

# Night's Watch NCUs



**AEMON**  
MAESTER OF CASTLE BLACK

4

CHARACTER

**MAESTER'S HEALING**

Each time Aemon Claims a zone, you may target 1 friendly Combat Unit. That unit restores 1 Wound, +1 additional Wound for each of its destroyed ranks.



**AEMON**  
MAESTER OF CASTLE BLACK

"Knowledge is a weapon, Jon. Arm yourself well before you ride forth to battle."

4

CHARACTER




**BOWEN MARSH**  
FIRST STEWARD

4

CHARACTER

**COUNTS AND MEASURES**

Each time Bowen Claims a zone, you may look at the top 2 cards of your Tactics deck. Place 1 of those cards in your hand and the other on the bottom of your Tactics deck.

Each time 1 of your Night's Watch units is destroyed, you may take 1 attached Night's Watch Tactics card from that unit and place it in your hand.



**BOWEN MARSH**  
FIRST STEWARD

"For the Watch."

4

CHARACTER




**CRASTER**  
ALLY OF THE WATCH

4

CHARACTER

**REST AND REFUGE**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

Each time Craster Influences a friendly combat unit, remove 1 Condition token from them.

While Influencing a friendly combat unit, that unit ignores the Rough and Hindering keywords and cannot be targeted by enemy Tactics cards or enemy Tactics Board zone effects.




**CRASTER**  
ALLY OF THE WATCH

"The man's half-mad, I won't deny it, but you'd be the same if you'd spent your life in this cursed wood."

4

CHARACTER

**DONAL NOYE**  
EXPERT BLACKSMITH

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CHARACTER

**EXPERT MAINTENANCE**

Donal begins the game with 2 Order Tokens on him.

Each time a unit is performing an Attack, after rolling Attack Dice, you may remove 1 Order Token from Donal. If you do, choose 1:

- Attacker may re-roll any Attack Dice and opponents cannot expend Weakened tokens from them.
- Defender gains +1 to Defense Dice rolls and opponents cannot expend Vulnerable tokens from them.



**DONAL NOYE**  
EXPERT BLACKSMITH

"The Watch is not what it was. Too few honest men to keep the rogues in line."

4

CHARACTER



# Night's Watch NCUs



**GILLY**  
THE WILDLING GIRL

1

CHARACTER

**GILLY'S INSIGHT**  
At the start of the game, after drawing your Tactics Hand, you may draw 1 Tactics Card, then shuffle 1 card from your hand into your Tactics Deck.

**SAMWELL'S INFLUENCE**  
Gilly begins the game with 1 Order token. Each time Gilly Claims a zone, after resolving that zone's effect, remove 1 Order token from Gilly.  
At the end of each Round, if Gilly has no Order token, destroy Gilly.



**GILLY**  
THE WILDLING GIRL  
*"Well I think you're quite brave."*

1

CHARACTER



*May only be fielded in an army containing Samwell Tarley, Craven Scholar.*



**JEOR MORMONT**  
THE OLD BEAR

4

CHARACTER

**DUTY TO THE REALMS OF MEN**  
Each time Jeor Claims a zone, you may target 2 friendly Night's Watch Combat Units. Move 1 friendly attached Tactics card from 1 of those units to the other.  
Once per game, at the start of any Turn, you may take 1 Tactics card that can be attached to a unit from your discard pile and attach it to a friendly Night's Watch unit.



**JEOR MORMONT**  
THE OLD BEAR  
*"The Wall was made to guard the realms of men... and not against other men"*

4

CHARACTER




**OTHELL YARWYCK**  
WARMACHINE SPECIALIST

5

CHARACTER

**WAR MACHINES OF THE WALL**  
Each time Othell Claims a zone, you may replace that zone's effect with:  
*Make the following Ranged Attack on 1 enemy Combat Unit:*



Gains +1 Attack Die for each of the Defenders remaining ranks.



**OTHELL YARWYCK**  
WARMACHINE SPECIALIST  
*"This will show them how we deal with their kind."*

5

CHARACTER




**QHORIN HALFHAND**  
UNWAVERING RANGER

5

CHARACTER

**SACRIFICE FOR THE CAUSE**  
At the start of any Turn, if Qhorin is not on the Tactics Board, you may destroy him. If you do, target 1 enemy unit. That enemy becomes **Vulnerable**, and cannot perform Attack or Charge Actions this Round.

**HALFHAND'S GUIDANCE**  
**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):  
While Influencing a friendly Cavalry or Infantry Unit, it gains +1 Attack Die.



**QHORIN HALFHAND**  
UNWAVERING RANGER  
*"Our honor means no more than our lives, so long as the realm is safe."*

5

CHARACTER



# Night's Watch NCUs



**SAMWELL TARLY**  
CRAVEN SCHOLAR

4

CHARACTER

**KNOWLEDGE IS POWER**

Increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.

Samwell begins the game with 2 Order tokens.

Each time a friendly Combat Unit is performing an Attack, before rolling Attack Dice, you may remove 1 Order token from Samwell. If you do, target the defender. It becomes **Vulnerable**.



**SAMWELL TARLY**  
CRAVEN SCHOLAR

"I can't command you to be brave, but I can command you to hide your fears." -Jon Snow

4

CHARACTER




**SER DENYS MALLISTER**  
HONORABLE BROTHER

4

CHARACTER

**TIME MAY YET COME**

**Influence** (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

While Influencing a friendly unit, each time it performs a Melee Attack, before rolling Attack Dice, choose 1. For each destroyed rank in this unit, choose +1:

- This unit's Melee Attacks may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.
- 1 enemy engaged with this unit gains 1 Condition token.




