

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.





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.





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.





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.



Bolton NCUs

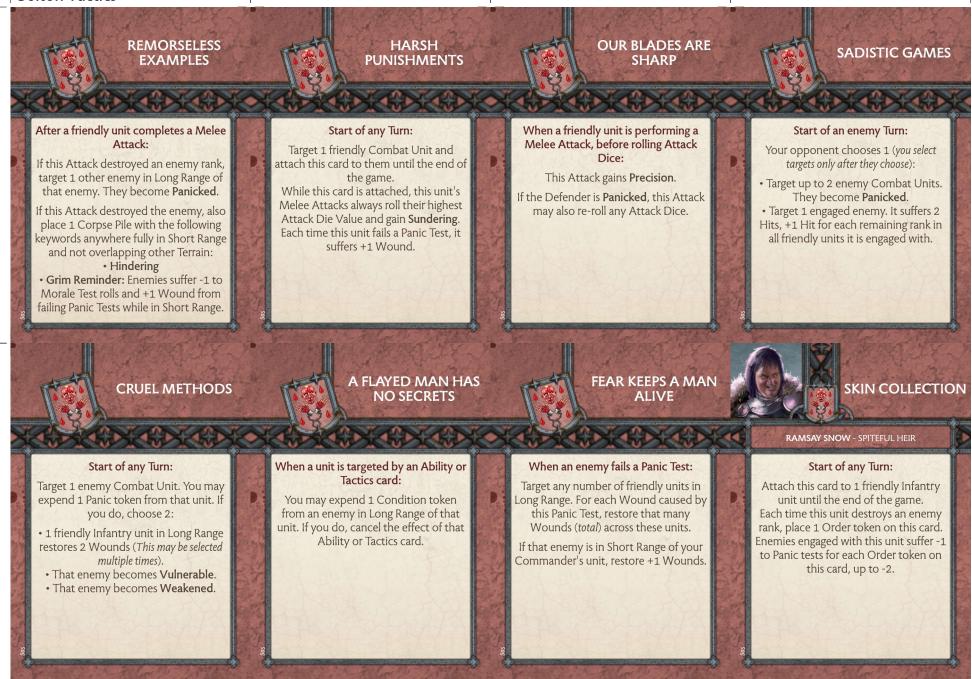














Bolton Units



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Bolton Units



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.

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**.

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 terriying visage remains their most vital weapon.

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

