

The Others

A Fan Made Faction

Cards can be found here: <https://asioiafcc.com/the-others-fan-faction/>



10

Please be respectful with your notes or feedback.

Pls cross out all your comments that has been addressed (*on Win: alt + shift + 5; on mac: cmd + shift +x*)
so we can see on which one we /need to work ;)

Pick a not used color for your comments.

Used colors:

General Color

Yannic

TC

Cade

Rodrick

Cury

Playtest Template for v1.2/b1.2:

OVERVIEW:

I. Units:

A.

B. In Playtest

- | | | | |
|---|------|-------------|-------------|
| 1. Wraiths (<i>basic infantry</i>) | 4pts | <u>v1.2</u> | |
| 2. Night Striders (<i>spider cavalry</i>) | 6pts | <u>v1.2</u> | |
| 3. Undead Giant (<i>badass monster</i>) | 6pts | <u>v1.2</u> | |
| 4. Fallen Crows (<i>medium infantry</i>) | 6pts | <u>v1.2</u> | |
| 5. Feral Wights (<i>fragile, fast infantry</i>) | 6pts | <u>v1.2</u> | |
| 6. Snow Bear Wight (<i>can opener</i>) | 5pts | <u>b1.2</u> | |
| 7. Bringers of the Night (<i>centre unit</i>) | 8pts | <u>b1.2</u> | (Character) |
| 8. Night Queen | 4pts | <u>v1.2</u> | NCU |
| 9. Night Warg (Unnamed 01) | 3pts | <u>v1.2</u> | NCU |
| 10. Bur the Builder (Unnamed 02) | (C) | <u>v1.2</u> | NCU |
| 11. Craster | 3pts | <u>b1.2</u> | NCU |

C. In Development

- | | | | |
|---|-------------|-------------|-------------|
| 1. Ice Spider Swarm (<i>distraction, solo unit</i>) | ?pts | <u>v1.1</u> | |
| 2. Viserion | 12pts? | | (Character) |

D. Potential Units

- | | | | |
|---|--------------|--|-------------|
| 1. Ancient Skeletal Horde | | | |
| 2. Bound Wights (<i>tougher, more cunning infantry</i>) | | | |
| 3. Giant Variants | | | |
| 4. Ice Spiderling Swarm | | | |
| 5. Mammoths | | | |
| 6. Ramshackle Corpse Hordes | | | |
| 7. Undying Lady (<i>half-joke monster</i>) | needs rework | | (Character) |

II. Attachments:

A. In Playtest

- | | | | |
|--------------------------------------|------|-------------|--|
| 1. Night King (Commander) | (C) | | |
| 2. White Walker | 2pts | <u>v1.2</u> | |
| 3. Aggash (Unnamed 03) | (C) | <u>b1.2</u> | |
| 4. Night King (Fear beyond the Wall) | (C) | <u>b1.2</u> | |

B. In Development

C. Potential Attachments

1. Abomination
2. Craster, fearful Follower
3. Equipped Corpse
4. Singers of the Great Other
5. White Walker Overseer
6. White Warg
7. Wight Infiltrator

III. Tactics Cards:

A. Base Deck

1. The Long Night v1.2
2. Winter's Illusions v1.2
3. Army of the Dead v1.2
4. Winter Has Come v1.2
5. Summon the Undeath v1.2
6. Blessings of the Great Other v1.2
7. Unstoppable Charge v1.2

B. Commander Cards (Night King)

1. Marching South v1.2
2. Fear from the Death v1.2
3. Touch of the Night v1.2

C. NCU Commander Cards (Trap Style, Bur the Builder)

1. Corruption of the Night v1.2
2. Winter's Freeze v1.2
3. Grumkins & Snarks v1.2

D. Commander Cards (Aggash)

1. Charge of the Death v1.2
2. Fear of the Night v1.2
3. Shadows in the Storm v1.2

E. Night King - Fear beyond the Wall

1. Cold Presence b1.2
2. Vengeance of the King b1.2
3. Spear of Winter b1.2

F. Unfinished Cards

1. Visions of Winter ?
2. Brave or Foolish? ?
3. Shadows in the Storm ?
4. No Horn, Only Silence ?
5. Fear from the Dark ?

