



5

IMPALING SPEAR
4+ 7 7 4

4+ 7+



DREADFORT SPEARMEN



ORDER: SET FOR CHARGE
When this unit is Successfully Charged in 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
• Vicious
• After completing this Attack, target the Defender. They become Weakened.



DREADFORT SPEARMEN

5



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.



5

RUTHLESS AGGRESSION
3+ 7 6 4

5+ 7+



DREADFORT CUTTHROATS



RUTHLESS AGGRESSION
• Vicious
• Before rolling Attack Dice, target the Defender. If it has not yet Activated this Round, it becomes Vulnerable, and this unit may re-roll any Attack Dice.

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



DREADFORT CUTTHROATS

5



While simply armored and lightly armed, 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. Not adverse to underhanded tactics, Cutthroats make a mockery of standard Westerosi war etiquette with methods that would sour most respectable commanders.



5

RUTHLESS VOLLEY

3+ 7 7 4

SHORT SWORD

5+ 5 4 3

5+ 7+

DREADFORT ARCHERS

ORDER: MARK TARGET
Start of a friendly Turn:
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

RUTHLESS VOLLEY
• **Vicious**
• Ignores units and terrain when determining Line of Sight.
• Before rolling Attack Dice, if the Defender is engaged, target the Defender. It becomes **Vulnerable**, and this unit may re-roll any Attack Dice.



6

MUMMER'S TRICKS

3+ 7 6 5

5+ 7+

BLOODY MUMMER SKIRMISHERS

MUMMER'S TRICKS
• **Vicious**
• Before rolling Attack Dice, target the Defender. Until this Attack is completed, the Defender loses all Abilities.
• After completing this Attack, this unit may perform 1 Retreat Action, and may re-roll any Retreat Distance Dice. If it does, after completing that Retreat, target any number of enemies this unit disengaged from. They become **Weakened**.

SKIRMISHER
Enemies Charging this unit do not gain Charge Bonuses. When this unit Activates, if it is not already engaged, it may pivot to any facing.



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 mele. Sure, a few allies may sustain injuries, but the disregard for life that House Bolton breeds isn't only for their foes.



BLOODY MUMMER SKIRMISHERS

Despite their outrageous appearance, the Bloody Mummies remain a deadly band of mercenaries, noted for their cruelty, itself excessive for even low-brow mercenaries. They're loyal to coin alone, but meet their price and their ranks will fill whatever role an army requires. The Skirmishers are lightly armed and armored, granting them the mobility needed for rapid flanking, and their unorthodox tricks can devastate most foes.

6

MUMMER'S TOOLS
3+ 7 6

5+ 7+

BLOODY MUMMER ZORSE RIDERS

CAVALRY

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

MUMMER'S TOOLS
Before rolling Attack Dice, choose 1. For each condition token on the Defender, choose +1:

- Critical Blow
- Sundering
- Vicious

• This attack may re-roll any Attack Dice.

HARASSMENT TACTICS
After this unit completes a Maneuver Action, you may target 1 enemy in Short Range of this unit. That enemy becomes Vulnerable.

6

TRACKER'S BOW
3+ 4 4 4

BLADE & FANG
3+ 6 6 4

6+ 4+

DREADFORT BASTARD'S GIRLS

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, target the Defender. It becomes Vulnerable.

BLADE & FANG

- Vicious



BLOOD MUMMER ZORSE RIDERS

Never lacking for outrageous flair, Bloody Mummer cavalry ride Zorses into battle. These unusual beasts originate from Essos, where striped animals and horses were interbred to create the species. Zorse Riders fill a classic light cavalry role in the Mummer ranks, flanking and charging pinned units and exposed archers, though often forgo direct conflict in favor of acting as a harassing presence across the battlefield.

6



DREADFORT 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.

7



5

FLAIL & SHIELD
3+ 7 6 5

3+ 5+



DREADFORT BLACKGUARDS

FLAIL & SHIELD

- Precision
- 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.



