



STARK FAQ V1.6

Any new additions will be highlighted in pink
(Last Update: 08/18/2020)

★ 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 BOWMEN

Q: Exactly what does "ignores intervening units and terrain include?"

A: Bowmen ignore any keywords associated with terrain, eg. Cover, Blocks Line of Sight, and may trace Line of Sight through any unit, friendly or enemy.

★ 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).*

Q: What Abilities are lost, exactly?

A: Any that directly reference the Attack, or are marked with the   icons. Note this does not override the general rules in regards to loss of Abilities, eg. these types of effects only remove Abilities printed on the Attachment/Unit. Abilities/effects gained from external sources cannot be prevented unless directly specified.

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.

SUPERIOR POSITIONING (Robb Stark, The Wolf Lord)

Q: What happens if my target moves out of range or into a position making it so they cannot be Successfully Charged?

A: Robb's section of the card triggers before the enemy moves, eg after pivoting but before rolling Charge Distance. In this case the enemy will roll and move as normal, though (most likely) will fail to contact their target, resulting in a Failed Charge.

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.



UMBUR 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 v1.5



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

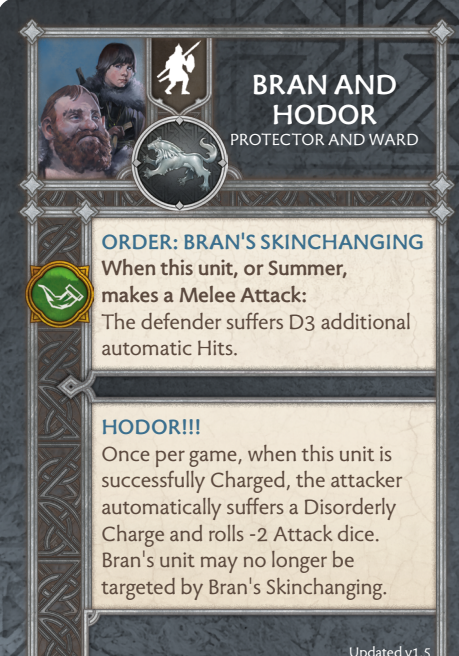


BRAN AND HODOR
PROTECTOR AND WARD
"Hodor. Hodor Hodor."
"You're right, it seems dangerous."

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.

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4

EXECUTIONER'S FURY

3+ 8 6 6

4+ 6+

HOUSE UMBER GREATAxes

EXECUTIONER'S FURY

- If this unit began the turn engaged with the defender, 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).

Updated v1.5



5

ARROWVOLLEY

3+ 8 8 4

SHORTSWORD

4+ 5 4 3

5+ 7+

STARK BOWMEN

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.

Updated v1.5



6

OUTRIDER'S BLADE

3+ 8 6

4+ 6+

STARK OUTRIDERS

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**.

Updated v1.5

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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.










LONGSWORD













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