



STARK FAQ V1.5

Any new additions will be highlighted in pink
(Last Update: 12/09/2019)

★ STARK UNITS

HOUSE TULLY SWORN SHIELDS

Q: How does Order: Shield Wall interact with the number of Defense Dice I roll?

A: *The timing for Shield Wall is "After Attack Dice are rolled". You would roll a D3, blocking that many Hits automatically, and then roll 1 Defense Die for each remaining Hit.*

Q: Who chooses which dice are blocked by Shield Wall (if a situation occurs where it would matter)?

A: *The Sworn Shield's owner.*

★ STARK NCU'S

RODRIK CASSEL (COMBAT VETERAN)

Q: Does the first part of his Ability trigger when I claim the ~~zone~~ zone with Rodrik, or any NCU?

A: *Only Rodrik.*

★ STARK ATTACHMENTS

BRAN AND HODOR (PROTECTOR AND WARD)

Q: Do the automatic hits from Bran's **Skinchanging** gain the Weapon Abilities of the unit he is in (assuming I target them with the Ability)?

A: *Yes, these additional hits are treated as originating from the unit and thus gain all applicable Abilities, effects, etc.*

BRYNDEN TULLY (THE BLACKFISH)

Q: What is the duration of Order: Hold the Line?

A: *Until the end of the turn.*

EDDARD STARK (LORD OF WINTERFELL)

Q: When exactly is the trigger for Order: For the North?

A: *For the North is used before Attack dice are rolled (and thus shares the same trigger with any similar effects/cards). Note that means restoring these wounds can impact the amount of attack dice the unit rolls.*

SWORN SWORD CAPTAIN

Q: Can I use the Vulnerable token from **Martial Training** on the same attack that places it?

A: *Yes, the token is placed "after Attack dice are rolled". Expending a Vulnerable token would only happen after the defender rolls their Defense dice- a much later step in the attack.*

RICKON STARK (PRINCE OF WINTERFELL)

Q: Rickon says he is always the last model removed from the unit. Does this mean he cannot be targeted by effects that kill/remove Attachments?

A: *No, this is reminder text of the general rules for removing Attachments. Abilities/effects that specifically target and/or kill Attachments may still target him. It is very important to note, however, that Valuable Captive only triggers when the unit is destroyed. If Rickon is killed beforehand, the Ability will be lost.*

OSHA (SPEARWIFE GUARDIAN)

Q: Can Osha's **Go Down Fighting** Ability trigger multiple times during the same attack?

A: *Yes.*

Q: Follow-up: Does it trigger when the last rank is destroyed?

A: *Yes.*

STARK TACTIC CARDS

DEVASTATING IMPACT

Q: When exactly during the Charge do I use this card?

A: *Devastating Impact* must be played when the Charge is declared (and thus shares the same trigger with any similar effects/cards).

Q: In the event I roll multiple charge distance dice, does this card allow me to re-roll any/all of them?

A: Yes.

DIREWOLF'S FERVOR

Q: Can I use this card **after** rolling my Panic Test?

A: No, *Direwolf's Fervor* must be played before the dice are rolled for the Panic Test.

MARTIAL SUPERIORITY (Rodrik Cassel, Master-At-Arms)

Q: When exactly during the attack do I use this card?

A: *Martial Superiority* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

NORTHERN FEROCITY

Q: When exactly during the attack do I use this card?

A: *Northern Ferocity* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

RIDE-BY ATTACK (Bryden Tully, Outrider Commander)

Q: Does the attack generated by this card benefit from Flank/Rear bonuses? If so, how are they determined?

A: Yes. Determine Flank/Rear bonuses from the Line of Sight Arc the Cavalry unit **began** the action in.

WINTER IS COMING

Q: Can my opponent respond to this card being played with Orders and Tactics cards?

A: *Winter is Coming* only prevents Orders/Tactics cards once it has resolved, so there is a brief window where enemy Orders/Tactics cards can be played against it; Specifically, effects with the trigger "When an opponent plays a Tactics card" (such as *Counterplot*, for example, which has a chance to cancel *Winter is Coming* entirely, or if an opponent had an Order with a similar effect).



★ CARD UPDATES

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.



UMBER CHAMPION

FURY UNLEASHED
When this unit makes a Melee Attack, it may roll +2 Attack Dice and gain *Vicious* (Defenders suffer -2 to their Panic Test). If it does, after this Attack is completed, unless this unit has only 1 remaining rank, it suffers D3 Wounds.

Updated v1.4



GREATJON UMBER
FIERCE BANNERMAN

ORDER: OVERRUN
When this unit destroys an enemy: Instead of Maneuvering, this unit may pivot and make a free Charge action.

ONSLAUGHT
If this unit is targeted by , it may make a free Charge action instead of an Attack action.

