

A GAME OF THRONESTM THE CARD GAME

Official Rules Clarification,
frequently Asked Questions, and Errata

10/21/2008 - Legacy format - Version 7.1

New Card Errata: Robert Baratheon (Core Set B71), Toll Gate (ACOA F33)

Updated Rules Content:





CONTENTS

This document contains the official rules clarifications, timing structure, frequently asked questions, and errata for the *A Game of Thrones* Living Card Game (LCG). All official play and tournaments will use the most recent version of this document to supplement the most recent rulebook, which is found in *A Game of Thrones: Five Kings Edition Starter Decks*.

The version number will appear in front of every individual card entry so you can easily see which changes are made with every revision of this document. Additionally, new content will always be displayed with **red text**.

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Card Clarification and Errata.....pg. 3

Official Rules Clarification.....pg. 10

Timing Structure.....pg. 17

Frequently Asked Questions.....pg. 25

CARD CLARIFICATION AND ERRATA





This section contains the official clarifications and errata that have been made on individual cards or sets in the *A Game of Thrones* Living Card Game. The card entries are ordered by the set in which the specified card was printed, with the most recent set in the front. The errata on any individual card always applies to all reprinted versions of that card.

A Game of Thrones Core Set

(v1.0) Lannisport Brothel L56
Lannisport Brothel should be unique.

(v1.1) Robert Baratheon B71
Robert Baratheon appears twice in the Core Set by design. The second copy of Robert Baratheon should be numbered "B90."

A Time of Ravens

No errata at this time.

A Clash of Arms

(v1.1) Toll Gate F33
Should read: "**Challenges:** Kneel Toll Gate to choose a non-unique, participating character. Stand that character, and remove it from the challenge."

(v1.0) Jaqen H'ghar F43
Jaqen H'ghar is banned from tournament play.

(v1.0) Rhaegar Targaryen F82
When the round is brought to an end by Rhaegar's ability, the current phase and all phases remaining in the round are also considered to end. If the round ends during a challenge, that challenge ends without resolution.

Multiplayer Titles

(v1.0) Lord Commander of the Kingsguard
The redirect ability on Lord Commander of the Kingsguard occurs during step 2 (save/cancel) of the resolution of the Framework Action Window in which stealth targets are chosen and defenders are (not) declared. It cancels the initiation of this Window, and re-opens the Player Action Window between declaring

attackers (now against the new target) and assigning stealth.

Five Kings Edition

(v6.0) Tarth R70

The duration of the effect should be: "until the end of the phase."

(v6.0) Viserion R114

Viserion's triggered ability should be a: "Response:" effect.

(v6.1.2) Nightfire Convert U66

Should read: "After you play Nightfire Convert from your hand, choose a character and a player who does not control that character. That player may take control of that character."

A House of Talons

(v5.3) Daario Naharis R43

You can use Daario's ability any time you could take a player action in the challenges phase.

(v5.3) Littlefinger R83

Playing a card "as if you are playing it from your own hand" does grant you control of that card when it enters play.

(v5.3) Mountain Mule C80

Kneeling a character to pay a cost does not initiate the Mountain Mule's passive effect.

(v6.0) Timett Son of Timett R16

Should read: "...after the first challenge resolves each phase."

Iron Throne Legacy Pack

(v5.3) Chamber of the Painted Table F16

Should be a "Marshalling:" phase ability.

(v5.3) Arbiter of the Contest F31

To trigger a "lose by 4" effect, you must still count at least 4 less STR than your opponent did in the challenge.

A House of Thorns

(v5.1) Rose Garden C89

If the cost of a non-character card is reduced using Rose Garden, that card comes into play standing and there is no option to discard Rose Garden from play.

(v5.2) Holding Tactics R119

The point of reference for the word "next" is

the card (Holding Tactics) that was just placed in your discard pile.

(v5.3) Ser Garlan Tyrell

U67

Should read: "...to choose and stand a character with the printed **House Tyrell** trait."

(v6.0) Final Sacrifice

R140

The effect of Final Sacrifice should have the restriction: "cannot be saved."

Iron Throne Edition

(v5.0) Champion Pit Fighter

R97

Should read: "**Challenges:** Trigger only after a character is killed this phase. Kneel 1 influence to..."

(v5.0) The Good God's Own Kiss

U232

Should read: "You may play characters..."

(v 5.3) Watching the Heavens

C127

Should read: "**Any Phase:** Kneel 3 influence or kneel a character to reveal the top 3 cards of your deck. Then, draw those cards."

A Song of Night

(v4.2) Banks of the Tumblestone

U30

Should read: "...must choose and kneel a standing character he or she controls."

(v4.2) Threefold Gate

U90

Should read: "Characters with STR 6 or higher gain stealth. Characters with printed STR 6 or higher cannot have their STR lowered by card effects."

(v5.0) From Winter's Touch Returned

U90

Should read: "Put into play from its owner's dead pile..."

(v5.0) Risen From the Cold

U127

Should read: "Put into play from its owner's dead pile..."

A Song of Twilight

(v4.1) Hope Fades With Twilight

R120

The second effect should have the duration "Until the end of the phase."

(v4.1) Podrick Payne

R15

Both effects should have the duration "Until the end of the phase."

(v4.1) My Life For the Lord

R114 Should read: "...return My Life For the Lord from your dead pile to your hand."

(v 5.1) The Wildling Horde U143	Should have the restriction: "You cannot play with more than two copies of any card in your deck."	and a icon. Then, for each printed icon that character has, that character's controller must choose and discard a card from his or her hand."	(v3.12) Practice Yard U14	Should read: "...That character gets +2 STR for the duration of the challenge."	
(v 5.1) Threat From the East U144	Should have the restriction: "You cannot play with more than two copies of any card in your deck."	(v6.0) Blazewater Coast R81	The effect should be: "Limit twice per phase."	(v3.11) Queen's Seal C94	Should read: "Kneel the Queen's Seal to produce 2 influence."
(v 5.4) Defenders of the North U145	Should have the restriction: "You cannot play with more than two copies of any card in your deck."	(v3.14) Balon Greyjoy R49	Should read: "While Balon Greyjoy..."	(v4.2) Storm's End Tourney Grounds R45	Should read: "After you declare attackers the current challenge gains the <i>Jousting</i> trait if you control exactly one participating character. Only 1 character can be declared as a defender during a <i>Jousting</i> challenge..."
The effects of Defenders of the North apply only to your framework draw action in the draw phase.		(v3.14) Burning Heart Tunic C34	Should read: "...has the affiliation..."	The Response: effect should be: "Limit 1 per phase."	
(v 5.3) Massing at Twilight C127	Should read: " Draw: Kneel your House card to reveal the top 3 cards of your deck. Then, draw those cards."	(v3.14) Heir to the Iron Throne U144	Should read: "You cannot claim power for your House except during a challenge or when triggering Heir to the Iron Throne's text."	(v3.11) Tourney Knight C43	Should read "...put into play a Knight character from your discard or dead pile. Limit once per phase."
(v7.0) Prince's Loyalist U71	The Prince's Loyalist is banned from Legacy format.	(v3.14) Twist of Fate C114	Should read: "Play only during a challenge in which you control at least one participating character."	(v3.11) Umber Reinforcements R13	Should read: "...kneel 2 influence to give Umber Reinforcements..."
Winter Edition		(v 4.2) Under the Guild's Sway R63	Should read: "While attached character is defending, that character gets -X STR where X is equal to that character's printed STR."	(v3.11) Wild Garron U48	Should read: "...unattach Wild Garron..."
(v4.0) House Messenger C118	This character should have a printed STR of 2.	(v 5.1) Hidden in the Crypt U122	Should read: "...to put into play from their owners' dead piles..."	(v 4.2) Dracarys U112	The second sentence of the Dominance: effect should read: "Until the end of the phase, that character gets -X STR where X is equal to that character's printed STR."
(v4.0) King's Landing R159	Should be unique.	(v 5.2) Alliance with Highgarden R32	Should read: "...return that card from your discard pile to your hand."	(v 5.0) The Art of Seduction R141	Any player who will not be revealing a new plot card next round does not move their currently revealed plot card to the used pile.
(v4.0) A Lord's Ransom R178	Should read: " Response: ..."	A Tourney of Swords		Valyrian Premium Starter	
(v4.0) Mammoth Rampager C143	Should read: "...each player must choose and discard a character he or she controls..."	(v3.12) Archery Contest C109	The player that triggers this event must kneel his or her character first.	(v3.12) House Tully Footsoilder SB10	The title of this card is misprinted. It should read House Tully Footsoldier.
(v5.0) Jon Snow R134	Should have the keyword "No attachments except <i>Weapon</i> " instead of the "No attachments" keyword.	(v3.11) Dragonbone Archer C67	Should read: "...kneel 1 influence to put Dragonbone Archer..."	(v3.12) In Exile LM41	Should read: "...cannot participate in challenges..."
(v4.2) Viserys Targaryen C92	The second sentence should read: "After a character comes into play, Viserys Targaryen claims 1 power (Limit 4 per phase)."	(v3.11) Ellaria's Favor C78	Should read: "Attached character gains the Knight trait and stealth."	(v3.12) Price of Excess SBP5	Should read: "...then discard all influence-providing cards not chosen..."
(v 4.2) Ten Towers Battlements U84	Should read: " Challenges: kneel Ten Towers Battlements to choose two characters. Until the end of the phase, switch those characters' base STR." Base STR is the STR of a character before any modifiers are applied.	"Kneel Ellaria's Favor to produce 1 influence."		(v3.12) Raw Recruit SB37	This character should have STR 2. It is misprinted as STR 1.
(v 4.2) The Scorpion's Sting U206	The effect should read: " Challenges: kneel 2 influence to choose a character. Until the end of the phase, that character loses a , an ,"	(v4.2) Lannisport Tourney Grounds R28	Should read: "After you declare attackers the current challenge gains the <i>Jousting</i> trait if you control exactly one participating character. Only 1 character can be declared as a defender during a <i>Jousting</i> challenge..."	(v3.12) Ser Cortnay Penrose SB33	Ser Cortnay Penrose should be unique.
The Response: effect should be: "Limit 1 per phase."					

(v3.12) Sorceress' Shadow SB35
Sorceress' Shadow has a misprinted symbol. It is marked as &. It should be ☰.

Valyrian Edition

(v3.8) A Baratheon's Charm C165
Should read: "When this character claims power from renown..."

(3.8) Dragonbone Hilt Dagger C24
Should read: "Any phase: if Dragonbone Hilt Dagger was discarded from play this phase kneel 1 influence to return it to your hand."

(v3.8) Dragonstone Castle R60
Should read: "Response: after a Baratheon character is killed, claim 1 power for your House if that character had any power on it when it died."

"Any phase: if a Baratheon character was killed this phase, move it from your dead to discard pile."

(v3.8) Frey Hospitality R204
Should read: "...put those cards into his or her discard pile. Then shuffle his or her deck."

(v3.9) Palace Guard U119
Should read: "Any phase: kneel 2 influence to reveal a facedown attachment on Palace Guard and put it into your hand."

(v3.9) Ready as We'll Ever Be U230
Should read: "You cannot draw any cards during the draw phase."

(3.9) Robert Baratheon U50
Should read: "Challenges: during a challenge in which Robert Baratheon participates, choose a character without renown. Then, remove that character from the challenge. Limit once per phase."

(v3.9) Swayed by the Light U45
Should read: "Take control of attached character. Lose control of attached character when Swayed by the Light leaves play."

(v3.8) Sword from Mikken's Forge C3
Should read: "Any phase: if Sword from Mikken's Forge was discarded from play this phase, kneel 1 influence to return it to your hand."

(v3.8) Symon Silvertongue R139
Should read: "...attach them to Symon Silvertongue face down. Then shuffle your deck."

"Dominance: kneel 1 influence to reveal a face down attachment on Symon Silvertongue."

If it is a *Story Event*, take it into your hand. If not, discard it."

(v4.0) A Song Full of Lies U171
Should read: "...Until the end of the phase, that character gains or loses a *Trait* of your choice."

(v3.11) This Morning They are Yours U208
Should read: "...kneel X influence to move X power onto your House from that character. X is equal to the number of power on that character. Then, claim 1 power for your House."

(v3.8) White Hatchling C99
Should have the keyword "No attachments."

