A Game of Thrones™

The Card Game

Official Rules Clarification, Frequently Asked Questions, and Errata

1/28/2014 - LCG Version 5.4

New Card Errata: Unburnt (QoD F1), Crossing the Mummer's Ford (C&D F20), Harrenhal (C&D F78)

Updated Rules Content: Joust Restricted List (p. 7), Frequently asked questions (p. 29),

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This document contains the official rules clarifications, timing structure, frequently asked questions, and errata for the *A Game of Thrones* Living Card Game (LCG). All official play and tournaments will use the most recent version of this document to supplement the most recent rulebook, which is found in *A Game of Thrones: The Card Game* core set, or found on our website, www.fantasyflightgames.com.

The version number will appear in front of every individual card entry so you can easily see which changes are made with every revision of this document. Additionally, new content will always be displayed with red text.

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Card Clarification and Errata

This section contains the official clarifications and errata that have been made on individual cards or sets in the *A Game of Thrones* Living Card Game. The card entries are ordered by the set in which the specified card was printed, with the most recent set in the front. The errata on any individual card always applies to all reprinted versions of that card.

Most Recent Printing

In the case where an LCG card is reprinted with updated errata text in a later printing, the most recent printing is the legal version of the card. All older LCG printings are assumed to be updated with the errata text. When in doubt over two versions of a card, the most recent printing can be identified by the copyright dates on the cards in question. FFG will see that all LCG reprints with updated errata text are also recorded in the FAQ.

This ruling does not apply to CCG cards that have been modified and printed in the LCG. CCG copies of cards with text that is in any way different than their LCG counterparts are not legal in LCG events.

A Game of Thrones Core Set

(v5.0) Bran Stark **S13**
The effect should have the text: "...(Limit 3 times per round.)"

(v2.4) Grand Maester Pycelle **L45**
Grand Maester Pycelle cannot trigger his effect in response to the effect of another copy of Grand Maester Pycelle.

(v1.0) Lannisport Brothel **L56**
Lannisport Brothel should be unique.

(v1.1) Robert Baratheon **B71**
Robert Baratheon appears twice in the Core Set by design. The second copy of Robert Baratheon should be numbered "**B90**."

(v4.0) Maester Cressen **B77**
The title should read Maester Cressen.

(v5.0) Ser Axel Florent **B78**
The title and text should state the name as: "Ser Axell Florent."

(v2.0) Dragonstone Port **B91**
The Plot phase effect should read: "...Limit once per phase."

(v3.3.1) Jhogo **T117**
Its traits should read: ***"Dothraki. Queensguard."***

(v1.3) Magister Illyrio **T152**
Magister Illyrio's effect expires at the end of the phase.

(v2.0) Core Set Rulebook **Page 19**
The second paragraph in the second column should read: "Duplicates have no text, titles, traits, or crests."

Kings of the Sea

(v4.2) Randyl Tarly **F45**
The title should read: "Randyll Tarly"

Princes of the Sun

(v1.4) Doran Martell **F3**
When an attacker is fulfilling the claim of a lost challenge because of Doran Martell's effect, the attacker must move the power from his or her House card to the defending player's House card.

Kings of the Storm

(v2.1) Narrow Escape **F48**
Should read: "... that were killed or discarded from play this phase. (Limit one per phase.)"

Queen of Dragons

(v5.4) Unburnt **F1**
Should read: "**Response**: Discard Unburnt from play to save attached character from being killed. Then return that character to its owner's hand."

(v3.4) Thundering Calvary **F12**
Should be titled: "Thundering Cavalry"

(v3.3) Killer of the Wounded **F16**
Should have the text: "(Limit 3 times a round.)

(v2.2) Khal Drogo's Tent **F33**
Should be unique.

(v2.4) Alliance **F47**
Should read: "Ignore the out-of-House gold penalty to place or play cards from that House."

(v2.2) Heir to the Iron Throne **F48**
Should be: "House Targaryen only."

(v3.3) Threat from the East **F55**
Should read: "When revealed, you choose one:

-Each player draws 3 cards. Each player that drew 3 cards discards 3 random cards from hand.

-Each player discards 3 random cards from hand. Each player that discarded 3 cards draws 3 cards."

Lions of the Rock

(v3.4) Doubting Septa **F15**
Should have the trait: "***Septon.***"

(v3.3) Shield Island Dromon **F46**
Should read: "**Response**: After an opponent plays a location, put Shield Islands Dromon on the bottom of your deck to choose that player. That player must either place that location on the bottom of his or her deck or discard 2 power from his or her House."

Conquest and Defiance

(v5.4) Crossing the Mummer's Ford **F20**
Should have the text: "This effect cannot be triggered by other card effects."

(v5.3) Daenerys Targaryen **F76**
Should have the text: "House Targaryen only."

(v5.4) Harrenhal **F78**
Should have the text: "...kill a character you own and control to..."

Harrenhal cannot be triggered if it has 3 or more gold tokens on it.

(v5.3) The Brave Companions **F79**
The Marshalling effect should read: "...to return an attached facedown card to your hand."

Kingsroad

(v5.0) The Old Way **F99**
Should have the text: "Joust format only."

Song of the Sea

(v4.0) Black Sails **F18**
The Hold is open information to its owner, but can only be looked at by opponents when a card effect specifically allows them to do so.

(v4.1) Battle for the Shield Islands **F39**
Should read: "...controlled by the losing opponent."

(v4.1) The Long Voyage **F60**
Should have the text: "Neutral Faction House card only."

(v4.1) Braided Screamers **F75**
The Response effect should have the text: "limit once per round."

(v5.0) Margaery Tyrell F77
The title referenced in the text should read: "Margaery Tyrell."

(v4.1) Ser Cletus Yronwood F91
The text blanking effect should read: "...treat the rest of Ser Cletus Yronwood's printed text box (apart from this ability) as if it were blank."

(v4.1) Blood Magic Ritual F93
The final sentence of the effect should read: "If Blood Magic Ritual is discarded or leaves play, kill that character."

Beyond the Narrow Sea

(v3.3) Castle Battlements F23
Should read: "Attached location is immune to other non-plot card effects."

(The attached location does not gain immunity to Castle Battlements.)

(v3.3) Before the Black Walls F40
"When revealed, name a challenge type. In order to declare any characters to attack or defend during challenges of that type, a player must declare all of his or her eligible characters." is all considered part of the "When revealed" effect and is active while the plot is revealed or when the "When revealed" effect has been triggered by another ***River*** plot card.

(v4.1) Ser Archibald Yronwood F52
The text blanking effect should read: "...treat the rest of Ser Archibald Yronwood's printed text box (apart from this ability) as if it were blank."

(v4.1) Ser Gerris Drinkwater F53
The text blanking effect should read: "...treat the rest of Ser Gerris Drinkwater's printed text box (apart from this ability) as if it were blank."

(v3.3.1) Griff F57
Should read: "House Targaryen only. If Griff would be killed, instead attach him to your House Card as your only agenda with the text: 'If you control fewer attachments than each opponent, unattach Griff and return him to play.

Response: After a attachment you control is discarded from play, kneel 1 influence to return it to your hand instead.'"

(v3.3) Archmaester Marwyn F55
Should read: "The opponent to your left…" instead of "Your opponent …"

(v4.1) Rhoynar Emissary F71
Should read: "...the next challenge this phase for which it is eligible..."

(v5.0) Dockside Brothel F85
Should have the text: "(Limit 1 limited response per round.)"

(v4.0) Outfitted for War F108
Should read: "Attached location is immune to other non-plot card effects."

A Tale of Champions

(v3.3) Free Man F18
Its traits should read: "***Wildling. Refugee.***"

(v3.2) Myrcella Lannister F43
The Any Phase ability should have the text: "This effect cannot be triggered during a challenge."

(v5.3) Asha Greyjoy F70
Should have the text: "House Greyjoy only."

(v3.2) **Cotter Pyke F86**
His trait should read "**Ironborn."**

(v5.0) Meraxes F91
Should have the text: "House Targaryen only."

(v3.3) Sorrowful Man F110
Should read: "...Then, that character's controller must either pay you 1 gold or kill that character."

Secrets of Oldtown

(v3.0) The Maester's Path F19
Should read: "...attach 1 ***Chain*** from this card to a printed ***Maester*** character you control."

(v2.2) Support of Saltcliffe F8
The response effect should be: "Limit 3 times per round."

(v2.4) At the Gates F20
Should read: "...search your deck for a neutral or in-House ***Maester*** character of printed cost 3 or lower..."

(v3.3.1) Snakeskin Veil F54
Should read: "***Sand Snake*** character only."

(v5.01) The Prince's Plans F74
Should read: "...After this effect resolves, remove The Prince's Plans from the game."

(v3.2) Ghaston Grey F34
Should read: "...to choose an opponent's character of equal or lower printed cost..."

(v3.4) House of Shadows F90
Should have the trait: "***The East.***"

(v4.1.2) Hellholt Engineer F53
The ability should be, "Limit 3 times per round."

Brotherhood w/o Banners

(v2.1) Blood Crazed Screamer F 53
The Blood Crazed Screamer must be eligible to participate as an attacker to declare a second challenge using its card ability. Once this effect initiates when the Blood Crazed Screamer's controller wins his first challenge as an attacker, the "to a maximum of 2" card text applies to any additional challenge that player would initiate.

(v5.0) Knights of the Hollow Hill F 59
The **"**Other cards you control do not provide a gold bonus" text does not apply to the +2 gold gained by your House card from this agenda.

Should have the text: "This agenda counts as 5 cards at your command."

(v2.0) Hollow Hill F 78
The Any Phase effect should read: "**Response**:"

Defenders of the North

(v2.4) Ahead of the Tide F8
Should read: " Response: If an opponent would win initiative, cancel the determination of initiative winner. You win initiative instead."

(v2.4) Compelled by the King F26
Should read: " Response: If an opponent would win dominance, cancel the determination of dominance winner. You win dominance instead."

(v1.4) Fear of Winter F40
Playing or putting a card into Shadows from your hand does count against the limitation set by Fear of Winter. Bringing a card out of Shadows does not count against this card's limitation. Replacement effects that put a card into play from a player's hand (such as those on PotS Darkstar and PotS House Dayne Reserves) also count against the limitation set by this card.

(v2.0) The Rangers F19
The Builders F59
The Stewards F99

Should read: "... You may run any number of different The North agendas that have the words Night's Watch in their text."

(v2.0) The Free Folk F39
The Last Giants F79
Blood of the First Men F119

Should read: "... You may run any number of different The North agendas that have the word Wildling in their text."

(v1.5) Tarle the Thrice Drowned F107
Should read: "...3 or more power..."

(v4.2) Val F117
A player who has reached his or her draw cap may not trigger Val's "reveal and draw" effect.

(v3.1) Blood of the First Men F119
Should read**: "**Reduce the cost of the first unique ***Wildling*** character you play from your hand each round by 1."

King's Landing

(v1.5) Alchemist's Guild Hall F103
Should read: "**Limited Response**: After a card comes out of Shadows, kneel Alchemist's Guild Hall to choose and kneel a character or location that does not have the crest. (Limit 1 limited response per round.)"

(v3.2) Robert Baratheon F46
The Any Phase ability should have the text: "Limit 3 times per phase."

(v5.0) Rhaenys's Hill F112
Should have the text: "House Targaryen only."

A Time of Ravens

(v2.4) Carrion Bird F16 & F35
Should read: "...one card with the printed ***Raven*** trait from play..."

(v1.3.1) Lion's Gate F17
Should read: "...to discard 1 power from a non-House card in play..."

(v1.3) Maester Aemon F49
The "Any Phase" ability should read: "**Response**: If it is not..."

(v1.5) Kraznys Mo Naklos F65
Should be: "Limit once per attachment per phase."

(v1.4) Alannys Greyjoy F89
Should read: "...If that opponent does not kneel a character he or she controls with higher STR than..."

(v2.0) War of the Five Kings F99
Should read: "...a single challenge of his or her choice..."

(v1.3) Retreat and Regroup F114
If this event's conditions are met, affected characters are returned to the player's hand at the end of the challenge phase.

A Clash of Arms

(v1.1) Toll Gate F33
Should read: "Challenges: Kneel Toll Gate to choose a non-unique, participating character. Stand that character, and remove it from the challenge."

(v4.1) Jaqen H'ghar F43
Should read: "Any Phase: Discard 1 power from your House to give Jaqen H'ghar a keyword of your choice until the end of the phase."

Should be unique.

(v1.0) Rhaegar Targaryen F82
When the round is brought to an end by Rhaegar's ability, the current phase and all phases remaining in the round are also considered to end. If the round ends during a challenge, that challenge ends without resolution.

(v1.3) The Gift F78
The Land Beyond the Wall F79
The Neck F80
A card of the specified type must first be played at a reduced cost for the "then" effect to to occur.

(v1.4) Fury of the Stag F27
Should read: "...Take control of that character until the end of the phase."

(v4.1) Compelled by the Rock F106
Should read: "House Lannister only. Marshalling: Choose an attachment attached to a card you control. Move that attachment to another card you control."

Multiplayer Titles

(v1.0) Lord Commander of the Kingsguard
The redirect ability on Lord Commander of the Kingsguard occurs during step 2 (save/cancel) of the resolution of the Framework Action Window in which stealth targets are chosen and defenders are (not) declared. It cancels the initiation of this Window, and re-opens the Player Action Window between declaring attackers (now against the new target) and assigning stealth.

Restricted List

The following cards are restricted for tournament Melee and Joust play. A player may select 1 card from the restricted list for any given deck, and cannot then play with any other restricted cards in the same deck. A player may run as many copies of his chosen restricted card in a deck as the regular game rules (or card text) allow. There are separate restricted lists for the Joust format and the Melee format.

