

Warlord: Saga of the Storm Comprehensive Rules Tome

Version 2.0.1

Kingswood Games

Introduction

This document is designed to be the comprehensive rules document for *Warlord: Saga of the Storm*. It is to be a living document, with additions or adjustments made as needed.

This document includes a series of numbered rules followed by a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number to make it easier to look up a specific rule quickly.

Kingswood Games understands that no matter how detailed these rules are, questions may come up. Should you have any questions related to *Warlord* rules that you or your community are unable to figure out, please feel free to reach out to our Rules Team by filling out the form at www.warlordsots.com/rules.

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1. FUNDAMENTALS

100. THE WARLORD

- 100.1. In *Warlord: Saga of the Storm*[™], you play a powerful leader in the fantasy world of the Accordlands and beyond. Your people are in conflict with their enemies, and you must do what it takes to achieve victory. Your cards represent the party members, equipment, and tactics you have at your disposal as you pursue success. The cards you play will unfold an epic fantasy that continually evolves as you embark on your adventures.

101. VICTORY

- 101.1. To win, you must defeat the enemy Warlord(s). As soon as any player does not control a Warlord character, that player loses the game. The last player to control a Warlord in play wins.
- 101.2. If a card effect states that you “win the game,” the game ends immediately and you are the winner, regardless of remaining Warlords.
- 101.3. If you are defeated, you and all the cards you own are immediately removed from play, and all your ongoing and static effects end.

102. COMMANDING YOUR ARMY

- 102.1. All characters that you control are in your Army.
- 102.2. At the start of the game, your Army is arrayed in a formation which consists of a number of rows of characters, called ranks (see rule 500).
- 102.3. Your army and your formation are not the same thing. Your army consists of all characters you control. Your formation is all characters in your formation zone (see rule 401).
- 102.4. In a card’s game text, “your” refers to cards in play that you control or cards that are in your personal hand, deck, discard pile, or banish zone.

103. THE GOLDEN RULE

- 103.1. Whenever the text on a card appears to contradict a game rule, the card always takes precedence.

104. WOUNDS, HIT POINTS, & DYING

- 104.1. When a character takes wounds, you will place something on that character to note the number of wounds taken (this could be a die or some other marker).
- 104.2. Any time wounds are placed on a character or the maximum hit points of a character are reduced, check to see if the number of wounds on that character now equals or exceeds its total hit points. If they do, the character dies or is banished (depending on the action). By default, the character dies; It would only be banished if the action specifically states that the character is banished instead of killed.
 - 104.2.1. It is possible that after you have checked wounds and before the character dies, there may be Reacts or effects that cause the character to take wounds again. If this happens, then you must check again to see if wounds equal or exceed hit points, and again determine if the character is dying, opening up another “react window” or “trigger” for reacting to its death.
 - 104.2.2. If an action or effect states that a character is banished instead of killed, no Reacts triggered by death or being killed may be played, as the character is not considered to have died or been killed, but is instead banished.
- 104.3. Wounds do not reduce the overall hit point total of a character; the hit points serve as a maximum number of wounds the character can take.
- 104.4. Wounds are not considered “counters,” though they do function similarly (see rule 704).
- 104.5. Wounds are often suffered as part of an effect, but are not themselves considered an effect.
- 104.6. A character also dies (or is banished, depending on other actions or effects) if its level or hit points are reduced to 0 or less.
- 104.7. “Is killed” and “dies” are the same thing.
For example, “React: Before this character is killed” and “React: Before this character dies” mean the same thing.
- 104.8. When a character dies, place the character and all its equipped items and attached cards into its owner’s discard pile. Cards are placed in the discard pile, one at a time, in order of the owner’s choosing, starting with all equipped items, then all attached actions, then any other attached card types, then the character. If any cards attached or equipped to the character have multiple card types, their owner may choose which card types they are considered to be for the purpose of discarding the card. This corresponds with rule 400.3.
 - 104.8.1. If an action or effect says to banish a character instead of killing it, the character is placed in the banish zone instead of the discard pile, and then everything else goes to the discard pile per 104.8.

- 104.9. If at any point a character is determined to be dying, this death can only be stopped or canceled with an action or effect that specifically says that the character no longer dies.
For example, if a character performs a React to their death that removes wounds from them via an action or effect of some kind, but that action or effect does not say that the character no longer dies, the character will still die, even if the character no longer has any wounds.
- 104.10. A character is considered killed by a strike or an action if a wound (or level reduction) inflicted by that strike or action is the one that kills the character.
- 104.11. Any game text that refers to “wounds” generically, such as “before a character suffers wounds,” applies to a single wound as well as multiple wounds.
- 104.12. Characters may not React to their own death as they are no longer in play. If a character has a React printed on it that states “after this character is killed,” it is treated as if it says “before this character is killed.” Similarly, if an action says “after a character is killed, it does not die,” that is also considered to mean “before a character is killed.”
- 104.13. When a character “suffers one or more wounds,” one or more wounds are “inflicted on that character,” and vice versa. A character suffering wounds and having wounds inflicted on it are interchangeable terms.

