



NIGHT'S WATCH FAQ V1.6

Any new additions will be highlighted in pink
(Last Update 08/18/2020)

★ GENERAL QUESTIONS

Q: Are Vows Abilities on the unit?

A: No. They are Vows. As such, they are not lost if an Ability/effect were to cause a unit to lose their Abilities.

Q: Do Vows with the same name stack (Example: 2x "Sword in the Darkness")?

A: No. Abilities/effects with the same name never stack.

★ NIGHT'S WATCH UNITS

BUILDER CROSSBOWMEN

ERRATA: READY! AIM! FIRE should have same wording as that which appears on the Scorpion Modification card (meaning it only triggers when unit is Charged from the Front).

ORDER: READY! AIM! FIRE!

When this unit is targeted for a Charge from the Front:

This unit may make 1 Ranged Attack action against that enemy before they resolve their Charge action.

BUILDER STONE THROWER

Q: How much of a unit's tray has to be "within" Long Range to make it so it cannot be targeted?

A: A unit is "within" a given range if any part of its tray is inside the listed range.

RANGER HUNTERS

Q: When I disengage from an enemy, what comes first, their pivot or my Quick Fire Ability?

A: The enemy pivot is resolved before any other effects that would trigger as a result of the disengagement.

★ NIGHT'S WATCH ATTACHMENTS

GENERAL

Q: Can Abilities that allow multiple Vows (Such as "Unbreakable Vows") allow Vows on units that could normally not attach Vows?

A: No.

QHORIN HALFHAND (GRIZZLED RANGER)

Q: Can Qhorin's Go Down Fighting Ability trigger multiple times during the same attack?

A: Yes.

Q: Follow-up: Does it trigger when the last rank is destroyed?

A: Yes.

★ NIGHT'S WATCH TACTIC CARDS

TAKE THE BLACK

Q: If I take an enemy Attachment, is it added to the unit, or does it replace an existing model?

A: It would replace an existing model, per the Attachment rules.

Q: If use Take the Black on an opponent's Attachment, what happens if something were to allow that unit to be re-deployed (Clash of Kings, for example)?

A: Units are re-deployed exactly as they were originally fielded (unless an effect would specifically state otherwise).

SHIELD OF THE REALMS OF MEN

Q: If I play this card and already control the Wealth Zone, do I block 2d3 Hits?

A: No, the trigger for the Vow portion of the card has already passed for that attack.



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NIGHT'S WATCH TACTIC CARDS (CONT.)

WATCHER ON THE WALL

Q: Who is the target for this card, the unit being attacked or the unit making the free Maneuver/March?

A: *The unit making the free Maneuver/March. The unit being attacked is not being targeted in any way by this card, merely acting as a trigger for it.*

NIGHT GATHERS... (Jeor Mormont, 997th Lord Commander)

Q: Do I need to shuffle my deck after using this card?

A: Yes.

IT SHALL NOT END UNTIL MY DEATH! (Jon Snow, 998th Lord Commander)

Q: If the unit targeted by this card would be destroyed from being Attacked, does it still have to make a Panic Test from that attack?

A: *Yes, this card merely prevents the unit from being destroyed, it does not interrupt or stop the rest of the attack (in this case the Panic Test) from resolving.*

mighty enhancement (Othell Yarwyck, First Builder)

Q: How does this card, specifically the addition of Critical Blow, interact with the Builder Scorpion Crew's Bolt Thrower Attack?

A: *Both Critical Blow and the Scorpion's Bolt Thrower Attack modify Attack Die results; they do not stack or add to each other. In this case the owner of both effects would choose the order in which they replace the standard result of "6", eg. "Rolls of 6 cause 2 Hits" or "Each success deals 3 Hits". It is strongly advised to choose "Each success deals 3 Hits" as the final replacement.*



CARD UPDATES

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.



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.

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GREATSWORD

- Critical Blow (Rolls of 6 cause 2 Hits).
- Sundering (Defenders suffer -1 to Defense Save rolls).

Updated v1.5



ORDER: QUICK FIRE

After this unit completes a Maneuver or Retreat action:
This unit may make 1 free Ranged Attack action.

SHORT BOW

- Short Range

SWIFT STRIKE

After this attack is completed, this unit may make a free Retreat action if engaged.

Updated v1.5

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SIMPLE WEAPONS

4+ 7 4 3

5+ 8+

CONSCRIPTS

REINFORCEMENTS
Each time this unit activates, it may restore up to D3 Wounds. If you control , restore 3 Wounds instead.

INSIGNIFICANT
This unit is not worth Victory Points from Victory Through Combat.

