



**WALDA FREY**  
FAT WALDA

**FREY AMBITION**

Each time Walda Claims , 1 enemy Combat Unit becomes **Weakened**.

Each time Walda Claims , you may replace that zone's effect with:


*Search your Tactics deck or discard pile for 1 of your Commander's Tactics cards and add it to your hand. Shuffle your Tactics deck.*

Each time Walda Claims , instead of removing a Condition token, you may restore +1 Wound.

**WALDA FREY**  
FAT WALDA

*I have become oddly fond of my fat little wife.*

**CHARACTER**

**JEYNE POOLE**  
ARYA STARK

**LOYAL IMPOSTER**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):


While Influencing a unit, that unit gains +2 to Morale Tests rolls.

Once per game, at the start of any Round, you may have your opponent gain control of Jeyne until the end of the Round. If you do, you become the First Player. Jeyne cannot Influence a unit that Round.

**JEYNE POOLE**  
ARYA STARK

*I pray that I will make you a good wife and give you strong sons to follow after you.*

**CHARACTER**

**ROOSE BOLTON**  
CALCULATING AND CRUEL

**HORRIFIC RUMORS**

Roose begins the game with 3 Order tokens.

Each time Roose Activates, you may remove 1 Order token from him.

If you do, target 1 enemy Combat Unit. They become **Panicked**.

Each time Roose Claims a zone, you may replace that zone's effect with:

*1 enemy Combat Unit suffers 1 Panic Test.*

**ROOSE BOLTON**  
CALCULATING AND CRUEL

*You had only to look at Bolton to know that he had more cruelty in his pinky toe than all the Freys combined.*

**CHARACTER**




**RAMSAY SNOW**  
RED HELM

**SADISTIC BUTCHERY**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

While Influencing a friendly House Bolton unit, it's Melee Attacks gain **Fueled by Slaughter**:

*Each time this unit completes a Melee Attack, if the Defender suffered any Wounds, it restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.*

**RAMSAY SNOW**  
RED HELM

*Power tastes best when sweetened by courtesy; you had best learn that if you ever hope to rule.*

**CHARACTER**



## Bolton NCUs

**TYBALD**  
MAESTER OF THE DREADFORT

**DECEITFUL ENVOY**

Tybald begins the game with 2 Order tokens on him.

Each time an enemy NCU Activates, if Tybald is not on the Tactics Board, you may remove 1 Order token from Tybald. If you do, target 1 zone.

If that NCU Claims that zone, after resolving that zone's effect, 1 enemy Combat Unit becomes **Vulnerable**.

If that NCU does not Claim that zone this Turn, at the end of the Turn, Tybald Claims that zone.

**TYBALD**  
MAESTER OF THE DREADFORT

*Isn't it clever how the maesters go only by one name, even those who had two when they first arrived at the Citadel?*

4

**CHARACTER**

305

# Bolton Attachments



## DREADFORT CAPTAIN

**PREY ON FEAR**  
Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.

505



## DREADFORT CAPTAIN

1




## BOLTON FLAYER

**ORDER: SPREAD FEAR**  
When an enemy engaged with this unit fails a Panic Test:  
Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound.

505



## BOLTON FLAYER

1




## RAMSAY SNOW

SPITEFUL HEIR

**HORRIFIC VISAGE**  
Each time an enemy performs a Melee Attack on this unit, before resolving that Attack, target the Attacker. They suffer 1 Panic Test with -1 to their roll for each remaining rank in this unit.

**PREY ON FEAR**  
Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.

505

## RAMSAY SNOW

SPITEFUL HEIR


*Snow, my wife called me before she ate her fingers, but I say Bolton.*

CHARACTER



COMMANDER

*Opportunist  
Skin Collection  
Spoils in Flesh*



## ROOSE BOLTON

LORD OF THE DREADFORT

**ORDER: SPREAD FEAR**  
When an enemy engaged with this unit fails a Panic Test:  
Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound.

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

505

## ROOSE BOLTON

LORD OF THE DREADFORT

*Fear is what keeps a man alive in this world of treachery and deceit.*


CHARACTER



COMMANDER

*Dreadfort Secrets  
Seeing Their Flaws  
Whispered Threats*

# Bolton Attachments



**RAMSAY SNOW**  
SADIST

**FUELED BY SLAUGHTER**  
After this unit completes a Melee Attack, if the Defender suffered any Wounds, this unit restores 1 Wound, +1 additional Wound for each of the Defender's destroyed ranks.

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

505

**RAMSAY SNOW**  
SADIST  
*A naked man has few secrets, but a flayed man's got none.*

CHARACTER



2

505



**THEON GREYJOY**  
REEK

**ORDER: SET AN EXAMPLE**  
Start of any Turn:  
Target all enemies in Short Range. They become **Panicked**. Roll a die, on a 6, destroy Theon.

