

# Stark NCUs

 <p><b>EDDARD STARK</b> WARDEN OF THE NORTH</p>   <p><b>BRAVERY IN THE FACE OF DEATH</b></p> <p>Eddard begins the game with 4 Order tokens on him.</p> <p>Each time a friendly unit is performing a Panic Test, after rolling dice, you may remove 1 Order token from Eddard. If you do, that unit may re-roll any dice for this test.</p> <p>Each time a friendly unit passes a Panic Test, you may remove 1 Order token from Eddard. If you do, that unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.</p>	 <p><b>EDDARD STARK</b> WARDEN OF THE NORTH</p> <p><i>You wear your honor like a suit of armor, Stark. -Petyr Baelish</i></p> <p>6</p> <p><b>CHARACTER</b></p> 	 <p><b>RODRIK CASSEL</b> COMBAT VETERAN</p>   <p><b>MARTIAL EXPERTISE</b></p> <p>Each time Rodrik Claims <math>\times</math>, target 1 enemy Combat Unit. They become <b>Vulnerable</b>.</p> <p>Rodrik begins the game with 2 Order tokens on him.</p> <p>Each time a friendly Combat Unit is performing a Melee Attack, after rolling Attack Dice, you may remove 1 Order token from Rodrik. If you do, the Attacker may re-roll any Attack Dice.</p>	 <p><b>RODRIK CASSEL</b> COMBAT VETERAN</p> <p><i>There is no better trainer than Rodrik.</i></p> <p>4</p> <p><b>CHARACTER</b></p> 
 <p><b>HOWLAND REED</b> PROTECTOR OF THE NECK</p>   <p><b>HUNTER'S GUILF</b></p> <p><b>Influence</b> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):</p> <p>While Influencing an enemy unit, they treat all Terrain as having the Hindering keyword.</p> <p>While Influencing an enemy unit, when that unit performs a Melee Attack, before resolving that Action, you may remove this card from that unit. If you do, that Attack suffers -1 to Hit.</p>	 <p><b>HOWLAND REED</b> PROTECTOR OF THE NECK</p> <p><i>He could talk to trees and weave words and make castles appear and disappear.</i></p> <p>4</p> <p><b>CHARACTER</b></p> 	 <p><b>ARYA STARK</b> THE WOLF GIRL</p>   <p><b>NEVER DO WHAT THEY EXPECT</b></p> <p>Arya begins the game with 2 Order tokens on her. At the start of an enemy Turn, you may remove 1 Order token from Arya. If you do, target 1 friendly Infantry unit. It performs 1 Maneuver or Retreat Action.</p>	 <p><b>ARYA STARK</b> THE WOLF GIRL</p> <p><i>Boy, girl, you are a sword, that is all. -Syrio Forel</i></p> <p>4</p> <p><b>CHARACTER</b></p> 



# Stark NCUs

 <p><b>EDDARD STARK</b> HAND OF THE KING</p> <p><b>PRICE OF HONOR</b> At the start of any Turn, you may destroy Eddard. If you do, target 1 enemy NCU. That NCU cannot Activate and loses all Abilities until the end of the Round.</p> <p><b>HAND'S ORDERS</b> <b>Influence</b> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round): While Influencing a unit, each time that unit is targeted by an NCU Ability or Tactics Zone, you may cancel the effect of that NCU or zone.</p>	<p><b>EDDARD STARK</b> HAND OF THE KING</p> <p><i>I have met so few of them in my life... When I see what honesty and honor have won you, I understand why... -Varys</i></p> <p><b>CHARACTER</b></p> 	 <p><b>LYANNA MORMONT</b> YOUNGEST SHE-BEAR</p> <p><b>AVENGING THE NORTH</b> <b>Influence</b> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round): While Influencing a friendly unit, it gains the following based on the number of destroyed friendly Combat Units (effects are cumulative): <b>0+</b>: Unit gains +1 to Morale Test rolls. <b>1+</b>: Melee Attacks gain <b>Critical Blow</b>. <b>2+</b>: Automatically passes all Panic Tests. <b>3+</b>: May re-roll any Attack Dice.</p>	 <p><b>LYANNA MORMONT</b> YOUNGEST SHE-BEAR</p> <p><i>Bear Island knows no king but the King in the North, whose name is STARK.</i></p> <p><b>CHARACTER</b></p> 
 <p><b>ROBB STARK</b> KING IN THE NORTH</p> <p><b>WOLF'S CUNNING</b> After deployment, you may target 1 friendly Combat Unit. Remove it from the battlefield, placing it off the table (<i>in reserve</i>). Once per game, when Robb Claims , you may replace that zone's effect with: <i>Deploy the unit Robb placed in Reserve fully within Short Range of any Flank table edge and attach this card to them until the end of the game. While attached, enemies that unit Successfully Charges in the Flank or Rear become Panicked and Vulnerable.</i></p>	<p><b>ROBB STARK</b> KING IN THE NORTH</p> <p><i>I thought the battles would be the hard part...</i></p> <p><b>CHARACTER</b></p>  <p>Your army may not contain Eddard Stark.</p>	 <p><b>CATELYN STARK</b> LADY OF WINTERFELL</p> <p><b>FAMILY, DUTY, HONOR</b> <b>Influence</b> (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round): Each time Catelyn Influences a unit, remove 1 Condition token from them. While Influencing a unit, that unit Attacks using its highest Attack Die Value.</p>	 <p><b>CATELYN STARK</b> LADY OF WINTERFELL</p> <p><i>Show me the path I must walk and do not let me stumble in the dark places that lie ahead.</i></p> <p><b>CHARACTER</b></p> 

# Stark NCUs

 <p><b>SANSA STARK</b> LITTLE BIRD</p>  	 <p><b>SANSA STARK</b> LITTLE BIRD</p> <p><i>The Hound is right ... I am only a little bird, repeating the words they taught me.</i></p> <p><b>4</b></p> <p><b>CHARACTER</b></p> 
<p><b>REPEATING THE WORDS</b></p> <p>Once per game, when Sansa Activates, you may return 1 Tactics card from your discard pile to your hand.</p> <p>Each time Sansa Claims a zone, you may replace that zone's effect with:</p> <p><i>Return 1 Tactics card from your discard pile to your hand.</i></p>	



# Stark Attachments

**BRAN AND HODOR**  
PROTECTOR AND WARD

**HODOR!**  
This unit's Melee Attacks deal +1 Wound.

**HODOR!!!**  
When this unit is performing a Retreat Action, after rolling Retreat Distance Dice, you may have all dice count as rolling a 6. If you do, this Attachment loses all Abilities until the end of the game.