105. DIE ROLLS

- 105.1. Whenever you roll a twenty-sided die (a “d20”), there are two special results to watch out for: critical success and critical failure.
- 105.1.1. **Critical Success** – Whenever a character rolls a 20, that is a critical success. Whenever a roll is set (through a card effect) to a critical success, it is set to a 20. A critical success may not be re-rolled or changed. When a character gets a critical success, they automatically succeed in whatever they are attempting, regardless of the target number or any modifiers to the roll.
- 105.1.2. **Critical Failure** – Whenever a character rolls a 1, that is a critical failure. Whenever a roll is set (through a card effect) to a critical failure, it is set to a 1. A critical failure may not be re-rolled or changed. When a character gets a critical failure, they automatically fail in whatever they are attempting, regardless of the target number or any modifiers to the roll.
- 105.1.3. If two characters are rolling against one another (e.g., rolling for initiative, see below) and the results are identical, then both dice are re-rolled (with the exact same modifiers applied). If two characters are rolling against one another and both critically fail or both critically succeed, then both reroll, regardless of any modifiers. If two characters are rolling against one another and only one of them critically succeeds or fails, then that character wins or loses the roll, regardless of any modifiers.

- 105.1.4. Critical successes and critical failures may not be changed or re-rolled through any effect.
- 105.2. Characters may also have advantage or disadvantage on a roll.
- 105.2.1. **Advantage** – If you have “advantage” on a roll, then you roll two dice for the roll and keep the higher result.
- 105.2.2. **Disadvantage** – If you have “disadvantage” on a roll, then you roll two dice for the roll and keep the lower result.
- 105.2.3. If you have advantage on a strike roll against a Planar character that does not ignore the trait (see rule 602.5), keep the highest even roll (if there is one). If you have disadvantage on a strike roll against a Planar character that does not ignore the trait, keep the lowest odd roll (if there is one).
- 105.2.4. If you would have both advantage and disadvantage on a roll, you are considered to have neither of them, regardless of how many instances of each you have on the roll.
- 105.3. Some actions or effects may “preset” a die roll, meaning limit that die roll to a predetermined number. If a die roll is preset and any effects are used to re-roll that die or change the number of dice rolled, the result will still be that preset value. *For example, if a character has disadvantage on a melee strike, but they have another effect that makes that melee strike a critical success, they do not roll for the strike, as it is a 20 regardless.*
- 105.4. Some actions or effects may refer to a “natural” die roll. This is the die roll as it is rolled or preset, before any modifications or bonuses.
- 105.5. If an action or effect would cause you to reroll, and you were rolling multiple dice for that strike, action, or effect (via something like advantage or disadvantage), then you must reroll all the dice.

106. SKILL CHECKS & SAVES

- 106.1. Some actions require a character to make a skill check or save against a certain Difficulty Class (“DC”). To do this, roll a d20 and add the character’s skill. If the character has a bonus or penalty to the check or save (*for example, “+3 on magic saves” or “-2 on perception checks”*), add that to the result as well. If the total is equal to or greater than the DC, then the character succeeds with the check or save. The action that generated the check or save will describe the effects of success or failure.
- 106.2. All “saves” are considered to be “skill checks,” but not all “skill checks” are “saves.” *For example, if a card gives you a bonus to “saves”, this does not help you for skill*

checks, but if you are given a bonus to all skill checks, this will also help you for saves.

106.3. You may not voluntarily fail checks or saves.

107. READING, SPENDING, & STUNNING

107.1. Ready, spent, and stunned represent the possible orientations of each of your cards. Ready cards are upright from their owner's perspective; spent cards are rotated 90 degrees to the side; stunned cards are upside down from their owner's perspective.

107.2. When the game mechanics or card text requires you to spend a card, turn that card 90 degrees from ready (upright) to signify that it has been spent.

107.3. You may only spend a ready card; a spent or stunned card may not be spent again.

107.4. When the game mechanics or card text requires you to stun a card, rotate that card 180 degrees from ready (upright) to signify that it has been stunned (do not flip it face down).

107.4.1. A stunned card may not be stunned again.

107.4.2. A stunned card is also considered spent for all actions and effects.

107.4.3. Stunned characters may not perform any actions, including those on equipped items, but they may still be affected by actions performed by other characters.

107.4.4. Actions printed on stunned items may not be performed, but all stat modifiers and other effects remain in effect.

107.4.5. To "ready" a card is change it from spent (turned 90 degrees) or stunned (turned 180 degrees) to ready.

107.4.6. To "unstun" a card is to change it from stunned (turned 180 degrees) to spent (turned 90 degrees).

108. BUILDING YOUR DECK

108.1. Each deck is built around and must include a Warlord, as well as a legal starting army.

108.2. The minimum deck size for Constructed (801.2) play is 50 cards. The minimum deck size for Limited play is 30 cards. There is no maximum deck size.

108.3. You may have no more than three copies of any given card in your deck.

108.4. A single card type (character, action, or item) cannot make up more than half (50%) of your deck (if you run a 50-card deck, for example, you cannot have more than 25

cards of the same card type). Count all cards in your deck, including your starting characters.

