### Rhodri

- **Bannerfall** → Clash phase only. Make a claim action.

- **Guardian Champion**
  - A guardian moves the turn token +1 step when they have their banner on an objective hex during the end phase.

- **Unyielding**
  - If Rhodri is adjacent to a friendly banner, he cannot be moved by enemy models.

### March - - -

- **Move Rhodri up to 1 hex.**

### Shield Bash 1 7 -

- Hit Effect: Move target up to 2 hexes away from Rhodri.

### Sword Slash 1 5 6

### Answer the Call 2 - -

- Choose a follower within range. Its unit makes a recruit action.

### Hold! 2 - -

### Unyielding

If Rhodri is adjacent to a friendly banner, he cannot be moved by enemy models.

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### Household Guard

- **Brace**
  - March - - -
    - Move each Household Guard up to 1 hex.

- **March**
  - Move each Household Guard up to 1 hex.

- **Shield Wall**
  - Household Guard in hexes adjacent to Rhodri cannot be moved by enemy models.

- **Sword Strike 1 5 4 5 5 6**

- **Bannerfall - - -**
  - Clash phase only. Make a claim action.

- **Shield Wall**
  - Household Guard in hexes adjacent to Rhodri cannot be moved by enemy models.