

 ARYA STARK THE WOLF GIRL NEVER DO WHAT THEY EXPECT 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.	4 ARYA STARK THE WOLF GIRL "Boy, girl, you are a sword, that is all." -Syrio Forel CHARACTER 	 CATELYN STARK LADY OF WINTERFELL FAMILY, DUTY, HONOR Influence (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.	4 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." CHARACTER 
 EDDARD STARK HAND OF THE KING PRICE OF HONOR 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. HAND'S ORDERS Influence (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.	5 EDDARD STARK HAND OF THE KING "I have met so few of them in my life... When I see what honesty and honor have won you, I understand why..." -Varys CHARACTER 	 EDDARD STARK WARDEN OF THE NORTH BRAVERY IN THE FACE OF DEATH Eddard begins the game with 3 Order tokens on him. 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. Each time a friendly unit passes a Panic Test, you may remove 1 Order token from Eddard. If you do, that unit restores 1 Wounds, +1 Wound for each of its destroyed ranks.	6 EDDARD STARK WARDEN OF THE NORTH "You wear your honor like a suit of armor, Stark." -Petyr Baelish CHARACTER 

 HOWLAND REED PROTECTOR OF THE NECK HUNTER'S GUILF Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round): While Influencing an enemy unit, they treat all Terrain as having the Hinder keyword. 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.	HOWLAND REED PROTECTOR OF THE NECK "He could talk to trees and weave words and make castles appear and disappear." CHARACTER 	 LYANNA MORMONT YOUNGEST SHE-BEAR AVENGING THE NORTH Influence (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): 0+: Unit gains +1 to Morale Test rolls. 1+: Melee Attacks gain Critical Blow. 2+: Automatically passes all Panic Tests. 3+: May re-roll any Attack Dice.	LYANNA MORMONT YOUNGEST SHE-BEAR "Bear Island knows no king but the King in the North, whose name is STARK." CHARACTER 
 ROBB STARK KING IN THE NORTH WOLF LORD'S CLAIM Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round): While Influencing a friendly unit, if your opponent does not Control , this unit gains +1 to Hit and its Melee Attacks gain Sundering. While Influencing an enemy unit, if their owner does not Control , that enemy's Attacks suffer -1 to Hit and, after completing an Attack, they become Vulnerable.	ROBB STARK KING IN THE NORTH "I thought the battles would be the hard part..." CHARACTER  Your army may not contain Eddard Stark.	 RODRIK CASSEL COMBAT VETERAN MARTIAL EXPERTISE Each time Rodrik Claims a zone, target 1 enemy Combat Unit. They become Vulnerable. Rodrik begins the game with 3 Order tokens on him. 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.	RODRIK CASSEL COMBAT VETERAN "There is no better trainer than Rodrik." CHARACTER 

Stark NCUs



SANSA STARK
LITTLE BIRD



REPEATING THE WORDS

Once per game, when Sansa Activates, you may return 1 Tactics card from your discard pile to your hand.

Each time Sansa Claims a zone, you may replace that zone's effect with:

Return 1 Tactics card from your discard pile to your hand.



SANSA STARK
LITTLE BIRD

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

4

CHARACTER



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**.

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.

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



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

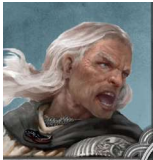


2

Stark Attachments

 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. 1	 SWORN SWORD CAPTAIN 1	 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. FURIOUS CHARGE Enemies Successfully Charged by this unit become Vulnerable. 1	 UMBER CHAMPION 1
 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	 CRANNOGMAN WARDEN 1	 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. Enemies this unit disengages from may not pivot. 1	 BRAN AND HODOR PROTECTOR AND WARD "Hodor, Hodor Hodor." "You're right, it seems dangerous." CHARACTER 1

Stark Attachments



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



COMMANDER
Crannog Traps
Bog Devil Ambush
The Threat Unseen



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.

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



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.

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

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.

