

5

LONG SWORD

4+ 7 6 4

4+ 4+

PLAYTEST FEB 1.0

STARK SWORN SWORDS

**ORDER: STARK FURY**  
When this unit is performing a melee attack, before rolling attack dice: Target this unit. It becomes Vulnerable. Until the end of this attack, it gains +1 to hit and rolls +2 attack dice.

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 embody the words "The North Remembers", with each lost comrade serving only to push them forward in their cause. While other bannermen march for gold and glory, those loyal to House Stark stand firm out of duty, honor, and unshakable northern loyalty.

5

PLAYTEST FEB 1.0

6

CRANNOG BOW

4+ 7 5 4

TRACKER'S BLADES

4+ 5 4 3

6+ 5+

PLAYTEST FEB 1.0

CRANNOGMAN TRACKERS

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in LoS and long range activates: Target that enemy. It suffers 1 hit for each of its remaining ranks and, until the end of the turn, suffers -1.

**ORDER: MARK TARGET**  
Start of any turn: Target 1 enemy in LoS and long range. It becomes Vulnerable.

**SKIRMISHER**  
Enemies charging this unit do not gain charge bonuses. When this unit activates, if it is not engaged, it may pivot to any facing.

CRANNOGMAN TRACKERS

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.

5

PLAYTEST FEB 1.0



**6**

**OUTRIDER'S BLADE**  
4+ 7 6

**2**

**LIGHT CAVALRY**

- Each model in this unit has 2 wounds.
- Once during this unit's activation, before selecting its action, it may perform 1 maneuver action.

**ORDER: SCOUT TERRAIN**  
When a friendly battlefield unit in long range activates:  
Target that friendly unit. Until the end of the turn, it may reroll any charge distance dice and ignores all terrain penalties.

**ORDER: TACTICAL REPOSITION**  
Start of any turn:  
Target 1 friendly battlefield unit in long range of this unit. It performs a 3" shift.

PLAYTEST FEB 1.0

**4+** **4+**

**STARK OUTRIDERS**



**5**

**STARK OUTRIDERS**

*Stark Outriders are expert scouts who use their speed and fieldcraft to guide the Northern host. They seize favorable ground, expose enemy missteps, and reposition allies before battle lines collide. Though they lack the raw offense of heavier cavalry, their mobility and tactical insight give Stark commanders the flexibility to strike where foes least expect it. Ever watchful, they ensure no threat goes unnoticed.*

PLAYTEST FEB 1.0



**5**

**ARROW VOLLEY**  
4+ 7 7 4

**SHORT SWORD**  
4+ 5 4 3

**ORDER: SUPPRESSIVE VOLLEY**  
Start of a friendly turn:  
Target 1 enemy battlefield unit in long range and LoS. It becomes Vulnerable and, until the end of the turn, cannot be the target of enemy orders or tactics cards.

**ARROW VOLLEY**

- Critical Blow
- Ignores units and terrain when determining LoS.

PLAYTEST FEB 1.0

**6+** **5+**

**STARK BOWMEN**



**6**

**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. Keen-eyed and disciplined, Stark bowmen spot openings in enemy defenses and turn those weaknesses against them, leaving foes disorganized and vulnerable. Poor at close range, they fire suppressive volleys that give allies space to strike.*

PLAYTEST FEB 1.0



**5**

**SPEARS**

**3+** 7 7 4

**4+** **4+**

PLAYTEST FEB 1.0

**HOUSE KARSTARK SPEARMEN**

**ORDER: HOLD THE LINE!**  
When this unit activates:  
Target any number of enemies this unit is engaging. Those enemies suffer 2 hits, plus 1 additional hit for each remaining rank in this unit.

**ORDER: BULWARK FORMATION**  
When this unit is attacked, after rolling defense dice:  
Target this unit. If it is being attacked from the front or flank, it may reroll any defense dice.