IV. Other Design Elements/Notes:

I-A. UNITS (IN PLAYTEST)



The unit card for Wraiths features a central illustration of a dark, hooded figure. The card is framed by a decorative border. On the left side, there are several icons: a green circle with a white '5', a gold banner with a sword and the text 'CRUDE WEAPONS', a shield with a white '4+', a green circle with a white '7', an orange circle with a white '4', and a red circle with a white '3'. Below these are a shield with a white '6+', a yellow circle with a white '4+', and a white silhouette of a wraith. The text 'v1.2' is in the bottom left, and 'WRAITHS' is in the bottom center. On the right side, there are three text boxes with icons: a skull, a sword, and a sword.

UNDEAD ARMY
Every time an engaged enemy combat unit loses a rank or fails a panic test, a friendly unit within **Short Range** gains 2 **Corpse tokens**.
At the start of this units activation, you may expend up to 2 **Corpse tokens** to restore 1 **Wound** for each **Corpse token** spent.

CRUDE WEAPONS
If this unit has 3+ **Corpse tokens**, this attack gains +1 to Hit.

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



The unit card for Night Striders features a central illustration of a rider on a large, green, spider-like creature. The card is framed by a decorative border. On the left side, there are several icons: a green circle with a white '6', a gold banner with a sword and the text 'BITE', a shield with a white '3+', a green circle with a white '7', and an orange circle with a white '5'. Below these are a shield with a white '4+', a yellow circle with a white '4+', and a white silhouette of a rider on a spider. The text 'v1.2' is in the bottom left, and 'NIGHT STRIDERS' is in the bottom center. On the right side, there are three text boxes with icons: a red heart with a white '3', a sword, and a sword.

ICE SPIDERS
Each model in this unit has 3 **Wounds**.
At the start of this unit's activation, it may make a free **Maneuver** action.
This unit's movement is never reduced by terrain.

BITE
Vicious (Defenders suffer -2 to their Panic Test).

*Suggestion: instead of saying "terrain", maybe specify the relevant keywords?
This unit ignores the terrain keywords Hinderling and Rough.*



GIANT

- This model has 5 **Wounds**.
- This model suffers only one **Wound** for every 2 unblocked Hits from any attack or effect (*discarding any remainders*).

MIGHTY FURY

Defenders do not get Defense Saves against this attack.



UNDEAD BLOW

Every time an engaged enemy combat unit loses a rank, place 2 **Corpse** tokens on a friendly unit within **Short Range** of this unit.

SWORDS IN THE DARKNESS

Critical Blow (*Rolls of 6 generates 2 Hits*).

UNBENDING

This unit never makes **Panic** tests.



6

STALKING BLADES

4+ 8 5 4

6+ 4+

v1.2

FERAL WIGHTS

UNDEAD ARMY

Every time an engaged enemy combat unit loses a rank or fails a panic test, a friendly unit within **Short Range** gains 2 **Corpse tokens**.

At the start of this unit's activation, you may expend up to 2 **Corpse tokens**, to restore 1 **Wound** for each **Corpse token** expended.

STALKING BLADES

- This unit gains +2 to its Charge distance roll.
- If this unit successfully charges, it gains +1 to Hit.

ONSLAUGHT

If targeted by the , this unit may make a free Charge action instead of a free Attack action.



6

BRUTAL MAULING

3+ 4

5+ 4+

b1.2

SNOW BEAR WIGHT

ORDER: RELENTLESS

If this unit recovers any **Wounds**:
Remove the Activation token from this unit.

LARGE PREDATOR

This model has 4 **Wounds**.

This model rerolls failed Defense Saves of 1. Once per game, if this model would be slain, roll a die. On a 3+, this model remains in play with D3 **Wounds**.

BRUTAL MAULING

Devastating Blow (Every successful attack roll generates 2 hits. Every natural roll of 6 generates 4 hits instead.)

Charged enemies become **Panicked**.

6 should only give 3 hits



BRINGER OF THE NIGHT

Wounds may never be restored to this unit.

This unit may never gain **Corpse** tokens.

When this unit is destroyed, all friendly infantry units suffer D3+1 **Wounds**.

UNDEAD FEAR

When an engaged enemy combat unit fails a **Panic Test**, for every **Wound** suffered, a friendly unit within **Short Range** gains +1 **Corpse** tokens.

HORRIFIC VISAGE

Each time an enemy targets this unit with a **Melee Attack**, that enemy suffers a **Panic Test** before resolving the attack.



This ability probably makes Craster be 4 points. Yeah

Unnamed 02 NCU is a Commander. See his tactics cards [here](#).

