



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



ERRATA AND FAQ VERSION 2.0

This document contains errata and answers to frequently asked questions for *A Game of Thrones: The Boardgame 2nd Edition* as well as the *A Dance With Dragons*, *A Feast For Crows*, and *Mother of Dragons* expansions. Additions or changes from the latest version are in blue.

RULES ERRATA and CLARIFICATION

This section contains changes to the game's printed components. Unless otherwise stated, these refer to the base game material.

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*."

Tiebreakers

The tiebreaker priority at the end of round 10 (previously listed in the third paragraph under "Winning the Game" on page 16 of the rulebook), is now as follows:

- 1) Most total land areas controlled
- 2) Highest position on Supply track
- 3) Highest position on Iron Throne track

Lannister Player Screen

The setup section for House Lannister should now say:

- ↪ 1 Ship in The Golden Sound
- ↪ 1 Ship in the port at Lannisport
- ↪ 1 Knight and 1 Footman in Lannisport
- ↪ 1 Footman in Stoney Sept

Resolving the order of Wildling card penalties

When resolving the penalties for losing to a wildling attack, the "Lowest Bidder" always resolves their 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 each combat, all Tides of Battle cards are reshuffled together to form a new deck.

Hidden information on discarded house cards

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

Order tokens in areas without units

At the end of the "Combat Cleanup" step of combat, all order tokens in areas that do not have units are removed.

Tides of Battle cards

Below is a detailed list of the steps of combat (originally found on page 17 of the base game rules) when Tides of Battle cards are being used:

- 1) *Call for Support*
- 2) *Calculate Initial Combat Strength*
- 3) *Choose and Reveal House Cards*
 - a) Each player chooses their house cards.
 - b) Each player simultaneously reveals their house cards; some text abilities may occur at this time.
 - c) Draw Tides of Battle cards.
- 4) *Use Valyrian Steel Blade*
 - a) (Optional) Use Valyrian Steel Blade to discard the Tides of Battle card and draw a new one.
 - b) Reveal Tides of Battle cards.
 - c) (Optional) If not already used, use Valyrian Steel Blade to add +1 strength.
- 5) *Calculate Final Combat Strength*
- 6) *Combat Resolution*
 - a) Determine the victor.
 - b) Take casualties from sword icons and text abilities.
 - c) Take casualties from skull icons on Tides of Battle cards.
 - d) Resolve retreats and routing.
 - e) Combat clean up.

Gifting Power Tokens (*Mother of Dragons* expansion)

During a combat, powers tokens can only be gifted during the "Call for Support" step. They cannot be gifted during any of the other steps of combat.

CARD ERRATA and CLARIFICATION

“Winter Is Coming” Westeros card

The text ability on this card should read: *“Immediately shuffle this deck and discard pile (including this card). Then, draw and resolve a new card.”*

Victarion Greyjoy house card

The text ability of this card should read: *“If you are attacking, all of your participating ships (including supporting Greyjoy ships) add an additional +1 combat strength.”*

Kevan Lannister house card

The text ability of this card should read: *“If you are attacking, all of your participating footmen (including supporting Lannister footmen) add an additional +1 combat strength.”*

Ser Addam Marbrand house card (A Dance With Dragons expansion)

The text ability of this card should read: *“If you are attacking, all of your participating knights (including supporting Lannister knights) add an additional +1 combat strength.”*

Paxter Redwyne house card (A Dance With Dragons expansion)

The text ability of this card should read: *“If the embattled area is a sea area, all of your participating ships (including supporting Tyrell ships) add an additional +1 combat strength.”*

Xaro Xhoan Daxos house card (Mother of Dragons expansion)

The text ability of this card should read: *“If you have more ships in the embattled area than your opponent, each of your ships in the embattled area add an additional +1 combat strength.”*

Rakharo house card (Mother of Dragons expansion)

The text ability of this card should read: *“If the embattled area is a land area that does not contain a stronghold or a castle, each of your knights in the embattled area add an additional +2 combat strength.”*

FREQUENTLY ASKED QUESTIONS

BASE GAME/GENERAL

House Cards

Q: When resolving a house card’s text ability that reads “after combat...,” when is that card resolved?

A: As the last thing at the end of the “Combat Clean Up” step of Combat Resolution (after played house cards are discarded to their respective discard piles).

Q: When resolving a house card’s text ability that reads “immediately...,” when is that card resolved?

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

Q: When resolving a house card’s text ability that 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 (or both).

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

A: Yes. Robb’s card is resolved as follows: When the Stark player wins the combat as the defender, the losing attacker needs to retreat. Normally the attacker’s retreat options are limited to only the area from which they marched from. However, Robb’s card allows the defending Stark player to choose any one of the following areas:

- The area the attacker marched from
- One area adjacent to the embattled area that is either controlled by no one or is controlled by the attacker
- One area connected to the embattled area via the attacking player’s ships that is either controlled by no one or is controlled by the attacker

The Stark player cannot choose the second or third option if that option would cause the attacker to exceed their supply. Because the first option (retreating to the area they marched from) cannot cause the attacker to exceed supply, it is always an available choice.