5

WAR FLAIL
3+ 8 6

3+ 6+



DREADFORT 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.

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.

WAR FLAIL

- Precision
- Vicious



7



DREADFORT BLACKGUARDS

It is said that only the most ruthless and cunning among the Blackguard are chosen to serve as the guards of the Dreadfort, often marching to war as the personal retinue of Ramsay Snow or Lord Roose Bolton himself. Their presence alone chills the battlefield, for they are known for acts of violence and cruelty spoken of only in whispers. Even hardened veterans may hesitate when confronted by these vile enemies.



8



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 even endure prolonged engagements. Their signature war flails render most defenses only marginal at best, but it is their terrifying presence that remains their most deadly weapon.

RAMSAY SNOW

THE BASTARD OF BOLTON

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



RAMSAY SNOW

THE BASTARD OF BOLTON

CHARACTER



COMMANDER

Broken Playthings
Echoes of Agony
Spoils in Flesh



SADISTIC EXHILARATION

Before rolling Attack Dice, you may expend 1 Panic token from the Defender and target this unit. If you do, this attack rolls its highest Attack Die Value and may re-roll any Attack Dice.

CRUEL INDULGENCE

When an Enemy engaged with this unit gains a condition token, this unit may restore 2 Wounds.



507

THEON GREYJOY

REEK

"I'm not him, I'm not the turncloak, he died at Winterfell. My name is Reek!"



THEON GREYJOY

REEK

CHARACTER



May only be fielded in an army that includes Ramsay Snow, and must be attached to his unit. Theon ignores any usual attachment restrictions.



507

MY NAME IS REEK!

When this unit Activates, target any number of Enemies in Short Range of this unit. They become Panicked.

VARGO HOAT

THE GOAT OF HARRENHAL

"The goat is Lord of Harrenhal, and the Lord of Harrenhal does not haggle."



VARGO HOAT

THE GOAT OF HARRENHAL

CHARACTER



COMMANDER

Butcher's Work
Savored Suffering
The Crippler's Infamy



SADISTIC MUTILATION

When this unit completes a Melee Attack, you may remove 1 Weakened token from the Defender and target that Enemy. If you do, you may either have it suffer 2 Wounds or destroy 1 of its Infantry Attachments.

WEAKENED RESOLVE

When an Enemy engaged with this unit fails a Panic Test, you may target that Enemy. It becomes Weakened.



507

ROOSE BOLTON

LORD OF THE DREADFORT

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



ROOSE BOLTON

LORD OF THE DREADFORT

CHARACTER



COMMANDER

Cold Regards
Dreadfort Secrets
Whispered Threats



CALCULATED CRUELTY

Before rolling Attack Dice, you may expend 1 Condition token from the Defender and target that Enemy. If you do, until the end of the Turn, it loses all Abilities and cannot be targeted by friendly Tactics Cards.

INTIMIDATING REPUTATION

When an enemy in Long Range Activates, you may target it. If you do, it performs 1 Morale Test with -1 to its roll for each remaining rank in this unit. On a failure, it becomes Weakened.



507

STEELSHANKS WALTON

CAPTAIN OF THE GUARD

"A soldier of iron loyalty."



STEELSHANKS WALTON

CAPTAIN OF THE GUARD

CHARACTER



COMMANDER

Disciplined Execution
Fear is Loyalty
Steelshank's Watch

C




SEASONED BRUTALITY

Before rolling Attack Dice, this Attack rolls +1 Attack Die for each Condition token on the Defender, to a maximum of +2 Attack Dice.

BATTLE-HARDENED

This unit suffers -1 Wound from failing Panic Tests, to a minimum of 1.

LOYALTY IN SERVICE

While your opponent does not Control , this unit may reroll any Defense Dice.

BEN BONES

BASTARD'S BOY

"If they lead him a good chase, he may name his next litter after them."