(v5.0) Jon Snow R134
Should have the keyword "No attachments except *Weapon*" instead of the "No attachments" keyword.

(v. 4.2) Tyrion's Chain R209
Should have the text: "Limit 1 per game."

(v 4.2) The Prince's Wrath U203
The phrase "printed icons" should read: "... a ☰, an ☱, and a ☲ icon..."

(v 4.2) Ser Alliser Thorne R137
The phrase "printed icons" should read: "... a ☰, an ☱, and a ☲ icon..."

(v 5.0) Rhakharo U96
"Rhakharo" should be the title of the card.

Kingsmoot Grounds. That character is considered to be an attachment with a blank text box."

"**Marshalling:** kneel to remove attached card from Kingsmoot Grounds and put that card into play."

(v3.5) Longship "Iron Victory" R46
Should read: "kneel and place Longship "Iron Victory" on the bottom of your deck (cannot be saved)..."

(v3.14) Narrow Escape U118
When Narrow Escape is played, an opponent may choose to block its effect even if he has no cards in hand; he is considered to be discarding his hand, even though his hand size is zero.

Only character cards that were in play during the phase in which Narrow Escape was triggered are put into play from its effects. Face-down attachments, characters attached to other cards, or any non-character cards (that may be treated as characters for the phase) do not count as character cards for the purposes of Narrow Escape.

(v3.5) The Old Palace R86
Should read: "...kneel The Old Palace and discard X face-down cards..."

(v3.5) Personal Vendettas U142
Should read: "When revealed, choose and kneel up to two unique characters."

(v3.8) Priestess of the Light C29
Should read: "...unique characters may not be declared as defenders."

(v3.5) Riders of the Boneway U82
The player announces the value of X when this card is played. X is then paid in gold (and this gold cost can be reduced as usual by card effects). After this card is played, the player attaches X number of cards to it as explained in the card text. The gold cost paid and the number of cards attached are not necessarily the same (as the gold cost may have been reduced by card effects). If Riders of the Boneway is put into play through a card effect, then X equals zero.

(v3.8) Ser Amory Lorch C16
Should read: "...may not be declared as defenders."

(v3.5) Spearmaiden U83
Should read: "**Response:** cancel a card effect that chooses Spearmaiden as a target."

Note that "card effects" also extends to plot cards.

A Crown of Suns

(v3.9) Castellan of Winterfell R5
Should read: "Lower the cost for you to play gold cost event cards by 1."

(v3.8) Emissary of the Red Keep R98
If the Emissary of the Red Keep is in play, even characters with the "No attachments" keyword are considered to have attachments.

(v3.5) Enforced Loyalty R95
Should read: "...discard from play a non-neutral card..."

(v3.5) Greenblood Trader U74
This card does not force the owner of the targeted character to initiate a challenge.

(v3.4) Ghaston Grey U84
For "Pay X" events, X is always equal to 0. When duplicating events that turn into attachments, Ghaston Grey can only duplicate the initial event, and not any attachment effect.

(v3.6) Kingsmoot Grounds R47
Should read: "**Marshalling:** kneel and pay 2 gold to attach a character from your hand to

(v3.5) The Spear Tower	R87	(v3.4) Conquer Should have the text: "Attach to a non-unique location."	G37	(v3.1) Relentless Attack Relentless Attack only works while you are attacking. It does not work on defense.	R197
(v3.5) Student of the Viper	R65	(v3.4) Green Hatchling Should have the text: "Discard Green Hatchling from play at any time you have Rhaegal in play."	T14	(v3.0) The Roseroad Should have the "Limited" keyword.	C167
(v3.5) Tower of the Sun	R88	(v3.4) White Hatchling Should have the text: "Discard White Hatchling from play at any time you have Viserion in play."	T27	(v3.1) Seal of the Kraken Should have the text: "Attach to your House card."	R87
(v3.8) War Profiteer	U22			(v3.1) Seal of the Lion Should have the text: "Attach to your House card."	R33
Should read: "Any phase: return War Profiteer and all of its standing attachments to their owners' hands."				(v3.7) Seal of the Stag Should read: "Response: after a character that you control is killed, kneel attached House card to move all power from that character to your House card."	R61
(v3.5) War Spear	U66	(v3.4) Drumbeater Drumbeater should read: "...if you win as the attacker by..."	U96	(v3.4) Seal of the Wolf The Response: ability should read: "Response: kneel attached House card to save one of your locations from being discarded from play."	R3
Should read: "...choose another participating character with fewer than 2 different icons..."		(v3.12) The Eyrie Should read: "Any phase: kneel The Eyrie to choose and remove a character from your dead pile that was killed this phase. Then attach that character to The Eyrie."	R70	(v3.0) The Searoad Should have the "Limited" keyword.	C168
(v3.14) Young Ko	R60			(v3.4) Shipbreaker Bay Shipbreaker Bay should read: "Response: kneel and discard Shipbreaker Bay from play (cannot be saved) to save a location from being discarded from play."	U83
Should read: "Choose and discard a non-dragon character you control (cannot be saved) to put Young Ko into play from your hand."		More than one character may be attached to The Eyrie at a time, though only one may be brought into play each marshalling phase. Effects that discard attachments may discard characters attached to The Eyrie. Characters attached to The Eyrie are considered to be attachments with blank text boxes.			
		Characters attached to The Eyrie come into play under their owner's control.			
(v3.5) City of Bones	C88	(v3.1) Goldsmith Should have the text: "Attach to a character you control."	C32	(v3.6) Asshai Initiate A card moved from the dead pile to the discard pile through the Asshai Initiate's ability is not considered to be Moribund, as the card is not "leaving play" to hit the discard pile.	C30
Should read: "Challenges: kneel to choose a character with at least one non-duplicate attachment..."		(v3.7) The Great Host Should read: "Response: save The Great Host from being killed. Then return it to its owner's hand."	R19	(v2.6) Black Hatchling Black Hatchling should read: "Discard Black Hatchling from play at any time you have Drogon in play."	C62
(v3.4) Rule by Decree	U142			(v2.6) Capture Should read: "Take control of attached character and all attachments on that character."	U1
Should have the text: "When revealed during the plot phase..." The effect of Rule by Decree does not work if revealed in the marshalling phase, or any other phase.		(v3.1) Harrenhal Should also have the <i>Stronghold</i> trait.	R159	Neutral characters are of no House; thus, if a neutral character is captured, it may not attack or defend.	
(v3.4) Soldier of the Light	R49	(v3.3) Illyrio's Estate Should have the text: "House Targaryen only."	R135	(v2.6) Endless Bureaucracy The <i>Marshalling</i> : effect should have the text: "Limit 1 per phase."	U111
Soldier of the Light's Challenges: ability lasts until the end of the phase.		(v3.1) King's Hall King's Hall may not be used to pay the cost of event cards. It can only lower the cost to play characters, locations, and attachments.	R164		
(v3.12) Wedding Gift	C137				
Should read: "...Response: after you win dominance..."		(v3.1) Magister Illyrio Ability should read: "Marshalling: pay 1 gold to choose a standing Lord and Lady character from different Houses. Kneel both characters. Each of those characters claims 1 power."	R123		
A Throne of Blades					
(v3.4) Asha Greyjoy	G12				
Asha Greyjoy should be unique.					
(v3.4) Black Hatchling	T9				
Should have the text: "Discard Black Hatchling from play at any time you have Drogon in play."					

(v2.6) Endless Endurance	U112	deck a number of cards equal to the number of cards discarded."	(v3.4) Conquer	R54
The Challenges : effect should have the text: "Limit 1 per phase."		Should read: "Attach to a non-unique location. Take control of attached location and all attachments on that location. You lose control of attached location if Conquer leaves play."		
(v2.6) Endless Raid	U113	Should read: "Attach to a character you control."	(v2.3) House Arrest	R115
The Marshalling : effect should have the text: "Limit 1 per phase."		House Arrest should read: "...That character's STR is reduced by X, where X is that character's printed STR..."		
(v3.6) Field Sergeant	C31	Any phase : Discard the top card of your deck to change attached character's House affiliation until the end of the phase (limit once per phase)."	(v2.2) The Iron Mines	U81
Should read: "After Field Sergeant is played or is put into play, put the top 2 cards from your discard pile on the bottom of your deck, in any order.		Should read: "Each time an opponent reveals a plot card that is in your used pile, cancel all effects of the plot card. Your opponent must then reveal a new plot card."	The Iron Mines should have the text: "(cannot be saved.)"	
After Field Sergeant is put into your discard pile or your dead pile, put the top 2 cards from your discard pile on the bottom of your deck, in any order."		(v2.7) Terror of the Seas	R41	
Note: For the second passive ability, the Field Sergeant is Moribund, and thus not physically in the discard pile. Therefore, the two cards that move from the discard pile to the bottom of the deck would not include the Field Sergeant himself.		Should read: "While attached character is attacking or defending against an opponent who controls more locations than you, attached character gains +2 STR and renown."		
(v3.1) Focused Offense	U140	(v2.6) Viserys Targaryen	R72	
Should read: "You cannot initiate more than one challenge this round."		Should read: " Response : save Viserys Targaryen from being killed or discarded from play..."		
(v2.6) Green Hatchling	C65	(v2.6) White Hatchling	C73	
Green Hatchling should read: "Discard Green Hatchling from play at any time you have Rhaegal in play."		White Hatchling should read: "Discard White Hatchling from play at any time you have Viserion in play."		
(v3.4) Oath of Fealty	U141	(v4.1) Red Sorceress	U34	
When playing an Alliance House card, characters are considered to be of both Houses, in addition to their original House Affiliation.		Should be: limit once per phase.		
(v2.6) The Onion Knight	R28	(v5.0) Ser Rodrick Cassel	U6	
The final ability should read: " Response : after Ser Davos Seaworth is saved, draw 2 cards."		"Ser Rodrik Cassel" should be the title of the card.		
(v2.6) Outmaneuver	R143	A Sea of Storms		
This ability only works when plot cards are first revealed during the plot phase. If Outmaneuver is revealed at any other time, it has no effect.		(v3.4) Asha Greyjoy	U57	
(v3.3) Qarth Merchant	C81	Asha Greyjoy's ability is "Limit twice per phase."		
Should be: "Limit twice per round."		(v2.4) Balon Greyjoy	U58	
(v2.7) The Reader	U44	Balon Greyjoy should not have the text "for the duration of the challenge." His ability should read only: "While Balon Greyjoy is attacking, defending characters lose the renown keyword."		
Should read: "When The Reader is placed in your dead pile, draw 2 cards."		(v2.7) Blackmail	C18	
(v3.7) Retreat	U125	Blackmail's effect is "Limit 3 times per phase."		
Should read: " Response : save one of your unique characters from being killed. Then return that character to its owner's hand."		(v2.0) Chosen One	U35	
(v3.5) Secrets of Oldtown	R128	Chosen One's Response : ability should read: " Response : after you reveal a plot card, attached character claims 1 power." The text in parentheses is redundant.		
Should read: " Marshalling : kneel a Maester character you control to discard your hand. Then put into your hand from the top of your		Westeros Premium Starter		
		(v3.4) Shipbreaker Bay	B24	
		Shipbreaker Bay should read: " Response : kneel and discard Shipbreaker Bay from play (cannot be saved) to save a location from being discarded from play."		
		Westeros Edition		
		(v3.12) The Eyrie	R70	
		Should read: " Any phase : kneel The Eyrie to choose and remove a character from your dead pile that was killed this phase. Then attach that character to The Eyrie."		

More than one character may be attached to The Eyrie at a time, though only one may be brought into play each marshalling phase. Effects that discard attachments may discard characters attached to The Eyrie. Characters attached to The Eyrie are considered to be attachments with blank text boxes.

Characters attached to The Eyrie come into play under their owner's control.

(v3.6) Feint C198

Feint should read: "**Plot:** choose a new first player."

(v1.5) Harrenhal R66

Should read: "**Response:** after at least 1 character is declared as a defender, kneel Harrenhal to force the attacking and defending players both to choose and kill one of their participating characters."

(v3.4) Ice R62

Should be unique.

(v1.5) I Never Bet Against My Family

130 This card is misprinted and labeled as Uncommon, but it is actually a Rare card.

(v3.4) The Iron Throne R78

The Iron Throne should be unique.