Updated v1.5

6

SILENT PREDATOR

2+ 2

3+ 2+

GHOST

DIREWOLF

- This model has 2 Wounds.
- At the start of this unit's activation, it may make a free *Maneuver* action.

SILENT PREDATOR
When this attack is selected, enemies may not play Tactics cards for the rest of the turn.

UNINITIATED
This unit cannot attach Vows.

Updated v1.5

CARD UPDATES

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JEOR MORMONT
997TH LORD COMMANDER

STALWART
This unit gains +2 to Morale Test rolls.

WILL OF THE LORD COMMANDER
This unit may have 2 attached Vows. You always counts as controlling all Tactics Zones for any Vow effects on this unit.

Updated v1.5



QHORIN HALFHAND
GRIZZLED RANGER

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

CHARACTER

2

Updated v1.5



QHORIN HALFHAND
GRIZZLED RANGER

ORDER: STUBBORN TENACITY
When this unit passes a Panic Test: 1 enemy engaged with this unit suffers D3 Wounds.

GO DOWN FIGHTING
Each time a rank in this unit is destroyed, 1 enemy engaged with it suffers 1 Wound. If you control , deal D3 Wounds instead.

Updated v1.5



ALLISER THORNE
VINDICTIVE OVERSEER

ORDER: AT ANY COST
If this unit would fail a Panic Test: Kill 1 model in this unit to automatically pass this Panic Test.

VICIOUS
This unit's Melee Attacks gain Vicious (Defender suffers -2 to their Panic Test).

Updated v1.5



WATCH CAPTAIN

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Updated v1.5



WATCH CAPTAIN

ORDER: OATH OF THE BLACK
Start of any turn: Select 1 Tactics Zone. Until the end of the turn, you count as controlling that zone for any Vow effects on this unit.

UNBREAKABLE VOWS
This unit may have 2 attached Vows.

Updated v1.5

CARD UPDATES

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SCORPION MODIFICATIONS
 OTHELL YARWYCK

This card may only be included if your army if it also includes Othell Yarwyck. It is attached to a friendly Builder Scorpion Crew unit. Each Scorpion may only have 1 Modification. You may ignore the Limited Rule of Builder Scorpion Crews.



Updated v1.5



JEOR MORMONT
 THE OLD BEAR

DUTY TO THE REALMS OF MEN

Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly unit, it gains the following based on what Tactics Zones you control:

- : Only suffers a maximum of 1 Wound from failing Panic Tests.
- : After Defense Dice are rolled, automatically blocks +1 Hit.
- : Cannot be targeted or affected by enemy Tactics Cards or NCU Abilities.

Updated v1.5



QHORIN HALFHAND
 UNWAVERING RANGER

SACRIFICE FOR THE CAUSE

At the start of any turn, if Qhorin has not been activated, you may kill him. If you do, target 1 enemy Unit. That enemy Unit may not Activate or perform Actions this round.

HALFHAND'S GUIDANCE

Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly Infantry unit, it gains +1  and rolls +1 Attack die.

Updated v1.5



DONAL NOYE
 EXPERT BLACKSMITH

BOLSTER DEFENSE

Donal begins the game with 3 Order Tokens on him.

When a friendly Combat Unit is attacked, after Attack Dice are rolled, you may remove 1 Order Token from Donal.

That unit gains +1 to Defense Save rolls and enemies cannot expend Vulnerable tokens from them for this attack.

Updated v1.5



BOWEN MARSH
 FIRST STEWARD
 "For the Watch."

CHARACTER



Updated v1.5

★ CARD UPDATES CHANGE-LOG

General Design Notes: The Night's Watch is intended to be an army consisting of many elite options each catered to a specific battlefield role, further enhanced and customized by their assortment of Attachments and NCUs. These changes work to enhance those themes and thus were primarily focused on the available Attachments and NCU options for the Watch.

★ NCUS

Bowen Marsh

- Cost increased from "3" to "4"

Design Notes: Bowen brought incredible value for his points. We chose to maintain his Ability but bump him to 4 points, rather than lessen his overall effect.

Jeor Mormont (The Old Bear)

- Ability reworked.

Design Notes: With the change to Watch Captains Jeor's overall impact was severely lessened. While reducing him to 3 points was considered, this is not the direction we wish to take with the faction, so Jeor was instead reworked. He now functions as a countermeasure to the "psychological" aspects of war facing the Watch, while still maintaining the overall Watch theme of various Tactics Zone control.

Donal Noye (Expert Blacksmith)

- Ability reworked.

Design Notes: Donal was simply too much of an investment for what he brought to the table, not only in opportunity cost but practical use as well. His Bolster Defense Ability has been... bolstered... to make him the premier option for defense when it comes to the Watch, keeping with the "role focus" aspects of the faction.

