

A Song of Ice and Fire: Tabletop Miniatures Game

Community FAQ

V. S07 1.0 (June 5th, 2026)

This unofficial document contains a number of answers to ongoing unaddressed questions by official documentation by a dedicated team of volunteer competitive players and tournament judges spanning the globe. Additionally, the most recent official FAQ has been integrated into the document, for ease of use and navigation. You can find [the official FAQ here](#).

Community questions asked and answered by the CFAQ team are **bolded** with the answers in regular formatting. Questions from the official FAQ document are marked with an asterisk (*) and are ***bolded, italic and underlined***, with their answers in *italic*.

It is important to note that the official answers do not appear in the same order or placement as in the official document, as we have added headers for each question in the general section for ease of search and navigation, (open document tabs!) Some answers from the official FAQ have had their grammar or spelling corrected where appropriate, or wording cleaned up. A few answers have been omitted as they are overruled by the community document.

As noted above, this FAQ is completely unofficial. It may be used by other events/groups as they see fit. If you have a question about how best to utilize this document, a rules question you believe needs to be addressed, have general feedback for the community rules team, or even just want to let us know how using it for your group went, you can reach us on the [Online Circuit Discord](#) in the CFAQ channel, or you can email us at cfaq.asoiaf@gmail.com. Alternatively, you can find us out in the community!

-The Community Rules Team

The current roster of the Community Rules Team:

- BigGuy (editor)
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On Skinchanger Bears

Using the current deployment rules, Free Folk Skinchangers can deploy bears across the battlefield in the enemy deployment zone or in otherwise abusive places in large numbers. While this is legal and something that the developer team are aware of, when taken to its extreme, it is basically unbeatable within the competitive sphere.

The TOs, Judges and Players who are responsible for debating and discussing the rulings that go into this document won't always see eye-to-eye with how to resolve a situation like this, with bans and restrictions considered within the proceedings.

There is unanimous agreement that the strategy is exceedingly strong and borderline unbeatable when used by a player that understands how to exploit it - worse than the heights of Othell in 2021 and Mance in S01.

For this reason we recommend restricting the bear's deployment to being within short range of their associated skinchanger's unit. We acknowledge that this is a change strictly for the balance of the game regarding bears & does not follow the rules as written or intended by CMON, but believe this is necessary for the health of the game at this time. TO's can follow this recommendation, or take whatever steps they feel are appropriate for their own events.

At this time - the Community Competitive Team doesn't feel it should start taking steps to balance the game with unit/strategy errata, however, a good number of TOs behind the document and beyond have already taken steps to ban/outlaw the use of the strategy in their events, via the above suggestion or otherwise.

This is still being discussed at great length as to the level at which the Community Competitive Document has to intervene to prevent all competitive events being "The Best Bear."

We remain hopeful that the CMON Design team will implement the above change at an official level to unify the game.

Signed, the Community Rules Team and other organizers:

(We had to move signatures to the next page because people keep asking to sign on!)

- Attister “no one”
- BigGuy, Germany, Online Circuit
- Kurt "Belisarius" Pucci, USA, Kansas City regional TO
- Zofia "CallMeSophie" Leśniak, Poland, Referee, Polish Nationals and European Realms of Battle 2024
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- Mickey "Masarath" Arnold, UK, USA National Champion 2023
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- Mikel, Spain, TO spanish circuit (Online and IRL)
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- Dave Meckler, Host, Small Council Radio, IL
- Karl “West Coast Bannerman” K. LVO TO, USA, CA
- Willybunks, USA, New England Regional Tournament

Guiding Principles of Competitive Play

“It Doesn’t Say I can’t...”

Is not a good basis from which to make a rules argument. While it is true there is nothing in the rulebook that prevents a dog from playing ASOIAF, all of us in the spirit of fair competition should strive to play the same game in an honest and straightforward manner. Remember, it doesn’t say your opponent can’t strike you in the face in the rulebook. Act accordingly.

“Rules as Written...”

Is a decent basis from which to start a rules debate. It is important to ask yourself, however, *are you trying to game the system for a clear advantage over your opponent? Would a reasonable player come to this conclusion, or only after hours of dissection of specific words to try to find an advantage?* The rules of this game have very large potential loopholes. It is our job as a community to police ourselves so that the game remains fun. There are many interesting interactions in this game that don’t break the above rules principals. Explore those.

Card Game Etiquette

It is expected that you will follow some basic card game best practices. When retrieving a card from your deck, you must allow your opponent to confirm that you have followed the restrictions by revealing the relevant info. If it’s a specific named card, reveal it to your opponent. If it’s a “commander card” you must reveal the portrait in the top corner to your opponent. In the case of an effect like Patchface’s, a Tournament Organizer/Judge (or a trusted player from another table in the case of a large event) can be asked to check the hand.

Dice Etiquette

Both players may roll dice freely from either player's dice pool. If a player rolls too many dice for a given roll, all dice will be rerolled regardless of the final result, (even if all die facings are a success.) Any other method for determining the outcome has an impact on the statistical final results. If too few dice are rolled, additional dice will be rolled until the total is correct.



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).

"ACTIVATED"

Q: What happens if a Unit is unactivated, but I can't activate them?

A: **Community Errata**, Rulebook Pg. 6.
"...until all units have been activated"

Replace with:

"...until no player is able to activate a Unit"

Q: When exactly is a Unit considered activated?

A: The moment it is chosen to activate. The rulebook mentions on page 13 that a Unit is given an Activation token at the end of the unit's Action (or forgo of) to mark that the activation has ended. There is no specific wording in regards when a Unit is considered "Activated". Logically, a Unit is considered activated the moment it is chosen to activate.

ATTACHMENTS

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

A: They are merely Attached cards.

***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 Jagen 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.

***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.

ATTACHMENTS "IGNORING USUAL ATTACHMENT LIMITS"

Q: When effects say to "ignore usual attachment limits", what exactly is ignored?

A: The limit of 1 attachment per unit, as well as standard list building rules of point limit and faction. You **DO NOT** ignore the unit type restrictions (the attachment must still be of the same unit type they are being added to).

ATTACK ACTION REFACE/REPOSITION INTO OTHER ENEMY UNITS

Q: When my unit chooses to reposition when performing a melee attack, can it end up within one inch of an enemy unit not engaged with it? Can it end up contacting that unit perfectly thus resulting in engaging a new unit?

A: **Community Errata:** You ignore the 1" rule when aligning a unit during a melee attack. You may not align into contact with units not previously engaged in combat with your unit.

ATTACK COMPLETED TIMING

Q: When do attacks end?

A: The attack is considered to be over as soon as the models have been removed and any "after panic test" effects are resolved. Then you proceed to the 'after attack' trigger.

ATTACK DIE VALUE

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

A: No.

***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.

Q. When both an effect granting a +1 rank, and a -1 rank are on the same unit, does one overrule the other, do they combine?

A: You determine the overall modifier, then apply that to the unit. For example a unit at max ranks with two abilities affecting it, one that has it attack at +1 rank, and one that has it attack at -1 rank, would attack at max ranks.

Q: If a unit has an ability that looks to ranks and modifies attack die, such as Lance or Boldness and Courage's +1 Attack Die at max rank, is that impacted by effects that say '-1 rank for attack die'?

A: No. Effects that modify the attack die value of a unit only impact which number under their attack profile on the left hand side of the card you use. For instance, If a unit with Lance is under the effect of '-1 rank for attack die value' but is otherwise at max ranks, they will roll the additional bonus dice. A unit with Boldness and Courage that is at max ranks, but is under the effect of 'attacks with -1 rank, or lowest attack die value will still get the +1 bonus die.

