# AGAME OF THE CARD GAME



# CARD LEGALITY FOR STANDARD JOUST FORMAT v1.13 (22/1/25)

This document contains a reference for information necessary to build standard-legal decks within organized play events for *A Game of Thrones: The Card Game*. Card legality is divided into three sections: *Banned List*, *Restricted List*, and *Pod List*, with each applying specific rules to deckbuilding - these rules will be outlined within that respective section. All changes and additions to this document since the previous version are marked in blue (with strikethrough for removals).

New Content (v1.13): Changes to Banned List (with rotation added), Restricted List & Pod List.

# BANNED LIST

Cards are banned for a variety of reasons, including when a Redesigned version of that card is meant to be used instead. All other changes will be explained in the update that adds them to this list.

When building a deck, a player may not include any banned cards in their deck.

- → Goldengrove
- + Queensguard
- ♦ All cards from the "Westeros" and "War of the Five Kings" cycles, including the version of those cards in the "Redesigns" pack.
- ★ All cards from "The Things We Do For Love" pack, with the exception of the agendas:
  - ♦ Aloof and Apart ♦ Dark Wings, Dark Words ♦ Knights of the Realm ♦ The Long Voyage
- ◆ Original versions of all cards in the "Redesigns" pack.

### RESTRICTED LIST

Cards are restricted because they are either: overpowered, and need to be restricted in order to lower the overall power level of the deck they are in; or they are too widely played, and are warping the meta to a point where deck diversity is suffering. In either case, as the meta changes, cards may be released from the list when they are no longer considered to be a problem.

When building a deck, a player may not include more than 1 card from the restricted list in their deck. They may include any number of copies of that card in their deck, as specified by the regular game rules or on the card itself.

### **BARATHEON**

- ♦ Azor Ahai Reborn
- ◆ Traitor to the Crown
- ♦ Red Priest

### **GREYJOY**

- ♦ Asha Greyjoy (Km)
- ◆ Pyke (BtB)
- → Victarion Greyjoy (R)
- → Balon Greyjoy (Kotl)

### **LANNISTER**

- ◆ Casterly Rock (BtB)
- ◆ Clever Feint
- ◆ Castamere

### **\*** MARTELL

- **♦** Secret Schemes
- ◆ Someone Always Tells

### THE NIGHT'S WATCH

- ◆ Castle Black (BtB)
- ♦ Great Ranging
- ♦ Seasoned Woodsman
- ◆ Three-Finger Hobb (R) •

# \* STARK

- Passing the Black Gate
- Dacey Mormont
- ♦ Robb Stark (Core)

# TARGARYEN

- ◆ Aegon Targaryen (TSC)
- Daenerys Targaryen (TFM)
- ◆ Queensguard

### TYRELL

**♦** Oldtown

### **NEUTRAL**

- ◆ Exchange of Information
- ◆ Loan from the Iron Bank
- The Crone
- ♦ The Father
- The White Swords
- ♦ You Win Or You Die

# Pod List

Pods are used to either: prevent unhealthy or unintended interactions between cards that, on their own, are not otherwise overpowered and do not otherwise cause problems; or specifically target a deck that is overperforming, without unnecessarily punishing the individual cards that make it so effective.

When building a deck, a player may not include more than 1 card from within each pod in their deck. They may include any number of copies of those cards in their deck, as specified by the regular game rules or on the cards themselves.



Pod 15 ♦ War Scorpion The Water Gardens **Pod 16** ♦ Bronn (HMW) Casterly Rock (BtB) Pod 23 ◆ Queensguard' lifts for the Widov **Pod 17** ♦ Oldtown ♦ Scheming Septon **Pod 18** ◆ Casterly Rock (Core) **♦** Boots Pod 19 Mutiny At Craster's Keep Saved by the Watch