Q: If House Stark plays their Roose Bolton house card (and loses) against House Baratheon’s Patchface house card, in which order are the two text abilities resolved? Does Baratheon get to discard one of Stark’s house cards after they have already drawn back their full hand?

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

Q: What happens when Patchface is played against the last house card from an opponent’s hand?

A: Patchface’s text ability is resolved **after** the opponent retrieves their house cards from the discard pile. As such, Patchface would discard one of those retrieved house cards.

Q: If an effect (such as the text ability on the Patchface house card) forces a player to discard their last house card, would they then retrieve their entire hand of house cards?

A: The card discarded via the effect would be considered the last card played and so would remain in the discard pile; the other six cards would go back to the player’s hand.

Q: Can a player use Renly Baratheon to upgrade one of their routed footmen?

A: Yes. But the new unit remains routed until the end of the round.

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

A: Since both text abilities occur in the same timing window, the resolution is affected by the turn order. If the Greyjoy player was first in turn order, Sallador would resolve after Victarion, reducing the Greyjoy ships to 0 strength.

Q: When resolving Tyrion Lannister's house card to return a card back to the Greyjoy player's hand, can the Greyjoy player choose Aeron Damphair and use his text ability to replay the returned card?

A: Yes.

Q: Is it possible for a player's turn be 'skipped' if the Doran Martell house card moves their 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 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's text ability, they would also be the next player, because position "6" is **always** 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 their next order.

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

A: No.

Q: If a player acquires a dominance token from the text ability of Doran Martell's house card (or other similar non-standard effects), does that token retain its current state?

A: Yes. If the token was already used this round (flipped to its faded side), it remains used for the player who acquired it until it is flipped back at the end of the Action Phase.

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: Technically speaking, yes. However, the Tyrell March order token is removed at the end of the "Combat Cleanup step", so it is effectively unusable.

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

A: Yes.

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 to a 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 from 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."

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 their 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: All routed units (whether attacker, defender, or supporter) are ineligible to contribute their combat strength to the combat. They are treated as an unmodifiable "0" combat strength. However, they are still participating in the combat for the sake of card text abilities such as Renly Baratheon's. Non-routed units sharing an area with routed units may still contribute support as normal.

Q: When 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 during the combat would the area be controlled by the attacker (and so would not count toward their victory condition).

Q: When a player resolves a March order, if they split the march into two areas, a combat and a non-combat, can the non-combat move break supply for a moment while the combat move reaches its destination?

A: No. Before starting a combat, all other non-combat movement from the area that is assigned the March order must be completed simultaneously without exceeding supply.

Q: When a player retreats from a combat as the defender, can they retreat to any friendly area?

A: No. The area must also be either adjacent or connected via ship transport.

Q: When a player resolves a March order, if they march all of their units out of another player's home area and do not leave behind a power token to establish control, where must they retreat if they were to lose the ensuing combat?

A: They would have no legal target for retreat and would thus be destroyed.

Q: Can ship transport be used to provide support to an area that is not adjacent to the area with the Support order?

A: No.

Q: In what order do players declare, accept, and decline support?

A: In turn order, each House with one or more Support orders adjacent to the embattled area (including the defender and attacker) must do one of the following:

- ↳ Declare which of their supporting areas they will offer to attacker
- ↳ Declare which of their supporting areas they will offer to defender
- ↳ Refrain from supporting either side

The player receiving the support must accept or decline each declaration as it is given. Note: A player cannot support against themselves.

Q: If a player has more than one Support order adjacent to the embattled area, do they declare which House all of their orders support at once? Can they choose to split their support, offering support to separate opponents?

A: When it is a player's turn to declare support (according to their position in turn order), they must declare **one** House that **all** of their Support orders will be supporting. They cannot support two opposing Houses in the same combat.

Q: Is it possible to have negative initial combat strength or negative final combat strength?

A: While it is possible for a player to have negative initial combat strength, any final combat strength lower than 0 is increased to 0.

Westeros and Wildling Cards

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

A: Yes.

Q: Can a wildling icon revealed by a "Winter Is Coming" Westeros card trigger a wildling attack?

A: Yes. Unlike most other Westeros cards, the "Winter Is Coming" card is intended to be resolved immediately upon being drawn, **not** during "Step 4. Resolve Westeros Cards."

Q: Does the second option on the "Dark Wings, Dark Words" Westeros card allow ships in port to collect one power token?

A: Yes. This portion of the card operates exactly like the "Game of Thrones" Westeros card, so the "Trade with the Free Cities" rule is still in effect (page 25 of the base game rulebook).