(v3.1) Joffrey Baratheon U119

Joffrey Baratheon should have the text: "Limit 3 times per round."

(v3.0) The Lion's Mouth R3

The Lion's Mouth should have the text: "Limit 1 per challenge."

(v2.0) Marriage Treaty R211

To have characters gain power from this card, you must be able to kneel both a Lord and a Lady character, and they must be from different Houses. If you cannot, you do not kneel any characters and no one claims power. Neutral Lords or Ladies do not belong to any House and cannot be used with this plot card.

(v3.6) Milk of the Poppy C55

When played on a character that provides an influence, gold, or initiative icon, such as the income bonus provided by Littlefinger (Wes R175), Milk of the Poppy negates the icon. The entire text box (except for traits) is treated as if it were blank.

(v3.4) Needle R63

Should be unique.

(v3.6) Old Bear Mormont R176

Old Bear Mormont's ability should read: "**Response:** after a *Night's Watch* character is killed, choose an opponent's House. Discard 1 power from that House."

(v2.5) Persuasion

Persuasion should read:

"Response: play after you win a challenge. Attach this card to a non-unique character with a printed cost of 3 or lower controlled by the losing opponent and take control of that character and all attachments on that character. Persuasion then remains in play as a condition attachment on that character.

Persuasion may not be played on a character with the "No attachments" keyword.

(v1.5) Reinforcements

U216

Reinforcements should read: "When revealed, you may choose a character with a printed cost of 3 or lower from your discard pile, and put it into play." Therefore you may not reinforce duplicates of cost 4 or higher, but you may reinforce characters of opposing Houses without any gold penalty.

(v2.6) Sansa Stark

U31

Sansa's ability is Limit 3 times per phase.

(v3.4) Shipbreaker Bay

U180

Shipbreaker Bay should read: "**Response:** kneel and discard Shipbreaker Bay from play (cannot be saved) to save a location from being discarded from play."

(v2.0) Support of the People

R148

Support of the People should read:

"...a location with a printed cost of 2 or lower..." Thus you ignore any gold penalties or modifiers when searching for the location. You may bring an additional limited location into play with this card, and you may use it even when Marching Orders is in play. (See "Put into Play.")

(v1.5) Tears of Lys

C149

Tears of Lys should have the text "Limit 1 per challenge."

(v3.0) Wheels within Wheels

R168 The effect can only be used during **Marshalling** instead of **Any Phase**:

Promotional Cards

(v3.7) King's Armory

P20

Should read: "**Response:** kneel King's Armory to save a non-facedown attachment from being discarded from play. Then return it to its owner's hand."

(v3.5) Kingswood Grove

P19

Should read: "**Any phase:** discard Kingswood Grove from play (cannot be saved) to choose a character card in any dead pile. If that charac-

ter was killed this phase with a STR of 0, put that character into play."

(v3.5) Proxy

P15

Should read: "Attached character gains a icon."

Response: discard Proxy from play to save attached character from being killed or discarded from play."

(v4.0) Kingslayer

P33

Should read: "...While attached character is Ser Jaime Lannister..."

(v5.1) The Doom That Came

P2

The Doom That Came cannot be attached to a character controlled by a player with no printed doomed cards in his or her dead pile.

(v5.1) Ser Ilyn Payne

P15

Should read: "...kneels to attack, defend, or pay any part of the cost of its card ability..."

(v5.4) Patchface

P24

The "limit once per game" restriction on Patchface's ability applies to all copies of Patchface you are running in your deck.

(v6.1) Quaithe of the Shadows

P19

Should have the title: "Quaithe of the Shadow."

Multiplayer Titles

(v5.0) Lord Commander of the Kingsguard

The redirect ability on Lord Commander of the Kingsguard occurs during step 2 (save/cancel) of the resolution of the Framework Action Window in which stealth targets are chosen and defenders are (not) declared. It cancels the initiation of this Window, and re-opens the Player Action Window between declaring attackers (now against the new target) and assigning stealth.

RULES CLARIFICATION AND ENHANCEMENT





This section contains the official rules clarification and enhancements for the *A Game of Thrones* Living Card Game. Used in conjunction with the most recent rulebook (found in the *A Game of Thrones: Five Kings Edition* Starter Deck) and the timing structure detailed in section III (pages 17-24) of this document, these clarifications and enhancements should enable a player to navigate through the most complex situations that can arise while playing the AGoT LCG.

Draw, Search, and Reveal

The Draw Cap

No player may draw more than three additional cards per round, regardless of card effects. Thus, each player draws two cards during the draw phase, and through card effects may draw up to a maximum of three additional cards in the course of a single round.

Card effects that search a House deck or discard or dead pile for a card, or effects that "put" a card into a player's hand, are not considered to be drawing. Only effects that use the word "draw" are considered a draw effect.

(1.1) Drawing Multiple Cards

When a player draws multiple cards (e.g., by drawing 2 cards during his draw phase, or due to a card effect like that of *Lannisport* (ITE R40), he is considered to be drawing them one at a time, not all at once. This is important for effects that may trigger by a card being drawn, e.g., *King's Gallows* (TOB U125).

(1.2) Shuffling After a Search

If a player searches any deck for any reason, he must shuffle the deck to the satisfaction of his opponent(s) upon completion of the search.

(1.3) Duration of "Reveal"

Whenever cards are revealed, they remain revealed until they arrive at their final destination.

Game Play

(2.1) Card Effects in Setup

Cards revealed during setup do not trigger card effects. This includes cards that contain the text "When put into play" or "When played from your hand." No actions may be taken during the setup phase.

(6.1) Plot Effect Resolution

Continuous or constant plot effects take effect immediately and simultaneously, as soon as the plot cards are revealed. The first player determines the order in which all "when revealed" plot effects are resolved. "When revealed" plot effects are essentially self-referential passive effects that initiate in response to the revealing of the plot card with the "when revealed" effect. They are resolved (in the order determined by the first player) during step 4 of the action window in which the plot card was revealed. All "when revealed" plot effects must resolve before any other passive effects initiated by the revealing of a plot card(s) are resolved. Any "when revealed" plot with a cancel effect (such as *Outmaneuver*) will take effect at its first available opportunity.

(2.3) Plot States

After a plot is used, it is considered to be in the plot card "used pile." Plots in your plot deck, as well as your currently revealed plot card, are not considered to be in your used pile.

During the game a plot card exists in one of three possible states: in your plot deck, in your used pile, or revealed. Unless prevented by card effects, plot cards move from the revealed pile to the used pile at the end of each round. Any time a new plot card is revealed and there is currently a revealed plot, the previous plot card is placed in the used pile.

(2.4) Responses Per Trigger

If a response or passive ability is triggered, the effect can only occur once per trigger. For example, if *The Reader* (ITE R71) is in play and a character is saved, *The Reader's* effect (draw a card) can only be triggered once. (If a second character is saved, *The Reader's* ability can be triggered again.)

(2.5) Simultaneous but Conflicting Entry into the Moribund State

If a character is killed, discarded, and/or returned to a player's hand or deck at exactly the same time, the first player decides which of the destinations applies for the card's Moribund state. (See "What is Moribund?" in

section III (page 19) for more information on "Moribund.")

(2.6) End of the Phase

Each end-of-the-phase Framework Action Window should be played without step two (Save/Cancel) and without step five (Responses). No triggered effects can be played after the initiation of the end of the phase.

"Until the end of the phase" lasting effects expire in step 3 of the "End of Phase" framework action window.

"At the end of the phase" passive effects initiate in step 4 of the "End of Phase" framework action window.

(2.7) Infinite Loops

It is possible, with certain card combinations, to create an "infinite loop" (such as having two cards kneel to stand each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

- 1) Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.

- 2) State how many times he or she wishes to execute this loop. For example, the player could say "I will now execute this loop seventeen million times." Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

Infinite loops should never be abused to cause the game to stall.

(2.8) Win Condition vs. Elimination Condition

"The game is immediately over when..." (win condition) and "A player is eliminated from the game at any time..." (Doomed elimination condition) are both special case passive effects that take precedence over all other passive effects. In a case where they are in conflict with one another, the first player determines the order in which they take effect.

Card Effects and Abilities

Paying Costs

(3.1) The Letter X

Unless specified by a preceding card, card effect, or granted player choice, the letter "X" is always equal to 0. Further, any card with no

cost of a specified type is assumed to have a cost of 0 for purposes of determining how that card interacts with triggered effects that need to count its cost.

Example: The card Nightmares (WED C195), for purposes of the card Longship "Black Wind" (WED R77), is assumed to have an influence cost of 0.

(3.2) Paying a Cost vs. Triggering an Effect

Certain cards refer to "kneel 1 influence to..." or "pay 1 influence to..." In both cases, this is considered paying a cost.

Paying a cost with influence is not considered triggering an effect.

Example: Darrin has the plot card Burning Bridges (ACOS U140) in play. Darrin may still kneel influence-providing cards to trigger any effects from his hand, such as an event card.

Influence-providing cards with immunity to events or character abilities follow all rules on immunity with this special exception: They may still be knelt to pay for influence costs.

(3.3) Effects Per Cost

When a cost is paid for an effect, the same cost cannot be applied to a different effect. For example, if a player has two *Lyseni Sellsails* (ITE C55) in play, and kneels an influence to pay the cost of the *Lyseni Sellsails*'s effect, the player only stands one *Lyseni Sellsails*. A single cost cannot be applied to multiple effects.

(3.4) Paying For Cancelled Effects

Effects that are canceled are still considered to have been played. Only the effects are canceled. Costs have still been paid, and any target is still chosen.

(3.5) Reduction of Cost

You can only reduce gold or influence costs through card effects. You can never reduce costs that require you to kneel, discard, or kill cards that you control, or those that require you to pay the cost with power tokens.

Card Effect Interpretation

(3.6) Triggered Effects

Any effect that a player chooses to execute is considered a "triggered effect." Thus any effect that begins with a "**Phase:**" or "**Response:**" is a triggered effect. Also note that playing an event card is thus considered a triggered effect. A "triggered ability" is a triggered effect printed on a card already in play.

(3.7) Card Abilities

"Card abilities" (i.e. "Character ability,"

"Location ability," or "Attachment ability") refers to anything in a card's text box, except for traits, keywords, and flavor text. "Card abilities" also refers to any abilities (again, keywords and traits are excluded) gained by card effects

(3.8) Gaining Abilities

If any card effect has the text "character gains..." any ability (traits, keywords, icon modifiers, or STR modifiers are not considered abilities) following the word "gains" is considered to now be a character ability. However, that effect is not assumed to be a part of that character's text box. Any effect that blanks a card's text box is assumed to blank that card's printed text box.

(3.9) Icons in the Text Box

Gold modifiers, influence, and initiative modifiers are not called out with an outline, and are therefore a part of a card's text box. Challenge icons and crests are differentiated from the text box of a card by a solid outline, and therefore are not considered a part of that card's textbox.

(3.10) Card Ability Types

Card abilities are divided into three types. These types are:

Triggered Abilities: Any ability on a card in play that begins with "**Phase:**" or "**Response:**" is a triggered ability. These abilities are optional, and must be triggered by the player controlling the card at the appropriate time for their effect(s) to occur. An example of a triggered ability is the **Response:** effect on *Cersei Lannister* (WED U24).

Passive Abilities: Passive abilities must initiate when applicable. These abilities are identified by their card text, which indicates when the ability initiates. Passive abilities are not affected by cards that prevent triggered effects or abilities, such as *Burning Bridges* (ACOS U134) or *Dothraki Whip* (VED U86). An example of a passive ability is the ability of *Renly Baratheon* (ITE U49).

Constant Abilities: Constant abilities are those that are continuously affecting the game state. Because there is no point of initiation, they cannot be canceled. Examples of constant abilities include the ability of *Daenerys Targaryen* (WED U86) and the "Does not kneel to attack or defend during  challenges" ability of *Eddard Stark* (VED U7).

(3.11) Definition of Variables

Constant Abilities will constantly check and (if necessary) update the definition or count of their variables.

Triggered Effects and Passive Abilities define or count their variables once (when the effect is initiated), and the variable is then constant throughout the duration of the effect.

(3.12) Self-Referential Cards

When a card refers to its own name (e.g., the *Catelyn Stark* (ITE U5) card that reads, "Response: After Catelyn Stark is declared as a defender..."), it is referring to itself only. This response cannot be triggered when an opponent's *Catelyn Stark* is declared as a defender.