**SER DENYS MALLISTER**  
HONORABLE BROTHER

"The men of the Night's Watch dressed in black, Ser Denys Mallister reminded me sternly, as if I had forgotten." -Mance Rayder

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CHARACTER


**YOREN**  
WANDERING CROW

5

CHARACTER

**RECRUITMENT**

Each time Yoren Claims a zone, before resolving that zone's effect, place 1 Order token on him.

Each time Yoren Claims , you may replace that zone's effect with:

*Place 1 Order token on Yoren.*

At the start of any Round, you may remove 4 Order tokens from Yoren.

If you do, Deploy 1 Conscript unit fully within Long Range of a friendly Table Edge.



**YOREN**  
WANDERING CROW

"I'm here to find men for the Wall..."

5

CHARACTER



# Night's Watch Attachments



**JEOR MORMONT**  
997TH LORD COMMANDER

**ORDER: STAY AT YOUR POSTS!**  
When a friendly unit in Short Range passes a Morale Test: That unit restores 1 Wound, +1 Wound for each of its destroyed ranks.

**STAND YOUR GROUND!**  
Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.

507

**JEOR MORMONT**  
997TH LORD COMMANDER  
*"When dead men come hunting in the night, do you think it matters who sits the Iron Throne?"*

CHARACTER



COMMANDER  
*And Now My Watch Begins  
Live And Die At My Post  
Night Gathers*

507



**JON SNOW**  
"LORD SNOW"

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action: This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**ORDER: WAR CRY**  
Start of a friendly Turn: This unit performs 1 Morale Test. On a Success, target 1 enemy in Long Range. It becomes Panicked or Vulnerable.

507

**JON SNOW**  
"LORD SNOW"  
*"The only gods he worshipped were honor and duty."*

CHARACTER



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507



**JON SNOW**  
998TH LORD COMMANDER

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become Vulnerable.

507

**JON SNOW**  
998TH LORD COMMANDER  
*"There's no shame in fear, my father told me, what matters is how we face it."*

CHARACTER



COMMANDER  
*It Shall Not End Until My Death!  
Stand United, Brothers!  
For The Watch!*

507



**WATCH CAPTAIN**

**BOLDNESS AND COURAGE**  
Each time this unit Attacks, if it has full ranks, it gains +1 Attack Die. Otherwise, it is treated as having +1 rank for Attack Dice.

**RELENTLESS**  
After this unit is Attacked, this unit may perform 1 Melee Attack Action.

507

**WATCH CAPTAIN**



2

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# Night's Watch Attachments



**WATCH RECRUITER**

**ORDER: INCITE**  
When this unit is performing a Melee Attack, before rolling Attack Dice:  
This Attack gains Vicious and rolls its highest Attack Die Value.

**REINFORCEMENTS**  
Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.

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**WATCH RECRUITER**

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**ALLISER THORNE**  
MASTER-AT-ARMS

**ORDER: THREATEN**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become Weakened.

**VICIOUS**  
This unit's Melee Attacks gain Vicious.

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

507



**ALLISER THORNE**  
MASTER-AT-ARMS  
*"When the winter comes you will die like flies."*

**CHARACTER**

**COMMANDER**  
*Pathetic Attempt  
Seeing Their Flaws  
Price Of Failure*

507



**ALLISER THORNE**  
VINDICTIVE OVERSEER

**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.

507




**ALLISER THORNE**  
VINDICTIVE OVERSEER  
*"I have seen dead men with more humor than your Ser Alliser."*

**CHARACTER**

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507



**DONAL NOYE**  
DEFENDER OF CASTLE BLACK

**ORDER: SHIELD WALL**  
When an enemy is performing a Melee Attack on this unit, after rolling Defense Dice:  
If this unit is being Attacked from the Front or Flank, it blocks +1 Hit for each of its remaining ranks.

**IMPROVED ARMAMENTS**  
While you Control , this unit's Melee Attacks gain Sundering and roll their highest Attack Die Value.

507



**DONAL NOYE**  
DEFENDER OF CASTLE BLACK  
*"A one-armed smith slew Mag the Mighty? Har! That must o' been a fight to see."*

**CHARACTER**

**COMMANDER**  
*Defensive Formation  
Refuse To Yield  
Lash Out*

507

# Night's Watch Attachments



**GRENN**  
AUROCHS

**ORDER: TAUNT**  
When an enemy in Long Range Activates:  
If that enemy could Attack or Charge this unit, and declares any Action other than an Attack or Charge that targets this unit this Turn, before performing that Action, that enemy becomes Vulnerable and Weakened.

507

**GRENN**  
AUROCHS  
*"Greenn's the ugly one." -Pypar*

CHARACTER



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**OTHELL YARWYCK**  
FIRST BUILDER

AFFILIATION: BUILDER  
This unit is a Builder unit.

**HARDENED**  
Each time an enemy is performing an Attack on this unit, after rolling Defense Dice, this unit blocks 1 Hit for each of its destroyed ranks.

**SPOTTER**  
When Attacking enemies in Long Range of this, friendly War Machine units may re-roll any Attack Dice.

507

**OTHELL YARWYCK**  
FIRST BUILDER  
*"Few men possess the knowledge or skills of the First Builder."*

CHARACTER



COMMANDER

Honed Enhancement  
Rapid Construction  
Serrated Enhancement

C



**OTHELL YARWYCK**  
SPOTTER

IMPROVED DEFENSES  
While you Control , this unit gains +1 to Defense Dice rolls.

**SPOTTER**  
When Attacking enemies in Long Range of this, friendly War Machine units may re-roll any Attack Dice.

507

**OTHELL YARWYCK**  
SPOTTER  
*"Pick who you want. Just so it's not me."*

CHARACTER



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**PYPAR**  
MONKEY

**ORDER: SWIFT RETREAT**  
After an enemy completes a Melee Attack on this unit:  
This unit performs 1 Retreat Action.

507


**PYPAR**  
MONKEY  
*"You're uglier than me. At least I don't have ears like a bat. -Greenn"*

CHARACTER



1

Pypar may be added to a unit containing Green, ignoring the usual Attachment limits.



