



FREE FOLK FAQ V1.6

Any new additions will be highlighted in pink
(Last Update: 08/18/2020)

★ FREE FOLK UNITS

GENERAL

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

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

FREE FOLK TRAPPERS

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

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

SAVAGE GIANTS

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

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

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

A: No, you only roll one D3 to wound, regardless of the number of Hits. (See v1.5 card text update).

THENN WARRIORS

Q: If an enemy fails their check for Order: Taunt, but could perform multiple Actions during their activation, what happens?

A: *Taunt* only stipulates the unit must declare a Charge on the Thenns, if able. This does not prevent them from performing other actions, which may result in being unable to then Charge the Thenns (an example being Cavalry using their free *Maneuver* to remove the Thenns from Line of Sight/Range).

★ FREE FOLK NCU's

STYR (IRON-FISTED TYRANT)

Q: If I attach Styr to an enemy Combat Unit, do they suffer D3 Hits when he is removed?

A: Yes (See v1.5 card text update).

MANCE RAYDER (ARTFUL TACTICIAN)

Q: If Mance is Influencing a unit, and while they are making an Attack, the number of Condition tokens on them changes, how does that impact their attack?

A: The effects would be checked and applied when the unit makes the attack. Gaining and/or losing Condition tokens during the attack would have no impact.

★ FREE FOLK ATTACHMENTS

STYR (MAGNAR OF THENN)

Q: Can Styr's **Go Down Fighting** Ability trigger multiple times during the same attack?

A: Yes.

Q: Follow-up: Does it trigger when the last rank is destroyed?

A: Yes.

HARMA (VANGUARD COMMANDER)

Q: How does the **Vanguard Commander** Ability interact with the **Feinting Maneuver** Tactics card?

A1: There are two common questions in regards to this interaction. The first is "Can I play **Feinting Maneuver** and return that same card with **Vanguard Commander**?" The answer is Yes. Both effects would have to be declared at the same time (as they share the same trigger) but once a Tactics card is played it is placed in the discard pile, meaning it would be a valid target for **Vanguard Commander** when that effect resolves.

A2: The second common question is "Can I trigger **Vanguard Commander**, returning **Feinting Maneuver**, and then immediately play it?" The answer is No, as once **Vanguard Commander** is being resolved, the window to trigger **Feinting Maneuver** would have passed.

★ FREE FOLK TACTIC CARDS

ENDLESS HORDE

Q: Can this re-deploy Character units?

A: Yes.

REGROUP AND REFORM

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

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

WILDLING DIPLOMACY (Mance Rayder, King Beyond the Wall)

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

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

PREDICTABLE MANEUVERS (Mance Rayder, King Beyond the Wall)

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

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

FINAL STRIKE (Styr, Magnar of Thenn)

Q: Can this cause more Hits than Wounds remaining in the unit?

A: No.

FEINTING MANEUVER (Harma, Vanguard Commander)

Q: If my target has effects that trigger from being Charged from the Front (such as Set for Charge), do they trigger?

A: No. the unit is treated as having been charged in the Flank for all gameplay purposes.



★ CARD UPDATES

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



RATTLESHIRT
THE LORD OF BONES

ORDER: TROPHY COLLECTING
After a friendly Combat Unit within Short Range completes a Melee Attack, if it destroyed an enemy rank: Search your Tactics Deck or discard pile for 1 Rattleshirt Tactics card and attach it to that unit, and then shuffle your Tactics Deck.

Updated v1.5



MANCE RAYDER
KING BEYOND THE WALL

INSPIRING PRESENCE
This unit's Morale Stat becomes 5+.

ORDER: CUNNING STRATEGY
When an enemy within Short Range uses an Order or is targeted by a Tactics Card: Roll a die. On a 3+ cancel that Order/Tactics Card.

RALLY POINT
Friendly units within Short Range may use this unit's Morale Stat for all Morale Tests.

Updated v1.5



HARMA'S BANNERMAN
"She hates dogs almost as much as she hates crows."

