GENERAL ERRATA/FAQ V1.5

✸ RULEBOOK ERRATA

• *Current Rulebook: Version 1.5 (Last Update: 12/09/2019)*

The following changes have been made to the Song of Ice and Fire Rulebook from v1.4 to v1.5

PG. 6: "Activation and Action" text reworded to clarify separate steps (*no rule change*).

PG. 7: "Individual Models" text reworded to reference "Wounds" Ability (*no rule change*).

PG. 7: ERRATA: Solo units are comprised of a single rank (*previously were never considered to have ranks*).

PG. 8: Text clarified under "Melee/Ranged Attack" to clarify that a Ranged Attack's "range" (*Short/Long*) is **not** an Ability, and can never be cancelled or removed (*no rule change*).

PG. 10: ERRATA: Abilities from Attachments are added to and originate from unit for all gameplay purposes- including being lost if the unit itself loses all Abilities.

PG. 14: ERRATA: Unit must maintain a valid target after Shifting as part of a Ranged Attack.

PG. 16: ERRATA: Charge Requirements and Alignment rules modified.

PG. 16: Callout Box text replaced due to new Charge Requirement rules. Now references rules for Engaging Multiple Enemies.

PG. 17: ERRATA: Attack/Defense Die Re-roll steps added to Resolving Attacks order of operations.

PG. 17: ERRATA: Surge Forth timing is now only after **all** other effects have been entirely resolved.

PG. 18: "Charge Bonus" text reworded to clarify definition (*no rules change*).

PG. 18: ERRATA: Panic Rules overhauled.

PG. 20: ERRATA: Non-Combat Units may elect to forfeit their action (*just like a Combat Unit*).

PG. 21: Trigger definition expanded and example listed (*no rule change*).

PG. 21: Simultanious Actions text updated to clarify that players <u>declaring</u> effects and <u>resolving</u> effects are separate events (*no rule change*).

PG. 22: Re-roll text reworded to clarify that *physical player* rolling the dice does not matter- only controller of effect (*no rule change*).

PG. 22: ERRATA: Minor timing adjustment for re-rolls. Opponent checks the results of active player's re-roll before choosing to utilize their own re-roll effects.

PG. 22: ERRATA: Rules for Combat Units losing Abilities re-worked.

PG. 32: ERRATA: Winds of Winter additional rule (*+2 Victory Points needed to win*) added.

RULES SUMMARY: Panic Test text updated.

✸ GENERAL FAQ

All new additions will be highlighted in pink

Q: Some Attachments have the text "This model is always the last model destroyed from this unit". Does this mean they cannot be destroyed by Abilities/effects that specifically destroy Attachments?

A: No. *This text is a reminder of the general rules for Attachments. Abilities/Effects that would specifically target and/or destroy Attachments may still affect these models.*

Q: If an Attachment has an Ability that triggers when it's **unit** is destroyed, what happens if that model is destroyed/removed before the unit is destroyed?

A: *The Ability will not trigger.*

Q: If my opponent has an Attachment that is added to my unit (*such as Jaqen H'ghar, Unnamed*), and that unit already contains an Attachment, how is the order determined?

A: *The unit's owner determines the order in which they are placed within the unit.*

Q: Follow-up question: So this means if the unit is dealt enough Wounds to remove that Attachment, but not destroy the unit, the Attachment is removed (and thus its Ability lost)?

A: *Yes.*

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

A: *No.*

Q: Do units suffer Panic Tests anytime they take damage?

A: *No. units are only ever forced to make Panic Tests from Attacks, or if an effect **specifically** says for them to do so.*

Q: If an Attachment is destroyed or somehow removed from a unit, does the unit lose the Abilities of the Attachment?

A: *Yes.*

Q: Follow-up Question: If an Attachment is destroyed from a unit, and then wounds are restored to the unit, can the Attachment be returned?

A: *No. Once destroyed, the Attachment is permanently lost. The unit may only restore generic models.*

Q: Do Abilities such as **Rapid Assault** or **Onslaught**, 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. Note though, that in all cases of such Abilities (Rapid Assault, Onslaught) the Ability **replaces** the effect of the zone (whatever it may be) with its own, in both of these cases a free Charge action.*

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.*

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

A: Yes.

Q: Can I move and/or pivot off the table edge?

A: *Move, no. Pivot, yes. The table edge is treated as Impassable.*

Q: If an enemy I am engaged with is destroyed by something other than a Melee Attack, can I Surge Forth/Pivot with units that were engaging them?

A: *No. Surge Forth (and pivots allowed by it) only happen when an enemy unit is destroyed by a Melee Attack from units engaging it, no other time.*

Q: What happens if I cannot fit all my units into my Deployment Zone?

A: *Any unit that cannot be deployed due to lack of space will instead be placed fully within your deployment as their activation for the round.*

❊ Game Mode FAQ

All Game Modes were updated in 1.4. Many previous questions have been removed due to updated rules text. All questions have been updated.

Q: In **A Clash of Kings**, if an Ability/effect would remove my Attachment from a unit (*such as Take the Black or Jaqen H'gar: Unnamed*), what happens when that unit re-deploys?

A: *That unit would re-deploy with their Attachment, effectively creating a second copy of that Attachment on the battlefield.*

Q: In **A Storm of Swords**, how is Range and Line of Sight drawn from the Castle Walls for their Arrows attack?

A: *Arrows may target any enemy within Long Range of any part of the Castle Wall.*

Q: In **Winds of Winter**, for the Mission "*Score this Mission when you destroy the enemy Commander*", do I gain Victory Points if the Commander is destroyed by an effect controlled by their owner?

A: *Yes, you will score points from this Mission anytime the enemy Commander is destroyed.*

Q: In **Winds of Winter**, how does the second half of the Mission work if drawn as the Open Mission: "*Score 1 Victory Point at the end of the round if you control 1 (and only 1) Objective or IMMEDIATELY REVEAL THIS MISSION AND SCORE 3 VICTORY POINTS IF YOU DESTROY AN ENEMY CONTROLLING AN OBJECTIVE.*"?

A: *A player will score 3 Victory Points anytime they destroy an enemy controlling an Objective.*