BEN BONES

BASTARD'S BOY

CHARACTER



1



Bastard's Boys do not count towards the usual attachment limits.
Each unit may only include 1 Bastard's Boy.



SIC 'EM

- This unit may always reroll Charge Distance Dice.
- Enemies this unit Successfully Charge become **Panicked**.
- When an enemy would Retreat from this unit, before performing that Retreat, target that enemy. It suffers 1 Hit, +1 Hit for each remaining rank in this unit.

DAMON DANCE-FOR-ME

BASTARD'S BOY

"Lord Ramsay means to cut your lips off when all this is done."



DAMON DANCE-FOR-ME

BASTARD'S BOY

CHARACTER




1



Bastard's Boys do not count towards the usual attachment limits.
Each unit may only include 1 Bastard's Boy.



ORDER: DANCE!!!

Start of any Turn:
This unit performs a 3  Maneuver Action. Then, it becomes **Vulnerable**.

SKINNER

BASTARD'S BOY

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



SKINNER

BASTARD'S BOY

CHARACTER



1



Bastard's Boys do not count towards the usual attachment limits.
Each unit may only include 1 Bastard's Boy.



MASTER FLAYER

- This unit's Melee Attacks gain **Precision**.
- After rolling Attack Dice, you may expend 1 **Weakened** token from the defender to reroll any Attack Dice.

GRUNT

BASTARD'S BOY

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

CHARACTER



1

Bastard's Boys do not count towards the usual attachment limits. Each unit may only include 1 Bastard's Boy.



GRUNT

BASTARD'S BOY

SADISTIC TOUGHNESS

After rolling Defense Dice, this unit blocks 1 Hit, +1 Hit for each Condition token on the Attacker.

SOUR ALYN

BASTARD'S BOY

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

CHARACTER



1

Bastard's Boys do not count towards the usual attachment limits. Each unit may only include 1 Bastard's Boy.



SOUR ALYN

BASTARD'S BOY

OPPORTUNISTIC BRUTALITY

Before rolling Attack Dice, if the Defender has not yet Activated this Round, this Attack rolls its highest Attack Die Value and gains Critical Blow until the end of the turn.



RORGE

THE MAD DOG OF SALTPANS

"You want a nose like mine? Fight me, and you'll get one."

CHARACTER



2



RORGE

THE MAD DOG OF SALTPANS

EXPLOIT WEAKNESS

Weakened tokens on enemies engaged with this unit may be treated and expended as if they were Panicked or Vulnerable tokens.

MAD DOG'S FEROCITY

After an enemy completes a Melee Attack on this unit, you may target that enemy. They become Panicked or Vulnerable.

BITER

RORGE'S FERAL DOG

"His tongue had been cut and he does not speak, except to hiss."

CHARACTER



0



BITER

RORGE'S FERAL DOG

FERAL RAGE

- This unit's Melee Attacks gain Sundering.
- When Charging, this unit rolls 1 additional Charge Distance Die and discards the lowest result.



May only be fielded in an army that includes Rorge, and must be attached to his unit. Biter ignores any usual attachment restrictions.

RAMSAY SNOW

SADIST

"A naked man has few secrets, but a flayed man's got none."

CHARACTER



2



RAMSAY SNOW

SADIST

SADISTIC EXHILARATION

Before rolling Attack Dice, you may expend 1 Panic token from the Defender and target this unit. If you do, this Attack rolls its highest Attack Die Value and may reroll any Attack Dice.

CRUEL INDULGENCE

When an Enemy engaged with this unit gains a Condition token, this unit may restore 2 Wounds.



ROOSE BOLTON

THE LEECH LORD

"That man scares me."
-Robb Stark

CHARACTER



2



ROOSE BOLTON

THE LEECH LORD

CALCULATED CRUELTY

Before rolling Attack Dice, you may expend 1 Condition token from the Defender and target that Enemy. If you do, until the end of the turn, it loses all Abilities and cannot be targeted by friendly Tactics Cards.

