

GAME OF THRONES

Any numbers of times per turn

Once per turn

STARK

NOBLE

1-3

Activation

Discard one die to activate a unit of Elite or a Warlord

4-5

6

ASSAULT

1-3

Melee

Discard the die to gain 3 Attack Dice (4 Attack Dice if a 6 was discarded). May only be used by a mounted unit.

4-5

At the end of this melee, add a FATIGUE to your unit.

6

THE OLD GODS

1-3

Order

Discard this die to re-roll any of your SAGA dice OR choose one SAGA die and change the side of that die to any symbol you want.

4-5

6

MAN AT ARMS

1-3

Activation

Discard one die to activate a unit of Warriors

4-5

HONOUR OF WINTERFELL

1-3

Melee

After the melee, if your opponent was forced to disengage, roll one D6 for each non-Warlord disengaging model. Remove it as a casualty if the dice roll is greater than its Armour.

BLOOD OF THE FIRST MEN

Activation / Reaction

After an opponent has spent dice to activate one or more units, discard the die in this box to cancel the activation of one unit.

4-5

6

MILITIA

Activation

Discard one die to activate a unit of Levies

4-5

6

FORMATION

1-3

Melee

Discard these dice. You may re-roll any of your Defence Dice that failed to cancel a hit.

+

1-3

WINTER IS COMING

Activation

Discard these dice to activate your Warlord and all units within L of him. You may not engage melee with these activations. These activations do not generate FATIGUE.

6

+

6

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

RUSH

Melee

Discard this die. Gain one Attack Die. Gain also one additional Attack die for every FATIGUE the enemy unit(s) has (or have).

4-5

6

CHASE

Orders

Discard this die to target an enemy Exhausted unit. Eliminate two figures from that unit. Then discard a FATIGUE from that unit. You may not target a Warlord with this ability.

4-5

ATTACK POOL

Melee or Shooting

Discard one die to gain one Attack Die (two Attack Dice if the discard die was a 6)

1-3

4-5

6

HOWL OF WOLFS

Melee

Discard this die to immediately remove one FATIGUE from any one of your units engaged in this melee. Gain 1 Attack die.

1-3

4-5

SHIELDWALL

Melee or Shooting / Reaction

Discard these dice to increase the Armour value of your unit by one.

1-3

+

6

GAME OF THRONES

STARK

CORE UNITS

Lord/ Warlord (1)

Points: 0
SAGA Dice: 2
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging) or 2-handed weapon (-1 Armour in melee for own and enemy unit / max. 1 unit)

Noble / Elite (4)

Points: 1
SAGA Dice: 1
Melee: 2 Dices
Shooting: 1 Dice
Fatigue: 4
Armour: 5
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging) or 2-handed weapon (-1 Armour in melee for own and enemy unit / max. 1 unit)

Man at Arms / Warrior (8)

Points: 1
SAGA Dice: 1
Melee: 1 Dice
Shooting: 1 Dice per 2 Warrior
Fatigue: 3
Armour: 4
Movement: M

Options: Mounted (Armour - 1 /Shooting) or Bow (Armour - 1 /Melee)

Militia / Levy (12)

Points: 1
SAGA Dice: 0
Melee: 1 Dice per 3 Levies
Shooting: 1 Dice per 2 Levies
Fatigue: 2
Armour: 3
Movement: M

Options: Pike (Melee 1 vs. mounted) or Bow

OPTIONAL UNITS

WARDOGS / Warrior (8)

Points: 2
SAGA Dice: 1
Melee: 1 Die
Shooting: 1 Dice per 2
Warrior
Fatigue: 3
Armour: 4
Movement: M

Special:

- This unit consist of 8 Warrior and 8 Wardogs.
- The dogs can be unleashed and attack the closed enemy unit within a distance of M. You have to activate the whole unit for doing so. If the dogs reach an enemy unit a melee occurs. The dogs will fight with Melee 1 and an Armour of 3. After the melee the enemy unit will get 1 FATIGUE, the dogs none! The remaining dogs will then return to their Warriors.
- The dogs will also fight in every regular melee.
- The Wardogs will run off the table, if there are no Warriors left in their unit.
- If an enemy unit shoots at the Wardog unit, they will always hit the Warriors. The Dogs are immune to FATIGUE.



HEROES

Robb Stark / Warlord (1)

Points: 1
SAGA Dice: 2
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting)

Special:

- GREY WIND:** The Direwolf Grey Wind acts like a Wardog (-> WARDOGS). Grey Wind fights with Melee 3 and an Armour of 4. He has 2 Points of Life (like a Warlord). He may also uses SIDE-BY-SIDE if there is a WARDOG unit within S. With his "unleash" activation ,he activates only the dogs of the WARDOG unit!
- KING IN THE NORTH:** All Levies in his warband generate SAGA dice as if they were Warriors.

Eddard Stark / Warlord (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting (Defense Die 4+)
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting)

Special:

- FEARLESS:** No FATIGUE after a Melee
- ICE:** His sword ICE gains a +1 on the armour die roll in Close Combat.