505

**THEON GREYJOY**  
REEK  
*I'm not him, I'm not the turncloak, he died at Winterfell. My name is Reek!*


CHARACTER



0

May only be fielded in an army containing Ramsay Snow, and must be attached to his unit, ignoring the usual Attachment limits.

505



**BEN BONES**  
KENNELMASTER

**SIC 'EM**  
This unit may always re-roll Charge Distance Dice. Enemies this unit Successfully Charge become **Panicked**.

505

**BEN BONES**  
KENNELMASTER  
*If they lead him a good chase, he may name his next litter after them.*

CHARACTER



1

Reduce this Attachment's cost by 1 if attached to a unit of Bastard's Girls.

505



**DAMON DANCE-FOR-ME**  
BASTARD'S BOY

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

505

**DAMON DANCE-FOR-ME**  
BASTARD'S BOY  
*Lord Ramsay means to cut your lips off when all this is done.*

CHARACTER



1

The first Bastard's Boy Attachment included in your army is free.

505

# Bolton Attachments



**SKINNER**  
BASTARD'S BOY

**WEAKEN RESOLVE**  
Each time an enemy engaged with this unit fails a Panic Test, that enemy becomes **Weakened**.

505

**SKINNER**  
BASTARD'S BOY


*No pain Theon had ever known came close to the agony that Skinner could evoke with a little flensing blade.*

CHARACTER



1

*The first Bastard's Boy Attachment included in your army is free.*



**GRUNT**  
BASTARD'S BOY

**ORDER: RESILIENCE**  
When an enemy is performing an Attack on this unit, after Attack Dice are rolled:  
This unit only suffers 1 Wound for every 2 unblocked Hits.

505

**GRUNT**  
BASTARD'S BOY

*Grunt had no tongue and Sour Alyn had no wits, Lord Ramsay liked to say.*

CHARACTER



1

*The first Bastard's Boy Attachment included in your army is free.*



**SOUR ALYN**  
BASTARD'S BOY

**BRUTAL SADISM**  
Before rolling Attack Dice, choose 1:  
• Attack gains **Critical Blow**.  
• Attack gains **Sundering**.  
• Defender becomes **Panicked**.  
After completing this Attack, if it did not destroy an enemy rank, the Attacker suffers 2 Wounds.

505

**SOUR ALYN**  
BASTARD'S BOY

*Grunt had no tongue and Sour Alyn had no wits, Lord Ramsay liked to say.*

CHARACTER



1

*The first Bastard's Boy Attachment included in your army is free.*



**STEELSHANKS WALTON**  
RELENTLESS SOLDIER

**ORDER: SENTINEL**  
After another friendly unit in Long Range is Attacked:  
This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

**ROOSE'S VASSAL**  
This model counts as Roose Bolton for all game effects.

505

**STEELSHANKS WALTON**  
RELENTLESS SOLDIER

*Blunt, brusque, brutal, at heart a simple soldier...*

CHARACTER



1

# Bolton Attachments



The image shows a character card for Steelshanks Walton, a Bolton unit. The card is split into two main sections. The left section contains the unit's name, title, and three abilities: Sundering, Iron Resolve, and Shared Fear. The right section contains a full-body illustration of the character, his title, a character quote, and a list of traits under the Commander role.

**STEELSHANKS WALTON**  
CAPTAIN OF THE GUARD

**SUNDERING**  
This unit's Melee Attacks gain Sundering.

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

**SHARED FEAR**  
Each time this unit fails a Panic Test, all enemies within Short Range of this unit become **Panicked**.

**STEELSHANKS WALTON**  
CAPTAIN OF THE GUARD  
*Steelshanks, he is called. A soldier of iron loyalty.*

**CHARACTER**

**COMMANDER**  
*Price of Fear  
Rush of Aggression  
Taunt*

505

# Bolton Tactics

## REMORSELESS EXAMPLES

### After a friendly unit completes a Melee Attack:

If this Attack destroyed an enemy rank, target 1 other enemy in Long Range of that enemy. They become **Panicked**.

If this Attack destroyed the enemy, also place 1 Corpse Pile with the following keywords anywhere fully in Short Range and not overlapping other Terrain:

- **Hindering**
- **Grim Reminder:** Enemies suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests while in Short Range.

## HARSH PUNISHMENTS

### Start of any Turn:

Target 1 friendly Combat Unit and attach this card to them until the end of the game.

While this card is attached, this unit's Melee Attacks always roll their highest Attack Die Value and gain **Sundering**. Each time this unit fails a Panic Test, it suffers +1 Wound.