INTIMIDATING REPUTATION

When an Enemy in Long Range Activates, you may target it. If you do, it performs 1 Morale Test with -1 to its roll for each remaining rank in this unit. On a failure, it becomes Weakened.



STEELSHANKS WALTON

RELENTLESS SOLDIER

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

CHARACTER



2



STEELSHANKS WALTON

RELENTLESS SOLDIER


SEASONED BRUTALITY

Before rolling Attack Dice, this attack rolls +1 Attack Die for each Condition token on the Defender, to a maximum of +2 Attack Dice.

BATTLE-HARDENED

This unit suffers -1 Wound from failing Panic Tests, to a minimum of 1.

LOYALTY IN SERVICE

While your opponent does not Control , this unit may reroll any Defense Dice.



VARGO HOAT

MUMMER'S MASTER

"He enjoys cutting off hands..."
-Jaime Lannister

CHARACTER



2



VARGO HOAT

MUMMER'S MASTER

SADISTIC MUTILATION

When this unit completes a Melee Attack, you may remove 1 Weakened token from the Defender and target that Enemy. If you do, you may either have it suffer 2 Wounds or destroy 1 of its Infantry Attachments.

WEAKENED RESOLVE

When an Enemy engaged with this unit fails a Panic Test, you may target that Enemy. It becomes Weakened.



DREADFORT CAPTAIN



1



DREADFORT CAPTAIN



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.

EXPLOIT FEAR

Panic tokens on enemies engaged with this unit may be treated and spent as if they were Vulnerable tokens or Weakened tokens.

DREADFORT CAPTAIN



1



DREADFORT CAPTAIN



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.

EXPLOIT FEAR

Panic tokens on enemies engaged with this unit may be treated and spent as if they were Vulnerable tokens or Weakened tokens.

DREADFORT FLAYER



1



DREADFORT 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.

FEROCIOUS ASSAULT

Enemies Successfully Charged by this unit become Panicked.

DREADFORT FLAYER



1



DREADFORT 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.

FEROCIOUS ASSAULT

Enemies Successfully Charged by this unit become Panicked.



**A FLAYED MAN
HAS NO SECRETS**

**When a Combat Unit is targeted
by an Ability or Tactic Card:**

Expend 1 condition token from an enemy in Long Range of that unit. If you do, cancel the effect of that Ability or Tactic Card.



**OUR BLADES
ARE SHARP**

**When a friendly Combat Unit
performs a Melee Attack,
before rolling attack dice:**

Target the Attacker.
This attack may reroll any attack dice. You may expend 1 condition token from the Defender. If you do, this attack also gains Sundering until the end of the turn.



**FEAR KEEPS
A MAN ALIVE**

**When an enemy Combat
Unit fails a Panic Test:**

Target any number of friendly units in Short Range of that enemy. For each Wound caused by that Panic Test, each targeted unit may restore 1 Wound.



SADISTIC GAMES

Start of Any Turn:

Your opponent chooses one for you to resolve:

- Target up to 2 enemy Combat Units. They become **Weakened**.
- Target up to 2 enemy Combat Units. They become **Vulnerable**.



FLAY THEM ALL!

**After a friendly Combat Unit
completes a Melee Attack:**

If this Attack destroyed an enemy rank, target any number of enemy units in Long Range of the Attacker. They become **Panicked**.



**HORRIFIC
REPUTATION**

**When an enemy Combat
Unit Activates:**

Target that enemy. It performs 1 Morale Test. If it is engaged, it suffers -1 to its roll for each remaining rank in all units it is engaging. On failure, it becomes **Panicked** and **Vulnerable**.

**When an friendly Combat
Unit Activates:**

Target 1 enemy engaged with this unit. It performs 1 Morale Test with -1 to its roll for each remaining rank in all units it is engaging. On failure, it becomes **Panicked** and **Vulnerable**.