**QHORIN HALFHAND**  
GRIZZLED RANGER

**BATTLE SCARS**  
Each time this unit performs a Melee Attack, before rolling Attack Dice, Choose 1. For each destroyed rank in this unit, choose +1:

- Vicious
- This unit may re-roll any Attack Dice.
- This unit rolls its highest Attack Die Value.


**GO DOWN FIGHTING**  
Each time a rank in this unit is destroyed, 1 enemy they are engaged with suffers 1 Wound.

507

**QHORIN HALFHAND**  
GRIZZLED RANGER

*"Why else do we don these black cloaks, but to die in defense of the realm?"*

CHARACTER



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**SCORPION MODIFICATIONS**

**STAKE MOUNTINGS**  
When this unit is Successfully Charged, before the Attacker performs their Melee Attack, they suffer D3+1 Wounds.



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**SCORPION MODIFICATIONS**  
(OTHELL YARWYCK)

*This card may only be included if your army also contains Othell Yarwyck. It is attached to a friendly Builder Scorpion Crew unit. You may ignore the limited Rule of Builder Scorpion Crews.*



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**BENJEN STARK**  
FIRST RANGER

**ORDER: STARK FURY**  
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains **Critical Blow** and **Sundering**. After completing this Attack, this unit suffers 2 Wounds, -1 Wound for each of its destroyed ranks.

**AFFILIATION: RANGERS**  
This unit is a Ranger unit.

**ENHANCED MOBILITY**  
This unit gains +1 and may pivot before Marching.

507

**BENJEN STARK**  
FIRST RANGER

*"There's not a man on the Wall knows the haunted forest better than Benjen Stark."*

CHARACTER



COMMANDER

*Hit and Run  
Hunter's Insight  
Lying In Wait*

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507



**BENJEN STARK**  
WOLF OF THE WALL

**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.

**AMBUSH**  
Enemies this unit Successfully Charges in the Flank or Rear become **Panicked**, **Vulnerable** and **Weakened**.

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**BENJEN STARK**  
WOLF OF THE WALL

CHARACTER



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# Night's Watch Attachments



**COLDHANDS**  
ENIGMATIC GUIDE

**OUTFLANK**  
You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.

**PATHFINDER**  
This unit ignores the Dangerous, Hindering, and Rough keywords.

507


**COLDHANDS**  
ENIGMATIC GUIDE  
*"They killed him long ago."*

CHARACTER



1

May not be fielded in an army containing Benjen Stark.



**COLDHANDS**  
FORMER CROW

**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.

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

507

**COLDHANDS**  
FORMER CROW  
*"Dead meat, dry blood, a faint whiff of rot. And cold. Cold over all."*

CHARACTER



1

May not be fielded in an army containing Benjen Stark.



**SAMWELL TARLY**  
SAM THE SLAYER

**ORDER: BATTLE PLAN**  
Start of any Turn:  
Discard 2 Tactics cards to search your Tactics deck for any 1 card and add it to your hand. Shuffle your Tactics deck.

**BOOKKEEPING**  
As long as Samwell Tarly is on the battlefield, increase your Tactics Hand Size limit by +1. You start the game with 4 cards and may draw up to 4 cards when refilling your hand.


507

**SAMWELL TARLY**  
SAM THE SLAYER  
*"I went beyond the Wall and fought in battles. They call me Sam the Slayer."*

CHARACTER



1



**BENJEN STARK**  
BEYOND THE WALL

**ORDER: HIDDEN TRAPS**  
When an unengaged enemy in Long Range performs any Action, before resolving that Action:  
Choose 1:  
• That enemy suffers 1 Hit for each of its remaining ranks.  
• That enemy suffers -1 until the end of the Turn.

**RANGING SPECIALIST**  
Benjen may only be Attached to Ranger units.

**DISRUPT**  
Enemies engaged with this unit suffer -1 to Hit.

507

**BENJEN STARK**  
BEYOND THE WALL  
*"I've not seen Benjen Stark for three years. And if truth be told, I never once missed him." -Crazer*

CHARACTER



**COMMANDER**

Hunter's Insight  
Marshal  
Ride-by Attack

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# Night's Watch Attachments



**COTTER PYKE**  
EASTWATCH  
COMMANDER

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action: This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**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.

507

**COTTER PYKE**  
EASTWATCH COMMANDER  
*"Cotter Pyke always had more guts than sense." -Mance Rayder*

CHARACTER



COMMANDER

Assault Orders  
Pyke Aggression  
Reckless Strikes

507



**COTTER PYKE**  
IRONBORN BROTHER

**ORDER: RECKLESS HEROISM**  
When this unit performs a Charge Action, before resolving that Action: This unit suffers D3 Wounds, but counts as rolling a 6 on all Charge Distance Dice.

**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become Vulnerable.

507

**COTTER PYKE**  
IRONBORN BROTHER  
*"... if you muck this up, I'm going to rip your liver out and eat it raw with onions."*

CHARACTER



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507



**EDDISON TOLLETT**  
DOLOROUS EDD

**GALLOWS HUMOR**  
Each time this unit loses a rank, place 1 Order token on Eddison. This unit gains the following based on the number of tokens:

1+: This unit may never be targeted by enemy Orders, Tactics cards, or be Influenced by enemy NCUs.  
2+: This unit Melee Attacks gain +1 to Hit.