Joust Restricted List

Core Set

- (S13) BRAN STARK

A Clash of Arms

- (F13) PYROMANCER'S CACHE
- (F25) FURY OF THE WOLF
- (F28) FURY OF THE KRAKEN
- (F29) FURY OF THE DRAGON
- (F93) CASTELLAN OF THE ROCK

A Time of Ravens

- (F57) A GAME OF CYVASSE
- (F97) VALE REFUGEE

King's Landing

- (F32) STREET WAIF
- (F78) THE RED KEEP
- (F115) VENOMOUS BLADE

Defenders of the North

- (F40) FEAR OF WINTER
- (F48) NAVAL ESCORT
- (F50) THE HATCHLING'S FEAST
- (F112) BURNING ON THE SAND
- (F117) VAL

Princes of the Sun

- (F15) ORPHAN OF THE GREENBLOOD
- (F16) THE VIPER'S BANNERMEN

Brotherhood Without Banners

- (F100) BUNGLED ORDERS

Kings of the Storm

- (F48) NARROW ESCAPE

Secrets of Oldtown

- (F19) THE MAESTER'S PATH
- (F57) THE CONCLAVE
- (F58) TIN LINK
- (F74) THE PRINCE'S PLANS
- (F120) SEARCH AND DETAIN

Queen of Dragons

- (F55) THREAT FOM THE EAST

Lions of the Rock

- (F76) THE ART OF SEDUCTION

A Tale of Champions

- (F2) MEERA REED

Beyond the Narrow Sea

- (F46) THE RED QUEEN'S FAITHFUL
- (F60) MANNING THE CITY WALLS
- (F64) PENTOSHI MANOR
- (F96) LONG LANCES

Song of the Sea

- (F59) NEGOTIATIONS AT THE GREAT SEPT
- (F99) DESPERATE MEASURES
- (F118) BLESSED BY THE MAIDEN

Kingsroad

- (F47) ARIANNE MARTELL
- (F57) SER PRESTON GREENFIELD
- (F63) MELISANDRE'S FAVOR
- (F105) LONGSHIP MAIDEN'S BANE
- (F119) BLOODTHIRST

Conquest and Defiance

- (F20) CROSSING THE MUMMER'S FORD
- (F76) DAENERYS TARGARYEN
- (F107) WHEELS WITHIN WHEELS

Melee Restricted List

A Clash of Arms

- (F27) FURY OF THE STAG

A Time of Ravens

- (F99) WAR OF FIVE KINGS
- (F103) NORTHERN CAVALRY FLANK

King's Landing

- (F119) BATTLE OF THE BAY

Defenders of the North

- (F40) FEAR OF WINTER
- (F117) VAL

Princes of the Sun

- (F1) THE RED VIPER
- (F16) THE VIPER'S BANNERMEN
- (F42) MAKE AN EXAMPLE
- (F60) TO THE SPEARS

Kings of the Storm

- (F47) SUPERIOR CLAIM
- (F48) NARROW ESCAPE

Secrets of Oldtown

- (F19) THE MAESTER'S PATH
- (F53) HELLHOLT ENGINEER
- (F57) THE CONCLAVE

Queen of Dragons

- (F22) DAENERYS TARGARYEN

Lions of the Rock

- (F52) THE ART OF SEDUCTION

A Tale of Champions

- (F55) THE SCOURGE
- (F70) ASHA GREYJOY
- (F87) CORPSE LAKE

Song of the Sea

- (F39) BATTLE FOR THE SHIELD ISLANDS
- (F99) DESPERATE MEASURES
- (F118) BLESSED BY THE MAIDEN

Kingsroad

- (F61) COLDHANDS
- (F63) MELISANDRE'S FAVOR

Conquest and Defiance

- (F78) HARRENHAL
- (F114) BY SWORD OR BY GUILE

Removed Cards

The following cards have been removed from a restricted list with this version of the FAQ document.

Removed from Joust Restriced List

No cards removed with this update.

Removed from Melee Restricted List

No cards removed with this update.

Banned List

The following cards are banned from LCG tournament melee and joust play:

No banned cards at this time.

The following cards have been reprinted with updated text, and have been removed from the banned list by version 4.1 of the FAQ document. The updated text for each of these cards is repeated in the card errata section of this FAQ.

Jaqen H'ghar (ACoA F43)
Compelled by the Rock (ACoA F106)

Rules Clarification and Enhancement

This section contains the official rules clarification and enhancements for the *A Game of Thrones* Living Card Game. Used in conjunction with the most recent rulebook (found in the *A Game of Thrones: The Card Game* Core Set) and the timing structure detailed in section III (pages 12-19) of this document, these clarifications and enhancements should enable a player to navigate through the most complex situations that can arise while playing the AGoT LCG.

Draw, Search, and Reveal

The Draw Cap
No player may draw more than three additional cards per round, regardless of card effects. Thus, the game rules allow each player to draw two cards during the draw phase, and each player may also (through effects and modifiers) draw up to a maximum of three additional cards in the course of a single round.

Cards drawn through an effect that modifies the framework draw (such as the benefit of the Kings of Summer agenda) do count against the cap of 3 additional cards. Cards that reduce the framework draw (such as the penalty on the Kings of Summer agenda) do **not** allow a player to draw any extra additional cards.

Card effects that search a House deck or discard or dead pile for a card, or effects that "put" a card into a player's hand, are not considered to be drawing. Only effects that use the word "draw" are considered a draw effect.

(1.1) Drawing Multiple Cards
When a player draws multiple cards (e.g., by drawing 2 cards during his draw phase, or due to a card effect like that of *Insidious Ways* (CORE L163), he is considered to be drawing them one at a time, not all at once. This is important for effects that may trigger by a card being drawn.

(1.2) Shuffling After a Search
If a player searches any deck for any reason, he must shuffle the deck to the satisfaction of his opponent(s) upon completion of the search.

(1.3) Duration of "Reveal"
Whenever cards are revealed, they remain revealed until they arrive at their final destination.

Game Play

The Copy Limit
A player cannot play more than 3 copies (by title) of any card each phase. If a card leaves play and is somehow played again that phase, it does qualify as a new copy of that card and is counted against this limit.

This limit applies only to cards that are "played" via the standard game rules or by card text. Cards that are put into play, played into shadows, coming out of shadows (including events), or played as duplicates do not count towards this limit.

2.1) Card Effects in Setup
Cards revealed during setup do not trigger card effects. This includes cards that contain the text "When put into play" or "When played from your hand." No actions may be taken during the setup phase.

(2.2) Plot Effect Resolution
Continuous or constant plot effects take effect immediately and simultaneously, as soon as the plot cards are revealed. The first player determines the order in which all "when revealed" plot effects are resolved. "When revealed" plot effects are essentially self-referential passive effects that initiate in response to the revealing of the plot card with the "when revealed" effect. They are resolved (in the order determined by the first player) during the fourth framework event of the framework action window in which the plot card was revealed. All "when revealed" plot effects must resolve before any other passive effects initiated by the revealing of a plot card(s) are resolved.

(2.3) Plot States
After a plot is used, it is considered to be in the plot card "used pile." Plots in your plot deck, as well as your currently revealed plot card, are not considered to be in your used pile.

During the game a plot card exists in one of three possible states: in your plot deck, in your used pile, or revealed. Unless prevented by card effects, a player's revealed plot card moves to his or her used pile immediately whenever a new plot card is revealed from that player's plot deck.

(2.4) Responses Per Trigger
If a response or passive ability is triggered, the effect can only occur once per trigger. For example, if *Sansa Stark* (CORE S9) is in play and you play an attachment on her, *Sansa Stark*'s effect (draw a card) can only be triggered once. (If a second attachment is played on Sansa Stark, her ability can be triggered again.)

This limit applies to all cards that trigger a response from play, as well as to responses on plot cards and agenda cards. This limit does not apply to non-plot and non-agenda cards that trigger a response from an out of play state, as being out of play wipes all memory of those responses having been triggered.

(2.5) Simultaneous but Conflicting Entry into the Moribund State
If a character is killed, discarded, and/or returned to a player's hand or deck at exactly the same time, the first player decides which of the destinations applies for the card's Moribund state. (See "What is Moribund?" in section III (page 15) for more information on "Moribund.")

(2.6) End of the Phase
Each end-of-the-phase Framework Action Window should be played without step two (Save/Cancel) and without step five (Responses). No triggered effects can be played after the initiation of the end of the phase.

"Until the end of the phase" lasting effects expire in step 3 of the "End of Phase" framework action window.

"At the end of the phase" passive effects initiate in step 4 of the "End of Phase" framework action window.

(2.7) Infinite Loops
It is possible, with certain card combinations, to create an "infinite loop" (such has having two cards kneel to stand each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

1) Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.

2) State how many times he or she wishes to execute this loop. For example, the player could say "I will now execute this loop seventeen million times." Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

Infinite loops should never be abused to cause the game to stall.

Card Effects and Abilities

Paying Costs

(3.1) The Letter X
Unless specified by a preceding card, card effect, or granted player choice, the letter "X" is always equal to 0. Further, any card without a cost of the specified type is assumed to have a cost of 0 for purposes of determining how that card interacts with triggered effects that need to count its cost.

(3.2) Paying a Cost vs. Triggering an Effect
Certain cards refer to "kneel 1 influence to..." or "pay 1 influence to..." In both cases, this is considered paying a cost.

Paying a cost with influence is not considered triggering an effect.

Influence-providing cards with immunity to events or character abilities follow all rules on immunity with this special exception: They may still be knelt to pay for influence costs.

(3.3) Effects Per Cost
When a cost is paid for an effect, the same cost cannot be applied to a different effect. For example, if a player has two copiesof *Poisoned Wine* (CORE T101) in play, and kneels an influence to pay the cost of the *Posined Wine*'s effect, the player only moves one *Poisoned Wine*. A single cost cannot be applied to multiple effects.

(3.4) Paying For Cancelled Effects
Effects that are canceled are still considered to have been played. Only the effects are canceled. Costs have still been paid, and any target is still chosen.

(3.5) Reduction of Cost
You can only reduce gold or influence costs through card effects. You can never reduce costs that require you to kneel, discard, or kill cards that you control, or those that require you to pay the cost with power tokens.

Card Effect Interpretation

(3.6) Triggered Effects
Any effect that a player chooses to execute is considered a "triggered effect." Thus any effect that begins with a "**Phase**:" or "**Response**:" is a triggered effect. Also note that playing an event card is thus considered a triggered effect. A "triggered ability" is a triggered effect printed on a card already in play.

In order to trigger an effect, the possibility that at least some independent aspect of the effect (as opposed to the cost) is able to resolve must exist. If, given the current game state it is impossible (aside from cancels) for at least one aspect of the effect to resolve, the effect cannot be triggered. This check is made during step "b" of an action's initiation, when all play restrictions are checked.

Further, when choosing targets for triggered effects, the player triggering the effect must choose targets that could lead to a successful resolution.

(3.7) Card Abilities
"Card abilities" (i.e. "Character ability," "Location ability," or "Attachment ability") refers to anything in a card's text box, except for traits, keywords, and flavor text. "Card abilities" also refers to any abilities (again, keywords and traits are excluded) gained by card effects.

(3.8) Gaining Abilities
If any card effect has the text "character gains...," any ability (traits, keywords, icon modifiers, or STR modifiers are not considered abilities) following the word "gains" is considered to now be a character ability. However, that effect is not assumed to be a part of that character's text box. Any effect that blanks a card's text box is assumed to blank that card's printed text box.

(3.9) Icons in the Text Box
Gold modifiers, influence, and initiative modifiers are not called out with an outline, and are therefore a part of a card's text box. Challenge icons and crests are differentiated from the text box of a card by a solid outline, and therefore are not considered a part of that card's textbox.

(3.10) Gold Modifiers in the Text Box
Gold modifiers in the text box fall into two types, bonuses and penalties. Gold bonuses will have a + inside the gold coin followed by a number, while gold penalties will have a – followed by a number.

(3.11) Card Ability Types
Card abilities are divided into three types. These types are:

Triggered Abilities: Any ability on a card in play that begins with "**Phase**:" or "**Response**:" is a triggered ability. These abilities are optional, and must be triggered by the player controlling the card at the appropriate time for their effect(s) to occur. An example of a triggered ability is the **Dominance**: effect on *Cersei Lannister* (CORE L39).

Passive Abilities: Passive abilities must initiate when applicable. These abilities are identified by their card text, which indicates when the ability initiates. Passive abilities are not affected by cards that prevent or cancel triggered effects or abilities. An example of a passive ability is the ability of *Knight of Flowers* (CORE B147).

Constant Abilities: Constant abilities are those that are continuously affecting the game state. Because there is no point of initiation, they cannot be canceled. Examples of constant abilities include the ability of *Winter Castle* (CORE S25).

Flavor Text is *not* considered a card ability, is not considered a part of a card's text box, and has no interaction with any game text.

(3.12) Definition of Variables
Constant Abilities will constantly check and (if necessary) update the definition or count of their variables.

Triggered Effects and Passive Abilities define or count their variables once (when the effect is initiated), and the variable is then constant throughout the duration of the effect.

When an effect checks a variable but there is no number present or has no quality capable of being checked (STR, power, cost, etc.) the variable is counted as 0.

(3.13) Self-Referential Cards
When a card refers to its own name (e.g., the *Catelyn Stark* (CORE S6) card that reads, "Response: After Catelyn Stark is declared as a defender..."), it is referring to itself only. This response cannot be triggered when an opponent's *Catelyn Stark* is declared as a defender.