**CRUELTY AND
CUNNING**

**When an enemy Combat
Unit fails a Panic Test:**

Target that enemy. It suffers +1 Wound from that test, and +1 additional Wound if it is **Vulnerable** and +1 additional Wound if it is **Weakened**.

**When an enemy Combat Unit
performs a Melee Attack,
before rolling attack dice:**

Target the Attacker.
For each condition token on them, they roll -1 Attack Die.



**A FLAYED MAN
HAS NO SECRETS**

**When a Combat Unit is targeted
by an Ability or Tactic Card:**

Expend 1 condition token from an enemy in Long Range of that unit. If you do, cancel the effect of that Ability or Tactic Card.



**OUR BLADES
ARE SHARP**

**When a friendly Combat Unit
performs a Melee Attack,
before rolling attack dice:**

Target the Attacker.
This attack may reroll any attack dice. You may expend 1 condition token from the Defender. If you do, this attack also gains Sundering until the end of the turn.



**FEAR KEEPS
A MAN ALIVE**

**When an enemy Combat
Unit fails a Panic Test:**

Target any number of friendly units in Short Range of that enemy. For each Wound caused by that Panic Test, each targeted unit may restore 1 Wound.



SADISTIC GAMES

Start of Any Turn:

Your opponent chooses one for you to resolve:

- Target up to 2 enemy Combat Units. They become **Weakened**.
- Target up to 2 enemy Combat Units. They become **Vulnerable**.



FLAY THEM ALL!

**After a friendly Combat Unit
completes a Melee Attack:**

If this Attack destroyed an enemy rank, target any number of enemy units in Long Range of the Attacker. They become **Panicked**.



**HORRIFIC
REPUTATION**

**When an enemy Combat
Unit Activates:**

Target that enemy. It performs 1 Morale Test. If it is engaged, it suffers -1 to its roll for each remaining rank in all units it is engaging. On failure, it becomes **Panicked** and **Vulnerable**.

**When an friendly Combat
Unit Activates:**

Target 1 enemy engaged with this unit. It performs 1 Morale Test with -1 to its roll for each remaining rank in all units it is engaging. On failure, it becomes **Panicked** and **Vulnerable**.



**CRUELTY AND
CUNNING**

**When an enemy Combat
Unit fails a Panic Test:**

Target that enemy. It suffers +1 Wound from that test, and +1 additional Wound if it is **Vulnerable** and +1 additional Wound if it is **Weakened**.

**When an enemy Combat Unit
performs a Melee Attack,
before rolling attack dice:**

Target the Attacker.
For each condition token on them, they roll -1 Attack Die.



ECHOES OF AGONY

RAMSAY SNOW - THE BASTARD OF BOLTON

After a friendly Combat Unit completes a Melee Attack:

Target 1 other enemy in Long Range of the Attacker. That enemy suffers 1 Panic Test with a -1 to its result for each of the Defender's destroyed ranks. If the Attacker's unit contains Ramsay Snow, that enemy suffers +1 additional Wound on failure.

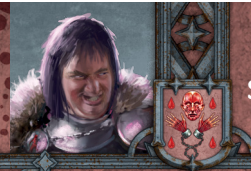


BROKEN PLAYTHINGS

RAMSAY SNOW - THE BASTARD OF BOLTON

Start of Any Turn:

Target 1 enemy Combat Unit. You may expend 1 Panicked token from them. If you do, they become **Weakened** and **Vulnerable**, and if that unit is in Short Range of a unit containing Ramsay Snow, his unit may remove any condition tokens on it.



SPOILS IN FLESH

RAMSAY SNOW - THE BASTARD OF BOLTON

After a friendly Combat Unit completes a Melee Attack:

Target the Attacker. It restores 2 Wounds, +1 additional Wound for each of the Defender's destroyed ranks. If this targets a unit containing Ramsay Snow, it restores +1 additional Wound.