CHARACTER

May only be fielded in an army including Harma, and must be attached to her unit (ignoring the usual attachment restrictions).



JARL
ADVANCE RAID LEADER
"The Wall defends itself."

CHARACTER

1



STYR
IRON-FISTED TYRANT
"These are wildlings... more beast than man."

CHARACTER

4

Updated v1.5



STYR
IRON-FISTED TYRANT

FURY OF THE THENNS
Influence (When this unit claims a Tactics Zone, attach this card to a Combat Unit until the end of the round):
While Influencing a friendly unit, each time that unit attacks, it deals an additional D3 Wounds.
When this card is removed from a unit (friendly or enemy), that unit suffers D3 automatic Hits.

Updated v1.5

★ CARD UPDATES

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5

MIGHTY SWING
2+ 1

4+ **4+**

SAVAGE GIANT

GIANT

- This model has 6 Wounds.
- This model only suffers 1 Wound for every 2 unblocked Hits from any attack or effect (discarding any remainders), and can only suffer a maximum of 2 Wounds from failed Panic Tests (including effects and abilities).

MIGHTY SWING
If this attack generates any Hits, instead of rolling Defense dice, the defender suffers D3+2 Wounds, +1 additional Wound for each Wound this model has suffered.

Updated v1.5



THE BONELORD'S CHOSEN

The Bonelord's Chosen represent the strongest, most savage among the Followers of Bone. Each Chosen takes his place by killing his predecessor through ritual challenge. The new Chosen's armor uses bones from their predecessor, though augmented with animal bones for greater protection. The Chosen may appear as mere savages, but Night's Watch veterans warn their brothers to beware of exceptional cunning and surprising skill at arms.

8

CHARACTER
May only be fielded in an army including Rattleshirt. He must be attached to this unit.

Updated v1.5



5

JAGGED WEAPONS
3+ 8 7 6

4+ **5+**

THE BONELORD'S CHOSEN

JAGGED WEAPONS
•Vicious (Defender suffers -2 to their Panic Test).

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

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

Updated v1.5

★ CARD UPDATES

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5

JAGGED WEAPONS
3+ 8 6 5

5+ 7+

FOLLOWERS OF BONE

JAGGED WEAPONS
•Vicious (Defender suffers -2 to their Panic Test).

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

Updated v1.5



SPEARWIVES

4

While warfare is largely the province of men in the south, the Free Folk women are more than capable of standing beside the men in a line-of-battle. While not suited as a vanguard, the Spearwives make for superior flankers, both on assault and for protection against charges. Their weapons may be crude, but they're plentiful, cheap, and the Spearwives hurl them with deadly accuracy. Intelligent commanders can make full use of this capability.

Updated v1.5



6

RUTHLESS SAVAGERY
4+ 7 5 4

6+ 4+

CAVE DWELLER SAVAGES

RUTHLESS SAVAGERY
Before Attack Dice are rolled, for each of the defender's destroyed ranks, choose 1:
•+1 to Hit and +1 Attack Die for each of the defender's destroyed ranks.
•Sundering (Defenders suffer -1 to Defense Save rolls).
•Defender becomes Vulnerable.

Updated v1.5

★ CARD UPDATES CHANGE-LOG

★ NCUS

Styr (Iron-Fisted Tyrant)

- Cost increased from "3" to "4"
- Ability text modified (no mechanical change)

Design Notes: While we liked the utility Styr brought to the army, it was an incredible value for his cost. Rather than modify the power level of his Ability, he has received a points increase from 3 to 4. Since the card was being modified, we took the time to also clarify some text to make things clearer.

★ UNITS

Savage Giants

- Giant Ability reworked to allow a maximum of 2 Wounds from Panic.
- Wounds total increased from "5" to "6"
- Mighty Swing base damage increased from D3+1 to D3+2
- Morale reduced from "3+" to "4+"

Design Notes: Giants should be one of the hardest "anvil" units available to the Free Folk- they just needed a small boost to that role. By increasing their total Wounds, as well as lessening the impact Panic has on them, they are now more survivable in this role. To balance this new survivability, however, they have received a small hit in their base Morale Value. Finally, the minimal damage of their Mighty Swing has been increased, making them a threat even without suffering Wounds. This, combined with their additional Wound, significantly increased their overall damage capabilities.