Updated v1.5



SYRIO FOREL
FIRST BLADE OF BRAAVOS

ORDER: BRAAVOSI WATER DANCE
When this unit is attacked with melee, before Attack dice are rolled: This attack suffers -1 To Hit

FIRST BLADE'S GUIDANCE
This unit's Melee Attacks gain *Precision* (Hits from rolls of 6 do not allow Defense Saves)

Updated v1.5

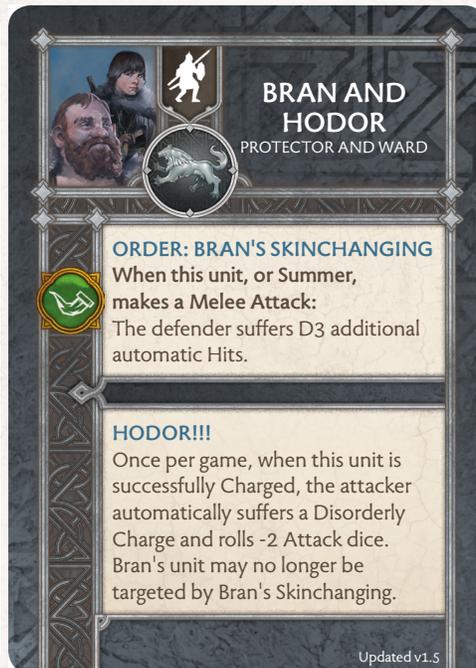


BRAN AND HODOR
PROTECTOR AND WARD
"Hodor. Hodor Hodor."
"You're right, it seems dangerous."

CHARACTER

2

Updated v1.5



BRAN AND HODOR
PROTECTOR AND WARD

ORDER: BRAN'S SKINCHANGING
When this unit, or Summer, makes a Melee Attack: The defender suffers D3 additional automatic Hits.

HODOR!!!
Once per game, when this unit is successfully Charged, the attacker automatically suffers a Disorderly Charge and rolls -2 Attack dice. Bran's unit may no longer be targeted by Bran's Skinchanging.

Updated v1.5



RODRIK CASSEL
MASTER-AT-ARMS

ORDER: MARK TARGET
Start of a friendly turn: 1 enemy in Line of Sight and Long Range becomes *Vulnerable*.

EXPOSE OPENING
When targeting *Vulnerable* enemies, this unit may re-roll any Misses.

Updated v1.5

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EXECUTIONER'S FURY

3+ 8 6 6

HOUSE UMBER GREATAxes

Updated v1.5

EXECUTIONER'S FURY

- If this unit began the turn engaged with the defender, this attack gains +1 to Hit and the defender does not get Defense Saves against this attack.
- If this unit has only 1 remaining rank, this attack gains **Critical Blow** (Rolls of 6 cause 2 Hits).



ARROW VOLLEY

3+ 8 8 4

SHORT SWORD

4+ 5 4 3

STARK BOWMEN

Updated v1.5

ARROW VOLLEY

- **Long Range**
- This attack ignores intervening units and terrain.
- Defenders that fail their Panic Test become **Weakened** and cannot trigger their Orders until the end of the round.



OUTRIDER'S BLADE

3+ 8 6

STARK OUTRIDERS

Updated v1.5

ORDER: SWIFT RETREAT

After this unit is attacked with melee: This unit may make a free Retreat action.

CAVALRY

Each model in this unit has 3 Wounds. At the start of this unit's activation, it may make a free Maneuver action.

BUSHWHACK

Enemies this unit successfully Charge in the Flank or Rear become **Panicked** and **Weakened**.

★ CARD UPDATES

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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.

6

Icon: Knight



4

LONGSWORD

3+ 7 6 4

3+ 6+

HOUSE TULLY
SWORN SHIELD

ORDER: SHIELDWALL
When this unit is attacked from the Front, after Attack dice are rolled: Automatically block D3 Hits.

Updated v1.5

★ CARD UPDATES CHANGE-LOG V1.5

★ ATTACHMENTS

Greatjon Umber (Fierce Bannerman)

- Ability: Fury of House Umber removed
- Order: Overrun added

Design Notes: The non-Commander version of Greatjon, while powerful, just didn't synergize with many of the existing House Stark units. This led to other options overshadowing him, especially at his costly 3 points. Reducing his points would still leave the issue of his Ability only synergizing with a select few units, so we instead kept his cost and switched his Ability out for Overrun, which naturally plays into the Stark themes of Mobility and Charging.

Brand and Hodor (Protector and Ward)

- Cost reduced from "3" to "2".
- Hodor.

