing power with Winter is Coming.





Oberyn Martell



	1	2	3	4	5
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12	13	14	15	16	17
18					

Dornish Soldiers



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	1	2	3	
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Oberyn's goal is to use his various cards like Armor Slows a Man Down to build up his actions permitted per turn to ensure he lands a Red Viper to poison his opponents. With his red deck and lack of defense his best strategy early game is to build up his hand until he has the appropriate cards and when he encures extra actions, use I Will be Your Champion for movement and increased likelihood of landing the Red Viper.





Stannis Baratheon



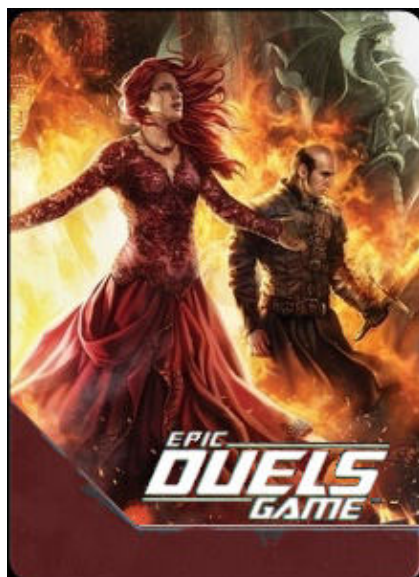
	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

Melisandre



	1	2	3	4	5
6					

Stannis provides the simple, straight-forward offensive power while Melisandre crafts magic from a distance. She is frail but has defense and healing abilities, and two field cards which allow her to survive on her own should Stannis fall first. Since Melisandre has more cards than a standard minor character Stannis may struggle to get a handful of cards of his own, but using Davos the Smuggler and Look Into the Flames counteracts this, while Fortification allows you to bide your time while you build up your hand.





Ramsay Bolton



The Hounds



Ramsay uses his range and movement with Hounds Have Their Scent to attack from a distance and Torture to punish his target twofold. Force enemies to attack you with Battle of the Bastards, when you have a Phalanx Formation ready to defend, and use Flayed Man Holds No Secrets, to determine your strategy based on your opponent's hand. Ramsay depends on having his Hounds in play, so its better to use them as tools rather than physical attackers, unless they can deal a finishing blow.



Tribute
2*

Ramsay Bolton
THE HOUNDS HAVE THEIR SCENT

Field

Discard field tribute to enact.
Permitting a hound is in play, move Ramsay into range of an enemy character. Draw a card.

Field: Once per turn you may use the minimum amount of spaces required to move Ramsay into range of that character. Discard this card if no hounds remain on the board.

Tribute
2*

Ramsay Bolton
THE HOUNDS HAVE THEIR SCENT

Field

Discard field tribute to enact.
Permitting a hound is in play, move Ramsay into range of an enemy character. Draw a card.

Field: Once per turn you may use the minimum amount of spaces required to move Ramsay into range of that character. Discard this card if no hounds remain on the board.

Tribute
2*

Ramsay Bolton
THE HOUNDS HAVE THEIR SCENT

Field

Discard field tribute to enact.
Permitting a hound is in play, move Ramsay into range of an enemy character. Draw a card.

Field: Once per turn you may use the minimum amount of spaces required to move Ramsay into range of that character. Discard this card if no hounds remain on the board.

Attack
7

Ramsay Bolton
BATTLE OF THE BASTARDS

Play when attacking.
This card can only be used if Ramsay is adjacent to the target. If the defending character does not inflict damage on Ramsay in combat during their following turn, that player must discard 3 cards.

4
Defend

Ramsay Bolton
PHALANX FORMATION

Play when defending.
If the attacking character is adjacent to Ramsay, they receive two damage, and will again if they attack Ramsay again this turn.

4
Defend

Ramsay Bolton
PHALANX FORMATION

Play when defending.
If the attacking character is adjacent to Ramsay, they receive two damage, and will again if they attack Ramsay again this turn.

ENIGMATIC

Ramsay Bolton
TORTURE

Play anytime on your turn.
Choose a character that you have attacked or inflicted damage on this turn, or is a designated target of a 'hounds' card. That opponent may discard any amount of cards they wish, but they receive one damage per card they keep.

ENIGMATIC

Ramsay Bolton
TORTURE

Play anytime on your turn.
Choose a character that you have attacked or inflicted damage on this turn, or is a designated target of a 'hounds' card. That opponent may discard any amount of cards they wish, but they receive one damage per card they keep.

SKIRMISH

The Hounds
BASTARD'S GIRLS

Play anytime on your turn.
Move one or both of the hounds adjacent to an enemy character. That character receives two damage for each Hound.
If that character moves next turn, you may move The Hounds to remain adjacent to that character.

