

Roose 2.0

Fraktion: Bolton

Punkte: 40/40

Heerführer: Roose Bolton, Lord of the Dreadfort

Kampfeinheiten



Blackguards (6)



FÄHIGKEITEN: Spiked Flail, Horrific Visage



Roose Bolton (H)



FÄHIGKEITEN: Order: Spread Fear, Intimidating Presence



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.



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.

INTIMIDATING PRESENCE

Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests



Dreadfort Spearmen (5)



FÄHIGKEITEN: Order: Set for Charge, Impaling Spear



Grunt (0*)



FÄHIGKEITEN: Order: Resilience



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 destroyed an enemy rank, all enemies in Short Range of the Attacker become **Panicked**.



ORDER: RESILIENCE

When an enemy is performing an Attack on this unit, after rolling Attack Dice:

This unit only suffers 1 Wound for every 2 unblocked Hits.



Dreadfort Archers (6)



FÄHIGKEITEN: Ruthless Volley



Steelshanks Walton (1)



FÄHIGKEITEN: Order: Sentinel, Roose's Vassal



RUTHLESS VOLLEY

- Ignores units and terrain when determining Line of Sight.
- When Attacking engaged enemies, gains Precision and may re-roll any Attack Dice. Your friendly units engaged with that enemy suffer 1 Wound.



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.



Flayed Men (8)



5



3+



6+



3+

6 4



FÄHIGKEITEN: Cavalry, War Flail, Intimidating Presence



Glory Seeker (1)



FÄHIGKEITEN: Iron Resolve, Stubborn Tenacity



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

IRON RESOLVE

This unit gains +1 to Panic Test rolls and suffers -1 Wounds from failing Panic Tests

STUBBORN TENACITY

Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.

Zivile Einheiten



Tybald (4)

FÄHIGKEITEN: Deceitful Envoy



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.






Walda Frey (4)

FÄHIGKEITEN: Frey Ambition



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.



Jeyne Poole (5)

FÄHIGKEITEN: Loyal Imposter



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 Test 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.