I-B. UNITS (IN DEVELOPMENT)



Not totally sure with this. Also they need a Point Cost.

Suggestions:

- Avoid using movement above 6". If they march 14", that can't be measured by the stick.
- If you are not sure about the unit, try to imagine "what is his purpose in the army?"

Dragon (Viserion) (12) 12 points seems reasonable (👉6) **Move should be 8?** (Character which can only be played with Nightking, *Dragonrider* as a commander)

Ice Bite 🗡️ (3+) 6 Cold Breath 🎯 (3+) 4 3+/2+

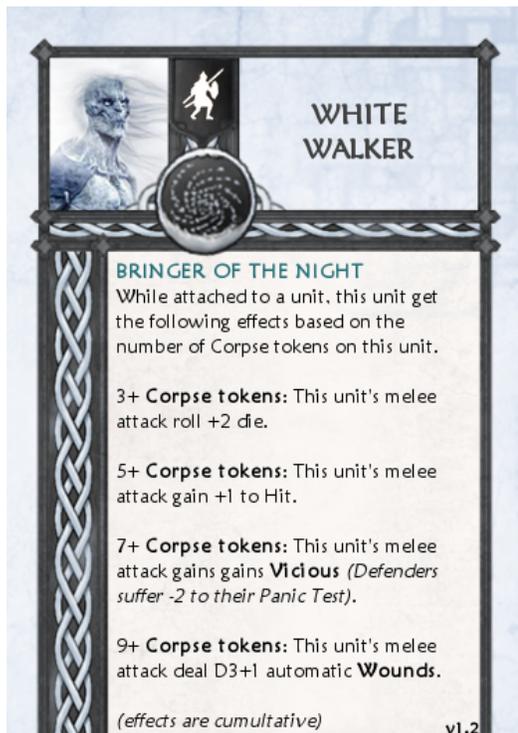
- Ice Bite:
 - Sundering
- Cold Breath
 - Ignores defense saves
- Dragon (8 Wounds; free maneuver or retreat before ure action; ignores terrain and units while marching)
- Undead Swing
- Dragon skin: every 2 unblocked hits, generates one wound (like giant, but it can be turned off?)

I am going to wait until the Targaryens have dragons before I put an undead dragon on the table it would be to OP with out that counter balance.

I-C. POTENTIAL UNITS

- *Ancient Skeletal Horde*
- *Bound Wights (tougher, more cunning infantry)*
- *Giant Variants (I reckon there will be more Freefolk versions down the track),*
- *Ice Spiderling Swarm (they're bound to have been tiny at some point),*
- *Mammoths*
- *Ramshackle Corpse Hordes*
- *Undying Lady*

II-A. ATTACHMENTS (IN PLAYTEST)



I removed the Commanders here, so we have them by the Tactics cards only

II-B. ATTACHMENTS (IN DEVELOPMENT)

II-C. POTENTIAL ATTACHMENTS

- **Abomination:** When this unit attacks you may spend a corpse token to either: make the defender panicked or give this unit vicious
- **Equipped Corpse:** When this unit attacks you may spend a corpse token to either: make the defender vulnerable or give this unit sundering.
- *Singers of the Great Other look very cool. No conditions whatsoever strikes me as very powerful for 1pt. (from here: https://docs.google.com/document/d/1fRrKSu_zLHzllp_44AXSGsIJHINoo_Es5f5iGVYL_hag/edit)*
- **White Walker Overseer: (1pts)**
At the start of this units activation, this unit may suffer 3 **Wounds** to get 3 **Corpse tokens**.

- **White Warg: (2pts)**
Order: Counterstrategy
When an enemy within Short Range uses an Order or is targeted by a Tactics card:
Roll a die. On a 3+, cancel that Order/Tactics card.
- **Wight Infiltrator** (think the one in the Lord Commander's tower)

III-A. BASE TACTICS DEC

THE LONG NIGHT

When you claim any zone on the Tactics Board:

You may replace that zone's effect with:

Place up to 3 **Corpse tokens** on friendly units.

v1.2

WINTER'S ILLUSIONS

Anytime:

Target a friendly unit. Remove up to 8 **Corpse tokens** from friendly units within **Long Range** of that unit.

Place the same amount of **Corpse tokens** on the targeted unit.

v1.2

WINTER HAS COME

When a friendly unit attacks, before attack dice are rolled:

This unit's attack gets +2 dice.

