



# FAQ SEASON 5

## GENERAL RULES AND ERRATA

**Rulebook Errata:** Pg 21. Timing Conflicts. Second Paragraph: Also note that when an Order, Tactics Card, or Ability is used, all the targets to that Order, Tactics Card, or Ability respectively, must be declared before the effect is resolved.

**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).

Every time a player searches for a card on the Tactics Deck, the player must immediately shuffle the Tactics Deck afterwards.

All Abilities and Effects are always measured from any part of the tray.

**Q: How long does the effect of abilities that state to "Replace a Zone's effect"?**

A: Until the claiming of that zone on that instance is resolved, unless stated otherwise.

**Q: Do I need to always declare all targets of Tactics Cards, Orders, and Abilities before the resolution?**

A: Yes, see page 21 of the rulebook.

**Q: If a unit says that "it cannot grant victory points" what does that mean?**

A: This means specifically that the unit's opponent does not gain Victory Points from Victory through Combat.

**Q: When searching my Tactics Deck for a card, do I need to show my opponent which card I choose?**

A: No.

**Q: If a unit would be destroyed after the "Defender Rolls Defense Dice" but stays alive as a part of an ability, order or Tactics card (e.g., Last Stand), does it suffer the Panic Test triggered as part of the Attack suffered?**

A: Yes.

**Q: Can I, by any means, change one Condition token to another one that the unit already has?**

A: Yes, and that would result on the unit not being able to gain a second token of the same type.

**Q: When Changing Facing, must the Attacker be facing the Defender?**

A: Yes, if the Attacker declares a Change Facing, it must face the Defender head-on. See page 15 of the rulebook.

**Q: Must abilities that state that they may be used "once per game", be used on the first possible instance of that trigger?**

A: No, their owner selects when they are used.

**Q: Can a unit that failed its Charge finish the Charge movement within 1" of an enemy unit?**

A: Yes.

**Q: Can multiple copies of the same tactics card be attached to one unit, even though their benefits would not stack?**

A: Yes.

**Q: If an Order is declared, but then canceled by another effect. Is that Order available to be used in that Round on another instance of that trigger?**

A: No.

**Q: If a tactics card is declared, but then canceled by another effect. Does that tactics card return to the player's hand?**

A: No. The card is discarded.

**Q: Are Scorpion Modifications Attachment Cards, or merely Attached cards?**

A: They are merely Attached cards.

**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, including the final position of the unit (which must be declared along with the Charge Action).

**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: 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.



## ★ GENERAL RULES AND ERRATA

**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 Combat 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 engaged 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: Is Shift affected by movement penalties (such as Rough Keyword)?**

A: Yes.

**Q: Can I Shift while engaged?**

A: No.

**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: If Mission Card 4 is in play, can I score this card more than once per round if your opponent continues to Claim zones before you do?**

A: Yes.

**Q: If 2 players declare effects that trigger at the Start of Round, which effect triggers first?**

A: The first player's effects trigger first.

**Q: When do I draw the first hand of Tactics Cards?**

A: Right after the Deployment.

**Q: If a portion of an ability or effect is canceled, does the entire effect get canceled?**

A: Yes. You cancel the entire ability/effect.

**Q: Can a unit's ranks ever count as 0 for determining attack dice?**

A: No.

**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.

**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: 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.



## ★ GENERAL RULES AND ERRATA

**[NEW]** Q: If a Unit has an ability or an effect forcing it to roll with its Highest/Lowest Attack Die Value and another ability or effect is forcing it to roll with +1/-1 Ranks, which effect is applied?

A: If both these effects are on the same unit, the unit will roll its Highest/Lowest Attack Die Value.

**[NEW]** Q: Can a Condition token be placed on an NCU?

A: No.

## ★ 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.

Q: In A Dance with Dragons, can a unit's movement be reduced to 0?

A: Yes.

Q: In Winds of Winter, may I play abilities or affects that happen at the start of the Round before I reveal my Mission Card?

A: No.

## ★ 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.

**[NEW] BONDED BEAR**

**Errata:** There is a correction in the wording for this ability:

"... When this unit is selected, deploy it fully within Short Range of other friendly Free Folk units, and at least 1" from any enemy unit.

At the start of the Round, if this unit is not in Short Range of other friendly Free Folk units, it is destroyed..."

**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).

**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.

**BRUTAL ARMAMENTS**

Q: When should I count the number of destroyed ranks for the "+1 Wound from failing Panic Tests" part of the ability?

