



FAQ 2021-S01

★ GENERAL RULES AND ERRATA

Rulebook Errata: Pg 16, Perform Attack: The Attacker will then resolve 1 Melee Attack (*this is not a separate Action*).

[NEW] Rulebook Errata: Pg 20, "A Full Tactics Board":

Replace with:

"If the Tactics Board is full, then NCUs may no longer be Activated that Round, or until an Ability or effect would create an open slot on the Tactics Board."

[NEW] Rulebook Errata: The "Idleness Means Death" rule has been added:

• IDLENESS MEANS DEATH •

Engaged Combat Units may not choose to forgo performing their Action. They **MUST** elect to perform an Attack Action or a Retreat Action. If an Ability or effect would allow another special Action to be performed while engaged, that Action may be performed per the effect. If the unit chooses to perform a Retreat Action, it must actively disengage from combat, if possible (eg. it may not elect to perform a Retreat, then choose to not disengage if it rolled well enough 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: If my opponent has an Attachment that is added to my unit (such as Jaqen 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: 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: 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: Do Abilities such as Orders of the Crown or Motivated by Coin, 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.

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: Units may pivot off the table edge, but may not do any other type of movement. 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 out of engagement?

A: No.

✦ GENERAL RULES (CONT.)

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: Do I suffer the effects of Terrain pieces that, when Charging, end my alignment over but didn't actually cross during the move?

A: Yes, these effects must be factored into the total Charge Action.

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.

Q: Can you deploy within 1" of an enemy unit since this is not a movement?

A: No.

Q: When an attachment with a triggered order is moved to another unit, does the order remain triggered for that round?

A: Yes, the Order has already been used.

Q: Can Abilities/effects that trigger "After Defense Dice are rolled" be used even if an effect does not allow Defense Dice to be rolled?

A: Yes. Even if dice are not rolled, steps in resolving Combat are never skipped.

✦ GAME MODES

Q: In A Clash of Kings, do I gain +1 additional Victory Point if my Commander's unit destroys an enemy that typically would not grant VP?

A: Yes. The VP is being gained from the Commander's unit, not the enemy.

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 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.

Q: In Here we Stand, how do attachments that go on enemy units (Such as the Turn Coat) interact with scoring?

A: They count toward the player who paid their points cost.

Q: In Dark Wings, Dark Words, when do you start scoring from the mission cards?

A: Mission cards can be scored whenever their conditions have been met. Including the 1st Round.

Q: In Winds of Winter, if both players choose the same mission, do you score twice when reaching their requirement?

A: Yes.

ABILITIES

AFFILIATION: X

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.

BRAN'S PROTECTOR

Q: Can this Ability be used with other Abilities/effects with the same trigger?

A: Yes, as this is not an Order or Tactics Card.

BOISTEROUS CHARISMA

Q: If an Ability/effect replaces a Tactics Zone, which then targets this unit, is that legal?

A: Yes. This Ability only stops Abilities/effects that are directly targeting the unit.

BOLDNESS & COURAGE

Q: How do Abilities/effects that modify Attack Dice interact with Boldness & Courage?

A: Boldness and Courage modifies the base Attack Die Value based on ranks. This is done before any dice-modifiers are applied (just like normal).

COUNTERSTRIKE

Q: When are the Hits from Counterstrike applied?

A: As soon as Attack Dice are finalized.

Q: *Follow-up*: This can lead to the Attacker being destroyed, what happens?

A: The Attack still resolves.

DISRUPT

Q: If a unit is engaged with multiple units with Disrupt, do these effects stack?

A: No, effects of the same name never stack.

EMBOLDEN

Q: Does this affect itself?

A: Yes.

FUELED BY SLAUGHTER

Q: Does the "+1 additional Wounds for each of the Defender's ranks" mean only ranks destroyed by the Attack or in total?

A: Total, not just ranks destroyed by the Attack.

GANG-UP

Q: Does this affect only the unit with Gang-Up or do all friendly units engaging the enemy benefit?

A: ALL friendly units engaging the enemy can gain the benefits of Gang-Up, not just the unit with the Ability.

GO DOWN FIGHTING

Q: Can 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.

INSIGNIFICANT

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.

INSPIRING PRESENCE

Q: Can Morale modified with Inspiring Presence further benefit from additional bonus/negatives?

A: Inspiring Presence only changes the base Morale of the unit. This is before any other modifiers.

INTIMIDATING PRESENCE

Q: If a unit is engaged with multiple units with Intimidating Presence, do these effects stack?

