



**VETERANS OF THE WATCH**

5

DUAL WEAPONS

3+ 7 6 5

4+ 5+



**SWORN BROTHERS**

5

GREATSWORD

3+ 7 5 4

4+ 5+



**RANGER TRACKERS**

6

RECURVE BOW

3+ 7 5

SHORT SWORD

5+ 6 4

5+ 5+



**GHOST**

6

TOOTH & CLAW

3+ 4

4+ 2+

### 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 suffers -1 to Hit.

### 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

### 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.

### 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



**RANGER HUNTERS**

6

HUNTER'S BOW

3+ 7 5 4

SWIFT STRIKE

3+ 7 5 4

5+ 5+

**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.



**BUILDER SCORPION CREW**

4

BOLT THROWER

3+ 2

WEAPON CREW

4+ 3

5+ 2+

**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.
- For each unblocked Hit, Cavalry, Monster, and War Machine units suffer 2 Wounds.



1

ROCK VOLLEY

4+ 2

WEAPON CREW

4+ 3

5+ 2+

BUILDER STONE THROWER

WAR MACHINE

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

ROCK VOLLEY

- 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.

5

CROSSBOW

3+ 6 6 4

SHORT SWORD

4+ 5 4 3

5+ 5+

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.

CROSSBOW

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

5

SIMPLE WEAPONS

4+ 6 5 4

5+ 7+

CONSCRIPTS

ORDER: SUPPLY AID

Start of a friendly Turn:

This unit suffers up to 3 Wounds. Restore 1+ that many Wounds to 1 other friendly unit in Long Range.

DISORGANIZED

This unit suffers +1 Wound from failing Panic Tests.

6

LONG SWORD

3+ 3

4+ 3+

WATCH MARSHAL

ORDER: TACTICAL REPOSITION

Start of an enemy Turn:

Target 1 friendly unit in Short Range. They perform a 3" shift.

MARSHAL

- This unit has 3 Wounds.
- At the start of this unit's Activation, it may perform 1 Maneuver or Retreat Action.
- Other friendly units in Short Range gain +1 Attack Die on Melee Attacks.





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

#### DAUNTLESS

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

#### EMBOLDEN

Friendly units in Short Range gain +1 to Morale Test rolls.



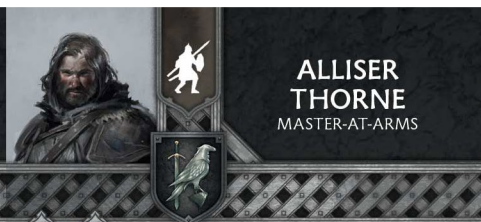
**JON SNOW**  
998<sup>TH</sup> LORD COMMANDER

#### 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.

#### RALLY CRY

Each time this unit performs a Melee Attack, before rolling Attack Dice, target 1 other friendly unit in Long Range. It restores 2 Wounds.



**ALLISER THORNE**  
MASTER-AT-ARMS

#### 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.




**DONAL NOYE**  
DEFENDER OF CASTLE BLACK

#### ORDER: SHIELDWALL

When an enemy performs 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.



**OTHELL YARWYCK**  
FIRST BUILDER

#### AFFILIATION: BUILDER

This unit is a Builder unit.

#### HARDENED

Each time an enemy performs an Attack on this unit, after rolling Defense Dice, this unit blocks +1 Hit, and an additional +1 Hit for each of its destroyed ranks.

#### SPOTTER

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



**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 for any 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 and Vulnerable.



**WATCH CAPTAIN**

#### ORDER: RELENTLESS

Start of a friendly Turn: This unit performs 1 Attack or Maneuver Action. Do not Activate a unit this Turn.

#### 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.




**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.



**ALLISER THORNE**  
VINDICTIVE OVERSEER

#### IRON RESOLVE

This unit gains +1 to Panic Test rolls and suffers -1 Wound from failing Panic Tests.

#### STUBBORN TENACITY

Each time this unit passes a Panic Test, 1 enemy they are engaged with suffers 1 Wound.





## GRENN AUROCHS

### ORDER: TAUNT

When an enemy in Short Range Activates:

If that enemy can Charge this unit, it performs 1 Morale Test with -1 to their roll for each remaining rank in this unit. On a failure, it performs 1 Charge Action on this unit (*this is their Action for the Turn*).



## PYPAR MONKEY

### ORDER: SWIFT RETREAT

After an enemy completes a Melee Attack on this unit:

This unit performs 1 Retreat Action.



## QHORIN HALFHAND GRIZZLED RANGER

### ORDER: TO THE LAST!

When this unit would be destroyed: This unit performs 1 Morale Test. On a success, it is not destroyed but remains in play with 1 Wound, then becomes **Panicked** and **Vulnerable**.


### GO DOWN FIGHTING

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



## 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 unit, friendly War Machine units may re-roll any Attack Dice.



## SCORPION MODIFICATIONS


### STAKE MOUNTINGS

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



## 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.



## 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**.



## 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.



## 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.







**BOWEN MARSH**  
 FIRST STEWARD




**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.





**AEMON**  
 MAESTER  
 OF CASTLE BLACK




**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.



**JEOR MORMONT**  
 THE OLD BEAR

**DUTY TO THE REALMS OF MEN**  
 Each time Jeor Claims a zone, choose 1:
 

- Target 2 friendly Night's Watch Combat Units. Move 1 friendly attached Tactics card from 1 of those units to the other.
- Replace that zone's effect with:  
*Search your Tactics Deck or discard pile for 1 Tactics card that can be attached to a unit and attach it to a friendly Night's Watch unit. Shuffle your Tactics Deck.*




**QHORIN HALFHAND**  
 UNWAVERING RANGER






**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 cannot Activate or perform 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  and +1 Attack Die.



**DONAL NOYE**  
 EXPERT BLACKSMITH

**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.



**OTHELL YARWYCK**  
 WARMACHINE SPECIALIST




**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 and the following based on the zone Othell Claimed:
 

- : **Vicious**
- : **Sundering**
- : Defender becomes **Weakened**