BROTHERHOOD WITHOUT BANNERS ATTACHMENT DISCOUNT

Q: How is the brotherhood's "first attachment is reduced 1 point" rule to be interpreted, that is now only printed onto certain attachments?

A: It counts for all attachments, including neutrals

CANCELED ABILITIES AND TACTICS CARDS

***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: How is "canceling once per game abilities" interpreted? If you cancel them, can they be used again later, or is it spent?

A: If an ability that is not an order or tactic card is canceled, the whole effect of it is canceled, including any spending of resources – Once Per Game abilities remain unused, Qhorin remains alive, any tokens spent during resolution (Wendamyrr NCU, Cortney Penrose NCU) are not spent.

***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: 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.

CONDITION TOKENS

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

A: Yes.

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

A: No

COST REDUCTION

Q: If I have multiple things that are eligible for a point cost reduction on my list which has its cost reduced?

A: Cost reductions always apply to the first eligible item sequentially to be reduced in your list. It is the players responsibility to order their list appropriately. (So for example, The first dragon placed in your list with Daenerys the Unburnt)

CHARGE ACTION

Q: When I declare a Charge, do I have to declare the target right away?

A: Yes. The target of a Charge is declared when declaring the Charge itself, before resolving.

Q: When I declare a Charge, is the current arc my unit starts in, the arc I must align to?

A: Almost always yes, but determining line of sight arc is also step 1 of resolving the Charge Action. Something like Quaithe NCU can change which arc you align to from the moment of declaring the charge to when you resolve the charge. (This is the Suplex ban -Evan)

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

A: Yes.

Q: If, when charged, a Unit retreats before it is attacked as part of that charge, (such as in the case of 'Set For Charge' into 'Hit And Run') can the charging unit's attack still be resolved against the defender?

A: No. The attack as part of a charge cannot be performed if the charged unit is no longer engaged in combat with the charging unit.

CHARGE ALIGNMENT

Q: When choosing to align at 50%, which tray should always have half of their edge still open?

A: The defenders tray, to allow another Friendly Unit to engage.

CHARGE EFFECTS

Q: When charging with the resulting attack replaced with auto hits, such as Ride Them Down and Overconfidence, does my unit benefit from charge effects with the sword icon next to it such as Ambush and Coordinated Assault?

A: Yes. For various reasons including previous FAQs, the sword icon seems to be a reminder symbol to catch a player's eye while playing, and not strict in ruling the connected effect as only happening during a melee attack.

DEPLOYING UNITS

Q: Is (re-)deploying a unit (from outflank) considered a movement?

A: No.

DESTROYED STATE

***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 units that are Destroyed perform actions?

A: **Community errata**, Pg. 7.

"When the last Wound is lost from a unit, it is destroyed and removed from the battlefield."

Replace with:

"When the last Wound is lost from a unit, it is destroyed and removed from the battlefield. Destroyed units may not perform actions unless that action is specifically granted by an ability or effect."

DESTROYING ATTACHMENTS IN INFANTRY UNITS WITH 2 WOUND PER MODEL

Q: When an attachment is destroyed in a Kingsguard or Rainbowguard unit, how many wounds does it suffer?

A: It suffers 1 Wound. Replace that attachment with a normal model, then deal that unit 1 Wound.

Q: If Jaqen H'Gar Mysterious Prisoner (Enemy Attachment) is destroyed and targets a Kingsguard or Rainbowguard unit, and selects to destroy an attachment, how many wounds does that unit suffer?

A: It suffers 3 Wounds total, see the previous answer.

Q: If a turncoat or Mance Rayder, Abel the Bard (Enemy Attachment) is attached to a Kingsguard or Rainbowguard unit, and Sabotage and Subvert is used, how many Wounds does the unit suffer?

A: It suffers 1 Wound, see the above answer.

DUPLICATE NAMED ATTACHMENTS

Q: What happens in a situation, where a destroyed attachment is brought back using Moqorro NCU, and then, using Balon NCU, the whole unit that contained that attachment is brought back?

A: In that scenario, there would be 2 instances of that attachment on the battlefield (1 brought by Moqorro, 1 by Balon).

FACING

***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.

HEALING DURING AN ATTACK

Q: Do you count wounds healed before the attack sequence completes for the purposes of wounds dealt and ranks destroyed by an Attack?

A: You count all wounds and ranks destroyed caused by the attack when determining effects regardless of whether they were healed before the attack was completed.

INNATE ABILITIES

Q: Are Faith abilities such as Battle Prayer Innate?

A: No. Innate abilities are clearly defined in the rulebook, represented by a particular symbol. Faith abilities do not utilize this symbol.

LINE OF SIGHT

Q: When two units of the same tray width are engaged center to center, can you measure line of sight from the corner of the tray, to any other unit?

A: No. If you're in this situation, engaged center to center, you can only measure line of sight to the unit you're engaged with.

MEASUREMENT

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

MOVEMENT/SHIFTS

***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: 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".

OPTIONAL EFFECTS

Q: When exactly are optional non Order effects decided, like Swift Strike?

A: Any effect that has a mandatory trigger, but optional language ("this unit may") must be decided in the Declare step. In the case of Swift Strike, you must decide if your unit will retreat when declaring after attack action abilities and triggers, not while resolving them.

***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. (This is regardless of the presence of language indicating they are optional -CFAQ Ed.)

ORDER TOKENS ON NON COMBAT UNITS (NCU)

Q: Are NCU abilities that use order tokens to mark the number of uses remaining (such as Lord Varys – The Spider's ability Little Birds) order abilities?

A: No – abilities are not orders unless explicitly state they are an order, Example: **Order: Set For Charge**

PANIC TESTS

***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.

PRECISION AND DRAGONS

Q: How does Precision work with things like Dragons or other defense sequence replacements?

A: Abilities like those of the three dragons completely prevent use of the Precision keyword on the unit.

SURGE FORTH

Q: If a unit is destroyed during the attack by an ability that is not part of an attack itself (such as Deadly Bloom, or Manticore Venom), can the attacker perform Surge Forth?

A: No. Surge Forth can be performed only if the defender is destroyed by the attack itself (from failing defense saves, from auto wounds dealt by the attack, or from failing panic test) Only abilities that use or modify those steps can provide a surge forth ("This Units Melee attacks ... deal +2 wounds", "Suffers +1 Wound from failing Panic Tests." etc.) Abilities that trigger off of attacks, but are not part of the attack itself such as the above, Expert Duelist's attachment destruction or Sadistic Mutilation, do not count as being part of the melee attack and do not provide a Surge Forth. **This answer is especially true in Spain.**

Q: Is a Surge Forth part of the Melee Attack Action that spawned it, or a separate action?

A: It is a separate action.

TACTICS CARDS

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

A: Right after the Deployment, (before selecting first player)

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

TACTICS CARDS DRAWING TOO MANY CARDS/HAND SIZE

Q: If I am using an ability that makes me draw more cards than my maximum hand size, when do I discard back down to 5 cards?

A: Always complete the entire effect granting the card draw first, do not stop mid effect. As soon as that effect is fully completed you check to see if you are over maximum hand size. For example with letters you would draw both cards and place the condition token, then discard if still above maximum hand size.

TACTICS ZONES

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

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

***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.

Comment by the CFAQ team: The examples given in this official FAQ no longer apply. This answer remains to explain the underlying logic for any ability that may be added that works this way in the future.

