





#### 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.





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, when Jeor Claims a zone, you may replace that zone's effect with:

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.





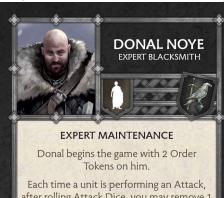
the Tactics Board, you may destroy him. If you do, target 1 enemy unit. That enemy becomes Vulnerable, and cannot perform Attack or Charge Actions this Round.

#### 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.





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.













Order token, destroy Gilly.





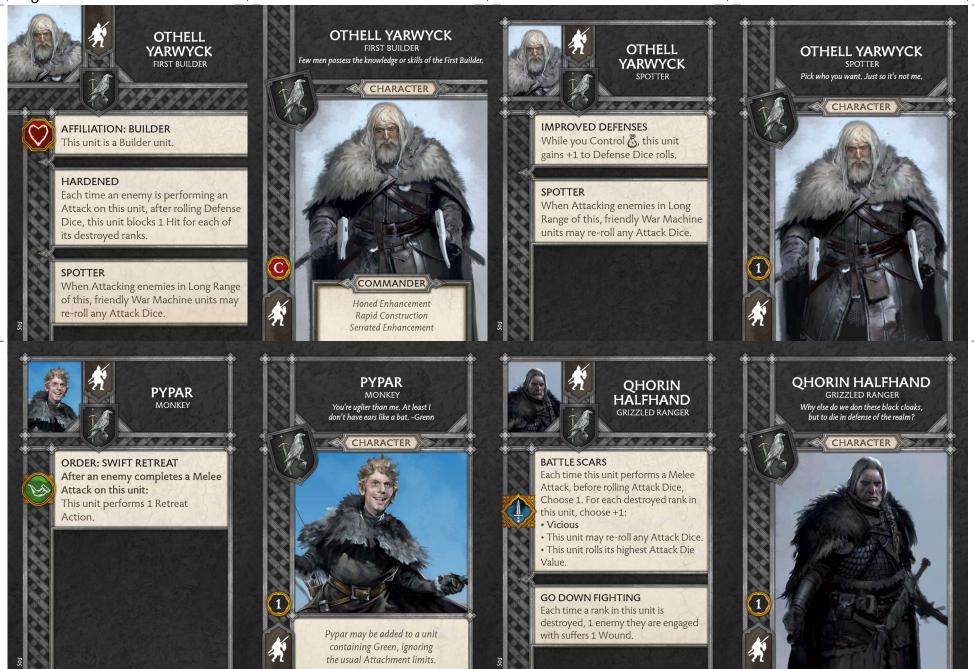














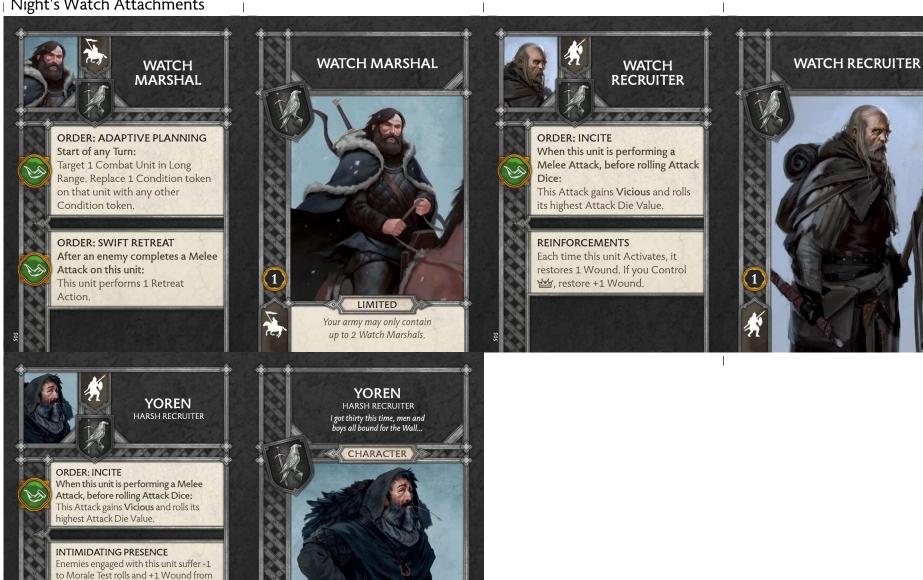


failing Panic Tests.

REINFORCEMENTS

Wound.

