



# FREE FOLK FAQ V1.5

Any new additions will be highlighted in pink  
(Last Update: 12/09/2019)

## ★ FREE FOLK UNITS

### GENERAL

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.

### FREE FOLK TRAPPERS

Q: Can I trigger their **Hidden Traps** Order when a unit moves into Long Range, or can I only trigger it if the unit begins the move in Long Range?

A: Only if the unit **begins** the move in Long Range.

### SAVAGE GIANTS

Q: Does the Giant's **Mighty Swing** attack deal more Wounds starting off, or deal more as they suffer Wounds?

A: *Mighty Swing* deals +1 Wound for each Wound the Giant has suffered, meaning they are deadlier when near death.

Q: If the Giant's **Mighty Swing** gains more attack dice, and generates more than one hit, do I roll more D3's to wound?

A: No, you only roll one D3 to wound, regardless of the number of Hits.

### THENN WARRIORS

Q: If an enemy fails their check for Order: Taunt, but could perform multiple Actions during their activation, what happens?

A: *Taunt* only stipulates the unit must declare a Charge on the Thenns, if able. This does not prevent them from performing other actions, which may result in being unable to then Charge the Thenns (an example being Cavalry using their free Maneuver to remove the Thenns from Line of Sight/Range).

## ★ FREE FOLK NCU's

### STYR (IRON-FISTED TYRANT)

Q: If I attach Styr to an enemy Combat Unit, do they suffer D3 Hits when he is removed?

A: Yes.

### MANCE RAYDER (ARTFUL TACTICIAN)

Q: If Mance is Influencing a unit, and while they are making an Attack, the number of Condition tokens on them changes, how does that impact their attack?

A: The effects would be checked and applied when the unit makes the attack. Gaining and/or losing Condition tokens during the attack would have no impact.

## ★ FREE FOLK ATTACHMENTS

### STYR (MAGNAR OF THENN)

Q: Can Styr's **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.


## ★ FREE FOLK TACTIC CARDS

### ENDLESS HORDE

Q: Can this re-deploy Character units?

A: Yes.

### REGROUP AND REFORM

Q: If I control  it says I can restore up to 2 additional Wounds. Does this mean I can remove additional models (so 6 total) to heal, or does it just add 2 to the total I restore?

A: It just adds 2 to the total. You do not remove additional models.

### WILDLING DIPLOMACY (Mance Rayder, King Beyond the Wall)

Q: Does the last part of this effect (placing a Condition Token) only happen if my opponent claims one of the chosen zones?

A: Yes, it is tied to the first part (dealing a Combat Unit Wounds). If that effect does not trigger then neither will placing a Condition Token.

### PREDICTABLE MANEUVERS (Mance Rayder, King Beyond the Wall)

Q: Does the last part of this effect (placing a Condition Token) only happen if my opponent activates the targeted Combat Unit?

A: Yes, it is tied to the first part (the targeted Combat Unit activating). If that effect does not trigger then neither will placing a Condition Token.

### FINAL STRIKE (Styr, Magnar of Thenn)

Q: Can this cause more Hits than Wounds remaining in the unit?

A: No.



## ★ CARD UPDATES

The following cards have been updated from their printed versions. The versions shown override any previous versions for Official Play.



**SPEARWIVES**

While warfare is largely the province of men in the south, the Free Folk women are more than capable of standing beside the men in a line-of-battle. While not suited as a vanguard, the Spearwives make for superior flankers, both on assault and for protection against charges. Their weapons may be crude, but they're plentiful, cheap, and the Spearwives hurl them with deadly accuracy. Intelligent commanders can make full use of this capability.

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**SPEARWIVES**

5

**SPEAR TOSS**  
4+ 7 7 3

**CRUDE SPEAR**  
4+ 7 7 3

5+ 7+

**SPEAR TOSS**  
• Short Range

**CRUDE SPEAR**  
When Charging, this attack gains Sundering (Defenders suffer -1 to Defense Save rolls).

Updated v1.5

## ★ CARD UPDATES CHANGE-LOG V1.5

*General Design Notes: The Free Folk have simply not been out long enough with enough options to properly gauge any changes to the level of Lannisters, Neutrals, and Starks, so we are holding off on any large revamps to the faction until enough data has been properly gathered. Preliminarily, however, we have identified some potential problem areas and are going to apply these moving into 1.5. These changes will be further clarified below.*

### ★ UNITS

#### Spearwives

- Cost decreased from "5" to "4"

*Design Notes: While a potent mix of Abilities (and typical mediocre stats, as is expected of Free Folk) the Spearwives sat in a strange position due to the "cheap and expendable" nature of the Free Folk play-style army, where even 5 points can be considered "expensive". While re-evaluating the unit's stats was an option, we're instead going to embrace the "cheap" nature of the faction and reduce their cost to 4, giving Free Folk players a potent unit for its value, but now at the "cost" of being cheap but also worth VP.*

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