507

**EDDISON TOLLETT**  
DOLOROUS EDD  
*"Once they figure a way to work a dead horse, we'll be next. Likely I'll be the first too."*

CHARACTER



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507



**SATIN**  
BRAVE RECRUIT

**DAUNTLESS**  
Each time this unit passes a Morale Test, it restores 1 Wound.

507

**SATIN**  
BRAVE RECRUIT  
*"Half a year at Castle Black had toughened up his hands... Whether he had the courage to face what was coming, though..."*

CHARACTER



Satin ignores the usual Attachment limits.

1

507

# Night's Watch Attachments



**SATIN**  
COMMANDER'S STEWARD

**COMMANDER'S VASSAL**  
This model counts as having your Commander's name for all abilities and effects.

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**SATIN**  
COMMANDER'S STEWARD  
*"Whatever Satin may have done in Oldtown, he is our brother now..." -Jon Snow*


CHARACTER




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Satin ignores the usual Attachment limits.

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**SER DENYS MALLERYSTER**  
SHADOW TOWER COMMANDER

**KNIGHTLY VOW**  
• After deployment target 1 enemy unit. When Charging that enemy, this unit may re-roll any Charge Distance dice.  
• While your opponent does not Control , this unit's melee attacks gain +1 to Hit.

**DUTIFUL COMMANDER**  
If this is a Night's Watch unit, after Deployment, you may search your deck for 1 *Tempered by Duty* Tactics card and attach it to this unit. Shuffle your Tactics deck.

507

**SER DENYS MALLERYSTER**  
SHADOW TOWER COMMANDER  
*"Do not make me die regretful."*

CHARACTER



COMMANDER

*Adaptive Methods  
Combat Prowess  
Tempered by Duty*

507



**YOREN**  
HARSH RECRUITER

**ORDER: INCITE**  
When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack gains Vicious and rolls its highest Attack Die Value.

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

**REINFORCEMENTS**  
Each time this unit Activates, it restores 1 Wound. If you Control , restore +1 Wound.

507

**YOREN**  
HARSH RECRUITER  
*"I got thirty this time, men and boys all bound for the Wall..."*

CHARACTER



2

507




**HARDENED RANGER**

**FURIOUS CHARGE**  
Enemies Successfully Charged by this unit become Vulnerable.

**ELUSIVE ESCAPE**  
This unit may re-roll any Retreat Distance Dice. Enemies this unit disengages from may not pivot and become Weakened.

507

**HARDENED RANGER**



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507

# Night's Watch Attachments

**SCORPION MODIFICATIONS**

**ORDER: OVERWATCH**  
 After an enemy ends a March or Maneuver Action in Long Range and Line of Sight of this unit:  
 This unit performs 1 Ranged Attack Action on that enemy.



**SCORPION MODIFICATIONS (BUILDER)**

*This card may only be included if your army also contains at least 1 Senior Builder. It is attached to a friendly Builder Scorpion Crew unit.*



**SENIOR BUILDER**

**IMPROVED DEFENSES**  
 While you Control , this unit gains +1 to Defense Dice rolls.

**STAKE BUILDING**  
 Once per game, at the start of any Round, place 1 Stake terrain with the Dangerous and Destructible Keywords within 2" of this unit. This terrain may not be placed over other terrain or units.



**WATCH MARSHAL**

**ORDER: ADAPTIVE PLANNING**  
 Start of any Turn:  
 Target 1 Combat Unit in Long Range. Replace 1 Condition token on that unit with any other Condition token.

**ORDER: SWIFT RETREAT**  
 After an enemy completes a Melee Attack on this unit:  
 This unit performs 1 Retreat Action.

**WATCH MARSHAL**

**LIMITED**  
*Your army may only contain up to 2 Watch Marshals.*



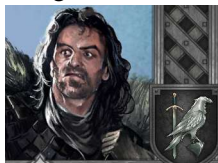
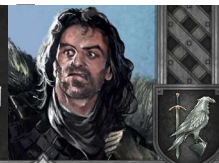







## Night's Watch Tactics

 <b>PATHETIC ATTEMPT</b> ALLISER THORNE - MASTER-AT-ARMS <b>When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:</b> Target the Attacker. They suffer 2 Hits for each remaining rank in this unit. If the Defender was Alliser's Unit, they also become <b>Weakened</b> .	 <b>SEEING THEIR FLAWS</b> ALLISER THORNE - MASTER-AT-ARMS <b>After an enemy Combat Unit completes an Action:</b> That enemy becomes <b>Vulnerable</b> and <b>Panicked</b> . Attach this card to that enemy until the end of the Round. While attached, while Alliser Thorne's unit is Attacking that enemy, that enemy loses all Abilities and cannot be targeted by friendly Tactics cards.	 <b>PRICE OF FAILURE</b> ALLISER THORNE - MASTER-AT-ARMS <b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b> All Attack Dice rolls automatically Hit for this Attack. After this attack is completed, if the Defender was not destroyed, the Attacker becomes <b>Panicked</b> and <b>Vulnerable</b> .	 <b>DEFENSIVE FORMATION</b> DONAL NOYE - DEFENDER OF CASTLE BLACK <b>Start of any Turn:</b> Attach this card to 1 friendly Combat Unit until the start of its next Activation. While attached, this unit cannot perform Attack or Charge Actions, but gains +1 to Defense Dice rolls and Attackers do not gain Charge, Flank, or Rear Bonuses against it.
 <b>REFUSE TO YIELD</b> DONAL NOYE - DEFENDER OF CASTLE BLACK <b>After a friendly unit passes a Panic Test:</b> All enemies engaged with that unit become <b>Vulnerable</b> . Attach this card to that unit until it fails a Panic Test. While Attached, each time this unit passes a Panic Test, all enemies engaged with that unit become <b>Vulnerable</b> . If this card is attached to Donal Noye's unit, it gains +1 to Panic Test rolls.	 <b>LASH OUT</b> DONAL NOYE - DEFENDER OF CASTLE BLACK <b>After an enemy completes a Melee Attack:</b> If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks. If the Defender is Donal Noye's unit, the Attacker also becomes <b>Panicked</b> .	 <b>HONED ENHANCEMENT</b> OTHELL YARWYCK - FIRST BUILDER <b>When a friendly unit is performing an Attack, before rolling Attack Dice:</b> This Attack gains +1 to Hit. If this is a Builder unit, this Attack rolls +1 Attack Die.	 <b>RAPID CONSTRUCTION</b> OTHELL YARWYCK - FIRST BUILDER <b>Start of any Round:</b> Place 1 Low Wall terrain with the Destructible, Fortified, and Hinder keywords within 1" of a friendly unit. This terrain cannot overlap units or other terrain.