ECHOES OF AGONY

RAMSAY SNOW - THE BASTARD OF BOLTON

After a friendly Combat Unit completes a Melee Attack:

Target 1 other enemy in Long Range of the Attacker. That enemy suffers 1 Panic Test with a -1 to its result for each of the Defender's destroyed ranks. If the Attacker's unit contains Ramsay Snow, that enemy suffers +1 additional Wound on failure.



BROKEN PLAYTHINGS

RAMSAY SNOW - THE BASTARD OF BOLTON

Start of Any Turn:

Target 1 enemy Combat Unit. You may expend 1 Panicked token from them. If you do, they become **Weakened** and **Vulnerable**, and if that unit is in Short Range of a unit containing Ramsay Snow, his unit may remove any condition tokens on it.






SPOILS IN FLESH

RAMSAY SNOW - THE BASTARD OF BOLTON

After a friendly Combat Unit completes a Melee Attack:

Target the Attacker. It restores 2 Wounds, +1 additional Wound for each of the Defender's destroyed ranks. If this targets a unit containing Ramsay Snow, it restores +1 additional Wound.

 <p>WHISPERED THREATS</p>	 <p>COLD REGARDS</p>	 <p>DREADFORT SECRETS</p>
<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>	<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>	<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>
<p>When an enemy NCU Activates:</p> <p>If that unit Claims a zone this Activation, after resolving that Zone's effect, target up to 3 enemy Combat Units. 1 of those units becomes Weakened, 1 becomes Vulnerable, and 1 becomes Panicked (You may assign more than one token to the same unit.)</p>	<p>When an enemy Combat Unit Activates:</p> <p>If that enemy is in Long Range of a friendly Combat Unit, target that enemy. It suffers 1 Hit, +1 additional Hit for each condition token on it, and +1 additional Hit if it is in Long Range of a unit containing Roose Bolton.</p>	<p>Start of Any Turn:</p> <p>Target 1 enemy Combat Unit. Expend up to 2 condition tokens from that unit. If you removed 1 token, its owner discards 1 random Tactic Card from their hand. If you removed 2 tokens, look at that player's hand of Tactic Cards and choose 1 card to discard and, until the end of the Round, that player plays with their hand of Tactic Cards revealed.</p>

 <p>WHISPERED THREATS</p>	 <p>COLD REGARDS</p>	 <p>DREADFORT SECRETS</p>
<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>	<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>	<p>ROOSE BOLTON - LORD OF THE DREADFORT</p>
<p>When an enemy NCU Activates:</p> <p>If that unit Claims a zone this Activation, after resolving that Zone's effect, target up to 3 enemy Combat Units. 1 of those units becomes Weakened, 1 becomes Vulnerable, and 1 becomes Panicked (You may assign more than one token to the same unit.)</p>	<p>When an enemy Combat Unit Activates:</p> <p>If that enemy is in Long Range of a friendly Combat Unit, target that enemy. It suffers 1 Hit, +1 additional Hit for each condition token on it, and +1 additional Hit if it is in Long Range of a unit containing Roose Bolton.</p>	<p>Start of Any Turn:</p> <p>Target 1 enemy Combat Unit. Expend up to 2 condition tokens from that unit. If you removed 1 token, its owner discards 1 random Tactic Card from their hand. If you removed 2 tokens, look at that player's hand of Tactic Cards and choose 1 card to discard and, until the end of the Round, that player plays with their hand of Tactic Cards revealed.</p>