VICTORY POINTS

***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.

Terrain

CHARGES AND TERRAIN

Q: When charging, do I need to count the effects of Terrain pieces in advance of my unit actually coming in contact with them?

A: No. **Community Errata:** Ignore the official FAQ entry on page 2 of the official CMON FAQ. Only once your tray touches the Terrain piece do you suffer any Terrain Keywords.

DANGEROUS TERRAIN ERRATA

Q: Can I take damage from Dangerous terrain multiple times during the same action, (by say moving off and onto it several times?)

A: No. **Community Errata:** Treat Dangerous in the rulebook as reading:

DANGEROUS: When a unit performs an Action while contacting this terrain piece, before resolving that Action, it suffers D3+1 Wounds. When a unit moves while contacting this terrain piece, it suffers D3+1 Wounds. When a unit suffers Wounds from this terrain piece, it can't do so again until it completes an Action or stops moving (unless that movement was part of a charge action).

DESTRUCTIBLE TERRAIN ERRATA

Q: When attacking a terrain with the "Destructible" keyword, can you use abilities that work during the attack? (E.g., rally cry before rolling dice).

A: No. **Community Errata:** Treat destructible in the rulebook as reading:

DESTRUCTIBLE: While within 1" of this Terrain piece, units may declare a Melee Attack Action targeting it, but instead as their action destroy this Terrain piece removing it from play. (This is not an Attack Action.)

TERRAIN PENALTIES

Q: What are terrain penalties (for Scout Terrain, War Elephant, Mammoth)?

A: Terrain penalties are exclusively the terrain keywords *Dangerous*, *Hindering*, and *Rough*.



Game Modes

MISSION CARDS

***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.

BANNERS AND BUTCHERY

Q: When your Commander destroys an enemy objective, how many total points do you score?

A: 4. (3 for destruction +1 point for the commander being the destroying)

CLASH OF KINGS

***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.

A DANCE WITH DRAGONS

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

A: Yes.

Q: Scenario: During a game of Dance - two units (one from each player) are engaged and are both carrying objectives. One unit is forced to drop their objective token due to a failed panic test/being destroyed OR has it taken by an attacker (the other objective holding unit) due to them having more ranks. Where does the objective go (if anywhere)?

A: The most recently claimed objective is immediately dropped by the attacker – the opposing player may then place the objective within 2" of the attacker (engaged enemies do not automatically receive the token) as per the mission rules. The attacker keeps hold of the objective they were already carrying.

DARK WINGS, DARK WORDS

***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 Dark Wings, Dark Words, player A claims a zone with an NCU, replaces active mission, and makes mission 4. If player B claims a zone now, will player A be granted a Victory Point from Mission 4?

A: Yes. Missions 'begin' when they are placed into play and do not look at time frames before that moment.

Q: In Dark Wings, Dark Words, can cavalry commanders perform their free maneuver action, and then use their main action to change active/reserve missions?

A: Yes. Swapping missions requires giving up only your selected action, you can still perform any other free actions this turn.

FIRE AND BLOOD

Q: What happens if a Marked Unit is redeployed in the "Fire & Blood" scenario?

A: The unit is redeployed in the exact same state as it was deployed the first time (no condition tokens are kept, unit is no longer Marked). Notably, Once Per Game abilities that have been already utilized cannot be used again, and orders that have been used that round may not be used again.

***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 Fire and Blood, can you mark units that are in Outflank?

A: No.

HERE WE STAND

***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.

HONED AND READY

Q: Castle Walls in various starter sets are not all the same size, can we use any in any orientation?

A: The exact dimension for the castle wall in Honed and Ready should match that of the normal castle wall in most starters. If using a Free Folk or Night Watch starter set castle wall, please adjust accordingly.

A STORM OF SWORDS

***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.

WINDS OF WINTER

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

A: Yes.

***Q: May I play abilities or effects that happen at the start of the Round before I reveal my Mission Card?**

A: No.



Targeting

TARGETING "BASICS"

Q: When are units considered to be targeted by an effect?

A: There are four conditions that determine targeting. If at least 1 of these conditions is true, then the unit is a target of the effect.

1. The effect explicitly states that the unit is targeted.
2. The unit was chosen from a set of possible options (even if there was only one legal option at the time you chose).
3. The effect is an Order of the unit itself.
4. The effect is an Order or Tactics card, and the unit triggers that Order or Tactics card (meaning: the unit is the subject of the trigger sentence).

Q: Can an effect have multiple targets?

A: Yes. They don't need to satisfy the same test. One section may say target, and another says choose. Both sections therefore target for different reasons.

EXAMPLES:

Sudden Retreat Triggers off an enemy unit completing an attack, (subject of trigger) and in the effect states "Target the Defender", therefore the Attacker and Defender are targeted. (1, 4)

Raiding Call "Remove up to 3 models and up to 1 Pillage token from 1 other friendly Greyjoy Infantry unit in Long Range". That unit is targeted, even if only 1 legal option is in range, because you can possibly choose it. Additionally the receiving unit is the subject of the trigger and is targeted. (2, 4)

Lash Out does not target the Defender, because you can't choose the Defender of the Attack. The only target is the attacking unit, which is the subject of the trigger. (4)

Order: Set for Charge the unit using the order is targeted by that Order. (3)

Order: Sentinel "After another friendly unit in Long Range is Attacked" The friendly unit is the subject of the trigger sentence, so it is targeted. Additionally the unit using Order: Sentinel is a target, as it is an order of the unit itself. (3, 4)

Fire made Flesh "When an enemy Attacks a friendly Drogon, Rhaegal, or Viserion unit, after rolling Defense Dice:" The enemy is the subject of the trigger, so it is a target. Even though Drogon, Rhaegal, and Viserion are mentioned in the trigger, they are not the subjects, therefore are not targeted.

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

A: No.

TARGETING TIMING

Q: When exactly do I declare targets of effects?

A: You need to declare all targets immediately before you resolve the effect. Additionally, you must check that targets which are defined by the trigger (see 4. above) are legal targets when you declare the effect.

Example:

For simultaneous actions, the active player declares all of their effects, checking if the target from the trigger is legal (this doesn't count as targeting yet). Then the passive player will do the same. Once all effects have been declared by both players, the active player will resolve their effects one by one. Immediately before each effect, they will declare all targets, and then resolve the effect. Once the active player has resolved all of their effects, the passive player will follow.

Yes, this is extremely complicated. This is our best understanding of how to comply with the 'pre-targeting' FAQ response/rulebook errata. Sorry.

DECLARING TARGETS

***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.

PARTIAL TARGETING (NOT ALL UNITS MAY BE SELECTED OR AREN'T PRESENT)

Q: If an effect requires targeting all units within a certain range (e.g., Reek's ability, "target all enemies in short range"), and one of the units cannot be targeted because of an effect that prevents the unit being targeted, can the ability still be resolved in this situation?

A: Yes, units that cannot be targeted are skipped when resolving abilities that affect multiple units (in the mentioned example, all units except the one with the target blocking ability would receive the Panicked token).

Q: Follow up: If I play a tactics card like Unbowed Unbent Unbroken while I control the sword zone, but there is no enemy in long range, what happens?

A: You resolve only the part of the card that is valid, (in this case the panic test reroll/auto pass.)

NCU INFLUENCE TARGETING

Q: Does placing an Influence on a unit target the unit?

A: Yes. Influence is an ability that allows the choice of which unit it affects, therefore it targets when applied to a unit.