**HOUSE KARSTARK SPEARMEN**

**6**

PLAYTEST FEB 1.0

**HOUSE KARSTARK SPEARMEN**

*Karstark Spearmen advance with shields locked and spears set, forming an unyielding wall meant to blunt assaults rather than chase glory. They are drilled to absorb the force of an enemy's charge, holding fast until the moment comes to strike back in close, brutal exchanges. On the flanks or at the heart of a line, they deny ground and punish any foe who presses too far. They are not shock troops, but once set in place, they are exceedingly difficult to dislodge.*



**5**

**RESOLUTE STRIKES**

**3+** 7 5 4

**4+** **4+**

PLAYTEST FEB 1.0

**HOUSE MORMONT SHE-BEARS**

**ORDER: WAR CRY**  
When this unit activates:  
Target 1 enemy in long range. That enemy performs a morale test (3). For each failure, they become Panicked or Vulnerable.

**RESOLUTE STRIKES**

- **Critical Blow**
- Before rolling attack dice, target 1 friendly unit in long range. It restores 1 wound or removes 1 condition token. For each condition token on the defender, repeat this.



**HOUSE MORMONT SHE-BEARS**

**6**

PLAYTEST FEB 1.0

**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.*



PLAYTEST FEB 1.0

6

POISONED TRIDENTS

3+ 7 6 5

5+ 4+

CRANNOGMAN BOG DEVILS

**ORDER: POISON TRAPS**  
When an unengaged enemy in long range activates: Target that enemy. It gains 1 Crannog Poison card.

**POISONED TRIDENTS**  
Before rolling attack dice, target the defender. It become Weakened and gains 1 Crannog Poison card.

**SWIFT STRIKE**  
After completing a melee attack, this unit may perform 1 retreat action.



## CRANNOGMAN BOG DEVILS

The Crannogman Bog Devils are among the most feared ambush soldiers in all of Westeros. Vassals of the Reed family, they are masters of patience and misdirection, striking only when the moment is most advantageous. Their poisoned tridents inflict a slow, agonizing death upon the unprepared. The Bog Devils vanish as quickly as they appear, leaving fear and fallen enemies in their wake.



PLAYTEST FEB 1.0

6

BERSERKER AXES

3+ 8 9 10

5+ 3+

HOUSE UMBER BERSERKERS

**BERSERKER AXES**

- Sundering
- **Charge Bonus:** Target the defender. It becomes Vulnerable.
- After rolling attack dice, if this unit has one or more destroyed ranks, it may reroll any attack dice.

**UNRELENTING CHARGE**  
When charging, this unit may reroll charge distance dice and ignores terrain penalties.



## 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!



PLAYTEST FEB 1.0

5

OVERHEAD CLEAVE

3+ 7 6 6

4+ 4+

HOUSE UMBER GREATAXES

PLAYTEST FEB 1.0

**OVERHEAD CLEAVE**

- Crippling
- Defenders suffer -2 to defense dice results.

**UNYIELDING**

This unit gains +1 and +1 for each of its destroyed ranks.



PLAYTEST FEB 1.0

7

HOUSE UMBER GREATAXES

PLAYTEST FEB 1.0

**HOUSE UMBER GREATAXES**

*House Umber Greataxes strike with overwhelming force, their massive blades hewing through shields and armor as if splitting seasoned wood. Unlike the wild Berserkers, these warriors grow ever more grim and determined as the fight grinds on. Each wound steals their resolve, turning them into an unyielding wall of northern might that refuses to break, answering every blow with brutal, devastating power.*



PLAYTEST FEB 1.0

5

LANCE

3+ 6 5

3+ 4+

HOUSE TULLY CAVALIERS

PLAYTEST FEB 1.0

**HEAVY CAVALRY**

- Each model in this unit has 3 wounds.
- Once during this unit's activation, before selecting its action, it may shift directly forward up to its. Then, it may pivot.

**LANCE**

- Sundering
- *Charge Bonus:* This attack gains +2 attack dice for each remaining rank in this unit.

**INSPIRING PRESENCE**

When other friendly units in short range perform morale tests, they may roll 1 additional die and, before determining results, discard 1 die.



