



Katia 2 Spiel




Faction: Stark





Points: 40/40

Commander: Eddard Stark, Lord of Winterfell



Combat Units

 **Eddard's Honor Guard (6)** 


 5  3+  6+

 3+  7  6  5

ABILITIES: Winter's Bite, Go Down Fighting

 **Eddard Stark (C)** 


ABILITIES: Rally Cry, Iron Resolve

 **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.




 **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 Testrolls and suffers -1 Wounds from failing Panic Tests

 **House Tully Cavaliers (8)** 


 5  3+  5+

 3+  6  4

ABILITIES: Cavalry, Lance, Rally Banner

 **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.

 **House Umber Berserkers (6)** 


 6  5+  5+



 3+  7  8  9



ABILITIES: Berserker's Fervor

 **BERSERKER'S FERVOR**

For each of this units destroyed ranks, it gains +1 to Defense Dice rolls and +1 to Morale Testrolls.

 **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.

 **Greatjon Umber (2)** 

ABILITIES: To The Last!, Furious Charge

 **FURIOUS CHARGE**

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



House Karstark Spearmen (5)



ABILITIES: Order: Hold The Line!, Stand Your Ground!



Sandor Clegane (1)



ABILITIES: Order: Threaten



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.



ORDER: THREATEN

Start of a friendly Turn

Target 1 enemy in Line of Sight and Long Range. They become **Weakened**.

Non Combat Units



Catelyn Stark (4)



ABILITIES: Family, Duty, Honor

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.



Sansa Stark (4)



ABILITIES: Repeating the Words

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.



Rodrik Cassel (4)



ABILITIES: Martial Expertise

MARTIAL EXPERTISE

Each time Rodrik Claims ~~zone~~, target 1 enemy Combat Unit. They become **Vulnerable**.

Rodrik begins the game with 2 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.