

Bolton NCUs



JEYNE POOLE
ARYA STARK

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.

JEYNE POOLE
ARYA STARK

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

CHARACTER




RAMSAY SNOW
RED HELM

SADISTIC HUNTING

Once per Round, choose 1:

- After a friendly Combat Unit rolls Charge Distancen 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.

RAMSAY SNOW
RED HELM

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

CHARACTER




ROOSE BOLTON
CALCULATING AND CRUEL

ESCALATING 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.

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




TYBALD
MAESTER OF THE DREADFORT

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."

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?"

CHARACTER



Bolton NCUs



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.



WALDA FREY
FAT WALDA

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

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CHARACTER



Bolton Attachments

 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 Panicked 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 PLAYER 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 PLAYER 1
 RAMSAY SNOW THE BASTARD OF BOLTON 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.	 RAMSAY SNOW THE BASTARD OF BOLTON "Snow, my wife called me before she ate her fingers, but I say Bolton." CHARACTER COMMANDER <i>Broken Playthings Echoes of Agony Spoils in Flesh</i>	 ROOSE BOLTON LORD OF THE DREADFORT 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.	 ROOSE BOLTON LORD OF THE DREADFORT "Fear is what keeps a man alive in this world of treachery and deceit." CHARACTER COMMANDER <i>Cold Regards Dreadfort Secrets Whispered Threats</i>

Bolton Attachments



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 re-roll any Attack Dice.

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

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

CHARACTER



2



ROOSE BOLTON
LORD OF THE DREADFORT

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**.

ROOSE BOLTON
LORD OF THE DREADFORT
"Fear is what keeps a man alive in this world of treachery and deceit."

CHARACTER



2



THEON GREYJOY
REEK

MY NAME IS REEK!
When this unit Activates, target any number of Enemies in Short Range of this unit. They become **Panicked**.

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
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.

BEN BONES
BASTARD'S BOY
"If they lead him a good chase, he may name his next litter after them."

CHARACTER



1

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

Bolton Attachments



DAMON DANCE-FOR-ME
BASTARD'S BOY

ORDER: DANCE!!!
This unit performs a 3  Maneuver Action. Then, it becomes **Vulnerable**.

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

CHARACTER

1

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

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SKINNER
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.

1

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

506



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

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

506



GRUNT
BASTARD'S BOY

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

1

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

506



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.

506



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.

1

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

506



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.

506

Bolton Attachments



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.

STEELSHANKS WALTON
RELENTLESS SOLDIER
"Blunt, brusque, brutal, at heart a simple soldier..."

CHARACTER

1





STEELSHANKS WALTON
CAPTAIN OF THE GUARD

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.

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

CHARACTER



COMMANDER

Disciplined Execution
Fear is Loyalty
Steelshank's Watch



VARGO HOAT
THE GOAT OF HARRENHAL

CRUEL 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.

VARGO HOAT
THE GOAT OF HARRENHAL
"The goat is Lord of Harrenhal, and the Lord of Harrenhal does not haggle."

CHARACTER

C



COMMANDER

Butcher's Work
Savored Suffering
The Crippler's Infamy



VARGO HOAT
THE CRIPPLER

CRUEL 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.

VARGO HOAT
THE CRIPPLER
"The goat is Lord of Harrenhal, and the Lord of Harrenhal does not haggle."

CHARACTER

2



Bolton Attachments

 RORGE THE MAD DOG OF SALTPANS EXPLOIT WEAKNESS Weakened tokens on enemies engaged with this unit may be treated and expented 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.	RORGE THE MAD DOG OF SALTPANS CHARACTER  2	 BITER RORGE'S MAD 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.	BITER RORGE'S MAD DOG CHARACTER  0 <i>May only be fielded in an army that includes Rorge, and must be attached to his unit. Biter ignores any usual attachment restrictions.</i>
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Bolton Tactics

PLAY THEM ALL!

After a friendly 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 enemy 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**.

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.

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**.

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 PLAYED MAN HAS NO SECRETS

When a unit is targeted by an Ability or Tactics 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.

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

BROKEN PLAYTHINGS

RAMSAY SNOW - BASTARD OF BOLTON

At the 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.

