

A GAME OF THRONES™ THE CARD GAME

Official Rules Clarification,
frequently Asked Questions, and Errata

3/19/2010 - LCG Version 1.4

New Card Errata: POTS 3 Doran Martell (p. 4), DOTN F40 Fear of Winter (p. 4), ACOA F27 Fury of the Stag (p. 4), ACOA F106 Compelled by the Rock (p. 4), ATOR F89 Alannys Greyjoy (p. 4)

Updated Rules Content: Out of Play States (p. 7), Attachment Restrictions (p. 8), Changing Control and Leaving Play (p. 8), Playing a card in Shadows (p. 10), Cards in Shadows (p. 10), Bringing a card out of Shadows (p. 10), Moribund and Shadows (p. 15), Card Sleeves FAQ (p. 22), Red Vengeance FAQ (p. 22)





CONTENTS

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.

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.....	pg. 3
Official Rules Clarification.....	pg. 5
Timing Structure.....	pg. 12
Frequently Asked Questions.....	pg. 20

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.

A Game of Thrones Core Set

(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."

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

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.

Defenders of the North

(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.

A Time of Ravens

(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..."

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

(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."

(v1.3) To Be a Stag F46
To Be a Dragon F48
These cards cannot be played if there is no eligible character to return from the discard/dead pile.

(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 occur.

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

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.

Banned Lists

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

- Pyromancer's Cache (ACoA F13)**
- Jaqun 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, each player draws two cards during the draw phase, and through card effects may draw up to a maximum of three additional cards in the course of a single round.

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

(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 step 4 of the 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, plot cards move from the revealed pile to the used pile at the end of each round. Any time a new plot card is revealed and there is currently a revealed plot, the previous plot card is placed in the used pile.

(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.)

(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 as 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 with no cost of a 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 copies of *Poisoned Wine* (CORE T101) in play, and kneels an influence to pay the cost of the *Poisoned 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.

(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 text box.

(3.10) 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).

(3.11) 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.

(3.12) 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.

(3.13) Out of Play States

Attachment, location, and character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from your hand using an action. In general, card effects on non-event cards in a player's hand, deck, **shadows area**, discard pile, and dead pile are not considered to be actionable unless the card specifically states that it can be triggered while in its out-of-play state.

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 ability "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.

Immunity

(3.14) 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.

(3.15) Targetting and Immunity

A card cannot be chosen as a target of effects to which it is immune.

(3.16) 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.

(3.18) 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.

(3.19) 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

(3.20) 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.

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.

(3.21) 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.

(3.22) 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.

(3.23) 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.

(3.24) 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.

(3.25) 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.

(3.26) 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.

(3.27) 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.

(3.28) 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.

(3.29) 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).

(3.30) 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.

(3.31) "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.

(3.32) 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.

(3.33) 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.

(3.34) 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.

(3.35) 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.

(3.36) 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.

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

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 from being killed or discarded 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.

(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.

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.