**BRAN AND HODOR**  
PROTECTOR AND WARD  
"Hodor, Hodor Hodor."  
"You're right, it seems dangerous."

CHARACTER

1

**BRYNDEN TULLY**  
OUTRIDER COMMANDER

**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.

**ELUSIVE ESCAPE**  
This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened.

**BRYNDEN TULLY**  
OUTRIDER COMMANDER  
*It is no good hammering your sword into a plowshare if you must forge it again on the morrow.*

CHARACTER

**COMMANDER**  
Ride-by Attack  
Ride Them Down!  
Marshal

**BRYNDEN TULLY**  
THE BLACKFISH

**AFFILIATION: HOUSE TULLY**  
This unit is a House Tully unit.

**STALWART**  
This unit gains +2 to Morale Test rolls.

**STAND YOUR GROUND!**  
Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.

**BRYNDEN TULLY**  
THE BLACKFISH  
*My first rule of war, Cat, is never give the enemy his wish.*

CHARACTER

**COMMANDER**  
Set for Charge  
Refuse to Yield  
War Cry

**BRYNDEN TULLY**  
UNYIELDING KNIGHT

**AFFILIATION: HOUSE TULLY**  
This unit is a House Tully unit.

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

**IRON RESOLVE**  
This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

**BRYNDEN TULLY**  
UNYIELDING KNIGHT  
*Lift your eyes, and you will see the direwolf still flies above our walls!*

CHARACTER

2



# Stark Attachments



**BRYNDEN TULLY**  
VANGUARD INFILTRATOR

**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.

**OUTFLANK**  
You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.

505

**BRYNDEN TULLY**  
VANGUARD INFILTRATOR  
*No one knows the lands of the North quite as well as Brynden.*

CHARACTER



2

505



**CRANNOGMAN SURVIVALIST**

**ELUSIVE ESCAPE**  
This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened.

**PATHFINDER**  
This unit ignores the Dangerous, Hindering, and Rough keywords.

1

505

**CRANNOGMAN SURVIVALIST**



1

505



**CRANNOGMAN WARDEN**

**ORDER: OVERWATCH**  
After an enemy ends a March or Maneuver Action in Long Range and Line of Sight of this unit:  
This unit performs 1 Ranged Attack Action on that enemy.

1

505

**CRANNOGMAN WARDEN**



1

505



**EDDARD STARK**  
LORD OF WINTERFELL

**RALLY CRY**  
Each time this unit is performing a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.

**IRON RESOLVE**  
This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests.

505

**EDDARD STARK**  
LORD OF WINTERFELL  
*Know the men who follow you and let them know you. Don't ask your men to die for a stranger.*

CHARACTER



**COMMANDER**

Northern Defiance  
Lead by Example  
Fury for The Fallen

505



# Stark Attachments



**GREATJON UMBER**  
FIERCE BANNERMAN

**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.

**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become **Vulnerable**.

505

**GREATJON UMBER**  
FIERCE BANNERMAN  
*Your father once told me that the Greatjon was as fearless as any man he had ever known.*

**CHARACTER**



**2**





**GREATJON UMBER**  
LORD OF LAST HEARTH

**ORDER: OVERRUN**  
When this unit Surges forth: Instead of Surging Forth, this unit performs 1 Charge or March Action.

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action: This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**AFFILIATION: HOUSE UMBER**  
This unit is a House Umber unit.

505

**GREATJON UMBER**  
LORD OF LAST HEARTH  
*Grey Wind ate two of his fingers, and he laughed about it.*

**CHARACTER**



**COMMANDER**  
Berserker Tactics  
Lash Out  
Last Stand



**HOWLAND REED**  
LORD OF THE CRANNOGS

**ORDER: SUPERIOR FLANKING**  
When a friendly unit in Long Range performs an Attack, before rolling Attack Dice:  
If Attacking the Defender in the Flank or Rear, the Defender becomes **Panicked** and **Vulnerable**.

**AFFILIATION: CRANNOGMAN**  
This unit is a Crannogman unit.

**DISRUPT**  
Enemies engaged with this unit suffer -1 to Hit.

505

**HOWLAND REED**  
LORD OF THE CRANNOGS  
*You never see them, but they see you. Those who go into the bogs after them get lost and never come out.*

**CHARACTER**



**COMMANDER**  
Crannog Traps  
Bog Devil Ambush  
The Threat Unseen



**JAQEN H'GHAR**  
MYSTERIOUS PRISONER

**A MAN FREED, A NAME OWED**  
When Jaqen is destroyed, your opponent may target 1 of your Combat Units. It suffer 3 Wounds. As 1 of these Wounds, they may destroy 1 Infantry Attachment in that unit.



505

**JAQEN H'GHAR**  
MYSTERIOUS PRISONER  
*Speak the names, and a man will do the rest..*

**CHARACTER**



**1**

 *May only be fielded in an army containing Arya Stark. Before Deployment, attach Jaqen to an enemy Infantry unit, ignoring the usual Attachment limits.*



# Stark Attachments





**JOJEN REED**  
GREENSIGHT



**CHARACTER**



**AFFILIATION: CRANNOGMAN**  
This unit is a Crannogman unit.



**JOJEN'S GREENSIGHT**  
Each time this unit performs an Attack or Charge Action, before resolving that Action, it gains 1 of the following:

- May re-roll any Attack Dice.
- May re-roll any Charge Distance Dice and ignores the Hinder and Rough keywords this Turn.