- 108.5. If a card has the Epic keyword, you may not have more than one copy with that name in your deck.
- 108.6. You may not have more than one character with the word(s) Warlord, Overlord, Daemonlord, Dragon Lord, or Medusan Lord in its typeline, though you may have one of each.
- 108.7. You must include sufficient characters to make a legal starting army.
- 108.8. Cards that start in play (either as part of your starting army or as a special format rule) may affect the normal deck construction rules. These effects only apply if that card starts in play.

109. DRAWING AND RETRIEVING CARDS

- 109.1.1. Drawing a card is defined as taking a card from your deck (not necessarily the top card) and putting it in your hand.
- 109.1.2. When instructed to “draw” a card, it will always be taken from the top of your deck unless an action or effect stipulates otherwise.
- 109.1.3. Retrieving a card is defined as taking a card from the deck or discard pile and moving it to another location, such as the hand, in play, the discard pile, or the top or bottom of the deck. Shuffling is not retrieving a card.

110. ACTIONS

- 110.1. Most of your game play will revolve around performing “actions”. Actions are Orders or Reacts that have a cost to be performed and an effect afterward. It’s important to note that any Order or React is considered an action, including those you perform that are listed on your characters or items, not just those performed from Action cards. Actions are explored in more depth in section 510.

2. PARTS OF A CARD

200. CARD NAME

- 200.1. A card's name is located in the top middle of the card, above the art.
- 200.2. If a card refers to its own name (or any part of that name), or an effect refers to the name of its source (or any part of that name), it's referring only to that specific card and not to any other card with that name. Such references are called "self-references," as are any references to "this character," "this token," and so on.
- 200.3. If game text refers to a card "named [name]," it is referring to any card with that name. This is an exception to 200.2.

201. ATTACK (ATK) & DAMAGE TYPE

- 201.1. The number in the upper-left corner of a card is that card's attack bonus (ATK). For items, this is a bonus (or penalty) that a character adds to (or subtracts from) its melee strikes. For characters, this indicates the number of strikes that character has when it performs an attack, and their base bonus(es). Some characters get more than one melee strike when attacking; these characters have two or more numbers separated by slashes.
- 201.2. The symbol that the ATK number is contained in indicates the Damage Type (see rule 600). A plain axe indicates physical damage, a lightning-covered axe indicates lightning damage, a yellow shining axe indicates radiant damage, a flaming axe indicates fire damage, a red and black decaying axe indicates necrotic damage, a green poison-covered axe indicates poison damage, an ice-covered axe indicates frost damage, and a purple axe indicates force damage.
- 201.3. This symbol is found on the left for Epic Class cards and represents a bonus to attack (similar to an item).

202. ARMOR CLASS (AC)

- 202.1. The number in the shield represents the Armor Class (AC) for character cards or a bonus to AC for Item and Epic Class cards.
- 202.2. This symbol is found on the left for Epic Class cards and represents a bonus to AC (similar to an item).

203. LEVEL / CLASS / ALIGNMENT

- 203.1. This icon is located in the middle-left of the card and tells you what class a character, item, or action is: The starburst symbol denotes Cleric (holy or unholy priests and healers), the gauntlet denotes Fighter (a soldier or warrior), the glove denotes Rogue (a thief, spy, or other shady professional), the scroll denotes Wizard (a magic user or other spellcaster), and an oval denotes either multi-classed (the card text tells you what classes it is) or classless (someone who is not one of the other defined classes).

- 203.2. The number inside the icon tells you what level the card is.
- 203.3. For character cards, the icon's color tells you what alignment the character is: White indicates a good character, black indicates evil.
- 203.4. Cards may have additional, smaller versions of the class icon on the left as well. This indicates that the card has additional classes, making it multi-class.
For example, if a character card has a larger Fighter symbol with a 5 in it and a smaller Rogue symbol just above it, that character is level 5 and both a Fighter and a Rogue.
- 203.4.1. A multi-class card is defined as a card with more than one class. Those cards are considered to be all of those classes at the same time.

204. TYPELINE

- 204.1. The typeline is the line of text in the center of the card, below the art, that contains the card's type and may include any number of traits (see rule 601). On older versions of cards, this information may be contained within the game text instead.

205. FACTION ICON

- 205.1. A character's faction icon is located in the middle of the right side of the card and indicates which of the six major sides in the great war the character is loyal to. The six factions are: the Deveronian Empire, the Dwarven Forges, the Elven Branches, the Free Kingdoms, the Mercenary Guilds, and the Nothrog Legions. The character's faction is often indicated in the game text and is spelled out for older versions of cards.
- 205.1.1. Older versions of cards may show a character's faction as a bolded word at the top of the card rather than a symbol. They also may simply say "Deveronian", which is considered to be "Deveronian Empire"; "Dwarf," which is considered to be "Dwarven Forges", "Elf," which is considered to be "Elven Branches", "Mercenary", which is considered to be "Mercenary Guilds", or "Nothrog", which is considered to be "Nothrog Legions."
- 205.1.2. There is a seventh faction, The Chosen, which is not a faction of the Accordlands, but functions as a faction in exactly the same way the other six do.
- 205.2. The Deveronian Empire is represented by a red flag with a tower, the Dwarven Forges are represented by a brown flag with a hammer, the Elven Branches are represented by a white flag with a skull, the Free Kingdoms are represented by a gold flag with a crown, the Mercenary Guilds are represented by a blue flag with crossed swords, and the Nothrog Legions are represented by a green flag with two crescents.
- 205.3. The faction icons may also appear in the game text of a card. When this happens, it refers to the faction that the icon represents in the same fashion as spelling out the name.