(3.13) Out of Play States

Attachment, location, and character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from your hand using an action. In general, card effects on non-event cards in a player's hand, deck, discard pile, and dead pile are not considered to be actionable unless the card specifically states that it can be triggered while in its out-of-play state.

Example: The card Khal Drogo (ITE U92) reads "Response: After you win a challenge, put Khal Drogo into play from your hand..." Normally, actions on character cards in hand are not active, and thus may not be triggered. In this case, however, as the card specifically refers to itself and executes an ability "from your hand," it allows the effect to be triggered even if the card is out of play (this example being in your hand).

Also note that cards that return to hand only do so if they are still in play, or their game text specifically states that said card can be returned while in its out-of-play state.

Immunity

(3.14) Effects of Immunity

A card with immunity ignores the effects of card types to which it is immune.

When determining immunity to event cards and character abilities, check the effect of each card. A card's immunity only extends to effects that would ordinarily be applied to cards of the immune card's type.

Specifically:

When an event card resolves, the effect cannot be applied to a card that is immune to events.

When a character ability resolves, the effect cannot be applied to a card that is immune to character abilities.

For example: The card text of Queen of Thorns (P 24) states that, while Queen of

Thorns is standing, opponents cannot initiate challenges against you. The first part of this text, "While Queen of Thorns is standing," is a play restriction. The second part of the text, "opponents cannot initiate challenges against you," is the card's effect.

In this case, the effect applies to opponents and not to cards of a particular type. Therefore, immunity to character abilities is irrelevant for the purposes of resolving the effect of *Queen of Thorns*.

(3.15) Targetting and Immunity

A card cannot be chosen as a target of effects to which it is immune.

(3.16) Direct Interaction

Immunity only extends to effects: It does not apply to the other elements of an event card or character ability, including costs and play restrictions.

For example: The card text of Thoros of Myr (ATOS R100) states that, "Attachments with printed cost 1 or higher are immune to events and character abilities other than Thoros of Myr's abilities."

Your opponent has Thoros of Myr in play and chooses to play the event card Immolate (FOD C118), which has the play restriction "choose a character without attachments..."

In this case, Immolate cannot be played on your characters with attachments. Thoros of Myr's character ability makes your attachments immune to events, but this immunity only extends to effects, not to play restrictions.

(3.17) Self-Immunity

A card with immunity is not immune to its own abilities.

(3.18) Timing of Immunity

Immunity is only considered when a triggered effect (or a passive ability) first resolves. A card cannot gain immunity to a triggered effect (or a passive ability) with a lasting duration once that effect has first resolved.

Constant abilities are constantly affecting a card, and immunity from a constant ability can be acquired at any time and cut off that ability's effect.

(3.19) Terminal Effects

A "terminal effect" is any effect that would cause a card to become Moribund and would still cause that card to be Moribund even after the card was saved.

A card may not be saved from a terminal effect unless that saving effect also removes it from the terminal state.

For example: If a 2-STR character was affected by the card Grey Worm (ITE U91) (giving that character -2 strength until the end of the phase, and killing it if it becomes STR 0), it may not be saved unless that saving effect brings it up to at least 1 STR, thereby removing it from its terminal state.

Dynamic Situations

(3.20) Attachment Restrictions

Any attachment that has a restriction (such as "*Lord* or *Lady* only") is immediately discarded from play at any time that restriction is not met, regardless of immunity.

Unless specifically stated otherwise on the card, attachments always attach to a character.

For example: Kris has played Foothold on the Shore (ITE U64) to take control of Norm's Hazardous Mire (ITE R21). Norm decides to play Frozen Solid (WED U2) to blank the text of Kris's Foothold on the Shore. Part of Foothold on the Shore's text reads "Attach to a non-Limited location." Since attachments always attach to a character (by default) unless otherwise stated on the card, the blank Foothold on the Shore is now illegally attached to a location and it is therefore immediately discarded from play.

(3.21) Replacement Effects

Replacement effects are passive effects that change a part of the framework of the game. Some of them apply to a card's destination as it reaches a moribund state. Others change the way in which game events (such as the effect of a challenge's claim, or the drawing of a card) are handled. Examples of replacement effects can be found on the Northern Sentinel (ITE C15), Maester Luwin (ITE R8), and the "deathbound" keyword.

(3.22) Card Type Changes to Attachment

An attachment is defined as a card in your deck, hand, discard pile, or dead pile, of the actual "attachment" card type, as well as any card in play that is considered to be "attached" to another card.

Facedown attachments are also considered attachments, but with the following additional rule: If a facedown attachment leaves play for any reason, it is immediately put into its owner's discard pile. Facedown attachments have no traits, no abilities, and no card type other than "attachment."

When a card is "attached," it loses any other card type (character, location, event) it may have.

(3.23) Card Type Changes to Character

Any time a non-character card type becomes or counts as a character, it loses all other card types it might possess while it is a character.

If for any reason, a non-character card that is functioning as a character is killed, said card is placed in the discard pile instead. Effects that trigger from said card being killed may still apply.

For example: If Marine Legion (VED U82) is killed by the effects of Swing the Sword (AROK C128) it is placed in the discard pile instead of the dead pile.

Similarly, if a non-character card type becomes a character and claims power, that power counts towards your victory total.

If at any time said card is no longer a character, the power that it has claimed thus far is not discarded, but it no longer counts towards your victory total.

If said card once again becomes a character, any power it has claimed will again count towards the victory total.

(3.24) Opponent's Character Abilities

"Opponent's character abilities" refers to any ability on a character controlled by an opponent. Abilities on characters you control are considered your character abilities even if they are triggered by an opponent.

When a card refers to an "opponent," it is always referring to opponents of the player controlling the card making the reference.

Example: Jerod has Ser Jorah's Storybooks (ASOT R51) in play on one of his characters, and his opponent, Nate, controls Daenerys Targaryen (WED U86) and Brown Ben Plum (ASOT R52) who is currently benefiting from the +1 STR modification of Daenerys Targaryen. Jerod kneels his character to use the ability on Ser Jorah's Storybooks (Any phase: kneel attached character to choose a character Until the end of the phase, that character is immune to opponent's events and character abilities) and choose Brown Ben Plum as the target of the effect. Brown Ben Plum is now immune to Daenerys Targaryen's +1 STR, as hers is an ability on a character controlled by an opponent. (In this case, "opponent" refers to any player other than Jerod, who controls Ser Jorah's Storybooks.)

(3.25) Taking Control of a Character With Attachments

Any time control of a character switches via card effects during a game, the new controlling

player gains control of said character and all duplicates.

Unless specified in game text, the new controlling player does not gain control of any attachments on said character.

(3.26) Duration of Control Change

Unless otherwise stated (for example, with a specified duration), the change of control is permanent until the card that switched sides leaves play or control of the card switches again via a card effect.

Note that attachments that grant control effects end when the attachment granting control leaves play.

(3.27) Unique Cards and Changing Control

You may not play, put into play, or take control of a unique card already in play that you own or control (except for putting a duplicate on a card that you own and control), or that is in your dead pile.

Thus you cannot take control of a character with a unique attachment that you have in play. You cannot play a unique card if your opponent has taken control of another copy of that unique card that you own.

Duplicates can only be played or put into play on cards you own and control.

(3.28) Changing Control Mid-Challenge

If a character participating in a challenge changes control during that challenge, that character is removed from the challenge. If said character was the only character in the challenge, the challenge ends.

If that character was the only attacker or defender, that player's STR during the challenge is considered to be zero. All players may trigger effects or pay costs as long as there is at least one other participating character.

For example: Thomas initiates a military challenge against Kris with Khal Drogo (VED U94). Kris chooses to defend with Eddard Stark (VED U7) and activate Bran Stark's (VED R5) ability to take control of Khal Drogo, thereby removing him from the challenge.

Thomas's total STR is considered to be zero. However, the challenge would resolve as normal because there was at least one other participating character. Thomas then chooses to play Horseback Archers (ACOS C54). Thomas's STR is now 3. Both players may continue to take actions as normal until the challenge's resolution.

(3.29) Changing Control and Leaving Play

A card a player owns is a card he or she brought to the game in his or her deck. A player may lose control over a card, but he or she is still considered the card's owner.

When a card leaves play for any reason, it always returns to its owner's discard pile, dead pile, hand, or deck (depending on the specific circumstances).

(3.30) Dead and Discard Pile

You may not change the order of cards in your discard or dead pile. You may look at any player's discard or dead pile at any time.

(3.31) "Participated" and Removal From Challenge

A character is only considered to have participated if they remain in the challenge through its resolution. If they are removed from a challenge, there is no memory of that character having participated in that challenge.

(3.32) Plot Rotation

When a player's plot deck is empty, that player's used plot cards move from his or her used pile to his or her plot deck as a passive game effect of resolving the revealed plot.

(3.33) No Characters in a Challenge

If, at any time after a challenge begins and attackers are declared, there are no participating characters in that challenge, the challenge ends immediately without resolution.

(3.34) Multiple Epic Phases

If multiple epic phases are created in a single round, they are played in the order in which they were created, after the dominance phase and before the standing phase.

(3.35) Gaining an Ability from a Triggered Effect

When a card gains an ability or additional card text from a triggered effect, it retains that ability throughout the duration of the effect, even if the original source of the triggered effect is blanked or leaves play. This rule holds true when a card provides itself with additional text through one of its own triggered effects.

Some cards (such as neutrals) have no House affiliation.

(4.2) Duplicates

Playing a duplicate is not considered to be playing an attachment. Duplicates may not be played during setup.

Using a duplicate to save a character from being killed or discarded is considered to be a gained triggered "Response:" action. Thus, it is treated as a triggered effect and may be canceled, but because it is gained (and therefore an ability of the card attempting to use the response), a character who is "immune to triggered effects" can be saved by using a duplicate, as a card cannot be immune to its own abilities.

(4.3) The word "cannot"

If an effect has the word "cannot" in its description, then it is an absolute: That effect may not be overridden by other effects.

For example, if Wildfire Assault (WES U204) is played, which has an effect that kills characters and "cannot be saved," then a card like Gilded Plate (ITE U22) that saves that character would not work. Also note that if a card cannot be saved, a player cannot even attempt to save it with a saving card or effect.

Note, however, that *Wildfire Assault* may still be canceled, because it does not have the text "cannot be canceled."

A character that cannot be killed/saved/etc. may not be chosen for that effect.

For example, the Knight of the Rainwood (ITE U54), which has the text "Knight of the Rainwood cannot be discarded from play," could not be chosen by the controlling player as the target of a card like Marched to the Wall (WES U209), which discards a card from play; however, the Knight of the Rainwood will not be affected if it is the only character in play.

(4.4) "Play" and "Put into Play"

Character, Location, and Attachment cards are "played" from the hand during the marshalling phase, by taking a player action and paying their gold cost.

Event cards are "played" by placing the card on the table, paying the specified cost, and triggering the effect.

"Put into play" effects are not considered to be "played." Similarly, when a card is "put into play," it does not trigger any "when played" effects, and vice versa. Both, however, would trigger effects that occur when a card "comes into play" or "enters play."

Definitions and Terms

(4.1) House Affiliation

The House affiliation of a card is defined as which of the Great Houses the card belongs to. This is identified by the card's House Shield located in the upper right hand corner of the card. House affiliations are specifically: Stark, Baratheon, Lannister, Greyjoy, Targaryen, or Martell.

"Put into Play" is a game mechanic that bypasses all costs (including all gold penalties) and play restrictions.

For example: Support of the People (WES R148) lets you put into play a location of cost 2 or lower. You would not need to pay the gold cost to bring the new location into play, and you could bring in a limited location even if you had already played a limited card that turn.

(4.5) Leaving Play

A card "leaves play" when it moves from an in play state to an out of play state. Out of play states are the dead pile, the discard pile, a player's hand, and a player's deck.

A card is "killed" if it is moved from play by a kill effect. Unless affected by a replacement effect, killed cards are placed in the dead pile when they leave the moribund state.

A card is "discarded from play" if it is removed from play by a discard effect. Unless affected by a replacement effect, cards that have been discarded from play are placed in the discard pile when they leave the moribund state.