(3.14) Out of Play States
Attachment, location, and character card effects can only be triggered (or affect the game) while the card is in play. Plot cards are not considered "in play" but do affect the game state while the plot is revealed. Event cards can be triggered from your hand. In general, card effects on non-event cards in a player's hand, deck, shadows area, discard pile, used plot pile, and dead pile are not considered to be actionable unless the card specifically states that it can be used while in that state.

Further, cards only interact with other cards that are in play (or with the revealed plot card) unless their text references that specific out of play game area or element.

Example: The card Khal Drogo *(CORE T107) reads "Response: After you win a challenge, put* Khal Drogo *into play from your hand..." Normally, actions on character cards in hand are not active, and thus may not be triggered. In this case, however, as the card specifically refers to itself and executes an effect "from your hand," it allows the effect to be triggered*

even if the card is out of play (this example being in your hand).

Also note that cards that return to hand only do so if they are still in play, or their game text specifically states that said card can be returned while in its out-of-play state.

(3.15) Canceling Effects with Built in Limits.
Canceling an effect with a built in limit or restriction (such as "Limit 1 per phase" or "Limit once per round") does not cancel or negate the limit. An effect is still considered to have been triggered (or an event card played) even if its effect does not successfully resolve.

Immunity

(3.16) Effects of Immunity
A card with immunity ignores the effects of card types to which it is immune.

When determining immunity to event cards and character abilities, check the effect of each card. A card's immunity only extends to effects that would ordinarily be applied to cards of the immune card's type.

Specifically:

When an event card resolves, the effect cannot be applied to a card that is immune to events.

The effects of a character ability cannot be applied to a card that is immune to character abilities.

(3.17) Targetting and Immunity
A card cannot be chosen as a target of effects to which it is immune.

(3.18) Direct Interaction
Immunity only extends to effects: It does not apply to the other elements of an event card or character ability, including costs and play restrictions.

(3.17) Self-Immunity
A card with immunity is not immune to its own abilities.

(3.19) Timing of Immunity
Immunity is only considered when a triggered effect (or a passive ability) first resolves. A card cannot gain immunity to a triggered effect (or a passive ability) with a lasting duration once that effect has first resolved.

Constant abilities are constantly affecting a card, and immunity from a constant ability can be acquired at any time and cut off that ability's effect.

(3.20) Scope of Immunity
Immunity only protects a card itself. Peripheral entities attached to or associated with a card, such as attachments, duplicates, power counters, gold tokens on the immune card, and also including triggered effects originating from the immune card, can still be affected by cards of the type to which that card is immune, as long as the affecting cards do not target the immune card.

(3.21) Terminal Effects
A "terminal effect" is any effect that would cause a card to become Moribund and would still cause that card to be Moribund even after the card was saved.

A card cannot be saved from a terminal effect unless that saving effect also removes it from the terminal state.

For example: Flame-Kissed (CORE T103) *is played on* Selyse Baratheon (CORE B70), *who has a STR of 2*. Selyse *cannot be saved from the effect of* Flame-Kissed *unless the save also removes her from the terminal state, either by boosting her STR, discarding the* Flame-Kissed *card, or removing Selyse from the play area.* Viserys Targaryen (CORE T108) *is an example of a card with a save effect that would remove itself from the terminal effect of* Flame-Kissed.

Dynamic Situations

(3.22) Attachment Restrictions
Any attachment that has a restriction (such as "***Lord*** or ***Lady*** only" or "attach to an opponent's character") is immediately discarded from play at any time that restriction is not met, regardless of immunity. Such restrictions are constant effects, and the attachment should be immediately discarded any time a restriction is not met including during setup.

For example*: Tom has played the card Motley* (Core Set B67) *on Kris's House Tully Recruiter* (Core Set S21)*. Motley has the text: "Attach to an opponent's character." Later in the game, Tom uses Seductive Promise* (Core Set T175) *to take control of the House Tully Recruiter. Because the Recruiter is no longer "an opponent's character" from the perspective of Tom's Motley card, Motley is immediately discarded from play.*

Unless specifically stated otherwise on the card, attachments always attach to a character.

(3.23) Replacement Effects
Replacement effects are passive effects that change a part of the framework of the game. Some of them apply to a card's destination as it reaches a moribund state. Others change the way in which game events (such as the effect of a challenge's claim, or the drawing of a card) are handled. Examples of replacement effects can be found on *The Hound (CORE L42)*, and the "deathbound" keyword.

(3.24) Card Type Changes to Attachment
An attachment is defined as a card in your deck, hand, discard pile, or dead pile, of the actual "attachment" card type, as well as any card in play that is considered to be "attached" to another card.

Facedown attachments are also considered attachments, but with the following additional rule: If a facedown attachment leaves play for any reason, it is immediately put into its owner's discard pile. Facedown attachments have no traits, no abilities, and no card type other than "attachment."

When a card is "attached," it loses any other card type (character, location, event) it may have.

(3.25) Card Type Changes to Character
Any time a non-character card type becomes or counts as a character, it loses all other card types it might possess while it is a character.

If for any reason, a non-character card that is functioning as a character is killed, said card is placed in the discard pile instead. Effects that trigger from said card being killed may still apply.

Similarly, if a non-character card type becomes a character and claims power, that power counts towards your victory total.

If at any time said card is no longer a character, the power that it has claimed thus far is not discarded, but it no longer counts towards your victory total.

If said card once again becomes a character, any power it has claimed will again count towards its controller's victory total.

(3.26) Opponent's Character Abilities
"Opponent's character abilities" refers to any ability on a character controlled by an opponent. Abilities on characters you control are considered your character abilities even if they are triggered by an opponent.

When a card refers to an "opponent," it is always referring to opponents of the player controlling the card making the reference.

(3.27) Taking Control of a Card With Attachments
Any time control of a card switches via a card effect during a game, the new controlling player gains control of said card and all duplicates.

Unless specified in game text, the new controlling player does not gain control of any attachments on said character.

(3.28) Duration of Control Change
Unless otherwise stated (for example, with a specified duration), the change of control is permanent until the card that switched sides leaves play or control of the card switches again via a card effect.

Note that attachments that grant control effects end when the attachment granting control leaves play.

(3.29) Unique Cards and Changing Control
You may not play, put into play, or take control of a unique card already in play that you own or control (except for putting a duplicate on a card that you own and control), or that is in your dead pile.

Thus you cannot take control of a unique character that you already have in play. You cannot play a unique card if your opponent has taken control of another copy of that unique card that you own.

Duplicates can only be played or put into play on cards you own and control.

(3.30) Changing Control Mid-Challenge
If a character participating in a challenge changes control during that challenge, that character is removed from the challenge. If said character was the only character in the challenge, the challenge ends.

If that character was the only attacker or defender, that player's STR during the challenge is considered to be zero. All players may trigger effects or pay costs as long as there is at least one other participating character.

(3.31) Changing Control and Leaving Play
A card a player owns is a card he or she brought to the game in his or her deck. A player may lose control over a card, but he or she is still considered the card's owner.

When a card leaves play for any reason, it always returns to its owner's discard pile, dead pile, hand, deck, or shadows area (depending on the specific circumstances).

(3.32) Dead and Discard Pile
You may not change the order of cards in your discard or dead pile. You may look at any player's discard or dead pile at any time.

(3.33) “Participated” and Removal From Challenge
A character is only considered to have participated if they remain in the challenge through its resolution. If they are removed from a challenge, there is no memory of that character having participated in that challenge.

(3.34) Plot Rotation
When a player's plot deck is empty, that player's used plot cards move from his or her used pile to his or her plot deck as a passive game effect of resolving the revealed plot.

(3.35) No Characters in a Challenge
If, at any time after a challenge begins and attackers are declared, there are no participating characters in that challenge, the challenge ends immediately without resolution.

(3.36) Multiple Epic Phases
If multiple epic phases are created in a single round, they are played in the order in which they were created, after the dominance phase and before the standing phase.

(3.37) Gaining an Ability from a Triggered Effect
When a card gains an ability or additional card text from a triggered effect, it retains that ability throughout the duration of the effect, even if the original source of the triggered effect is blanked or leaves play. This rule holds true when a card provides itself with additional text through one of its own triggered effects.

(3.38) Additional Challenges through Card Effects
A player can never initiate an additional challenge during the resolution of a prior challenge.

For example: Shadow Politics (KLE F18) allows a player to initiate an additional challenge as a standard player action. This action cannot be taken during the resolution of another challenge.

(3.39) Unique Cards Entering Play from the Dead Pile
When putting a unique card into play from your dead pile, that copy of the card does not prevent itself from entering play. Multiple copies of a unique card will prevent one another from entering play from your dead pile, unless those copies would all enter play simultaneously.

(3.40) Saving from "Then" Effects
Any "Then" effect that would remove a character from play creates a special opportunity for players to play “save” responses to the terminal “Then” effect. Only save responses can be played during this special opportunity.

(3.41) Cards entering play between initiation and resolution of an effect
If a card enters play after the initiation of a general (non-targeting) effect, but before that effect's resolution, it may be affected by the general effect.

(3.42) Moribund Cards Returning to Play
Any effect that attempts to return a moribund card to play from its moribund destination should be treated as a replacement effect that changes the card's moribund state to "remaining in play." The card is still considered to have left play for the purpose of responses and passive effects. All attachments and tokens on it are discarded. During step 6 of the action window, when all moribund cards are moved to their final destinations, the card is removed from the moribund state but remains in play.

(3.43) Attachments on Out of Play Entities
When an attachment is specifically attached to an out of play entity (such as a card in Shadows, a plot card, a player's discard pile, etc.), that attachment is considered to be in play and under the command of its controller. It therefore interacts with card text that interacts with attachments in play. The attachment is not considered a part of the out of play entity it is attached to. (For instance, an attachment attached to a card in Shadows is not itself in Shadows.)

(3.44) Partial Fulfillment of Effects
If an effect attempts to search, look at, discard, reveal, or draw a specified number of cards that is greater than the number of cards remaining in a player's hand, deck, discard pile, or dead pile, the effect is performed to the greatest extent possible upon the remaining cards in the affected game area.

(3.45) Multiple Instances of Prized
When a card has multiple instances of the Prized keyword, each instance resolves independently of all other instances, regardless of qualifying value.

(3.46) Search Resolution
A player is not obligated to find the object of a search in order to resolve a search effect. A player may optionally choose to fail to find the object of a search. The act of searching is considered successful even if the object of the search is not found.

(3.47) Change in Statistic or Property
In order to trigger a response (or initiate a passive ability) to a change in a statistic (such as the increase or decrease of a card's STR) or property (such as the gain or loss of a keyword or icon), both a new modifier must be applied *and* the final actual value of the statistic or property must change appropriately (e.g. going from having an icon to not having it, or going from the original STR value to a different value).

Note that the expiration or loss of a modifier does invoke a new calculation of the final actual value, but does *not* create a situation in which responses or passives to the modification of the specified property can initiate.

Definitions and Terms

(4.1) House Affiliation
The House affiliation of a card is defined as which of the Great Houses the card belongs to. This is identified by the card's House Shield located in the upper right hand corner of the card. House affiliations are specifically: Stark, Baratheon, Lannister, Greyjoy, Targaryen, or Martell.

Some cards (such as neutrals) have no House affiliation.

(4.2) Duplicates
The text from page 19 of the Rulebook should read: "If one of your unique cards is about to leave play, as a triggered 'Response:' effect, you may discard an attached duplicate to save the unique card from leaving play. This includes, but is not limited to, an effect that kills, discards, returns the card to hand, deck, shadows, or removes the card from the game."

Playing a duplicate is not considered to be playing an attachment. Duplicates may not be played during setup.

Using a duplicate to save a character is considered to be a gained triggered "**Response**:" action. Thus, it is treated as a triggered effect and may be canceled, but because it is gained (and therefore an ability of the card attempting to use the response), a character who is "immune to triggered effects" can be saved by using a duplicate, as a card cannot be immune to its own abilities.

If a copy of a unique character that a player owns and controls would be put into play by a card effect, that copy enters play as a duplicate of that character.

A duplicate retains no properties of the card it would be if it were not a duplicate. It is only considered a "duplicate card."

(4.3) The word "cannot"
If an effect has the word "cannot" in its description, then it is an absolute: That effect may not be overridden by other effects.

For example, if Wildfire Assault *(CORE L191) is played, which has an effect that kills characters and "cannot be saved," then a card like* Bodyguard *(CORE T150) that saves that character would not work. Also note that if a card cannot be saved, a player cannot even attempt to save it with a saving card or effect.*

Note, however, that *Wildfire Assault* may still be canceled, because it does not have the text "cannot be canceled."

A character that cannot be killed/saved/etc. may not be chosen for that effect.

(4.4) "Play" and "Put into Play"
Character, Location, and Attachment cards are "played" from the hand during the marshalling phase, by taking a player action and paying their gold cost.

Event cards are "played" by placing the card on the table, paying the specified cost, and triggering the effect.

"Put into play" effects are not considered to be "played." Similarly, when a card is "put into play," it does not trigger any "when played" effects, and vice versa. Both, however, would trigger effects that occur when a card "comes into play" or "enters play."

"Put into Play" is a game mechanic that bypasses all costs (including all gold penalties) and play restrictions.

For example: Bran the Builder's Legacy *(CORE S159) lets you put into play a location of printed cost 2 or lower. You would not need to pay the gold cost to bring the new location into play, and you could bring in a limited location even if you had already played a limited card that turn.*

(4.5) Leaving Play
A card "leaves play" when it moves from an in play state to an out of play state. Out of play states are the dead pile, the discard pile, a player's hand, and a player's deck.