206. TEXT BOX

- 206.1. The text box is located on the bottom half of the card, below the art and typeline, and contains any game text that the card has, such as special abilities or actions. For older versions of cards, this may also include the faction and traits of the character at the top.
- 206.2. The game text on some cards will include the value “X”, which represents a numeric value that may change based on the text on that card. Within a card’s game text, every use of “X” refers to the same numeric value – determined the first time it is used.
For example “Kill a level X character: Move forward X ranks,” would move the character performing the action forward a number of ranks equal to the level of the character killed.
- 206.3. Some cards may include reminder text in their textbox, which is italicized text within parentheses that summarizes a rule that applies to the card it is printed on.

207. STORY TEXT

- 207.1. Text in *italics* at the bottom of the text box gives you some insight into the ongoing events of the Saga of the Storm. These do not have any effect on game play.

208. SKILL

- 208.1. The number inside the pentagonal gemstone located in the bottom-left corner represents how skillful that character is. Higher skill can help you perform some actions.

209. HIT POINTS

- 209.1. The number inside the red droplet located in the bottom-right corner tells you how many wounds it takes to kill the character. A single wound kills most characters.

210. BORDER COLOR

- 210.1. Each faction and non-character card type has a different border around the outside of the card; this does not affect game play and serves only to help identify the card types.

211. GAME STATISTICS

- 211.1. Game statistics, also referred to as “game stats” or just “stats,” refers to the numerical parts of a card. These statistics include ATK, AC, skill, HP, and level.
- 211.2. “Base stats” or “base statistics” refers to the base values of these statistics, which will normally be the “printed” value, but which can also be set or changed by a card effect. The “printed” value is the original value of the game statistics as printed on the card.

212. ATTRIBUTES

- 212.1. Attributes are defined as a card’s non-numerical aspects that may affect game play. This includes their traits, keywords, alignment, action type, and Damage Type.

3. CARD TYPES

300. GENERAL

300.1. The card types are Character, Item, Action, Dungeon, Battlefield, and Epic Class.

301. CHARACTERS

301.1. Characters are marked with the word “character” in their typeline.

301.2. Some characters have an additional “character type” in the typeline designating that they are a Warlord, Overlord, Dragon Lord, Daemonlord, or Medusan Lord. These characters are treated the same as any other character, but there are often additional game effects that interact with them. In previous editions, these were considered traits, but this is no longer the case. If anything refers to the “Warlord trait” it should be treated as “Warlord character type.” The same is true for all other character types.

301.3. Characters generally have one or more factions. These faction designations are not considered a trait. Characters with more than one faction are considered multi-faction. They are always considered to be of all their factions. They are considered to be of the same faction as another character (and not considered to be a different faction) as long as they share at least one faction.

302. ITEMS

302.1. Items are marked with the word “item” in their typeline.

302.2. While in play, items are present within your army, but have no effect on illegal ranks (see rule 401.6).

302.3. Most Item cards have a class and/or trait restriction on them; only characters of that class and with the correct trait may equip these items. Other Item cards have the classless symbol on them; if the card’s text does not declare any restrictions, then any character may equip these items.

302.3.1. If an item declares a class restriction on itself, it is considered to be of all classes matching those restrictions.
For example, if an item says “Fighter and Cleric only,” it is considered both a Fighter and a Cleric item.

302.3.2. If an Item card indicates that it has multiple class restrictions (either via class symbols on the left or in the text box), a character need only be one of those classes to equip that item.

302.4. All Item cards have a level: To equip an item, the character’s level (including any modifiers for equipping the item) plus the number of the rank they currently occupy in your formation (see rule 710.8) must be equal to or greater than the item’s level.

302.5. A character cannot equip an item if that character already has an item of the same name equipped.

- 302.6. If the character that an item is equipped to leaves play, the Item card is put into its owner's discard pile.
- 302.7. Some items have item traits called equip locations. These Equip Locations are Armor, Arrow, Bow, Bracers, Familiar, Gauntlet, Helm, Shield, Stance, Steed, Trap, and Weapon. Characters may only have one item equipped in each equip location at a time. If a character successfully equips an item with one or more of these item traits, they must choose and destroy any items they already have equipped until they have no more than one item with that item trait(s). If a character has a special ability that allows it to equip more than one item with a certain equip location (such as two Weapons), then a new item only causes one of the equipped items with that equip location to be destroyed, with the destroyed item being chosen by the character's controller.
- 302.7.1. Equip locations are only checked when equipping an item.
For example, if a character has a Weapon equipped and an action or effect gives another one of that character's items the Weapon trait, that character would not have to discard the first Weapon. In the same example, if the character were to equip a third Weapon, the character would need to destroy both previously equipped Weapons.
- 302.8. Characters may equip as many items as they like with the same item traits that are not equip locations, as long as those items do not have the same name.
- 302.9. Items are not considered "attached," they are considered "equipped."
- 302.10. Some older versions of items with the Treasure trait have game text indicating that it would be awarded to the winner of the game should they be played. This text is always ignored, and is considered for all intents and purposes to not exist.
- 302.11. Some older versions of items indicate a "GP" value, such as "500 GP". This text has no game meaning.