**2**



**JOJEN REED**  
GREENSIGHT

*To Winterfell we pledge the faith of Greywater. Hearth and heart and harvest we yield up to you.*



**CHARACTER**







**LOYALIST CAPTAIN**



**CHARACTER**



**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become **Vulnerable**.



**SUPERIOR NUMBERS**  
This unit's Melee Attacks may re-roll any Attack Dice when Attacking enemies with fewer remaining ranks.




**1**




**LOYALIST CAPTAIN**











**MAEGE MORMONT**  
LADY OF BEAR ISLAND



**CHARACTER**




**AFFILIATION: HOUSE MORMONT**  
This unit is a House Mormont unit.




**BATTLE SCARS**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- Vicious
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.



**C**



**MAEGE MORMONT**  
LADY OF BEAR ISLAND

*Like as not, my sister is marching in your brother's host, her and those daughters of hers, dressed in men's mail - Jeor Mormont to Jon Snow*



**CHARACTER**



**COMMANDER**

*Here We Stand!  
Support of Bear Island  
Sustained Assault*





**MAEGE MORMONT**  
THE SHE-BEAR



**CHARACTER**



**GO DOWN FIGHTING**  
Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.



**UNYIELDING**  
This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.



**2**



**MAEGE MORMONT**  
THE SHE-BEAR

*Maegi is a hoary old snark, stubborn, short-tempered, and willful.*




**CHARACTER**





# Stark Attachments



**MEERA REED**  
CUNNING TRAPPER

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action: Choose 1:

- That enemy suffers 1 Hit for each of its remaining ranks.
- That enemy suffers -1 until the end of the Turn.

**AFFILIATION: CRANNOGMAN**  
This unit is a Crannogman unit.

**MEERA REED**  
CUNNING TRAPPER  
*Mudmen are sneaks, they won't fight like decent folks. -Little Walder Frey*

CHARACTER



1



**MORMONT VETERAN**

**HARDENED**  
Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

**MORMONT VETERAN**



1



**OSHA**  
SPEARWIFE GUARDIAN

**COUNTERSTRIKE**  
Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

**STUBBORN TENACITY**  
Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.


**OSHA**  
SPEARWIFE GUARDIAN  
*The giants I've seen, the children I've heard tell of, and the white walkers ...*

CHARACTER



0

*May only be fielded in an army containing Rickon Stark, and must be attached to his unit, ignoring the usual Attachment limits.*



**RICKARD KARSTARK**  
LORD OF KARHOLD

**AFFILIATION: HOUSE KARSTARK**  
This unit is a House Karstark unit.

**SUPERIOR NUMBERS**  
This unit's Melee Attacks may re-roll any Attack Dice when Attacking enemies with fewer remaining ranks.

**FUELED BY SLAUGHTER**  
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

**RICKARD KARSTARK**  
LORD OF KARHOLD  
*In war you kill your enemies. Didn't your father teach you that, boy?*

CHARACTER



**COMMANDER**  
Taunt  
A Need for Vengeance  
Karstark Retribution



# Stark Attachments



**RICKARD KARSTARK**  
VENGEFUL BANNERMAN

**ORDER: STARK FURY**  
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains **Critical Blow** and **Sundering**. After completing this Attack, this unit suffers 2 Wounds, -1 Wound for each of its destroyed ranks.

**UNCONTROLLED RAGE**  
Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice.

**RICKARD KARSTARK**  
VENGEFUL BANNERMAN  
*Make no mistake, Robb—these are your bannermen, not your friends. -Catelyn Stark*

CHARACTER



2



**RICKON STARK**  
PRINCE OF WINTERFELL

**VALUABLE CAPTIVE**  
This unit gains +1 to Morale Test rolls. When Rickon Stark is destroyed, your opponent gains 1 Victory Point.

**RICKON STARK**  
PRINCE OF WINTERFELL  
*Are we going where Shaggydog is?*

CHARACTER



1



**ROBB STARK**  
THE WOLF LORD

**ORDER: TACTICAL REPOSITION**  
Start of an enemy Turn: Target 1 friendly unit in Short Range. They perform a 3" shift.

**ENHANCED MOBILITY**  
This unit gains +1 and may Pivot before Marching.

**REGROUP**  
After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.


**ROBB STARK**  
THE WOLF LORD  
*All men should keep their word, kings most of all.*

CHARACTER



COMMANDER

*Sudden Retreat  
Superior Positioning  
Hit and Run*



**ROBB STARK**  
THE YOUNG WOLF

**ORDER: SWIFT RETREAT**  
After an enemy completes a Melee Attack on this unit: This unit performs 1 Retreat Action.

**ENHANCED MOBILITY**  
This unit gains +1 and may Pivot before Marching.

**ROBB STARK**  
THE YOUNG WOLF  
*No sword is strong until it's been tempered.*

CHARACTER



2



# Stark Attachments



**RODRIK CASSEL**  
MASTER-AT-ARMS

**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

505

**RODRIK CASSEL**  
MASTER-AT-ARMS  
*When we speak of the morrow nothing is ever certain.*


CHARACTER



COMMANDER

Combat Prowess  
Martial Superiority  
Press The Advantage

505



**SWORN SWORD CAPTAIN**

**ORDER: MARTIAL TRAINING**  
When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack may re-roll any Attack Dice and the Defender becomes **Vulnerable**.

505

**SWORN SWORD CAPTAIN**



1

505



**SYRIO FOREL**  
FIRST BLADE OF BRAAVOS

**PRECISION**  
This unit's Melee Attacks gain Precision.

**AGILE**  
Enemies suffer -1 to Hit when Attacking this unit.

505

**SYRIO FOREL**  
FIRST BLADE OF BRAAVOS  
*My words lied. My eyes and my arm shouted out the truth, but you were not seeing.*

CHARACTER



2

May only be fielded in an army containing Eddard Stark or Arya Stark, The Wolf Girl.