 <p>STEELSHANK'S WATCH</p>	 <p>FEAR IS LOYALTY</p>	 <p>DISCIPLINED EXECUTION</p>
<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>	<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>	<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>
<p>After an enemy Combat Unit completes its Activation:</p> <p>Target that enemy. If it is in Long Range of a House Bolton unit, it becomes Vulnerable. Then, target 1 friendly House Bolton unit in Long Range of that enemy. It may shift up to 2". If this targets a unit containing Steelshanks Walton, you may also draw 1 Tactics Card.</p>	<p>When a friendly Combat Unit is performing a Panic Test, after rolling dice:</p> <p>Target that unit. It may reroll any dice for this test. If it is in Long Range of a unit containing Steelshanks Walton, it gains +1 to its result for each remaining rank in his unit. On a success, you may target 1 enemy in Short Range. It becomes Vulnerable.</p>	<p>When a friendly Combat Unit performs a melee attack, before rolling attack dice:</p> <p>Target the Attacker. Until the end of the Turn, this Attack rolls its highest attack die value and, if the Defender has already activated this round, or this targets a unit containing Steelshanks Walton, it also gains Critical Blow and Sundering.</p>
<p>507</p>	<p>507</p>	<p>507</p>
 <p>STEELSHANK'S WATCH</p>	 <p>FEAR IS LOYALTY</p>	 <p>DISCIPLINED EXECUTION</p>
<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>	<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>	<p>STEELSHANKS WALTON - CAPTAIN OF THE GUARD</p>
<p>After an enemy Combat Unit completes its Activation:</p> <p>Target that enemy. If it is in Long Range of a House Bolton unit, it becomes Vulnerable. Then, target 1 friendly House Bolton unit in Long Range of that enemy. It may shift up to 2". If this targets a unit containing Steelshanks Walton, you may also draw 1 Tactics Card.</p>	<p>When a friendly Combat Unit is performing a Panic Test, after rolling dice:</p> <p>Target that unit. It may reroll any dice for this test. If it is in Long Range of a unit containing Steelshanks Walton, it gains +1 to its result for each remaining rank in his unit. On a success, you may target 1 enemy in Short Range. It becomes Vulnerable.</p>	<p>When a friendly Combat Unit performs a melee attack, before rolling attack dice:</p> <p>Target the Attacker. Until the end of the Turn, this Attack rolls its highest attack die value and, if the Defender has already activated this round, or this targets a unit containing Steelshanks Walton, it also gains Critical Blow and Sundering.</p>
<p>507</p>	<p>507</p>	<p>507</p>

 <p>THE CRIPPLER'S INFAMY</p>	 <p>BUTCHER'S WORK</p>	 <p>SAVORED SUFFERING</p>
<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>	<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>	<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>
<p>When an enemy Combat Unit performs a Panic Test, before rolling dice:</p> <p>If that enemy fails this Panic Test, you may expend 1 Weakened token from it and target that enemy. It suffers +2 Wounds from failing this test. If that enemy is in Long Range of a unit containing Vargo Hoat, it also suffers -2 to its Panic Test roll.</p>	<p>When a friendly Combat Unit performs a Melee Attack, after rolling dice:</p> <p>Target the Attacker. All attack dice results are treated as Hits. After completing this attack, the Attacker becomes Vulnerable.</p> <p>If this targets a unit containing Vargo Hoat, this unit's Melee Attacks also gain Sundering until the end of the Turn.</p>	<p>Start of Any Turn:</p> <p>Target 1 enemy Combat Unit and expend 1 Weakened token from it. If you do, target 1 friendly Combat Unit in Long Range of that enemy. That friendly unit restores 2 Wounds, +1 Wound for each of that enemy's destroyed ranks and, until the end of the turn, that friendly unit's Melee Attacks roll their highest attack die value.</p> <p>If this targets a unit containing Vargo Hoat, restore +1 Wound and that unit may also remove any condition tokens.</p>

