

Robb Stark



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

Northerners



	1	2	3	
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	1	2	3	
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Robb Stark
20,000 NORTHERNERS

 Play in combat.
 The attack and defense values of this card are equal to the combined totals of the attack and defense of up to three Northerner combat cards in your hand. You must discard one of those cards after playing this.






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Tribute
5*

5*

FIELD

Robb Stark
CALL THE BANNERS

Discard field tribute to enact.
Once per turn, Robb receives +1/1 for each Northerner adjacent. When moving, you may move both Robb and the Northerners together.
This card is discarded if Robb is not adjacent to a Northerner.

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INTRIGUE

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THE NORTH REMEMBERS

Play when defending.
Play this instead of a defense card. Add the value of the amount of damage Robb takes from this attack to the next time Robb attacks the opposing character.

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INITIATIVE

Robb Stark
THERE MUST ALWAYS BE A STARK IN WINTERFELL

Play anytime on your turn.
Heal Robb 2HP and draw a card.
If Robb is still under half of his health, repeat this.

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FIELD

Robb Stark
PRISONER OF WAR

Play when triggered.
Play this card when you have done damage to an enemy character in combat. That character cannot move, attack, or play cards until that opponent discards 3 cards.

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INITIATIVE

Robb Stark
REINFORCEMENTS

Play anytime on your turn.
Play this card if one or both of the Northerners have been destroyed. Put one back on the field adjacent to Robb with full health.





