



Katia 3 Spiel




Faction: Stark





Points: 40/40

Commander: Greatjon Umber, Lord of Last Hearth



Combat Units

 **House Umber Berserkers (6)** 

 6  5+  5+


 3+  7  8  9


ABILITIES: Berserker's Fervor

 **Greatjon Umber (C)** 



ABILITIES: Order: Overrun, Order: Reckless Heroism,
Affiliation: House Umber




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




 **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.

 **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.

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House Karstark Spearmen (5)



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



Meera Reed (1)

ABILITIES: Order: Hidden Traps, Affiliation: Crannogman



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: HIDDEN TRAPS

When an unengaged enemy in Long Range performs any Action, before resolving that Action:

Choose 1:

- That enemy suffers 1 Hit, +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.

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.



Rodrik Cassel (4)

ABILITIES: Martial Expertise



MARTIAL EXPERTISE

Each time Rodrik Claims , 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.



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.