Bolton Tactics

 ECHOES OF AGONY RAMSAY SNOW - 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.	 SPOILS IN FLESH RAMSAY SNOW - BASTARD OF BOLTON After a friendly 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.	 WHISPERED THREATS ROOSE BOLTON - LORD OF THE DREADFORT When an enemy NCU Activates: 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.)	 COLD REGARDS ROOSE BOLTON - LORD OF THE DREADFORT When an enemy Combat Unit Activates: 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.
 DREADFORT SECRETS ROOSE BOLTON - LORD OF THE DREADFORT Start of Any Turn: 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.	 STEELSHANK'S WATCH STEELSHANKS WALTON - CAPTAIN OF THE GUARD After an enemy Combat Unit completes its Activation: 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	 FEAR IS LOYALTY STEELSHANKS WALTON - CAPTAIN OF THE GUARD When a friendly Combat Unit is performing a Panic Test, after rolling dice: 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 its unit. On a success, you may target 1 enemy in Short Range. It becomes Vulnerable. After this Attack has been completed, unless the Attacker is Steelshanks Walton's unit, they become Vulnerable.	 DISCIPLINED EXECUTION STEELSHANKS WALTON - CAPTAIN OF THE GUARD When a friendly Combat Unit performs a melee attack, before rolling attack dice: 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.

Bolton Tactics

THE CRIPPLER'S INFAMY

When an enemy Combat Unit performs a Panic Test, before rolling dice:

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.

BUTCHER'S WORK

When a friendly Combat Unit performs a Melee Attack, after rolling dice:

Target the Attacker. All attack dice results are treated as Hits. After completing this attack, the Attacker becomes **Vulnerable**. If this targets a unit containing Vargo Hoat, this unit's Melee Attacks also gain **Sundering** until the end of the Turn.

SAVORED SUFFERING

Start of Any Turn:

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. If this targets a unit containing Vargo Hoat, restore +1 Wound and that unit may also remove any condition tokens.

Bolton Units



CUTTHROATS

5

RUTHLESS AGGRESSION

3+ 7 6 4

5+ 7+

RUTHLESS AGGRESSION

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

PREY ON FEAR

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



BLACKGUARDS

5

FLAIL & SHIELD

3+ 7 6 5

3+ 5+

FLAIL & SHIELD

- Precious
- 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

7

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



BASTARD'S GIRLS

6

TRACKER'S BOW
3+ 4 4 4

BLADE AND FANG
3+ 6 6 4

6+ 4+

3

CAVALRY

HEAVY WAR FLAIL
3+ 8 6

3+ 6+

PLAYED MEN

ORDER: CHARGING VOLLEY
After this unit completes a Ranged Attack:
This unit performs 1 Charge Action on the Defender.

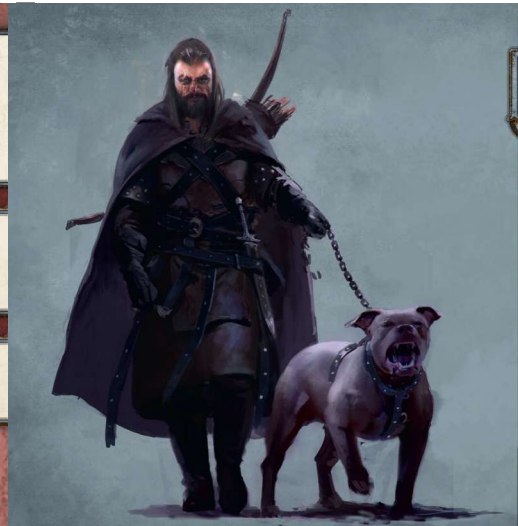
TRACKER'S BOW
After completing this Attack, the Defender becomes **Vulnerable**.

BLADE AND FANG
• Vicious

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.

HEAVY WAR FLAIL
• Precision
• Vicious



BASTARD'S GIRLS

7

PLAYED MEN

8

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.

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.

Bolton Units



DREADFORT ARCHERS

5

RUTHLESS VOLLEY

3+ 7 7 4

SHORT SWORD

5+ 5 4 3

5+ 7+

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.



DREADFORT SPEARMEN

5

IMPALING SPEAR

4+ 7 7 4

4+ 7+

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

- Vicious
- After completing this Attack, Target the Defender. It becomes **weakened**.



DREADFORT ARCHERS

6

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

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.

Bolton Units



BLOODY MUMMER SKIRMISHERS

506

6

MUMMER'S TRICKS

3+ 7 6 5

5+ 7+

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 the 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.



BLOODY MUMMER ZORSE RIDERS

506

6

MUMMER'S TOOLS

3+ 7 6

5+ 7+

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**.



BLOODY MUMMER SKIRMISHERS

Despite their outrageous appearance, the Bloody Mummurs 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, though they should be protected from direct charges.

BLOODY 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. Zorses can survive on little food and water for extended periods, but remain as swift as their western counterparts. Zorse Riders fill a classic light cavalry role in the Mummer ranks, flanking and charging pinned units and exposed archers.

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 Mummers Skirmishers
- Bloody Mummers Zorse Riders

INNER CIRCLE



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