# Night's Watch Tactics

 <p><b>SERRATED ENHANCEMENT</b></p> <p>OTHHELL YARWYCK - FIRST BUILDER</p> <p><b>When a friendly unit is performing an Attack, before rolling Attack Dice:</b></p> <p>This Attack gains <b>Vicious</b>.</p> <p>If the Attacker is a Builder unit, enemies that fail their Panic Test from this Attack becomes <b>Weakened</b>.</p>	 <p><b>HIT AND RUN</b></p> <p>BENJEN STARK - FIRST RANGER</p> <p><b>After a friendly unit completes a Melee Attack:</b></p> <p>That unit performs 1 Retreat Action.</p> <p>If this targets a Ranger unit, any enemies it disengages from becomes <b>Weakened</b>.</p>	 <p><b>LYING IN WAIT</b></p> <p>BENJEN STARK - FIRST RANGER</p> <p><b>When an enemy Combat Unit Activates:</b></p> <p>Target 1 friendly, unactivated unit in Long Range of that enemy that has Line of Sight.</p> <p>They perform 1 Ranged Attack Action on that enemy.</p> <p>If this targets a Ranger unit, it may re-roll any misses.</p>	 <p><b>HUNTER'S INSIGHT</b></p> <p>BENJEN STARK - FIRST RANGER</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:</p> <ul style="list-style-type: none"> <li>• 1 friendly unit in Long Range of that enemy performs a 3" shift.</li> <li>• Friendly units may re-roll Attack and Charge Distance Dice when targeting that enemy this Turn.</li> <li>• That enemy may not use Orders or be the target of friendly Tactics cards this Turn.</li> </ul>
 <p><b>HUNTER'S INSIGHT</b></p> <p>BENJEN STARK - BEYOND THE WALL</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:</p> <ul style="list-style-type: none"> <li>• 1 friendly unit in Long Range of that enemy performs a 3" shift.</li> <li>• Friendly units may re-roll Attack and Charge Distance Dice when targeting that enemy this Turn.</li> <li>• That enemy may not use Orders or be the target of friendly Tactics cards this Turn.</li> </ul>	 <p><b>MARSHAL</b></p> <p>BENJEN STARK - BEYOND THE WALL</p> <p><b>When an unengaged friendly Cavalry Unit Activates:</b></p> <p>Once this Turn, if that unit would perform a Maneuver Action, instead of performing that Action, it may restore 3 Wounds and remove 1 Condition token.</p>	 <p><b>RIDE-BY ATTACK</b></p> <p>BENJEN STARK - BEYOND THE WALL</p> <p><b>When a friendly Cavalry unit selects its Action during its Activation, before resolving that Action:</b></p> <p>As its Action, that unit may pivot then perform 1 March Action, even if engaged. It may move through enemies during this March. Enemies it disengages from may not pivot.</p> <p>After completing this March, 1 enemy it moved through suffers 1 Wound, +1 Wound for each of that enemy's remaining ranks.</p>	 <p><b>ASSAULT ORDERS</b></p> <p>COTTER PYKE - EASTWATCH COMMANDER</p> <p><b>When a friendly NCU Claims a zone:</b></p> <p>Replace that zone's effect with:</p> <p><i>1 friendly Combat Unit performs 1 Melee Attack Action using its lowest Attack Die Value.</i></p> <p><i>If this targets Cotter Pyke's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.</i></p>