505



**UMBER CHAMPION**

**ORDER: INCITE**  
When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack gains Vicious and rolls its highest Attack Die Value.

505

**UMBER CHAMPION**



1

505











# Stark Attachments

 <h3>WINTERFELL GUARDIAN</h3> <p><b>DAUNTLESS</b> Each time this unit passes a Morale Test, it restores 1 Wound.</p> <p><b>STUBBORN TENACITY</b> Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.</p> <p>505</p>	<h3>WINTERFELL GUARDIAN</h3>  <p>1</p>  <p>505</p>	 <h3>WINTERFELL CHAMPION</h3> <p><b>WINTERFELL'S WRATH</b></p> <ul style="list-style-type: none"><li>• Critical Blow</li><li>• Enemies Successfully Charged become Weakened.</li></ul> <p>505</p>	 <h3>WINTERFELL CHAMPION</h3>  <p>1</p>  <p>505</p>
--	--	--	--



















# Stark Tactics

 <p><b>RIDE-BY ATTACK</b></p> <p>BRYNDEN TULLY - OUTRIDER COMMANDER</p> <p><b>When a friendly Cavalry unit selects its Action during its Activation, before resolving that Action:</b></p> <p>As its Action, that unit may pivot then perform 1 March Action, even if engaged. It may move through enemies during this March. Enemies it disengages from may not pivot.</p> <p>After completing this March, 1 enemy it moved through suffers 1 Wound, +1 Wound for each of that enemy's remaining ranks.</p>	 <p><b>RIDE THEM DOWN!</b></p> <p>BRYNDEN TULLY - OUTRIDER COMMANDER</p> <p><b>When an enemy ends a Maneuver, March, or Retreat Action:</b></p> <p>Target 1 friendly Cavalry Unit in Long Range that can Charge that enemy. It performs 1 Charge Action on that enemy. If it Successfully Charges that enemy, instead of performing a Melee Attack, that enemy becomes <b>Panicked</b> and suffers 2 Hits for each remaining rank in this unit.</p>	 <p><b>MARSHAL</b></p> <p>BRYNDEN TULLY - OUTRIDER COMMANDER</p> <p><b>When an unengaged friendly Cavalry Unit Activates:</b></p> <p>Once this Turn, if that unit would perform a Maneuver Action, instead of performing that Action, it may restore 3 Wounds and remove 1 Condition token.</p>	 <p><b>SET FOR CHARGE</b></p> <p>BRYNDEN TULLY - THE BLACKFISH</p> <p><b>When a friendly unit is Successfully Charged, before the Attacker performs their Melee Attack:</b></p> <p>If that friendly unit is not engaged with another enemy, and was Charged from the Front or Flank, it performs 1 Melee Attack Action on the Attacker before the Attacker resolves their Melee Attack.</p>
 <p><b>REFUSE TO YIELD</b></p> <p>BRYNDEN TULLY - THE BLACKFISH</p> <p><b>After a friendly unit passes a Panic Test:</b></p> <p>All enemies engaged with that unit become <b>Vulnerable</b>. Attach this card to that unit until it fails a Panic Test.</p> <p>While Attached, each time this unit passes a Panic Test, all enemies engaged with that unit become <b>Vulnerable</b>.</p> <p>If this card is attached to a House Tully unit, it gains +1 to Panic Test rolls.</p>	 <p><b>WAR CRY</b></p> <p>BRYNDEN TULLY - THE BLACKFISH</p> <p><b>When a friendly Combat Unit Activates:</b></p> <p>That unit performs 1 Morale Test. On a success, target 1 enemy in Long Range. It becomes <b>Panicked</b> or <b>Vulnerable</b>.</p> <p>If this is a House Tully unit, on a success, it becomes <b>Panicked</b> and <b>Vulnerable</b> instead.</p>	 <p><b>NORTHERN DEFIANCE</b></p> <p>EDDARD STARK - LORD OF WINTERFELL</p> <p><b>When a friendly unit is performing a Panic Test, after rolling dice:</b></p> <p>That unit may re-roll any dice for this test. If they are in Short Range of Eddard Stark, they pass this test instead.</p> <p>If this targets Eddard Stark's unit, target 1 enemy they are engaged with. They suffer 1 Wound, +1 Wound for each of this unit's destroyed ranks.</p>	 <p><b>LEAD BY EXAMPLE</b></p> <p>EDDARD STARK - LORD OF WINTERFELL</p> <p><b>After Eddard Stark's unit completes an Attack:</b></p> <p>Attach this card to 1 other friendly unit in Long Range until the end of the Round.</p> <p>While attached, this unit gains +2 to Morale Test rolls and its Melee Attacks gain +1 to Hit.</p> <p><b>Start of a friendly Turn:</b></p> <p>Draw 1 Tactics card.</p>



# Stark Tactics

  <h2>FURY FOR THE FALLEN</h2> <p>EDDARD STARK - LORD OF WINTERFELL</p> <p><b>After an enemy completes a Melee Attack:</b> Target Eddard Stark's unit. It performs 1 Attack or Charge Action. If the Defender was destroyed, Eddard's unit may re-roll any Attack and Charge Distance Dice.</p> <p><b>Start of a friendly Turn:</b> Draw 1 Tactics card.</p>	 <h2>WINTER'S MIGHT</h2> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b> This Attack gains <b>Sundering</b>. If this unit has only 1 remaining rank, it may re-roll any Attack Dice. If you Control , this Attack also rolls its highest Attack Die Value.</p>	 <h2>NORTHERN FEROCITY</h2> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b> This Attack gains <b>Vicious</b>. If this unit has only 1 remaining rank, and the Defender fails their Panic Test, they suffer +2 Wounds. If you Control , the Defender becomes <b>Panicked</b>.</p>	 <h2>DEVASTATING IMPACT</h2> <p><b>When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:</b> Enemies Successfully Charged by this unit become <b>Panicked</b> and <b>Vulnerable</b>. If you Control , this unit may re-roll any Charge Distance Dice.</p>
 <h2>THE NORTH REMEMBERS</h2> <p><b>Start of any Turn:</b> Target 1 friendly Combat Unit and attach this card to them until the end of the game. When a friendly infantry or Cavalry unit is destroyed, place 1 Order token on this card. While this card has a token, the attached unit always Attacks using its highest Attack Die Value and, while you Control , gains +1 to Hit.</p>	 <h2>WINTER IS COMING</h2> <p><b>When a friendly unit Successfully Charges:</b> Choose 1. If you Control , gain both: • Enemies Successfully Charged by this unit cannot be the target of friendly Orders or Tactics cards this Turn. • The Attacker Attacks using its highest Attack Die Value.</p>	 <h2>SWIFT REPOSITION</h2> <p><b>Start of any Turn:</b> Target 1 friendly Combat Unit. It shifts 2". If you Control , that unit performs a 3" Maneuver Action instead.</p>	 <h2>ASSAULT ORDERS</h2> <p><b>When a friendly NCU Claims a zone:</b> Replace that zone's effect with: 1 friendly Combat Unit performs 1 Melee Attack Action. If that NCU Claimed , that Combat Unit may perform 1 Charge Action instead.</p>