CHARACTER

COMMANDER
Combat Prowess
Martial Superiority
Press The Advantage

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

CHARACTER

COMMANDER
Combat Prowess
Martial Superiority
Press The Advantage



JOJEN REED
GREENSIGHT

AFFILIATION: CRANNOGMAN
This unit is a Crannogman unit.

JOJEN'S GREENSIGHT
Jojen begins the game with 2 Order tokens on him.

Each time this unit attacks or is attacked, after rolling Attack Dice or Defense Dice, you may remove 1 Order token from Jojen. If you do, choose 1:

- This unit may re-roll any Attack Dice.
- This unit may re-roll any Defense Dice.

JOJEN REED
GREENSIGHT
"To Winterfell we pledge the faith of Greywater. Hearth and heart and harvest we yield up to you."

CHARACTER

1



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



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

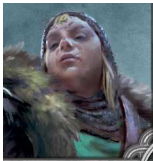
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May only be fielded in an army containing Rickon Stark, and must be attached to his unit, ignoring the usual Attachment limits.

Stark Attachments

 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. 1	RICKON STARK PRINCE OF WINTERFELL <i>"Are we going where Shaggydog is?"</i> CHARACTER  1	 SYRIO FOREL FIRST BLADE OF BRAAVOS PRECISION This unit's Melee Attacks gain Precision. WATER DANCE Each time a rank in this unit is destroyed, target the Attacker, they become Vulnerable. 1	SYRIO FOREL FIRST BLADE OF BRAAVOS <i>"My words lied. My eyes and my arm shouted out the truth, but you were not seeing."</i> CHARACTER  1 May only be fielded in an army containing Eddard Stark or Arya Stark, The Wolf Girl.
 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. 1	MORMONT VETERAN  1	 LOYALIST CAPTAIN FURIOUS CHARGE Enemies Successfully Charged by this unit become Vulnerable. SUPERIOR NUMBERS When attacking enemies with the same or fewer remaining ranks, this unit's Melee Attacks may re-roll any Attack Dice and opponents cannot expend Weakened tokens on this unit. 1	LOYALIST CAPTAIN  1

Stark Attachments



MAEGE MORMONT
LADY OF BEAR ISLAND

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.

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



RICKARD KARSTARK
LORD OF KARHOLD

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

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.

SUPERIOR NUMBERS
When attacking enemies with the same or fewer remaining ranks, this unit's Melee Attacks may re-roll any Attack Dice and opponents cannot expend Weakened tokens on this unit.

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



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



COMMANDER



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

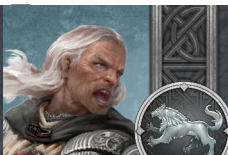
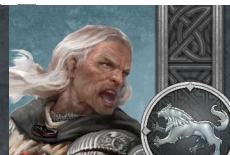
Stark Attachments

 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 (<i>In Reserve</i>) 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.	BRYNDEN TULLY VANGUARD INFILTRATOR <i>"No one knows the lands of the North quite as well as Brynden."</i> CHARACTER  1	 MAEGH MORMONT THE SHE-BEAR 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.	MAEGH MORMONT THE SHE-BEAR <i>"Maegh is a hoary old snark, stubborn, short-tempered, and willful."</i> CHARACTER  1
 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.	CRANNOGMAN SURVIVALIST  LIMITED Your army may only contain up to 2 Crannogman Survivalist. The first Crannogman Survivalist attachment is free if your army contains Howland Reed, Lord of the Crannogs. Crannogman Survivalist ignores the usual Attachment restrictions. 1	 WINTERFELL GUARDIAN DAUNTLESS Each time this unit passes a Morale Test, it restores 1 Wound. STUBBORN TENACITY Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.	WINTERFELL GUARDIAN  1