# Night's Watch Tactics

 <h2>PYKE AGGRESSION</h2>	 <h2>RECKLESS STRIKES</h2>	 <h2>ADAPTIVE METHODS</h2>	 <h2>COMBAT PROWESS</h2>
<p>COTTER PYKE - EASTWATCH COMMANDER</p> <p><b>After a friendly unit completes a Melee Attack:</b></p> <p>That unit performs 1 Melee Attack using its lowest Attack Die Value. This Attack does not cause a Panic Test.</p> <p>After completing this Attack, the Attacker suffers 1 Hit for each Hit it rolled during that Attack.</p>	<p>COTTER PYKE - EASTWATCH COMMANDER</p> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>This Attack gains <b>Critical Blow</b> and <b>Precision</b>. The Attacker suffers 1 Wound for each Attack Die roll of 1.</p> <p>If this targets Cotter Pyke's unit, this Attack rolls its highest Attack Die Value.</p>	<p>SER DENYS MALLERY - SHADOW TOWER COMMANDER</p> <p><b>Start of any Turn:</b></p> <p>Target 1 enemy Combat Unit. They gain 1 Condition token. Then, you may replace 1 Condition token on any 1 unit with any other Condition token.</p> <p>If you Control , you may then move 1 Condition token from 1 unit to any other unit.</p>	<p>SER DENYS MALLERY - SHADOW TOWER COMMANDER</p> <p><b>When an enemy is targeted by an Ability or Tactics card:</b></p> <p>You may expend 1 Condition token from that enemy. If you do, cancel the effect of that Ability or Tactics card.</p> <p><b>Start of a friendly Turn:</b></p> <p>Target 1 engaged friendly Combat Unit. Remove 1 Condition token from that unit.</p>
 <h2>TEMPERED BY DUTY</h2> <p>SER DENYS MALLERY - SHADOW TOWER COMMANDER</p> <p><b>When a friendly Night's Watch Unit Activates:</b></p> <p>Attach this card to them until they fail a Panic Test. When this card is attached, and each time this unit Activates, you may target 1 enemy in Long Range and Line of Sight. They gain 1 Condition token.</p>	 <h2>THE SWORD IN THE DARKNESS</h2> <p><b>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</b></p> <p>The Defender becomes <b>Vulnerable</b>. If the Defender has not Activated this Round, they also become <b>Panicked</b>.</p> <p><b>When a friendly Night's Watch Unit Activates:</b></p> <p>Attach this card to them until they fail a Panic Test. While attached, this unit's Melee Attack is treated as having +1 rank for Attack Dice.</p>	 <h2>THE FIRE THAT BURNS AGAINST THE COLD</h2> <p><b>When a friendly unit is performing a Morale Test, after rolling dice:</b></p> <p>That unit may re-roll any dice for this test.</p> <p>If this targets your Commander's unit, they pass this test instead.</p> <p><b>When a friendly Night's Watch Unit Activates:</b></p> <p>Attach this card to them until they fail a Panic Test. While attached, each time this unit gains a Condition token, it may suffer 1 Wound to remove that token.</p>	 <h2>THE SHIELD OF THE REALMS OF MEN</h2> <p><b>When an enemy is performing an Attack, after rolling Defense Dice:</b></p> <p>Target the Defender. They may re-roll any Defense Dice.</p> <p><b>When a friendly Night's Watch Unit Activates:</b></p> <p>Attach this card to them until they fail a Panic Test. While attached, each time this unit is attacked, after rolling Defense Dice, this unit blocks + 1 Hit.</p>

# Night's Watch Tactics



## THE WATCHER ON THE WALL

### After a friendly unit is Attacked:

Target 1 friendly Combat Unit other than the Defender. That unit pivots, then shifts 2".

### When a friendly Night's Watch Unit Activates:

Attach this card to them until they fail a Panic Test. While attached, this unit gains +1 and may re-roll Charge Distance Dice.



## THE LIGHT THAT BRINGS THE DAWN

### When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

This Attack may re-roll any Misses.

### When a friendly Night's Watch Unit Activates:

Attach this card to them until they fail a Panic Test. While attached, this unit gains +1 to Morale Test rolls. If this targets your Commander's unit, this unit also cannot become Panicked.



## TAKE THE BLACK

### After a friendly unit completes a Melee Attack:

If the Defender suffered any Wounds, the attacker restores 1 Wound, +1 additional Wound for each rank they destroyed with this attack. If an Infantry Attachment was destroyed, you may also take it and attach it to the Attacker, replacing a model as usual, but ignoring the usual Attachment limits.



## AND NOW HIS WATCH IS ENDED

### When a friendly unit is destroyed by a Melee Attack:

Target the Attacker. They become **Vulnerable**. Then, target any friendly units that were within Long Range of the Defender. They restore 2 Wounds.

### When a friendly Night's Watch Unit Activates:

Attach this card to them until they fail a Panic Test. While attached, each time this unit passes a Morale Test, it may restore 1 Wound.



## AND NOW MY WATCH BEGINS

JEOR MORMONT - 997<sup>TH</sup> LORD COMMANDER

### When a friendly Night's Watch Combat Unit Activates:

That unit performs 1 Morale Test. On a success, choose 1:

- Search your Tactics deck for any 1 Tactics card and add it to your hand, then discard 1 card. Shuffle your Tactics deck.
- Search your Tactics deck or discard pile for any 1 Tactics card that can be attached to this unit and attach it to this unit. Shuffle your Tactics deck.



## LIVE AND DIE AT MY POST

JEOR MORMONT - 997<sup>TH</sup> LORD COMMANDER

### When a friendly unit passes a Morale Test:

All enemies engaged with that unit become **Vulnerable**. If this targeted a Night's Watch unit, attach this card to that unit until the end of the game. While attached, this unit cannot lose its last remaining Wound from failing Panic Tests (*it can only be reduced to 1 remaining Wound*).



## NIGHT GATHERS

JEOR MORMONT - 997<sup>TH</sup> LORD COMMANDER

### When a friendly Night's Watch Unit Activates:

Attach this card to them until they fail a Panic Test. While attached, each time an enemy is performing a Melee Attack on this unit, before Attack Dice are rolled, the Attacker suffers 1 Hit, +1 Hit for each remaining rank in this unit.




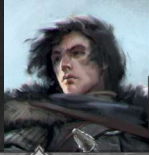

## IT SHALL NOT END UNTIL MY DEATH!

JON SNOW - 998<sup>TH</sup> LORD COMMANDER

### When a friendly Combat Unit would be destroyed by a Melee Attack:

Before being removed, that unit performs 1 Melee Attack Action using its lowest Attack Die Value on the Attacker. If this targets Jon Snow's unit, it gains +2 Attack Dice. If this Attack destroys the Defender, your friendly unit is not destroyed, but instead remains in play with 1 Wound.