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 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.

Q: When resolving the penalty on "The Horde Descends" Westeros card, can the two units that the lowest bidder must destroy be from different areas?

A: No. **All** units that are destroyed must come from **one** area with a castle/stronghold.

Q: When resolving the penalty on the "Preemptive Raid" wildling card, can the lowest bidder choose one of the effects if they cannot fully fulfill it?

A: Yes. For example, a player can choose option B even if they are already on the bottom of all influence tracks.

Q: When resolving the penalty on the "Massing on the Milkwater" wildling card, if the lowest bidder only has two cards in their hand and both are the same strength, when and how should they retrieve their hand of discarded cards?

A: The lowest bidder first chooses and discards one card. Then, they discard their last card, leaving it in the discard pile while they retrieve their other six (including the card they chose to discard first).

Ports

Q: Is there a difference between a “connected sea area” and an “adjacent sea area”?

A: No. The terms are interchangeable.

Q: If a player marches all their land units out of an area (but not their home area) that is connected to a Port with their ships, and in doing so chooses not to leave behind a power token, what happens to that player’s ships in the Port?

A: Ships left in a Port that is 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 that is 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 their mustering points to muster ships in separate areas, such as one in the adjacent sea area and another in the connected Port.

Power and Bidding

Q: At what point during bidding should players announce their available power tokens?

A: At the beginning of each bid, before temporarily pulling their power tokens behind their screens, all players must announce how many available power tokens they have.

Q: If a Consolidate Power order on a sea area is raided, does the raiding player pillage?

A: Yes.

Q: Can a player choose to remove one of their own power tokens from the board?

A: No. Players cannot choose to retrieve power tokens that were previously placed on the board to establish control.

Other

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

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

Q: Can a player use the Special Consolidate Power order token to muster troops into an area without castles or strongholds?

A: No.

FREQUENTLY ASKED QUESTIONS EXPANSIONS

A Dance With Dragons expansion

Q: What is the maximum strength provided by the Mance Rayder house card text ability?

A: Ten. Since the Wildling Threat token cannot reach the “12” position during the Action Phase, Mance cannot provide 12 strength.

Q: When resolving the text ability on the Rodrick the Reader house card, can the player also look through the chosen Westeros deck’s discard pile as well?

A: No. The “deck” consists of only the cards that are still facedown and have not yet been used. Those that have been used are considered the “discard pile.”

A Feast For Crows expansion

Q: When resolving the “Ironborn Raid” Westeros card, do the special objectives also count when determining “at least 2 scored objective cards”?

A: No.

Q: Is Winterfell counted when determining the five strongholds and castles needed to score the Stark special objective?

A: Yes.

Q: Does the “Crossing Guard” Objective card require controlling two areas joined by a bridge or four areas joined by two separate bridges?

A: Only one pair of areas is needed, for a total of two areas.

Q: When resolving the “Mercantile Ventures” Objective card, does a player need to have ships in the Ports in order to control them?

A: No. A player simply needs to have control of the connected land area.

Q: When playing A Feast for Crows, what are the tiebreakers at the end of Round 10?

A: If at the end of Round 10 no player has 7 victory points, the player with the most victory points who is in the highest position on the Iron Throne is the winner.



Mother of Dragons expansion

Q: When playing the Mother of Dragons expansion with three or four players, is the King's Court overlay used?

A: No. The King's Court overlay is not used when playing with vassals, regardless of the number of players.

Q: If the Essos map, and thus the Iron Bank, is not being used during the game, can the Iron Bank sea orders still be played?

A: Yes. They function as blank (no effect) sea order tokens.

Q: When a non-vassal player's combat card refers to "your opponent," does it refer to the vassal they are combating or the commander of that vassal?

A: "Your opponent" references the vassal itself. The vassal's commander is merely playing on behalf of the vassal for certain parts of its turn or combat (the only exception being the use of the Valyrian Steel Blade).

Q: When resolving Robert Arryn's house card against a vassal, are any of the vassal house cards removed from the game?

A: No. Vassals do not have a discard pile, so they would not have any available targets.

Q: If a player is to command more than one vassal, are those vassals selected at the same time?

A: Yes. When it is a commander's turn to select a vassal, they select a vassal (or pass) for each of the vassal markers they have.

Q: Are vassals part of the "turn order"?

A: Yes.

Q: Does the "Storm of Swords" Westeros card forbid placing or executing a vassal's "Defense/Muster" order token?

A: Yes. The "Defense/Muster" is a type of Defense order so it would not be playable. Note: This token is **not** a Consolidate Power order token.

Q: Does the vassal "Defense/Muster" order token get removed if it is used as a Defense order?