A card is "killed" if it is moved from play by a kill effect. Unless affected by a replacement effect, killed cards are placed in the dead pile when they leave the moribund state.

A card is "discarded from play" if it is removed from play by a discard effect. Unless affected by a replacement effect, cards that have been discarded from play are placed in the discard pile when they leave the moribund state.

(4.6) Eliminated From the Game
If a player is eliminated from the game before the end of that game (i.e., in a multiplayer game), every card that player owns or controls leaves play, and is placed at the bottom of its owner's deck.

(4.7) Deathbound
Cards with the "deathbound" keyword are only placed in the dead pile when they would otherwise be placed in the discard pile from play.

Event cards that have the deathbound keyword are placed in the dead pile only after being played from hand.

(4.8) Card Title
A player may only include up to 3 copies of a card with the same title in his or her draw deck regardless of card type. This restriction does not include the usage of plot cards.

(4.9) The word "then"
If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful, with the following important exception:

If a card uses the word "then," then the preceding effect must have been resolved successfully for the subsequent dependent effect to be resolved.

Take for example the card *You've Killed the Wrong Dwarf* (CORE L167):

"**Any phase**: Choose and kneel a non-character, Then, that character claims 1 power."

In this example, because of the use of the word "then," claiming power on the character is dependent upon that character first kneeling. In other words, the card cannot be played on an already-kneeling character to claim power for that character.

By contrast, the card *Cersei Lannister* (CORE L39) does not use the word "then," and its effects are not dependent on one another:

"**Dominance**: Kneel Cersei Lannister and pay 2 gold to choose a character. Kneel that character if it is standing. That character does not stand during the standing phase this round."

In this case, the two effects (kneeling the character and preventing it from standing) are considered separately: The chosen character will be prevented from standing if it was knelt by Cersei's effect, or if it was knelt previously in the round.

(4.10) House Cards
House cards are considered to be "in play," and cannot be removed from play for any reason.

(4.11) Agenda Cards
Agenda cards are not considered to be in play. Further, the effects of an Agenda card cannot be canceled.

(4.12) The Hand
Any reference made to a player's "hand" refers to that hand as a single entity, and does not refer to any of the individual cards in that hand. Thus, it is possible to discard a "hand" of 0 cards. Further, if you do discard your "hand," you are not considered to have discarded any of the individual cards that make up that hand (for the purpose of initiating other card effects).

Revealing your hand is not considered revealing any of the individual cards in your hand, and adding a card to a revealed hand is not considered revealing that card.

Note that it is possible, through card effects, to reveal individual cards from a hand that is revealed in its entirety.

(4.14) Keywords
Keyword effects with a point of initiation (such as ambush) cannot be canceled. Characters can be saved from the effects of a keyword like deadly.

(4.15) Playing a card into Shadows
Playing a card into Shadows is considered to be playing a card from hand.

(4.16) Cards in Shadows
A facedown card that is in Shadows has no characteristics other than "card in Shadows."

(4.17) Bringing a Card Out of Shadows
The game rules allow each player to bring 1 card out of Shadows at the beginning of each phase. Card effects that bring cards out of Shadows at any other time are not restricted by this allowance.

(4.18) Canceling an effect that "Would" Occur
When attempting to cancel an effect that "would" occur, that effect would have to occur (if it were not canceled) by the end of step 3 of the action window the cancel interrupts.

For example: The event card Insidious Ways (CORE L163), has an immediate effect that gives one attacking character +2 STR. The card also creates a lasting effect that reads, "If you win the challenge, draw 2 cards." Since this lasting effect does not occur during step 3 of the resolution of Insidious Ways, a card like Wildling Wisewoman (DotN F77), which specifically cancels effects that "would" allow an opponent to draw cards, cannot be used to cancel this effect.

(4.19) Printed
Any reference made to "printed" be it cost, STR, icons, etc. only refers to the referenced item physically printed on the card itself. A card like Summer Reserves (Scattered Armies F119) does not have a printed cost or STR for instance. Any card effect that looked for the printed cost of a card without a printed cost would fail to find any cost and would return a null value, no item that could be referenced.

(4.20) Character Agendas
A character agenda is any card with the printed character type that, through a card affect, has attached to a player's House card as an agenda. A character agenda cannot attach to a House card if you already have an agenda of any type on your House card. Once attached as an agenda a character agenda loses all other card types and follows all rules regarding agenda cards.

(4.21) Losing/Gaining "all" Traits or Keywords
If a card gains or loses "all traits," it gains or loses 1 instance of each trait in the game. If a card gains or loses "all keywords," it gains or loses 1 instance of each keyword in the game.

If a card loses "all instances" of a trait or keyword, it loses that trait or keyword an infinite number of times. A card cannot gain "all instances" of a trait or keyword.

(4.22) Phase and Round Limits
A limit on an effect on a card that remains in play through the resolution of the effect applies to the copy of the card on which the limit is printed.

A limit on an effect on a card that never enters play (such as an event card) or leaves play as a result of the resolution of the effect, such as Den of the Wolf (ATOR F58), or Ser Preston Greenfield (TKR F57) returning himself to Shadows, applies to all copies of that card, by title.

Limits always apply only to the player who is using the ability. For instance, if one player plays a copy of an event card with the text "limit one per phase," that player's opponent may also play his or her own copy of that event during that phase.

(4.23) Facedown Cards
Facedown cards that are not in a player's deck may be looked at by their controller at any time. Players may not look at an opponent's facedown cards.

Event Cards

Following is a breakdown of the different elements of an event card. These items are useful in understanding how event cards interact with different cards and the wide array of different effects in the game.

Event cards can contain up to four different elements (though most have only some of these elements). These are: play restriction, cost, target, and effect.

A Lannister Pays His Debts (CORE L165) is an example of an event card that contains all four elements.

Play Restrictions

A play restriction is an element that controls when or how often the event may be played. *A Lannister Pays His Debts* has the play restriction: **"Response:** After you lose a challenge..." The event can only be played as a response to losing a challenge.

Other play restrictions include things like "**Challenges**:" (the card can only be played during the Challenges phase), "House Lanister only" (the card can only be played in a Lannister deck, or "limit 1 per phase" (the card can only be played once per phase. The text "**Any Phase**:" is a way of specifying that an event does not have a phase play restriction (though it may have other play restrictions).

If you cannot meet the play restrictions of an event, you may not play that event. Not all events have play restrictions.

Cost

The cost of an event is the resources you must pay to play the event. *A Lannister Pays His Debts* has a cost of "kneel one of your characters." Other costs might include kneeling influence, paying gold, or discarding cards. An easy way to identify the cost is the formula "Do X to do Y" in which the first part, do X, is the cost.

If you cannot pay the cost of an event, you may not play that event. Not all events have a cost.

Target

The target identifies what card or cards the event's effect is applied to. The word choose is always used to denote a target. If an event does not have the word "choose," then it does not have a target. *A Lanister Pays His Debts* has a target of "a participating character controlled by the winning opponent." If an event read "Stand all characters," then it would

not be considered to have a target (because it does not include the word "choose").

If you do not have a valid target for an event, you may not play that event. Not all events have a target.

Effect

The effect of an event is what the event card does when played. *A Lannister Pays His Debts* has an effect of killing the targeted character.

Note that some event cards may have detrimental effects in addition to beneficial effects, which should not be confused with a cost. For example, an event might read "Draw three cards. Kneel three of your characters." Kneeling your characters is an additional effect, not a cost, because it was not phrased in "Do X to do Y" format. Thus you could still play this card even if you had no characters in play. If the event had read, "Kneel three of your characters to draw three cards," then kneeling your characters would be a cost, and you would have to kneel three characters to play the event.

All event cards have an effect, and may be played whether or not the effect has any result.

Additional Notes

Some event cards may have two or more completely separate effects, each with its own play restrictions, cost, or targets. Separate effects will always be separated in a different paragraph. Treat each separate effect as its own card. Unless the event card specifically says otherwise, one effect has no impact upon the other.

Character Abilities

Following is a breakdown of the different elements of a character ability. These items are useful in understanding how character abilities interact with different cards and the wide array of different effects in the game.

Character abilities can contain up to four different elements (though most have only some of these elements). These are: Play Restriction, Cost, Target, and Effect.

Viserion (CORE T112) is an example of a character card that contains all four elements of a character ability.

Play Restrictions

A play restriction is an element that controls when or how often the character ability may be triggered. *Viserion's* ability has one play restriction. In its text, "**Dominance**:" restricts which phase the ability may be triggered. If a character ability has the text "**Any Phase**:" it is a way of specifying that the ability does not have a phase play restriction (though it may have other play restrictions).

If you cannot meet the play restrictions of a character ability, you may not trigger that character ability. Not all character abilities have play restrictions.

Cost

The cost of a character ability is the resources you must pay in order to trigger the effect. *Viserion's* ability has a cost of "pay 4 gold." Other costs might include kneeling a character or discarding cards. An easy way to identify the cost is the formula "Do X to do Y" in which the first part, do X, is the cost. Note that some older character abilities are not templated this way.

If you cannot pay the cost of a character ability, you may not trigger its effect. Not all character abilities have a cost.

Target

The target identifies what card or cards the character ability's effect is applied to. The word choose is always used to denote a target. If a character ability does not have the word "choose," then it does not have a target. *Viserion's* ability has a target in "choose (and kill) a kneeling character." If the ability read "Stand all characters," then it would not be considered to have a target (because it does not include the word "choose.")

If you do not have a valid target for the character ability, you may not trigger its effects. Not all character abilities have a target.

Effect

The effect of a character ability is what the ability does when triggered. *Viserion's* ability has the effect of killing the targeted character.

Note that some character abilities may have detrimental effects in addition to beneficial effects, which should not be confused with a cost. For example, a character ability might read "Draw three cards. Kneel three of your characters." Kneeling your characters is an additional effect, not a cost, because it was not phrased in "Do X to do Y" format. Thus you could still trigger this effect even if you had 2 characters in play. If the ability had read, "Kneel three of your characters to draw three cards," then kneeling your characters would be a cost, and you would have to kneel three characters to trigger the effect.

All character abilities have an effect, and may be triggered whether or not the effect has any result.

Additional Notes

Some character abilities may have two or more completely separate effects, each with its own play restrictions, cost, or targets. Separate effects will always be separated in a different paragraph. Treat each separate effect as its own card. Unless the character card specifically says otherwise, one effect has no impact upon the other.

Timing Structure and Flowcharts

The following is a detailed outline of the timing rules for the *A Game of Thrones* Living Card Game as they relate for specific timing windows and responses.

General

During the course of the game, players may take many different types of actions. For the purposes of these rules, an action is defined as any time a player plays a card (including marshalling), or chooses to use an ability on a card already in play, including responses. A passive ability is defined as an ability on a card already in play that triggers automatically, without a choice from the player. Actions and passive abilities are separate terms that are not interchangeable; if a card has a passive ability, using that ability is not considered taking an action.

Most effects in *A Game of Thrones* resolve immediately after being triggered, but some effects last for a set period of time, or even indefinitely. Effects that last for longer than a single action are considered lasting effects. Both actions and passive abilities can be lasting effects.

Active and First Player
The player that was chosen to go first during initiative is the first player.

During the marshalling and challenges phases, the active player is the player currently taking his/her turn.

Passive Effects Conflict
If two conflicting passive effects would resolve at the same time, the first player always chooses the order in which these effects are resolved.

First Actions and Responses
The first player always takes the first action at the beginning of every "Player Actions" segment (refer to the game flow charts at the end of section III of this document).

Within any action window (see “The Action Window in Detail," on page 18), the player to the left of the player who initiated the action always has the option to initiate the first response (normal and/or save/cancel responses). The first player always has the option to initiate the first response in a framework action window.

Action/response options always continue clockwise in this fashion until all players consecutively pass.

Multiple Lasting Effects
Even if not triggered at the same time, multiple Lasting Effects may affect the same card at the same time. For example: a character without the Power icon is affected by two lasting effects. One (such as *Slander*) removes a Power icon from the character, and one (such as *Lordship*) adds the Power icon to that character. In this example the two lasting effects cancel each other, and the character is left unchanged. The order in which the lasting effects take place is irrelevant: the net sum result of all lasting effects is applied to the character (the net sum of –1 Power icon and +1 Power icon is 0, thus the character remains unchanged). A character can never have more than one icon of a specified kind.

Lasting effects that affect other character attributes work in the same fashion. For example, if a character has a base STR of 2, and a lasting effect (such as *Forever Burning*) lowers that character's STR by 1, and another Lasting Effect (such as *Gutter Rat's Cunning* gives the character +2 STR, the net sum modifier affecting the character is +1 STR (–1 +2 = +1). Thus, the character has a total STR of 3. If a character's STR is ever lower than 0 after all effects are applied, its STR is rounded up to 0.

If, at any time, two (or more) lasting effects create an endless loop that cannot successfully resolve itself, resolve the loop as if neither lasting effect were occurring.

Wheels within Wheels

On occasion players will notice that there are some instances in AGOT where cards seem to interact in very complex ways. Sometimes there seem to be good arguments on both sides for how and when a card effect should be implemented. When discussing these cards and situations, you may come to realize that there is a fundamental "clockwork" or "engine" behind the game, more subtle and complex than the simple AGOT rules reveal at first glance.

Presented here is the AGOT timing system in detail, defining a solid timing resolution process, and hopefully providing players with a solid foundation of how to master AGOT timing conflicts.

The "Action"
The first fundamental concept for understanding AGOT timing is the action. Actions are the fundamental building blocks of the game, as the game moves forward with players executing a string of actions until a winner is determined.