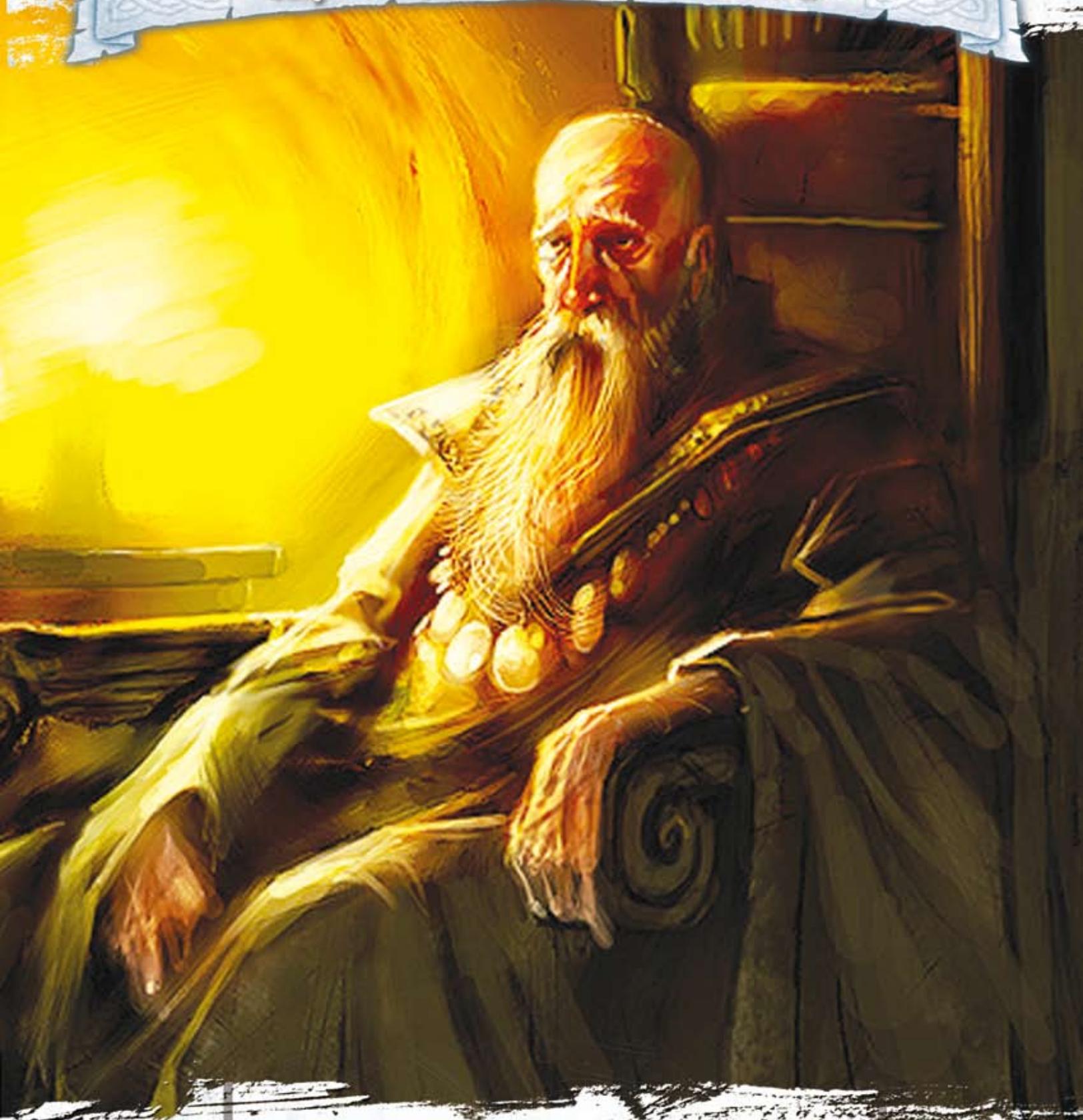
Note that some character abilities may have detrimental effects in addition to beneficial effects, which should not be confused with a cost. For example, a character ability might read "Draw three cards. Kneel three of your characters." Kneeling your characters is an additional effect, not a cost, because 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 passive effects are triggered 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.

Lasting Effects Conflict

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 (including their attachments) 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, it enters a moribund state and is only actually moved to the discard or dead pile in step 6 of the action window in which it is played.

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 passive abilities are triggered at the same time, their order of resolution is determined by the first player. 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 oppos-

ing 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.

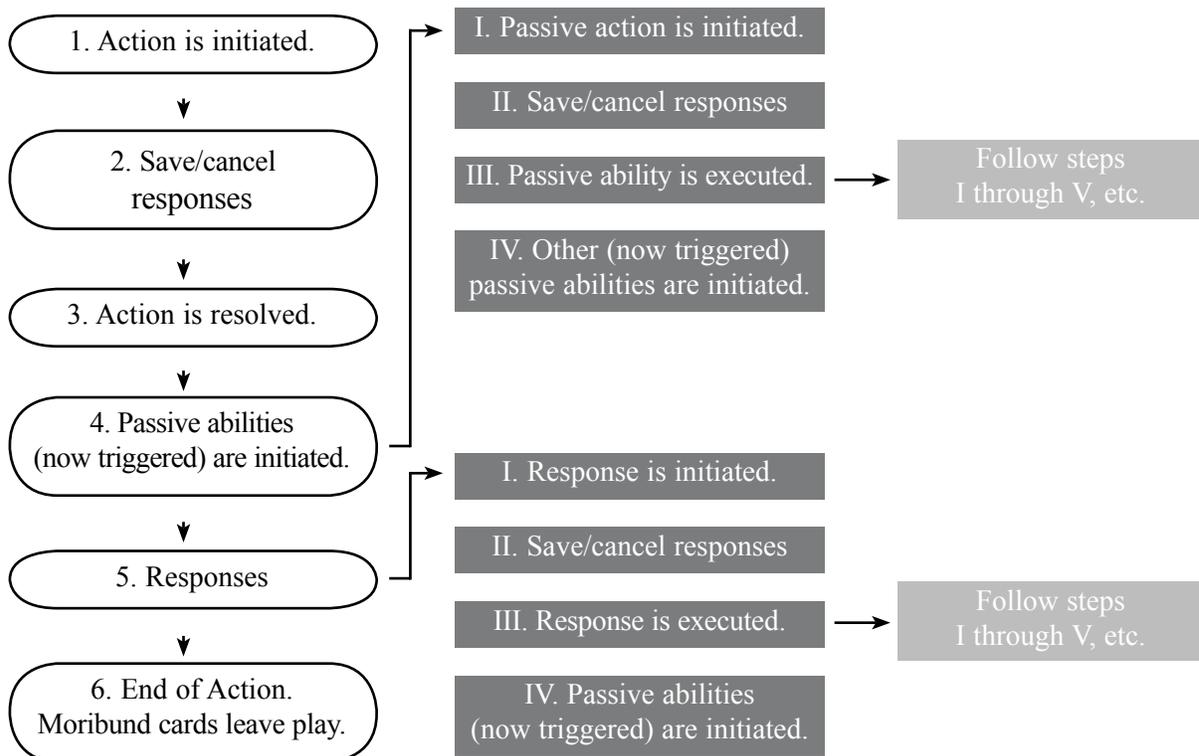
Both players have the opportunity to play a save/cancel response to Robert claiming power for renown. Neither player has a valid save/cancel response, so Robert claims 1 power for renown. This is the final framework event in the action window, so play proceeds to step 4.