# Stark Tactics

 <h2>BERSERKER TACTICS</h2> <p>GREATJON UMBER - LORD OF LAST HEARTH</p> <p><b>When a friendly unit is performing a Melee Attack, after rolling Attack Dice:</b></p> <p>if this targets a House Umber unit, the Defender becomes <b>Panicked</b>. This unit may suffer up to 3 Wounds. If it suffered any Wounds, this Attack deals 1+ that many additional Wounds.</p>	 <h2>LASH OUT</h2> <p>GREATJON UMBER - LORD OF LAST HEARTH</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks.</p> <p>If the Defender is a House Umber unit, the Attacker also becomes <b>Panicked</b>.</p>	 <h2>LAST STAND</h2> <p>GREATJON UMBER - LORD OF LAST HEARTH</p> <p><b>When a friendly unit is destroyed:</b></p> <p>Before removing that unit, it performs 1 Melee Attack Action using its highest Attack Die Value.</p> <p>If this targets a House Umber unit, it may re-roll any Attack Dice.</p>	 <h2>CRANNOG TRAPS</h2> <p>HOWLAND REED - LORD OF THE CRANNOGS</p> <p><b>When an enemy performs a Maneuver, March, or Retreat Action, before resolving that Action:</b></p> <p>It suffers -1  this Turn.</p> <p>If that enemy is in Long Range of a friendly Crannogman unit, it is treated as moving through Dangerous terrain this Turn.</p>
 <h2>BOG DEVIL AMBUSH</h2> <p>HOWLAND REED - LORD OF THE CRANNOGS</p> <p><b>When an enemy unit Activates:</b></p> <p>Choose 1:</p> <ul style="list-style-type: none"><li>• If that enemy is in Long Range of a friendly Crannogman unit, that enemy becomes <b>Weakened</b>.</li><li>• Target 1 friendly unactivated Crannogman unit in Long Range. It performs 1 Ranged Attack Action on that enemy.</li></ul>	 <h2>THE THREAT UNSEEN</h2> <p>HOWLAND REED - LORD OF THE CRANNOGS</p> <p><b>Start of any Turn:</b></p> <p>Target 1 enemy Combat Unit.</p> <p>If there is an unengaged friendly Crannogman unit in Long Range of it, that enemy becomes <b>Panicked</b>, then suffers 1 Panic Test.</p>	 <h2>HERE WE STAND</h2> <p>MAEGE MORMONT - LADY OF BEAR ISLAND</p> <p><b>Start of a friendly Turn:</b></p> <p>Attach this card to a friendly unit until the end of the game.</p> <p>While attached, when this unit would be destroyed, you may discard this card. If you do, this unit is not destroyed, but instead remains in play with 1 Wound.</p>	 <h2>SUPPORT OF BEAR ISLAND</h2> <p>MAEGE MORMONT - LADY OF BEAR ISLAND</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 friendly Combat Unit. It suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.</p> <p>If this targeted a House Mormont unit, also target 1 enemy engaged with that friendly unit. They become <b>Weakened</b>.</p>







# Stark Tactics

 <h2>SUSTAINED ASSAULT</h2> <p>MAEGE MORMONT - LADY OF BEAR ISLAND</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value.</p> <p>If this targets Maegh's unit, it may re-roll any Attack Dice.</p>	 <h2>TAUNT</h2> <p>RICKARD KARSTARK - LORD OF KARHOLD</p> <p><b>When an enemy Combat Unit Activates:</b></p> <p>Target 1 friendly unit in Long Range. If that enemy could Attack or Charge the targeted unit, and declares any Action other than an Attack or Charge on the targeted unit this Turn, before performing that Action, that enemy becomes <b>Vulnerable</b> and <b>Weakened</b>.</p>	 <h2>A NEED FOR VENGEANCE</h2> <p>RICKARD KARSTARK - LORD OF KARHOLD</p> <p><b>Start of any Round:</b></p> <p>Target 1 friendly Combat Unit. That unit performs 1 Attack Action. If this targets a House Karstark unit, it gains +1 to Hit.</p> <p>After completing that Attack, your opponent may Activate 1 NCU.</p>	 <h2>KARSTARK RETRIBUTION</h2> <p>RICKARD KARSTARK - LORD OF KARHOLD</p> <p><b>When an enemy is performing an Attack, before rolling Attack Dice:</b></p> <p>If this Attack targeted a House Karstark unit, attach this card to that enemy until the end of the game. Otherwise, attach this card to that enemy until the end of the Round.</p> <p>While attached, each time this unit completes an Attack, they become <b>Vulnerable</b>. Each time a rank in this unit is destroyed, 1 unit engaged with it restores 2 Wounds.</p>
 <h2>SUDDEN RETREAT</h2> <p>ROBB STARK - THE WOLF LORD</p> <p><b>After an enemy completes a Melee Attack:</b></p> <p>Target the Defender. They perform 1 Retreat Action.</p> <p>If this targets Robb Stark's unit, it may re-roll any Retreat Distance Dice.</p>	 <h2>SUPERIOR POSITIONING</h2> <p>ROBB STARK - THE WOLF LORD</p> <p><b>When an enemy performs a Charge Action, before resolving that Action:</b></p> <p>If that enemy Charges a unit in the Front, they suffer a Disorderly Charge on Charge Distance rolls of 3 or less. If they suffer a Disorderly Charge, they become <b>Vulnerable</b>.</p> <p>If the defender is Robb Stark's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.</p>	 <h2>HIT AND RUN</h2> <p>ROBB STARK - THE WOLF LORD</p> <p><b>After a friendly unit completes a Melee Attack:</b></p> <p>That unit performs 1 Retreat Action.</p> <p>If this targets Robb's unit, any enemy it disengages from becomes <b>Weakened</b>.</p>	 <h2>COMBAT PROWESS</h2> <p>RODRIK CASSEL - MASTER-AT-ARMS</p> <p><b>When an enemy is targeted by an Ability or Tactics card:</b></p> <p>You may expend 1 Condition token from that enemy. If you do, cancel the effect of that Ability or Tactics card.</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 engaged friendly Combat Unit. Remove 1 Condition token from that unit.</p>