REPLACEMENT OF TACTICS ZONE EFFECTS AND TARGETING UNITS

Q: If an ability or tactics card replaces a Zone effect on the tactics board does the combat unit targeted count as being targeted by the ability/tactics card in question?

A: No. The unit in question is being targeted by the zone and its effect - not the tactics card/ability.

EXAMPLES:

NCU Roose Bolton – Calculating and Cruel activates and claims a Zone on the tactics board. The owning player replaces the Zone effect using the Horrific Rumors ability and targets an enemy combat unit that is being influenced by Barristan Selmy – Advisor to the Dragon. Can the Wisdom of the Old Knight ability block the panic test?

NO – as the zone effect (even though it has been changed to Horrific Rumors) is not an “Ability or Tactics card”.

A Lannister player activates an NCU and claims a Zone on the tactics board. The owning player replaces the Zone effect using the tactics card Bribery and targets an enemy combat unit being influenced by Eddard Stark – Hand of the King. Can the Stark player use the Hand’s Orders ability to cancel the effect?

YES – as even though the zone effect has been changed by the tactics card Bribery it is still a zone effect.



Triggers and Timing

“ACTIVATE”

Q: Are “When/Each Time a Unit Activates” and “At the start of This Unit’s Activation” the same trigger?

A: No. ‘When a Unit Activates’ is when it is selected as the unit to activate. At the start of the activation is immediately following, before the unit selects its action but once it has successfully activated and all on activation triggers have resolved.

“DECLARE STEP, RESOLVE STEP”

Q: When do actions resolve? The only reference to resolving is in regards to attacks and some other game effects. What about a March Action?

A: The declare step for ALL ACTIONS is only the part where a player announces that a Unit will be performing said action. Some actions require you to declare targets, you must announce them at that time. Basically, declare is the step where you say what you will do, and as soon as you start doing it, you are in the resolve portion. The text on page 16, “resolving attacks” should be treated as being titled “the attack sequence.”

“START OF ROUND/END OF ROUND”

***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: Does the “Start of a Round” share a trigger with the start of the first turn of the round?

A: “Start of Round” and “Start of any Turn” do not share a trigger. Start of round effects are declared and resolved before beginning the first turn of the round.

Q: How do you determine who has priority for declaring/resolving effects when declaring/resolving “start of round” abilities/cards?

A: Whichever player is taking the first turn that round (the player with the ‘first player token’ has priority for the “start of round” trigger.)

Q: Who has priority at the end of round during the cleanup phase?

A: At the end of the game round, whichever player holds the ‘first player token’ has priority in the cleanup phase.

“WHEN A FRIENDLY UNIT WOULD BE DESTROYED”

Q: At what point are you able to trigger abilities/tactics cards with the trigger “When a Friendly Unit would be destroyed”?

A: Models are taken off at the same time. You are able to trigger the effect immediately when the unit suffers enough wounds to be removed from play. For example, if you have 4 wounds left on an infantry unit and it suffers 4 wounds due to failed defense saves, you resolve the effect of your “When a Friendly Unit would be destroyed” trigger before removing the 4 models.

Q: Follow up: If during the interrupt step of “would be destroyed” effects resolving, the unit that would be destroyed suffers wounds, is it able to be destroyed?

A: Since the timing is before models are removed, suffering wounds during this time would trigger removal of models, and if enough models are removed to destroy the unit then yes.

Q: If you get to perform an attack during “would be destroyed” trigger, can you stay alive if you heal enough wounds?

A: No. If you trigger “would be destroyed” or “is destroyed” effect, you cannot stay alive by any other way then the one provided by effect itself (such as, It Shall Not End allowing you to stay alive if you destroy enemy unit)

“UNTIL END OF THE ROUND”

Q: When do effects that last “until the end of the round” (such as Olenna’s NCU blanking ability) expire?

A: They last until the final step of the Clean-up Phase.



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.

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).

BOLT THROWER

Q: If a Builder Scorpion Crew attacks a unit which would suffer 2 Wounds for each hit according to the scorpion's ability, but only 1 Wound for every 2 unblocked Hits from another ability (e.g. Giants, Fire Made Flesh), how many Wounds does the Defender suffer?

A: The defender suffers 2 Wounds for each Hit.

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.

CLAIMS TO THE KINGDOM

Q: Does "Claims to the Kingdom"'s ongoing effect work with Oath of Duty?

A: No.

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 do 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.

Q: Can I remove Crannog Poison with "remove all condition tokens" effect (like Test of Faith card)?

A: Yes. It is treated as a condition token for removal.

CROSSBOW

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

A: From any point of both unit's movement trays, as you should for ALL Abilities. (Only RANGED ATTACKS are measured from the center arrow. -CFAQ Ed.)

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.

DISTRACT

Q: If the Wolf Pack charges a unit with Order: Set for Charge or a similar ability, can they use it against the Wolfpack?

A: No

EMBOLDEN

***Q: Does this affect itself?**

A: Yes. (Units are always in range of themselves.
-Rulebook Pg. 5)

EXECUTIONER'S AXE

Q: When does the defender become panicked and do you determine if House Umber Ravagers have Vicious for their attack?

A: Before rolling attack dice.

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.

FAITH

Q: When exactly does the faith token get spent?

A: When resolving the effect, this effect is not voluntarily triggered.

Q: If a unit no longer has a Faith ability, does it lose any Faith tokens?

No, you don't lose faith tokens. For example, if a unit loses its abilities, or a faith attachment is removed from the unit, any faith tokens remain on that unit.

Q: Can units without Faith abilities have faith tokens?

A: Yes. But faith tokens cannot be spent as long as that unit does not have a faith ability.

Q: If my army includes Beric Dondarrion - Azor Ahai (Faith Attachment) and Edric Dayne - Loyal Squire, when do those units gain Faith tokens?

A: Beric's unit gains a faith token when it passes a Morale Test. Edric's unit gains a faith token when it passes a Morale Test. Note that the exact wording is "Each time Beric's unit passes a Morale Test, it gains 1 Faith token.", where "it" refers to the unit passing the Morale Test. Edric's unit counts as Beric's unit through the ability "Beric's Vassal".

FOLLOW-UP: Can Edric's unit gain Faith tokens, even if it does not have any Faith ability?

A: Yes.

Q: If a single unit has multiple Faith abilities, how many tokens does it gain when it passes a Morale Test?

A: It gains 1 token for each ability. Remember that a unit can't have more than 1 ability with the same name.

FOLLOW-UP: If my army includes Beric (Faith attachment), a unit of R'hllor Faithful with Thoros (Commander) and Edric, and that unit passes a Morale Test, how many Faith tokens does it gain?

A: 3.

Q: If a unit has multiple Faith abilities, with how many Faith tokens does it start the game?

A: A unit only ever begins the game with 1 Faith token.

Q: Can I spend more than one faith token on a trigger for a faith ability?

A: No. (You may only do so if the ability specifically says you may spend more than one token on that trigger.)

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.

INFLUENCE

Q:What happens to influence if an NCU loses all abilities while it is attached?

A: It remains attached, but is otherwise blank. Another influence to that unit from the same player may not be attached. At the end of the round the NCU card returns to the NCU playspace as usual.

Q:What happens to an influence if an NCU is destroyed while it is attached to a unit?

A: It remains attached, but is otherwise blank. Another influence to that unit from the same player may not be attached. At the end of the round the NCU card is removed from play.

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/canceled 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.

