



Bolton NCUs



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



Bolton Attachments

 <h3>DREADFORT CAPTAIN</h3> <p>PREY ON FEAR Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.</p>	 <h3>DREADFORT CAPTAIN</h3> <p>1</p> 	 <h3>BOLTON FLAYER</h3> <p>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.</p>	 <h3>BOLTON FLAYER</h3> <p>1</p> 
 <h3>RAMSAY SNOW</h3> <p>SPITEFUL HEIR</p> <p>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.</p> <p>PREY ON FEAR Each time an enemy engaged with this unit fails a Panic Test, this unit restores 2 Wounds.</p>	 <h3>RAMSAY SNOW</h3> <p>SPITEFUL HEIR <i>Snow, my wife called me before she ate her fingers, but I say Bolton.</i></p> <p>CHARACTER</p> <p>COMMANDER</p> <p>Opportunist Skin Collection Spoils in Flesh</p>	 <h3>ROOSE BOLTON</h3> <p>LORD OF THE DREADFORT</p> <p>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.</p> <p>INTIMIDATING PRESENCE Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.</p>	 <h3>ROOSE BOLTON</h3> <p>LORD OF THE DREADFORT <i>Fear is what keeps a man alive in this world of treachery and deceit.</i></p> <p>CHARACTER</p> <p>COMMANDER</p> <p>Dreadfort Secrets Seeing Their Flaws Whispered Threats</p>

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.

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



CHARACTER





2







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.





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.





BEN BONES
KENNELMASTER



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





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.





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.





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.

February 6, 2025 12:26:50PM

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



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*



Bolton Tactics

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 up to 2 enemy Combat Units. They become **Weakened**.

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 gains **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.

BLOODY BEHEADINGS

After a friendly unit completes a Melee Attack:

If this Attack destroyed an enemy rank, each enemy in Long Range becomes **Panicked**. If they were already **Panicked**, they suffer 1 Panic Test.

If this Attack destroyed the enemy instead, each enemy in Long Range becomes **Panicked** and they suffer 1 Panic Test.

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

 <h3>OPPORTUNIST</h3> <p>RAMSAY SNOW - SPITEFUL HEIR</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>If the Defender has not Activated this Round, this Attack may re-roll any Attack Dice and gains Precision or Vicious.</p> <p>If the Attacker is Ramsay Snow's unit, gain both instead.</p>	 <h3>SPOILS IN FLESH</h3> <p>RAMSAY SNOW - SPITEFUL HEIR</p> <p>After a friendly unit completes a Melee Attack:</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>	 <h3>WHISPERED THREATS</h3> <p>ROOSE BOLTON - LORD OF THE DREADFORT</p> <p>When an enemy NCU Activates:</p> <p>If that NCU Claims a zone this Turn, after resolving that zone's effect, target 1 enemy Combat Unit. They become Vulnerable. Then target 1 enemy Combat Unit, they become Panicked.</p>	 <h3>SEEING THEIR FLAWS</h3> <p>ROOSE BOLTON - LORD OF THE DREADFORT</p> <p>After an enemy Combat Unit completes an Action:</p> <p>That enemy becomes Vulnerable and Panicked.</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>
 <h3>DREADFORT SECRETS</h3> <p>ROOSE BOLTON - LORD OF THE DREADFORT</p> <p>After a friendly unit completes a Melee Attack, if it destroyed an enemy rank:</p> <p>Attach this card to 1 friendly Infantry unit in Short Range of the Attacker. All enemies they are engaged with become Panicked.</p> <p>When an enemy unit Activates in Short Range of this unit, before resolving any Actions, that enemy becomes Panicked.</p>	 <h3>PRICE OF FEAR</h3> <p>STEELSHANKS WALTON - CAPTAIN OF THE</p> <p>When an enemy unit fails a Panic Test:</p> <p>Target 1 friendly Combat unit in Long Range of that enemy. They may perform 1 Maneuver Action.</p>	 <h3>RUSH OF AGGRESSION</h3> <p>STEELSHANKS WALTON - CAPTAIN OF THE</p> <p>When a friendly unit performs a Charge Action, before rolling Charge Distance Dice:</p> <p>This unit automatically counts as rolling a 6 on all Charge Distance Dice and their Melee Attack gains Critical Blow.</p> <p>After this Attack has been completed, unless the Attacker is Steelshanks Walton's unit, they become Vulnerable.</p>	 <h3>TAUNT</h3> <p>STEELSHANKS WALTON - CAPTAIN OF THE</p> <p>When an enemy Combat Unit Activates:</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 Vulnerable and Weakened.</p>

Bolton Units



CUTTHROATS

5

RUTHLESS AGGRESSION

3+ 7 6 4

5+ 7+

505

RUTHLESS AGGRESSION

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



BLACKGUARDS

5

SPIKED FLAIL

4+ 6 5 4

3+ 6+

506

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.



CUTTHROATS

5

CUTTHROATS

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

BLACKGUARDS

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




5


WAR FLAIL
3+ **6** **5**


3


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




6


TRACKER'S BOW
3+ **4** **4** **4**



BLADE AND FANG
3+ **6** **6** **4**


BLADE AND FANG
 • Vicious


BLADE AND FANG
 • Vicious


BASTARD'S GIRLS





8


WAR FLAIL
3+ **6** **5**


3


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




7


TRACKER'S BOW
3+ **4** **4** **4**


BLADE AND FANG
3+ **6** **6** **4**


BLADE AND FANG
 • Vicious


BLADE AND FANG
 • Vicious


BASTARD'S GIRLS

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.

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.

Bolton Units



5

RUTHLESS VOLLEY

3+ 7 7 4

SHORT SWORD

5+ 5 4 3

5+ 7+

DREADFORT ARCHERS

RUTHLESS VOLLEY

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



5

IMPALING SPEAR

4+ 7 7 4

4+ 7+

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 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.

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.

DREADFORT PRISONERS

This card starts the game with 3 order tokens. Every time an enemy rank is destroyed, place 1 order token on this card. This card can have up to 3 Order tokens.

At the start of any Turn, you may spend 3 Order tokens to target 1 enemy Combat Unit. If you do, they become **Panicked**.

DREADFORT PRISONERS

This card starts the game with 3 order tokens. Every time an enemy rank is destroyed, place 1 order token on this card. This card can have up to 3 Order tokens.

At the start of any Turn, you may spend 3 Order tokens to target 1 enemy Combat Unit. If you do, they become **Panicked**.