303. ACTION CARDS

- 303.1. Action cards are special single-use cards that allow a character in your army to perform the action described on that card. They have the word "Action" in their typeline. An Action card can be an Order given during the order phase or a React that is played whenever it says it is triggered. Actions performed as an Order or React are played into the action zone (see rule 410).
- 303.2. Most Action cards have a class and/or trait restriction on them; only characters of that class and with the correct trait may use these Action cards. Other Action cards have the classless symbol on them; if the card's text does not declare any restrictions, then any character may use these.
- 303.2.1. If an action declares a class restriction on itself, it is considered to be of all classes matching those restrictions.
For example, if an action says "Fighter and Cleric only," it is considered both a Fighter and a Cleric action.
- 303.2.2. If an Action card indicates that it has multiple class restrictions (either via class symbols on the left or in the text box), a character need only be one of those classes to perform that action.

- 303.3. All Action cards have a level: The level of the character using the Action card (including any modifiers to level for performing the action) must be equal to or greater than the action's level in order for the character to use it.
- 303.4. Some Action cards attach themselves to cards in play. If the card that it is attached to leaves play, the attached card is put into its owner's discard pile. While in play and attached, these cards are considered part of your army.
- 303.5. Once the effect(s) of an Action card has been completed (it will tell you what to do), the card is placed in your discard pile.
 - 303.5.1. Some Action cards instruct you to do something else with the card itself, such as banishing it or returning it to your hand. This will replace putting the card in your discard pile, and is done as soon as the rest of the text of the action has taken place.
- 303.6. All Cleric and Wizard Action cards are known as spells (including actions with multiple classes which include either Cleric or Wizard).
 - 303.6.1. It is also possible for an action or strike that is not an Action card to be a spell, via an action or effect. These spells are considered to be level zero for all actions and effects, and their level cannot be changed.

304. DUNGEONS

- 304.1. Dungeons are marked with the word "dungeon" in their typeline. A Dungeon card can only be played if no other Dungeon cards are currently in play.

305. BATTLEFIELDS

- 305.1. Battlefields are a type of card that starts the game in play. They denote the region your army is battling from, and give your army additional bonuses. Battlefields are only used in special game formats. You may only have one battlefield as a part of your deck.
- 305.2. Battlefields may not be targeted or interacted with in any way. While in play, battlefields are not a part of your formation, but instead reside in the battlefield zone.
- 305.3. Battlefields do not count towards deck construction rules in any way, meaning you must still build a deck with the minimum number of cards for the format without counting the battlefield towards that total. It also does not affect the 50% card type requirement (see rules 107.2 and 107.4).
- 305.4. While a player controls a battlefield, each of their Warlords is considered to have the text from the battlefield in their text box as if it was printed on their card.

306. EPIC CLASSES

- 306.1. Epic Class cards are buffs for your Warlord, used in special game formats.
- 306.2. Your deck may not contain more than one Epic Class.
- 306.3. An Epic Class is not considered equipped, it is considered attached.

4. ZONES OF PLAY

400. GENERAL

- 400.1. Your zones of play are various areas that contain your cards during the course of the game. There are 6 total zones of play, though the battlefield zone is only used for special game formats, and the dungeon zone is only used in extended formats where dungeons are allowed.
- 400.2. Cards in certain zones are considered to be “in play.” These are the formation, action, battlefield, and dungeon zones.
- 400.3. If a card leaves an in-play zone for any reason, such as being shuffled into your deck or sent to your discard pile, any cards that were equipped or attached to that card are immediately destroyed or discarded. Cards are placed in the discard pile, one at a time, in an order of their owner’s choosing, starting with all equipped items, then all attached actions, then any other attached card types. If any cards attached or equipped to the character have multiple card types, their owner may choose which card type it is considered to be for the purpose of discarding the card.

401. FORMATION

- 401.1. Your formation is your main zone of play, where the majority of your interactions will take place. Your formation is made up of ranks, which is where your characters and items reside while they are in play.
- 401.2. Your 1st rank is the one closest to the other players’ formations and is also called the “front rank.” Ranks behind the 1st are numbered sequentially.
- 401.3. Your formation contains an infinite number of ranks, though normally only a handful are occupied.
- 401.4. You and your opponents each have your own formations.
- 401.5. Characters may move from rank to rank through various effects. Moving “forward” moves a character towards the front rank of the formation they are in. Moving a character “backwards” moves them further away from the front rank of the formation they are in. Characters in the front rank of their own formations may not move forward.
- 401.6. During a game, you may end up with a rank that has more characters than the one in front of it. Such a rank is called an “illegal rank,” and this must be corrected immediately.
 - 401.6.1. If you have an illegal rank, you must adjust your formation by having characters “fall forward.” Fixing an illegal rank in this way happens as soon as you have one, and interrupts the normal sequence of play. It takes place before any other action or effect, including the next step in a multi-step action, and is not an action itself.