Followers of Bone

- Vicious added to Melee Attack
- Attack profile increased to 8/6/5

Design Notes: Intended to be the Morale-Damaging unit of the Free Folk the Followers of Bone were lacking a bit in raw offensive power. We've given them a more solid and lasting combat profile, as well as added Vicious to their attacks, to more solidify their role within the army.

Bonelord's Chosen

- Vicious added to Melee Attack
- Attack profile increased to 8/7/6
- Morale increased from "6+" to "5+"
- Ability: Prey on Fear removed
- Ability: Cut Them Down! added
- Restriction of Rattleshirt (Lord of Bones) changed to just Rattleshirt (any version)

Design Notes: The Bonelord's Chosen should represent a pinnacle of fear... And just weren't delivering. they have received buffs across almost all areas as a result. In addition, the restriction of only being able to be fielded by the Rattleshirt Commander has been removed (you can now field them with the Rattleshirt attachment). To synergize better with these options, we have removed Prey On Fear and instead given them Cut Them Down! Furthering their damage-focus.

Spearwives

- Cost reduced from "5" to "4"

Design Notes: The Spearwives act as a versatile unit capable of filling numerous roles, largely determined by their Attachment. Being a 5 point unit (+Attachment cost) is rather expensive within the Free Folk faction. By reducing them to 4 they now have some breathing room in just what they want to include.

Cave Dweller Savages

- Ruthless Savagery reworked

Design Notes: Cave Dwellers were unfortunately outperforming many other options within the Free Folk army- namely due to their overall versatility, choosing between tearing through both Defense as well as Morale, all with little set-up required. They have been scaled back and their role more focused: Intended to seek and destroy already damaged units, their initial selection of a bonus has been removed, now fully reliant on destroyed enemy ranks. In addition, their Morale-focused aspect (Vicious) has been traded for furthering their role as Defense-destroyers, having been replaced with Vulnerable. Lastly, they have received a buff in the form of additional Attack Dice when targeting damaged units.

★ CARD UPDATES CHANGE-LOG

★ ATTACHMENTS

Rattleshirt (The Lord of Bones)

- Ability: First Claim removed
- Ability: Trophy Collecting added

Design Notes: Rattleshirt as a Commander has a theme of boosting units through permanent buffs via his Commander cards. Unfortunately he didn't play well with others, reserving those buffs usually for his own unit. We've worked on his sharing skills so he can better spread the wealth (and his bonuses) around. This also gives the Free Folk an element of deck manipulation and card draw they did not previous have.

Mance Rayder (King Beyond the Wall)

- Inspiring Presence bonus increased from "6+" to "5+"
- Order: Cunning Strategy added

Design Notes: Mance is the control Commander for the Free Folk, shaping the battlefield around himself. We've increased the bonus to Morale to make him more of a presence while on the battlefield. To further aid this, he now has Cunning Strategy, meaning enemies who wish to get close and shut his threat down might find their own plans foiled!

Harma's Bannerman

- Cost reduced from "1" to "0"

Design Notes: Harma never leaves without her bannerman. Now there is no excuse (the built-in restriction of needing to field Harma, as well as the inherent "trade-off" of Incite, was enough to justify the 0 cost).

Jarl (Advanced Raid Leader)

- Cost reduced from "2" to "1"

Design Notes: While the impact Jarl brings cannot be denied, we must also factor the opportunity cost and the army it's in. Taking up the Attachment slot for the unit removes a lot of the utility usually offered within the Free Folk. Combine that with their (generally) unimpressive units and the threat of them outflanking just wasn't high enough, especially at the hefty 2 point cost (Free Folk!). We've reduced his cost to 1 to make his inclusion a bit easier to consider.
