



# CHANGE LOG - GAME VERSION S04

Hello Bannermen! This is a quick reference document for what was changed in the Season 4 update. If you wish to read a little more into why these changes were made, please go to [Visions in the Flames 2024 \(S.04\) - General](#).

## RULEBOOK CHANGES

- **Deployment:** (See Rulebook page 27).
- **Battlefield Setup:** (See Rulebook page 27).
- **Game Modes:** (See Rulebook page 35).

## TOURNAMENT GUIDELINE CHANGES

- **Alternate Formats:** (See Tournament Guidelines page 2).

## TEAM TOURNAMENT GUIDELINE CHANGES

- **Alternate Formats:** (See Team Tournament Guidelines page 2-3).



## STARKS

### ✦ ATTACHMENTS:

- **Greatjon Umber, Lord of Last Heart:** Changes to *Order: Overrun*.
- **Maegh Mormont, Lady of the Bear Island:** Changes to *Battle Scars*.

### ✦ COMBAT UNITS:

- **House Karstark Loyalists:**  
Added *Ferocious Assault*.  
Added *Unleashed Ferocity*.  
Changes to *Flail*.  
Removed *Perseverance and Valor*.
- **House Karstark Spearmen:** Points cost decreased from 6 to 5 points
- **House Mormont Bruisers:**  
Added *Disrupt*.  
Removed *Counterstrike*.
- **House Mormont She-Bears:**  
Melee Attack Dice Value increased from 7/5/4 to 7/6/5.
- **House Umber Berserkers:**  
Added *Berserker's Fervor*.  
Melee to Hit Value increased from 4+ to 3+.  
Removed *Berserker Axes*.  
Removed *Unyielding*.
- **House Umber Greataxes:**  
Added *Ferocious Assault*.  
Changes to *Executioner's Fury*.  
Removed *Unyielding*.  
Melee Attack Dice Value decreased from 7/6/5 to 6/5/4.
- **Stark Outriders:**  
Added *Order: Tactical Reposition*.  
Removed *Order: Swift Retreat*.

### ✦ NCUs:

- **Rodrik Cassel, Combat Veteran:** Changes to *Martial Expertise*.
- **Howland Reed, Protector of the Neck:**  
Changes to *Hunter's Guile*.  
Points cost decreased from 5 to 4 points.



## LANNISTERS

### ✦ ATTACHMENTS:

- **Kevan Lannister, Protector of the Realm:** Changes to *Might of the Throne*.

### ✦ COMBAT UNITS:

- **Kingsguard:**  
Added *Order: Resilience*.  
Removed *Iron Resolve*.  
Morale increased from 5+ to 4+.
- **Lannisport City Watch:**  
Morale increased from 7+ to 6+.  
Changes to *Order: Adaptive Style*.

### ✦ NCUs:

- **Pycelle, Grand Maester:** Changes to *Manipulation and Deception*.
- **Qyburn, Master of Whisperers:** Changes to *Little Doves*.
- **Tommen Baratheon, Next in Succession:** Changes to *Queen's Influence*.





# LANNISTERS

## TACTICS CARDS:

- Gregor Clegane, The Mountain: Changes to *Overrun* Tactics card.
- Kevan Lannister, Protector of the Realm: Changes to *Predictable Maneuvers* Tactics card.



# NIGHT'S WATCH

## ATTACHMENTS:

- Qhorin Halfhand, Grizzled Ranger: Changes to *Battle Scars*.

## COMBAT UNITS:

- Builder Scorpion Crew: Morale decreased from 2+ to 5+.
- Builder Stone Thrower:  
Changes to *Rock Volley*.  
Morale decreased from 2+ to 5+.
- Coldhands, Mysterious Ally:  
Morale decreased from 2+ to 3+.  
Melee Attack Dice Value decreased from 6 to 5.  
Changes to *Eye of the Crow*.
- Watch Marshal: Changes to *Marshal*.

## NCUs:

- Craster, Ally of the Watch: Changes to *Rest and Refuge*.
- Gilly, The Wildling Girl:  
Added *Gilly's Insight*.  
Changes to *Samwell's Influence*.  
Points cost increased from 0 to 1 point.
- Qhorin Halfhand, Unwavering Ranger:  
Changes to *Sacrifice for the Cause*.  
Changes to *Halfhand's Guidance*.
- Samwell Tarley, Craven Scholar: Points cost decreased from 5 to 4 points.
- Yoren, Wandering Crow: Changes to *Recruitment*.