- 401.6.1.1. As an exception, when falling forward triggers a React (see rule 508), you perform the React before fixing any other illegal ranks.
- 401.6.2. To fix illegal ranks, characters fall forward one at a time from the illegal rank(s), in any order you prefer, until you have no more illegal ranks.
- 401.6.3. Ready characters that fall forward become spent then move forward one rank. Spent characters that fall forward become stunned then move forward one rank. Stunned characters that fall forward simply move forward one rank, there is no additional penalty.
- 401.6.4. Falling forward does not count as maneuvering (see rule 507.5) but does count as moving.
- 401.7. When you move a character, you may put the character on the far left, far right, or between any two characters in its new rank.
- 401.8. You may move a character even if doing so causes another rank to become illegal.
- 401.9. If a character moves forward or backward more than one rank at a time, they simply move from the rank they are in to the rank they are going to. They do not enter or pass through any of the ranks in between.
- 401.10. Characters directly next to each other within the same rank are considered adjacent.
- 401.11. Ranks in a formation are considered adjacent if they are next to each other. (*For example, your 1st rank and your 2nd rank, or your 2nd rank and your 3rd rank.*) Your 1st rank and your opponent's 1st rank are also considered adjacent.
- 401.12. Effects that switch the places of two characters are not considered to “move” either character, and thus actions or effects that would affect the character moving or entering the new location do not affect or take place during the switch.
 - 401.12.1. Effects that switch the places of two characters do not cause illegal ranks.
 - 401.12.2. Effects may only switch the places of two characters in the same formation.
- 401.13. The leftmost and rightmost characters in any given rank are considered to be at the “end” of that rank. Characters in a rank by themselves are also considered to be at the end of their rank.
- 401.14. A rank “in front” of a particular rank or card is forward from their position. Conversely, ranks “behind” other ranks or cards are backward from their position. All opposing front ranks are in front of your front rank.
- 401.15. When an action or effect references something “within” a given number of ranks, this includes the rank that the card or effect is performed from/on, and includes ranks that are both forward and backward from that position.

For example, if a character is in your front rank, “within two ranks” of that character would include the first and second ranks of all of your opponents, as well as your first, second, and third ranks.
- 401.16. If an action or effect instructs you to replace one character with another (without also saying to discard or kill the character) you do not need to check for or correct illegal ranks, the new character simply replaces the old in the exact same rank and position within that rank.

402. ACTION ZONE

- 402.1. The action zone is a place to the side of your formation where actions reside while they are in play after being played as a React or Order. Normally, this is for a brief period of time, until the Action card has resolved, at which point it moves to the discard pile.
- 402.2. You and your opponents each have your own action zones.

403. DECK

- 403.1. Your deck zone is where your deck is placed at the beginning of the game and where you draw from, search, or interact with it if an action or ability instructs you to do so.
- 403.2. You and your opponents each have your own deck zones.
- 403.3. Cards in your deck zone are not considered in play.
- 403.4. If you run out of cards in your deck, there is no other penalty besides not being able to draw any more cards. You do not reshuffle your discard pile to create a new deck.
- 403.5. If a card is revealed from your deck by an action or effect, that card is not considered to have left your deck.

404. HAND

- 404.1. Your hand is where you keep the cards you have drawn or have otherwise been instructed to put in your hand.
- 404.2. Your hand is hidden from your opponents.
- 404.3. You and your opponents each have your own hands.
- 404.4. There is no limit to the number of cards that may be in your hand at a given time.
- 404.5. Your standard hand size is five. This value is used only to determine the number of cards you may draw during the draw phase (see rule 503) and does not imply nor dictate a maximum number of cards in your hand.
 - 404.5.1. Your hand size may be increased or reduced.
- 404.6. If a card is revealed from your hand by an action or effect, that card is not considered to have left your hand.
- 404.7. Cards in your hand are not in play.
- 404.8. If an action or effect instructs you to discard a card, it is discarded from your hand unless otherwise stated.

405. DISCARD PILE

- 405.1. Your discard pile is where all your cards go if they are killed, discarded, or destroyed.
- 405.2. Cards in your discard pile are not in play.
- 405.3. You and your opponents each have your own discard piles.
- 405.4. Cards in any discard pile are visible to all players at all times.

406. BANISH ZONE

- 406.1. The banish zone is where a card goes when an action or effect says to “banish” that card.
- 406.2. You and your opponents each have your own banish zones.
- 406.3. Cards in your banish zone are not in play.
- 406.4. Cards in any banish zone are visible to all players at all times.

407. BATTLEFIELD ZONE

- 407.1. The battlefield zone is a zone used only in special game formats, and is where your battlefield goes.
- 407.2. You and your opponents each have your own battlefield zones.

408. DUNGEON ZONE

- 408.1. The dungeon zone is the zone where dungeons are put into play.
- 408.2. The dungeon zone is a shared zone between the two players, meaning no more than one dungeon can be in play at a time.