A: Before the Panic Test.

**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.

**CRANNOG POISON**

Q: How many times can I attach "Crannog Poison" to enemy units?

A: Infinite. But remember that multiple instances of the same ability does not stack.

Q: Can I use [Wealth] to remove an instance of "Crannog Poison" on a friendly unit?

A: Yes.

Q: Am I able to remove "Crannog Poison" if the unit affected by it doesn't have any Condition tokens?

A: Yes.

Q: Can I use "Stag's Wit" to avoid "Crannog Poison" to be attached to a unit?

A: No.

Q: *Follow up:* When a unit with "Crannog Poison", previously attached, gains a Condition token, can I use "Stag's Wit" to remove the "Crannog Poison" instead?

A: Yes.



## ★ ABILITIES (CONT.)

### CROSSBOW

**Q: From where do I measure range to be able to re-roll Attack Dice?**

**A:** From any point of the unit's movement tray, as you should for ALL Abilities.

### 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.

### EXECUTIONER'S FURY

**Q: Are abilities and effects that automatically blocks Hits (such as Order: Shield Wall) able to block Hits generated by the Executioner's Fury attack?**

**A:** Yes.

### FUELED BY SLAUGHTER

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

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

**Q: Follow-up: If a unit is destroyed by the Attack, how many destroyed ranks does it have?**

**A:** A unit has as many destroyed ranks as is shown on its tray (i.e. 3 ranks for Infantry trays, 2 for Cavalry trays, and 1 for Solo trays)

### 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).

**Q: Does the Maneuver Action granted by "Surge Forth" trigger "Lannister Justice" if you control [Crown]?**

**A:** Yes, any Action triggers "Lannister Justice".

**Q: What happens if the target of a Charge is destroyed, before the Charge Dice are rolled, as a result of "Lannister Justice"?**

**A:** The unit performs the Charge but it's a Failed Charge no matter the result.

### 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.

### 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.

**Q: How many units with Outflank can I deploy per Round?**

**A:** 1.

### 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).



## ABILITIES (CONT.)

### OVERWATCH

Q: If an enemy unit ends a move in Long Range of a friendly unit with Overwatch but the friendly unit only has a Short Range Attack, can they perform their Ranged Attack?

A: No.

Q: If a unit ignores Line of Sight, do I still need to meet the Line of Sight requirement to trigger Overwatch?

A: Yes, Overwatch's trigger is independent of any other abilities on the unit.

### 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.

### QUICK FIRE

Q: Do I perform the free pivot part of the Retreat Action before triggering Quick Fire?

A: Yes, the free pivot is part of the entire Retreat Action.

### RAIDERS OF THE IRON ISLANDS

**Errata:** Each time a House Greyjoy unit destroys an enemy rank with a Melee Attack, after that Attack is completed, it gains 1 Pillage token. A unit may have up to 2 Pillage tokens at any time.

That unit gains the following based on the number of Pillage tokens (effects are cumulative):

- 1+: +1 to Morale Test rolls.
- 2: +1 Attack Die.

### RAIDERS OF THE FREE CITIES

**Errata:** Each time this unit destroys an enemy rank with a Melee Attack, after that Attack is completed, it gains 1 Pillage token. It may have up to 2 Pillage tokens at any time.

This unit gains the following based on the number of Pillage tokens (effects are cumulative):

- 1+: +1 to Morale Test rolls.
- 2: +1 Attack Die.

### READY AIM FIRE!

Q: What happens if the unit being Charged shifts beyond the Attacker's Charge Range?

A: The unit performs the Charge but it's a Failed Charge no matter the result.

### RELENTLESS

Q: Can a unit with Relentless perform more than 1 free Attack each turn? For example, if a unit with Relentless attacks another unit with Relentless, do they keep attacking each other until one of them is destroyed?

A: Yes, A unit with Relentless may perform more than 1 free Attack each turn if the conditions are met. Therefore, if a unit with Relentless attacks another unit with Relentless they may keep attacking each other until one of them is destroyed.

### 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.

### SABOTAGE AND SUBVERT

Q: What happens if there are multiple Attachments with this Ability on the same unit?

A: Effects with the same name never stack. Only one would be applied.

### SENTINEL

Q: If the Defender is destroyed, when do I measure Range?

A: Before removing the Defender's tray.

### SET FOR CHARGE

Q: Can you Change Facing as part of the Melee Attack Action granted by this ability?

A: Yes.