## Stark Tactics

 <b>MARTIAL SUPERIORITY</b>  RODRIK CASSEL - MASTER-AT-ARMS	 <b>PRESS THE ADVANTAGE</b>  RODRIK CASSEL - MASTER-AT-ARMS
<p><b>When an enemy is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>The Attacker suffers 1 Hit for each Miss.</p> <p>If the Defender is Rodrik's unit, this Attack also suffers -1 to Hit.</p>	<p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>Choose 1. For each Condition token on the Defender, choose +1:</p> <ul style="list-style-type: none"><li>• This Attack rolls its highest Attack Die Value.</li><li>• This Attack gains +1 to Hit.</li><li>• The Defender loses all Abilities and cannot be the target of friendly Tactics cards until the end of the Turn.</li></ul>



## Stark Units



**CRANNOGMAN BOG DEVILS**

6

POISONED TRIDENTS

3+ 7 5 4


5+ 5+

505

**ORDER: SCOUT OPENINGS**  
Start of a friendly Turn:  
Target 1 enemy in Long Range. Until the end of the Turn, friendly unit's Attacks on that enemy may re-roll any Attack Dice and gain Precision.

**ORDER: SWIFT RETREAT**  
After an enemy completes a Melee Attack on this unit:  
This unit performs 1 Retreat Action.

**POISONED TRIDENTS**  
Before rolling Attack Dice, choose 1:  
• The Defender becomes Weakened.  
• Attach 1 Crannog Poison card to the defender



**CRANNOGMAN TRACKERS**

6

CRANNOG BOW

4+ 7 6 4

TRACKER'S BLADE

4+ 6 4 3

6+ 7+

505

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action:  
Choose 1:  
• That enemy suffers 1 Hit for each of its remaining ranks.  
• That enemy suffers -1 until the end of the Turn.

**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.



**CRANNOGMAN BOG DEVILS**

7

The Crannogman Bog Devils are some of the most feared ambush soldiers in all of Westeros. Vassals of the Reed family, they are adept at blending in with swampy terrain. Their light armor keeps them from being bogged down in their chosen terrain, while their poisoned tridents deal an agonizing death to their foes. After an attack, the Bog Devils simply melt away back into the undergrowth, leaving nothing but the dead and dying.



**CRANNOGMAN TRACKERS**

5

The Crannogman Trackers are never what one would call a front-line unit. Lightly armed and lightly armored, Trackers stand little chance in formal engagements. What Trackers lack in direct damage, however, they more than make up for in their speed and ability to disrupt and confuse enemy formations, all the while combining their speed and mobility with deadly hit-and-run tactics to avoid direct engagements.



# Stark Units



5

**WINTER'S BITE**

3+ 7 6 5

3+ 6+

505

**EDDARD'S HONOR GUARD**

## WINTER'S BITE

- Critical blow
- If this unit has 1 or more destroyed ranks, gains +1 to Hit.
- If this unit has 2 destroyed ranks, may re-roll any Attack Dice.

## GO DOWN FIGHTING

Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.



6

**TOOTH & CLAW**

3+ 4

4+ 2+

505

**GREY WIND**

## DIREWOLF

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

## TOOTH & CLAW

- Sundering

## DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



**CHARACTER**

May only be fielded in an army containing Eddard Stark, Lord of Winterfell. He must be attached to this unit.



**CHARACTER**

May only be fielded in an army containing Robb Stark.

## EDDARD'S HONOR GUARD

Chosen men from House Stark's own ranks, Lord Eddard Stark's honor guard have proven themselves as warriors of the highest integrity. They can be relied upon to hold the field against long odds, and dish out punishment as well as they can take it. Every man would willingly lay down his life for their lord, all the more so as Lord Eddard Stark would do the same. One can rely on the Honor Guard as a more-than-capable vanguard to any Stark force.

## GREY WIND

Where ordinary wolves might be considered frightening, the direwolf known as Grey Wind is absolutely terrifying. Faster than any man on foot, and nearly as swift as any steed, Grey Wind uses instinct alone to guide him where he's most needed on the battlefield. While his individual combat prowess is impressive, the outright panic he sows provides tremendous tactical value.



# Stark Units



5

FLAIL

4+ 7 5 4

HOUSE KARSTARK LOYALISTS

505

**FEROCIOUS ASSAULT**  
Enemies Successfully Charged by this unit become **Panicked**.

**FLAIL**  
• Vicious

**UNLEASHED FEROCITY**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, target the Defender. For each of this unit's destroyed ranks, the Defender becomes **Panicked** or **Vulnerable**.



