



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.



BOWEN MARSH
FIRST STEWARD
For the Watch.

4

CHARACTER



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



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, 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.



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

4

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



DONAL NOYE
EXPERT BLACKSMITH

4

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




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




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 TARLY
CRAVEN SCHOLAR

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

4

CHARACTER




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.

Night's Watch NCUs



CRASTER
 ALLY OF THE WATCH




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.



CRASTER
 ALLY OF THE WATCH





4



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.

CHARACTER






YOREN
 WANDERING CROW

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 Conscripts unit fully within Long Range of a friendly Table Edge.



YOREN
 WANDERING CROW




5

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

CHARACTER





SER DENYS MALLISTER
 HONORABLE BROTHER




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




4

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

CHARACTER



Night's Watch Attachments



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.

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

CHARACTER



COMMANDER
*Pathetic Attempt
Seeing Their Flaws
Price Of Failure*



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.

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

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.

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

CHARACTER



COMMANDER
*Hunter's Insight
Marshal
Ride-by Attack*



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.









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*

Night's Watch Attachments

 <p>BENJEN STARK WOLF OF THE WALL</p> <p>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.</p> <p>AMBUSH Enemies this unit Successfully Charges in the Flank or Rear become Panicked, Vulnerable and Weakened.</p>	<p>BENJEN STARK WOLF OF THE WALL</p> <p>CHARACTER</p>  <p>1</p>	 <p>COLDHANDS ENIGMATIC GUIDE</p> <p>OUTFLANK You may hold this unit off the table (<i>In Reserve</i>) 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.</p> <p>PATHFINDER This unit ignores the Dangerous, Hindering, and Rough keywords.</p>	<p>COLDHANDS ENIGMATIC GUIDE <i>They killed him long ago.</i></p> <p>CHARACTER</p>  <p>1</p> <p>May not be fielded in an army containing Benjen Stark.</p>
 <p>COLDHANDS FORMER CROW</p> <p>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.</p> <p>INTIMIDATING PRESENCE Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.</p>	<p>COLDHANDS FORMER CROW <i>Dead meat, dry blood, a faint whiff of rot. And cold. Cold over all.</i></p> <p>CHARACTER</p>  <p>1</p> <p>May not be fielded in an army containing Benjen Stark.</p>	 <p>COTTER PYKE EASTWATCH COMMANDER</p> <p>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.</p> <p>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.</p>	<p>COTTER PYKE EASTWATCH COMMANDER <i>Cotter Pyke always had more guts than sense. -Mance Rayder</i></p> <p>CHARACTER</p>  <p>C</p> <p>COMMANDER</p> <p>Assault Orders Pyke Aggression Reckless Strikes</p>

Night's Watch Attachments





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**.








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


CHARACTER













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.





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







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.





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










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**.





GRENN
 AUROCHS
Greenn's the ugly one. -Pypar

CHARACTER






Night's Watch Attachments




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**.




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.




JEOR MORMONT

997TH LORD COMMANDER

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









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**.




JON SNOW

"LORD SNOW"

The only gods he worshipped were honor and duty.









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**.




JON SNOW

998TH LORD COMMANDER

There's no shame in fear, my father told me, what matters is how we face it.






Night's Watch Attachments



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.

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

CHARACTER



COMMANDER
*Honed Enhancement
Rapid Construction
Serrated Enhancement*



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.

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

CHARACTER




PYPAR
MONKEY

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

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

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.

QHORIN HALFHAND
GRIZZLED RANGER
Why else do we don these black cloaks, but to die in defense of the realm?

CHARACTER



Night's Watch Attachments





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.



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

CHARACTER



1







SATIN
BRAVE RECRUIT

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



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



1



Satin ignores the usual Attachment limits.





SATIN
COMMANDER'S STEWARD

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



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


CHARACTER



1




Satin ignores the usual Attachment limits.



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.

1





SCORPION MODIFICATIONS

STAKE MOUNTINGS

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



505



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.



1



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.

505



SENIOR BUILDER



1




SER DENYS MALLISTER

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.

506



SER DENYS MALLISTER

SHADOW TOWER COMMANDER

Do not make me die regretful.

CHARACTER



COMMANDER

Adaptive Methods
Combat Prowess
Tempered by Duty

1




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.

505



WATCH CAPTAIN



2


Night's Watch Attachments



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.



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.



WATCH RECRUITER



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.



