

Khal Drogo



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

Bloodriders



	1	2	3	
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	1	2	3	
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SKIRMISH



Khal Drogo
STALLION THAT MOUNTS THE WORLD

Play anytime on your turn.
Roll the dice and move Drogo the amount of spaces. Inflict one damage each time Drogo occupies a new adjacent space to an enemy character.

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FIELD

Tribute 3




Bloodriders
DOTHRAKI HORDE

Discard field tribute to enact.
Move Khal Drogo and the Bloodriders up to 5 spaces each including through enemy characters. Draw a card.

Field: You may roll and use your movement phase at any point in your turn. Add +2 to all dice rolls.

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FIELD

Tribute 3*



Khal Drogo
VAES DOTHRAK

Discard field tribute to enact.
Khal Drogo and the Bloodriders cannot be attacked or receive direct damage.

Discard this card if Khal Drogo or the Bloodriders move, attack or inflict damage on an opponent. This card cannot remain on the field for longer than three turns.

SKIRMISH



Bloodriders
MOUNTED ARCHERS

Play anytime on your turn.
Each enemy character in bloodriders range receive 2 damage. The same character can be targeted twice and receive 3 damage.

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Each enemy character in bloodriders range receive 2 damage. The same character can be targeted twice and receive 3 damage.

ENIGMATIC



Bloodriders
DOTHRAKI SCREAMERS

Play anytime on your turn.
Choose an opponent. They must discard one card for every bloodrider on the field and receive one less action during their next turn.

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