GEORGE R. R. MARTIN'S
A GAME OF THRONES
THE BOARD GAME
SECOND EDITION

ERRATA AND FAQ VERSION 1.0

This document contains errata and answers to frequently asked questions for *A Game of Thrones: The Boardgame 2nd Edition*.

ERRATA

The Messenger Raven Token: Under "The Messenger Raven Token" on page 11 of the rulebook, it should read: *"The player holding the Messenger Raven token may perform one of the following actions at the end of the **Reveal Orders step** of the Planning Phase:"*

RULES CLARIFICATIONS

Resolving the order of Wildling card penalties: When resolving the penalties for losing to a Wildling attack, the "Lowest Bidder" always resolves his penalty first, followed by "Everyone Else" in turn order.

Reshuffling the Tides of Battle deck: Immediately before the "Choose and Reveal House Cards" step of every combat, all Tides of Battle cards are reshuffled together to form a new deck.

Hidden information of discarded House cards: All players' discarded House cards are **always** considered open information. A player's House card discard pile can always be reviewed by any other player at any time, including during all steps of combat.

FREQUENTLY ASKED QUESTIONS

House Cards

Q: If a House card's text ability says "after combat...," when is that card resolved?

A: At the end of the Combat Clean Up step of Combat Resolution (after played House cards are discarded to their respective discard piles).

Q: If a House card's text ability says "immediately...," when is that card resolved?

A: After any "ignore" or "cancel" text abilities are resolved, but before any other effects are resolved.

Q: Is it possible for a text ability on a House card to be resolved more than once in a single combat?

A: No.

Q: If a House card's text ability requires a player to be supported (or not be supported), does this support have to come from only that player's own units?

A: No, the support can come from either that player's own units or those of another House that has chosen to support him.

Q: Can the text ability on the "Robb Stark" House card be resolved if a player wins the combat as the defender?

A: Yes.

Q: If the Baratheon player plays his "Patchface" House card but his opponent is playing his last remaining House card, does the Baratheon player still get to discard one of his opponent's House cards?

A: Yes, Patchface's text ability would allow the Baratheon player to discard one of his opponent's six House cards at the end of the Combat Clean Up step.

Q: If House Stark plays his "Roose Bolton" House card (and loses) against House Baratheon's "Patchface" House card, in which order are the two text effects resolved? Does Baratheon get to discard one of Stark's House cards after he has already drawn back his full hand?

A: Roose's text ability is resolved first, followed by Patchface's. The Stark player would first draw all his cards back to his hand and then the Baratheon player would look through his newly drawn hand to choose one to discard.

Q: If House Greyjoy plays his "Victarion Greyjoy" House card against House Baratheon's "Salladhor Saan" House card, are the participating Greyjoy Ships still reduced to 0 combat strength?

A: Yes.

Q: Salladhor Saan's text ability reduces the combat strength of all non-Baratheon Ships to 0. Does this also nullify the combat strength generated through Order tokens (such as +1 Support Order)?

A: No.

Q: Is it possible for a player's turn be 'skipped' if the "Doran Martell" house card moves his token to the last position of the Iron Throne track?

A: Yes, it is possible for a House's turn to be skipped after the resolution of Doran's text ability. The turn order of the Iron Throne track is always followed exactly as it appears; the "1" position goes first, followed by the "2" position, followed by position "3", etc. It is the position on the track itself that determines the current player, regardless of which Houses have taken their turn.

For example, if the current player is in position "5" but is then moved to the end of the track (position "6") as a result of Doran' text ability, he would also be the next player, because position "6" **always** comes after position "5" no matter which Houses were occupying those slots previously. In the same way, the player whose House had previously been in position "6" (and is now in position "5") must wait through another cycle of turns before resolving his next order.

Q: Does the player being affected by Doran Martell's House card (moving him to the last position of the King's Court track) lose any Special Order tokens that are already on the board?

A: No.

Q: When a player is defending an area containing a Power token and loses the combat while also playing the "Arianne Martell" House card, is the Power token removed?

A: Yes, as are any Martell Order tokens present in that area, since an area without units cannot contain an Order token.