If this unit has 3+ **Corpse tokens** it gets **Vidous** (*Defender suffer -2 to their Panic Test*)

(effects are cumulative)

v1.2

SUMMON THE UNDEATH

At the start of a round:

Remove 3 **Corpse tokens** from friendly units.

Then deploy a Wraiths unit with 8 **Wounds** in **Short Range** of a friendly unit with a **Corpse token**, 1" away from enemy units and impassible terrain.

v1.2

BLESSINGS OF THE GREAT OTHER

When a friendly unit activates:

Choose on of the following effects:

- This unit's Melee Attacks gain +1 to Hit this turn.
- This unit's Melee Attacks gain +2 dice this turn.
- This unit gains +1  this turn.
- This unit gains +2 **Corpse tokens**.

If this unit has 3+ **Corpse tokens** on it, choose two effects.
If this unit has 5+ **Corpse tokens** on it, choose three effects.

v1.2

UNSTOPPABLE CHARGE

When a friendly unit Charges:

That unit may re-roll their Charge Distance die, and their attack deal +2 automatic Hits.

If this unit has 3+ **Corpse tokens** on it, the unit counts as having rolled a 6 for their Charge Distance.

If this unit has 5+ **Corpse tokens** they deal D3 **Wounds** instead of Hits.

(effects are cumulative)

v1.2

ARMY OF THE DEAD

When a friendly unit declares a Charge:

If the Charge was successful, after the attack, target one friendly unit within **Long Range**. This unit immediately activates after this unit. Any attacks it makes this turn can only target the enemies this unit attacked this turn.

If one unit has 3+ **Corpse tokens** on it, both units gains +2 Attack dice.

b1.2

Tactics Card: Army of the Dead

ISSUE: the last paragraph is very problematic.

- What one unit needs to have 3+ Corpse tokens? Any one in the battlefield?
- As you declare the other unit only after the attack (as per the card text), the 1st charging unit will not benefit from the +2 Attack dice.

Tactics Card: The Long Night

ISSUE: To ONE Unit, or up to 3 on ALL Units? Right now it reads that each and every Unit can get (up to) 3 corpse tokens each.

Tactics Card: Summon the Undead

ISSUE: Some might confuse Wounds and Models, maybe this should be clarified? Now it means that the Unit has 8 Wounds, thus 4 models. So maybe say "4 models" instead of "8 wounds" to lessen the possible confusion?

III-B. NIGHT KING COMMANDER CARDS

The Night King and his Tactic cards are lacking a general theme to me :(



Marching South: Trigger: When a friendly unit is attacked, after attack dice has been rolled

III-C. TRAP-STYLE NCU COMMANDER CARDS (Unnamed 02)



Corruptio of the Night: Maybe not that powerful. Also has a problem with impassable terrain.

III-D. Fear Style Attachment COMMANDER CARDS Aggash (Unnamed 03)



Charge of the Death:

And keeping with Aggash panic theme(instead of 5+ corpus tokens) and additional -1 to panic roll per enemy rank lost so up to a -4

Good note there. Its sth we can look at in v1.3

Fear of the Night:

Choose one of the following:

- That enemy must make a Panic Test and suffer -1 to their roll per destroyed rank.
- That enemy suffers -1 to their movement and their attacks suffer -1 to Hit.

III-E. Night King - Fear Beyond the Wall (C)



Vengeance of the King:

Last paragraph: Your unit may perform one free **Attack** action.

Spear of Winter:

The [Speed] of the Night King's Unit is reduced to 3 until end of round.

Before or after the Night King's Unit's performs it's first action:

Target an enemy Unit within Short Range to either deal D3+1 Wounds to the targeted Unit or instead, you may roll a die:

On a 4+, kill one Attachment of your choice on that targeted Unit.

III-F. UNFINISHED CARDS

I would change it to the Night King unit may expend one corpse token from an enemy unit in long range engaged with a friendly unit to give the friendly unit a +1 to hit or 2 extra attack dice . adding order tokens I would not recommend (keeping all the effects playing off of the corpse tokens is this faction unique factor) and thus the cards should be the same . Now in my rule set when an enemy unit takes a wound I put the corpse token on the enemy unit not the friendly unit if destroyed I put the tokens where they died on the ground . I do not count panic tests removal for Corpse tokens placement **The reason he use Order tokens instead of Corpse tokens is, cause some unit (Bringers of the Night) can not take Corpse tokens, but are supposed to be played with him. Also it limits the amount of possibilities to get his effects.**

Visions of Winter (reworked) (don't need to be Night King Tactic card; also could be a NCU ability)

When you claim a tactic zone, you may replace its effect with:

Target one enemy unit, all their Attachments lose all their Abilities until the end of the round.