JUVENILE DRAGON

Q: When maneuvering or Marching, do the dragons ever take wounds from Dangerous terrain, for example when beginning or ending it on the terrain?

A: No, once the Action is declared the Dangerous keyword is ignored.

LANNISTER JUSTICE (LANNISTER RED CLOAKS)

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

A: No. A Charge and its resulting Melee Attack are a single Action.

***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.

Q: Follow Up: If Lannister Red Cloaks charge an enemy, but destroy them first by Panic Test from Lannister Justice, the charge is automatically Failed. How do you proceed?

A: As you don't have an enemy, you can't pivot, so you just move as much as you can (you must stop 1" away from units that you cannot go through) and then perform a Panic Test (due to Failed Charge).

LIFE AND HONOR TO THE WATCH

Q: If the Veterans of the Watch fail a Panic Test, which attached Night's Watch tactics card is discarded from them?

A: The owner of the Veterans decides.

LANNISTER OPPRESSION

Q: When exactly do the tokens get counted?

A: When resolving the effect. This effect is not voluntarily triggered. You may count tokens that are placed on the unit by a simultaneous effect, such as Meryn Trant's Intimidation of the Crown ability.

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.

MOTLEY ARMAMENTS

Q: At what point in time does this Ability resolve?

A: When the unit performs an Attack, thus is simultaneous with other effects of the same trigger such as Stand Your Ground. As soon as the attack is declared, the ability is in effect, preventing anything that triggers 'before resolving' such as Horrific Visage.

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.

Q: Can a player declare and resolve Outflank before resolving the becoming of First Player from Walder's effect at the Start of a Round?

A: Yes, A player may choose the order in which their effects resolve.

Q: In Fire and Blood, can you mark units that are in Outflank?

A: **SEE GAME MODE FAQ ABOVE - FIRE AND BLOOD**

OUTRIDER'S BOW

***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).

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 AND 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 Euron Greyjoy is in a unit with outflank and is deployed at the start of round three does his unit gain the condition tokens from this ability?

A: No, the unit is not on the board for the trigger step of the ability, so the tokens are not placed if the unit is deployed at the start of the third round or later.

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 RELEASE!

***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.

SADISTIC MUTILATION

Q: When exactly does the token get spent?

A: When resolving the effect, this effect is not voluntarily triggered.

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 canceled, what happens to the wounds suffered as part of this ability?**

A: If an ability is canceled, all parts of the effect are canceled. 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 or effects?**

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

Q: If both players are using Jaqen H'ghar – Unnamed can they both use Order: Taking a New Name on the same destroyed attachment?

A: Yes, they can both use it.

Q: Follow up: Does an attachment taken by the tactics card Take the Black count as destroyed for the purposes of Jaqen H'ghar - Unnamed ability Order: Taking a New Name and vice-versa?

A: Yes.

Q: Second follow up: Do copied attachments with an order that has been used earlier that round still count as being used even after being copied?

A: Yes – it counts as being used so cannot be used again this round.

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.

Q: Will I receive tokens if my cavalry unit uses a free Maneuver to move closer to the enemy and then charge them?

A: If the Cavalry unit could charge at the time of using the maneuver, yes. See the entry on "Activates" in the triggers and timing section.

Q: Will I receive tokens if I use an after Attack Action, such as the Swift Strike ability or a Surge Forth?

A: No

Q: Can I taunt a Unit that does not have line of sight to my unit, but can use an Attack ability to still attack, and give it tokens if it doesn't? (such as Giant Spearthrowers)

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. (See "Triggers and timing, "Activate" -CFAQ Ed)

Q: Can a unit combine Uncontrolled Rage with other 'when a unit activates' effects?

A: Yes. Note that all those effects come before a cavalry maneuver, per above.

WAR CRY

Q: Can I use Order: War Cry, if I don't have an enemy in range to receive the token?

A: Yes. See TARGETING TIMING and PARTIAL TARGETING (NOT ALL UNITS MAY BE SELECTED OR AREN'T PRESENT)

WHATEVER MAY COME

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

A: Yes

QUEEN'S BLADE

Q: If the opponent does not control The Crown Zone, may Vulnerable and Panicked tokens be spent for other uses such as Flayed Men Have No Secrets?

A: No



Non-Combat Units

ALESTER FLORENT, LORD OF BLIGHTWATER: SHIFTING LOYALTIES

***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, KING OF SALT AND ROCK: RISE AGAIN, BLADE IN HAND

***Q: Are Attachments returned with his Ability?**

A: Yes.

Q: Does a unit with To The Last ability return to life with any tokens for this ability when re-deployed using Balon NCU?

A: No, the unit is re-deployed identical to how they were initially deployed, outside of specifically mentioned effects such as pillage tokens from Balon NCU. To The Last tokens are added to a unit at the start of the game, thus not appearing when deployed, whether or not the unit still had any when destroyed.

Q: When Balon redeploys a unit with a rule that says it "deploys with X Pillage tokens, do they benefit from that ability?

A: Yes. For example, Iron Victory Crew redeploys with 1 pillage token (if they contain the proper attachment for their ability.) Any Greyjoy unit containing Euron Greyjoy, Crow's Eye redeploys with 2 pillage tokens.

CATELYN STARK, LADY OF WINTERFELL: FAMILY, DUTY, HONOR

***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: DRACARYS!

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

A: Only one dragon.

DAVOS SEAWORTH, HAND OF THE TRUE KING: SMUGGLER'S CUNNING

Q: When performing a Charge, can you use more than one Davos NCU tokens to reroll the charge distance dice additional times?

A: No, the "after rolling charge distance dice" step occurs only once in the charge sequence. Davos NCU's ability to reroll dice can be used only once - there's only one trigger in which you can declare it.

Please also remember that any die can be rerolled by a player a maximum of one time - even if a player gains additional charge distance dice rerolls, there is no possibility to reroll that die more than once.

DONAL NOYE, EXPERT BLACKSMITH: EXPERT MAINTENANCE

Q: Donal NCU. When exactly his tokens are used. Can you block the use of Weakened tokens?

A: All effects allowing to re-roll Attack/Defence dice are used in the "Apply attack/defense dice rerolls" step BEFORE "after attack/defense dice are rolled" step. Active players resolve their effect first, so in the NW player's turn Donal's ability will be resolved before using the Weakened token.

DORAN MARTELL: PRINCE OF DORNE, SUNSPEAR SECRETS, 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 the Crown zone?**

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.

EDDARD STARK, HAND OF THE KING

Q: What happens if Eddard Hand of the King attaches his influence, and then is destroyed (for example, by using his Price of Honor ability)?

A: Influence remains in play, but is blanked, as if that NCU lost his abilities.

ELDON ESTERMONT, VULNERABLE KNIGHT: ELDERLY CAUTION

Q: If I draw too many cards while resolving this ability, what do I do?

A: Complete the entire ability first. See general, 'Drawing too many cards.'

GILLY, WILDLING GIRL: SAMWELLS INFLUENCE

***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: A NAME GIVEN

***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"

***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 for 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.

Q: Does Jaqen also copy other effects above the "Influence" effect within the same named ability?

A: Yes. Everything under the name of the ability is the same ability that is the Influence ability, Official FAQ also points out to replace original unit name with Jaqen in all instances.

Q: If you copy another NCU's triggered ability using Jaqen, can you use both the original and the copied ability on the same trigger instance?

A: No, you can only use one ability at a time.

Errata: Add one additional sentence to this ability: "If copying a friendly NCU, You may not trigger the ability of this NCU simultaneously with the original NCU."