Q: If after playing the "Loras Tyrell" House card, a player wins a combat as the attacker against a player that played the "Arianne Martell" House card as the defender, can the Tyrell March Order still be moved into the empty space?

A: Yes. However, the Tyrell March Order token is immediately removed after doing so, as an Order token cannot exist in an area without units.

Q: If the Tyrell player chooses to use the "Queen of Thorns" House card to remove a Support Order from an adjacent area providing support in this combat, are the units in that adjacent area still counted when determining final combat strength?

A: No, Tyrell's opponent does **not** add the strength of the supporting units in the area where the Support Order was removed. As per page 20 of the rulebook: "Some House card text abilities may cause a player's initial combat strength to be recalculated."

Q: If Mace Tyrell's text ability destroys the last remaining defending unit, does the combat still continue?

A: Yes.

Westeros Cards

Q: When the "Winter is Coming" Westeros card is resolved, does that card also get shuffled back into the deck?

A: Yes.

Q: If the Wildling Threat token is on the "0" space of the Wildling track and a "Wildlings Attack" Westeros card is drawn, is it still resolved as normal? Is there still the possibility of defeat?

A: The "Wildlings Attack" card is resolved regardless of the position of the Wildling Threat token. Players still go through the process of bidding Power tokens against the Wildlings, but in this case, they are guaranteed victory.

Combat and Unit Movement

Q: Can Siege Engines be chosen to satisfy the necessary number of casualties suffered as the loser in a combat?

A: No. Siege Engines are destroyed automatically as a result of losing combat **in addition to** all other casualties suffered.

Q: After winning a combat, if a player would suffer casualties that would eliminate all of his units in the embattled area, does the loser of the combat still have to retreat?

A: Yes.

Q: Does marching a player's units into an area containing only an enemy Power token (and no enemy units) result in a combat?

A: No.

Q: Does marching a player's units into an area containing only enemy routed units result in a combat?

A: Yes.

Q: Can routed units provide support?

A: No. Routed units are ineligible to contribute to support, even if they are in an area containing a Support Order. Non-routed units sharing an area with routed units may still contribute support as normal.

Q: At what point does the winner of a combat exert control over the embattled area?

A: Control over an area does not change hands until **all** stages of combat are completed. In the case of a completely emptied area, at no point of time during the combat would the area be considered controlled by the attacker (and so would not count towards his victory condition).

Q: When exactly is the decision made to use the Valyrian Steel Blade's ability to either draw a replacement Tides of Battle card or receive +1 combat strength?

A: If you are playing with Tides of Battle cards, there are two opportunities for a player to use his Valyrian Steel Blade:

1) "Choose and Reveal House card" step: After each side draws a Tides of Battle card, but before they are revealed, he may decide to use the blade to draw a replacement Tides of Battle card.

2) "Use Valyrian Steel Blade" step: If he has *not* used it yet this round, he may now decide to use the blade to add +1 to his combat strength.

Ports

Q: If a player marches all his land units out of an area (but not his home area) connected to a Port with his Ships, and in doing so chooses not to leave behind a Power token, what happens to his Ships in the Port?

A: Ships left in a Port connected to an uncontrolled land area are immediately destroyed. If the land area connected to the Port is an enemy home area, those Ships instead may immediately be replaced with Ships of that enemy's House (as per the rules under "Taking Control of Enemy Ports" on page 25).

Q: Can a player's Ships retreat into a Port connected to a non-friendly land area?

A: No. A player must control the connected land area to move Ships (including retreating) into a Port.

Q: When mustering Ships from an area containing a Port, the rules state: "...the player may muster Ship units directly in the Port itself or in the adjacent sea area." In the case of mustering from a Stronghold, does the "or" in this sentence imply that a player can only do one or the other, but not both?

A: No. A player may spend his mustering points to muster Ships in separate areas, such as one in the adjacent sea area and another in the connected Port.

Other

Q: What occurs if a player has no castles or strongholds left and no units left to order? Is he eliminated from the game?

A: No, that player is not eliminated from the game and continues playing with what little resources he has left.