




GLORY SEEKER

IRON RESOLVE
 This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.

STUBBORN TENACITY
 Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.




BRIENNE MAID OF TARTH

KNIGHTLY VOW

- After deployment, target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.
- While you Control , this unit's melee attacks gain +1 to Hit.

STALWART
 This unit gains +2 to Morale Test rolls.




GLORY SEEKER

IRON RESOLVE
 This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.

STUBBORN TENACITY
 Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.




HOUSE BOLTON FLAYED MEN

WAR FLAIL
 3+ 6 4

CAVALRY

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

WAR FLAIL

- Vicious
- When Charging, gains Critical Blow.

INTIMIDATING PRESENCE
 Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.




PETYR Baelish LITTLEFINGER

MASTER OF THE GAME
 Petyr Baelish starts the game with 3 Order Tokens.
 Each time Petyr Claims a zone, you may spend 1 Order token to replace its effect with the effect of any unclaimed zone.
 Once per game, at the start of any Turn, you may select 1 zone. Until the end of the Round, you count as Controlling that zone.




GOLDEN COMPANY CROSSBOWMEN



The Golden Company, the Free Cities' most reliable mercenary group, offers several types of troops for hire. One being their Crossbowmen. These sharp-eyed fighters never waste a shot, resolutely waiting until enemies have closed to within perfect range before unleashing their bolts. These bolts punch through enemy armor with ease, especially at closer ranges. Anyone looking to bolster their forces can get a bargain by hiring them.