



# NIGHT'S WATCH FAQ V1.5

Any new additions will be highlighted in pink  
(Last Update 12/09/2019)

## ★ 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.

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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.

### CONSCRIPTS

Q: If an effect would cause them to lose all Abilities, can they then attach **Vows**?

A: **Yes.** Also noting that, when they regain their Abilities, the Vow would not be discarded (as the only criteria for discarding a Vow is placing a new one).

## ★ NIGHT'S WATCH ATTACHMENTS

### WATCH CAPTAIN

Q: If I attach the Watch Captain to a Neutral Combat Unit, does his "And Now My Watch Begins" Ability allow them to gain a **Vow**?

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: *That unit would re-deploy with that Attachment. The Night's Watch unit would also have that Attachment as well (and also re-deploy with it, if that should happen).*

### 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.

### 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.*

### 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.

## CARD UPDATES

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



# CARD UPDATES CHANGE-LOG V1.5

**General Design Notes:** The Night's Watch have simply not been out long enough with enough options to properly gauge any changes to the level of Lannisters, Neutrals, and Starks, so we are holding off on any large revamps to the faction until enough data has been properly gathered. Preliminarily, however, we have identified some potential problem areas and are going to apply these moving into 1.5. These changes will be further clarified below.

## NCUS

### Bowen Marsh

- Cost increased from "3" to "4"

**Design Notes:** Much like Sworn Brothers, Bowen brought incredible value for his points. For much of the same reasons listed below for Sworn Brothers, we chose to maintain his Ability but bump him to 4 points, rather than lessen his overall effect.

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## UNITS

### Sworn Brothers

- Cost increased from "6" to "7"
- Attack Dice increased from "7" to "8" at max rank.

**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 when fighting at full capacity.

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