



GENERAL ERRATA/FAQ V1.4



RULEBOOK ERRATA

The following changes have been made to the Song of Ice and Fire Rulebook.

• **Current Rulebook: Version 1.4 (Last Update: 06/04/2019)**

All new additions will be highlighted in pink

PG. 7: "Pivot" text reworded, with annotation to reference Pg. 15 for full rules explanation (*No rule change, only clarification*).

PG. 9: Removed wording grouping "Combat Units", "Non-Combat Units" and "Attachments" as "three types of units"- Attachments are **not** units.

PG. 10: Text added under **MELEE/RANGED ATTACK** to clarify that a Ranged Attack's "range" (*Short/Long*) is **not** an Ability, and can never be cancelled or removed.

PG. 10: "Wound" Abilities changed to "Innate Abilities"; errata added that such Abilities cannot be lost or cancelled.

PG. 12: Clarification added: "Solo Units can never have attachments"

PG. 14: Line of Sight, third paragraph: reworded for clarification (*Target must be in Front Arc, not merely on front side of base*).

PG. 15: "Pivoting and Other Units" text reworded (*No rule change, only clarification*).

PG. 15: "Moving and Other Units" text reworded, with annotation to reference **Pg. 18** "Charging: Roll Charge Distance and Move Attacker" (*No rule change, only clarification*).

PG. 16: ERRATA: Units may Retreat forward if engaged from flank/rear. Text added for situations where a unit cannot legally complete Retreat.

PG. 17: Text updated on "Checking Range" (*No rule change, only clarification*).

PG. 18: ERRATA: Charge text and steps updated:

- All steps of a Charge are treated as a single move (*Clarification. No rule change.*)
- After Pivot, the charging unit must, at least potentially, be able to contact their target (**ERRATA**)
- "Resolve Melee Attack" changed to "Make Melee Attack" (*Clarification. No rule change.*)

PG. 19: "Defender Makes Panic Test" clarification that a Panic Test happens if the unit suffered any Wounds from the attack, regardless if any models were destroyed (*specifically in regards to Cavalry/Multi-Wound models*).

PG. 19: "Disorderly Charge" text reworded (*No rule change, only clarification*).

PG. 20: Combat Bonuses: Errata added that both Melee and Ranged Attacks benefit from Flank/Rear Bonuses.

PG. 23: ERRATA, "Timing Conflicts" and "Simultaneous Actions": "Voluntary" and "Mandatory" wording removed. Orders and Tactics Cards specified as only effects that cannot be "stacked".

PG. 26: ERRATA, Multiple Terrain Keywords modified.

PG. 28: ERRATA, "Battlefield Setup": Restriction on placing Terrain 6" (*Short Range*) from Deployment Zones removed.

PG. 30: ERRATA: Feast For Crows rule change: Units activating within Short Range of Corpse Pile suffer negatives to Moral Test based on game round.

RULES SUMMARY: "Pivot" added to start of "Charge Action" (*No rule changes, only clarification*).

RULES SUMMARY: Terrain keywords text updated (*See above*).



GENERAL FAQ

All new additions will be highlighted in pink

Q: Do units suffer Panic Tests anytime they take damage?

A: *No. units are only ever forced to make Panic Tests from Attacks, or if an effect specifically says for them to do so.*

Q: If an Attachment is destroyed or somehow removed from a unit, does the unit lose the Abilities of the Attachment?

A: Yes.

Q: Follow-up Question: If an Attachment is destroyed from a unit, and then wounds are restored to the unit, can the Attachment be returned?

A: *No. Once destroyed, the Attachment is permanently lost. The unit may only restore generic models.*

Q: Do Abilities such as **Rapid Assault** or **Onslaught**, which trigger when a unit is targeted by a specific zone, trigger if a different zone gains the listed zone's effect?

A: **No.** The trigger for these effects is the unit being targeted by the specific zone listed on the Ability- it is **not** linked to the effect of that zone. Note though, that in all cases of such Abilities (Rapid Assault, Onslaught) the Ability **replaces** the effect of the zone (whatever it may be) with its own, in both of these cases a free Charge action.