LADY DALLA, WIFE AND COUNCIL: SPEARWIFE COUNCIL

Q: For the Wealth zone effect, which unit's ranks are the amount of hits based on?

A: The friendly unit targeted by the Wealth zone.

Q: Can I use the hits from the effect if my unit doesn't have a Condition token?

A: Yes.

MARGAERY TYRELL, LITTLE ROSE: A ROSE AND ITS THORNS

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

A: No.

MELISANDRE, THE RED WOMAN: SACRIFICE TO THE LORD OF LIGHT

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

A: Yes.

MISSANDEI, SCRIBE: WISDOM BEYOND HER YEARS

***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, QUEEN OF THORNS: PULLING WEEDS

***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.

OTHELL YARWYCK, WARMACHINE SPECIALIST

Q: How does Othell NCU interact with targeting and on-attack triggers?

A: The zone targets a unit. Othell is counted as making the attack.

PATCHFACE, PATCHES: MISUNDERSTOOD OMENS

Q: If I declare Patchface when I am First Player that round, and my opponent declares a "start of round" card, when I resolve Patchface may I force him to discard the card he declared?

A: No, When a card is triggered/declared, it is played and is no longer in your hand.

Q: Follow up: If I declare Patchface and a start of round card, am I able to declare Counterplot as Patchface's choice and force them to discard it before they use counterplot to stop my start of round card?

A: Yes. Counterplot states it triggers when an opponent plays a tactics card, before resolving the card. In general a trigger is not met until every part of it is fulfilled, and the last game event is the timing of that ability. In this case, counterplot is technically still in their hand, so you may remove it with patchface by resolving that ability before your tactics card.

PETYR BAEISH, LITTLEFINGER: MASTER OF THE GAME

***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.

Q: Follow-up: Does this apply even if Petyr Baelish used his once per game ability to count as controlling Water Gardens?

A: Yes

Q: What happens if neither player controls Water Gardens, but both of them use Petyr Baelish once per game ability to count as controlling Water Gardens?

A: Neither player counts as controlling any zone.

QHORIN HALFHAND, UNWAVERING RANGER: SACRIFICE FOR THE CAUSE

***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.

QUAITHE, OF THE SHADOW: THE WAY, REVEALED

***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.

Q: When do you declare the friendly target unit that performs the action in part two of the effect?

A: When you declare the enemy target, (declare all targets before resolving the card).

Q: How does Quaithe, Of The Shadow interact with the Charge action performed by the enemy unit chosen ?

A: See general FAQ above - Charge Action

SELYSE AND SHIREEN, QUEEN AND PRINCESS: NECESSARY SACRIFICES

Q: Can a Baratheon player use Selyse and Shireen – Queen and Princess' NCU ability Necessary Sacrifices if the second To the Last! Attempt fails?

A: Yes. Note: If the first To The Last fails, a second should be used before resolving Necessary Sacrifices. To The Last is not an optional ability and must be resolved when that unit would be destroyed.

THOROS OF MYR, THE EMBER

***Q: For purposes of Rose Knight's Deadly Bloom, how many instances of healing does Thoros NCU provide?**

A: Up to a maximum of two instances. One for the first part of the effect, one for any and all tokens spent.

TYBALD, MAESTER OF THE DREADFORT: DECEITFUL ENVOY

Q: Tybald vs Olenna Tyrell. Tybald declares his ability designating a zone when Olenna activates. When she claims a zone and chooses him as the target of Pulling Weeds, removing his abilities, does that prevent him from resolving the rest of the effect?

A: No. The ability has been resolved already and will remain in play. See the Petyr Baelish FAQ on page 7 of the CMON FAQ about abilities being lost after declaring and resolving them.

Q: If I have an effect that references a point in the turn, such as "at the end of the/this turn" while in the start of round sequence. What happens? If I use Tybald's ability for example during an opponent's careless Aggression NCU activation, what happens if they don't claim the zone Tybald designates? (Note this is now only possible in team games)

A: This turn means this turn. If you are not in a turn, there is not a 'this turn' for the trigger to reference, so the ability does not get a trigger based on that. Tybald will not claim the zone in this example.

TYENE SAND, SEPTA'S DAUGHTER: THE STRANGLER

***Q: If The Strangler is present on a zone and Tyene has lost her abilities, does The Strangler still attach to an enemy NCU that claims that zone?**

A: Yes.

Q: If Cressen uses his Sacrifice for the King Ability to activate at the start of a round and claim the zone with The Strangler present on it, does he still die at the end of the round?

A: Yes. His ability has been declared and fully resolved before claiming the card and losing his abilities.

Q: Follow up: Same question but instead it's Gilly claiming the zone with The Strangler.

A: No. Her ability has two distinct triggers, rather than a single resolved effect. Because of this, at the end of the round she no longer has an ability that checks and looks for the presence of an Order token on her card.



Tactics Cards

AND NOW HIS WATCH IS ENDED

Q: Does the heal portion of the top part of the card target just one unit, all units, or your choice of units that were within range?

A: Your choice of Friendly Units that were within range.

BLOODY BEHEADINGS

Q: In long range of which unit does the card's effect apply?

A: Long range of friendly unit (the attacker)

BROTHERS IN ARMS

Q: Is there any way this card can be attached to a non-Stormcrow unit, such as using Jeor NCU ability?

A: No. **Community Errata:** Treat the card as saying, "If at any point this card is attached to a non Stormcrow Unit, it is immediately discarded."

CARELESS AGGRESSION/A NEED FOR VENGEANCE

Q: Does the owner of this card control the secondary effect of the enemy activating an NCU for simultaneous effects purposes? If they play Coordinated Plotting for example, may that player resolve Coordinated Plotting before the enemy activates the NCU?

A: Yes, it follows simultaneous effects rules. If they are the active player in the round, they may declare and resolve any other after attack effects before their opponent activates their NCU.

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 loses its abilities, can those abilities be copied to another unit via Coordination Tactics?

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

Q: Does an unused order gained by the Coordination Tactics card (or any other similar ability/card) used by the second unit that turn, affect the original unit's ability to use the order for the rest of the round?

A: No - the original unit can still use the copied order later in the round.

Q: Can I use the Coordination Tactics card in my opponent's turn and then trigger a "start of a friendly turn" order?

A: No. The tactics card Coordination Tactics does not provide an exception for using a "start of a friendly turn" order in your opponent's turn.

Q: If a Unit gains an effect that references a source, such as a card or tokens, the new unit does not have, can the effect still be utilized (Such as Pillage or Names on the List)?

A: No. The unit gaining the effect would need to have the source, you may not utilize the original units resources to turn on the effect for the new unit.

CUNNING PLOY

Q: When using the tactics card Cunning Ploy which unit allows the vulnerable token to be placed?

A: The unit performing the maneuver, march, or retreat action.

CRANNOG TRAPS

Q: Can you prevent the Auto-Wounds from Crannog Traps by choosing not to move your unit?

A: Yes.

Q: Follow up: Can you use a Quick fire after not moving during maneuver?

A: Yes.

Q: Follow up: Will you take damage from Crannog Traps card during said Quick Fire?

A: Only if you perform a shift

CRUELTY AND CUNNING

Q: Is it possible to reduce a unit's Attack dice to 0 (using Cruelty and Cunning for Example)?

A: Yes. *N.B. For the purposes of determining attack dice, it is not possible to reduce a unit's Ranks to 0.*

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.

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.