## Night's Watch Tactics

 <b>STAND UNITED, BROTHERS!</b>	 <b>FOR THE WATCH!</b>
JON SNOW - 998 <sup>TH</sup> LORD COMMANDER	JON SNOW - 998 <sup>TH</sup> LORD COMMANDER
<b>Start of any Turn:</b> Target 1 friendly Combat Unit. Remove up to 4 models ( <i>total</i> ) from other friendly Combat Units in Long Range. Restore that many Wounds to this unit.  If targeting Jon Snow's unit, it may restore +2 Wounds ( <i>without removing models</i> ).	<b>When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:</b>  This unit may re-roll any Charge Distance Dice.  <b>When a friendly Night's Watch Unit Activates:</b>  Attach this card to them until they fail a Panic Test. While attached, each time this unit is targeted by the  zone, you may replace that zone's effect with: <i>This unit performs 1 Charge Action.</i>

# Night's Watch Units



**DIREWOLF**

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**TRUE BOND**

- Ghost may treat any friendly Tactics cards attached to Jon Snow's unit as also attached to him.
- When Jon Snow's unit Activates, this unit may Activate after that unit.



**TOOTH & CLAW**

- Sundering



**ORDER: MARTIAL TRAINING**

When this unit is performing a Melee Attack, before rolling Attack Dice: This Attack may re-roll any Attack Dice and the Defender becomes Vulnerable.

**GREATSWORD**

- Critical Blow
- Sundering



**GHOST**

*The albino direwolf known as Ghost could not be more aptly named, trailing in Jon Snow's wake like an ominous shadow. On the battlefield, Ghost ranges more or less freely, having an instinctive grasp of his master's will. Capable of shocking speed and rending through armor with his powerful jaws, Ghost operates best as a flanker or in pursuit of broken troops. Indeed, the sight of a charging direwolf is enough to shake most men to their core.*



**SWORN BROTHERS**

*As the mainstay of the Night's Watch forces, the Sworn Brothers face Wildlings and other northern terrors with stoicism and reserve born of long-training and solid gear. Indeed, having their own forges and smiths allows the average Brother a better kit than the average foot soldier belonging to most great houses (except House Lannister, of course). Sworn Brothers can be relied upon to hold the line, almost regardless of the odds.*

# Night's Watch Units



507

**RANGER TRACKERS**

6

RECURVE BOW

3+ 7 5

SHORT SWORD

4+ 5 4

5+ 5+

**ORDER: MARK TARGET**  
Start of a friendly Turn:  
Target 1 enemy in Line of Sight and Long Range. They become **Vulnerable**.

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**PATHFINDER**  
This unit ignores the Dangerous, Hinderling, and Rough keywords.



**RANGER TRACKERS**

The Night's Watch Rangers employ many units of varying skill sets, but their eyes are embodied by the Trackers. As dedicated scouting cavalry, Trackers are charged with providing intelligence on enemy strength, numbers, and location. On the battlefield their expertise extends to determining enemies in vulnerable positions. Wise commanders will heed their counsel, and position troops to exploit such weaknesses accordingly.

6



507

**VETERANS OF THE WATCH**

5

DUAL WEAPONS

3+ 7 6 6

4+ 5+

**DUAL WEAPONS**

- Precision

**LIFE AND HONOR TO THE WATCH**  
If this unit fails a Panic Test, it only discards 1 attached Night's Watch Tactics card, instead of all.

**VETERAN'S PROWESS**  
Enemies engaged with this unit suffer -1 to Hit and, each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.



**VETERANS OF THE WATCH**

While Sworn Brothers can confidently keep their place in the line, Veterans possess the arms and expertise to push the line forward. They're skilled combatants, nigh impossible to break, and their personal kit consists of the best armor the Builders can forge. Even the most professional units the Seven Kingdoms can muster would find the Veterans difficult to thwart, let alone defeat.

7

# Night's Watch Units



5

CROSSBOW

3+ 6 6 4

SHORT SWORD

4+ 5 4 3

5+ 6+

507

BUILDER CROSSBOWMEN

**ORDER: READY! AIM! RELEASE!**  
When an enemy performs a Charge Action on this unit, before resolving that Charge Action: If being Charged from the Front, this unit performs 1 Ranged Attack Action on that enemy using its lowest Attack Die Value.

**CROSSBOW**

- Sundering
- May re-roll Attack Dice when Attacking enemies in Short Range



**BUILDER CROSSBOWMEN**

While the Wall and its fortifications remain the Builders' primary responsibility, they also service arms and armor for the entirety of the Night's Watch. Thus, their role on the battlefield is not traditionally as front-line combatants. But in the face of some enemies, every man wants a weapon at hand. As crossbows require more attention to upkeep and maintenance than most weapons, the Builders are a natural choice to act as second-line fire support.

7



6

HUNTER'S BOW

4+ 7 6 4

SWIFT STRIKE

3+ 7 6 4

5+ 5+

507

RANGER HUNTERS

**ORDER: QUICK FIRE**  
After this unit completes a Maneuver or Retreat Action: This unit performs 1 Ranged Attack Action.

**SWIFT STRIKE**  
After this Attack is completed, this unit may perform 1 Retreat Action.

**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.



**RANGER HUNTERS**

Often working hand-in-hand with Ranger Trackers, Ranger Hunters specialize in eliminating critical targets on the battlefield. While stealth is rarely an option in open battle, Hunters strike suddenly, exploiting weakened or vulnerable enemies, often eliminating them to a man before any serious resistance can mount. However, as with all light infantry, being bogged down in an extended melee can prove fatal, something any commander should avoid.

7

# Night's Watch Units



**BUILDER SCORPION CREW**

507

4

**BOLT THROWER**

3+ 3

**WEAPON CREW**

5+ 3

5+ 5+

6

**WAR MACHINE**

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot Charge, Retreat, or Shift.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

**BOLT THROWER**

- Vicious
- Rolls +1 Attack Die for each of the Defender's remaining ranks.
- Defenders do not roll Defense Dice.
- For each unblocked Hit, Cavalry, Monster, and War Machine units suffer 2 Wounds.



**BUILDER STONE THROWER**

507

1

**ROCK VOLLEY**

6+ 1

**WEAPON CREW**

4+ 3

5+ 5+

6

**WAR MACHINE**

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- This unit cannot Charge, Retreat, or Shift.
- This unit can only suffer a maximum of 2 Wounds from failing Panic Tests.