Q: Does the **Affiliation: X** Ability **add** the listed keywords to a unit or does it **replace** existing ones?

A: **Affiliation: X** does not remove anything from the unit. It merely adds additional keywords for effects to trigger from.

Q: Can I expend Condition tokens while also utilizing other effects with similar timing?

A: Yes.

Q: Can I move and/or pivot off the table edge?

A: Move, no. Pivot, yes. The table edge is treated as Impassable.

Q: Can I end a Charge action engaged with multiple enemies? If so, what happens?

A: Yes. Although rare, after all alignment is completed from a successful Charge, the attacker may find its tray touching additional enemies. In such an event, the units are engaged. The attacker can still only resolve its attack against the original target, and the additional contacted enemies are not forcibly moved in any way as a result of that Charge move.

Q: If an enemy I am engaged with is destroyed by something other than a Melee Attack, can I Surge Forth/Pivot with units that were engaging them?

A: No. Surge Forth (and pivots allowed by it) only happen when an enemy unit is destroyed by a Melee Attack from units engaging it, no other time.

Q: What happens if I cannot fit all my units into my Deployment Zone?

A: Any unit that cannot be deployed due to lack of space will instead be placed fully within your deployment as their activation for the round.

✪ GAME MODE FAQ

Q: In what order are the effects of Objectives resolved in **A Game of Thrones**?

A: Beginning with the First Player, players will take turns selecting from 1 of their applicable effects and resolving it, continuing back and forth until all effects have been resolved.

Q: In **A Clash of Kings**, if my opponent has a NCU Commander but also has no Attachments in their army, is there a way for me to score the additional 2 Victory Points?

A: No.

Q: In **A Storm of Swords**, how is Range and Line of Sight drawn from the Castle Walls for their Arrows attack?

A: Arrows may target any enemy within Long Range of any part of the Castle Wall.

Q: In **Winds of Winter**, what happens if we run out of Secret Mission cards to draw?

A: Shuffle all discarded Secret Mission cards to form a new Secret Mission deck.

Q: In **Winds of Winter**, for the Mission "Reveal this Mission at the end of any round in which you control the center Objective. Score this Mission if you control that Objective at the end of the next round." Does this card count against my 2 Secret Missions when redrawing?

A: No.

Q: In **Winds of Winter**, for the Mission "Score this Mission when you destroy the enemy Commander", do I gain Victory Points if the Commander is destroyed by an effect controlled by their owner?

A: Yes, you will score points from this Mission anytime the enemy Commander is destroyed.

Q: In **Winds of Winter**, how does the second half of the Mission work if drawn as the Open Mission: "Score 1 Victory Point at the end of the round if you control 1 (and only 1) Objective or IMMEDIATELY REVEAL THIS MISSION AND SCORE 3 VICTORY POINTS IF YOU DESTROY AN ENEMY CONTROLLING AN OBJECTIVE."?

A: A player will score 3 Victory Points anytime they destroy an enemy controlling an Objective.



STARK FAQ V1.4

Any new additions will be highlighted in pink
(Last Update: 06/03/2019)

★ STARK UNITS

EDDARD'S HONOR GUARD

Q: Do Eddard's Honor Guard redeploy in Game Modes which use those rules?


A: *No, Eddard's Honor Guard have the Character keyword and thus cannot be redeployed if destroyed.*



HOUSE TULLY SWORN SHIELDS

Q: How does Order: Shield Wall interact with the number of Defense Dice I roll?

A: *The timing for Shield Wall is "After Attack Dice are rolled". You would roll a D3, blocking that many Hits automatically, and then roll 1 Defense Die for each remaining Hit.*


STARK OUTRIDERS

Q: Does **Rapid Assault** trigger if another zone replaces its own effect with that of the  zone?

A: *No. Rapid Assault will only trigger if the Outriders are targeted by the  zone specifically. Also note that, should the  zone's effect itself be changed, and then target the Outriders, Rapid Assault may be used to replace whatever the new effect is with a free Charge action (if the owner so chooses).*

★ STARK NCU's

RODRIK CASSEL (COMBAT VETERAN)

Q: Does the first part of his Ability trigger when I claim the  zone with Rodrik, or any NCU?