EYES OF THE WATCH

Q: If a Unit picked by the card performs more than one Action that turn, would the negative modifier be applied to both actions?

A: Yes.

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.

FEINTING MANEUVER

***Q: If my target has effects that trigger from being Charged from the Front/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.

Q: If I use Feinting Maneuver, and my unit "lands" on a terrain piece in its final spot, does my unit count as being in / moving through / charging through that terrain?

A: Yes.

Q: Follow Up: What about terrain in between the spot of contact and final alignment, that I never touch?

A: No.

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.

GOLD'S ALLURE

Q: Erik Ironmaker's Gold's Allure. Will the "2 Tokens" effect work even if I technically can't get more Pillage tokens.

A: Yes.

HARSH CONDITIONS

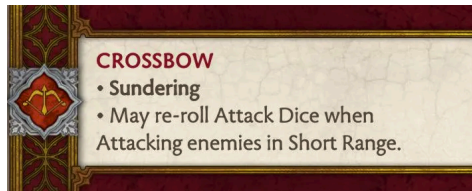
***Q: Who chooses which Abilities are lost?**

A: The player who played Harsh Conditions.

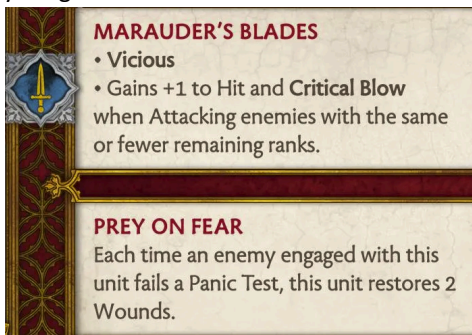
Q: Can you provide clarity on how the tactics card Harsh Conditions works on abilities with multiple rules/effects?

A: An abilities effect is everything included in the text box under the header – this is true for both Combat Unit and Attachment abilities. Some abilities are made up of multiple other abilities/rules.

Examples:



Lannister Crossbowmen have one ability - **Crossbow**. It is one ability made up of multiple abilities/rules. You could expend one condition token when playing the tactics card Harsh Conditions to nullify everything included in the text box.



In this second example House Clegane Mountain's Men have two abilities: **Marauder's Blades** and **Prey on Fear**. you would need to expend two condition tokens when playing the tactics card Harsh Conditions to remove all of their abilities.

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: 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. (The card stops the unit from ever being targeted -CFAQ Ed.)

***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: Follow Up: How does Intercept Orders interact with Assault Orders (let's use Cotter Pyke's commander card as an example)? If there is only one unit capable of melee attack/charge will Intercept Orders have any effect?

A: No, Assault Orders are treated differently than the Combat zone because there is no optionality for performing an Attack on Assault Orders. Assault Orders state "X unit performs an Attack/charge," whereas in the Combat zone, it's "X unit may perform an Attack." Therefore, the target of Assault Orders can only be a Unit that can legally perform the action specified by the zone, while the target of the Combat zone ("Swords") can be any Friendly Unit.

Q: How does Intercept Orders interact with For The Watch and similar abilities?

A: See relevant entries in the abilities section above.

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.

KNIGHTS OF THE HOLLOW HILL

Q: With Knights of the hollow hill card, do you perform 3" maneuver always, or only if you pass the morale test?

A: Always.

LAST STAND

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

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

Q: If I perform an attack with last stand and destroy an enemy unit, do I get to Surge Forth or Overrun?

A: No. Destroyed units may not perform actions unless specifically allowed to by an ability or tactics card. See General section, Destroyed State.

LEGENDARY BOLDNESS

Q: Can Legendary Boldness be used against non attack effects that cause me to roll defense dice, such as Order: Hidden Traps or hits from the Honed and Ready game mode?

A: Yes.

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.

Q: When copying the effect of a zone using Mind Games, how does targeting work?

A: The zone's effect targets following the normal rules for that zone.

Follow Up: Does using that zone effect count as being that zone for cards like Bribery or Rising Temperatures?

A: Yes. Treat it as though you had claimed the zone with an NCU and were resolving the zone as normal. Note: you do not control that zone from this card's effect.

NORTHERN FEROCITY

Q: When do you check ranks for the extra wounds for failing the check?

A: When resolving the card (before rolling attack dice), the same goes for the panicked token.

PARLAY

Q: Can Parlay be combined with other "When a unit activates" effects that grant actions?

A: Yes. For example, Uncontrolled Rage has the same trigger and timing. A player can announce both abilities, and choose to resolve Uncontrolled Rage first. If they fail the subsequent morale test, they will make the charge into a unit resolving all charge and attack triggers. Once that ability is resolved, the player can choose to resolve Parlay.

NOTE: Cavalry maneuver is a different, later trigger, "at the start of activation"

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.

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.

Q: When do you declare the friendly target unit that performs the action in part two of the effect?

A: When you declare the enemy targets, you also declare the friendly recipients. (declare all targets before resolving the card).

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.

THE QUEEN'S LAW

Q: On whose turn does this remove the abilities from the unit it is attached to?

A: Skahaz's Opponent's turn. (The attached unit's controller's turns)

REGROUP AND REFORM

Q: When using this card to switch 2 friendly attachments, do you have to obey usual attachment restrictions? Example: Unit A has Harma's Bannerman as a second attachment, and Unit B has only the Weeper, are they prevented from switching because Weeper does not ignore attachment rules?

A: No, the restriction is specifically stated for moving an attachment, not when switching two attachments.

REMORESSELESS 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.

SEEING THEIR FLAWS

Q: If a unit under the effect of seeing their flaws loses all abilities, can they use "after an attack is completed" effects on the unit, such as sudden retreat?

A: Yes. The attack is over at the point that trigger arrives, so they no longer are unable to use abilities/unable to be targeted. See general CFAQ entry for 'attacks completed'

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.

SUPERIOR POSITIONING

Q: Does the -5 for a charge targeting my commander's unit apply to any charge targeting them, or only charges from the front that target them?

A: Only charges from the front.

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.

Q: If you use Sadistic Mutilation to destroy an attachment, can you use Take The Black on that same attack to take that destroyed attachment?

A: No. Attachments must be destroyed by the attack itself for Take The Black to be able to take it.

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.

TEST OF FAITH

Q: Do I still attach the card to my unit if I fail the morale test?

A: Yes. The Morale test is only for the token removal line of the card.

UNEXPECTED EXHAUSTION

Q: If Manticore Venom is already present on the target unit and that unit is already vulnerable, does that prevent Unexpected Exhaustion from being attached to the unit?

A: No.

Q: Follow Up: Since the token from the card was never placed, does that mean that even if the existing Vulnerable token on the unit is removed, since it was not the token from Unexpected Exhaustion, the card is not removed?

A: No, when you remove any Vulnerable Token on the unit while Unexpected Exhaustion is attached, the tactics card is removed at the same time, even if that token originally was present from another source.

Q: If a unit cannot gain Vulnerable Tokens, (for example, Night's Watch War Machines) can the card be attached to them?

A: The card would immediately fall off the unit.

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.

Q: How do I resolve the second header (Surges Forth) with the 'declare all targets of Tactics Cards ... before resolution' rules text

A: Pre-measure the ending location of the maneuver, then declare targets for the card. If your opponent cancels the effect of the card based on those targets (say with A Flayed Man Has No Secrets) you may instead do a different maneuver.

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.

Q: Follow up: So... does "Winter Is Coming" block Set for charge?