A: No, effects of the same name never stack.

IRON RESOLVE

Q: Can this reduce the number of Wounds from a failed Panic Test to 0?

A: Yes.

LANNISTER JUSTICE

Q: Does this trigger multiple times during a Charge Action?

A: No. A Charge and its resulting Melee Attack are a single Action (see General FAQ).

★ ABILITIES (CONT)

LANNISTER SUPREMACY

Q: Does this Ability add +1 total Wounds on failing its Panic Test, or +1 Wounds per remaining rank in the unit with Lannister Supremacy?

A: +1 Wound per remaining rank.

MIGHTY SWING

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.

MOTIVATED BY COIN

Q: If I have multiple units with Motivated by Coin, and one of them loses their Abilities, can I use the Motivated by Coin Ability of another unit with the same name to target that unit?

A: Yes, as long as the units have the same name. For example, if you had two "Stormcrow Mercenaries" units and one lost all its Abilities, the other still provides a source of "1 Stormcrow Mercenaries unit performs 1 Attack Action" (as, by wording, it can affect ANY "Stormcrow Mercenaries" unit).

OUTFLANK

Q: How do units with Outflank interact with standard deployment? As one of my deployments, do I declare I am outflanking, or are they ignored entirely?

A: When the unit would be deployed (as part of standard deployment) usage of the Ability is declared, and the unit is then placed in Reserve instead of on the Battlefield.

OUTRIDER'S BOW (Dothraki Outriders)

Q: If I gain an Attack from an outside source (such as the Combat Zone) do I gain the benefits of Outrider's Bow?

A: Outrider's Bow checks for the Turn, not the Round. If the unit has not performed the Maneuver from Cavalry that Turn then they gain the benefits (which is most likely the case in these situations).

PERSEVERANCE & VALOR

Q: If the Wound restored by this Ability restores a rank, do I gain the benefits of that for the Attack?

A: Yes.

POISONED GIFTS

Q: If the unit does not have Pillage, do they still suffer Wounds from this Ability?

A: Yes.

RENLY'S PROTECTOR

Q: Can this Ability be used with other Abilities/effects with the same trigger?

A: Yes, as this is not an Order or Tactics Card.

SPREAD FEAR

Q: Can a failed Panic Test from Spread Fear trigger another instance of Spread Fear?

A: Yes, these are two separate events, each with their own window for triggering Abilities/effects.

SUPPLY AID

Q: Can I choose to remove 0 models and restore 1 Wound?

A: Yes.

TAKING A NEW NAME

Q: If I replace this model with one that had an Order it had already used that Round, can I use that Order? What about Once-per-game Abilities/effects?

A: The model is treated exactly as it was prior in the Round, including used Orders/Abilities.

TAUNT

Q: How does Taunt interact with Abilities/effects that trigger at the start of a unit's Activation (such as the Maneuver from Cavalry)?

A: In this case Simultaneous Actions rule comes into effect. The Active Player's effect (usually the Cavalry Maneuver) in this case will resolve first. This can lead to a situation where the unit no longer has Line of Sight to the unit with Taunt, thus would not be able to be affected by the Ability (per its text).

TACTICAL REPOSITION

Q: Can I use this Ability to shift out of Combat?

A: No. See General FAQ.

THENN SUPREMACY

Q: Does this Ability add +1 total Wounds on failing its Panic Test, or +1 Wounds per remaining rank in the unit with Thenn Supremacy?

A: +1 Wound per remaining rank.

WHATEVER MAY COME

Q: Can I immediately expend the Weakened token generated by this Ability on the Attack that triggered it?

A: Yes.

★ **NON-COMBAT UNITS**

AERON GREYJOY

Q: "... for each of its destroyed ranks" is referring Aeron's unit or the destroyed enemy?

A: Aeron's unit's destroyed ranks.

ALESTER FLORENT

Q: When Alester moves to a new zone, do I then resolve the effect of that zone?

A: No, Alester is not Claiming the zone, he is merely being placed on it.

BALON GREYJOY

Q: Are Attachments returned with his Ability?

A: Yes.

CATELYN STARK

Q: How do Abilities/effects that modify Attack Dice interact with "Family, Duty, Honor"?

A: "Family, Duty, Honor" modifies the base Attack Die Value based on ranks. This is done before any dice-modifiers are applied (just like normal).

DAENERYS TARGARYEN (The Unburnt)

Q: Does Daenerys reduce the cost of all dragons by 1, or only a single dragon?

A: Only one dragon.