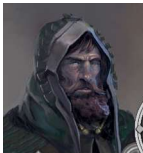
Stark Attachments

  WINTERFELL CHAMPION WINTERFELL'S WRATH • Critical Blow • Enemies Successfully Charged become Weakened.	 WINTERFELL CHAMPION  LIMITED 1 Your army may only contain up to 2 Winterfell Champion.  The first Winterfell Champion attachment is free if your army contains Eddard Stark, Lord of Winterfell.	  JAQEN H'GHAR MYSTERIOUS PRISONER A MAN FREED, A NAME OWED When Jaquen 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. 	 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 Jaquen to an enemy Infantry unit, ignoring the usual Attachment limits.
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Stark Tactics

 SET FOR CHARGE When a friendly unit is Successfully Charged, before the Attacker performs their Melee Attack: 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.	 REFUSE TO YIELD After a friendly unit passes a Panic Test: All enemies engaged with that unit become Vulnerable. Attach this card to that unit until it fails a Panic Test. While Attached, each time this unit passes a Panic Test, all enemies engaged with that unit become Vulnerable. If this card is attached to a House Tully unit, it gains +1 to Panic Test rolls.	 WAR CRY When a friendly Combat Unit Activates: That unit performs 1 Morale Test. On a success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable. If this is a House Tully unit, on a success, it becomes Panicked and Vulnerable instead.	 NORTHERN DEFIANCE When a friendly unit is performing a Panic Test, after rolling dice: That unit may re-roll any dice for this test. If they are in Short Range of Eddard Stark, they pass this test instead. 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.
 LEAD BY EXAMPLE After Eddard Stark's unit completes an Attack: Attach this card to 1 other friendly unit in Long Range until the end of the Round. While attached, this unit gains +2 to Morale Test rolls and its Melee Attacks gain +1 to Hit. Start of a friendly Turn: Draw 1 Tactics card.	 FURY FOR THE FALLEN After an enemy completes a Melee Attack: 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. Start of a friendly Turn: Draw 1 Tactics card.	 CRANNOG TRAPS When an enemy performs a Maneuver, March, or Retreat Action, before resolving that Action: It suffers -1 this Turn. If that enemy is in Long Range of a friendly Crannogman unit, it is treated as moving through Dangerous terrain this Turn.	 BOG DEVIL AMBUSH When an enemy unit Activates: Choose 1: - If that enemy is in Long Range of a friendly Crannogman unit, that enemy becomes Weakened. - Target 1 friendly unactivated Crannogman unit in Long Range. It performs 1 Ranged Attack Action on that enemy.

Stark Tactics

 THE THREAT UNSEEN HOWLAND REED - LORD OF THE CRANNOGS Start of any Turn: Target 1 enemy Combat Unit. If there is an unengaged friendly Crannogman unit in Long Range of it, that enemy becomes Panicked, then suffers 1 Panic Test.	 COMBAT PROWESS RODRIK CASSEL - MASTER-AT-ARMS When an enemy is targeted by an Ability or Tactics card: You may expend 1 Condition token from that enemy. If you do, cancel the effect of that Ability or Tactics card. Start of a friendly Turn: Target 1 engaged friendly Combat Unit. Remove 1 Condition token from that unit.	 MARTIAL SUPERIORITY RODRIK CASSEL - MASTER-AT-ARMS When an enemy is performing a Melee Attack, before rolling Attack Dice: The Attacker suffers 1 Hit for each Miss. If the Defender is Rodrik's unit, this Attack also suffers -1 to Hit.	 PRESS THE ADVANTAGE RODRIK CASSEL - MASTER-AT-ARMS When a friendly unit is performing a Melee Attack, before rolling Attack Dice: Choose 1. For each Condition token on the Defender, choose +1: • This Attack rolls its highest Attack Die Value. • This Attack gains +1 to Hit. • The Defender loses all Abilities and cannot be the target of friendly Tactics cards until the end of the Turn.
 HERE WE STAND MAEGE MORMONT - LADY OF BEAR ISLAND Start of a friendly Turn: Attach this card to a friendly unit until the end of the game. 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.	 SUPPORT OF BEAR ISLAND MAEGE MORMONT - LADY OF BEAR ISLAND Start of a friendly Turn: Target 1 friendly Combat Unit. It suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range. If this targeted a House Mormont unit, also target 1 enemy engaged with that friendly unit. They become Weakened.	 SUSTAINED ASSAULT MAEGE MORMONT - LADY OF BEAR ISLAND When a friendly unit is performing a Melee Attack, before rolling Attack Dice: If this unit began the Turn engaged with the Defender, it rolls its highest Attack Die Value and may re-roll any Attack Dice. If this targets a House Mormont unit, the Defender also becomes Vulnerable.	 TAUNT RICKARD KARSTARK - LORD OF KARHOLD When an enemy Combat Unit Activates: 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 Vulnerable and Weakened.