PLAYTEST FEB 1.0

8

HOUSE TULLY CAVALIERS

PLAYTEST FEB 1.0

**HOUSE TULLY CAVALIERS**

*Heavily armed, heavily armored, and carrying all the speed cavalry commands, House Tully's Cavaliers are renowned for their devastating charges that can shatter even the hardest enemy line. Thundering at the forefront of any assault, they lead the way for the armies of the North, rallying nearby allies to surge forward with renewed resolve as their banners break through enemy ranks.*



PLAYTEST FEB 1.0

6

FEINTING STRIKE

3+ 4

4+

2+

GREY WIND

**DIREWOLF**

- This unit has 4 wounds.
- This unit does not grant victory points from Victory Through Combat.
- This unit can only suffer a maximum of 1 wound from failing panic tests.
- Once during this unit's activation, it may perform 1 maneuver or retreat action.

**FEINTING STRIKE**

- Sundering
- If attacking in the flank or rear, this attack gains **Crippling**.

**DISRUPT**

Enemies engaged with this unit suffer -1 to hit.



PLAYTEST FEB 1.0

GREY WIND

3

**CHARACTER**

*May only be fielded in an army including Robb Stark.*

*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 disruption in enemy ranks he sows provides tremendous tactical value.*



### WINTER IS COMING

#### When a friendly battlefield unit activates:

Target 1 enemy in LoS and long range. Until the end of the turn, that enemy cannot be the target of friendly orders or tactics cards.

PLAYTEST  
FEB 1.0



### NORTHERN FEROCITY

#### When a friendly unit is performing a melee attack, after rolling attack dice:

Target the defender. It becomes Panicked and, after this attack has been completed, suffers a panic test (2), with (+1) for each of the attacker's destroyed ranks.

PLAYTEST  
FEB 1.0



### RELENTLESS CHARGE

#### When a friendly battlefield unit declares a charge action, before resolving that action:

Target that unit. Until this action has been completed, it may reroll any charge distance dice, ignores all terrain penalties, and the defender does not gain any terrain defense bonuses.

PLAYTEST  
FEB 1.0



### THE NORTH REMEMBERS

#### When a friendly unit is performing a melee attack, after rolling attack dice:

Target the attacker. This attack gains Sundering. If this unit has one or more destroyed ranks, it may also reroll any attack dice.

#### After an enemy battlefield unit completes an attack:

Target the attacker. It becomes Vulnerable. Then, target 1 friendly battlefield unit in long range of the attacker. It may pivot, then perform a 2" shift.

PLAYTEST  
FEB 1.0



### SWIFT REPOSITION

#### When an enemy battlefield unit activates:

Target 1 friendly battlefield unit. It performs a 3" shift. Then, it may pivot.

PLAYTEST  
FEB 1.0



### THE PACK SURVIVES

#### When a friendly battlefield unit activates:

Target that unit and choose 1:

- It restores 2 wounds.
- It removes 1 condition token.
- Until the end of the turn, its melee attacks gain +1 attack die. This effect is cumulative.

For each destroyed friendly battlefield unit, repeat this choice.

PLAYTEST  
FEB 1.0



### THE NORTH ENDURES

#### When a friendly battlefield unit is attacked, after rolling defense dice:

Target the defender. It blocks 2 additional hits, plus 1 more additional hit if it has a destroyed rank.

#### When a friendly battlefield unit suffers a panic test, before rolling morale dice:

Target that unit. Reduce the (x) of that panic test by (2), plus an additional (1) if it has a destroyed rank.

PLAYTEST  
FEB 1.0



### WINTER IS COMING

#### When a friendly battlefield unit activates:

Target 1 enemy in LoS and long range. Until the end of the turn, that enemy cannot be the target of friendly orders or tactics cards.

PLAYTEST  
FEB 1.0



### NORTHERN FEROCITY

#### When a friendly unit is performing a melee attack, after rolling attack dice:

Target the defender. It becomes Panicked and, after this attack has been completed, suffers a panic test (2), with (+1) for each of the attacker's destroyed ranks.