If they are engaged with a unit with 3+ Corpse tokens on it, they *suffer D3+1 Wounds* ~~OR become Panicked or Weakened.~~

Old version:



Cold Presence: Night King - Fear beyond the Wall?

Start of a friendly turn:

You may spent one Order token from the Night King, to make one enemy unit within Long Range of the Night King Panicked or Vulnerable.

Vengeance of the King: Night King - Fear beyond the Wall?

After a friendly unit within Short Range is attacked:

Remove one Order token from the Night King and choose one of the following effects:

- The Night Kings unit suffers 1 wound and then may pivot and perform a free attack or Charge action.
- The attacked unit may perform one free Attack action.

Spear of Winter: inspiration take from Cade ;) Night King - Fear Beyond the Wall?

At the Start of the Round:

The  of your commander's unit is reduced to 3.

Before or after this unit has made an action, it may make a Long Range **OR** Short Range attack, which automatically hits and causes D3+1 Wounds *or roll a die, on a 4+ kill one attachment of the enemy unit (of your choice).*

I still wish you could snipe attachments with this somehow—D3+1 wounds OR roll a die to try to kill an attachment? I'm not sure if 4+ or 3+ to snipe an attachment I feel like 4+ is reasonable, considering it can be combined with an attack, or made from 20" away.

LoL, i never thought of this range you get if u move ure unit before attacking.

And there will be 2 of these in the deck!

Otherwise, I love how you've done this. By playing it at the start of the round, you're warning the opponent that something dangerous could happen. Then they can march 6, pivot, shift, and fire long range.

Also there is the opportunity to get the 2" to close the charge distance to your enemy.

This is a night king only tactics card weapon right? Or is it for any commander. Or is purchased for points and added to a commander-then discarded after use?

Couple of ideas for this: This card is shuffled into your deck face up.

Once this card is used, remove it from the game.

Now, (similar to the scorpion crew modifications card)

Would everything that follows now be part of a modification card?

That's correct. A modifications card-cost 1-2 (possibly a point per modification ability or 1 point as it does require panic instances) points that could buff the spear in a couple different instances and also give it some staying power in your tactics deck. A neat way to give the others some distance fighting capabilities. -Tc

At a cost of 2 points: a spear of winter modifications card.(attached to your night king commander & You would need your spear of winter card locked-n-loaded (already in hand), ready to use in order to use these abilities.)

You may ignore the limited rule for spear of winter tactics cards. Spear of winter tactics cards are returned to your tactics deck face up instead of your discard pile, then reshuffle your tactics deck.. Also, using the listed abilities does not spend the spear of winter tactics card, but it must be in hand. (so this would be on the back of the card)

Abilities:

Order: reflex kill-when an enemy within long range and line of site would fail a panic test: this unit may make 1 free ranged attack action against that enemy before the resolve their panic test.

Feed on fear-when this unit is targeted by an enemy unit with a panic token attached: this unit may make 1 free ranged attack.

(okay, just some ideas. Please let me know what you all think.-Tc)

Note: with house targ revealed it is going to increasingly important to remove unit attachments and/or heavy units.

Brave or Foolish

When an enemy combat unit declares a charge:

The enemy unit must roll 2 dice and select the lowest.

If they charge a unit with 3+ Corpse tokens on it they suffer a disorderly charge on rolls of 1 and 2.

If they charge a unit with 5+ Corpse tokens on it, they become Weakened.
(effects are cumulative)

I love this card, but I think it needs a different name. To me, it represents the enemy army being terrified of the Others, without actually resorting to Vicious, Panicked, etc.

Shadows in the Storm

No Horn, Only Silence

Start of a turn:

Place this Card face up with 2 Order tokens on the field.

Discard it at the end of the round.

Every time your opponent plays a tactic card, you may choose one of the following effects:

- You may spend an Order token to roll a die. On a 4+ return the tactic card to your opponent's hand instead of resolving their effect.
- You may spend two Order tokens to cancel the effect of the tactics card.