**HOUSE KARSTARK LOYALISTS**

House Karstark of Karhold is one of House Stark's most faithful bannermen. When House Stark calls for aid, loyalist forces are quickly marshalled and sent into the field. While armed primarily with flails and shields, their main weapon is a truly steadfast belief in their cause. Wounds that might seem to put a man down will not bother them. They will simply refuse to break and run against a foe that they have a numerical advantage against.

5



5

SPEAR

4+ 7 7 4

HOUSE KARSTARK SPEARMEN

505

**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.

**STAND YOUR GROUND!**  
Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.



**HOUSE KARSTARK SPEARMEN**

Few things are more terrifying for charging cavalry than a line of hardened spearmen with shields locked and spears leveled, particularly true when those soldiers march under the white sun banner. Karstark's Spearmen are perfect cover for a battle line's vulnerable flanks where cavalry do their most devastating work. Kitted with chain and leather, they can absorb their share of hits, but are not suited as a dedicated vanguard on their own.

5



# Stark Units



5

MACE & SPIKE

3+ 7 6 5

5+ 6+

HOUSE MORMONT BRUISERS

### MACE & SPIKE

Before rolling Attack Dice, choose 1. For each of this unit's destroyed ranks, choose +1:

- Critical Blow
- Precision
- Re-roll any Attack Dice.

### DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



### HOUSE MORMONT BRUISERS

As befitting the house sigil of a great bear, the troops known colloquially as House Mormont Bruisers hit hard and go down fighting. Their light armor consists mostly of padded leather and light chain, giving them decent mobility. The last thing an opponent wants to face are these troops on a flank. When suffering losses, Bruisers only become more dangerous, vowing blood for blood and often taking their enemies with them.



5

RESOLUTE STRIKES

4+ 7 6 5

4+ 6+

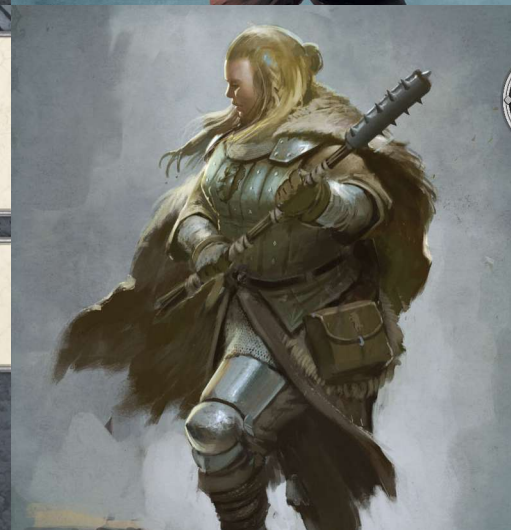
HOUSE MORMONT SHE-BEARS

### ORDER: WAR CRY

Start of a friendly Turn:  
This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.

### RESOLUTE STRIKES

- Critical Blow
- Gains +1 to Hit for each of this unit's destroyed ranks.



### HOUSE MORMONT SHE-BEARS

The She-Bears of House Mormont style their kit and tactics after the Lady Alysane Mormont. They're powerful women, known for their strength, outfitted in thick leather and plate. Their weapons are two-handed maces, capable of crushing a heavy helm or caving in a chest plate in a single blow. The She-Bears are fanatically devoted to the Mormont cause, and their strong armor and resolve allow them to stand and fight where other units fall.



## Stark Units



5

LANCE

3+ 5 4

3+

5+

HOUSE TULLY CAVALIERS

### CAVALRY

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

### LANCE

- Sundering
- When Charging, rolls +2 Attack Dice for each remaining rank in this unit.

### RALLY BANNER

Each time a friendly unit in Short Range passes a Morale Test, that unit restores 1 Wound.



5

LONGSWORD

4+ 7 5 4

3+

6+

HOUSE TULLY SWORN SHIELD

### ORDER: SHIELD WALL

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

If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

### STUBBORN TENACITY

Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.



## HOUSE TULLY CAVALIERS

Heavily armed, heavily armored, and with all the speed that cavalry commands, House Tully's Cavaliers are renowned for their devastating charges that can shatter even the hardest enemy line. The mere threat of an imminent charge forces enemy commanders to respond, allowing the Cavalier commander to project force against an enemy line without even engaging. A wise commander will have troops standing ready to exploit the chaos Cavaliers leave in their wake.



## HOUSE TULLY SWORN SHIELD

House Tully's Sworn Shields bring superior armor and defensive power to the battlefield under the greater banner of House Stark. With their ability to absorb nearly any determined assault, many battles turn on their impressive holding power. While not as fast as other offensive elements, Sworn Shields often define the line behind which assault units can safely retreat after a swift dash at the enemy.



# Stark Units



6

**BERSERKER AXES**

3+ 7 8 9

5+ 5+

HOUSE UMBER BERSERKERS

**BERSERKER'S FERVOR**  
 For each of this units destroyed ranks, it gains +1 to Defense Dice rolls and +1 to Morale Test rolls.



5

**EXECUTIONER'S FURY**

3+ 6 5 4

4+ 5+

HOUSE UMBER GREATAxes

**EXECUTIONER'S FURY**

- Vicious
- Only Defense Die rolls of 6 may block Hits from this attack.
- If this unit has only 1 remaining rank, after this Attack is completed, the Defender becomes **Weakened**.

**FEROCIOUS ASSAULT**  
 Enemies Successfully Charged by this unit become **Panicked**.



**HOUSE UMBER BERSERKERS**

*Berserkers excel in flanking maneuvers, shattering charges, and general pursuit of routed enemies. A wise commander must take care not to allow them such free rein to find themselves overwhelmed. However, as veteran troops, Berserkers might indulge in bloodlust, but rarely find themselves consumed by it. Let their enemies taste the cold steel and fury that only the Northmen can bring!*

6



**HOUSE UMBER GREATAxes**

*Umber Greataxes combine mobility, defense, and fearsome weaponry to field a unit with superior flexibility. Greataxes will chase down heavier foes, stand firm against charges, and deliver a devastating assault with their signature weapons. While not specialized in any particular combat doctrine, an experienced commander can deploy them as needed, to shore up exposed weaknesses in their own defenses or exploit an enemy's poor judgment.*

7



# Stark Units



**EXECUTIONER'S AXE**

6

3+

6 8

3

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**EXECUTIONER'S AXE**

- Sundering
- If this unit has fewer remaining ranks than the Defender, this Attack gains Vicious and the Defender becomes Panicked.