The action defines most things that players do during AGOT (such as playing cards, triggering abilities, etc). There are two fundamental actions in the game: the player action and the framework action.

To understand this section better, it is helpful if you refer to the timing flowcharts found at the back of this section of the document.

While studying the flowcharts you will see that every phase contains one or more grey boxes that dictate certain measures to be taken by players. We will, from now on, call these grey boxes framework actions. Framework actions provide the basic structure of the phases representing the rules and underlying engine of AGOT.

Example*: During the draw phase, the instance where players must simultaneously draw two cards each is considered a framework action.*

Other than framework actions, the timing flowchart is filled with white boxes, which we call player actions. It is during these stages that players may play/trigger most card effects as well as play cards from their hands.

What is a "Player Action"?
When the game flow arrives at a player action segment, the first player is always allowed to take the first action. After the first action has been fully resolved, the opportunity to take another action goes to the player to the left, and so on (continuing in clockwise order). After all players have consecutively passed on taking additional actions, then this player action segment is over, and the game proceeds to its next framework action or to the next phase.

To "take a player action" is to do one of the following:

1) Play a character, location, or attachment card from your hand (during the marshalling phase, and by the active player only).
2) Play an event card from your hand (this is also called "triggering" an event card ability).

3) Trigger a card effect printed on one of the character, location, or attachment cards you control in play (or, in rare circumstances, from out of play).

For the instances 2 and 3 above, the card text effect will always be preempted by the exact phase in which the action is allowed. Examples are **Marshalling**:, **Challenges**:, or **Any Phase**:.

Note that executing passive abilities (card abilities that must be activated without choice from the player) does not constitute an action.

Example: The card Knight of Flowers *(CORE B147) reads, "At the beginning of the dominance phase, Knight of Flowers gains 1 power if he is standing." This is a passive ability, and does not cost Boros's owner his first action.*

Important exception: All card abilities that are preempted by the word **Response**: are specifically not actions and may not be triggered unless allowed inside an "Action Window" (see below).

Marshalling Actions
Even though actions always pass back and forth between players, the types of actions that can be taken during the marshalling phase are a special exception.

During the marshalling phase, only the active player may marshall cards with a gold cost printed in its upper left corner. (A printed gold cost of 0 is still considered a gold cost.)

It is important to note that even if only the active player may take actions that cost gold, after he resolves each of his actions, opponents may still trigger effects and play event cards, even if they are not the active player.

The Action Window
When an action is taken, it is always fully resolved before the next action may be taken. The actual resolution of an action, however, and the state of cards during this process, can be complex. When an action is triggered, it opens an action window governed by the following rules.

1) Action is initiated

2) Save/cancel responses

3) Action is executed

4) Passive abilities, triggered by the action, are resolved:
I) Initiate passive ability
II) Save/cancel responses (only for the preceding passive ability)
III) Execute passive ability
IV) Initiate passive abilities triggered by the passive ability (following I through IV)

5) Responses (in clockwise order until all players consecutively pass) are resolved. For each response:
a) Initiate response
b) Save/cancel responses (only for the preceding response)
c) Execute response
d) Initiate passive abilities triggered by the response (follow I through IV above)

6) Action is resolved (end of action)
(You may also refer to the charts at the end of this document for a graphical presentation of both the framework and player action window).

Responses
Responses are not actions, but are effects that may be triggered by players when a specific opportunity arises within an action window. Each specific response will dictate when and under what circumstances it may be triggered. There are two types of responses: save/cancel responses (that contain the word "save" or "cancel" in their text) and normal responses (which have an effect different than that of saving a card from being killed/discarded or canceling the preceding action, response, or passive ability.)

Response "Opportunities"
When the requirements (or "play restrictions") for playing a response are met, the response is said to have an "opportunity." The first possible opportunity may arise with the very action that started the action window itself, but other opportunities within an action window may arise when other responses, and/or passive abilities (executed within the same action window), are resolved.

You can think of opportunities as "gates" that open up, allowing you to play specific responses during an action window. The action itself may open a "gate," and subsequent responses and passive abilities executed within the current action window may open additional "gates." These opportunities (or "gates") stay open until Step 6, when the action finally ends and the action window closes. Exception: Save/cancel responses work differently, as their "gates" are closed after all players pass on playing a save/cancel response immediately after an action/passive ability/response is triggered (see below).

After the action window is entirely resolved (Step 6), the game moves on to the next player action or framework action. Any unused response opportunities (or "open gates") are now lost, and players holding unused responses must wait for another opportunity during a later action window.

Save/Cancel Responses
We noted above that opportunity "gates" for normal responses stay open for the duration of the action window. This means that you can play a normal response at any time during the action window as long as a "gate" has opened up sometime prior during the current action window. This is not the case for save/cancel responses.

After Step 1, in which the action itself is initiated, proceed to Step 2 where players, in clockwise order, have the opportunity to play a save/cancel response that would either cancel the action or save a target card from being killed or discarded as a result of the action. Only after all players consecutively pass on a save/cancel opportunity is the action executed and resolved. After Step 3, players will no longer have the option to cancel its effects, or save its targets from being killed or discarded. Note that this also holds true for the resolution of passive abilities and all responses. This even holds true in the rare case when a player wishes to cancel a "cancel" response just played.

In other words, the opportunity "gate" for saving/canceling is closed immediately after all players consecutively pass on playing a save/cancel response.

The Action Window in Detail

1) Action is initiated

After a player initiates an action, the timing window starts.

For the initiation stage of any player action, a player must go through the following substeps, in order. The first step is always revealing the card or declaring the intent to use an ability. Then:

a) Determine the cost (to either marshal the card or pay for the card's effect) or costs (if multiple costs are necessary for the intended action).
b) Check play restrictions, including verification of applicable targets.
c) Apply any penalties to the cost(s). (Any effects that modify a penalty are applied to that

penalty before it becomes a part of the cost.)
d) Apply any other active modifiers (including reducers) to the cost(s).
e) Pay the cost(s).
f) Marshal the card, or trigger the effect.
Choose targets (if applicable) and proceed to step two.

2) Save/cancel responses
In clockwise order, players now have the opportunity to cancel the action, or to save a chosen target from being killed, discarded, etc. If all players pass, then the action will be executed, and can no longer be canceled or its target(s) saved.

3) Action is executed
The active player now executes the effects of the action. If this action discards one or more cards, kills one or more characters, returns one or more cards to a player's hand or deck, or moves a card to a player's shadows area, these cards do not yet leave play. Cards that are killed, discarded, or returned to hand or deck during the action window are considered Moribund for the remaining duration of the Action Window, and do not physically leave play until Step 6.

What is "Moribund"?
After a card is forced to leave play (by being killed, discarded, returned to its owner's hand or deck, or moved to its owner's shadows area) that card is considered Moribund for the duration of the action window. This includes cards that have been killed, discarded, or returned to hand/deck in order to pay a cost. The Moribund "state" lies after the effect that forced the card out of play, but before the card is physically placed in the dead/discard pile.

A Moribund card (and its attachments) is considered to have been killed, discarded, returned to its owner's hand or deck, or moved to its owner's shadows area, but only for the purposes of triggering responses and passive abilities. This includes responses and passive abilities triggered by a card being placed in the appropriate out-of-play area. A Moribund card is, for all other purposes, still considered in play.

Example: When Benjen Stark (CORE S135) *is killed, all players must shuffle their dead piles back into their decks. This passive ability is triggered and executed when* Benjen Stark *became moribund (because he is considered to have been killed/discarded), but* Benjen Stark *himself would not be in the dead pile, and therefore is not shuffled back into his owner's deck.*

In other words, a Moribund card is considered to have left play but is physically still in play and retains its abilities (including attachments and their abilities) and is allowed to interact with the game as normal until it is finally (and physically) placed in the discard/dead pile or returned to hand/deck during Step 6 of the action window.

This means that any response ability or passive effect on a Moribund card can be triggered for the remaining duration of the action window, and other abilities that trigger when a card leaves play (in either of the four ways) can be triggered (even if the card has not physically left play yet). When the card finally leaves the game in Step 6, it loses its abilities (as cards do when they actually leave play), and ceases to be Moribund. Attachments also lose their abilities (and are discarded).

Example: During the marshalling phase, an opponent triggers an ability that kills your Joffrey Baratheon (CORE L36) *character.* Joffrey Baratheon*'s ability is a response that may be triggered to claim a power every time a* ***Lord*** *or* ***Lady*** *character is killed.*

No player (yourself included) could save Joffrey Baratheon *during Step 2, so he now becomes Moribund. A Moribund character is not entirely out of the game yet, however, and* Joffrey Baratheon *is not yet placed in the dead pile. During Step 5 of the action window, since a* ***Lord*** *character (*Joffrey Baratheon *himself) was killed, you can trigger his response and have* Joffrey Baratheon *claim one power. If this was the last power you needed to win the game, you will win. Otherwise, during Step 6 of the action window, you must place the killed* Joffrey Baratheon *in the dead pile, and discard his power back to the power pool (any attachments would also be discarded at this time).*

Rules Exception
Although considered in play, a Moribund card cannot be removed from play (or targeted to be removed from play) again by any effect or any attempt to pay a cost for the remainder of the action window. However, the "state" of a Moribund card can be changed by an effect that does not actually attempt to remove it from play a second time.
Moribund State For Events
When an event card is played during steps 1, 2, or 5 of an action window, unless it enters play as part of the resolution of its effect (e.g. Risen from the Sea), it enters a Moribund state after its resolution and is only actually moved to the discard or dead pile in step 6 of the action window in which it was played. A Moribund event is not considered "in play" and is not "under the command" of the person who played it.

4) Passive abilities are triggered
Any passive abilities that are triggered as a result of the action (or a save/cancel response hereto), are now initiated. As with the action itself, before a passive ability is executed, all players have the option to cancel it or to save a target of the passive ability. If all players pass on the save/cancel option, the ability is executed. Remember that if two conflicting passive abilities would resolve at the same time, their order of resolution is determined by the first player.

Attachment cards that were attached to cards that are leaving play are discarded passively (and go Moribund themselves) at this time.

Any cards that are killed, discarded, or returned to hand as a result of the passive ability are considered Moribund, and do not actually leave play until Step 6.

5) Responses
After any passive abilities triggered as a result of the action or save/cancel response are resolved, players may now play normal responses in clockwise order (starting with the player to the left of the player who initiated the action). As described above, a player may trigger normal responses for any opportunity that has occurred at any time during this Action Window - either spurred from the action itself, or spurred from other responses, or passive abilities, resolved previously during the Action Window.

For every response, players must go through these steps before the response is fully executed:

1) Initiate response
2) Save/cancel responses (only for the preceding response)
3) Execute response
4) Resolve passive abilities triggered by the response, etc. (following the same steps as Step 4 (I through IV of the action window))

Any cards that are killed, discarded, or returned to a player's hand as a result of a response are considered Moribund, and do not actually leave play until Step 6.

Example: Since Jaime Lannister *was killed as the result of a lost* 🎀 *challenge (and is now Moribund), the Lannister player decides (when it is his turn again to take a*

response during step 5) to play the event card A Lannister Pays His Debts*, which reads: "***Response***: after you lose a challenge, kneel one of your* *characters to choose and kill a participating character controlled by the winning opponent." The Lannister player initiates his response by kneeling Ser Jaime Lannister to pay the cost of the event card. (Jaime can be used to pay this cost even though he is moribund.) The other players now have the option to cancel the event card. No opponent plays a cancel save or cancel effect to the* A Lannister Pays His Debts *card, so the effect executes. The targeted character goes moribund until the challenge until the challenge action window closes in step 6.*

Step 5 is not over until all players have consecutively passed on taking additional responses.

6) Action is resolved (end of action)
The action window is now complete, and all cards that were Moribund now physically leave play by whatever effect that caused them to do so (either being killed, discarded, or returned to their owner's hand). All attachments and duplicates on Moribund characters are placed in the discard pile. All response opportunities are now closed.

Framework Actions
All framework actions, including the "start" of every phase, work very similarly to the way that player actions work. Here is the timing resolution for framework actions.
The biggest difference between framework actions and player actions is that the framework action initiates several events dictated by the rules of the game, rather than player choice.

Please see the detailed diagram on how to understand the framework action at the end of this section (pages 18-20).

Below is a comprehensive example of how to resolve the challenge resolution framework action:

The Baratheon player has initiated a military challenge against the Lannister player. After both attackers and defenders have been declared and all player actions resolved, the framework action window representing challenge resolution begins. The entire challenge resolution is handled by a framework action window. This is executed in this manner:

A) The first challenge resolution framework event is initiated (step 1), **determine winner of challenge**. The strength of the two opposing sides are totaled and compared (with Baratheon having the most STR).

Both players (starting with the Baratheon player) now have the opportunity to play a save/cancel response (step 2) to this framework event. Neither player has a valid save/cancel response, so the framework event resolves (step 3). The Baratheon player wins the challenge. Play proceeds to the next framework event in the window.

B) The second challenge resolution framework event initiates: **challenge result is implemented.** The Lannister player chooses one of his characters to die for claim.

Both players have the opportunity to play a save/cancel response to the challenge result; neither player does, and the chosen character becomes moribund. Play proceeds to the next framework event in the window.

C) The third challenge resolution framework event initiates: **reward for unopposed challenge is awarded**. The challenge was opposed, so no reward is awarded. Play proceeds to the next framework event in the window.

D) The fourth challenge resolution framework event initiates: **renown is awarded.** Robert Baratheon is going to claim a power for renown.