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

CHARACTER

Night's Watch Tactics

 PATHETIC ATTEMPT ALLISER THORNE - MASTER-AT-ARMS <p>When a friendly unit passes a Panic Test from being Attacked by a Melee Attack:</p> <p>Target the Attacker. They suffer 2 Hits for each remaining rank in this unit.</p> <p>If the Defender was Alliser's Unit, they also become Weakened.</p>	 SEEING THEIR FLAWS ALLISER THORNE - MASTER-AT-ARMS <p>After an enemy Combat Unit completes an Action:</p> <p>That enemy becomes Vulnerable and Panicked.</p> <p>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.</p>	 PRICE OF FAILURE ALLISER THORNE - MASTER-AT-ARMS <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>All Attack Dice rolls automatically Hit for this Attack.</p> <p>After this attack is completed, if the Defender was not destroyed, the Attacker becomes Panicked and Vulnerable.</p>	 HUNTER'S INSIGHT BENJEN STARK - BEYOND THE WALL <p>Start of a friendly Turn:</p> <p>Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:</p> <ul style="list-style-type: none"> • 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 BENJEN STARK - BEYOND THE WALL <p>When an unengaged friendly Cavalry Unit Activates:</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>	 RIDE-BY ATTACK BENJEN STARK - BEYOND THE WALL <p>When a friendly Cavalry unit selects its Action during its Activation, before resolving that Action:</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>	 HIT AND RUN BENJEN STARK - FIRST RANGER <p>After a friendly unit completes a Melee Attack:</p> <p>That unit performs 1 Retreat Action.</p> <p>If this targets a Ranger unit, any enemies it disengages from becomes Weakened.</p>	 LYING IN WAIT BENJEN STARK - FIRST RANGER <p>When an enemy Combat Unit Activates:</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>

Night's Watch Tactics

 <h3>HUNTER'S INSIGHT</h3> <p>BENJEN STARK - FIRST RANGER</p> <p>Start of a friendly Turn:</p> <p>Target 1 enemy in Long Range of a friendly Ranger unit and choose 1:</p> <ul style="list-style-type: none"> • 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. 	 <h3>ASSAULT ORDERS</h3> <p>COTTER PYKE - EASTWATCH COMMANDER</p> <p>When a friendly NCU Claims a zone:</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>	 <h3>PYKE AGGRESSION</h3> <p>COTTER PYKE - EASTWATCH COMMANDER</p> <p>After a friendly unit completes a Melee Attack:</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>	 <h3>RECKLESS STRIKES</h3> <p>COTTER PYKE - EASTWATCH COMMANDER</p> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>This Attack gains Critical Blow and Precision. 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>
 <h3>DEFENSIVE FORMATION</h3> <p>DONAL NOYE - DEFENDER OF CASTLE BLACK</p> <p>Start of any Turn:</p> <p>Attach this card to 1 friendly Combat Unit until the start of its next Activation.</p> <p>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.</p>	 <h3>REFUSE TO YIELD</h3> <p>DONAL NOYE - DEFENDER OF CASTLE BLACK</p> <p>After a friendly unit passes a Panic Test:</p> <p>All enemies engaged with that unit become Vulnerable. Attach this card to that unit until it fails a Panic Test.</p> <p>While Attached, each time this unit passes a Panic Test, all enemies engaged with that unit become Vulnerable.</p> <p>If this card is attached to Donal Noye's unit, it gains +1 to Panic Test rolls.</p>	 <h3>LASH OUT</h3> <p>DONAL NOYE - DEFENDER OF CASTLE BLACK</p> <p>After an enemy completes a Melee Attack:</p> <p>If the Defender was not destroyed, the Attacker suffers 2 Wounds for each of the Defender's destroyed ranks.</p> <p>If the Defender is Donal Noye's unit, the Attacker also becomes Panicked.</p>	 <h3>THE SWORD IN THE DARKNESS</h3> <p>When a friendly unit is performing a Melee Attack, before rolling Attack Dice:</p> <p>The Defender becomes Vulnerable.</p> <p>If the Defender has not Activated this Round, they also become Panicked.</p> <p>When a friendly Night's Watch Unit Activates:</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>

Night's Watch Tactics



THE FIRE THAT BURNS AGAINST THE COLD

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.



THE SHIELD OF THE REALMS OF MEN

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.




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.



JEOR MORMONT - 997TH LORD COMMANDER



AND NOW MY WATCH BEGINS

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.



