NEUTRAL FAQ V1.5

All new additions will be highlighted in pink
(Last Update: 12/09/2019)

NEUTRAL Units

HOUSE BOLTON BASTARD'S GIRLS

Q: Is there any effect if I remove all the "Handler" models before removing all the "Dog" models?

A: *No, a unit's stats and card determine its capabilities, not the models on its tray*

NEUTRAL NCUs

PETYR BAELISH (Littlefinger)

Q: Can Petyr trigger effects like **Rapid Assault** or **Onslaught** if he replaces a different zone's effect with their effect?

A: *No, these effects specifically require the zone to target the unit. See General FAQ.*

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NEUTRAL Attachments

BRIENNE (Maid of Tarth)

Q: In **A Clash of Kings** and **A Storm of Swords**, if Brienne targets a unit with **Knightly Vow** and that unit is destroyed and, subsequently, redeployed, does her unit still gain the bonuses against them?

A: *Yes.*

RAMSAY SNOW (*Sadist*)

Q: Can multiple instances of **Cut Them Down!** affect the same enemy unit?

A: *Yes, they will suffer +2 additional Wounds for each unit they are engaged with that has this Ability.*

NEUTRAL Tactic Cards

CRUEL METHODS (Ramsay Snow, *The Bastard of Bolton*)

Q: Who exactly suffers the Panic Test at -3, the attacker or the defender?

A: *: If the attacker fails to destroy the defender, the **attacker** suffers this test. Do not fail Ramsay!*

FEAR KEEPS A MAN ALIVE (Roose Bolton, *Lord of the Dreadfort*)

Q: Is the "…and 1 **House Bolton** unit they are engaged with may restore up to D3 **Wounds**" reliant on the unit failing their Morale Test, or does it just happen?

A: *The entire effect only happens if the enemy unit fails their Morale Test, this includes restoring the D3 Wounds*

OUR BLADES ARE SHARP (Ramsay Snow, *The Bastard of Bolton*)

Q: When exactly during the attack do I use this card?

A: *Our Blades Are Sharp is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).*

SURPRISE STRATEGY

Q: Can my opponent respond to this card being played with other Tactics cards?

A: *Surprise Strategy only prevents Tactics cards once it has resolved, so there is a brief window where enemy Tactics cards can be played against it; Specifically, effects with the trigger "When an opponent plays a Tactics card" (such as Counterplot, for example, which has a chance to cancel Surprise Strategy entirely).*

CALCULATED CRUELTY (Roose Bolton, *Lord of the Dreadfort*)

Q: For this, and similar cards, if something would cancel the token's effect does it in turn prevent the effect of the Tactics Card?

A: *No. Expending the token is only part of resolving of the Ta tics Card's effect. The token itself has no effect that is being applied.*

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.

ROOSE BOLTON
THE LEECH LORD

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

CHARACTER

2

ROOSE BOLTON
THE LEECH LORD

FEROCIOUS ASSAULT
Enemies successfully Charged by this unit become **Panicked**.

AFFILIATION: HOUSE BOLTON
This unit counts as a **House Bolton** unit.

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

Updated v1.5

LORD VARYS
THE SPIDER

5

"Varys has ways of learning things that no man could know."

CHARACTER

LORD VARYS
THE SPIDER

LITTLE BIRDS

Varys begins the game with 4 Order tokens on him.

When an enemy NCU activates, you may expend 1 Order token on Varys and roll a die.

On a 3+, choose 1:

• That NCU loses all Abilities until the end of the round.

• Cancel the effect of any zone that NCU claims this activation.

Updated v1.5

Card Updates

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.

HOUSE BOLTON BASTARD'S GIRLS

ORDER: CHARGING VOLLEY
After this unit completes a Ranged Attack:
This unit may make a free Charge action against the targeted enemy.

TRACKER'S BOW
• Long Range
• If the defender rolls 1 on any Defense Saves, they become Vulnerable.

BLADE AND FANG
•Vicious (*Defenders suffer -2 to their Panic Test*).

Updated v1.5

HOUSE BOLTON 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.

HOUSE BOLTON FLAYED MEN

CAVALRY
Each model in this unit has 3 **Wounds**. At the start of this unit's activation, it may make a free Maneuver action.

FEROCIOUS ASSAULT
Enemies successfully Charged by this unit become **Panicked.**

WAR FLAIL
• **Critical Blow** (*Rolls of 6 cause 2 Hits*).
• **Vicious** (*Defenders suffer -2 to their Panic Test*).

Updated v1.5

Card Updates Change-Log V1.5

Attachments

Roose Bolton (The Leech Lord)
- •Cost reduced from "3" to "2".

Design Notes: Roose should scare you (and he does), but at 3 points he was a bit too scary to include in a lot of armies. By reducing his cost to 2 the aim would be to see the Leech Lord see more time on the physical battlefield, rather than merely commanding terror from the Dreadfort.

NCUS

Varys (The Spider)
- •Cost increased from "4" to "5".
- •Ability Timing modified from "Claims a zone" to "Start of Activation"

Design Notes: Varys has been a thorn in player's sides since release. While the 1.3 change of removing his re-roll capabilities was a step in the right direction, we're still finding the raw counter-play he offers a near universal choice for "go-to" NCU. We've increased his cost to 5 to make that choice just a bit more difficult. Additionally, we've moved his trigger from "when an NCU claims a zone" to "when an NCU activates". This specifically clears up some timing conflicts he caused, but also affords a bit of counter-play to him in that, while he can shut down NCUs, some tactical options remain available via zone-choice to the enemy player.

UNITS

House Bolton Bastard's Girls
- •Order: Sic'em renamed to Order: Charging Volley (*no mechanical change*)
- •Vicious added to "Blade & Fang"

Design Notes: The Bastard's Girls are meant to be a hard-hitting glass-cannon unit capable of dealing extreme damage to an enemy. While they come very close to operating how we want, we're giving them a small buff in the form of Vicious on their Melee Attack, which also brings them closer to the themes and goals of House Bolton as a whole.

House Bolton Flayed Men
- •Defense reduced from "2+" to "3+"
- •Ability: Spread Fear removed.
- •Ability: Ferocious Assault added.
- •Cost reduced from "10" to "9".

Design Notes: The changes to Flayed Men come for two reasons. The first, addressing the shift from 2+ Defense to 3+: A natural 2+ Defense created a situation where the controlling player could play exceedingly "safe" with the unit, forcing their opponent to find a solution to overcome that hurdle, rather than encourage clever positioning and play of their own. Against players who didn't know how to deal with this specific threat, the Flayed Men proved very difficult. Conversely, however, against opponents who actively knew how to deal with them, the Flayed Men seldom earned their points. By moving them to a 3+ save we've removed their "safety net". Secondly, we replaced their Spread Fear Ability with Ferocious Assault, moving them to being more in line with other Heavy Cavalry in their focus being devastating charges. What the Flayed Men bring compared to other options, however, is better sustain in combat due to the nature of their War Flails and the minimal level of drop-off with their Attack Dice.