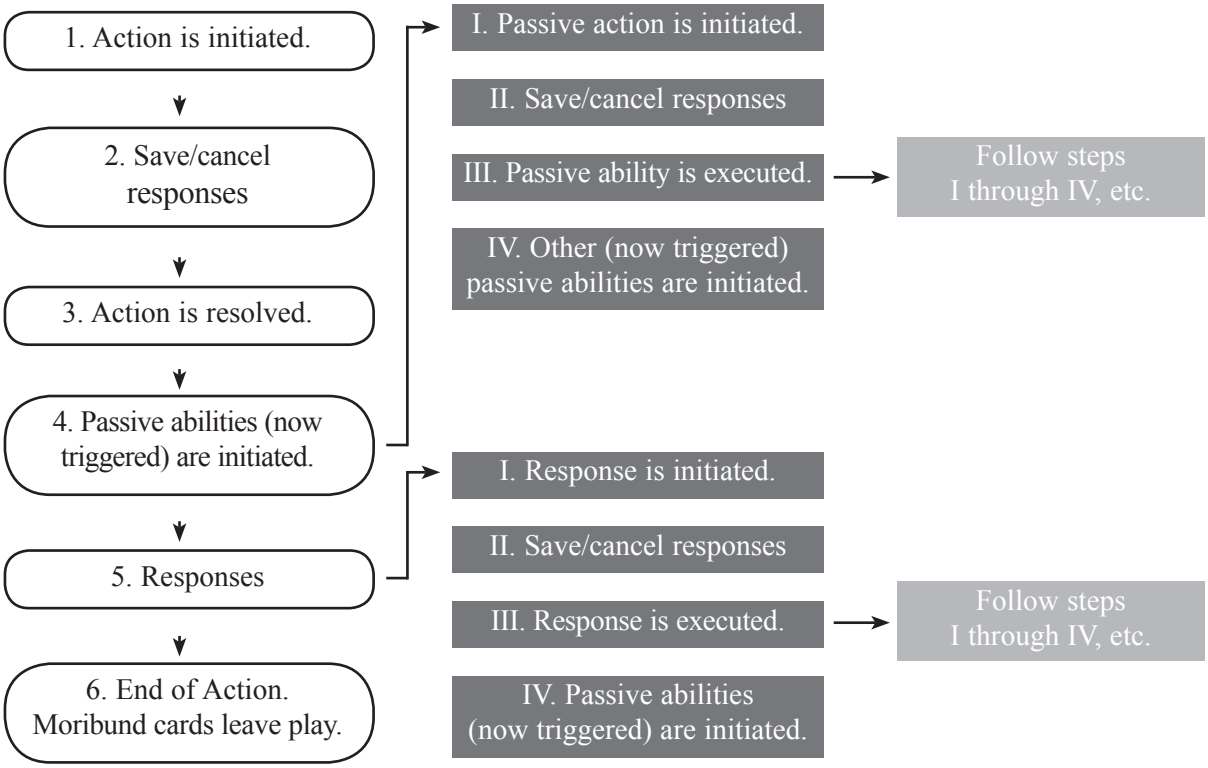
Both players have the opportunity to play a save/cancel response to Robert claiming power for renown. Neither player has a valid save/cancel response, so Robert claims 1 power for renown. This is the final framework event in the action window, so play proceeds to step 4.

E) Passive effects that are triggered due to any of proceeding framework events are initiated. Robert Baratheon's passive ability reads "When Robert Baratheon claims power for renown, he claims an additional power." Since Robert did claim a renown power during the challenge resolution, this passive ability is now automatically triggered, and Robert claims one additional power. (Both players have the opportunity to save/cancel this effect, but they pass.)

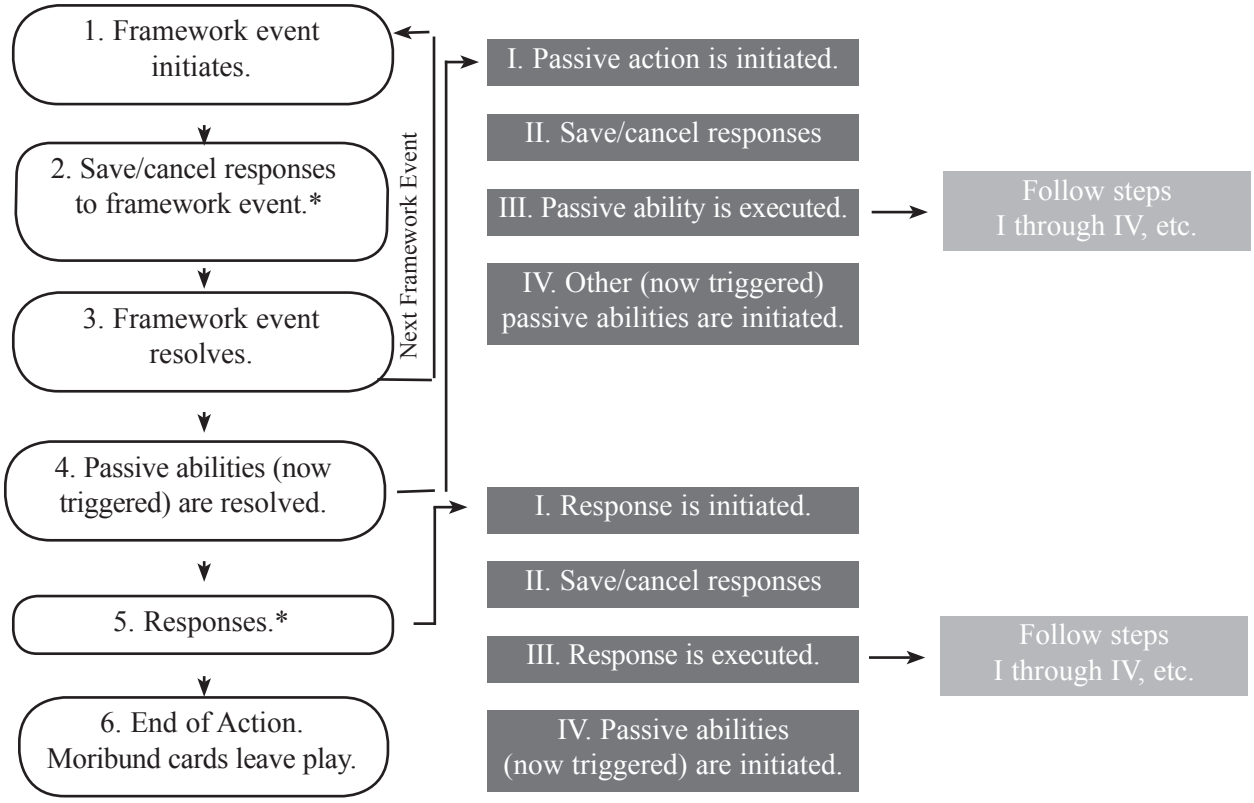
F) Responses are now played. The first player may take the first response. The Baratheon player, who won the military challenge, plays the card *Die by the Sword* from his hand and chooses a Lannister character to be killed. As a save/cancel response, the Lannister player cancels *Die by the Sword* by playing the card *Paper Shield*.

It is now the Lannister player's turn to play a response, but he passes. Then the Baratheon player may once again take a response, but he is out of responses and also passes. Since both players have now passed consecutively, the framework action window is now closed, and the Moribund Lannister character is placed in the dead pile.

The Player Action Window



The Framework Action Window



** No responses are permitted during "Phase ends" framework action windows.*

Plot Phase

FRAMEWORK ACTION
1. Plot Phase begins
2. Bring cards out of Shadow

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Choose and reveal plots
2. Initiative is counted
3. High initiative player appoints "First Player"
4. "When revealed" plot effects resolve (In order determined by First Player)

↓

FRAMEWORK ACTION
1. (Melee format only) Players select titles (first player selects first, then in clockwise order)

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Plot Phase ends

↓

Proceed to Draw Phase

Draw Phase

FRAMEWORK ACTION
1. Draw Phase begins
2. Bring cards out of Shadow

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Each player draws two cards

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Draw Phase ends

↓

Proceed to Marshalling Phase

Marshalling Phase

FRAMEWORK ACTION
1. Marshalling Phase begins
2. Bring cards out of Shadow

↓

FRAMEWORK ACTION
First Player starts as "Active Player"
1. Active Player counts income

↓

PLAYER ACTIONS
1) Only the Active Player is allowed to take actions that cost gold.
2) Character, Location, Duplicate, and Attachment cards can only be played during this player action segment.

↓

FRAMEWORK ACTION
1. Active Player declares he has no more actions that cost gold.
2. The next player becomes the "Active Player"

A player can only be "Active Player" once per phase

Next Active Player

↓

FRAMEWORK ACTION
1. Marshalling Phase ends

↓

Proceed to Challenges Phase

Challenges Phase

FRAMEWORK ACTION
1. Challenges Phase begins
2. Bring cards out of Shadow

First Player starts as "Active Player"

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Active Player declares challenge type and opponent
2. Active player kneels attacking characters

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Active Player chooses Stealth targets
2. Defending player kneels defending characters

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Determine winner of challenge
2. Challenge result is implemented
3. Reward for unopposed challenge is awarded
4. Renown is awarded
5. Resolve Deadly

↓

FRAMEWORK ACTION
1. Active Player is finished with challenges
2. Next player becomes Active Player

A player can only be "Active Player" once per phase

↓

FRAMEWORK ACTION
1. Challenges Phase ends

↓

Proceed to Dominance Phase

Next Active Player

Active Player's Next Challenge Opportunity

Dominance Phase

FRAMEWORK ACTION
1. Dominance Phase begins
2. Bring cards out of Shadow

↓

FRAMEWORK ACTION
1. Reward Dominance

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Dominance Phase ends

↓

Proceed to Standing Phase

Standing Phase

FRAMEWORK ACTION
1. Standing Phase begins
2. Bring cards out of Shadow

↓

FRAMEWORK ACTION
1. All kneeling cards stand

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Standing Phase ends

Proceed to Taxation Phase

Taxation Phase

FRAMEWORK ACTION
1. Taxation Phase begins
2. Bring cards out of Shadow

↓

FRAMEWORK ACTION
1. Return unspent gold to treasury

↓

PLAYER ACTIONS

↓

FRAMEWORK ACTION
1. Taxation Phase ends

↓

Proceed to next Plot Phase

Frequently Asked Questions

This section applies the material covered in the previous chapters and answers some of the more frequently asked questions that arise while playing the *A Game of Thrones* Living Card Game. If there is a particular question that you frequently find yourself explaining to newer players and would like to see it covered in the FAQ, please submit the question for consideration to:

dstone@fantasyflightgames.com

Frequently Asked Questions

If my character loses a military icon in the middle of a military challenge, is that character removed from the challenge?

No. Once a character is in a challenge, it can only be removed from that challenge by an effect that specifically removes the character from a challenge, an effect that removes the character from play, or by an effect that changes control of that character. Gaining or losing icons mid-challenge does not affect the attacking or defending status of that character.

What happens if I take control of one of my opponent's characters that is attacking me? Is it now defending?

Whenever a character changes control during a challenge, it is immediately removed from that challenge.

If my card says something like "Kneel Cersei Lannister *to produce an effect…" and my opponent also has* Cersei Lannister *in play, can I use my* Cersei Lanister's *ability and kneel my opponent's* Cersei Lannister *to pay for it?*

No. You can only pay costs with cards that you control.

If my card says something like "Discard a ***Wildling*** *character to kill a* ***Night's Watch****…" can I discard any* ***Wildling*** *character in play?*

Discarding the ***Wildling*** character is a cost, and you can only pay for a cost with cards that you control.

Can I play a card with a dominance phase action before we count STR for dominance and claim power?

No. There is no opportunity for player actions until after dominance STR is counted and the winner of dominance (or a tie) is determined.

If I destroy, blank, or take control of my opponent's income providing locations before that player's turn to marshal, does he still get the gold those locations provide?

No. Income is counted at the beginning of each "Active Player's" portion of the marshalling phase, and it is only counted by the current Active Player. Any locations that are lost or negated before a player becomes the Active Player do not add to that player's Income for that round.

Do I still count gold from a location if it is kneeling?

Yes. A card provides an income bonus regardless of whether it is kneeling or standing.

Can I choose to not draw my two cards in the draw phase?

Drawing two cards during the draw phase is not optional. There are some card effects that could prevent you from drawing your two cards in the draw phase, but if you are able to draw at this point of the game, you must.

Is there a difference between moving power and claiming power?

Moving power is not considered claiming power. If an effect prevents you from claiming power for your House card, you cannot bring power into the game from the power pool and place it on your House card. You can, however, move power that is already in the game onto that House card by, for example, winning a power challenge.

If an effect allows me to draw 3 cards, but I have already drawn a card that phase, can I still play the effect?

Since cards are drawn one at a time, you can play the effect and draw until you reach the draw cap, at which point it will then kick in and prevent the rest of the draw from occurring.

Do I have to trigger a response?

Triggered response actions (identified by the bold **Response**:) are always optional, with the choice being made by the player controlling the card.

Can I ignore a passive ability if I don't like its effect?

No. A passive ability must initiate whenever a game occurrence would dictate its initiation.

If I take an action and my opponent passes, do I have the option to take another action?

Yes. An action window stays open until all players have consecutively passed.

If I play a response and my opponent passes, do I have the option to play another response?

Yes. A response window stays open until all players have consecutively passed.

Who gets to take the first action in a Player Action Window?

The "First Player" always has the opportunity to take the first action in any Player Action Window.

Who gets the first opportunity to play a response?

If the response is to a player action, the player to the left of the person who initiated the action has the first opportunity to respond. Response opportunity then passes clockwise around the table. Note that responses to bringing a card out of Shadows are handled in this fashion, with the player to the left of the person who brought a card out of Shadows having the first response opportunity.