A: *Only Rodrik.*

★ STARK ATTACHMENTS

BRAN AND HODOR (PROTECTOR AND WARD)

Q: Do the automatic hits from Bran's **Skinchanging** gain the Weapon Abilities of the unit he is in (assuming I target them with the Ability)?

A: *Yes, these additional hits are treated as originating from the unit (Rulebook, pg. 12), and thus gain all applicable Abilities, effects, etc.*

BRYNDEN TULLY (THE BLACKFISH)

Q: What is the duration of Order: Hold the Line?

A: *Until the end of the turn.*

EDDARD STARK (LORD OF WINTERFELL)

Q: When exactly is the trigger for Order: For the North?

A: *For the North is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards). Note that means restoring these wounds can impact the amount of attack dice the unit rolls.*

RODRIK CASSEL (MASTER-AT-ARMS)

Q: How do **Martial Training** and **Expose Opening** interact?

A: *Expose Opening requires a Vulnerable token to be on the enemy unit when the attack action is declared. By the time Martial Training would add one, the time to use Expose Opening has passed.*

SWORN SWORD CAPTAIN

Q: Can I use the Vulnerable token from **Martial Training** on the same attack that places it?

A: *Yes, the token is placed "after Attack dice are rolled". Expending a Vulnerable token would only happen after the defender rolls their Defense dice- a much later step in the attack*

★ STARK TACTIC CARDS

DEVASTATING IMPACT

Q: When exactly during the Charge do I use this card?

A: *Devastating Impact* must be played when the Charge is declared (and thus shares the same trigger with any similar effects/cards).

Q: In the event I roll multiple charge distance dice, does this card allow me to re-roll any/all of them?

A: Yes.

DIREWOLF'S FERVOR

Q: Can I use this card **after** rolling my Panic Test?

A: No, *Direwolf's Fervor* must be played before the dice are rolled for the Panic Test.

MARTIAL SUPERIORITY (Rodrik Cassel, Master-At-Arms)

Q: When exactly during the attack do I use this card?

A: *Martial Superiority* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

NORTHERN FEROCITY

Q: When exactly during the attack do I use this card?

A: *Northern Ferocity* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

RIDE-BY ATTACK (Bryden Tully, Outrider Commander)

Q: Does the attack generated by this card benefit from Flank/Rear bonuses? If so, how are they determined?

A: Yes. Determine Flank/Rear bonuses from the Line of Sight Arc the Cavalry unit **began** the action in.

WINTER IS COMING

Q: Can my opponent respond to this card being played with Orders and Tactics cards?

A: *Winter is Coming* only prevents Orders/Tactics cards once it has resolved, so there is a brief window where enemy Orders/Tactics cards can be played against it; Specifically, effects with the trigger "When an opponent plays a Tactics card" (such as *Counterplot*, for example, which has a chance to cancel *Winter is Coming* entirely, or if an opponent had an Order with a similar effect).



CARD UPDATES

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

•**Umber Champion (v1.4):** *Ability modified. No Points Adjustment.*





LANNISTER FAQ V1.4

All new additions will be highlighted in pink
(No New Additions- Last Update: 06/03/2019)

LANNISTER ATTACHMENTS

GREGOR CLEGANE (*The Mountain*)

Q: Does **Unstoppable Fury** require a successful Charge to Panic the enemy?

A: No, merely declaring a Charge against an enemy makes them Panicked.

GUARD CAPTAIN

Q: Specific scenario: What if the Guard Captain is the last model in a unit of **Lannister Guardsmen**, can I use **At Any Cost**, killing the Captain, in hopes of triggering **Lannister Supremacy**?

A: Yes. It is quite unnerving to see a foe so dedicated that they refuse to fall by the enemy hand or run away.

LANNISTER TACTIC CARDS

FURY OF THE MOUNTAIN (GREGOR CLEGANE, *THE MOUNTAIN*)

Q: When exactly during the attack do I use this card?

A: *Fury of the Mountain* is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

PAID MUTINY

Q: Is the "...and that unit suffers D3 Wounds" reliant on the unit failing their Morale Test, or does it just happen?