### 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.

Q: If "Supply Aid" is cancelled, what happens to the wounds suffered as part of this ability?

A: If an ability is cancelled, all parts of the effect are cancelled. The unit does not suffer wounds.

### 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: Does "Taunt" still trigger if I use the Cavalry Free Maneuver to position the Cavalry Unit in a way that a Charge is an invalid Action?

A: Yes.



### 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.

### TO THE LAST

**Q:** If a unit fails its Morale Test, can I spend another Wound token to try a second Morale Test?

**A:** Yes.

### UNCONTROLLED RAGE

**Errata:** Each time this unit Activates, if it can Charge an enemy, it performs 1 Morale Test. On a failure, it performs 1 Charge Action on the nearest valid enemy and counts as rolling a 6 for all Charge Distance Dice (this is their Action for the Turn).

**Q:** Can a Cavalry unit with Uncontrolled Rage perform the free Maneuver Action first?

**A:** No.

### 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

### 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.

### DORAN MARTELL (Prince of Dorne) – WATER GARDENS

**Q:** If, as the last Activation of the Round, I Claim [Water Gardens], must my opponent Activate a Combat Unit as his first Activation of the next Round?

**A:** Yes.

**Q:** If I Control [Water Gardens], does Joffrey still count as Controlling [Crown]?

**A:** No.

**Q:** *Follow-up:* And the Petyr Baelish once per game Ability, does it count as Controlling the selected Zone?

**A:** No. Please note, this specific interaction takes priority over Petyr's FAQ entry and shuts down his once per game Ability.

### [NEW] DORAN MARTELL (Prince of Dorne)

**Q:** If Doran has more than 1 Order token, can you choose the same effect more than once?

**A:** No.

### GILLY

**Q:** What happens if Gilly loses her Abilities? Can she Activate as usual?

**A:** Yes.

**Q:** *Follow-up:* Can she use her Abilities next Round?

**A:** Yes.

**Q:** Does Gilly count as a Unit when deciding which player gains the "Pass Token"?

**A:** Yes.

### JAQEN H'GHAR (Follower of The Red God)

**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"



**JAQEN H'GHAR (Follower of The Red God) Cont.**

**Q:** Can Jaqen replace his Influence Ability with an Influence Ability from one NCU that had, previously that turn, lost its abilities?

**A:** No. There's no ability to Jaqen to copy.

**Q:** *Follow up:* If the NCU that had its influence copied lose its abilities, does Jaqen lose his Influence as well?

**A:** No.

**MARGAERY TYRELL**

**Q:** Do I need to restore a Wound to trigger the second part of her Ability (The engaged enemy becoming Vulnerable)?

**A:** No.

**MELISANDRE**

**Q:** Can I suffer the Panic Test before suffering the 2 Wounds?

**A:** Yes.

**MIRRI MAZ DUUR (Godswife)**

**Q:** Can Mirri's "Maegi's Knowledge" return multiples instances of the same Attachment (since the condition "previously destroyed" would still be satisfied)?

**A:** No.

**MISSANDEI**

**Q:** When should I search for a Commander Tactics card for the Missandei Ability, before or after drawing my first hand of cards?

**A:** Before.

**Q:** *Follow-up:* Should I shuffle my Tactics Deck after?

**A:** Yes.

**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.

**Q:** If Olenna causes a NCU to lose all Abilities but that NCU is Influencing a unit, is the Influence removed?

**A:** No, the Influence remains in play but it ceases to have any other effect.

**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.

**QHORIN HALFHAND (Unwavering Ranger)**

**Q:** Can Qhorin's Sacrifice For The Cause Ability stop Mag The Mighty's Chieftain's Fury?

**A:** Yes.

**Q:** If I cancel the effects of "Sacrifice for the Cause", is Qhorin's destruction also canceled?

**A:** Yes, its destruction is part of the ability.

**Q:** *Follow up:* Can Qhorin's ability be used next Turn?

**A:** Yes.

**[NEW] QUAITHE**

**Q:** How many times can Quaithe's effect trigger during the same Turn?

**A:** Once. In the case of a cavalry unit, Quaithe's player can choose to trigger the free maneuver action for their chosen action.

**TYENE**

**Q:** If Tyene loses all her Abilities after the Start of the Round 2, the enemy NCU that Claims that zone after it, must attach "The Strangler"?

