



Katia 4 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 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 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.



Arya Stark (4)

ABILITIES: Never Do What They Expect



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.