

WATCH CAPTAIN



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2021-S02

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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.

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

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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** or **Vulnerable**.

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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**.

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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 you 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.

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SATIN
COMMANDER'S STEWARD



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

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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.

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

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QHORIN HALFHAND

UNWAVERING RANGER

"Our honor means no more than our lives, so long as the realm is safe."

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CHARACTER





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.

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GILLY

THE WILDLING GIRL

SAMWELL'S INFLUENCE

Gilly does not Activate each Round. Once per game, at the the start of a friendly Turn, you may Activate Gilly. Do not activate another unit this Turn.

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DONAL NOYE

EXPERT BLACKSMITH

"The Watch is not what it was. Too few honest men to keep the rogues in line."

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CHARACTER





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.

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LONGSWORD

3+ 7 5

4+ 5+



RANGER VANGUARDS

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

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