5. PLAYING THE GAME

500. PREPARING FOR BATTLE

- 500.1. To start each game, every player simultaneously presents the starting army from their deck, placing it face-up in front of them, creating their formation.
- 500.2. A starting army consists of one character with the Warlord character type, three 1st-level characters, and two 2nd-level characters.
- 500.3. The five non-Warlord characters must be from the same faction as the Warlord and cannot include more than one copy of each Unique character.
- 500.4. The three 1st-level characters are placed in the 1st rank, both 2nd-level characters in the 2nd rank, and your Warlord in the 3rd rank.
- 500.5. This occurs before the first turn of the game. No actions may be performed at this time, although static text still takes effect.
- 500.6. If an effect would allow you to replace a character in your starting army, you may use that replacement only if the character being replaced was originally legal for you to start the game with and the character meets any other requirements for your starting army. The characters that are “replaced” do not actually need to be in your deck.

For example, if a level 3 Elven Branch Rogue character says that it “may start in play instead of two of your level 1 Elven Branches,” as long as you could have started with two elves and the Rogue Elf is legal for you to start with otherwise, you may start with the level 3 Elf in play instead, and you do not need to have those two level 1 elves in your deck. Using the same example, if you have a Free Kingdoms Warlord that states it may include any Wizards in its starting army regardless of faction, and thus it could start with two level 1 Wizard Elves, you could not replace it with the level 3 Rogue as the faction requirement in 500.3 is only being overridden for Wizards.

501. SEQUENCE OF PLAY

- 501.1. There are five phases in each turn of the game. In order, these are the ready phase, the draw phase, the initiative phase, the order phase, and the end of turn phase.

502. READY PHASE

- 502.1. During the ready phase, all players simultaneously turn their cards 90 degrees back toward the upright position. Spent cards become ready and stunned cards become spent. This phase still happens in the first turn of the game.

503. DRAW PHASE

- 503.1. During the draw phase, players may discard any cards from their hands that they wish. Then all players draw (one card after another) until they have a number of cards in their hand equal to their hand size (404.5).
- 503.2. If a player has more cards in their hand than their hand size (404.5), they do not need to discard any. They simply may not draw any cards during this phase.

504. INITIATIVE PHASE

- 504.1. As the initiative phase starts, every player's Warlord simultaneously rolls for initiative.
 - 504.1.1. In a game where a single player has more than one Warlord, that player chooses which Warlord is the one rolling for initiative before the roll is made. This is true for initiative rolls outside the initiative phase as well.
- 504.2. To roll for initiative, each player's chosen Warlord rolls one die and adds any appropriate bonuses (these may be generic die-roll bonuses or specific initiative bonuses).
- 504.3. The player whose Warlord rolls highest goes first in the order phase, and play proceeds clockwise from that player.
- 504.4. A critical success always wins initiative.
- 504.5. If there is a tie for highest, only the tied Warlords reroll. In the event of multiple critical successes, those Warlords reroll, regardless of any other initiative bonuses. Bonuses that were for "your next initiative roll" and were applied to your original initiative roll are carried over to the re-roll in the event of a tie, as it is considered to be the same instance of rolling initiative. The same is true for preset rolls. In the event that both players have a preset initiative that results in a tie, they must roll initiative normally as if neither had a preset roll.
- 504.6. Any action or effect that refers to initiative "this turn" or "each turn" only refers to initiative rolls during the initiative phase.

505. ORDER PHASE

- 505.1. The order phase is when everything happens. Game play goes around the table clockwise, with each player giving one Order at a time. The player who won initiative gives one (and only one) Order. After that Order has been completed, the player to their left performs one Order, and so on. The order phase continues, with each player giving one Order in turn, until all players pass consecutively. When this happens, the order phase ends.
- 505.2. When it is your turn to give an Order, you may do one of the following: put a character into play from your hand, have one of your characters perform an Order, or pass. Orders are detailed in section 507.
- 505.3. If you cannot perform any more Orders (or simply do not want to), you must pass.
- 505.4. If you pass but your opponent does not, then the phase does not end and you may still perform Orders later (on your turn). In other words, passing does not forfeit

your right to do anything, but you do risk having the order phase end if you are hoping to surprise your opponents.

- 505.5. Passing is not considered an Order, nor is it considered an action.
- 505.6. If an effect would cause you to skip an Order, you are not considered to have performed an Order or passed, nor is that skipped Order considered an action.
- 505.7. Some older cards may refer to “decrees” or the “decree phase.” These are treated as “Order” or “order phase” respectively.

506. END OF TURN PHASE

- 506.1. The end of turn phase is when you resolve any effects that last “until the end of the turn” or that state that they happen at the end of the turn. Starting with the player who won initiative for that turn, players have the opportunity to play any cards from their hand or perform any abilities they have in play that would take place at the end of the turn. Then, after any abilities or cards from the hand are played, players will resolve any effects that last until the end of the turn or happen at the end of the turn, one at a time. This is done the same way as any other effect, starting with the player who won initiative, and then each player resolves one effect in turn until all effects are resolved or that player has no more effects to resolve. After this is complete, the old turn ends and a new one begins.