 <p>THE CRIPPLER'S INFAMY</p>	 <p>BUTCHER'S WORK</p>	 <p>SAVORED SUFFERING</p>
<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>	<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>	<p>VARGO HOAT - THE GOAT OF HARRENHAL</p>
<p>When an enemy Combat Unit performs a Panic Test, before rolling dice:</p> <p>If that enemy fails this Panic Test, you may expend 1 Weakened token from it and target that enemy. It suffers +2 Wounds from failing this test. If that enemy is in Long Range of a unit containing Vargo Hoat, it also suffers -2 to its Panic Test roll.</p>	<p>When a friendly Combat Unit performs a Melee Attack, after rolling dice:</p> <p>Target the Attacker. All attack dice results are treated as Hits. After completing this attack, the Attacker becomes Vulnerable.</p> <p>If this targets a unit containing Vargo Hoat, this unit's Melee Attacks also gain Sundering until the end of the Turn.</p>	<p>Start of Any Turn:</p> <p>Target 1 enemy Combat Unit and expend 1 Weakened token from it. If you do, target 1 friendly Combat Unit in Long Range of that enemy. That friendly unit restores 2 Wounds, +1 Wound for each of that enemy's destroyed ranks and, until the end of the turn, that friendly unit's Melee Attacks roll their highest attack die value.</p> <p>If this targets a unit containing Vargo Hoat, restore +1 Wound and that unit may also remove any condition tokens.</p>

WALDA FREY
FAT WALDA

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

4

CHARACTER



WALDA FREY
FAT WALDA

WORTH HER WEIGHT IN SILVER

Each time Walda Claims a zone, you may target 1 friendly Combat Unit. It restores 2 Wounds.

Once per game, when Walda would Claim a zone, instead you may target any number of friendly Combat Units and restore a total of 1 + the current game Round Wounds among those units, divided as you choose.

JEYNE POOLE
ARYA STARK, BRIDE OF BOLTON

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

5

CHARACTER




JEYNE POOLE
ARYA STARK, BRIDE OF BOLTON

BOLTON HOSTAGE

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

While Influencing an enemy Combat Unit, that unit suffers -2 to Morale Test rolls.

If Jeyne Claims  and the enemy fails their Panic Test, that unit's owner must discard 1 Tactics Card at random from their hand.

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."

4

CHARACTER



ROOSE BOLTON
CALCULATING AND CRUEL

CALCULATED CRUELTY

Once per Round, if Roose has not yet Claimed a zone, when an enemy Combat Unit gains a Condition token, you may target up to 2 other Enemy Combat Units in Long Range of it. Each of those units gains 1 Condition token of the same type.

Each time Roose Claims a zone, you may target 1 enemy Combat Unit. It suffers 1 Hit, +1 additional Hit for each Condition token on it.

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



507

TYBALD
MAESTER OF THE DREADFORT

4

CHARACTER

DECEITFUL ENVOY

Once per Round, when an enemy NCU Activates, if Tybald has not yet Claimed a zone, you may select 1 zone. If that enemy Claims that zone this Activation, target 1 enemy Combat Unit. It becomes **Vulnerable** and **Weakened**.

When Tybald Claims , you may replace that zone's effect with:
"Target 1 enemy Combat Unit. It becomes Panicked. Then, reveal the top 3 cards of the opponent's Tactics Deck. Select and discard 1 of those cards, then place the rest back on top of their deck in any order."

507

RAMSAY SNOW
RED HELM

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

4

CHARACTER



507

RAMSAY SNOW
THE RED HELM

4

CHARACTER

SADISTIC HUNTING

Once per Round, choose 1:

- After a friendly Combat Unit rolls Charge Distance Dice, you may re-roll any of those dice and, on a Successful Charge, target all Enemies in Short Range. They become **Panicked**.
- After a friendly Combat Unit completes a Melee Attack, target 1 other Enemy in Long Range of the Attacker. It suffers 1 Panic Test with -1 to its roll for each of the Defender's destroyed ranks.

507


Bolton Special Rules

INNER CIRCLE

The following Neutral Units may not be included in a House Bolton Faction army. Each has a matching House Bolton faction-specific variant which may be included instead:

- House Bolton Cutthroats
- House Bolton Blackguards
- House Bolton Bastard's Girls
- House Bolton Flayed Men
- Bloody Mummer Skirmishers
- Bloody Mummer Zorse Riders

INNER CIRCLE



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