A: Winter is Coming blocks the resolution of Set for Charge when the WIC player is Active, the effects of the Active Player resolves first. Note that declaring Targets and Targeting/Resolving effects are not the same instance

The following is a full list of ‘trigger’ game events that are known in the game at this time. This list is meant to serve as a reference for the game timing of triggers for resolving conflicts with Orders and Tactics Cards. Each line is considered a separate triggering event: Triggers will often, but not always have specific limitations (friendly, enemy, in X range, in line of sight, etc.) Those modifiers do not change the triggering game event. So for example, “Start of a Friendly Turn” is the same trigger timing as “Start of Any Turn.” Some triggers are written in weird ways, (see: Order: Ready! Aim! Release! Which is ‘before resolving that action’)

- Start of game
- End of game (currently unused)
- Start of round
- End of round
- Start of turn
- End of turn
- When/Each Time a Unit activates
- At the Start of a Unit's Activation
- After a Unit activates
- When a Unit selects its action
- When a Unit is performing an action before that action resolves (sometimes a specific action, like “Melee Attack”)
- After a Unit performs an action (sometimes a specific action, like “Melee Attack”)
- When a Unit is targeted
- When a Unit is performing a Charge action, before rolling charge distance dice
- When a Unit is performing a Charge action, after rolling charge distance dice
- When a Unit is successfully charged,
- When a Unit performs an Attack before rolling attack dice
- When a Unit performs an Attack, after rolling attack dice
- When a Unit is performing an Attack before rolling defense dice
- When a Unit is performing an Attack after rolling defense dice
- When a Unit makes a morale test before rolling morale dice
- When a Unit makes a morale test After rolling morale dice
- When a Unit is performing a panic test before rolling dice
- When a Unit is performing a panic test after rolling dice
- After a panic test is (completed/successful/failed)
- After a Unit finishes a move
- When a tactics card is played, before resolving that card
- When a Unit is targeted by a tactic zone
- When a Unit is targeted by a tactics card
- When a tactics card is being resolved
- When a Unit would be destroyed
- When a Unit is destroyed
- When a Unit loses/takes/heals/restores wounds.
- When a Unit loses/gains a rank
- When an NCU claims a zone
- When an NCU claims a zone before resolving that zone's effect
- When an NCU claims a zone after resolving that zone's effect

Devnotes:

For those curious about the die roll math referenced in the principals of competitive play, it has to do with the probability of choice. BigGuy wrote up this explanation:

There is a common misconception that, because rolling all failures/successes is less likely with more dice, it is fair to keep those results and ignore the extra dice you rolled. This is not the case, because to achieve a mixed result with this method you will first need a mixed result in the first roll, and then a mixed result in the roll with the correct amount of dice, which is less probable. This in turn makes at least one of the extreme results of all failures/successes more likely.

As an example consider that your champions of the stag suffer 5 hits. With their defense of 2, they have a $5/6$ chance to save single hits, and thus they have $(5/6)^5 = 40\%$ chance to succeed on all saves. Now let's consider the scenario where you roll 6 dice first and get to keep the result if all rolls are the same. First you have a $(5/6)^6 = 33\%$ chance to succeed all saves. But there is also the chance to get a mixed result first $1 - (5/6)^6 - (1/6)^6 = 66\%$, in which case you will again have a 40% chance to make all saves on the re-roll. In total, this gives you a $33\% + 66\% * 40\% = 33\% + 27\% = 60\%$ to succeed on everything.

CHANGELOG:

2026-06-05 Update (So7 1.0)

Answer added

- Destroying Attachments in infantry units with 2 Wounds per model
- Life and Honor to the Watch
- Scorpions attacking Giants
- Cruelty and Cunning
- Terrain Penalties
- Jaqen H'gar NCU

Answer deleted for:

- Several answers. RIP S06

Questions currently under consideration:

- Pycelle influence on ranks

2025-10-15 Update (So6 1.2)

Answer added

- Poisoned Gifts + outflank
- Test of faith attaching to unit

Answer deleted for:

- Old Poisoned Gifts

2025-09-21 Update (So6 1.1)

Answer added for:

- Attack Completed Timing
- Seeing their Flaws

Answer deleted for:

- Might of the Throne/Orders of the Crown/Motivated by Coin and Intercept Orders entry (no longer needed since their change)

2025-06-07 Update (So6 1.0)

Answer added for:

- BWB attachments discount
- Bloody beheadings
- Deploying units
- Claims to the Kingdom
- Othell NCU

Answer updated for:

- Faith abilities (how many faith tokens can you spend at same trigger)
- Crannog poison (can I remove Crannog poison with "remove all condition tokens" effect?)

2025-02-20 Update (So5 1.6)

Minor formatting updates

Answer added for:

- Robb Stark, King in the North
- Dark Wings, Dark Words scenario
- Fire and Blood scenario
- Line of Sight
- Unit/Attachment cost reduction

Answer updated for:

- Mind Games

2025-01-27 Update (So5 1.5)

Changed date formatting to yyyy-mm-dd format

Answer added for:

- Healing during "would be destroyed" trigger
- Faith abilities (multiple answers)

2024-12-02 Update (So5 1.4)

Answer added for:

- Take the Black and Sadistic Mutilation

- Dark Wings, Dark Words - mission 4.
- Knights of the Hollow Hill
- Thoros NCU
- Eddard Stark, Hand of The King

2024-II-08 Update (So5 1.3)

🎉🎉🎉 Terrain grew up and became its own (small) section! 🎉🎉🎉

Answer added for:

- Parlay (combo with other on activation effects)
- Influence (What happens when they die or get blanked)
- Lance/Attack Die Value interaction
- DANGEROUS Terrain

Answer Updated for:

- Uncontrollable Rage (other effects with same trigger clarity)
- Predictable Maneuvers (no change, just added clarity)

2024-II-05 Update (So5 1.2)

INTEGRATED OFFICIAL S05 FAQ RESPONSES AS RELEVANT, MARKED WITH UNDERLINE ITALIC AND ASTERISK

Answer added for:

- Last Stand
- War Cry
- Surge Forth
- Queen's Law
- Unexpected Exhaustion
- Tybald/Careless Aggression/Start of round timing
- Balon Redeploy token interaction
- Hand Size discard timing

Answer updated for:

Honestly a few, nothing that changed rulings, just trying to clean up formatting to make things fit better.

2024-10-15 Update (So5 1.1)

Answer added for:

Answer updated for:

- Crannog Traps (added follow up questions)
- Feinting Maneuver (cleaned up extraneous language.)

Moved Targeting to its own full section

Re added the game modes section which was lost in space

2024-09-26 Update (So5 1.0)

Answer updated for

- Balon Greyjoy (deleted s04 relevant text.)

Added contact info to the start of the document

2024-09-22 Update (SO5 Preliminary)

Answer added for

- Executioner's Axe

Answer updated for

- Taunt

General language cleanup and MAJOR format revisions to align with official documentation better.

Added further dice etiquette

2024-09-18 Update

Answer added for

- The Strangler

Answer updated for

- Patchface
- Destructible
- Eyes of the Watch

General language cleanup

2024-09-16 Update

Answers added for

- Wolfpack: Distract
- Lady Dalla

Answer Updated for:

- Lannister Oppression
- Precision

2024-09-14 Update

Answers added for:

- Superior Positioning,
- Legendary Boldness
- Doran Martell
- Crannog Traps

Answers updated for:

- Healing During an Attack
- Motivated by Coin
- Might of the Throne/Orders of the Crown,
- Would be destroyed
- Start of Round/End of Round