(4.6) Eliminated From the Game

If a player is eliminated from the game before the end of that game (i.e., in a multiplayer game), every card that player owns or controls leaves play, and is placed at the bottom of its owner's deck.

(4.7) Jousting and Melee

If a challenge has the **Jousting** trait, it loses the **Jousting** trait any time there is more than one attacker or more than one defender participating in the challenge.

If a challenge has the **Melee** trait, it loses the **Melee** trait any time there are fewer than four participating characters in the challenge.

(4.8) Deathbound

Cards with the "deathbound" keyword are only placed in the dead pile when they would otherwise be placed in the discard pile from play.

Event cards that have the deathbound keyword are placed in the dead pile only after being played from hand.

(4.9) Card Title

A player may only include up to 3 copies of a card with the same title in his or her draw deck regardless of card type. This restriction does not include the usage of plot cards.

For example, Brent may only include up to 3 copies of the card Unbowed, Unbent,

Unbroken (ACOS C134) in his house deck. He may also choose to add 1 copy of the plot card Unbowed, Unbent, Unbroken (WED U125) in his plot deck.

(4.10) The word "then"

If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful, with the following important exception:

If a card uses the word "then," then the preceding effect must have been resolved successfully for the subsequent dependent effect to be resolved.

Take for example the card *Ser Gregor Clegane* (ITE R28):

"Any phase: Kneel 3 influence to choose and kill a kneeling character with STR 2 or lower. Then, stand *Ser Gregor Clegane*."

In this example, because of the use of the word "then," standing *Ser Gregor Clegane* is contingent upon the earlier effect. The player therefore must choose and kill a character with STR 2 or lower, and the targeted character must have been killed (and not saved) before it is possible for *Ser Gregor Clegane* to stand.

By contrast, the card *Eddard Stark* (ITE U6) does not use the word "then," and its effects are not dependent on one another:

"Marshalling: After you win a  challenge, stand *Eddard Stark*. Until the end of the phase, he gets +2 STR."

In this case, the two effects (standing the character, and getting +2 STR) are considered separately: *Eddard Stark* will get +2 STR even if another card effect prevents him from kneeling (or if he was already standing).

(4.11) House Cards

House cards are considered to be "in play," and cannot be removed from play for any reason.

(4.12) Agendas

Agendas are not considered to be in play. Further, the effects of an Agenda card cannot be canceled.

(4.13) The Hand

Any reference made to a player's "hand" refers to that hand as a single entity, and does not refer to any of the individual cards in that hand. Thus, it is possible to discard a "hand" of 0 cards. Further, if you do discard your "hand," you are not considered to have discarded any of the individual cards that make

up that hand (for the purpose of initiating other card effects).

Revealing your hand is not considered revealing any of the individual cards in your hand, and adding a card to a revealed hand is not considered revealing that card.

Note that it is possible, through card effects, to reveal individual cards from a hand that is revealed in its entirety.

For example, John is playing with a revealed hand, due to the effects of his opponent's Master Spy (ASoN U26). John plays a House Dayne Courier (AHoTh C48) and triggers the response. He is able to reveal individual cards from an already revealed hand.

(4.14) Keywords

Keyword effects with a point of initiation (such as ambush) cannot be canceled. Characters can be saved from the effects of a keyword like deadly.

Event Cards

Following is a breakdown of the different elements of an event card. These items are useful in understanding how event cards interact with different cards and the wide array of different effects in the game.

Event cards can contain up to four different elements (though most have only some of these elements). These are: play restriction, cost, target, and effect.

Consumed by Flame (Ice and Fire C173) is an example of an event card that contains all four elements.

Play Restrictions

A play restriction is an element that controls when or how often the event may be played. *Consumed by Flame* has two play restrictions. The first is the text "House Targaryen only" that restricts its use in some decks. The second is "**Marshalling:**" that restricts which phase the event may be played. The text "**Any Phase:**" is a way of specifying that an event does not have a phase play restriction (though it may have other play restrictions).

If you cannot meet the play restrictions of an event, you may not play that event. Not all events have play restrictions.

Cost

The cost of an event is the resources you must pay to play the event. *Consumed by Flame*

has a cost of "pay X gold." Other costs might include kneeling a character or discarding cards. An easy way to identify the cost is the formula "Do X to do Y" in which the first part, do X, is the cost. Note that some older events are not templated this way.

If you cannot pay the cost of an event, you may not play that event. Not all events have a cost.

Target

The target identifies what card or cards the event's effect is applied to. The word choose is always used to denote a target. If an event does not have the word "choose," then it does not have a target. *Consumed by Flame* has a target of "a character without attachments." If an event read "Stand all characters," then it would not be considered to have a target (because it does not include the word "choose").

If you do not have a valid target for an event, you may not play that event. Not all events have a target.

Effect

The effect of an event is what the event card does when played. *Consumed by Flame* has an effect of "Until the end of the phase, that character's STR is -X and is killed if its STR is 0." This is an example of a lasting effect with a duration until the end of the phase. Some effects are instantaneous, such as standing or kneeling a character.

Note that some event cards may have detrimental effects in addition to beneficial effects, which should not be confused with a cost. For example, an event might read "Draw three cards. Kneel three of your characters." Kneeling your characters is an additional effect, not a cost, because it was not phrased in "Do X to do Y" format. Thus you could still play this card even if you had no characters in play. If the event had read, "Kneel three of your characters to draw three cards," then kneeling your characters would be a cost, and you would have to kneel three characters to play the event.

All event cards have an effect, and may be played whether or not the effect has any result.

Additional Notes

Some event cards may have two or more completely separate effects, each with its own play restrictions, cost, or targets. Separate effects will always be separated in a different paragraph. Treat each separate effect as its own card. Unless the event card specifically says

otherwise, one effect has no impact upon the other.

Character Abilities

Following is a breakdown of the different elements of a character ability. These items are useful in understanding how character abilities interact with different cards and the wide array of different effects in the game.

Character abilities can contain up to four different elements (though most have only some of these elements). These are: Play Restriction, Cost, Target, and Effect.

The *Knight of Flowers* (ATOS U37) is an example of a character card that contains all four elements of a character ability.

Play Restrictions

A play restriction is an element that controls when or how often the character ability may be triggered. The *Knight of Flowers* ability has one play restriction. In its text, "**Challenges:**" restricts which phase the ability may be triggered. If a character ability has the text "**Any Phase:**" it is a way of specifying that the ability does not have a phase play restriction (though it may have other play restrictions).

If you cannot meet the play restrictions of a character ability, you may not trigger that character ability. Not all character abilities have play restrictions.

Cost

The cost of a character ability is the resources you must pay in order to trigger the effect. The *Knight of Flowers*'s ability has a cost of "kneel 2 influence." Other costs might include kneeling a character or discarding cards. An easy way to identify the cost is the formula "Do X to do Y" in which the first part, do X, is the cost. Note that some older character abilities are not templated this way.

If you cannot pay the cost of a character ability, you may not trigger its effect. Not all character abilities have a cost.

Target

The target identifies what card or cards the character ability's effect is applied to. The word choose is always used to denote a target. If a character ability does not have the word "choose," then it does not have a target. *Knight of Flowers* has a target "choose a player." If the ability read "Stand all characters," then it would not be considered to have a target (because it does not include the word "choose.")

If you do not have a valid target for the character ability, you may not trigger its effects. Not all character abilities have a target.

Effect

The effect of a character ability is what the ability does when triggered. *Knight of Flowers* has an effect of "...kneel a standing non-*Army* character he or she controls. If that character's STR is lower than that of *Knight of Flowers*, it is discarded from play." Thus, the *Knight of Flowers* affects a character.

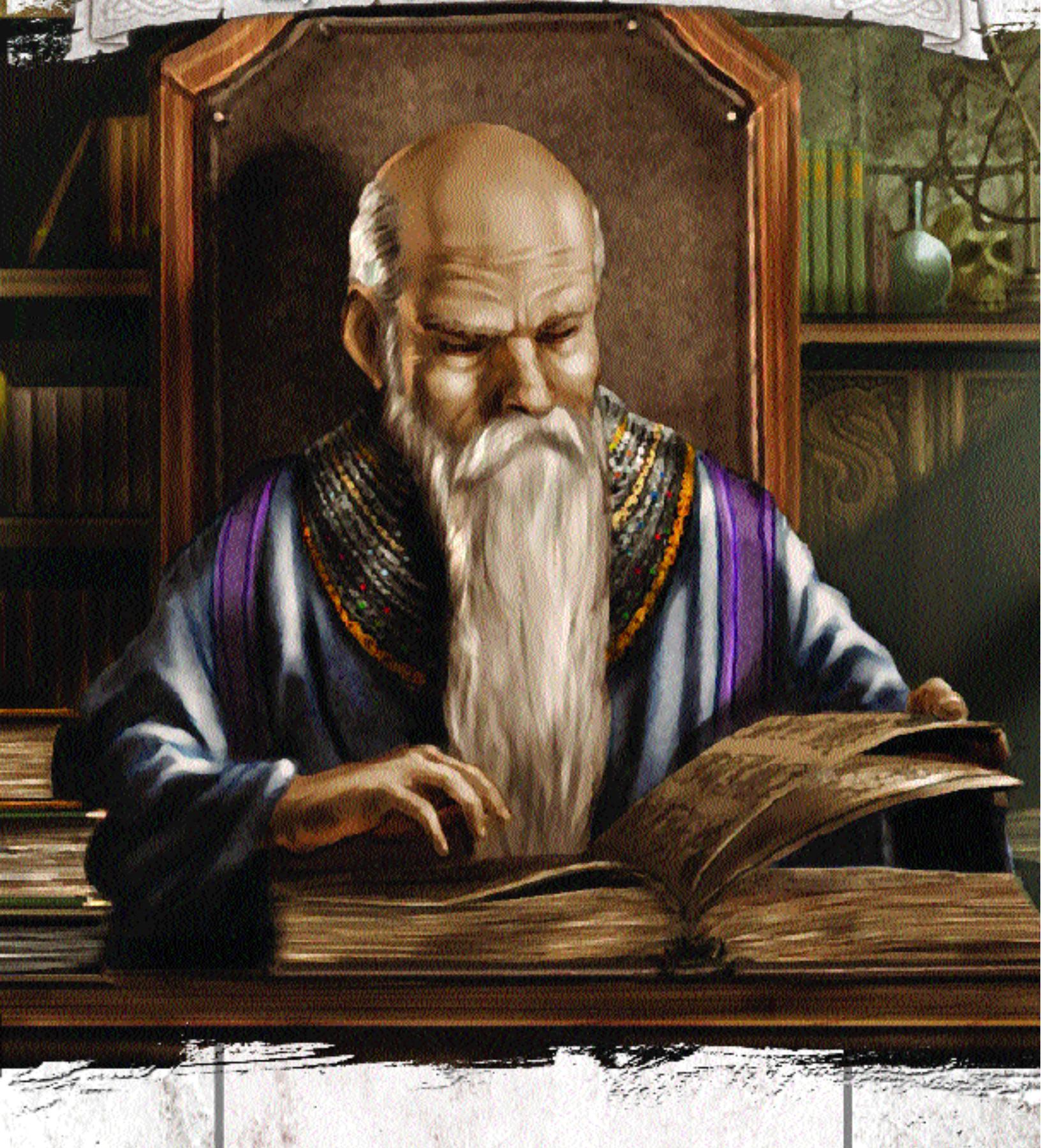
Note that some character abilities may have detrimental effects in addition to beneficial effects, which should not be confused with a cost. For example, a character ability might read "Draw three cards. Kneel three of your characters." Kneeling your characters is an additional effect, not a cost, because it was not phrased in "Do X to do Y" format. Thus you could still trigger this effect even if you had 2 characters in play. If the ability had read, "Kneel three of your characters to draw three cards," then kneeling your characters would be a cost, and you would have to kneel three characters to trigger the effect.

All character abilities have an effect, and may be triggered whether or not the effect has any result.

Additional Notes

Some character abilities may have two or more completely separate effects, each with its own play restrictions, cost, or targets. Separate effects will always be separated in a different paragraph. Treat each separate effect as its own card. Unless the character card specifically says otherwise, one effect has no impact upon the other.

TIMING STRUCTURE AND FLOWCHARTS





The following is a detailed outline of the timing rules for the *A Game of Thrones* Living Card Game as they relate for specific timing windows and responses.

