

4

CHAMPION'S WRATH

3+ 6 4

2+ 6+

CHAMPIONS OF THE STAG

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**CHAMPION'S WRATH**

- Critical Blow
- Enemies Successfully Charged become **Weakened**.
- If this unit began the Turn engaged with the Defender, before rolling Attack Dice, the Defender becomes **Vulnerable**.

4

LONGSWORD

3+ 7 6 4

3+ 5+

R'HELLOR QUEEN'S MEN

**TO THE LAST!**

Place 2 tokens on this card at the start of the game. Each time this unit would be destroyed, remove 1 token from this card. It makes 1 Morale Test. On a success, this unit is not destroyed but remains in play with 1 Wound.

**ORDER: QUEEN'S BLADE**

When a friendly R'hllor unit in Short Range is Attacked, before rolling Attack Dice:

Search your Tactics Deck or discard pile for 1 Baratheon Justice card and add it to your hand. Shuffle your Tactics Deck.

**LORAS TYRELL**  
KING'S SQUIRE

**EXPERT DUELIST**

Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

**PRECISION**

This unit's Melee Attacks gain Precision.

**ELDON ESTERMONT**  
LORD OF GREENSTONE

**ORDER: MARK TARGET**

Start of a friendly Turn:

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

**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.

**LOYALTY: RENLY BARATHEON**

Your army may never include Units or Attachments with different Loyalties.

**DAVOS SEAWORTH**  
HERO OF BLACKWATER

**LOYALTY: STANNIS BARATHEON**

Your army may never include Units or Attachments with different Loyalties.

**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.

**PATHFINDER**

This unit ignores the Dangerous, Hindering and Rough keywords.

**LORAS TYRELL**  
THE KNIGHT OF FLOWERS

**EXPERT DUELIST**

Each time this unit performs a Melee Attack, before rolling Attack Dice, choose 1:

- This Attack deals +1 Wound.
- Target 1 Infantry Attachment in the Defender's unit and roll a die. On a 5+, destroy that Attachment.

**DAUNTLESS**

Each time this unit passes a Morale Test, it restores 1 Wound.

**LOYALTY: RENLY BARATHEON**

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