A: The entire effect only happens if the enemy unit fails their Morale Test, this includes the D3 Wounds.



CARD UPDATES

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

- Gregor Clegane (*Lord Tywins Mad Dog*) (v1.4):
Ability modified. No Points Adjustment.
- Jaime Lannister (*The Kingslayer*) (v1.4):
Ability modified. No Points Adjustment.
- Tyrion Lannister (*The Giant of Lannister*) (v1.4):
Ability modified. No Points Adjustment.
- Tywin Lannister (*The Great Lion*) (v1.4):
Ability modified. No Points Adjustment.
- Sandor Clegane (*The Hound*) (v1.4):
Ability modified. No Points Adjustment.



GREGOR CLEGANE
LORD TYWIN'S MAD DOG

INHUMAN STRENGTH
This unit's Melee Attacks roll +2 dice and gain **Sundering** (Defenders suffer -1 to their Defense Save rolls).

UNCONTROLLED RAGE
When this unit activates, if it could declare a Charge, it must make a Morale Test. On a failure, it must declare a Charge action, but automatically counts as having rolled 6 for its Charge Distance roll.

UPDATED: V1.4



JAIME LANNISTER
THE KINGSAYER

ORDER: COUNTERATTACK
When this unit is attacked with melee, after Attack dice are rolled:
For each blocked Hit, the attacker suffers 1 automatic Hit.

ORDER: KINGSAYER'S PROWESS
When a friendly unit within Short Range is attacked with melee, after Attack Dice are rolled:
That unit gains +1 to Defense Save Rolls for this attack.

UPDATED: V1.4



TYRION LANNISTER
THE GIANT OF LANNISTER

ORDER: ADAPTIVE PLANNING
While this unit is engaged:
You may expend a Condition token on an enemy engaged with this unit as if it were any other Condition token.

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.

UPDATED: V1.4



TYWIN LANNISTER
THE GREAT LION

THE RAINS OF CASTAMERE
Once per game, at the start of any turn, choose 1 enemy unit:
That unit becomes **Panicked**, **Vulnerable**, **Weakened**, and it and any Attachments on it lose all Abilities until the end of the round.
(Flip this card over to show its Ability has been used.)

UPDATED: V1.4



SANDOR CLEGANE
THE HOUND

AFFILIATION: HOUSE CLEGANE
This unit counts as a House Clegane unit.

CUT THEM DOWN!
When an enemy engaged with this unit fails a Panic Test, they suffer 2 additional Wounds.

UPDATED: V1.4



NEUTRAL FAQ V1.4

All new additions will be highlighted in pink
(No New Additions- Last Update: 06/03/2019)

NEUTRAL UNITS

HOUSE BOLTON BASTARD'S GIRLS

Q: Is there any effect if I remove all the "Handler" models before removing all the "Dog" models?

A: No, a unit's stats and card determine its capabilities, not the models on its tray

NEUTRAL NCU's

PETYR BAEILISH (Littlefinger)

Q: Can Petyr trigger effects like **Rapid Assault** or **Onslaught** if he replaces a different zone's effect with their effect?

A: No, these effects specifically require the zone to target the unit. See General FAQ.

ROOSE BOLTON (Lord of the Dreadfort)

Q: Does this man scare you?

A: Yes.

VARYS (The Spider)

Q: If an NCU has an effect that triggers when they claim a Tactic Zone, how does this interact with Varys' Ability (given the Simultaneous Actions rule)?

A: Varys may roll to cancel these effects.

NEUTRAL ATTACHMENTS

BRIENNE (Maid of Tarth)

Q: In **A Clash of Kings** and **A Storm of Swords**, if Brienne targets a unit with **Knightly Vow** and that unit is destroyed and, subsequently, redeployed, does her unit still gain the bonuses against them?

A: Yes.

NEUTRAL TACTIC CARDS

BRIBERY

Q: Does this also remove the effects of Attachments?

A: No.

CRUEL METHODS (Ramsay Snow, The Bastard Of Bolton)

Q: Who exactly suffers the Panic Test at -3, the attacker or the defender?

A: : If the attacker fails to destroy the defender, the **attacker** suffers this test. Do not fail Ramsay!