General

During the course of the game, players may take many different types of actions. For the purposes of these rules, an action is defined as any time a player plays a card (including marshalling), or chooses to use an ability on a card already in play, including responses. A passive ability is defined as an ability on a card already in play that triggers automatically, without a choice from the player. Actions and passive abilities are separate terms that are not interchangeable; if a card has a passive ability, using that ability is not considered taking an action.

Most effects in *A Game of Thrones* resolve immediately after being triggered, but some effects last for a set period of time, or even indefinitely. Effects that last for longer than a single action are considered lasting effects. Both actions and passive abilities can be lasting effects.

Active and First Player

The player that was chosen to go first during initiative is the first player.

During the marshalling and challenges phases, the active player is the player currently taking his/her turn.

Passive Effects Conflict

If two passive effects are triggered at the same time, the first player always chooses the order in which these effects are resolved.

First Actions and Responses

The first player always takes the first action at the beginning of every "Player Actions" segment (refer to the game flow charts at the end of section III of this document).

Within any action window (see "The Action Window in Detail," on page 18), the player to the left of the player who initiated the action always has the option to initiate the first

response (normal and/or save/cancel responses). The first player always has the option to initiate the first response in a framework action window.

Action/response options always continue clockwise in this fashion until all players consecutively pass.

Lasting Effects Conflict

Even if not triggered at the same time, multiple Lasting Effects may affect the same card at the same time. For example: a character without the Power icon is affected by two lasting effects. One (such as *Slander*) removes a Power icon from the character, and one (such as *Noble Lineage*) adds the Power icon to that character. In this example the two lasting effects cancel each other, and the character is left unchanged. The order in which the lasting effects take place is irrelevant: the net sum result of all lasting effects is applied to the character (the net sum of -1 Power icon and +1 Power icon is 0, thus the character remains unchanged). A character can never have more than one icon of a specified kind.

Lasting effects that affect other character attributes work in the same fashion. For example, if a character has a STR of 2, and a lasting effect (such as *Dark Wings, Dark Words*) lowers that character's STR by 3, and another Lasting Effect (such as *Hear Me Roar*) gives the character +2 STR, the net sum modifier affecting the character is -1 STR (-3 +2 = -1). Thus, the character has a total STR of 1. If a character's STR is ever lower than 0 after all effects are applied, its STR is rounded up to 0.

If, at any time, two (or more) lasting effects create an endless loop that cannot successfully resolve itself, resolve the loop as if neither lasting effect were occurring.

Wheels within Wheels

On occasion players will notice that there are some instances in AGOT where cards seem to interact in very complex ways. Sometimes there seem to be good arguments on both sides for how and when a card effect should be implemented. When discussing these cards and situations, you may come to realize that there is a fundamental "clockwork" or "engine" behind the game, more subtle and complex than the simple AGOT rules reveal at first glance.

Presented here is the AGOT timing system in detail, defining a solid timing resolution process, and hopefully providing players with a

solid foundation of how to master AGOT timing conflicts.

The "Action"

The first fundamental concept for understanding AGOT timing is the action. Actions are the fundamental building blocks of the game, as the game moves forward with players executing a string of actions until a winner is determined.

The action defines most things that players do during AGOT (such as playing cards, triggering abilities, etc). There are two fundamental actions in the game: the player action and the framework action.

To understand this section better, it is helpful if you refer to the timing flowcharts found at the back of this section of the document.

While studying the flowcharts you will see that every phase contains one or more grey boxes that dictate certain measures to be taken by players. We will, from now on, call these grey boxes framework actions. Framework actions provide the basic structure of the phases representing the rules and underlying engine of AGOT.

Example: During the draw phase, the instance where players must simultaneously draw two cards each is considered a framework action.

Other than framework actions, the timing flowchart is filled with white boxes, which we call player actions. It is during these stages that players may play/trigger most card effects as well as play cards from their hands.

What is a "Player Action"?

When the game flow arrives at a player action segment, the first player is always allowed to take the first action. After the first action has been fully resolved, the opportunity to take another action goes to the player to the left, and so on (continuing in clockwise order). After all players have consecutively passed on taking additional actions, then this player action segment is over, and the game proceeds to its next framework action or to the next phase.

To "take a player action" is to do one of the following:

- 1) Play a character, location, or attachment card from your hand (during the marshalling phase, and by the active player only).
- 2) Play an event card from your hand (this is

also called "triggering" an event card ability).

3) Trigger a card effect printed on one of the character, location, or attachment cards you control in play (or, in rare circumstances, from out of play).

For the instances 2 and 3 above, the card text effect will always be preempted by the exact phase in which the action is allowed. Examples are **Marshalling**, **Challenges**, or **Any Phase**.

Note that executing passive abilities (card abilities that must be activated without choice from the player) does not constitute an action.

Example: The card Ser Boros Blount (ASOS U89) reads, "At the beginning of the dominance phase, stand each Kingsguard character." This is a passive ability, and does not cost Boros's owner his first action.

Important exception: All card abilities that are preempted by the word **Response**: are specifically not actions and may not be triggered unless allowed inside an "Action Window" (see below).

Marshalling Actions

Even though actions always pass back and forth between players, the types of actions that can be taken during the marshalling phase are a special exception.

During the marshalling phase, only the active player may take an action that costs gold, such as playing a character, location, and attachment cards from his hand.

It is important to note that even if only the active player may take actions that cost gold, after he resolves each of his actions, opponents may still trigger actions with no gold cost, even if they are not the active player.

The Action Window

When an action is taken, it is always fully resolved before the next action may be taken. The actual resolution of an action, however, and the state of cards during this process, can be complex. When an action is triggered, it opens an action window governed by the following rules.

1) Action is initiated

2) Save/cancel responses

3) Action is executed

4) Passive abilities, triggered by the action, are resolved:

- I) Initiate passive ability
- II) Save/cancel responses (only for the preceding passive ability)
- III) Execute passive ability
- IV) Initiate passive abilities triggered by the passive ability (following I through IV)

5) Responses (in clockwise order until all players consecutively pass) are resolved. For each response:

- a) Initiate response
- b) Save/cancel responses (only for the preceding response)
- c) Execute response
- d) Initiate passive abilities triggered by the response (follow I through IV above)

6) Action is resolved (end of action)
(You may also refer to the charts at the end of this document for a graphical presentation of both the framework and player action window).

Responses

Responses are not actions, but are effects that may be triggered by players when a specific opportunity arises within an action window. Each specific response will dictate when and under what circumstances it may be triggered. There are two types of responses: save/cancel responses (that contain the word "save" or "cancel" in their text) and normal responses (which have an effect different than that of saving a card from being killed/discharged or canceling the preceding action, response, or passive ability.)

Response "Opportunities"

When the requirements (or "play restrictions") for playing a response are met, the response is said to have an "opportunity." The first possible opportunity may arise with the very action that started the action window itself, but other opportunities within an action window may arise when other responses, and/or passive abilities (executed within the same action window), are resolved.

You can think of opportunities as "gates" that open up, allowing you to play specific responses during an action window. The action itself may open a "gate," and subsequent responses and passive abilities executed within the current action window may open additional "gates." These opportunities (or "gates") stay open until Step 6, when the action finally ends and the action window closes. Exception: Save/cancel responses work differently, as

their "gates" are closed after all players pass on playing a save/cancel response immediately after an action/passive ability/response is triggered (see below).

After the action window is entirely resolved (Step 6), the game moves on to the next player action or framework action. Any unused response opportunities (or "open gates") are now lost, and players holding unused responses must wait for another opportunity during a later action window.

Save/Cancel Responses

We noted above that opportunity "gates" for normal responses stay open for the duration of the action window. This means that you can play a normal response at any time during the action window as long as a "gate" has opened up sometime prior during the current action window. This is not the case for save/cancel responses.

After Step 1, in which the action itself is initiated, proceed to Step 2 where players, in clockwise order, have the opportunity to play a save/cancel response that would either cancel the action or save a target card from being killed or discarded as a result of the action. Only after all players consecutively pass on a save/cancel opportunity is the action executed and resolved. After Step 3, players will no longer have the option to cancel its effects, or save its targets from being killed or discarded. Note that this also holds true for the resolution of passive abilities and all responses. This even holds true in the rare case when a player wishes to cancel a "cancel" response just played.

In other words, the opportunity "gate" for saving/canceling is closed immediately after all players consecutively pass on playing a save/cancel response.

The Action Window in Detail

1) Action is initiated

After a player initiates an action, the timing window starts.

For the initiation stage of any player action, a player must go through the following substeps, in order. The first step is always revealing the card or declaring the intent to use an ability. Then:

- a) Determine the cost (to either marshal the card or pay for the card's effect) or costs (if multiple costs are necessary for the intended

action).

- b) Check play restrictions, including verification of applicable targets.
- c) Apply any penalties to the cost(s). (Any effects that modify a penalty are applied to that penalty before it becomes a part of the cost.)
- d) Apply any other active modifiers (including reducers) to the cost(s).
- e) Pay the cost(s).
- f) Marshal the card, or trigger the effect. Choose targets (if applicable) and proceed to step two.

Example: Greg wants to marshal the Riders of the Boneway (ACOS U82). The first thing he does is determine the cost, X, which he announces when the card is played. He decides to make X=3 (step 1a). After determining the cost, he checks play restrictions (step 1b), and there are none. Next, he applies penalties to the cost (step 1c); because he has The Old Palace (ITE R124) in play, there is a +1 Gold Penalty on the Riders of the Boneway. Since there are no other active modifiers or reducers (step 1d), Greg pays 4 Gold (cost 3, plus a gold penalty of 1; step 1e) to marshal the Riders of the Boneway (step 1f). Even though he paid a total of 4 gold, the value of X is still 3, as established in step 1a.

2) Save/cancel responses

In clockwise order, players now have the opportunity to cancel the action, or to save a chosen target from being killed, discarded, etc. If all players pass, then the action will be executed, and can no longer be canceled or its target(s) saved.

Example: The Stark player has the card Price of Failure in his hand. He can use this card to cancel the effect of the From the Mouth of Dragonstone card that was just played by the Baratheon player. The Stark player, however, decides not to play Price of Failure (saving it for later) and passes. All other players also pass, so the From the Mouth of Dragonstone is then fully resolved and can no longer be canceled.

3) Action is executed

The active player now executes the effects of the action. If this action discards one or more cards, kills one or more characters, or returns one or more cards to a player's hand or deck, these cards do not yet leave play. Cards that are killed, discarded, or returned to hand or deck (including their attachments) during the action window are considered Moribund for the remaining duration of the Action Window, and do not physically leave play until Step 6.

What is "Moribund"?

After a card is forced to leave play (by being killed, discarded, or returned to its owner's hand or deck) that card is considered Moribund for the duration of the action window. This includes cards that have been killed, discarded, or returned to hand/deck in order to pay a cost. The Moribund "state" lies after the effect that forced the card out of play, but before the card is physically placed in the dead/discard pile.

A Moribund card (and its attachments) is considered to have been killed, discarded, returned to its owner's deck or hand, but only for the purposes of triggering responses and passive abilities. This includes responses and passive abilities triggered by a card being placed in the appropriate out-of-play area. A Moribund card is, for all other purposes, still considered in play.

Example: When the Field Sergeant character is killed or discarded, its controller must place the top two cards of his discard pile on the bottom of his deck. This passive ability is triggered and executed when the Field Sergeant became Moribund (because he is considered to have killed/discarded), but the Field Sergeant itself would not be in the discard pile, and therefore is not among the two cards that are moved from the discard pile to the bottom of the player's deck.

In other words, a Moribund card is considered to have left play but is physically still in play and retains its abilities (including attachments and their abilities) and is allowed to interact with the game as normal until it is finally (and physically) placed in the discard/dead pile or returned to hand/deck during Step 6 of the action window.

This means that any response ability or passive effect on a Moribund card can be triggered for the remaining duration of the action window, and other abilities that trigger when a card leaves play (in either of the four ways) can be triggered (even if the card has not physically left play yet). When the card finally leaves the game in Step 6, it loses its abilities (as cards do when they actually leave play), and ceases to be Moribund. Attachments also lose their abilities (and are discarded).

Example: During the marshalling phase, an opponent triggers an ability that kills your Catelyn Stark character (U5 from the Ice and Fire set). Catelyn Stark's ability is a response that may be triggered to claim a power every time a character is killed.