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.)

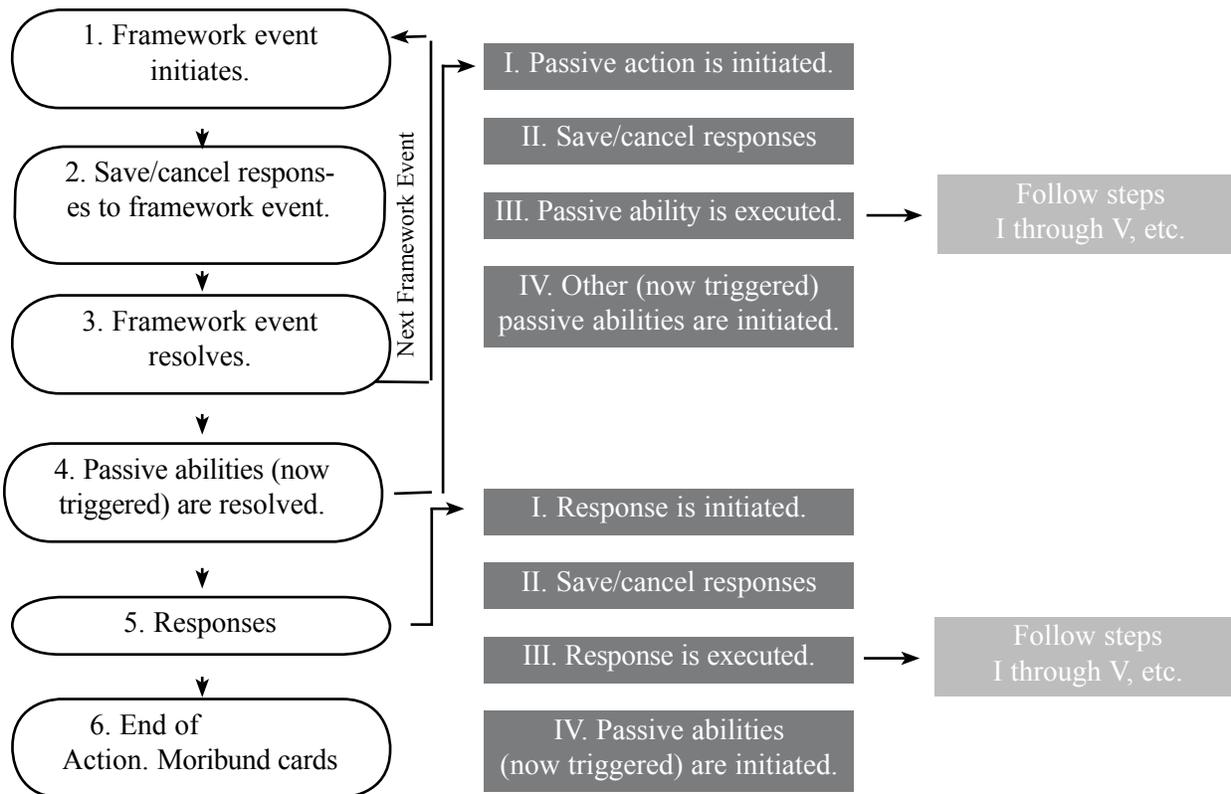
F) Responses are now played. The first player may take the first response. The Baratheon player, who won the military challenge, plays the card *Put to the Sword* from his hand and chooses a Lannister character to be killed. As a save/cancel response, the Lannister player cancels *Put to the Sword* by playing a *Treachery* card (the Lannister kneels the standing Moribund character, who was killed in the challenge, to pay for cost of playing the *Treachery* event card).

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



PLOT PHASE

FRAMEWORK ACTION

1. Plot Phase begins



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)



PLAYER ACTIONS



FRAMEWORK ACTION

1. Plot Phase ends



Proceed to Draw Phase

DRAW PHASE

FRAMEWORK ACTION

1. Draw Phase begins



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



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



FRAMEWORK ACTION

1. Marshalling Phase ends



Proceed to Challenges Phase

Next Active Player

CHALLENGES PHASE

FRAMEWORK ACTION

1. Challenges Phase begins

*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

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

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

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

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:

nfrench@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 Lannister'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 marshaling 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.

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 identical 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.