PLAYTEST  
FEB 1.0



### RELENTLESS CHARGE

#### When a friendly battlefield unit declares a charge action, before resolving that action:

Target that unit. Until this action has been completed, it may reroll any charge distance dice, ignores all terrain penalties, and the defender does not gain any terrain defense bonuses.

PLAYTEST  
FEB 1.0



### THE NORTH REMEMBERS

#### When a friendly unit is performing a melee attack, after rolling attack dice:

Target the attacker. This attack gains Sundering. If this unit has one or more destroyed ranks, it may also reroll any attack dice.

#### After an enemy battlefield unit completes an attack:

Target the attacker. It becomes Vulnerable. Then, target 1 friendly battlefield unit in long range of the attacker. It may pivot, then perform a 2" shift.

PLAYTEST  
FEB 1.0



### SWIFT REPOSITION

#### When an enemy battlefield unit activates:

Target 1 friendly battlefield unit. It performs a 3" shift. Then, it may pivot.

PLAYTEST  
FEB 1.0



### THE PACK SURVIVES

#### When a friendly battlefield unit activates:

Target that unit and choose 1:

- It restores 2 wounds.
- It removes 1 condition token.
- Until the end of the turn, its melee attacks gain +1 attack die. This effect is cumulative.

For each destroyed friendly battlefield unit, repeat this choice.

PLAYTEST  
FEB 1.0



### THE NORTH ENDURES

#### When a friendly battlefield unit is attacked, after rolling defense dice:

Target the defender. It blocks 2 additional hits, plus 1 more additional hit if it has a destroyed rank.

#### When a friendly battlefield unit suffers a panic test, before rolling morale dice:

Target that unit. Reduce the (x) of that panic test by (2), plus an additional (1) if it has a destroyed rank.

PLAYTEST  
FEB 1.0




## ALPHA STRIKE

ROBB STARK - THE WOLF LORD

**When a friendly battlefield unit is performing an attack, before rolling attack dice:**

Target the attacker. This attack rolls its highest attack die value. Then, if the defender has not activated this round, or the attacker's unit contains Robb Stark, target the defender. It becomes Vulnerable and, until this attack has been completed, cannot be targeted by friendly orders or tactics cards.

PLAYTEST FEB 1.0




## HIT AND RUN

ROBB STARK - THE WOLF LORD

**After a friendly battlefield unit completes a melee attack:**

Target that unit. If it began this activation engaged, it performs 1 retreat action. During this action, it rolls 1 additional retreat distance dice and, before determining results, discards the lowest result. Then, if it contains Robb Stark, target any units it disengaged from. They become Weakened.

PLAYTEST FEB 1.0




## ENCIRCLE THE PREY

ROBB STARK - THE WOLF LORD

**When a friendly battlefield unit activates:**

That unit performs no action. Then, target 1 other friendly battlefield unit. It performs 1 maneuver or march action. At the end of this maneuver or march, if either unit contained Robb Stark, target 1 enemy in short range. It becomes Vulnerable.

PLAYTEST FEB 1.0




## ALPHA STRIKE

ROBB STARK - THE WOLF LORD

**When a friendly battlefield unit is performing an attack, before rolling attack dice:**

Target the attacker. This attack rolls its highest attack die value. Then, if the defender has not activated this round, or the attacker's unit contains Robb Stark, target the defender. It becomes Vulnerable and, until this attack has been completed, cannot be targeted by friendly orders or tactics cards.

PLAYTEST FEB 1.0




## HIT AND RUN

ROBB STARK - THE WOLF LORD

**After a friendly battlefield unit completes a melee attack:**

Target that unit. If it began this activation engaged, it performs 1 retreat action. During this action, it rolls 1 additional retreat distance dice and, before determining results, discards the lowest result. Then, if it contains Robb Stark, target any units it disengaged from. They become Weakened.

PLAYTEST FEB 1.0




## ENCIRCLE THE PREY

ROBB STARK - THE WOLF LORD

**When a friendly battlefield unit activates:**

That unit performs no action. Then, target 1 other friendly battlefield unit. It performs 1 maneuver or march action. At the end of this maneuver or march, if either unit contained Robb Stark, target 1 enemy in short range. It becomes Vulnerable.