**[NEW] A:** Yes.

**TYWIN LANNISTER (The Great Lion)**

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

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

**Q:** Must all targets of "Rains of Castamere" be affected by the ability?

**A:** No.

**[NEW] WALDA FREY**

**Q:** When Walda Frey Claims [WEALTH], must the targeted unit have a condition token to be able to restore the additional Wound?

**A:** No

**WALDER FREY**

**Q:** If both players Activate Walder's ability's third bullet point effect, who becomes First Player next Round?

**A:** The player who Activated Walder's effect last.



## TACTICS CARDS

### CHARISMATIC LEADERSHIP

**Q:** If a friendly unit is targeted by the [Letters] Tactics Zone to gain a Condition token, and I play Charismatic Leadership, does my opponent still draw cards?

**A:** Your opponent still draws cards

### COORDINATION TACTICS

**Q:** If a unit gains an Order via the card Coordination Tactics, is it always available to use, even if the Order was already used this round on the unit being copied from?

**A:** Yes.

**Q:** If a unit lost its abilities, can those abilities be copied to another unit via Coordination Tactics?

**A:** If they lost an ability, that ability cannot be copied.

### DEVASTATING IMPACT

**Q:** If a unit is performing a Charge Action and they roll a 1 on their Charge Distance Dice. Can I still play Devastating Impact from my hand to re-roll the dice?

**A:** Yes.

### 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?

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

### DEVOTEES OF THE DRAGON

**Q:** Is the new Freedmen unit deployed unactivated?

**A:** Yes.

### DIVERSION TACTICS

**Q:** If the Defender is destroyed, when do I measure range?

**A:** Before removing the Defender's tray.

### FEALTY TO THE CROWN

**Q:** If a player controls the Crown Zone and plays Fealty To The Crown, how many additional wounds does the enemy unit suffer and how many additional wounds are restored to a friendly unit?

**A:** 1 additional wound will be dealt and therefore only 1 additional wound will be restored.

### 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).

**Q:** If Intercept Orders is used on a unit affected by Rising Temperatures/Bribery/a similar effect, will that card be removed if the target is changed to another unit?

**A:** No.

### 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.

### MIND GAMES

**Q:** If a player plays Mind Games, and their opponent claims the target zone but replaces its effect when claiming it. Does the first player resolve the original zone effect or the replacement effect?

**A:** The original zone effect.

### PLANNING AND INSIGHT

**Q:** If I play Planning and Insight on my commander's unit and I Control [LETTERS], do I deal/block +2 Hits?

**A:** No, the unit only deals/blocks +1 Hit.



## TACTICS CARDS (CONT.)

### PREDICTABLE MANEUVERS

**Q:** If I declare an Action that is subsequently made invalid by my opponent's Predictable Maneuvers card, do I lose that Action?

**A:** Yes.

### PRICE OF FEAR

**Q:** If an enemy unit is destroyed by the Panic Test of a Melee Attack, can I target Price Of Fear on the friendly Bolton unit who performed the attack?

**A:** No.

### REMORSELESS EXAMPLES

**Q:** Can Remorseless Examples place a corpse pile in Feast for Crows scenario?

**A:** Yes. Always defer to the card, they are designed with the rules governing the overall game and specific scenarios in mind.

### 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.

**Q:** How does "Stand United, Brothers!" interact with Cavalry units? Do you restore 3 Wounds per Cavalry Figure removed or only 1 Wound per Cavalry Figure removed?

**A:** 1 Wound per Cavalry Figure removed.

### SUMMON COMPANIONS

**Q:** Does using Summon Companions redeployment remove markings in the Game Mode "Fire and Blood"?

**A:** Yes.

**Q:** If Summon Companions is used on a unit that is present on the battlefield, do you remove any tokens (Vulnerable, Weakened, etc.) present on the unit when it is removed and redeployed?

**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 ENDLESS HORDE

**Q:** If the Free Folk player's last unit is destroyed and they have a "The Endless Horde" card attached, can he deploy the new Raider Unit before triggering the end game?

**A:** No.

### UNSTOPPABLE ADVANCE

**Q:** If a unit is performing a Charge Action and they roll a 1 on their Charge Distance Dice. Can I still play Unstoppable Advance from my hand to re-roll the dice?

**A:** Yes.

### WILL OF THE ONE TRUE KING

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

**A:** Yes.

### WINTER IS COMING

**Q:** If a friendly unit plays Winter Is Coming, can the defender use Orders or Tactics cards with the trigger "When this unit is Successfully Charged"?

**A:** The Active Player may declare Orders and Tactics cards first. See Simultaneous Actions, page 21.