In a Framework Action Window, the "First Player" always has the first opportunity to respond. Response opportunity then passes clockwise around the table. Note that challenge resolution is a framework action window, so the "First Player" has response priority regardless of his status as attacker or defender.

If there is a tie between the attacking and defending STR in a challenge, who wins that challenge?

Unless otherwise noted by a card effect, the attacker always wins ties in challenges.

If two players count the same amount of standing STR, who wins dominance?

If there is a tie for dominance and no card effect breaks the tie, neither player wins dominance and no power is claimed.

If a card effect allows a player to search his or her deck for a specific type of card, but the effect does not ask the player to reveal the card, how do I verify that that player is pulling the appropriate category of card from his or her deck?

Any time a player searches his or her deck for a card of a specific type, that player must reveal the found card to his or her opponent(s), to verify that it falls under the search parameters.

If one of my characters turns into an Agenda, is that character considered to have left play? Can I then play another copy of that character as a character card?

Agendas are not considered "in play." When you play a character and it changes into an Agenda card, it is considered to have left play. You can then play additional copies or other versions of that character as a character card.

*Are **card sleeves** mandatory at sanctioned tournaments?*

Card sleeves **are** mandatory at sanctioned regional, national, invitational, and world championship events. At local events, card sleeves are not required. However, it is advisable that players sleeve their cards, as a means to protect themselves against suspicion of trying to mark or manipulate cards.

*How does Red Vengeance (**Princes of the Sun F25**) work during a power challenge?*

The opponent chosen to satisfy the claim of a challenge moves power from his or her House card to the attacking player's House card. In some instances, this could amount to a single player moving power from his or her House card back to his or her House card.

*Some LCG cards are **reprints** of CCG era cards. Can CCG versions of these cards be used at LCG events?*

CCG cards that have identicals stats, icons, and game text as the LCG version can be used at an LCG event. If the stats, icons, or game text have been updated for the LCG, the original CCG card cannot be used.

How does the timing on Val (DotN F117) work?

Triggering Val's ability is an "Any Phase" action. Within that action, you are going to have a Response opportunity. If you reveal/ draw a Response effect (like an event) and do not play it during that very next opportunity, the card is discarded. Because it was revealed, your opponent will be able to monitor this. Similarly, if you reveal/draw a card that requires a standard action to play (a "Phase" event, or a character/attachment/location during your marshalling phase) and do not play it on your very next action opportunity (i.e., the next opportunity you have to play an action after triggering Val), the card is discarded. Note that if you can play the card you drew with Val on your next action, you must. You may not choose to discard it instead.

Do Shadow attachments have two chances to attach when they come out of Shadows, once by the rules and once by the text on the card?

No. The text on a Shadow attachment explains and clarifies how a Shadow attachment attaches when it comes out of Shadows. If the Shadow card cannot legally attach (or the attempt to attach is canceled) the card is instead discarded and is not considered to have come into play. The card's controller is not permitted the attempt to bring a second card our of Shadows that phase.

Can I place an attachment with the setup keyword that does not legally attach to any card in my setup?

The core rulebook explains that your setup must contain valid targets for setup attachments. If an attachment card with the setup keyword cannot legally attach to any of the other cards in your setup, the card cannot be placed during setup.

If an event card is in play as an attachment, can I trigger its event text?

No. The core rules read, "event cards are played from your hand for their text effect." If an event card is in play and functioning as another card type, its text cannot be triggered in unless another effect enables you to do so.

If I search for Riders of the Red Fork (Forging the Chain F22) with Rhaegal (Core Set T109) can I attach the Riders of the Red Fork to Rhaegal as a duplicate?

Yes. Rhaegal's ability allows for the search of a duplicate, and the Riders of the Red Fork's ability allows them to be searched for as that duplicate. When Rhaegal's ability resolves it attaches the Riders of the Red Fork to itself as a legal duplicate.

Do the self -referential abilities gained by Jaqen H'ghar (Forging the Chain F35) from the character attached to him refer to Jaqen H'ghar or the character attached to him?

Jaqen H'ghar gains the text box, without alteration, of the character attached to him. Any ability that specifically names that attached character does not reference Jaqen H'ghar.

If an opponent plays Misinformation, can I play a second copy in response to the first?

Yes. The first Misinformation cancels the game's standard determination of challenge winner, and creates its own. The second Misinformation would cancel this new determination, replacing it with its own.

When do you resolve deadly?

Deadly is resolved during step 5 of the challenge resolution framework action window, after renown is claimed. Note that the deadly keyword enables a character to contribute to the deadly count, and it is the framework step itself that enacts a deadly kill based on the result of that count.

When I reveal Summoning Season who chooses to search and reveal their character first?

Whenever an effect requires multiple players to choose targets or reveal cards simultaneously the controller of the effect always resolves the entire effect first and the other players resolve the effect in a clockwise order.

If I have a Summer Reserves (Scattered Armies F119) that has been killed and I play Narrow Escape (Kings of the Storm F48) will it come back into play?

No. Narrow Escape only puts into play character cards that have been killed or discarded. Event, attachment, or location cards that were characters when they were killed or discarded do not qualify.

If Northern Steel (The Battle of Blackwater Bay F102) gets attached to a "No attachments" Stark character with Fortified Position (Lords of Winter F50) revealed, what happens next turn?

Northern Steel remains attached. Cannot is an absolute, and "Northern Steel cannot be discarded from play while attached to a House Stark character." trumps the Stark characters "No attachments." keyword.

If my opponent plays Game of Cyvasse and I do not cancel its effect can I discard a duplicate to prevent my Ser Arthur Dayne from being returned to my hand?

Yes. The "Then" effect on Game of Cyvasse opens a window for you to save Ser Arthur Dayne.

Could I use Starfall Advisor to cancel Game of Cyvasse's effect that would discard Ser Arthur Dayne?

No. A cancel must cancel an entire effect not just part of an effect. Since Starfall Advisor would not be able to trigger its ability when the event card is first played, the ability is not able to be triggered at all.

I have Maester Luwin (Forging the Chain F21) and Galbart Glover (Called by the Conclave F41) out at the same time. If I win a challenge with Maester Luwin can I search the top 5 cards of my discard pile?

No. Searching the top 5 cards of your deck does not count as searching your entire deck.

If I bring Meera Reed (Tourney for the Hand F2) out of Shadows as a duplicate for the version I already have in play, does her "Then" effect still blank a card?

No. Meera Reed leaves shadows and immediately becomes a duplicate. Duplicates have no text, titles, or traits. Meera Reed by title does not specifically enter play so the "Then" effect does not resolve.

If I support another player in a melee game and declare defenders on his or her behalf, who is considered the "defending player" for effects such as War of Attrition (Mask of the Archmaester 100), Reek (Mountains of the Moon 41) or Pickpocket (Wolves of the North 4)?

At the moment you declare defenders for another player with a title you support, you take on all responsibility for the challenge (and all effects related to that challenge) with one (and only one) exception: the original target of the challenge is responsible for claim. As the supporting player is now the winner or loser of the challenge (as per the rules for supporting titles on page 16 of the Rulebook), he or she is also considered the "defending player" for all effects except for claim.

Can I trigger The Dreadfort (Dreadfort Betrayal 105) when I play a Bolton Refugee (Refugees of War 83) with a printed STR of 2, and have Winterfell Castle (Core 25) in play, which gives the Bolton Refugee +1 STR?

Qualifying characteristics of cards are checked at the time a Response effect is triggered. In this example, the Bolton character enters play and has its STR raised to 3 (by the constant effect on Winterfell Castle) when it enters play, which occurs before the Response effect is triggered. When the Response is triggered, the character's STR is 3, and it has just been played, so you can use The Dreadfort to draw a card.

What happens if I play Frozen Solid (Lords of Winter 4) on my opponent's Pyromancer's Cache (The War of the Five Kings 13)?

Since the text "Attach to a location you control" on Pyromancer's Cache is now blank, Pyromancer's Cache is now illegally attached to a location and is therefore discarded (see FAQ section 3.20).

Can I use Hidden Chambers (City of Secrets F3) to reduce the cost of the triggered effect on Meera Reed (Tourney for the Hand F2) that brings her out of Shadows?

No. Hidden Chambers only reduces the cost to bring cards out of Shadows during a standard Shadows opportunity at the beginning of each phase. It cannot be used to reduce the cost of a triggered effect that brings a card out of Shadows.

Does Heavy Taxes (A Poisoned Spear F116) affect the gold counted before or after Black Raven's (A Song of Summer F2) effect has the players take 1 gold?

The players each count their plot gold and all the income bonuses they each have in play. If this number is greater than 4, the rest is disregarded because of Heavy Taxes. When the player takes the gold from the treasury Black Raven causes each player to take 1 additional gold token. The same is true of when White Raven is in play, all numbers above 4 are disregarded and then White Raven causes each player to take 1 less gold token from the treasury.

If I bring Meera Reed (Tourney for the Hand F2) out of Shadows by her Response effect, can she target The Red Viper (PotS F1) to blank him?

No. While Meera Reed's come into play effect when she is in Shadows is considered a card effect, once she has fully entered play and targets a card to be blanked her effect is considered a character ability, which the Red Viper is immune to.

Can the attacking player declare a defender?

Yes. As long as you have a legal character to use, it is possible to be attacked by an opponent and then use the enhancement to put one of your own characters into the challenge as an attacker.

Do "does not kneel to attack/defend" abilities count when declaring a attacker or defender?

No. Kneeling is a requirement to use the enhancement to declare an attacker or defender. It would require a separate effect that specifically allowed a character to be declared as a attacker without being knelt.

When can Abel's Washerwoman (Chasing Dragons F42) trigger its response when the defending player controls Naval characters?"

Abel's Washerwoman can only trigger its response when no defenders are declared during the standard framework "declare defenders" step. The presence of eligible Naval characters that may defend after this step or have been declared prior to this step does not change the fact that "no defenders" were declared during the precise window of this response trigger.

Does Little and Less (A Roll of the Dice F118) prevent me from triggering a Response on a character?

Little and Less only prevents playing response effects from hand. A character whose card text was a response that could be triggered from hand such as Khal Drogo (Core T107) would not be able to be triggered, but a character ability on a card in play would still be able to be triggered.

Does Burning Bridges (Queen of Dragons F49) prevent a duplicate from being used to save a character?

Burning Bridges reads, "Players cannot trigger abilities on character, location, and attachment cards in play." It is referring to triggered abilities printed on the cards. Because the saves granted by duplicates is a "gained" ability rather than a printed one Burning Bridges does not have any effect on them.

Can a card with an "any House except X" restriction be used in a deck running the Neutral Faction House card?

Yes. Such cards may be used in any deck that is not using the House card specified by its restriction.

When is the discard condition for a character that has been targeted by Rhoynar Emmisary (BtNS F71) checked?

This condition is checked only during the standard framework "declare attackers" and "declare defenders" steps of challenge resolution. The discard effect resolves passively at this time if the targeted character is eligible to be declared but is not declared.

How should the "beginning of a phase" framework action window be played when cards are being brought out of Shadows?

First, the phase begins as a framework step. Next, cards are brought out of Shadows, following the game rules as specified in the Shadows rules insert. Each card is brought out one at a time, and fully resolved (including responses) before the next card is brought out of Shadows. Each of these individual Shadow actions takes place and resolves in full between steps 3 and 4 of the "Beginning of Phase" framework action window. Finally, the beginning of phase framework window is complete, and passives and responses to the beginning of the phase may be resolved.

Which keywords may I select for Jaqen H'ghar (ACOA F43) to gain when using his ability?

Jaqen H'ghar's effect allows him to gain any unqualified keyword, that is, keywords that do not require additional text or qualifications beyond the name of the keyword in order to explain their full function. Unqualified keywords include, but are not limited to, keywords such as Stealth, Renown, Deadly, No Attachments, Stalwart, Vigilant, Joust, and Melee. Keywords such as "Immune to X" and "No attachments except X" are examples of qualified keywords outside the scope of Jaqen H'ghar's effect. Effects such as "cannot be killed" and "cannot be discarded" are not keywords.

This entry applies only to which keywords may be named and gained by Jaqen H'ghar's effect: specifically his controller cannot name any additional qualification(s) when gaining a keyword. Cards that copy or steal keywords from other cards in play may successfully interact with both qualified and unqualified keywords.

In order to "successfully defend" a challenge and use the effect of The White Book (KLE 79) agenda, do you need to win the challenge?

Yes, you must win a challenge as the defending player in order to successfully defend it.

What is the proper pregame and deck cutting procedure for the Black Sails (SOTS F18) agenda?

First, shuffle your deck, and then present it to your opponent for additional shuffling and/ or a final cut. The opponent shuffles and cuts to his or her satisfaction to determine the final ordering of the cards in the deck.

You are then responsible for making one cut that splits the deck into two stacks. You may not re-order or count cards during this process. If, on a visual comparison of the two stacks, they are not to your liking, you may return the deck to its original composition (without altering the original order of the cards) and make an additional attempt at the cut. You may make up to three attempts at this cut without delaying the game. After a successful cut is made, present the two stacks to your opponent, who then chooses one stack as your deck and the other as your hold.

Once your deck is selected, proceed with drawing your initial hands. If you choose to mulligan, you only mulligan your deck -- your hold is locked in at this point.

If a character enters play through an effect like Fiery Kiss (TOC F47) that would cause that character to leave play at the end of the phase or round, but the character enters play as a duplicate (because the player already owns and controls another copy of that character), what happens at the end of the phase?