## TACTICS CARDS:

- Night's Watch Tactics Deck: Changes to  
*The Sword In The Darkness*.  
*The Fire That Burns Against The Cold*.  
*The Shield Of The Realms Of Men*.  
*The Watcher On The Wall*.  
*The Light That Brings The Dawn*.  
*Take The Black*.  
*And Now His Watch Is Ended*.
- Jeor Mormont, 997th Lord Commander: Changes to *Night Gathers* Tactics card.



# FREE FOLK

## ATTACHMENTS:

- Mance Rayder, King Beyond the Wall: Removed *The King Is Dead!*.
- Skinchangers: Points cost decreased from 2 to 1 point.
- The Great Walrus, Steeled Through Ice and Snow: Changes to *Battle Scar*.
- Tormund Giantsbane, Thunderfist: Changes to *Order: Overrun*.

## COMBAT UNITS:

- Borroq's Boar: Points cost decreased from 2 to 0 points.
- Frozen Shore Hunters:  
Melee Attack Dice Value increased from 6/5/4 to 6/6/4.  
Range Attack Dice Value increased from 6/5/4 to 6/6/4.  
Changes to *Harpoon*.
- Frozen Shore Bear Riders: Morale increased from 6+ to 5+.
- Spearwives:  
Speed increased from 5 to 6.  
Melee Attack Dice Value increased from 6/6/4 to 7/7/4.

## NCUs:

- Craster, Ally of Convenience: Changes to *Refuge and Supplies*.
- Jon Snow, Turncloak Crow: Changes to *Northern Resilience*.
- Lady Dalla, Wife and Council: Points cost decreased from 5 to 4 points.
- Mance Rayder, Artful Tactician: Changes to *Skillful Preparations*.

## TACTICS CARDS:

- Mance Rayder, King Beyond the Wall: Changes to *Predictable Maneuvers* Tactics card.
- Mag the Mighty, Mag Mar Tun Doh Weg: Changes to *Overrun* Tactics card.

## SPECIAL RULES:

- Varamyr Sixskins, Master Skinchanger (Commander):  
Points cost increased from 0 to 2 points.





## NEUTRALS

### COMBAT UNITS:

- **Bloody Mummer Skirmishers:**  
Speed increased from 5 to 6.  
Melee Attack Dice Value increased from 7/5/4 to 7/6/5.
- **Golden Company Swordsmen:** Changes to *Order: Adaptive Style*.
- **Lysene Sellswords:**  
Changes to *Raiders of the Free Cities*.  
Changes to *Pirate's Blades*.
- **Stormcrow Archers:** Added *Loyalty Through Coin*.
- **Stormcrow Dervishes:** Morale increased from 6+ to 5+.
- **Stormcrow Mercenaries:** Morale increased from 7+ to 6+.

### NCUs:

- **Lord Varys, The Spider:** Changes to *Little Birds*.
- **Petyr Baelish, Littlefinger:** Changes to *Master of the Game*.
- **Walder Frey, Lord of the Crossing:**  
Added *Strategic Alliance*.  
Removed *The Late Walder Frey*.  
Points cost increased from 4 to 5 points.



## TARGARYENS

### ATTACHMENTS:

- **Belwas, Veteran Pit-Fighter:** Changes to *Battle Scars*.
- **Cohollo, Bloodrider:** Changes to *Battle Scars*.

### COMBAT UNITS:

- **Drogo's Bloodriders:**  
Melee Attack name changed to *Bloodriders' Arakh*.  
Added *Bloodriders' Arakh*.  
Added *Drogo's Bloodriders*.  
Defense decreased from 3+ to 4+.  
Removed *Bloodrider*.  
Removed *Cavalry*.
- **Dothraki Hrakkers:**  
Defense decreased from 4+ to 6+.  
Morale decreased from 4+ to 5+.  
Melee Attack Dice Value decreased from 6 to 5.  
Points cost decreased from 5 to 4 points.
- **Dothraki Veterans:** Defense increased from 5+ to 4+.
- **Freedmen:** Speed increased from 5 to 6.
- **Stormcrow Archers:** Added *Loyalty Through Coin*.
- **Stormcrow Dervishes:** Morale increased from 6+ to 5+.
- **Stormcrow Mercenaries:** Morale increased from 7+ to 6+.

### NCUs:

- **Hizdahr Zo Loraq, Fourteenth of That Noble Name:** Changes to *Merchant Lord's Reach*.
- **Illyrio Mopatis, Magister Of Pentos:** Changes to *Illyrio's Boon*.
- **Mirri Maz Duur, Godswife:** Changes to *Maegi's Knowledge*.
- **Xaro Xhoan Daxos, Merchant Prince of Qarth:** Changes to *Wealth of the Thirteen*.