PLAYTEST FEB 1.0



## THRILL OF BATTLE

GREATJON UMBER - LORD OF LAST HEARTH

**After a friendly battlefield unit completes a melee attack:**

Target that unit. It restores 2 wounds, plus 1 additional wound for each of the defender's destroyed ranks. Then, if the attacker's unit contains Greatjon Umber, target the defender. It becomes Weakened.

PLAYTEST FEB 1.0



## DEATH BEFORE CHAINS!

GREATJON UMBER - LORD OF LAST HEARTH

**When a friendly battlefield unit activates:**

Target that unit. It performs a morale test (2), with (+1) if it contains Greatjon Umber and (+1) for each of its destroyed ranks. For each success, choose 1:

- Until the end of the turn, its melee attacks gain Critical Blow.
- Until the end of the turn, its melee attacks gain Sundering.
  - May reroll any charge distance dice this turn.
- May shift directly forward 1".
- Remove 1 condition token.

PLAYTEST FEB 1.0



## RAGE OF LAST HEARTH

GREATJON UMBER - LORD OF LAST HEARTH

**After a friendly battlefield unit is attacked:**

Target the attacker. It suffers 2 hits. For each of the defender's destroyed ranks, it suffers 2 additional hits. If the defender's unit contains Greatjon Umber, the attacker also becomes Vulnerable.

PLAYTEST FEB 1.0



## THRILL OF BATTLE

GREATJON UMBER - LORD OF LAST HEARTH

**After a friendly battlefield unit completes a melee attack:**

Target that unit. It restores 2 wounds, plus 1 additional wound for each of the defender's destroyed ranks. Then, if the attacker's unit contains Greatjon Umber, target the defender. It becomes Weakened.

PLAYTEST FEB 1.0



## DEATH BEFORE CHAINS!

GREATJON UMBER - LORD OF LAST HEARTH

**When a friendly battlefield unit activates:**

Target that unit. It performs a morale test (2), with (+1) if it contains Greatjon Umber and (+1) for each of its destroyed ranks. For each success, choose 1:

- Until the end of the turn, its melee attacks gain Critical Blow.
- Until the end of the turn, its melee attacks gain Sundering.
  - May reroll any charge distance dice this turn.
- May shift directly forward 1".
- Remove 1 condition token.

PLAYTEST FEB 1.0



## RAGE OF LAST HEARTH

GREATJON UMBER - LORD OF LAST HEARTH

**After a friendly battlefield unit is attacked:**

Target the attacker. It suffers 2 hits. For each of the defender's destroyed ranks, it suffers 2 additional hits. If the defender's unit contains Greatjon Umber, the attacker also becomes Vulnerable.

PLAYTEST FEB 1.0




## BOG DEVIL TACTICS

HOWLAND REED - LORD OF THE CRANNOGS

**When a friendly battlefield performs an attack, before rolling attack dice:**

Target the defender. It becomes Weakened and gains 1 Crannog Poison card. Then, if the defender has not activated this round, or the attacker's unit contains Howland Reed, target the attacker. It may reroll any attack dice for this attack.

PLAYTEST FEB 1.0




## CRANNOG AMBUSH

HOWLAND REED - LORD OF THE CRANNOGS

**At the start of any turn:**

Target 1 enemy battlefield unit in long range of a Bog, Corpse Pile, Forest, or Weirwood tree and select 1 of those terrain pieces. That enemy suffers the following effect based on the selected terrain:

- Bog or Corpse Pile:** That enemy becomes Panicked. Then suffers a panic test (3).
- Forest or Weirwood Tree:** That enemy becomes Vulnerable. Then suffers 3 hits.

If that enemy is in long range of a friendly unit containing Howland Reed, based on the selected terrain piece, it suffers either (+1) to its panic test amount, or 1 additional hit.