The check, "if that character is still in play" cannot be made, as the card entered play as a duplicate. The duplicate remains in play at the end of the phase.

What is the timing of a challenge initiated by Show of Force (C&D F14)?

The challenge initiated by Show of Force bypasses the standard framework action window steps of choosing challenge type and declaring characters -- the event card performs each of these steps on its own. Following this, the remainder of the challenge resolves as would any other challenge that was initiated by conventional means. Note that the wording "as your only attacking characters" refers only to how the challenge is initiated: you cannot declare other characters via standard challenge declaration procedures, but other effects, such as a naval icon, may be used to add characters to the challenge.

What is the timing of an epic phase?

An epic phase begins with a standard "beginning of phase/ bring cards out of shadows" framework action window. Then, each player (beginning with the first player and proceeding clockwise) may declare the challenge or challenges granted by the text that created the epic phase. Each challenge that is declared follows standard challenge resolution timing. Finally, the epic phase ends with a standard "end of phase" framework action window.

There are no player action windows during an epic phase outside of those that occur during the resolution of a challenge. The challenges granted by the text that created the epic phase are the only challenges that may be initiated in an epic phase.

What happens if I reveal The Art of Seduction (LotR F52) outside of the standard "each player chooses and reveals plot cards" framework action window?

The Art of Seduction can only choose an opponent who is revealing a plot that is not titled "The Art of Seduction" as part of the same framework action by which you are revealing The Art of Seduction. If no opponent meets this criteria, the "when revealed" effect on The Art of Seduction does nothing. Note that a when revealed plot effect that reveals a new plot card (such as Betrayal at the Wall) would still be considered a part of the same framework action window and works with The Art of Seduction. Any effect that reveals a new plot outside of this framework, however, would not work with The Art of Seduction.

What happens if a unique card removed from the game via Coldhands (KR F61) attempts to re-enter the game, but another copy of that card is in its owner's dead pile?

The card cannot enter play, and remains removed from the game.

Does Longship Maiden's Bane (KR F105) lose the immunity granted by House of Dreams (BtNS F119) while Longship Maiden's Bane is functioning as a character?

When a card changes type and becomes a character, it loses all other card types. As House of Dreams specifies that the immunity is granted to "that location," the immunity from the agenda is not present while Maiden's Bane is changed to a character. When Longship Maiden's Bane reverts back to its original state as a location, House of Dreams again provides its immunity.

What happens if I reveal Betrayal at the Wall (KR F79) as my final plot card, and its "when revealed" effect attempts to resolve when I do not have a plot deck?

You are not able to choose and reveal a new plot card, so the "when revealed" effect fails to resolve.

What is the pregame setup procedure for revealing House and agenda choices, choosing whether or not to mulligan, choosing and revealing number of cards set up, and revealing the identities of the setup cards?

After all players are seated and ready to begin, players randomly determine who is the first player during setup. Then, follow these steps:

1) First player announces House and agenda. (Followed by other players in clockwise order.) Note that a player must choose a location for the House of Dreams (BtNS F119) agenda (if applicable) when he or she performs this step.

2) Shuffle all House decks, offer the decks to the opponent to your left cut.

3) Draw setup hands.

4) First player announces a mulligan, or passes on the option to do so (followed by other players in clockwise order).

5) First player places setup cards face down (followed by other players in clockwise order).

6) All setup cards are simultaneously revealed. First player attaches all "setup" attachments (followed by other players in clockwise order).

Is Cat o' the Canals (AToR F84) immune to stealth?

Stealth resolves as a card effect that targets a character on the defending side. As she is immune to opponent's card effects, Cat o' the Canals cannot be chosen as a target of stealth.

Can you save a card that is being killed or discarded to pay a cost? Can you cancel any act that is being performed to pay a cost?

No. There is no save/cancel opportunity to paying costs.

For card text that specifies "any number," can you choose 0 as the number? Does a resolution that affects 0 entities qualify as a successful resolution of the effect?

The number 0 may be chosen for such text, but a resolution that affects 0 entities is not considered successful. Further, if choosing the number 0 is the only means of anticipating a successful resolution of such an effect, the effect cannot be initiated as per the 3.6 entry.

Can I use a card with the Shadows crest as a duplicate on another unique card with the same title? How?

Yes. You may marshall a card with the Shadows crest from your hand, for free, as a duplicate on an eligible copy of the card. Alternately, you may bring such a card out of shadows and attach it as a duplicate when it enters play. If this latter option is taken, the card comes out of shadows as a duplicate, and does not resolve any self-referential effects.

My opponent took control of one of my prized characters. Who gets the power when that character leaves play?

Prized resolves as a passive effect, while the character is still moribund and under your opponent's control. This means that in this situation, you would gain the power for the prized character.

*When do the effects of a **Castle** plot with "After this plot is placed in your used pile..." text resolve?*

Such effects resolve passively after the completion of all 4 steps of the framework action window in which plots are revealed are completed. This means that all "when revealed" abilities resolve before any "After this plot is placed in your used pile" effects can resolve.

When multiple cards leave play simultaneously, who decides the order in which they are placed in the specified out of play area (such as the dead pile, deck, and discard pile)?

Unless otherwise directed by the effect driving the cards from play, the owner of the cards may add them to the appropriate out of play area in the order of his or her choosing.

ADDICIONAL RULES

This section covers new rules for mechanics introduced in the Chapter Pack cycles and Deluxe Expansions, and should be treated as an addition to the rulebook in the *A Game of Thrones: The Card Game* Core Set.

Challenge Enhancements

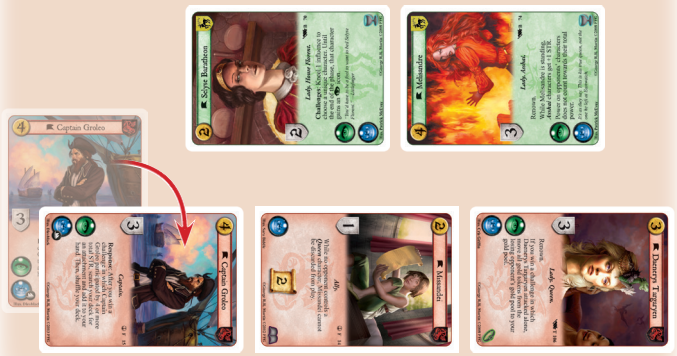
Challenge enhancements allow characters to interact with a challenge in a way beyond normal card interactions. Each challenge enhancement opens up new possibilities for deeper strategy, modified tactical advantages, and increased card and character interaction.

A challenge enhancement is represented graphically by a small symbol that overlays a particular challenge icon on a character card. Challenge enhancements can be gained or removed through card effects. If a character loses all instances of a challenge icon that has a printed or gained enhancement, that enhancement has no effect (because there are no icons to modify); if that character gains that icon back, the enhancement again modifies that challenge icon.

The Naval Challenge Enhancement

Naval is a type of challenge enhancement that is represented by a ship symbol (⛵). Any time after an attack is declared, the attacking or defending player can kneel a non-participating character with a ⛵ enhancement on the matching challenge icon and declare it as a ⛵ attacker or defender in that challenge in that challenge. This is performed as a standard player action during that challenge, and can only be declared before the challenge resolves. Declaring a ⛵ attacker or defender is a game mechanic, not a triggered effect or card effect. Characters with naval enhancements can still be declared during the initial declare steps in any challenge type they can normally participate in.

Example: Darrin has three characters in play: Captain Groleo (F15 A Song of the Sea); Missandei (F14 A Song of the Sea); and Daenerys Targaryen (T106 Core). During Darrin's turn at challenges, he wants to declare a power challenge. He must decide which characters he wishes to have participate. Darrin opts to use Missandei and Daenerys, declaring them as his attacking characters in the power challenge. Bryan defends with Melisandre (B74 Core) and Selyse Baratheon (B70 Core). Bryan has a total of 5 STR defending in the challenge versus Darrin's 4 STR. As a challenge action Darrin declares Captain Groleo as a ⛵ attacker, upping his side's total attack STR to 7. Bryan has no characters with ⛵ enhancments on the power icon so cannot declare any ⛵ defenders. Both players pass on any more actions and the challenge resolves normally.



The number of times a player can declare characters as ⛵ attackers or defenders is limited only by how many characters he or she controls with the ⛵ enhancement on the proper challenge icon. A character that has been bypassed with stealth cannot be declared as a ⛵ defender. A standing character with the ⛵ enhancement that has been removed from the challenge can be declared again as a ⛵ attacker or defender. Any character declared as an attacker or defender through the ⛵ enhancement allows players to trigger responses off a character being declared as an attacker or defender respectively. Cards that require a ⛵ attacker or defender in order to trigger its effect can only trigger if a character with a ⛵ enhancement is declared by way of its ⛵ enhancement.

Keywords

Melee

While a character with the melee keyword is participating in a challenge, it gets +1 STR for each participating character controlled by an opponent.

Joust

While a character with the joust keyword is attacking alone, the defending opponent cannot declare more than 1 character as a defender.

Shadows Cards

There are two distinguishing characteristics on a card that can be played in Shadows.

Any card that can be played in Shadows has a Shadows Crest (). In game terms, Shadows cards are referred to as "cards with the crest."

The gold cost of any card that can be played in Shadows is preceded with the letter "s." This shows there is a cost to play the card into Shadows, and a second cost to bring the card out of Shadows.

The Shadows mechanic can be found on characters, locations, attachments, and events.

Playing a card into Shadows

Any player can play cards into Shadows by paying two gold during his or her marshalling phase. This is considered a player action. Playing any card into Shadows costs two gold, and there is no out of house gold penalty. The cost to play cards into Shadows can be reduced, but only by effects that specifically reduce the cost of playing a card into Shadows.

Any card that is marshalled in Shadows or moved into Shadows by a card effect should be played facedown, and in an area that is notably distinct from the rest of the play area.
(See the adjacent diagram.)

 cards can also be placed into Shadows during setup, by spending 2 gold from the initial 5 gold allocated for setup.

Cards without the crest and the Shadows cost cannot be marshalled or moved into Shadows.

 cards must first be marshalled into Shadows, and then brought into play from Shadows at the appropriate time. cards cannot be marshalled directly into play.

If the value of a card's "printed cost" must be determined (because of another card effect), the value is determined by adding the cost of playing the card into Shadows (two gold) to the cost of bringing the card out of Shadows (as shown on the card).

While a card is in Shadows

Cards that are in Shadows are not considered to be "in play," nor are they considered to be "in hand." They are considered to be "in Shadows."

Cards remain facedown while they are in Shadows. A player can look at any card he or she controls, at any time, while it is in Shadows. Players cannot look at an opponent's cards that are in Shadows.

Bringing a card out of Shadows

At the beginning of the any phase, a card that is in Shadows can come out of Shadows and into play at the discretion of the player controlling the card. Each player has the option of bringing one card out of his or her Shadows area each phase. When a card is brought out of Shadows in this manner, the non-Shadows portion of its gold cost (the number printed after the "s" in the card's cost), as well as any applicable gold penalties, is paid, or the card cannot come out of Shadows.

When more than one player wants to bring a card out of Shadows at the beginning of a phase, the players do so one at a time, starting with the first player and proceeding clockwise. This happens before any other "beginning of the phase" effects occur. Each player has one chance to bring a card out of Shadows each phase. If this opportunity is passed, it is lost until the beginning of the next phase. Each card that comes out of Shadows is treated as a separate action, and must be fully resolved (including all responses) before the next card is brought out of Shadows.

Character, location, and attachment cards that come out of Shadows come out standing. Attachment cards attach to another card when they come out of Shadows, as indicated in their text – if there are no eligible cards to attach to, the attachment card is discarded.

After an event card comes out of Shadows, it is treated in the same manner as a non-Shadows event card played from a player's hand. event cards may only be played by marshalling the cards into Shadows.

Some Shadows cards have effects that will bring them into play outside of the normal Shadows window. By bypassing the normal mechanic to bring a card out of Shadows these cards cannot have their cost reduced by Shadows reducers and must meet all play restrictions printed on the card.

Unique cards and Shadows

Unique cards can be marshalled into Shadows (by paying the two gold cost), even if that card's owner already has a copy of that unique card in play or in his or her dead pile.

A unique card cannot be brought out of Shadows if another copy of that card is in its owner's dead pile. If another copy of a unique card that you own and control is in play, you still may bring the card out of Shadows by paying its cost. However, the card immediately attaches to its copy as a duplicate. If you own—but do not control–an in-play copy of a unique card you have in Shadows, you cannot bring that card out of Shadows unless you regain control of the card. If you have taken control of another player's copy of a unique card you have in Shadows, you cannot bring that card out of Shadows.

"At Your Command"

The number of cards a player has at his or her command is the total number of cards that player has in hand, controls in play, and has in shadows.

For example: Tom controls 6 cards in play, has 4 cards in his hand, and has 2 cards in shadows. Kris has 10 cards in play, 1 card in hand, and no cards in shadows. The card Redwyne Straits *(F100 the* Kingsroad *cycle) reads: "When revealed, the player with the fewest cards at his or her command adds 4 gold to his or her gold pool." Tom has 12 cards at his command, Kris has 11 cards at his command, so Kris adds 4 gold to his gold pool.*

New Keyword: Prized X

When a card with the prized keyword is killed or discarded from play, when a prized event card is played, and when a prized plot card is moved to its owner's used plot pile, each of that player's opponents claims X power for his or her House, where X is the value following the prized keyword on the card. This power is claimed as a passive effect.

If a prized event card's triggered effect is canceled when the card is played, the prized keyword is considered a separate effect (which cannot be canceled) and the power for the prized keyword is still claimed.

The phrase "a prized card" refers to a card that has the prized keyword.