

+6/+3 **Tazian Dythanus** **15**

5 Warlord Character — Elf Necromancer

Limited Order: Target up to two characters in any discard piles: Banish the targets. Perform a +3 ranged strike for each character banished this way.

"Ready to become a real necromancer, Tazian?" —Bhalius

+10 **3**

ELF DEMO Illus. Onig Mahler © 2024 Kingswood Games

+0 **Artheon** **10**

2 Character — Elf

Spend Order: Perform a +5 ranged strike.

The end of life is the beginning of wisdom, human. What you stole from us long ago, we will now teach you to fear.

+3 **1**

ELF DEMO Illus. Cris Dornaus © 2024 Kingswood Games

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Spend Order: Perform a +5 ranged strike.

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+3 **1**

ELF DEMO Illus. Cris Dornaus © 2024 Kingswood Games

+2 **Bone Golem** **9**

1 Character — Undead

React: Before Bone Golem suffers wounds, spend a Necromancer: Reduce the wounds by one.

Sometimes the elves don't raise the dead—they just use them for spare parts.

+0 **1**

ELF DEMO Illus. Lynn Hunter © 2024 Kingswood Games

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+0 **1**

ELF DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+0 **Brine Fiend** **8**

1 Character — Monster

"Bascaron, the broken moon, passes closer to our mountains with each day, leaving behind abominations that once were beasts." —Rahku Memnakh

+0 **2**

ELF DEMO Illus. Jonathan Hunt © 2024 Kingswood Games

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+0 **2**

ELF DEMO Illus. Jonathan Hunt © 2024 Kingswood Games

+0 **Mistress Allandra** **12**

3 Character – Elf

Spend Order: Perform a +4 ranged strike.
Limited React: After Allandra performs a ranged strike that killed the target: Ready her.

+7 **1**

ELF DEMO Illus. Lynn Hunter © 2024 Kingswood Games

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Limited React: After Allandra performs a ranged strike that killed the target: Ready her.

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ELF DEMO Illus. Lynn Hunter © 2024 Kingswood Games

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Limited React: After Allandra performs a ranged strike that killed the target: Ready her.

+7 **1**

ELF DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+3 **Tresven** **12**

2 Character – Elf Scout

Enter React: Perform a +4 ranged strike against target spent character.
Spend Order: Perform a +1 ranged strike.

"I am back. You can tell the others. What? You are gurgling. Oh well, I'll tell them myself."

+4 **1**

ELF DEMO Illus. Steve Ellis © 2024 Kingswood Games

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ELF DEMO Illus. Steve Ellis © 2024 Kingswood Games

Riding Horse

3 Item – Steed

Order: Spend Riding Horse: Move forward one rank.

"Nothrog ride wolves because nobody told them horses weren't for eating." –Rora Blacknane

+4 **1**

ELF DEMO Illus. Heather Bruton © 2024 Kingswood Games

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ELF DEMO Illus. Heather Bruton © 2024 Kingswood Games

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ELF DEMO Illus. Heather Bruton © 2024 Kingswood Games

Ball Lightning



2 Action — Air

Order: Target a character within two ranks: The target must succeed with a magic save (DC 15) or suffer a wound.

"I invoke thy rules of hospitality," Adonis said, grinning, "unless thou wishest to strike down a humble ambassador."

ELF DEMO Illus. Max S. Fellwauher © 2024 Kingswood Games

Ball Lightning



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ELF DEMO Illus. Max S. Fellwauher © 2024 Kingswood Games

Charm Person



2 Action

Order: Target lower level character may not attack this turn.

"The daughter of the Emperor hath no need of shields to keep her safe on the battlefield. She doth need only her standard, and her wit. Most men would die for less." —Sir Beatrix

ELF DEMO Illus. Lisa Hunt © 2024 Kingswood Games

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ELF DEMO Illus. Lisa Hunt © 2024 Kingswood Games

Jump



1 Action

Order: Journey.
(Move forward or backward one rank.)