No player (yourself included) could save Catelyn Stark during Step 2, so she now becomes Moribund. A Moribund character is not entirely out of the game yet, however, and Catelyn Stark is not yet placed in the dead pile. During Step 5 of the action window, since a character (Catelyn Stark herself) was killed, you can trigger her response and have Catelyn Stark claim one power. If this was the last power you needed to win the game, you will win. Otherwise, during Step 6 of the action window, you must place the killed Catelyn Stark in the dead pile, and discard her power back to the power pool (any attachments would also be discarded at this time).

Rules Exception

Although considered in play, a Moribund card cannot be removed from play (or targeted to be removed from play) again by any effect or any attempt to pay a cost for the remainder of the action window. However, the "state" of a Moribund card can be changed by an effect that does not actually attempt to remove it from play a second time.

Example: When Aeron Damphair (ITE R66) is killed, his character ability puts him into a Moribund state of being placed on the bottom of his owner's deck. Aeron Damphair cannot be forced from play again, but an effect such as Unorthodox Priest (AHoTh R104) could change his Moribund state to that of being placed on the top of his owner's deck because Unorthodox Priest does not actually attempt to remove Aeron Damphair from play."

Moribund State For Events

When an event card is played during steps 1, 2, or 5 of an action window, it enters a moribund state and is only actually moved to the discard or dead pile in step 6 of the action window in which it is played.

4) Passive abilities are triggered

Any passive abilities that are triggered as a result of the action (or a save/cancel response hereto), are now initiated. As with the action itself, before a passive ability is executed, all players have the option to cancel it or to save a target of the passive ability. If all players pass on the save/cancel option, the ability is executed. Remember that if two passive abilities are triggered at the same time, their order of resolution is determined by the first player. Any cards that are killed, discarded, or returned to hand as a result of the passive ability are considered Moribund, and do not actually leave play until Step 6.

Example: Asha Greyjoy (Ice and Fire U91) has the passive ability "If Asha Greyjoy leaves play, discard from play a location you control (cannot be saved)." The action that started the action window killed Asha Greyjoy. Since Asha was not saved during Step 2 (and is therefore Moribund) her passive ability must now be triggered during step 4. The Greyjoy player initiates the passive ability and selects one of his locations to be discarded. The location cannot be saved, and the Greyjoy player does not have the ability to cancel Asha's passive ability. The location chosen by the Greyjoy player is now considered Moribund, and will be physically discarded during Step 6 along with Asha herself (who is placed in the dead pile).

5) Responses

After any passive abilities triggered as a result of the action or save/cancel response are resolved, players may now play normal responses in clockwise order (starting with the player to the left of the player who initiated the action). As described above, a player may trigger normal responses for any opportunity that has occurred at any time during this Action Window - either spurred from the action itself, or spurred from other responses, or passive abilities, resolved previously during the Action Window.

For every response, players must go through these steps before the response is fully executed:

- 1) Initiate response
- 2) Save/cancel responses (only for the preceding response)
- 3) Execute response
- 4) Resolve passive abilities triggered by the response, etc. (following the same steps as Step 4 (I through IV of the action window))

Any cards that are killed, discarded, or returned to a player's hand as a result of a response are considered Moribund, and do not actually leave play until Step 6.

Example: Since Catelyn Stark was killed (and is now Moribund), the Stark player decides (when it is his turn again to take a response during step 5) to play the event card Never Surrender, which reads: "Response: after a character is killed, stand all characters." The Stark player initiates his response by revealing the event card (which will stand all of his characters, including the Moribund Catelyn Stark). The other players now have the option to cancel the event card. The

Greyjoy player decides to play the save/cancel response Price of Failure, which cancels the triggered effect of the Stark player's event card. Both event cards are then discarded, the Stark response is over and not resolved, and the response opportunity moves to the player on his left.

Step 5 is not over until all players have consecutively passed on taking additional responses.

6) Action is resolved (end of action)

The action window is now complete, and all cards that were Moribund now physically leave play by whatever effect that caused them to do so (either being killed, discarded, or returned to their owner's hand). All attachments and duplicates on Moribund characters are placed in the discard pile. All response opportunities are now closed.

Framework Actions

All framework actions, including the "start" of every phase, work very similarly to the way that player actions work. Here is the timing resolution for framework actions.

The biggest difference between framework actions and player actions is that the framework action initiates several events dictated by the rules of the game, rather than player choice.

Please see the detailed diagram on how to understand the framework action at the end of this section (pages 21-23).

Below is a comprehensive example of how to resolve the challenge resolution framework action:

The Baratheon player has initiated a military challenge against the Lannister player. After both attackers and defenders have been declared and all player actions resolved, the framework action window representing challenge resolution begins. The entire challenge resolution is handled by a framework action window. This is executed in this manner:

A) The first challenge resolution framework event is initiated (step 1), **determine winner of challenge**. The strength of the two opposing sides are totaled and compared (with Baratheon having the most STR).

Both players (starting with the Baratheon player) now have the opportunity to play a save/cancel response (step 2) to this framework event. Neither player has a valid save/cancel response, so the framework event resolves (step 3). The Baratheon player wins the chal-

lenge. Play proceeds to the next framework event in the window.

B) The second challenge resolution framework event initiates: **challenge result is implemented**. The Lannister player chooses one of his characters to die for claim.

Both players have the opportunity to play a save/cancel response to the challenge result; neither player does, and the chosen character becomes moribund. Play proceeds to the next framework event in the window.

C) The third challenge resolution framework event initiates: **reward for unopposed challenge is awarded**. The challenge was opposed, so no reward is awarded. Play proceeds to the next framework event in the window.

D) The fourth challenge resolution framework event initiates: **renown is awarded**. Robert Baratheon is going to claim a power for renown.

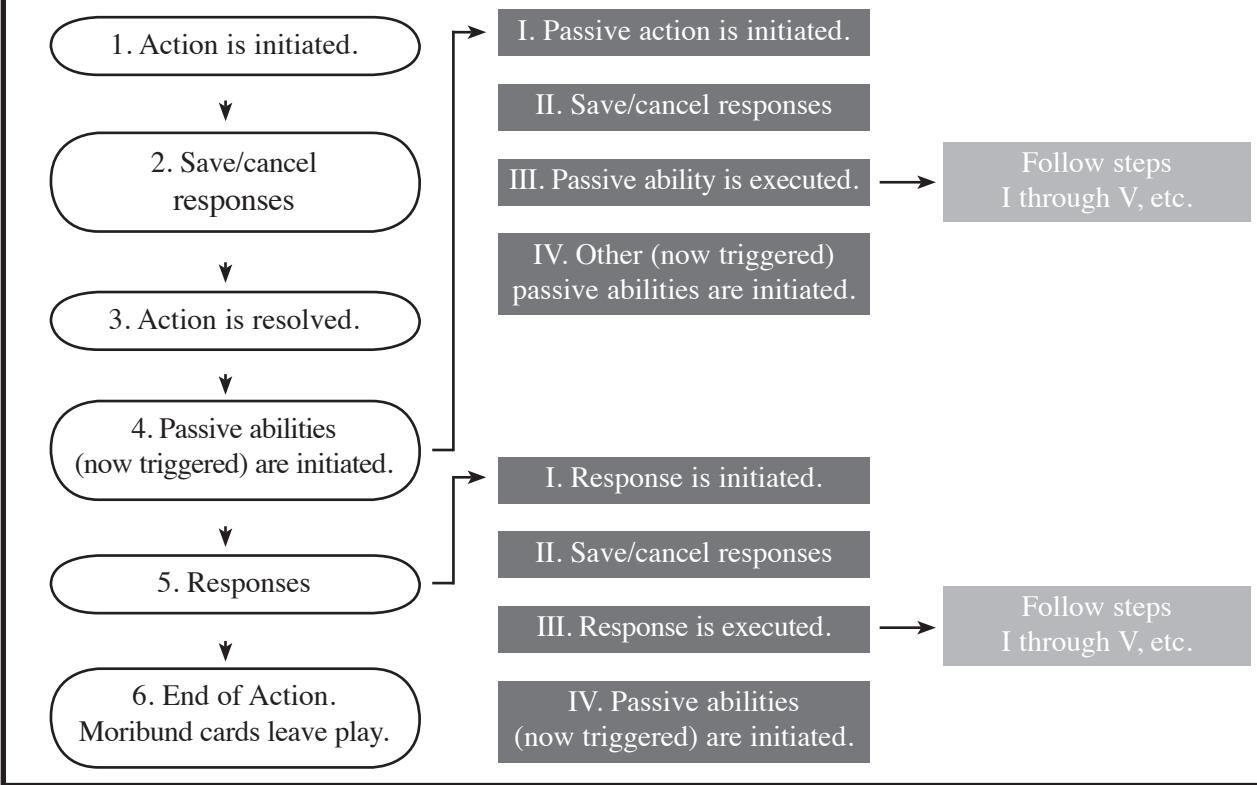
Both players have the opportunity to play a save/cancel response to Robert claiming power for renown. Neither player has a valid save/cancel response, so Robert claims 1 power for renown. This is the final framework event in the action window, so play proceeds to step 4.

E) Passive effects that are triggered due to any of proceeding framework events are initiated. Robert Baratheon's passive ability reads "When Robert Baratheon claims power for renown, he claims an additional power." Since Robert did claim a renown power during the challenge resolution, this passive ability is now automatically triggered, and Robert claims one additional power. (Both players have the opportunity to save/cancel this effect, but they pass.)

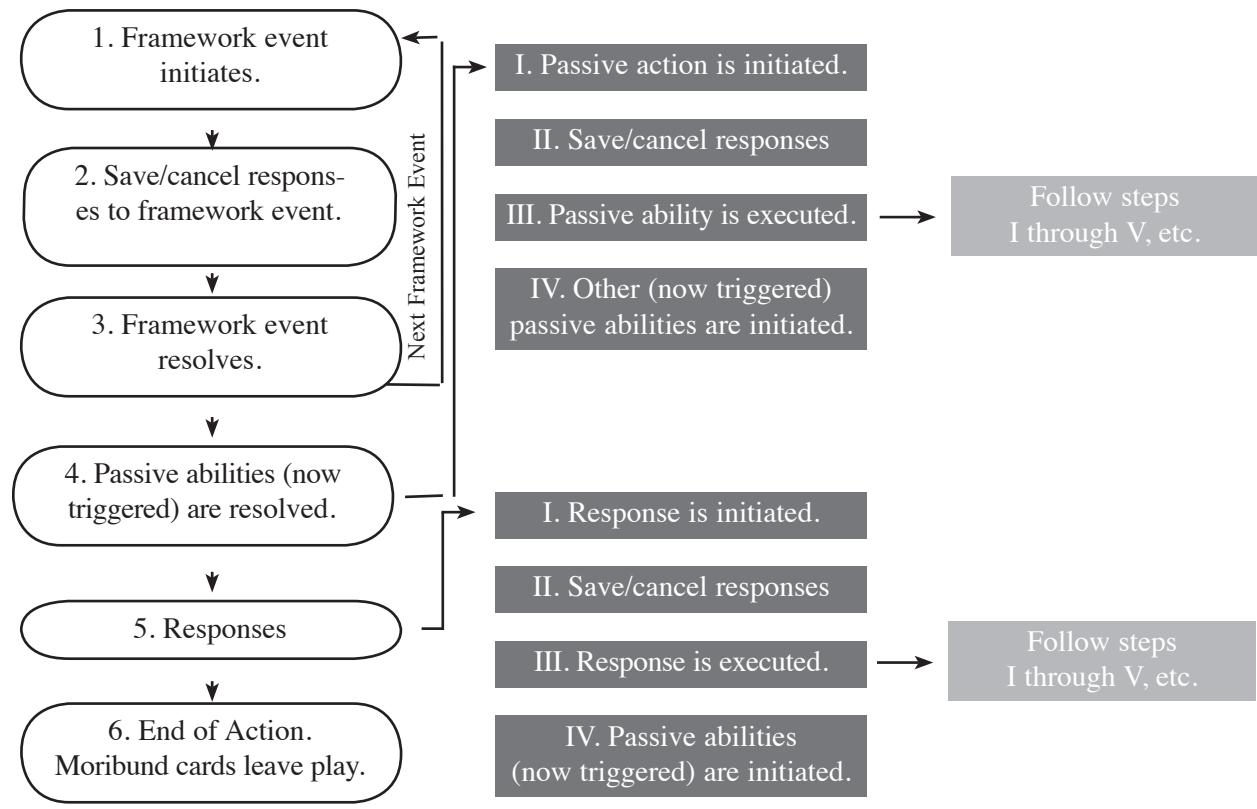
F) Responses are now played. The first player may take the first response. The Baratheon player, who won the military challenge, plays the card *Put to the Sword* from his hand and chooses a Lannister character to be killed. As a save/cancel response, the Lannister player cancels *Put to the Sword* by playing a *Treachery* card (the Lannister kneels the standing Moribund character, who was killed in the challenge, to pay for cost of playing the *Treachery* event card).

