Night's Watch NCUs



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.



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, 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.









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.



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.



Night's Watch NCUs



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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 unit, remove 1 Condition token from them.

While Influencing a unit, that unit ignores the Rough and Hindering keywords.





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

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





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.





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S/9/S/9/S/9/S/2/S/

ORDER: SENTINEL After another friendly unit in Long Range is Attacked: This unit performs 1 Charge or

This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

AMBUSH

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



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. BENJEN STARK WOLF OF THE WALL



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



May not be fielded in an army containing Benjen Stark.

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.

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

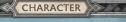


EASTWATCH COMMANDER

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.







May not be fielded in an army containing Benjen Stark.

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

guts than sense. -Mance Rayder







19/2/19/2/19/2/2/2/

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.



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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.

HARDENED RANGER







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.



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.

JEOR MORMONT

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

CHARACTER



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

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









17/1/1/1/1/1/1/

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.



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







Maneuver Action in Long Range and Line of Sight of this unit: This unit performs 1 Ranged Attack Action on that enemy.



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.



V3/5/1º/5/1º/5/

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.









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.



ASSAULT ORDERS

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 using its lowest Attack Die Value.

If this targets Cotter Pyke's unit, it may perform 1 Charge Action using its lowest Attack Die Value instead.

COTTER PYKE - EASTWATCH COMMANDER

PYKE AGGRESSION

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

RECKLESS STRIKES

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.



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.

REFUSE TO YIELD

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.

LASH OUT

DONAL NOYE - DEFENDER OF CASTLE BLACK

After an enemy completes a Melee Attack:

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**.



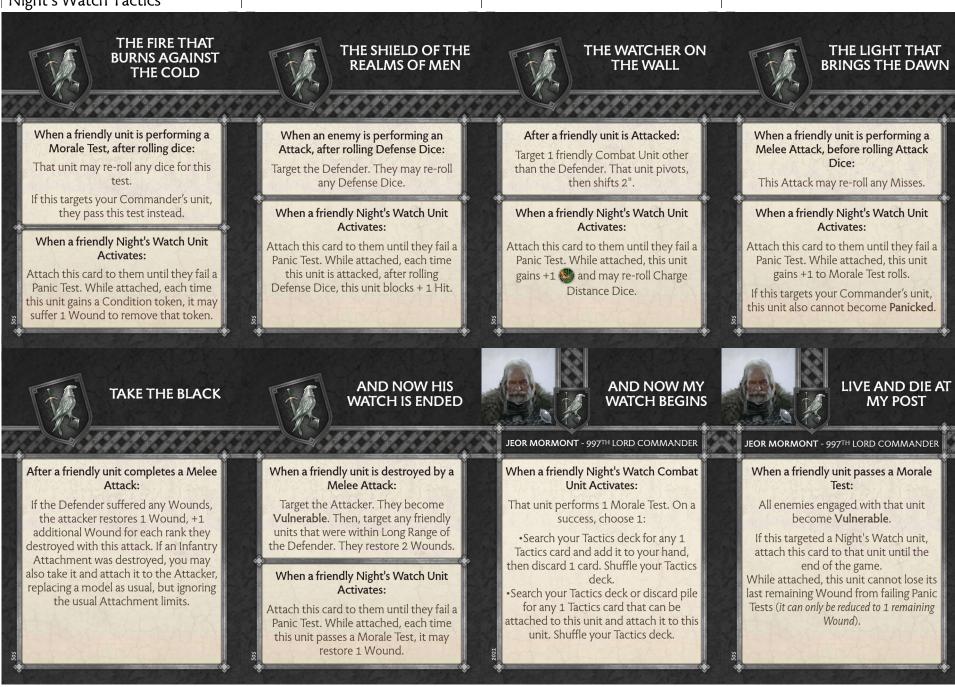
When a friendly unit is performing a Melee Attack, before rolling Attack Dice:

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.





JEOR MORMONT - 997TH LORD COMMANDER

NIGHT GATHERS

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.

HONED ENHANCEMENT

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.

JON SNOW - 998TH LORD COMMANDER

IT SHALL NOT END

UNTIL MY DEATH!

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.

STAND UNITED, BROTHERS!

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

FOR THE WATCH!

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 Caro, you may replace that zone's effect with: This unit performs 1 Charge Action.

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.

SERRATED ENHANCEMENT

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**.



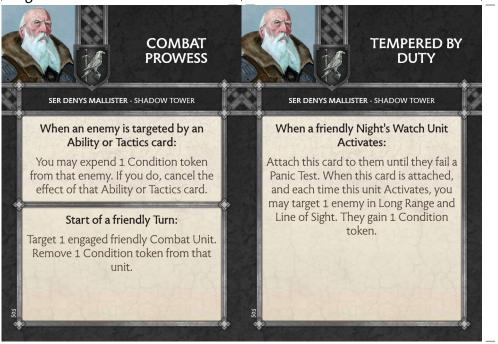
ADAPTIVE METHODS

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.





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

- 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





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 secondline 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.



to 2 Builder Stone Throwers.



BUILDER STONE THROWER

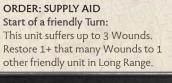
Builder Stone Thrower Crews are adept at constructing and operating mobile Stone Throwers in the field. The Builders insist these are not catapults, as those siege engines are typically on a larger scale and often use specialized projectiles, but the principles are the same. A competent Stone Thrower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

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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.





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



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.

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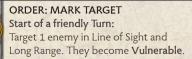
GHOST

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.





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



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.



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.

LONGSWORD

12)

SPEAR

S06

RANGER VANGUARDS

SHADOW TOWER

SPEARMEN



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.

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.





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 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.



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.

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.