Stark Tactics

  A NEED FOR VENGEANCE RICKARD KARSTARK - LORD OF KARHOLD Start of any Round: Target 1 friendly Combat Unit. That unit performs 1 Attack Action. If this targets a House Karstark unit, it gains +1 to Hit. After completing that Attack, your opponent may Activate 1 NCU.	  KARSTARK RETRIBUTION RICKARD KARSTARK - LORD OF KARHOLD When an enemy is performing an Attack, before rolling Attack Dice: 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. While attached, each time this unit completes an Attack, they become Vulnerable. Each time a rank in this unit is destroyed, 1 unit engaged with it restores 2 Wounds.	 WINTER'S MIGHT When a friendly unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Sundering. 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.	 NORTHERN FEROCITY When a friendly unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious. 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 Panicked.
 DEVASTATING IMPACT When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice: Enemies Successfully Charged by this unit become Panicked and Vulnerable. If you Control , this unit may re-roll any Charge Distance Dice.	 THE NORTH REMEMBERS Start of any Turn: 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.	 WINTER IS COMING When a friendly unit Successfully Charges: 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.	 SWIFT REPOSITION Start of any Turn: Target 1 friendly Combat Unit. It shifts 2". If you Control , that unit performs a 3" Maneuver Action instead.

Stark Tactics

 ASSAULT ORDERS When a friendly NCU Claims a zone: Replace that zone's effect with: <i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i> <i>If that NCU Claimed XX, that Combat Unit may perform 1 Charge Action using its lowest Attack Die Value instead.</i>	 BERSERKER TACTICS When a friendly unit is performing a Melee Attack, before rolling Attack Dice: Choose 1. This unit may suffer up to 3 wounds, for each wound suffered, choose +1: • Critical Blow • Sundering • This Attack rolls its highest Attack Die Value. • This Attack may re-roll any Attack Dice.	 LASH OUT After an enemy completes a Melee Attack: If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks. If the Defender is a House Umber unit, the Attacker also becomes Panicked.	 LAST STAND When a friendly unit is destroyed: Before removing that unit, it performs 1 Melee Attack Action using its highest Attack Die Value. If this targets a House Umber unit, it may re-roll any Attack Dice.
 SUDDEN RETREAT After an enemy completes a Melee Attack: Target the Defender. They perform 1 Retreat Action. If this targets Robb Stark's unit, it may re-roll any Retreat Distance Dice.	 SUPERIOR POSITIONING When an enemy performs a Charge Action, before resolving that Action: 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 Vulnerable. If the defender is Robb Stark's unit, they suffer a Disorderly Charge on Charge Distance rolls of 5 or less instead.	 HIT AND RUN After a friendly unit completes a Melee Attack: That unit performs 1 Retreat Action. If this targets Robb's unit, any enemy it disengages from becomes Weakened.	 RIDE-BY ATTACK When a friendly Cavalry unit selects its Action during its Activation, before resolving that Action: 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. After completing this March, 1 enemy it moved through suffers 1 Wound, +1 Wound for each of that enemy's remaining ranks.

Stark Tactics

 RIDE THEM DOWN! 	 MARSHAL 
BRYNDEN TULLY - OUTRIDER COMMANDER	BRYNDEN TULLY - OUTRIDER COMMANDER
When an enemy ends a Maneuver, March, or Retreat Action: 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 Panicked and suffers 2 Hits for each remaining rank in this unit.	When an unengaged friendly Cavalry Unit Activates: 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.

