



Shanks 3.0












Fraktion: Bolton

Punkte: 40/40

Heerführer: Steelshanks Walton, Captain of the Guard

Kampfeinheiten


 **Dreadfort Archers (6)** 

 5  6+  7+  3+  7  7  4  5+  5  4  3

FÄHIGKEITEN: Ruthless Volley

 **Steelshanks Walton (H)** 



FÄHIGKEITEN: Iron Resolve, Shared Fear







 **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.

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**.


 **Dreadfort Spearmen (5)** 

 5  4+  7+  4+  7  4


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.

 **Flayed Men (8)** 

 5  3+  6+  3+  6  4

FÄHIGKEITEN: Cavalry, War Flail, Intimidating Presence

 **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


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Zivile Einheiten



Roose Bolton (4)

FÄHIGKEITEN: Horrific Rumors



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



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



LOYALIMPOSTER

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.