Qhorin Halfhand (Unwavering Ranger)

- Ability reworked.

Design Notes: While potent, Qhorin's Ability was tricky to properly utilize and, in worst case scenarios, could be irrelevant for the entire game. Not only have we modified the timing aspect, but we've also given it a slight boost in how far it goes to shut-down the enemy (you ARE sacrificing an NCU, after all). In addition, Qhorin has now gained an Influence effect to represent being one of the greatest Rangers in the Watch, which also now gives him purpose even if his sacrifice effect does not come into play.

★ UNITS

Sworn Brothers

- Cost increased from "6" to "7"
- Attack Dice increased to "8/6/4" profile.

Design Notes: Sworn Brothers have been at the top-end of 6 points, given their specific combination of Abilities and Stat Profile. The overall changes to 1.5, in both core rules and game modes, compounded these combinations moving into the new version. While decreasing some of their capabilities and maintaining their points was an option, Night's Watch by design is meant to be an elite army with a play-style focusing on enhancing your already formidable units via Vows and other synergies. Sworn Brothers, being as cost-efficient for their points as they were, while also being one of the cheapest options in the faction, took away from this aspect. Given all this, we have increased their point cost to 7. While, in the context of the faction and 1.5 changes overall, we feel this puts them in a good place, we're also giving them a slight bump in combat value as well.

Ranger Hunters

- Ability: Opportunist removed
- Order: Quick Fire added

Design Notes: Ranger Hunters should have a strong focus on maneuverability and positioning, but just weren't quite living up to that goal. By adding Quick Fire, the unit is no longer as "locked down" as previous. This also allows them to better fill a "take-all-comers" role by having dedicated Melee and Ranged Attack options. This comes at the trade-off of losing Opportunist, but better defines their role in the army.

★ CARD UPDATES CHANGE-LOG

Conscripts

- Ability: Uninitiated removed
- Ability: Insignificant added

Design Notes: Conscripts lived in a weird spot in an army focused on elite units and the Vow mechanic. We removed Uninitiated to better allow the unit to play with the actual faction mechanics. Meanwhile, adding Insignificant solidified their "cheap filler" role in the army while keeping the focus on the more elite units.

Builder Crossbowmen

- Ability: Ready! Aim! Fire text modified.

Design Notes: This is an errata correcting a wording error. Ready! Aim! Fire is intended to only be able to be triggered from frontal charges (just like it is worded on the Scorpion Modification) and has been corrected to reflect that.

Ghost

- Ability: Silent Predator reworked
- Ability: Uninitiated added.

Design Notes: Ghost was overperforming for his cost (which is factored into Jon Snow). We've kept the "Shut off Abilities" portion of Silent Predator, but removed the "ignore Defense Saves" aspect. Also, while he is a good boy (and mentally bonded to Jon's psyche), Ghost never officially took his Vows, so we've removed his access to them.

★ ATTACHMENTS

Jeor Mormont (997 Lord Commander)

- Ability: Oath of the Black removed
- Ability: Stalwart added
- Ability: Will of the Lord Commander added

Design Notes: Jeor as a commander was not performing his role as "inspiring leader of an entire organization", so has been given some new tools to assist in that role. Mechanically, he should also have a strong focus on Vows, which his new Abilities enhance even further.

Qhorin Halfhand (Grizzled Ranger)

- Cost reduced from "3" to "2"

Design Notes: While his combination of Abilities justified his cost in a lot of armies, Night's Watch has expensive units meant to be further augmented with a variety of Attachment choices. Here, the 3 point commitment was really showing. While this keeps him on the strong end of 2, it is still reliant on the specific unit he is placed in to be overly effective.

Alliser Thorne (Vindictive overseer)

- Ability: Incite removed
- Ability: Vicious added

Design Notes: Alliser brought some of the only methods to modify Morale and Panic to the faction. He did this, however, at a fairly steep cost to the unit (despite the potential for healing within the Watch). Much like Qhorin, these benefits would be a boon to most factions, but given the makeup of the Watch, other options (or just excluding him) outshined. While we have removed Incite, Alliser now grants Vicious to his unit as a flat buff- one of the only methods to gain Panic-focused Abilities in the entire faction.

Watch Captain

- Order: Cost reduced from "2" to "1"
- Ability: And Now My Watch Begins... removed
- Order: Oath of the Black added

Design Notes: Again returning to the themes of "role focus", these changes were made to allow the Watch Captain to manipulate and play with the Vow mechanics better.

Scorpion Modification (Othell Yarwyck)

- Order: Cost reduced from "2" to "1"

Design Notes: Scorpions are already a heavy investment, and combined with the limitations of the Modifications, their cost was peaking just a bit high.