

<b><u>"Skinchanger Scout"</u></b>	<b>Wildling Victory</b> Lowest Bidder: Discards all available Power tokens. Everyone Else: Discards 2 available Power tokens, or as many as they are able.
	<b>Night's Watch Victory</b> Highest Bidder: All Power tokens bid on this attack are immediately returned to his available Power.
<b><u>"Preemptive Raid"</u></b>	<b>Wildling Victory</b> Lowest Bidder: Chooses one of the following: (a) Destroys 2 of their units anywhere; or, (b) Is reduced 2 positions on their highest Influence track. Everyone Else: Nothing happens.
	<b>Night's Watch Victory</b> Highest Bidder: The wildlings immediately attack again with a strength of 6. You do not participate in this attack (no reward nor penalties).
<b><u>"Mammoth Raiders"</u></b>	<b>Wildling Victory</b> Lowest Bidder: Destroys 3 of their units anywhere. Everyone Else: Destroys 2 of their units anywhere.
	<b>Night's Watch Victory</b> Highest Bidder: May retrieve 1 House card of their choice from their discard pile.
<b><u>"Crow Killers"</u></b>	<b>Wildling Victory</b> Lowest Bidder: Replaces all of their available Knights with available Footmen. Any Knight unable to be replaced is destroyed. Everyone Else: Replaces 2 of their Knights with available Footmen. Any Knight unable to be replaced is destroyed.
	<b>Night's Watch Victory</b> Highest Bidder: May immediately replace up to 2 Footmen, anywhere, with available Knights.
<b><u>"A King Beyond the Wall"</u></b>	<b>Wildling Victory</b> Lowest Bidder: Moves his token to the lowest position on every Influence track. Everyone Else: In Iron Throne turn order, each player chooses either the Fiefdoms or the King's Court Influence track, and moves their token to the lowest position on that track.
	<b>Night's Watch Victory</b> Highest Bidder: Moves their token to the top of the Influence track of their choice, then takes the appropriate Dominance token.

<u><b>"Massing on the Milkwater"</b></u>	<b>Wildling Victory</b> Lowest Bidder: If you have more than one House card in your hand, discard all cards with the highest combat strength. Everyone Else: If they have more than one House card in their hand, they must choose and discard one of those cards.
	<b>Night's Watch Victory</b> Highest Bidder: Returns their entire House card discard pile to their hand.
<u><b>"Silence at the Wall"</b></u>	<b>Wildling Victory</b> Lowest Bidder: Nothing happens. Everyone Else: Nothing happens.
	<b>Night's Watch Victory</b> Highest Bidder: Nothing happens.
<u><b>"The Horde Descends"</b></u>	<b>Wildling Victory</b> Lowest Bidder: Destroys 2 of his units at one of his Castles or Strongholds. If unable, destroys 2 of his units anywhere. Everyone Else: Destroys 1 of their units anywhere.
	<b>Night's Watch Victory</b> Highest Bidder: May muster forces (following normal mustering rules) in any one Castle or Stronghold area you control.
<u><b>"Rattleshirt's Raiders"</b></u>	<b>Wildling Victory</b> Lowest Bidder: Is reduced 2 positions on the Supply track (to no lower than 0) Everyone Else: Is reduced 1 position on the Supply track (to no lower than 0)
	<b>Night's Watch Victory</b> Highest Bidder: Is increased 1 position on the Supply track (to no higher than 6)