GENERAL ERRATA/FAQ V1.4

✠ RULEBOOK ERRATA

The following changes have been made to the Song of Ice and Fire Rulebook.
• *Current Rulebook: Version 1.4 (Last Update: 05/24/2019)*

All new additions will be highlighted in blue

PG. 7: "Pivot" text reworded, with annotation to reference Pg. 15 for full rules explanation (*No rule change, only clarification*).

PG. 9: Removed wording grouping "Combat Units", "Non-Combat Units" and "Attachments" as "three types of units"- Attachments are **not** units.

PG. 10: Text added 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.

PG. 10: "Wound" Abilities changed to "Innate Abilities"; errata added that such Abilities cannot be lost or cancelled.

PG. 12: Clarification added: "Solo Units can never have attachments"

PG. 14: Line of Sight, third paragraph: reworded for clarification (*Target must be in Front Arc, not merely on front side of base*).

PG. 15: "Pivoting and Other Units" text reworded (*No rule change, only clarification*).

PG. 15: "Moving and Other Units" text reworded, with annotation to reference **Pg. 18** "Charging: Roll Charge Distance and Move Attacker" (*No rule change, only clarification*).

PG. 16: ERRATA: Units may Retreat forward if engaged from flank/rear. Text added for situations where a unit cannot legally complete Retreat.

PG. 17: Text updated on "Checking Range" (*No rule change, only clarification*).

PG. 18: ERRATA: Charge text and steps updated:
- All steps of a Charge are treated as a single move (*Clarification. No rule change.*)
- After Pivot, the charging unit must, at least potentially, be able to contact their target (**ERRATA**)
- "Resolve Melee Attack" changed to "Make Melee Attack" (*Clarification. No rule change.*)

PG. 19: "Defender Makes Panic Test" clarification that a Panic Test happens if the unit suffered any Wounds from the attack, regardless if any models were destroyed (*specifically in regards to Cavalry/Multi-Wound models*).

PG. 19: "Disorderly Charge" text reworded (*No rule change, only clarification*).

PG. 20: Combat Bonuses: Errata added that both Melee **and** Ranged Attacks benefit from Flank/Rear Bonuses.

PG. 23: ERRATA, "Timing Conflicts" and "Simultaneous Actions": "Voluntary" and "Mandatory" wording removed. Orders and Tactics Cards specified as only effects that cannot be "stacked".

PG. 26: ERRATA, Multiple Terrain Keywords modified.

PG. 28: ERRATA, "Battlefield Setup": Restriction on placing Terrain 6" (*Short Range*) from Deployment Zones removed.

PG. 30: ERRATA: Feast For Crows rule change: Units activating within Short Range of Corpse Pile suffer negatives to Moral Test based on game round.

RULES SUMMARY: "Pivot" added to start of "Charge Action" (*No rule changes, only clarification*).

RULES SUMMARY: Terrain keywords text updated (*See above*).

✠ GENERAL FAQ

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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: Can I end a Charge action engaged with multiple enemies? If so, what happens?

A: *Yes. Although rare, after all alignment is completed from a successful Charge, the attacker may find its tray touching additional enemies. In such an event, the units are engaged. The attacker can still only resolve its attack against the original target, and the additional contacted enemies are not forcibly moved in any way as a result of that Charge move.*

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

Q: In what order are the effects of Objectives resolved in **A Game of Thrones**?

A: *Beginning with the First Player, players will take turns selecting from 1 of their applicable effects and resolving it, continuing back and forth until all effects have been resolved.*

Q: In **A Clash of Kings**, if my opponent has a NCU Commander but also has no Attachments in their army, is there a way for me to score the additional 2 Victory Points?

A: *No.*

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**, what happens if we run out of Secret Mission cards to draw?

A: *Shuffle all discarded Secret Mission cards to form a new Secret Mission deck.*

Q: In **Winds of Winter**, for the Mission "*Reveal this Mission at the end of any round in which you control the center Objective. Score this Mission if you control that Objective at the end of the next round.*" Does this card count against my 2 Secret Missions when redrawing?

A: *No.*

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.*