



Ramsay Bolton




	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

The Hounds



	1	2	3	
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	1	2	3	
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Attack 5

Ramsay Bolton

THE FLAYED MAN HOLDS NO SECRETS

Play when attacking.

If this attack inflicts any amount of damage, the defending player must reveal their hand to you.



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Tribute
2*



Ramsay Bolton
THE HOUNDS HAVE THEIR SCENT

FIELD

Discard field tribute to enact.
Permitting a hound is in play, move Ramsay into range of an enemy character. Draw a card.

Field: Once per turn you may use the minimum amount of spaces required to move Ramsay into range of that character. Discard this card if no hounds remain on the board.

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Permitting a hound is in play, move Ramsay into range of an enemy character. Draw a card.

Field: Once per turn you may use the minimum amount of spaces required to move Ramsay into range of that character. Discard this card if no hounds remain on the board.

Attack
7



Ramsay Bolton
BATTLE OF THE BASTARDS

Play when attacking
This card can only be used if Ramsay is adjacent to the target. If the defending character does not inflict damage on Ramsay in combat during their following turn, that player must discard 3 cards.

4
Defend



Ramsay Bolton
PHALANX FORMATION

Play when defending.
If the attacking character is adjacent to Ramsay, they receive two damage, and will again if they attack Ramsay again this turn.

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ENIGMATIC



Ramsay Bolton
TORTURE

Play anytime on your turn.
Choose a character that you have attacked or inflicted damage on this turn, or is a designated target of a 'hounds' card. That opponent may discard any amount of cards they wish, but they receive one damage per card they keep.

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Choose a character that you have attacked or inflicted damage on this turn, or is a designated target of a 'hounds' card. That opponent may discard any amount of cards they wish, but they receive one damage per card they keep.

SKIRMISH



The Hounds
BASTARD'S GIRLS

Play anytime on your turn.
Move one or both of the hounds adjacent to an enemy character. That character receives two damage for each Hound.
If that character moves next turn, you may move The Hounds to remain adjacent to that character.