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





#### PATHETIC ATTEMPT



# SEEING THEIR FLAWS



#### PRICE OF FAILURE



# HUNTER'S INSIGHT

**ALLISER THORNE - MASTER-AT-ARMS** 

When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:

Target the Attacker. They suffer 2 Hits for each remaining rank in this unit.

If the Defender was Alliser's Unit, they also become **Weakened**.

**ALLISER THORNE - MASTER-AT-ARMS** 

After an enemy Combat Unit completes an Action:

That enemy becomes **Vulnerable** and **Panicked**.

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.

**ALLISER THORNE - MASTER-AT-ARMS** 

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

All Attack Dice rolls automatically Hit for this Attack.

After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.

Start of a friendly Turn:

**BENJEN STARK - BEYOND THE WALL** 

Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:

• 1 friendly unit in Long Range of that enemy performs a 3" shift.

• Friendly units may re-roll Attack and Charge Distance Dice when targeting that enemy this Turn.

 That enemy may not use Orders or be the target of friendly Tactics cards this Turn.



#### MARSHAL



#### **RIDE-BY ATTACK**



#### HIT AND RUN



#### LYING IN WAIT

**BENJEN STARK** - BEYOND THE WALL

When an unengaged friendly Cavalry Unit Activates:

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. **BENJEN STARK** - BEYOND THE WALL

When an unengaged friendly Cavalry Unit Activates:

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.

After completing this March, 1 enemy it moved through suffers 1 Wound, +1 Wound for each of that enemy's remaining ranks. **BENJEN STARK** - FIRST RANGER

After a friendly unit completes a Melee Attack:

That unit performs 1 Retreat Action.

If this targets a Ranger unit, any enemies it disengages from becomes **Weakened**.

**BENJEN STARK** - FIRST RANGER

When an enemy Combat Unit Activates:

Target 1 friendly, unactivated unit in Long Range of that enemy that has Line of Sight.

They perform 1 Ranged Attack Action on that enemy.

If this targets a Ranger unit, it may reroll any misses.

### Night's Watch Tactics



# HUNTER'S INSIGHT



#### **ASSAULT ORDERS**



#### PYKE AGGRESSION



#### **RECKLESS STRIKES**

**BENJEN STARK - FIRST RANGER** 

#### Start of a friendly Turn:

Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:

- 1 friendly unit in Long Range of that enemy performs a 3" shift.
- Friendly units may re-roll Attack and Charge Distance Dice when targeting that enemy this Turn.
- That enemy may not use Orders or be the target of friendly Tactics cards this Turn.

**COTTER PYKE - EASTWATCH COMMANDER** 

#### When a friendly NCU Claims a zone:

Replace that zone's effect with:

1 friendly Combat Unit performs 1 Melee Attack Action.

If this targets Cotter Pyke's unit, it may perform 1 Charge Action instead.

**COTTER PYKE - EASTWATCH COMMANDER** 

## After a friendly unit completes a Melee Attack:

That unit performs 1 Melee Attack using its lowest Attack Die Value. This Attack does not cause a Panic Test.

After completing this Attack, the Attacker suffers 1 Hit for each Hit it rolled during that Attack.

**COTTER PYKE - EASTWATCH COMMANDER** 

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

This Attack gains **Critical Blow** and **Precision**. The Attacker suffers 1 Wound for each Attack Die roll of 1.

If this targets Cotter Pyke's unit, this Attack rolls its highest Attack Die Value.



# DEFENSIVE FORMATION



### **REFUSE TO YIELD**



#### LASH OUT



# THE SWORD IN THE DARKNESS

**DONAL NOYE** - DEFENDER OF CASTLE BLACK

#### Start of any Turn:

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. DONAL NOYE - DEFENDER OF CASTLE BLACK

#### After a friendly unit passes a Panic Test:

All enemies engaged with that unit become **Vulnerable**. 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 **Vulnerable**.

If this card is attached to Donal Noye's unit, it gains +1 to Panic Test rolls.

After an enemy completes a Melee Attack:

**DONAL NOYE** - DEFENDER OF CASTLE BLACK

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 **Panicked**.

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

The Defender becomes Vulnerable.

If the Defender has not Activated this Round, they also become **Panicked**.

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

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.



THE FIRE THAT BURNS AGAINST THE COLD



THE SHIELD OF THE REALMS OF MEN



THE WATCHER ON THE WALL



THE LIGHT THAT BRINGS THE DAWN

When a friendly unit is performing a Morale Test, after rolling dice:

That unit may re-roll any dice for this test.

If this targets your Commander's unit, they pass this test instead.

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 gains a Condition token, it may suffer 1 Wound to remove that token.