PLAYTEST FEB 1.0




## LAY OF THE LAND

HOWLAND REED - LORD OF THE CRANNOGS

**When a battlefield unit activates:**

Target 1 terrain piece. Until the end of the round, that terrain piece gains either the Cover and Fortified terrain keywords or gains the Hindering and Disruptive terrain keywords.

Then, you may target a friendly unit containing Howland Reed. It may perform a 3" shift.

PLAYTEST FEB 1.0




## BOG DEVIL TACTICS

HOWLAND REED - LORD OF THE CRANNOGS

**When a friendly battlefield performs an attack, before rolling attack dice:**

Target the defender. It becomes Weakened and gains 1 Crannog Poison card. Then, if the defender has not activated this round, or the attacker's unit contains Howland Reed, target the attacker. It may reroll any attack dice for this attack.

PLAYTEST FEB 1.0




## CRANNOG AMBUSH

HOWLAND REED - LORD OF THE CRANNOGS

**At the start of any turn:**

Target 1 enemy battlefield unit in long range of a Bog, Corpse Pile, Forest, or Weirwood tree and select 1 of those terrain pieces. That enemy suffers the following effect based on the selected terrain:

- Bog or Corpse Pile:** That enemy becomes Panicked. Then suffers a panic test (3).
- Forest or Weirwood Tree:** That enemy becomes Vulnerable. Then suffers 3 hits.

If that enemy is in long range of a friendly unit containing Howland Reed, based on the selected terrain piece, it suffers either (+1) to its panic test amount, or 1 additional hit.

PLAYTEST FEB 1.0




## LAY OF THE LAND

HOWLAND REED - LORD OF THE CRANNOGS

**When a battlefield unit activates:**

Target 1 terrain piece. Until the end of the round, that terrain piece gains either the Cover and Fortified terrain keywords or gains the Hindering and Disruptive terrain keywords.

Then, you may target a friendly unit containing Howland Reed. It may perform a 3" shift.

PLAYTEST FEB 1.0

**ROBB STARK**  
THE WOLF LORD

"All men should keep their word, kings most of all."

**CHARACTER**



**2**

**COMMANDER**

Alpha Strike  
Encircle the Prey  
Hit and Run

PLAYTEST FEB 1.0

**ROBB STARK**  
THE WOLF LORD

**ORDER: WOLF'S CUNNING**  
After an enemy completes a melee attack on this unit:  
Target this unit. It performs 1 retreat action. Then, target 1 enemy it retreated from. It becomes Vulnerable.

**ENHANCED MOBILITY**  
This unit gains +1 and may pivot before marching.

PLAYTEST FEB 1.0

**GREATJON UMBER**  
LORD OF LAST HEARTH

"Grey Wind ate two of his fingers, and he laughed about it."

**CHARACTER**



**2**

**COMMANDER**

Death Before Chains!  
Rage of Last Hearth  
Thrill of Battle

PLAYTEST FEB 1.0

**GREATJON UMBER**  
LORD OF LAST HEARTH

**ORDER: OVERRUN**  
When this unit destroys an enemy: Instead of surging forth, this unit may perform 1 charge or march action.

**FURY OF HOUSE UMBER**

- This unit's melee attacks gain Critical Blow.
- If this unit has 1 or more destroyed ranks, its melee attacks gain +1 to hit.

PLAYTEST FEB 1.0

**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**



**2**

**COMMANDER**

Bog Devil Tactics  
Crannog Ambush  
Lay of the Land

PLAYTEST FEB 1.0

**HOWLAND REED**  
LORD OF THE CRANNOGS

**ORDER: EARTH TO WATER, WATER TO EARTH.**  
Start of an enemy turn:  
Target 1 enemy in long range. Until the end of the turn, it treats the entire battlefield as having the Hindering and Rough terrain penalties.

**MASTER TRACKER**  
This unit ignores terrain penalties, is always treated as benefiting from the Cover terrain defense bonus, and enemies attacked by this unit do not gain terrain defense bonuses.