It is now the Lannister player's turn to play a response, but he passes. Then the Baratheon player may once again take a response, but he is out of responses and also passes. Since both players have now passed consecutively, the framework action window is now closed, and the Moribund Lannister character is placed in the dead pile.

THE PLAYER ACTION WINDOW



THE FRAMEWORK ACTION WINDOW



PLOT PHASE

FRAMEWORK ACTION

1. Plot Phase begins



PLAYER ACTIONS



FRAMEWORK ACTION

1. Choose and reveal plots
2. Initiative is counted
3. High initiative player appoints "First Player"
4. "When revealed" plot effects resolve (In order determined by First Player)



PLAYER ACTIONS



FRAMEWORK ACTION

1. Plot Phase ends



Proceed to Draw Phase

DRAW PHASE

FRAMEWORK ACTION

1. Draw Phase begins



PLAYER ACTIONS



FRAMEWORK ACTION

1. Each player draws two cards



PLAYER ACTIONS



FRAMEWORK ACTION

1. Draw phase ends



Proceed to Marshalling Phase

MARSHALLING PHASE

FRAMEWORK ACTION

1. Marshalling Phase begins



FRAMEWORK ACTION

First Player starts as "Active Player"

1. Active Player counts income

Next Active Player

PLAYER ACTIONS

- 1) Only the Active Player is allowed to take actions that cost gold.
- 2) Character, Location, Duplicate, and Attachment cards can only be played during this player action segment.



FRAMEWORK ACTION

1. Active Player declares he has no more actions that cost gold.

2. The next player becomes the "Active Player"

A player can only be Active Player once per phase



FRAMEWORK ACTION

1. Marshalling Phase ends



Proceed to Challenges Phase

CHALLENGES PHASE

FRAMEWORK ACTION

- Challenges Phase begins

First Player starts as "Active Player"

PLAYER ACTIONS

FRAMEWORK ACTION

- Active Player declares challenge type and opponent
- Active player kneels attacking characters

PLAYER ACTIONS

FRAMEWORK ACTION

- Active Player chooses Stealth targets
- Defending player kneels defending characters

PLAYER ACTIONS

FRAMEWORK ACTION

- Determine winner of challenge
- Challenge result is implemented
- Reward for unopposed challenge is awarded
- Renown is awarded

FRAMEWORK ACTION

- Active Player is finished with challenges
- Next player becomes Active Player

A player can only be Active Player once per phase

FRAMEWORK ACTION

- Challenges Phase ends

Proceed to Dominance Phase

DOMINANCE PHASE

FRAMEWORK ACTION

- Dominance Phase begins



FRAMEWORK ACTION

- Reward Dominance



PLAYER ACTIONS



FRAMEWORK ACTION

- Dominance Phase ends



Proceed to Standing Phase

STANDING PHASE

FRAMEWORK ACTION

- Standing Phase begins



FRAMEWORK ACTION

- All kneeling cards stand



PLAYER ACTIONS



FRAMEWORK ACTION

- Standing Phase ends



Proceed to next Plot Phase

TAXATION PHASE

FRAMEWORK ACTION

- Taxation Phase begins



FRAMEWORK ACTION

- Return unspent gold to treasury



PLAYER ACTIONS



FRAMEWORK ACTION

- Taxation Phase ends

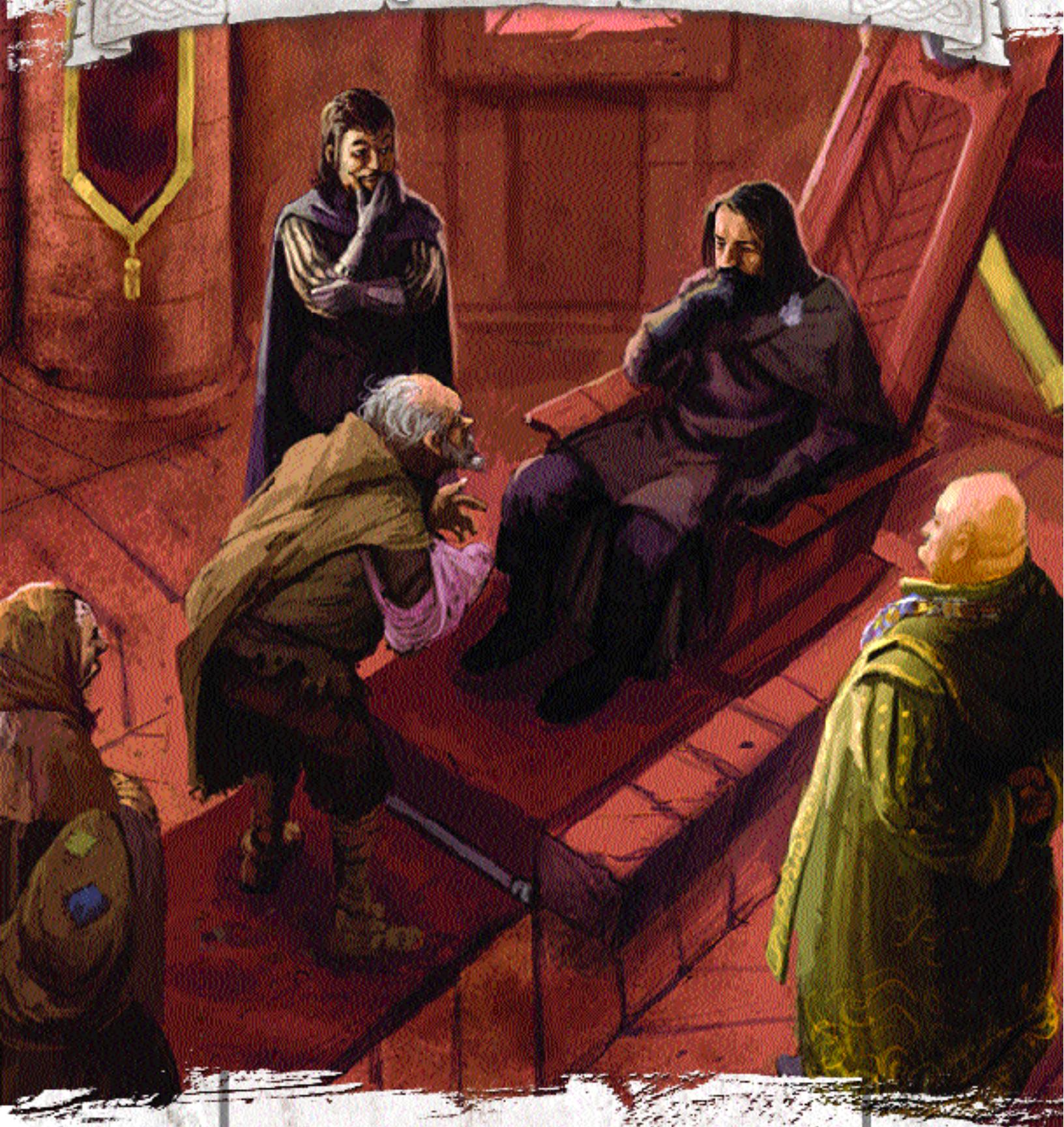


Proceed to next Plot Phase

Next Active Player

Active Player's Next Challenge Opportunity

FREQUENTLY ASKED QUESTIONS





This section applies the material covered in the previous chapters and answers some of the more frequently asked questions that arise while playing the *A Game of Thrones* Living Card Game. If there is a particular question that you frequently find yourself explaining to newer players and would like to see it covered in the FAQ, please submit the question for consideration to:

nfrench@fantasyflightgames.com

Frequently Asked Questions

If my character loses a military icon in the middle of a military challenge, is that character removed from the challenge?

No. Once a character is in a challenge, it can only be removed from that challenge by an effect that specifically removes the character from a challenge, an effect that removes the character from play, or by an effect that changes control of that character. Gaining or losing icons mid-challenge does not affect the attacking or defending status of that character.

What happens if I take control of one of my opponent's characters that is attacking me? Is it now defending?

Whenever a character changes control during a challenge, it is immediately removed from that challenge.

If my card says something like "Kneel Grey Worm to produce an effect..." and my opponent also has Grey Worm in play, can I use my Grey Worm's ability and kneel my opponent's Grey Worm to pay for it?

No. You can only pay costs with cards that you control.

If my card says something like "Discard a Wildling character to kill a Night's Watch..." can I discard any Wildling character in play?

Discarding the **Wildling** character is a cost, and you can only pay for a cost with cards that you control.

Can I play a card with a dominance phase action before we count STR for dominance and claim power?

No. There is no opportunity for player actions until after dominance STR is counted and the winner of dominance (or a tie) is determined.

If I destroy, blank, or take control of my opponent's income providing locations before that player's turn to marshal, does he still get the gold those locations provide?

No. Income is counted at the beginning of each "Active Player's" portion of the marshalling phase, and it is only counted by the current Active Player. Any locations that are lost or negated before a player becomes the Active Player do not add to that player's Income for that round.

Do I still count gold from a location if it is kneeling?

Yes. A card provides an income bonus regardless of whether it is kneeling or standing.

Can I choose to not draw my two cards in the draw phase?

Drawing two cards during the draw phase is not optional. There are some card effects that could prevent you from drawing your two cards in the draw phase, but if you are able to draw at this point of the game, you must.

Is there a difference between moving power and claiming power?

Moving power is not considered claiming power. If an effect prevents you from claiming power for your House card, you cannot bring power into the game from the power pool and place it on your House card. You can, however, move power that is already in the game onto that House card by, for example, winning a power challenge.

If an effect allows me to draw 3 cards, but I have already drawn a card that phase, can I still play the effect?

Since cards are drawn one at a time, you can play the effect and draw until you reach the draw cap, at which point it will then kick in and prevent the rest of the draw from occurring.

Do I have to trigger a response?

Triggered response actions (identified by the bold **Response**) are always optional, with the choice being made by the player controlling the card.

Can I ignore a passive ability if I don't like its effect?

No. A passive ability must initiate whenever a game occurrence would dictate its initiation.

If I take an action and my opponent passes, do I have the option to take another action?

Yes. An action window stays open until all players have consecutively passed.

If I play a response and my opponent passes, do I have the option to play another response?

Yes. A response window stays open until all players have consecutively passed.

Who gets to take the first action in a Player Action Window?

The "First Player" always has the opportunity to take the first action in any Player Action Window.

Who gets the first opportunity to play a response?

If the response is to a player action, the player to the left of the person who initiated the action has the first opportunity to respond. Response opportunity then passes clockwise around the table.

In a Framework Action Window, the "First Player" always has the first opportunity to respond. Response opportunity then passes clockwise around the table. Note that challenge resolution is a framework action window, so the "First Player" has response priority regardless of his status as attacker or defender.

If there is a tie between the attacking and defending STR in a challenge, who wins that challenge?

Unless otherwise noted by a card effect, the attacker always wins ties in challenges.

If two players count the same amount of standing STR, who wins dominance?

If there is a tie for dominance and no card effect breaks the tie, neither player wins dominance and no power is claimed.

If a card effect allows a player to search his or her deck for a specific type of card, but the effect does not ask the player to reveal the card, how do I verify that that player is pulling the appropriate category of card from his or her deck?

Any time a player searches his or her deck for a card of a specific type, that player must reveal the found card to his or her opponent(s), to verify that it falls under the search parameters.

If one of my characters turns into an Agenda, is that character considered to have left play? Can I then play another copy of that character as a character card?

Agendas are not considered "in play." When you play a character and it changes into an Agenda card, it is considered to have left play. You can then play additional copies or other versions of that character as a character card.