



TARGARYEN FAQ V1.6

(Last Update: 08/18/2020)

★ TARGARYEN UNITS

UNSULLIED

Q: If an Ability or effect removes Unyielding, and this unit then gains Condition tokens, what happens to those tokens once Unyielding returns?

A: Nothing. Unyielding only prevents the unit from gaining tokens. it does not remove or prevent existing tokens on the unit from being expended.

★ TARGARYEN NCUs

Pyat Pree (WARLOCK OF QARTH)

Q: When do I apply the +1 to Pyat's roll, before or after I see the result?

A: After.

Barristan Selmy (ADVISOR TO THE DRAGON)

Q: Exactly what Abilities and effects can Barristan prevent?

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

★ TARGARYEN ATTACHMENTS

BELWAS (THE STRONG)

Q: During an Attack, does Dogged prevent 1 Wound from failed Defense Dice as well as prevent 1 Wound from failing the Panic Test?

A: No. Both of these are resulting from the same Attack. Belwas would only prevent 1 Wound total.

BELWAS (VETERAN PIT FIGHTER)

Q: If Belwas is somehow moved to another unit, does he retain his tokens from Battle Scars?

A: Yes.

Q: Follow-Up. What about if he is re-deployed via a Game Mode, such as Clash of Kings?

A: No. The unit is re-deployed exactly as they were originally fielded.

UNSULLIED OFFICER

Q: Do I need to have a unit left to activate in order to trigger Relentless?

A: No. Relentless is not reliant on having an unactivated unit.



Q: Follow-up. How does this interact if I have previously passed my Turn due to no longer having units left to activate?

A: Even if a player has to pass on their Turn, they still have a Turn, meaning any "At Start of Turn" effects (such as Relentless) can be triggered. Yes, this means a player can pass multiple Turns and, before the end of the Round, trigger Relentless.

★ TARGARYEN TACTIC CARDS

MARTIAL SUPERIORITY (Jorah Mormont, Westerosi Tactician)

Q: What Abilities are lost, exactly?

A: Any that directly reference the Attack, or are marked with the   icons. Note this does not override the general rules in regards to loss of Abilities, eg. these types of effects only remove Abilities printed on the Attachment/Unit. Abilities/effects gained from external sources cannot be prevented unless directly specified.