## OUR BLADES ARE SHARP

### When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

This Attack gains **Precision**.

If the Defender is **Panicked**, this Attack may also re-roll any Attack Dice.

## SADISTIC GAMES

### Start of an enemy Turn:

Your opponent chooses 1 (*you select targets only after they choose*):

- Target up to 2 enemy Combat Units. They become **Panicked**.
- Target 1 engaged enemy. It suffers 2 Hits, +1 Hit for each remaining rank in all friendly units it is engaged with.

## CRUEL METHODS

### Start of any Turn:

Target 1 enemy Combat Unit. You may expend 1 Panic token from that unit. If you do, choose 2:

- 1 friendly Infantry unit in Long Range restores 2 Wounds (*This may be selected multiple times*).
- That enemy becomes **Vulnerable**.
- That enemy becomes **Weakened**.

## A PLAYED MAN HAS NO SECRETS

### When a unit is targeted by an Ability or Tactics card:

You may expend 1 Condition token from an enemy in Long Range of that unit. If you do, cancel the effect of that Ability or Tactics card.

## FEAR KEEPS A MAN ALIVE

### When an enemy fails a Panic Test:

Target any number of friendly units in Long Range. For each Wound caused by this Panic Test, restore that many Wounds (*total*) across these units.

If that enemy is in Short Range of your Commander's unit, restore +1 Wounds.

## SKIN COLLECTION

RAMSAY SNOW - SPITEFUL HEIR

### Start of any Turn:

Attach this card to 1 friendly Infantry unit until the end of the game. Each time this unit destroys an enemy rank, place 1 Order token on this card. Enemies engaged with this unit suffer -1 to Panic tests for each Order token on this card, up to -2.

# Bolton Tactics

 <h2>OPPORTUNIST</h2>	 <h2>SPOILS IN FLESH</h2>	 <h2>WHISPERED THREATS</h2>	 <h2>SEEING THEIR FLAWS</h2>
<p><b>RAMSAY SNOW - SPITEFUL HEIR</b></p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>If the Defender has not Activated this Round, this Attack may re-roll any Attack Dice and gains <b>Precision</b> or <b>Vicious</b>.</p> <p>If the Attacker is Ramsay Snow's unit, gain both instead.</p>	<p><b>RAMSAY SNOW - SPITEFUL HEIR</b></p> <p><b>After a friendly unit completes a Melee Attack:</b></p> <p>If this Attack destroyed an enemy rank, 1 friendly unit in Short Range of the Attacker restores 1 Wound, +1 Wound for each of the Defender's destroyed rank.</p>	<p><b>ROOSE BOLTON - LORD OF THE DREADFORT</b></p> <p><b>When an enemy NCU Activates:</b></p> <p>If that NCU Claims a zone this Turn, after resolving that zone's effect, target 1 enemy Combat Unit. They become <b>Vulnerable</b>. Then target 1 enemy Combat Unit, they become <b>Panicked</b>.</p>	<p><b>ROOSE BOLTON - LORD OF THE DREADFORT</b></p> <p><b>After an enemy Combat Unit completes an Action:</b></p> <p>That enemy becomes <b>Vulnerable</b> and <b>Panicked</b>.</p> <p>Attach this card to that enemy until the end of the Round. While attached, while Roose Bolton's unit is Attacking that enemy, that enemy loses all Abilities and cannot be targeted by friendly Tactics cards.</p>
 <h2>DREADFORT SECRETS</h2>	 <h2>PRICE OF FEAR</h2>	 <h2>RUSH OF AGGRESSION</h2>	 <h2>TAUNT</h2>
<p><b>ROOSE BOLTON - LORD OF THE DREADFORT</b></p> <p><b>After a friendly unit completes a Melee Attack, if it destroyed an enemy rank:</b></p> <p>Attach this card to 1 friendly Infantry unit in Short Range of the Attacker. All enemies they are engaged with become <b>Panicked</b>.</p> <p>When an enemy unit Activates in Short Range of this unit, before resolving any Actions, that enemy becomes <b>Panicked</b>.</p>	<p><b>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</b></p> <p><b>When an enemy unit fails a Panic Test:</b></p> <p>Target 1 friendly Combat unit in Long Range of that enemy. They may perform 1 Maneuver Action.</p>	<p><b>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</b></p> <p><b>When a friendly unit performs a Charge Action, before rolling Charge Distance Dice:</b></p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains <b>Critical Blow</b>.</p> <p>After this Attack has been completed, unless the Attacker is Steelshanks Walton's unit, they become <b>Vulnerable</b>.</p>	<p><b>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</b></p> <p><b>When an enemy Combat Unit Activates:</b></p> <p>Target 1 friendly unit in Long Range. If that enemy could Attack or Charge the targeted unit, and declares any Action other than an Attack or Charge on the targeted unit this Turn, before performing that Action, that enemy becomes <b>Vulnerable</b> and <b>Weakened</b>.</p>



## Bolton Units



**CUTTHROATS**

**RUTHLESS AGGRESSION**

- Vicious
- When Attacking enemies that have not Activated this Round, may re-roll Attack Dice and the Defender becomes Vulnerable.