### TACTICS CARDS:

- **Targaryen Tactics Deck:** Changes to *Fire and Blood*.  
*Overrun*.  
*Sudden Retreat*.  
*Unstoppable Advance*.
- **Khal Drogo, The Great Khal:** Changes to *Assault Orders* Tactics card.



## BARATHEONS

### ATTACHMENTS:

- **Cortnay Penrose, Castellan of Storm's End:** Changes to *Might of the Throne*.
- **Cortnay Penrose, Loyal Tactician:** Changes to *Might of the Throne*.
- **Brienne, Rainbow Guard:** Changes to *Battle Scars*.

### COMBAT UNITS:

- **Dragonstone Noble:**  
Added *Mastercraft Warhammer*.  
Added *Noble's Bolster*.  
Melee Attack name changed to *Mastercraft Warhammer*.  
Removed *Noble's Wrath*.  
Removed *Order: Sentinel*.
- **King's Men:**  
Changes to *King's Blade*.  
Melee Attack Dice Value increased from 7/6/4 to 7/6/5.  
Morale increased from 6+ to 5+.
- **Rainbow Guard:**  
Added *Order: Resilience*.  
Added *Rally Cry*.  
Removed *Perseverance and Valor*.  
Removed *Rally Point*.  
Morale increased from 5+ to 4+.
- **R'hllor Faithful:**  
Changes to *Heart Of Fire*.  
Speed increased from 5 to 6.
- **R'hllor Queen's Men:**  
Added *Order: Hold The Line!*.  
Added *Queen's Blade*.  
Removed *Order: Queen's Blade*.  
Melee Attack Dice Value increased from 7/6/4 to 7/6/5.





## BARATHEONS

### NCUs:

- **Axell Florent, Hand of the Queen:** Changes to *In R'hllor's Name*.
- **Selyse & Shireen, Queen and Princess:** Changes to *Fervent Conviction*. Point cost decreased from 6 to 5 points.

### TACTICS CARDS:

- **Baratheon Tactics Deck:** Changes to *Baratheon Justice*, *Sustained Assault*, *Oath of Duty*.
- **Andrew Estermont, First of the King's Men:** Change to *Assault Orders* Tactics cards.



## GREYJOYS

### ATTACHMENTS:

- **Victarion Greyjoy, The Iron Captain:** Changes to *Order: Overrun*.
- **Dagmer Cleftjaw, Captain of the Foamdrinker:** Changes to *Battle Scar*.

### COMBAT UNITS:

- **Blacktyde Chosen:** Added *First Claim*. Melee to Hit Value decreased from 3+ to 4+. Morale increased from 7+ to 6+. Points cost decreased from 7 to 6 points. Removed *Order: Martial Training*. Removed *Embolden*.
- **Drowned Men:** Changes to *Drowned God's Fanatics*.
- **House Harlaw Reapers:** Changes to *Reaper's Fervor*.
- **Ironborn Trappers:** Changes to *Order: Trapper's Tools*.
- **Silenced Men:** Changes to *The Silence's Infamy*. Melee Attack Dice Value increased from 7/5/4 to 7/6/5. Morale decreased from 5+ to 6+.

### NCUs:

- **Aeron Greyjoy, The Damphair:** Changes to *Rise Again, Harder and Stronger*.
- **Asha Greyjoy, Would-Be Queen:** Changes to *Queen's Promises*.
- **Beron Blacktyde, Blind Beron:** Changes to *Zeal of The Drowned God*.
- **Tristifer Botley, Lord of Lordspoint:** Changes to *Ironborn Diplomat*.

### TACTICS CARDS:

- **Greyjoy Tactics Deck:** Changes to *Finger Dance*, *The Iron Price*, *Raiding Call*.



## MARTELLS

### COMBAT UNITS:

- **Darkstar Retinue:** Changes to *Order: Overrun*.

### NCUs:

- **Doran Martell, Lord of Sunspear:** Points cost decreased from 5 to 4 points.
- **Ellaria Sand, Viper's Paramour:** Changes to *Lysene Charm*.

### TACTICS CARDS:

- **Martell Tactics Deck:** Changes to *Sand Diplomacy*.
- **Oberyn Martell, Prince of Dorne:** Changes to *Unexpected Exhaustion*, *Viper's Infamy*.



## BOLTONS

### NCUs:

- **Tybold, Maester of the Dreadfort:** Wording changes to *Deceitful Envoy*.

### SPECIAL RULES:

- **Inner Circle:** Changes to back of card text.