"Three battles, and still you escape our best trackers. You owe us a death, Logan... preferably your own." —Lucien Stormcrow

ELF DEMO Illus. Malcolm McClinton © 2024 Kingswood Games

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ELF DEMO Illus. Malcolm McClinton © 2024 Kingswood Games

Magic Missiles



1 Action

Spend Order: Perform a number of +0 ranged strikes equal to this wizard's level. These strikes may not receive any bonuses to the die roll.

"One fewer obstacle to the Empire."

ELF DEMO Illus. Chris Seaman © 2024 Kingswood Games

Magic Missiles



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ELF DEMO Illus. Chris Seaman © 2024 Kingswood Games

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ELF DEMO Illus. Chris Seaman © 2024 Kingswood Games

+8/+6/+6 Vactus, Spirit's Champion 14



5 Warlord Character — Orc Barbarian

Limited Order: Move forward one rank.

"My champion, my River of Blood!" —Wyvern

+6 **4**

NTH DEMO Illus. Jason Engle © 2024 Kingswood Games

+3 'Mad' Pat Carrik 10



2 Character — Giant Monster Ranger

'Mad' Pat inflicts an additional wound with melee strikes.

"I've never met a Hill Giant that wasn't completely raving mad. Must be something they eat. Like slow Nothrog." —Jack Casey

+2 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+3 **'Mad' Pat Carrik** **10**



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"I've never met a Hill Giant that wasn't completely raving mad. Must be something they eat. Like slow Nothrog." —Jack Casey

+2 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+1 **Urg** **11**



1 Character — Guardian

Limited React: After an adjacent character is targeted with a strike: Redirect the strike to Urg.

"I serve Takh. He will forge a blade worthy of my father's soul."

+1 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

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+1 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+0 **Catapult Crew** **10**



3 Character — Siege

Unarmed

Spend Order: Perform a +5 ranged strike that may target an additional rank away.

They live for centuries, watching patiently over the land they love. But when aroused, their anger is equally unending and fiercer than nature's own wrath.

+1 **1**

NTH DEMO Illus. Jonathan Hunt © 2024 Kingswood Games

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+1 **1**

NTH DEMO Illus. Jonathan Hunt © 2024 Kingswood Games

+6 **Kenia** **12**



3 Character

Kenia gains +2 AC while she has a Weapon equipped.

+4 **2**

NTH DEMO Illus. Cris Dornaus © 2024 Kingswood Games

+6 **Kenia** **12**

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Kenia gains +2 AC while she has a Weapon equipped.

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NTH DEMO Illus. Cris Domans © 2024 Kingswood Games

+6 **Kenia** **12**

3 Character

Kenia gains +2 AC while she has a Weapon equipped.

+4 **2**

NTH DEMO Illus. Cris Domans © 2024 Kingswood Games

+5 **Six'La** **10**

2 Character

Limited Order: Move forward one rank.

"She had her mother fall in battle too young, and now she is working hard to send her servants for the afterlife." —Rok

+1 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

+5 **Six'La** **10**

2 Character

Limited Order: Move forward one rank.

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Limited Order: Move forward one rank.

"She had her mother fall in battle too young, and now she is working hard to send her servants for the afterlife." —Rok

+1 **1**

NTH DEMO Illus. Lynn Hunter © 2024 Kingswood Games

Bruntor's Helm **+1**

5 Item — Helm

+1 Hit Point

"Walking up the mountain wearies you less than a stone in your boot. Small things can conquer large ones." —Dwarven proverb

1

NTH DEMO Illus. Chris Arneson © 2024 Kingswood Games

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NTH DEMO Illus. Chris Arneson © 2024 Kingswood Games

+2 **Cheap Sword**



2 Item — Weapon

Death React: Return Cheap Sword to your hand.