5+

5+

HOUSE UMBER RAVAGERS



**VICIOUS MAULING**

6

3+

4

4

2+

**DIREWOLF**

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**VICIOUS MAULING**

- Sundering
- Vicious
- Gains +1 Attack Die for each Wound this unit has suffered.

4+

2+

SHAGGYDOG



**HOUSE UMBER RAVAGERS**

7

*House Umber is not renowned for its cavalry, yet what they possess is as deadly as any in Westeros. Ravagers aren't as heavily armored as some cavalry, but they strike with unbridled fury. Allowing a line of Ravagers to charge an enemy from the flank or rear is to invite a swift and terrible death. They're fast, efficient, and resilient. Perfect troops for the North where survival depends on swift and merciless killing strokes*



**SHAGGYDOG**

3

*Of the Stark direwolves, Shaggydog proved to be the most feral, prone to lashing out against anyone that upset his master, young Rickon Stark. Rickon's childlike tantrums and fits of rage translated themselves to Shaggydog, a dangerous situation as even young direwolves can be deadly. In armed conflicts, however, Shaggydog's fearsome protectiveness and savagery were right at home. None could threaten Rickon without facing fangs and fury.*

**CHARACTER**

*May only be fielded in an army containing Rickon Stark.*



# Stark Units



5

ARROW VOLLEY

3+ 7 7 5

SHORT SWORD

5+ 5 4 3

6+ 6+

STARK BOWMEN

## ARROW VOLLEY

- Ignores units and terrain when determining Line of Sight.
- If the Defender rolls a 1 on any Defense Dice, after this attack is completed, they become Weakened.



## STARK BOWMEN

Hunters, woodsmen, and survivalists from the rugged north often serve their lords in one military capacity or another, but when the Direwolf marches to war, it brings more skilled bowmen than most. While marginally effective at short range, and very vulnerable in a pitched melee or a cavalry assault, House Stark's bowmen will pin down or even outright eradicate enemy opposition at long range.



6

OUTRIDER'S BLADE

4+ 7 4

3

4+ 6+

STARK OUTRIDERS

## ORDER: TACTICAL REPOSITION

Start of an enemy Turn:  
Target 1 friendly unit in Short Range.  
They perform a 3" shift.

## CAVALRY

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

## AMBUSH

Enemies this unit Successfully Charges in the Flank or Rear become Panicked and Weakened.



## STARK OUTRIDERS

While not built for a sustained melee engagement, House Stark's Outriders rarely find themselves so encumbered. Unfettered mobility is their hallmark, with lightly armored troops and unarmored mounts chosen and trained for speed and calm temperament. While they suffer the usual vulnerability to arrows shared by light troops, Outriders consider archers as natural prey. Outriders can close with and shatter an unprotected archery line with ease.



# Stark Units



**WINTER'S BITE**  
 5  
 4+ 7 5 4  
 WINTER'S BITE  
 4+ 6+  
 STARK SWORN SWORDS

**WINTER'S BITE**

- Critical blow
- If this unit has 1 or more destroyed ranks, gains +1 to Hit.
- If this unit has 2 destroyed ranks, may re-roll any Attack Dice.



**TOOTH & CLAW**  
 6  
 3+ 4  
 TOOTH & CLAW  
 4+ 2+  
 SUMMER

**DIREWOLF**

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**TOOTH & CLAW**

- Sundering

**BRAN'S PROTECTOR**

After Bran Stark's unit is Attacked this unit may perform 1 Attack or Charge Action on the Attacker.



**STARK SWORN SWORDS**

Sworn Swords are the bedrock upon which House Stark commanders base their strategies. Brave, capable, and overwhelmingly loyal to the Direwolf banner, Sworn Swords would rather perish to a man than abandon their brothers in battle. While perhaps not as well found in arms and armor as wealthier houses, these men know that gold alone does not a warrior make.

5



**CHARACTER**

May only be fielded in an army containing Bran Stark.

**SUMMER**

It began when Bran Stark was paralyzed in a fall from a tower in Winterfell. During his convalescence, Summer defended him from a would-be assassin, confirming the bond between the Stark children and their direwolves. Hodor, a massive man of immense strength, but limited intellect, served as Bran's legs once young Stark could leave his bed. In a way, the trio function as one individual, a being of loyalty, honor, and intelligence.

3



# Stark Units



5

LONGSWORD

3+ 7 6 4

4+ 5+

WINTERFELL GUARD

**WINTERFELL SUPPLIES**

- Precision
- While you Control , this unit's Melee Attacks roll their highest Attack Die Value.

**IMPROVED DEFENSES**

While you Control , this unit gains +1 to Defense Dice Rolls.



**WINTERFELL GUARD**

7



**ADAPTIVE**

Reduce the cost of 1 Attachment in this unit by 1.

*Having loyally served in the military for several decades, the Winterfell Guards are formed of veterans in their prime. They have served as protectors of Winterfell for a time but have chosen to continue their service from within the city's walls in their advanced years. However, in these days of War, they have been called upon yet again, to march on to the frontlines once more.*



## Stark Special Rules

<p><b>CRANNOG POISON</b></p>   <p>Each time this unit performs an Action, before resolving that Action, it suffers 1 Wound, +1 Wound if it has any Condition tokens on it.</p> <p>If this unit would ever remove a Condition token, you may remove this card instead of that token.</p> <p>305</p>	 <p><b>POISON</b></p>  <p><b>At the Start of the Game,</b> <b>place this card close to</b> <b>your Tactics Deck.</b></p> <p>An Ability or effect will state when this card will be played.</p>
---	--