JEOR MORMONT - 997TH LORD COMMANDER








LIVE AND DIE AT MY POST

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's Watch Tactics

 <h3>NIGHT GATHERS</h3> <p>JEOR MORMONT - 997TH LORD COMMANDER</p> <p>When a friendly Night's Watch Unit Activates:</p> <p>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.</p>	 <h3>IT SHALL NOT END UNTIL MY DEATH!</h3> <p>JON SNOW - 998TH LORD COMMANDER</p> <p>When a friendly Combat Unit would be destroyed by a Melee Attack:</p> <p>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.</p> <p>If this Attack destroys the Defender, your friendly unit is not destroyed, but instead remains in play with 1 Wound.</p>	 <h3>STAND UNITED, BROTHERS!</h3> <p>JON SNOW - 998TH LORD COMMANDER</p> <p>Start of any Turn:</p> <p>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.</p> <p>If targeting Jon Snow's unit, it may restore +2 Wounds (<i>without removing models</i>).</p>	 <h3>FOR THE WATCH!</h3> <p>JON SNOW - 998TH LORD COMMANDER</p> <p>When a friendly unit is performing a Charge Action, after rolling Charge Distance Dice:</p> <p>This unit may re-roll any Charge Distance Dice.</p> <p>When a friendly Night's Watch Unit Activates:</p> <p>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></p>
 <h3>HONED ENHANCEMENT</h3> <p>OTHELL YARWYCK - FIRST BUILDER</p> <p>When a friendly unit is performing an Attack, before rolling Attack Dice:</p> <p>This Attack gains +1 to Hit.</p> <p>If this is a Builder unit, this Attack rolls +1 Attack Die.</p>	 <h3>RAPID CONSTRUCTION</h3> <p>OTHELL YARWYCK - FIRST BUILDER</p> <p>Start of any Round:</p> <p>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.</p>	 <h3>SERRATED ENHANCEMENT</h3> <p>OTHELL YARWYCK - FIRST BUILDER</p> <p>When a friendly unit is performing an Attack, before rolling Attack Dice:</p> <p>This Attack gains Vicious.</p> <p>If the Attacker is a Builder unit, enemies that fail their Panic Test from this Attack becomes Weakened.</p>	 <h3>ADAPTIVE METHODS</h3> <p>SER DENYS MALLISTER - SHADOW TOWER</p> <p>Start of any Turn:</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>

Night's Watch Tactics

 COMBAT PROWESS	 TEMPERED BY DUTY
SER DENYS MALLISTER - SHADOW TOWER	SER DENYS MALLISTER - SHADOW TOWER
When an enemy is targeted by an Ability or Tactics card: You may expend 1 Condition token from that enemy. If you do, cancel the effect of that Ability or Tactics card.	When a friendly Night's Watch Unit Activates: 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.
Start of a friendly Turn: Target 1 engaged friendly Combat Unit. Remove 1 Condition token from that unit.	

Night's Watch Units



5

CROSSBOW

3+ 6 6 4

SHORT SWORD

4+ 5 4 3

5+ 6+

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



4

BOLT THROWER

3+ 3

WEAPON CREW

4+ 3

5+ 5+

BUILDER SCORPION CREW

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- 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.

LIMITED

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

Night's Watch Units



BUILDER STONE THROWER

505

1

ROCK VOLLEY

4+ 2

WEAPON CREW

4+ 3

5+ 5+

6

WAR MACHINE

- This unit has 6 Wounds.
- This unit cannot Control Objectives.
- 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.



COLDHANDS MYSTERIOUS ALLY

505

5

LONGSWORD

3+ 5

3+ 3+


4

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


8

LIMITED

Your army may only contain up 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.



COLDHANDS MYSTERIOUS ALLY

5


CHARACTER

May not be fielded in an army containing Benjen Stark.

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.

Night's Watch Units




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.

TOOTH & CLAW
• Sundering



GHOST

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.



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.

CHARACTER

May only be fielded in an army containing Jon Snow.

Night's Watch Units



RANGER HUNTERS

6

HUNTER'S BOW
4+ 7 6 4


SWIFT STRIKE
3+ 7 6 4

5+ 5+

505

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.



RANGER TRACKERS

6

RECURVE BOW
3+ 7 5

SHORT SWORD
4+ 5 4

5+ 5+

505

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, Hinderer, and Rough keywords.



RANGER HUNTERS

7

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

6

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.

Night's Watch Units



RANGER VANGUARDS

6

LONGSWORD

3+ 7 5

4+ 5+

506

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 Vanguards know the woods north of the Wall better than anyone. Thick copes of trees, hidden dells, and even mild depressions in the terrain provide plenty of territory from which to surprise foes.



SHADOW TOWER SPEARMEN

5

SPEAR

3+ 7 7 4

3+ 5+

505

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.

Night's Watch Units



SWORN BROTHERS

5

GREATSWORD

3+ 7 5 4

4+ 5+

505

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
• Sundering



VETERANS OF THE WATCH

5

DUAL WEAPONS

3+ 7 6 5

4+ 5+

505

COUNTERSTRIKE
Each time this unit is Attacked with a Melee Attack, for each Miss, the Attacker suffers 1 Hit.

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

DUAL WEAPONS
• Precision



SWORN BROTHERS

7

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.

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VETERANS OF THE WATCH

7

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.

VETERANS OF THE WATCH

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Night's Watch Units



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

LONGSWORD

6

3+

3

4+

3+

505



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.

LIMITED

Your army may only contain up to 2 Watch Marshals.

4