JAQEN H'GHAR

Q: Does Jaqen also count as having the name of the unit whose Influence he copied?

A: Yes. Replace all instances of that unit's name in the Ability with "Jaqen H'ghar"

LORD VARYS

Q: Can I use "Little Birds" to shift out of combat?

A: No, see General FAQ.

MARGAERY TYRELL

Q: Do I need to restore a Wound to trigger the second part of her Ability (dealing a Wound)?

A: No.

OLENNA TYRELL

Q: If she uses her Ability on an NCU that has had an Ability resolve earlier in the Round, what happens?

A: If an Ability has already been triggered and resolved (such as a Once-per-game that has already been activated that Round) the effect remains in play.

PETYR BAE LISH

Q: If "Master of the Game" is used at the start of the Round, and Petyr later loses all Abilities, what happens?

A: "Master of the Game" has already been utilized. It will remain in effect that Round.

TYWIN LANNISTER

Q: In what order are the effects of "Rains of Castamere" resolved?

A: In the order of their owner's choosing.

WALDER FREY

Q: How does "The Late Walder Frey" interact with Abilities/effects that could grant additional Actions, but not actual "Activations"?

A: The Late Walder Frey only checks to see if everything else has Activated, it does not interact with "free" Actions.

WENDAMYR

Q: Can I use "Raven Tending" to shift out of combat?

A: No, see General FAQ.



TACTICS CARDS

DEVIOUS METHODS

Q: If this takes a card that, upon being played, would attach to a unit, what happens?

A: The card is returned to the opponent's discard pile if it leaves your hand for any reason.

Q: How does this card interact with cards that would deploy units, such as The Endless Horde?

A: If the Greyjoy player has the listed unit available, it may be deployed.

ENDLESS HORDE

Q: Can this re-deploy Character units?

A: Yes.

EXPERT PARRY (Belwas, the Strong)

Errata: The trigger of this card should read as follows: "When a friendly Cavalry or Infantry unit is Attacked, after Defense Dice are rolled".

INEXPLICABLE RETURN

Q: How does this interact with other effects that return Attachments to units and/or redeploy the unit?

A: A copy of the Attachment would remain in the unit.

INTERCEPT ORDERS

Q: What does "if able" mean?

A: If there is another eligible target, it must be chosen. If there are no other eligible targets, the original unit remains the target (this interaction happens due to the specific trigger of this card in relation to resolving its actual effect, meaning this card could be played when no "other" eligible target actually exists).

INTRIGUE AND SUBTERFUGE

Q: If this targets an NCU that has had an Ability resolve earlier in the Round, what happens?

A: If an Ability has already been triggered and resolved (such as a Once-per-game that has already been activated that Round) the effect remains in play.

FEINTING MANEUVER

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

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

FIERY RESOLVE

Q: Is this an additional +3 Wounds in addition to the result of the failed Panic Test, or replacing the result of the roll with 3?

A: It is replacing the result of the D3 with 3, before modifiers.

HARSH CONDITIONS

Q: Who chooses which Abilities are lost?

A: The player who played Harsh Conditions.

PRICE OF FAILURE

Q: Do I still roll dice for this Attack?

A: Yes, dice are still rolled. Even though all Attacks automatically Hit, other effects based on die-results must still be checked.

LAST STAND

Q: Does this Attack benefit from the Abilities of any Attachments in the unit?

A: Yes, assuming they were destroyed by same Attack/effect that triggered the destruction of the unit.

STAND UNITED, BROTHERS!

Q: Do I restore +2 Wounds if I remove Wounds from Jon Snow's unit, or only if his unit is the recipient of the Wounds?

A: Only if he is the recipient.

Q: Can I remove 0 models and restore 2 Wounds if targeting Jon Snow's unit?

A: Yes.

TAKE THE BLACK

Q: How does this interact with effects that return Characters to units and/or redeploy the unit?

A: A copy of the Character would remain in the Night's Watch unit.

TARGARYEN SUPREMACY

Q: Does add +1 total Wounds on failing its Panic Test, or +1 Wounds per remaining rank in the unit?

A: +1 Wound per remaining rank.

THE SHIELD OF THE REALMS OF MEN

Q: Does the attached bonus of blocking +1 Hit apply to the Attack that triggered the card?

A: No, the card only attaches after the Attack has been resolved.

THE SWORD IN THE DARKNESS

Q: Does the attached bonus of +1 Attack Die apply to the Attack that triggered the card?

A: Yes.

WILL OF THE ONE TRUE KING

Q: Can I target the same unit with each of these effects?

A: Yes.