



# GENERAL ERRATA/FAQ V1.6



## RULEBOOK ERRATA

• **Current Rulebook: Version 1.6**

**No changes since v1.5 Update 12/09/2019**

*The following changes have been made to the Song of Ice and Fire Rulebook from v1.4 to v1.5*

**PG. 6:** "Activation and Action" text reworded to clarify separate steps (*no rule change*).

**PG. 7:** "Individual Models" text reworded to reference "Wounds" Ability (*no rule change*).

**PG. 7: ERRATA:** Solo units are comprised of a single rank (*previously were never considered to have ranks*).

**PG. 8:** Text clarified under "Melee/Ranged Attack" to clarify that a Ranged Attack's "range" (*Short/Long*) is **not** an Ability, and can never be cancelled or removed (*no rule change*).

**PG. 10: ERRATA:** Abilities from Attachments are added to and originate from unit for all gameplay purposes- including being lost if the unit itself loses all Abilities.

**PG. 14: ERRATA:** Unit must maintain a valid target after Shifting as part of a Ranged Attack.

**PG. 16: ERRATA:** Charge Requirements and Alignment rules modified.

**PG. 16:** Callout Box text replaced due to new Charge Requirement rules. Now references rules for Engaging Multiple Enemies.

**PG. 17: ERRATA:** Attack/Defense Die Re-roll steps added to Resolving Attacks order of operations.

**PG. 17: ERRATA:** Surge Forth timing is now only after **all** other effects have been entirely resolved.

**PG. 18:** "Charge Bonus" text reworded to clarify definition (*no rules change*).

**PG. 18: ERRATA:** Panic Rules overhauled.

**PG. 20: ERRATA:** Non-Combat Units may elect to forfeit their action (*just like a Combat Unit*).

**PG. 21:** Trigger definition expanded and example listed (*no rule change*).

**PG. 21:** Simultaneous Actions text updated to clarify that players declaring effects and resolving effects are separate events (*no rule change*).

**PG. 22:** Re-roll text reworded to clarify that *physical player* rolling the dice does not matter- only controller of effect (*no rule change*).

**PG. 22: ERRATA:** Minor timing adjustment for re-rolls. Opponent checks the results of active player's re-roll before choosing to utilize their own re-roll effects.

**PG. 22: ERRATA:** Rules for Combat Units losing Abilities re-worked.

**PG. 32: ERRATA:** Winds of Winter additional rule (+2 Victory Points needed to win) added.

**RULES SUMMARY:** Panic Test text updated.



## GENERAL FAQ

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

**Q:** Some Attachments have the text "This model is always the last model destroyed from this unit". Does this mean they cannot be destroyed by Abilities/effects that specifically destroy Attachments?

**A: No.** This text is a reminder of the general rules for Attachments. Abilities/Effects that would specifically target and/or destroy Attachments may still affect these models.

**Q:** If an Attachment has an Ability that triggers when it's unit is destroyed, what happens if that model is destroyed/removed before the unit is destroyed?

**A:** The Ability will not trigger.

**Q:** If my opponent has an Attachment that is added to my unit (such as *Jaquen H'ghar, Unnamed*), and that unit already contains an Attachment, how is the order determined?

**A:** The unit's owner determines the order in which they are placed within the unit.

**Q:** Follow-up question: So this means if the unit is dealt enough Wounds to remove that Attachment, but not destroy the unit, the Attachment is removed (and thus its Ability lost)?

**A:** Yes.

**Q:** Can I target units that are not on the battlefield (such as *Combat Units in Reserve*) with Abilities/effects?

**A:** No.



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

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

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

A: **Yes.**

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

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

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

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

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

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

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

A: **Yes.**

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

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

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

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

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

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

Q: Can a unit Shift **into** range when it makes a Ranged Attack, or must it already have a valid target within range to begin with?

A: *A target must be valid **after** the Shift. This effectively means units with Long Range can initiate Ranged Attacks from 14", and Short Range 8".*

Q: Do "After a unit is Attacked" and "After a unit is Destroyed" share the same trigger?

A: *No. Units can be destroyed at numerous points during the steps of resolving an Attack, such as from Wounds resulting from failed Defense Saves and Wounds resulting from a failed Panic Test (and in rare cases, during other steps as well, usually due to specific Abilities, such as Counterattack). "After a unit is Attacked" triggers only once all steps involved in an Attack have been resolved, eg. Hits, Wounds, Panic Test, etc. This means they would also resolve after any "After a unit is destroyed" effects trigger.*

Q: Follow-up. What about Surge Forth?

A: *Surge Forth is not a step of an Attack action, it is a gameplay effect resulting from an Attack, not part of it. It also has specific rules stating it is only resolved after all other Abilities and effects, including any "After attack" effects.*

Q: What effects "target"?

A: *Any Ability or effect that specifically has a player selecting a unit from among multiple options, or choosing when to trigger the effect. Examples of this would be most Tactics cards (as they require a unit to trigger them) and most Orders (as they require a unit, even the one they are a part of, to trigger them). Examples of effects that do not target would be ones that are merely byproducts of an action, such as most Attack Abilities (Sundering, Vicious, etc), or effects that are passively active (example: Loyalty Through Coin).*

Q: If I Charge and end on top of Stakes, do I suffer D3+1 Wounds twice?

A: **No.** *The unit would suffer D3+1 Wounds immediately upon completing their move through the Stakes (eg. before they resolve their Melee Attack), but would only suffer this damage once.*



**Q:** If I Charge and contact the enemy, but my alignment puts me over Terrain with the Rough or Hindering keywords, how does that interact?

**A:** Once a charge is successful it cannot be later turned into a failed charge. These keywords would only affect the unit if they crossed it during their charge move, not during alignment.

**Q:** If multiple enemies are perfectly aligned next to each other, and one is successfully charged (resulting in corner-to-corner contact for the attacker and these enemies) what happens?

**A:** These enemies are moved 1" away, per the Engaging Multiple Enemies rules on pg. 16.

## ✪ GAME MODE FAQ

**Q:** In **A Clash of Kings**, what stipulations exist when re-deploying units?

**A:** Units are re-deployed without Condition tokens, attached cards, or anything (including added/removed models) they had gained before being destroyed. Abilities and effects that are "Once Per Game" that have been used are still expended.

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

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

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

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

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

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

**Q:** In **Fire and Blood**, do I gain +1 additional Victory Point if my Marked unit destroys an enemy that typically would not grant VP?

**A:** Yes. The VP is being gained from the Marked unit, not the enemy.