Design Notes: When compared to the relative power-level of other 3 Point-Attachment options, Bran netted you an extra activation via his Direwolf Summer and the powerful HODOR!!! Ability. Unfortunately, while effective, Hodor is only useable once per game, and has decent counter-play options against smart opponents. This left Bran with his Skinchanging Order which, while potent, also usually required an elite unit to really make use of, further upping the necessary points to make him worth it. We've reduced his cost to 2, making paying for an extra activation (in Summer) and a potentially-powerful once-per-game Ability more palatable.

Rodrik Cassel (Master-At-Arms)

- Ability: Martial Superiority removed.
- Ability: Mark Target added.

Design Notes: Rodrik is all about making enemies Vulnerable and then using that Vulnerable for tactical purposes. His current version was unfortunately limited to just his own unit and, even then, required an amount of set-up to accomplish. By switching out Martial Superiority with Mark Target we've opened up Rodrik's capabilities to dish out Vulnerable exactly where and when he needs to capitalize with his effects and Tactics Cards.

Syrio Forel (First Blade of Braavos)

- Ability: Braavosi Water Dance retitled (*no mechanical change*)
- Ability: First Blade's Guidance added.

Design Notes: Syrio was underperforming for his cost. While reducing his cost was a potential option, we instead decided to take a "flashier" route and give him more utility. Units including the First Blade now benefit from his expert swordsmanship, gaining Precision and thus a fantastic mix of defense and offense.

Rickon Stark (Prince of Winterfell)

- Cost reduced from "2" to "1".

Design Notes: Osha and Shaggydog are fantastic additions to any army, gaining an additional activation as well as the Go Down Fighting Ability. On their own, these would easily be worth 2, leaning toward 3, points. Unfortunately, these come at the price of an additional Victory Point for both the Dire Wolf as well as Rickon himself, which has shown to be quite the impactful price! Balancing out the "risk vs. reward" nature of taking this unit, we've lowered the cost of Rickon from 2 to 1, to put more emphasis on the battlefield risk vs. reward, rather than list-building.

★ CARD UPDATES CHANGE-LOG V1.5

★ UNITS

Stark Bowmen

- Ability: Arrow Volley modified.
- Arrow Volley Attack Dice increased to "8/8/4"

Design Notes: Bowmen in their current form sadly carried little synergy with the rest of the Stark faction. While deadly on their own, units cannot exist in a bubble. Rather than making them a better "killing unit" we've pushed them to a utility role. Arrow Volley now gives Starks a means to disperse Weakened to enemies, as well as a bit of control by turning off enemy Orders, opening up avenues for savvy Stark players to better set up the devastating charges and attacks the faction is known for.

House Tully Sworn Shields

- Cost decreased from "7" to "6"

Design Notes: Sworn Shields serve a very specific role in the Stark army, but at their point-cost they competed with the more offensive-oriented units of the army, and when it comes to Starks offense tends to be king. Rather than buff the unit and keep them competing in the same points-bracket, we've instead lowered their cost to 6. This puts them in a unique position of carrying vast defensive-capabilities while also maintaining a respective Combat Profile unseen in similar options. A general points reduction also opens up Attachment options, furthering the customization of the unit for a specific purpose.

House Umber Greataxes

- Speed increased from "4" to "5"
- Executioner's Fury Attack Dice increased to "8/6/6"
- Ability: Executioner's Fury reworked
- Ability: Mighty Cleave removed

Design Notes: Greataxes were overperforming for their points in a couple areas. Addressing this was two-fold: Mighty Cleave was the default option for use, overshadowing Executioner's Fury, which was intended to be the go-to attack for once the unit became locked in combat. In addition, Mighty Cleave was proving to be too effective in clearing out enemies with even average Defense, making this the primary use for the Greataxes. To push them back into focus for their role- a unit that targets and shreds heavy armor, we've removed Mighty Cleave and re-tooled Executioner's Fury, allowing it to be used as a general attack, but gaining vastly increased capabilities in prolonged engagements. To counterbalance its limitations, however, we've increase the Greataxes' base attack dice, as well as upped their speed, to help them get into the fight on their terms.

Stark Outriders

- To Hit increased from "4+" to "3+"
- Attack Dice (Second Rank) increased to "6" from "5"
- Ability: Rapid Assault removed
- Ability: Bushwack added

Design Notes: Outside very specific uses (namely from the unreleased Brynden Tully mounted versions) this unit wasn't performing per its points. Units should function well outside of needing specific Attachments or combos. While Rapid Assault was a fantastic Ability, to avoid bloating the unit with rules, something had to go. Swift Retreat was the hallmark Ability of the unit, allowing it to dart in-and-out of Combats as needed, so Rapid Assault was the option to go. We've replaced it with Bushwack, giving the unit extra benefits for attacking from the Flank or Rear, which also better synergize with overarching Stark themes. We've also given them a small combat buff with moving their To Hit to 3+, as well as slightly more sustain with +1 attack die at their second rank.