PLAYTEST FEB 1.0

**POISON**

"No true man killed with poison. Poison was for cravens, women, and Dornishmen."  
-Victarion Greyjoy

**At the Start of the Game, place this card close to your Tactics Deck.**

*An Ability or effect will state when this card will be played.*

PLAYTEST FEB 1.0

**CRANNOG POISON**

This unit attacks using its lowest attack die value.

A unit may only ever have 1 Crannog Poison card at any time.

If this unit would ever remove a condition token, instead it may remove this card.

PLAYTEST FEB 1.0

**SWORN SWORD CAPTAIN**



PLAYTEST FEB 2.0

1

**SWORN SWORD CAPTAIN**

**MARTIAL TRAINING**  
When attacking with melee, before rolling attack dice, if your opponent does not control , target the defender. It becomes Vulnerable.

**SUNDERING**  
This unit's melee attacks gain Sundering.

PLAYTEST FEB 2.0

**UMBER CHAMPION**



PLAYTEST FEB 2.0

1

**UMBER CHAMPION**

**CRIPPLING STRIKES**  
This unit's melee attacks gain Crippling.

**IRON RESOLVE**  
When this unit performs morale tests, it rolls 1 additional die and, before determining results, removes the lowest result.

PLAYTEST FEB 2.0

**CRANNOGMAN WARDEN**



PLAYTEST FEB 2.0

1

**CRANNOGMAN WARDEN**

**OPPORTUNIST**  
After rolling attack dice, if the defender has not activated this round, or this unit is attacking from the flank or rear, this attack may reroll any attack dice.

**PATHFINDER**  
This unit ignores terrain penalties and, when charging, defenders do not gain defense bonuses from terrain.

PLAYTEST FEB 2.0

PLAYTEST FEB 1.0

**CATELYN STARK**  
LADY OF WINTERFELL

"Show me the path I must walk and do not let me stumble in the dark places that lie ahead."

5

CHARACTER



PLAYTEST FEB 1.0

**CATELYN STARK**  
LADY OF WINTERFELL

TULLY HONOR, STARK RESOLVE

Once per round, if Catelyn is on the council board and a friendly unit declares an attack action, before resolving that attack, you may target the defender. Until this action has been completed, it cannot be targeted by enemy abilities or tactics cards.

**Influence:** While influencing a friendly battlefield unit, that unit attacks using its highest attack die value.

PLAYTEST FEB 1.0

**SANSA STARK**  
LITTLE BIRD

"The Hound is right ... I am only a little bird, repeating the words they taught me."

5

CHARACTER



PLAYTEST FEB 1.0

**SANSA STARK**  
LITTLE BIRD

REPEATING THE WORDS

Once per game, when Sansa claims a council zone, you may replace that zone's effect with the effect of any zone controlled by an opponent.

**Claim (Any Zone):** You may replace this zone's effect with:  
If your opponent controls , you may resolve this without discarding any cards. Otherwise, discard 2 tactic cards from your hand. If you do, return 1 card from your discard pile to your hand.

PLAYTEST FEB 1.0

**RODRIK CASSEL**  
COMBAT VETERAN

"There is no better trainer than Rodrik."

6

CHARACTER



PLAYTEST FEB 1.0

**RODRIK CASSEL**  
COMBAT VETERAN

VETERAN'S TRAINING  
(Any Zone) Influence:  
While Influencing a friendly battlefield unit, after rolling attack dice, that unit may reroll any attack dice.

**Claim:** Treat Escalation on this zone as 1 higher, and enemies targeted by this zone's effect become Vulnerable.

PLAYTEST FEB 1.0

**HOWLAND REED**  
THE THREAT UNSEEN

"He could talk to trees and weave words and make castles appear and disappear."

6

CHARACTER



PLAYTEST FEB 1.0

**HOWLAND REED**  
THE THREAT UNSEEN

TRACKER'S PATHS  
(Any Zone) Influence:  
Influenced friendly units ignore the Dangerous, Hinder, and Rough keywords. Influenced enemy units treat the entire battlefield as having the Rough keyword.

**Claim:** Treat Escalation on this zone as 2 higher.