

GENERAL ERRATA/FAQ V1.0

ERRATA

The following changes have been made to the Song of Ice and Fire Rulebook.

• **Current Rulebook: Version 1.1**

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: Callout Boxes: "Pivoting" and "Moving and Other Units": reworded for clarification (*Unit may end pivot over other units, as long as it does not finish move over them*).

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

PG. 26: Terrain Keywords: **Rough, Cover, Horrific, Inspiring:** text updated for clarity (*Rough subtracts from total movement. Criteria for gaining Cover clarified. Horrific/Inspiring are cumulative with other effects, but not other instances of Horrific/Inspiring*).

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

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



GENERAL FAQ

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.



★ 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.*