"Gone through more hands than Baraxton has, but that means a quality lineage." —Jaega Reach

NTH DEMO Illus. Chris Seaman © 2024 Kingswood Games

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NTH DEMO Illus. Chris Seaman © 2024 Kingswood Games

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NTH DEMO Illus. Chris Seaman © 2024 Kingswood Games

+1 **War Horse**



4 Item — Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

NTH DEMO Illus. Heather Braton © 2024 Kingswood Games

+1 **War Horse**



4 Item — Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

NTH DEMO Illus. Heather Braton © 2024 Kingswood Games

+1 **War Horse**



4 Item — Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

NTH DEMO Illus. Heather Braton © 2024 Kingswood Games

Charge



2 Action

Order: Move forward one rank.

*"Onward! For Hate, and for glory!"
The Nothrog charged down the Four Hills of Baraxton, and fire roared from their siege machines.*

NTH DEMO Illus. David Horne © 2024 Kingswood Games

Charge



2 Action

Order: Move forward one rank.

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NTH DEMO Illus. David Horne © 2024 Kingswood Games

Charge



2

Action

Order: Move forward one rank.

*"Onward! For Hate, and for glory!"
The Nothrog charged down the Four Hills of Baraxton,
and fire roared from their siege machines.*

NTH DEMO Illus. David Home © 2024 Kingswood Games

Improvised Weapon



1

Action

React: Before this fighter makes a melee strike roll: The fighter gains +3 ATK and is considered to have a Weapon equipped for the strike.

I may not make it out of this cursed mine, elf-but neither will you.

NTH DEMO Illus. Carl Frank © 2024 Kingswood Games

Improvised Weapon



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Action

React: Before this fighter makes a melee strike roll: The fighter gains +3 ATK and is considered to have a Weapon equipped for the strike.

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Improvised Weapon



1

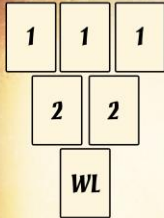
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Setup & Turn Phases



Three level 1 characters in your first rank.

Two level 2 characters in your second rank.

Your Warlord in your third rank.

Ready Phase: Turn each card 90 degrees toward the upright position.

Draw Phase: Discard any number of cards and draw back up to 5 cards.

Initiative Phase: Each Warlord rolls a d20 to see who gives the first Order.

Order Phase: Each player gives one Order at a time or passes.

End Phase: Begins when both players pass consecutively.

For more rules, visit warlordsots.com/rules

Types of Orders

Play a character: Put a character from your hand into play in a rank equal to their level (middle left number).

One of your characters performs one of the following Orders:

- **Attack** (Spend to perform melee strikes shown in the axe symbol)
- **Maneuver** (Spend to move forward, backward, or within the rank)
- **Equip** an item (Check class and level, add a character's rank to their level for equipping)
- Perform an action card with **Order** (Check class and level)
- Use a printed **Order** on the character or an attached card

Pass: You may pass and skip your Order. This doesn't end your turn, you can jump in later.

For more rules, visit warlordsots.com/rules

Glossary (1)

Adjacent: Directly next to and within the same rank.

Banish: Remove from the game.

Difficulty Class (DC): Roll a d20 and add the target's skill (blue diamond) to the roll.

Enter React: Happens immediately after a character enters play.

Melee Strike: The target must be within one rank. The bonus to the die roll is listed in the axe.

Limited: The action can only be used once per turn.

Move: If a card moves a character, they enter the new rank without spending.

Order: Can be performed while spent and uses your Order.

For more rules, visit warlordsots.com/rules

Glossary (2)

Ranged Strike: Target must be two ranks away. Bonus to the strike roll is listed in the text, do not add the axe.

Rank: A place in your formation where cards exist, you begin the game with characters in the first, second, and third ranks.

React: Tells you when you can use it, does not use your Order.

Redirect: This character becomes the new target.

Spend: Turn the card sideways to pay for actions with Spend.

Spent: Sideways.

Stunned: Upside Down.

Unarmed: May not equip items.



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