Stark Units


6


TOOTH & CLAW
3+ **4**




4


TOOTH & CLAW
 • Sundering


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




4+


2+




GREY WIND


5


WINTER'S BITE
4+ **7** **5** **4**






WINTER'S BITE
 • Critical Blow
 • If this unit has 1 or more destroyed ranks, it 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.


4+


6+




STARK SWORN SWORDS


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.


3

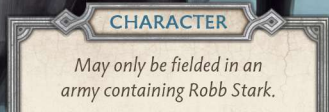



STARK SWORN SWORDS

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 Robb Stark.



Stark Units



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.

BERSERKER'S AXES
• Critical Blow

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



HOUSE STARK OUTRIDERS

ORDER: SCOUT TERRAIN
When a friendly battlefield unit in Long Range Activates:
Target that unit. Until the end of the Turn, it may re-roll any Charge Distance Dice and ignores all terrain penalties.

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.



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!



HOUSE 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



5

SPEAR

4+ 7 7 4

HOUSE KARSTARK SPEARMEN

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.



5

EXECUTIONER'S FURY

3+ 7 6 4

HOUSE UMBER GREATAxes

EXECUTIONER'S FURY

- Vicious
- Only Defense Die rolls of 6 may block Hits from this Attack.
- After this Attack is completed, the Defender becomes **Weakened**.

PREY ON FEAR

Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.



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.



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.

Stark Units



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.



5

HUNTER'S VOLLEY

3+ 7 7 5

SHORT SWORD

5+ 5 4 3

6+ 6+

STARK BOWMEN

ORDER: SUPPRESSIVE VOLLEY

Start of any Turn:

Target 1 Enemy 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."

HUNTER'S VOLLEY

- Precision
- Ignores units and terrain when determining Line of Sight.



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 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.

Stark Units



CRANNOG BOW
4+ 7 6 4

TRACKER'S BLADE
4+ 6 4 3

6+ 7+

CRANNOGMAN TRACKERS

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.



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.

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



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.



HOUSE TULLY CAVALIERS

8

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.

Stark Units



WINTER'S BITE
3+ 7 6 5

EDDARD'S HONOR GUARD

ORDER: AT ANY COST
When this unit performs a Melee Attack, before rolling Attack Dice: This Attack rolls +1 Attack Die and using its highest Attack Die Value. After completing this Attack, this unit becomes Vulnerable.

WINTER'S BITE
• Critical Blow
• If this unit has 1 or more destroyed ranks, it 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.



TOOTH & CLAW
3+ 4

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.



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

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.



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.

Stark Units



506

SHAGGYDOG

6

VICIOUS MAULING

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.



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HOUSE MORMONT SHE-BEARS

5

RESOLUTE STRIKES

3+ 7 5 4

4+ 6+

ORDER: SHE-BEAR'S FURY

Start of a friendly Turn:
Target 1 enemy in Long Range. It performs 1 Morale Test, with -1 to its roll for each of this unit's remaining ranks. On a failure, it becomes Panicked and 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. If the Defender has 2 or more Condition tokens, you may choose to do both or repeat one.



CHARACTER

May only be fielded in an army containing Rickon Stark.

SHAGGYDOG

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.



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

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

FLAIL

4+ 7 5 4

4+ 6+

HOUSE KARSTARK LOYALISTS

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.

Stark Units



CRANNOGMAN BOG DEVILS

6

POISONED TRIDENTS

3+ 7 5 4

5+ 5+

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



HOUSE UMBER RAVAGERS

6

EXECUTIONER'S AXE

3+ 6 8

5+ 5+

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.



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.



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

Stark Units



WINTERFELL GUARD

LONGSWORD

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.

5

3+

7 6 4

4+

5+

506



WINTERFELL GUARD

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.

ADAPTIVE

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

7

Stark Special Rules