**ROCK VOLLEY**

- Vicious
- Ignores Range and Line of Sight when targeting enemies, but may only target enemies within Long Range and Line of Sight of another friendly unit.
- When Attacking Cavalry or Infantry units, gains +1 to Hit for each of the Defender's remaining ranks.
- Defenders do not roll Defense Dice.
- Each Success generates +1 Hit for each of the Defender's remaining ranks beyond the first.



**LIMITED**

Your army may only contain up to 2 Builder Scorpion Crews.

5

## BUILDER SCORPION CREW

The Night's Watch Builders are known for their ingenuity, and none embodies this more than the Builder Scorpion Crew. With just a few specialized parts, and enough available timber, the Crew can construct a mobile Scorpion, capable of firing massive bolts at long range and with surprising accuracy. Entire ranks can be cut down by a single projectile. However, the Scorpion itself requires time to reposition, and it moves very slowly.



**LIMITED**

Your army may only contain up to 2 Builder Stone Throwers.

6

## BUILDER STONE THROWER

Builder Stone Thrower Crews are adept at constructing and operating mobile Stone Throwers in the field. The Builders insist these are not catapults, as those siege engines are typically on a larger scale and often use specialized projectiles, but the principles are the same. A competent Stone Thrower Crew can land their deadly projectiles dead-center in enemy formations, against which not even the heaviest of infantry have any protection.

# Night's Watch Units



5

4+ 6 5 4

SIMPLE WEAPONS

5+ 7+

CONSCRIPTS

## ORDER: SUPPLY AID

Start of a friendly Turn:  
This unit suffers up to 3 Wounds.  
Restore 1+ that many Wounds to 1 other friendly unit in Long Range.

## DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.



## CONSCRIPTS

*Somewhat ragged and often unruly, Night's Watch Conscripts are literally the lowest of the low. While the Watch prefers to provide at least some training to their newest recruits, on occasion, defense of the Wall requires every man standing to grab a blade and sally forth. Liable to break and run at the first sign of serious resistance, a wise commander will not depend too heavily on the Conscripts holding against strong odds.*



5

3+ 5

LONGSWORD

3+ 3+

COLDHANDS  
MYSTERIOUS ALLY

## ORDER: RAVEN FLOCK

When an enemy in Long Range performs an Attack, before resolving that Attack:  
That Attack suffers -1 to Hit.

## EYE OF THE CROW

- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- The first time this unit is destroyed, at the start of the next Round, you may redeploy it fully within Short Range of any Flank table edge.



## COLDHANDS MYSTERIOUS ALLY

*A mysterious specter that aids or hinders forces according to an unknown design, the entity known as Coldhands might be an ally one day and an enemy the next. He commands endless flocks of ravens to savage opponents with raking claws and battering wings, and rides a mighty elk into battle, where his own considerable prowess comes into play. He wears the armor and cloak of a Night's Watch brother, though whether these were his in life or looted from a fallen foe, none can say. Even if cut down, Coldhands reappears on the field a short time later.*

## CHARACTER

*May not be fielded in an army containing Benjen Stark.*

# Night's Watch Units



6

LONGSWORD

3+ 7 5

4+ 5+

507

RANGER VANGUARDS

**CAVALRY**

- Each model in this unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

**AMBUSH**

Enemies this unit Successfully Charges in the Flank or Rear become Panicked, Vulnerable and Weakened.

**OUTFLANK**

You may hold this unit off the table (*In Reserve*) instead of Deploying it. At the start of any Round, if you are not the first player, you may place 1 unit from Reserve fully within Short Range of a Friendly or Flank table edge, unactivated.



**RANGER VANGUARDS**

*Night's Watch Rangers are known for their ability to blend into the wilderness, lying in ambush for their enemies. Such assaults are even more devastating when delivered on horseback. Hiding cavalry proves tricky in most any terrain, but the Ranger Vanguard's know the woods north of the Wall better than anyone. Thick copses of trees, hidden dells, and even mild depressions in the terrain provide plenty of territory from which to surprise foes.*

7



5

SPEAR

3+ 7 7 4

3+ 5+

507

SHADOW TOWER SPEARMEN

**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.

**UNYIELDING**

This unit suffers -1 Wound from failing Panic Tests for each of its destroyed ranks.



**SHADOW TOWER SPEARMEN**

*Guarding the Wall's western end stands the Shadow Tower and the Black Brothers who stand their vigil. Like all Night's Watch brothers, the Shadow Tower Spearmen are clad in black leather and darkened steel, suited for warmth against the North's legendary cold. Spearmen make superior flank guards, adept at receiving enemy charges, whether that be from cavalry or infantry, and delivering punishing blows before their opponent closes range.*

7

## Night's Watch Units



507

6

LONGSWORD

3+

3

4+

3+

WATCH MARSHAL

**ORDER: TACTICAL REPOSITION**  
Start of an enemy Turn:  
Target 1 friendly unit in Short Range.  
They perform a 3" shift.

**MARSHAL**

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- This unit can only suffer a maximum of 1 Wound from failing Panic Tests.
- Other friendly units in Short Range gain +1 Attack Die on Melee Attacks and suffer -1 Wound from failing Panic Tests.



WATCH MARSHAL

3

**LIMITED**

Your army may only contain up to 2 Watch Marshals.

Rising to the rank of Watch Marshal requires more than simple horsemanship and command authority. It requires a Watch Brother to have spent their time in the front lines and on long patrols beyond the Wall, enough to have seen every enemy the Watch must contend with and learning to deal with them effectively and decisively. Watch Marshals excel at getting the best out of their troops through pressing advantages in both attack and maneuver.