When an enemy is performing an Attack, after rolling Defense Dice:

Target the Defender. They may re-roll any Defense Dice.

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 is attacked, after rolling Defense Dice, this unit blocks + 1 Hit.

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.

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



AND NOW HIS WATCH IS ENDED



AND NOW MY WATCH BEGINS



LIVE AND DIE AT MY POST

JEOR MORMONT - 997TH LORD COMMANDER

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.

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.

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 uit. Shuffle your Tactics deck. When a friendly unit passes a Morale Test:

JEOR MORMONT - 997TH LORD COMMANDER

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**



# IT SHALL NOT END UNTIL MY DEATH!



# STAND UNITED, BROTHERS!



#### FOR THE WATCH!

JEOR MORMONT - 997TH 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.

JON SNOW - 998TH 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.

JON SNOW - 998TH LORD COMMANDER

#### Start of any Turn:

Target 1 friendly Combat Unit. Remove up to 4 models (total) 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 (without removing models).

JON SNOW - 998TH LORD COMMANDER

#### When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:

This unit may re-roll any Charge Distance Dice.

## 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 is targeted by the cone, you may replace that zone's effect with:

This unit performs 1 Charge Action.



# HONED ENHANCEMENT



# RAPID CONSTRUCTION



# SERRATED ENHANCEMENT



# ADAPTIVE METHODS

**OTHELL YARWYCK - FIRST BUILDER** 

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

This Attack gains +1 to Hit.

If this is a Builder unit, this Attack rolls
+1 Attack Die.

**OTHELL YARWYCK** - FIRST BUILDER

#### Start of any Round:

Place 1 Low Wall terrain with the Destructible, Fortified, and Hindering keywords within 1" of a friendly unit. This terrain cannot overlap units or other terrain.

**OTHELL YARWYCK** - FIRST BUILDER

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

This Attack gains Vicious.

If the Attacker is a Builder unit, enemies that fail their Panic Test from this Attack becomes **Weakened**.

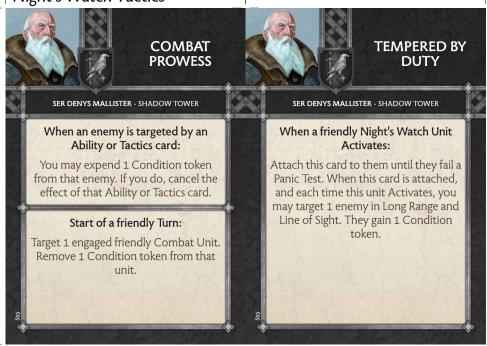
**SER DENYS MALLISTER - SHADOW TOWER** 

#### Start of any Turn:

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.

If you Control . you may then move 1 Condition token from 1 unit to any other unit.

## Night's Watch Tactics





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

#### WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objetives.
- This unit cannot gain Condition tokens, Charge, Retreat, or Shift.

#### **BOLT THROWER**

- Vicious
- Measures Range and Line of Sight from any part of this unit's tray.
- May suffer -3 to Hit to ignore Line of Sight and gain **Unlimited Range**.
- Defenders do not roll Defense Dice.
- If the Defender is Cavalry, Monster or War Machine, this Attack deals 2 Hits for each success.



#### 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.

#### 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.





#### WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objetives.
- This unit cannot gain Condition tokens, Charge, Retreat, or Shift.

#### **ROCK VOLLEY**

- Vicious
- Cannot Attack Solo units.
- May Attack enemies regardless of range and Line of Sight.
- If this Attack generates any Hits, instead of rolling Defense Dice, the Defender suffers 1 Wound, +1 Wound for each of its remaining ranks.

#### 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.



#### 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.

#### 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.





# 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.

#### DIREWOLF

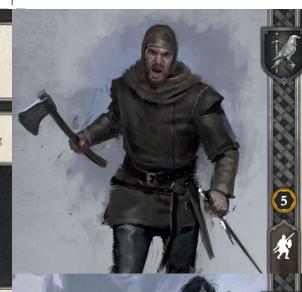
- This unit has 4 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver Action.

#### 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



CHARACTER

May only be fielded in an

army containing Jon Snow.

#### 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.

#### **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.





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.

## 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, Hindering, and Rough keywords.

#### **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.

#### **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.



#### 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** 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.

#### **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.



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 Vanguards 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.

# 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.





## 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.
- Other friendly units in Short Range gain +1 Attack Die on Melee Attacks and suffer -1 Wound from failing Panic Tests.



#### WATCH MARSHAL

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.