*F*cking outstanding.*

We could also try to tie it to the Corpse Tokens:

- *Remove a total of X Corpse Tokens from your units to roll a die. On a 4+ return the tactics card to your opponent's hand instead of resolving the effect. This may be repeated.*
- *Remove this card from play to cancel the effect of the tactics card.*

I like the idea. It would make the card a lot easier to use.

My concern is that the card could always been used which will lead to a negative game experience. Like a pre nerve Varys only for tactic cards.

Fear from the Dark

Ideas for more Tactic Cards:

Anyone had a chance to look at my cards ?

<https://drive.google.com/open?id=1CnNUHboBrkfkpSChYFOQfkk5C5HAXA1Q>

Got the proper link in place

I had taken a look, but I didn't have the time to sort it all out. Will revisit them in the next days.
Not the next day xD but i like what you have done there ;)
Have you any idea how we could implement this on a commander?
I tried, but I got a very different style in the end :((see night King - Fear beyond the Wall)

Played my fourth game with my "others" faction and actually won the game after reflection I realized that it had everything to do with the game mode. We played fire and Blood giving them an 18 inch initial deployment. The three previous games that I lost we're because of their slow movement and the enemy getting into my flanks and picking off units before they could charge In mass or use the others automatic charge from a unit in long range of a friendly unit in combat plus the inability to get unclaimed objective tokens. I also used for the first time the Night King field commander. surrounded by units of others protecting him gave him an ability to continue to raise corpse piles into those units. I decided to modify the dice pool on the others units from 12 8 4 to 8 6 4 but giving them a plus three dice when they are charging. and also decided to limit the Night Kings raising Corpus tokens from 6 to 4.

We should make a section so that everyone can post there play test battle reports

IV. OTHER DESIGN ELEMENTS/NOTES:

I got shared a file with some cool ideas, where some guys tried to make their own WW faction:

https://docs.google.com/document/d/1fRrKSu_zLHzllp_44AXSGsIJHINoo_Es5f5iGVYLhag/edit

Any idea for new Cards and/or new commanders?

Maybe:

- One commander that plays via panic I gave one that has a -1 to panic test for any unit engaged with it and if control crow failed test spread a panic token to another enemy unit
- One that brute forces stuff (sundering, critical blow, etc) I gave one that gets a +1 to hit and an extra unit dice. and if controlling the attack gets critical blows
- One for a spam list
- One for a fast army (like an undead robb) I gave one a +1 to move and if controlling the maneuver ignores rough terrain
- One commander that plays around control (Unnamed 02)
- My last white walker throws Ice darts in a charge 4 dice hitting on 3+

Order of abilities:

- Orders
- Innate (❤️)
- Corpse Token Abilities (👁️)
- Weapon Abilities
- Unnamed Abilities (e.g. Onslaught, Unbending)

Unused Abilities:

UNDEAD FEAR: When an engaged enemy combat unit fails a **Panic Test**, for every **Wound** suffered, a friendly unit within Short Range gains +1 **Corpse Token**.

<u>Ability</u>	<u>Costs in Corpse Tokens</u>	<u>Cards that use them</u>
Vicious		White Walker, Winter has come
Sundering		
+1 to Hit		White Walker
+2 attack dice		White Walker, Winter has Come
D3 Wounds		<i>Visions of Winter</i>
D3+1 Wounds		Unstoppable Charge

D3+2 Wounds		White Walker
D3+1 Hits		Marching South
Panicked		Touch of Night
Vulnerable		Touch of Night
6 for charge distance		Unstoppable charge

Any ideas how to rank them? Cade had the idea that the first one should need 3 corpse tokens and the second ability needs 5 corpse tokens. So you always know how much tokens you need for your next ability.

Any thoughts on this?

- Yannic

Not always, but yeah. It's more important with tactics cards than units. –Cade

Made up names for WW:

- *Like, the Reaper of Karhold, the Butcher Beyond the Wall, the Wraith Stalker, stuff like that (random thoughts) (not from me)*

I have played my list 3 times with another player's outside of testing myself so far lost all three battles . Their slow movement if preventing them from getting to the objective tokens in time . , and the few single faster units can not hold off an attack from a strong unit if they rush ahead . one player had a Bolton heavy army and used weakened tokens well along with expending the panic tokens for tactic card use, so I do not think they are OP but still need to learn how to use them better before determining what to fix .