A: No. Like Defense orders, these tokens are not removed after they are used for defense. They can be used again later for defense and/or as a Muster order during the "Resolving Consolidate Power Orders" step.

Q: Can a commander initiate an attack against one of their own vassals or vice versa?

A: No.

Q: Can a commander support an attack against one of their own vassals or vice versa?

A: No. A commander cannot support an attack made against one their vassals. Similarly, a vassal cannot support an attack made against its commander or another of its commander's vassals.

Q: Can one of a commander's vassals attack or raid another of that commander's vassals?

A: No. A commander cannot attack or raid their own vassals, nor can one of their vassals attack or raid that commander or any other of that commander's other vassals.

Q: Can effects such as "The King Beyond the Wall" wildling card or Doran Martell's house card ability cause the Targaryen player to move out of the last place on the influence tracks?

A: No. Any effect that would shift the Targaryen player to a higher position on the track is ignored. Any effect that would shift a player to the lowest position of an influence track places the token in the "7" position instead.

Q: When the Targaryen player resolves Viserys Targaryen's house card to discard their Khal Drogo house card, is Drogo removed from the game?

A: No. A house card's text ability is only in effect if it is played as the chosen house card during a combat.

Q: Can loyalty tokens be placed on or moved into sea areas?

A: No. Loyalty tokens can exist on land areas only.

Q: When a loyalty token is placed into or moved into an area that the Targaryen player controls, does the Targaryen player immediately gain and score it?

A: Yes.

Q: If the Targaryen player does not pay the interest for one of their loans, can the holder of the Valyrian Steel Blade choose to kill a dragon?

A: Yes.

Q: Since House Targaryen does not have any siege engine units, what happens when an effect allows them to gain one (such as the "Siege Engineers" loan)?

A: The Targaryen player ignores that part of the effect. They cannot gain or muster siege engines, even when an effect says that they should.

Q: When resolving a bid on an influence track, does the Targaryen player distribute their bid power before or after the holder of the Iron Throne token breaks any ties?

A: The Targaryen player distributes their power immediately after revealing it, thus before the Iron Throne holder can choose how ties are broken.

Q: When the Targaryen player resolves a March order, if they move into an area that has a loyalty token and another House's units, do they acquire the loyalty token immediately?

A: No. The Targaryen player must control that area, meaning they must win the combat and have at least one surviving unit present. For example, the text ability of Arriane Martell's house card would prevent the Targaryen player from acquiring a loyalty token in the embattled area.

Q: Can an Iron Bank sea order token in a Port be resolved when there are enemy ships in the adjacent sea area?

A: Yes.

Q: When purchasing a loan, can a portion of the effect be intentionally ignored?

A: No. A player must fulfill as much of the loan as possible. They cannot choose to ignore part of the loan if they are able to fulfill it.

Q: Does a player have to be able to fulfill the entire effect of a loan to purchase it?

A: No. A player can purchase any loan regardless of its effect (assuming they can afford the initial power cost). Any portion of the effect that cannot be fulfilled is ignored.

Q: If a player does not have the stated units on an Iron Bank loan (such as the Targaryen player not having siege engines), can the player still purchase the loan and enact the card effect?

A: Yes. They receive all of the units they are able to, ignoring the others.

Q: When resolving the "Pyromancer" loan card to degrade the castle on Braavos, is the effect of the Braavos Neutral Force token (-1 cost on loans) removed from the game?

A: No. The token's effect is associated with the Braavos area, not the castle within it.

Q: When resolving the "Pyromancer" loan card to degrade a castle in an area with a Port, does the port cease to function?

A: No.

Q: Can a player place their vassal's +3 Defense order token if the "Storm of Swords" Westeros card's effect is in play?

A: No.

Q: Does the "Feast for Crows" Westeros card forbid placing or executing an Iron Bank order token?

A: No. The Iron Bank order token is **not** a type of Consolidate Power order token (even though it is resolved within the same timing window) and so would not be forbidden.

Q: When resolving the "Fire Made Flesh" Westeros card, can the Targaryen player choose any number of dragon strength tokens to move to the dragon strength box?

A: No. Only **one** token can be moved.

Q: When resolving the "Playing With Fire" Westeros card, can the Targaryen player choose a player who has no available units?

A: No.

Q: When resolving the Westeros card "Fire Made Flesh," can the Targaryen player choose to perform neither of the options?

A: Yes. The execution of each effect is optional.

Q: When resolving the "Word Spreads Quickly" and "Scattering Dissent" Westeros cards, can a player choose not to move a loyalty token?

A: No. Each player, including the Targaryen player, must choose one token to move.

Q: When resolving the "Word Spreads Quickly" and "Scattering Dissent" Westeros cards, can the same loyalty token be moved more than once?

A: Yes, including back and forth between the same areas.

Q: Can a player refuse power tokens that are gifted to them by another player?

A: Yes.