FEAR KEEPS A MAN ALIVE (Roose Bolton, Lord of the Dreadfort)

Q: Is the "...and 1 House Bolton unit they are engaged with may restore up to D3 Wounds" reliant on the unit failing their Morale Test, or does it just happen?

A: The entire effect only happens if the enemy unit fails their Morale Test, this includes restoring the D3 Wounds

OUR BLADES ARE SHARP (Ramsay Snow, The Bastard Of Bolton)

Q: When exactly during the attack do I use this card?

A: Our Blades Are Sharp is used **before** Attack dice are rolled (and thus shares the same trigger with any similar effects/cards).

SURPRISE STRATEGY

Q: Can my opponent respond to this card being played with other Tactics cards?

A: Surprise Strategy only prevents Tactics cards once it has resolved, so there is a brief window where enemy Tactics cards can be played against it; Specifically, effects with the trigger "When an opponent plays a Tactics card" (such as Counterplot, for example, which has a chance to cancel Surprise Strategy entirely).

CALCULATED CRUELTY (Roose Bolton, Lord of the Dreadfort)

Q: For this, and similar cards, if something would cancel the token's effect does it in turn prevent the effect of the Tactics Card?

A: No. Expending the token is only part of resolving of the Tactics Card's effect. The token itself has no effect that is being applied.

CARD UPDATES

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

• Lord Varys (*The Spider*) (v1.3): *Ability modified. No Points Adjustment.*





NIGHT'S WATCH FAQ V1.4

Any new additions will be highlighted in pink
(No New Additions- Last Update 06/03/2019)

★ 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.

Q: Do Vows with the same name stack (Example: 2x "Sword in the Darkness")?

A: No. Effects with the same name never stack (Rulebook, Pg. 24)

★ 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.

★ 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.

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.





FREE FOLK FAQ V1.4

Any new additions will be highlighted in pink
(Last Update: 06/03/2019)

FREE FOLK UNITS

GENERAL

Q: Can a unit lose the **Insignificant** Ability? And, if they do, are they then worth Victory Points?

A: Yes. *Insignificant* is not an *Innate Ability* and can be lost/cancelled by other effects, making the unit worth Victory Points until the *Ability* is restored.

FREE FOLK TRAPPERS

Q: Can I trigger their **Hidden Traps** Order when a unit moves into Long Range, or can I only trigger it if the unit begins the move in Long Range?

A: Only if the unit begins the move in Long Range.

SAVAGE GIANTS

Q: Does the Giant's **Mighty Swing** attack deal more Wounds starting off, or deal more as they suffer Wounds?

A: *Mighty Swing* deals +1 Wound for each Wound the Giant has suffered, meaning they are deadlier when near death.

Q: If the Giant's **Mighty Swing** gains more attack dice, and generates more than one hit, do I roll more D3's to wound?


A: No, *Mighty Swing* replaces all generated Hits with one D3.

Q: If Hits from the Giant's **Mighty Swing** attack are Blocked, does that stop the automatic Wounds from happening?

A: No, *Mighty Swing* only cares that Hits were generated. It does not matter if they are Blocked or Unblocked- they will trigger the effect of the attack.

FREE FOLK TACTIC CARDS

REGROUP AND REFORM

Q: If I control  it says I can restore up to 2 additional Wounds. Does this mean I can remove additional models (so 6 total) to heal, or does it just add 2 to the total I restore?

A: It just adds 2 to the total. You do not remove additional models.

WILDLING DIPLOMACY (Mance Rayder, King Beyond the Wall)

Q: Does the last part of this effect (placing a Condition Token) only happen if my opponent claims one of the chosen zones?

A: Yes, it is tied to the first part (dealing a Combat Unit Wounds). If that effect does not trigger then neither will placing a Condition Token.

PREDICTABLE MANEUVERS (Mance Rayder, King Beyond the Wall)

Q: Does the last part of this effect (placing a Condition Token) only happen if my opponent activates the targeted Combat Unit?

A: Yes, it is tied to the first part (the targeted Combat Unit activating). If that effect does not trigger then neither will placing a Condition Token.

