



5

RESOLUTE STRIKES

4+ 7 5 4

HOUSE MORMONT SHE-BEARS

**ORDER: WAR CRY**

Start of a friendly Turn:

This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.

**RESOLUTE STRIKES**

- Critical Blow
- Gains +1 to Hit for each of this unit's destroyed ranks.



HOUSE MORMONT BRUISERS

As befitting the house sigil of a great bear, the troops known colloquially as House Mormont Bruisers hit hard and go down fighting. Their light armor consists mostly of padded leather and light chain, giving them decent mobility. The last thing an opponent wants to face are these troops on a flank. When suffering losses, Bruisers only become more dangerous, vowing blood for blood and often taking their enemies with them.

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5

SPEAR

4+ 7 7 4

HOUSE KARSTARK SPEARMEN

**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.



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ARROW VOLLEY

3+ 7 7 4

SHORT SWORD

5+ 5 4 3

STARK BOWMEN

**ARROW VOLLEY**

- Ignores units and terrain when determining Line of Sight.
- Defenders that fail their Panic Test lose all Order Abilities until the end of the Round and become **Weakened**.



WAR CRY

BRYNDEN TULLY - THE BLACKFISH

**When a friendly Combat Unit Activates:**

That unit performs 1 Morale Test. On a success, target 1 enemy in Long Range. It becomes **Panicked** or **Vulnerable**.



BRYNDEN TULLY VANGUARD INFILTRATOR

**ORDER: MARK TARGET**

Start of a friendly Turn:

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

**OUTFLANK**

You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.



MORMONT VETERAN

**HARDENED**

Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.