5

3+ 7 6 4

5+ 7+



**BLACKGUARDS**

**SPIKED FLAIL**

- Vicious

**HORRIFIC VISAGE**

Each time an enemy performs a Melee Attack on this unit, before resolving that Attack, target the Attacker. They suffer 1 Panic Test with -1 to their roll for each remaining rank in this unit.

4

4+ 6 5 4

3+ 6+



**CUTTHROATS**

5

*While simply armored and lightly armed, Bolton Cutthroats enjoy a reputation for brutality and cold efficiency that allows them to strike panic in enemies with far more expensive armaments. Their spiked maces can easily dispatch enemies, but are more effective for the fear their brutality creates. Bolton Cutthroats make sport of downed foes or, worse for the opponent, take them prisoner to suffer a much more agonizing fate.*



**BLACKGUARDS**

6

*The ruthlessness of House Bolton's Blackguards is known by every enemy force they face. Their vicious spiked flails render heavy shields only moderately effective. Being the heaviest troops in House Bolton's arsenal, the Blackguards can be relied upon to take and hold any position on the battlefield.*

# Bolton Units



**RUTHLESS VOLLEY**

- Ignores units and terrain when determining Line of Sight.
- When Attacking engaged enemies, gains **Precision** and may re-roll any Attack Dice.



**ORDER: CHARGING VOLLEY**

After this unit completes a Ranged Attack:

This unit performs 1 Charge Action on the Defender.

**TRACKER'S BOW**

After completing this Attack, the Defender becomes **Vulnerable**.

**BLADE AND FANG**

- Vicious



**DREADFORT ARCHERS**

*When it comes to the most horrific methods of war, designed to maximize terror as much as damage, one need look no further than House Bolton. Their Dreadfort archers will gleefully let loose savage volleys of arrows, aimed towards their enemies, without regard for their comrades mixed in the melee. Sure, a few allies may sustain injuries, but the disregard for life that House Bolton breeds isn't only for their foes.*



**BASTARD'S GIRLS**

*Trained to corner and bring down even heavy infantry, the Bastard's Girls are best utilized as flankers or in pursuit of fleeing foes. While they do not possess the armor to counter a determined assault, enemies suffering from their handlers' wounding arrows make for easy prey. A fat bounty can be expected for handlers bringing down enemy commanders to await Ramsay Bolton's 'entertainments' following battle.*

September 11, 2024 11:10:21AM

## Bolton Units



5

WAR FLAIL

3+ 6 4

3

3+ 6+

305

FLAYED MEN

### 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.



## FLAYED MEN

The so-called Flayed Men rank among the heaviest cavalry employed by even the largest houses in the War of the Five Kings. With thick steel armor (blackened, of course), heavy shields, and even protective barding for the horses, the Flayed Men are capable of truly devastating charges and can endure in the line for a short time. Their signature war flails render most defenses only marginal at best, but their terrifying visage remains their most vital weapon.



5

IMPALING SPEAR

4+ 7 7 4

3

4+ 7+

305

DREADFORT SPEARMEN

### ORDER: SET FOR CHARGE

When this unit is Successfully Charged from the Front or Flank:

If this unit is not engaged with another enemy, it performs 1 Melee Attack Action on the Attacker before they perform their Melee Attack.

### IMPALING SPEAR

After completing this Attack, if this attack destroyed an enemy rank, all enemies in Short Range of the Attacker become **Panicked**, if they were already **Panicked**, they instead become **Weakened**.



## DREADFORT SPEARMEN

House Bolton's Spearmen are indoctrinated in the combat ethic of causing fear and panic among the enemy ranks. Their helmets and shields are designed with extra spikes purely for terrifying effect. The spearmen are trained to strike at points on foes that will cause maximum pain but not kill their opponents, leaving plenty of prisoners for the sadists in House Bolton to do with as they will after battle.

## Bolton Special Rules

### INNER CIRCLE


The Bolton Starter Set includes cards to convert existing Neutral units into Bolton Units.

The extra unit cards includes are:

- Bolton Bastards' Girls
- Bolton Flayed Men

It also includes Neutral versions of specific Bolton units. These cards allow you to use Bolton units in this core box as Neutrals in your other armies.

### INNER CIRCLE



If a Neutral Character also appears as a House Bolton Character, you may only include the House Bolton version.