Jaime Lannister



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	

Cersei Lannister



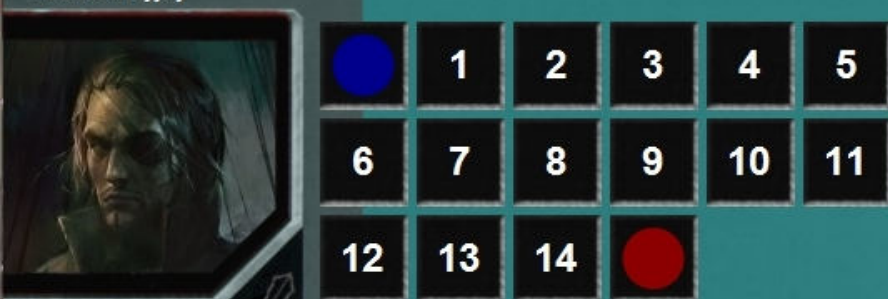
	1	2	3	4	5
6					

Jaime and Cersei have a deck that doesn't really have a defined main character. For practical reasons Jaime has the major character set of combat cards and health, but Cersei has the majority of specials. Jaime's special attacks are largely situational, but devastating if you can get off. There are No Men Like Me, is a perfect counter against decks with strong defense cards. While Cersei is somewhat frail, she can protect herself You Win or You Die, and Jaime can protect and heal her with The Things I Do For Love since you need her in game to get off Wildfire. Her lack of straight forward offensive power is made up for with I Choose Violence, which also permits Jaime to contribute more.





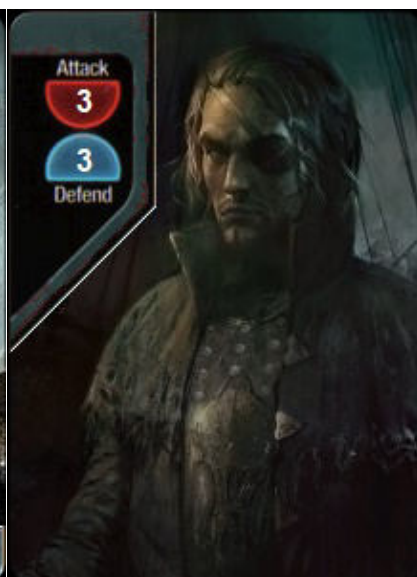
Euron Greyjoy



Victarion Greyjoy



Euron's gameplay revolves around making your opponent discard over and over until they have nothing left to defend themselves or attack you with. Use the Iron Price, I Am the Storm or Changing Tides to get Reaving and Raiding out on the field as soon as possible, and use those cards again, to combo up with Reaving (or two) for twice the power. While lacking in raw offensive or defensive power, Euron's tactics make sure your opponent never gets their feet off the ground. As a double melee deck, your opponent will have to decide whether to keep their distance or attack heavily early before you build too much power.

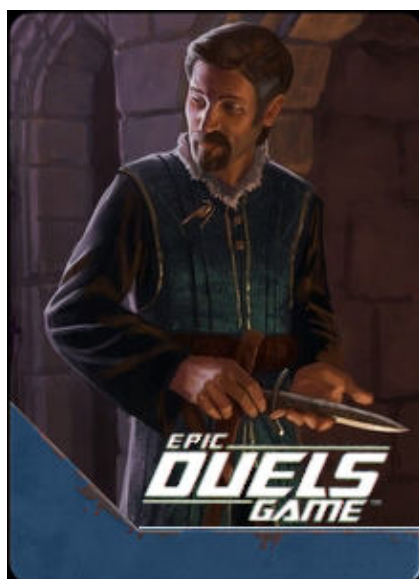




Petyr Baelish



As Littlefinger, your goal is getting out a Master of Coin as soon as possible and using it to its full advantage. Like Darth Maul use small actionless attacks to deplete opponent of defense cards, and whittle their health down to nothing. Keep Your Foes Confused and I Did Warn You, allow you to inflict damage in cases you otherwise wouldn't while Chaos is a Ladder and Out the Moon Door deal damage while putting opponents at a distance. Baelish can compete with the strongest decks despite having low-health and fire power.





Varys



Little Birds



Similar to Littlefinger, Varys wants to get his Master of Whispers field card out early game and work his strategy around that. Once out, combo up with The Spider and Deception and Disguise and use your opponents best cards to damage themselves. When you see your opponent is low on defense, go all in on Extreme Measures Are Warranted for a surprising finishing blow.





Tywin Lannister



Lannister Soldiers





Tywin shares many cards with other decks, like Stannis, Littlefinger, Varys and Tyrion so it can be an easy transition. Rains of Castemere allows Tywin to be a strong counter to decks in the GOT series that depend on their minor characters, like Daenerys, Drogo and Ramsay. Multiple Gold Mines allow him to grow stronger and stronger, and heal from any Lannister Pays Their Debts he plays.





Jaqen H'ghar



	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

Faceless Man



	1	2	
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	1	2	
---	---	---	---

Jaqen simply overwhelms opponents with wave after wave of direct damage. Between Valar Margohulis, Valar Dohaeris, Assassination and The Many Faced God there's enough damage output to take out most teams. Because of this, he is very strong in team play, where he can do his damage from a distance while your opponent deals with your teammate. Use a Man is No One to sacrifice your minors for Jaqen (you'll be discarding their cards anyway), then unleash Jaqen close-range come late game and be the last man standing.