507. ORDERS

- 507.1. **Playing characters:** As an Order, you may take a character from your hand and add it to your army by putting it into play in your formation. This Order is performed by the player.
 - 507.1.1. You must place the character in a rank exactly equal to its level. A character may be placed on the far left, far right, or between two other characters in that rank.
 - 507.1.2. You may not put a character into play if it would result in an illegal rank, unless you can perform a React or trigger an effect to make it legal. If the React or effect fails, the character is discarded.
 - 507.1.3. If a character, action, or effect specifies an entering rank, allows the character to enter play in any rank, or to violate the illegal rank restriction, the rank in front of the one where the character enters play must still be legal and occupied.
 - 507.1.4. Characters of a different faction than your Warlord that you put into play suffer a loyalty penalty. These characters enter play stunned. Characters with the Mercenary Guild faction never suffer a loyalty penalty.
 - 507.1.5. **“Play” vs “Put into Play”** – You are only “playing” a character if you are performing the standard Order of playing a character from your hand. This is important to note as some effects may reference when you “play” a character, which means they will only affect this standard Order. However, if an effect references a time you “put a character into play,” this could affect characters coming into play via other means.

- 507.1.6. If a character with the Warlord character type printed in its textbox or typeline enters play through any means during the game, they lose that designation and are not considered a Warlord.
- 507.1.7. If a character states that it “enters play as if it was level X”, it is considered to be entering play as if it were that level for any and all actions and effects related to it entering play. Likewise, if an effect would cause the character to enter play an additional rank further back than normal, a rank lower than normal, or a rank higher than normal, these are all cumulative and would increase or decrease the effective level of the character for all actions and effects related to entering play.
- 507.2. **Performing an Order:** As an Order, one of your characters may perform one of the following Orders by paying the costs associated with the action: perform an attack, equip an item from your hand, maneuver, perform an Order from an action card in your hand, perform an Order on a card that is already in play, put a dungeon into play, spend characters to defeat a dungeon, or attach an Epic Class to your Warlord.
- 507.2.1. **Standard Orders:** In the cases of performing an attack, equipping an item, or maneuvering, these actions may be performed without requiring that the text of the action be printed on the character. It is assumed that all characters have the text for those three actions, even if other game text prevents them from performing that action (such as “this character may not attack”). These three Orders are referred to collectively as “standard Orders.” Standard Orders may also be performed as part of another, larger action. If they are, then all of their standard costs or class, level, and other requirements must be met, unless the larger action specifically ignores or overrides them. When performed in this manner, they are neither Orders nor actions in themselves (since the larger action is the action and might not even be an Order). *For example, an action you play from your hand may tell you that you may perform an attack as a part of that action, or an ability you have in play may grant you the opportunity to play a card from your hand.*
- 507.2.2. In the cases of defeating a dungeon or attaching an Epic Class, these actions may be performed without having the text of the action printed on the Warlord. It is assumed that all Warlords have the text for those two actions, even if other game text prevents them from performing that action. These Orders may also be performed as part of another, larger action. If they are, then all of their standard costs and other requirements must be met, unless the larger action specifically ignores or overrides them. When performed in this manner, they are neither Orders nor actions in themselves (since the larger action is the action and might not even be an Order).
- 507.3. **Performing an Attack – All Characters are considered to have the text: “Spend Order: Perform an attack.”**
- 507.3.1. An attack consists of spending a character you control to perform a number of consecutive melee strikes. The exact number and order is based on the strikes listed in the character’s ATK plus any strikes gained through card effects.

- 507.3.2. Strikes gained from card effects (items, actions, etc.) may be performed in any order you wish, but you must clarify which strike you are using as you declare each strike.
- 507.3.3. A character's printed strikes must always be performed first, in the order they are printed.
- 507.3.4. All of these strikes must target opposing characters; you cannot use melee strikes from an attack to strike characters you control. Other melee strikes not coming from an attack may target such characters.
- 507.3.5. While a character must always perform their first strike during an attack, any strikes beyond the first do not have to be performed if the player chooses not to (i.e., you may stop at any time). If you choose to stop and forgo further strikes, then those strikes are not considered to have been performed. You must decide to forgo the strikes before any part of the strike process has begun, such as after your first strike and before the strike process for the second begins (see rule 509.5).
- 507.3.6. If a character gains additional strikes during the course of an attack, they may perform them as part of the same action.
- 507.4. **Equip an Item from your Hand** – All Characters are considered to have the text: **“Order: Reveal an Item card from your hand: Equip the item to this character.”**
 - 507.4.1. A character may equip an item from your hand to enhance their abilities. When a character equips an item, check to make sure that they meet the requirements for equipping that item (see rule 302). If the character does, equip the item by putting the card into play under that character.
- 507.5. **Maneuver** – All Characters are considered to have the text: **“Spend Order: Move this character forward or backward one rank or to a different position in their current rank.”**
 - 507.5.1. A character may maneuver in order to change their position within a formation. Maneuvering consists of spending a character you control to move them forward or backward one rank or to change their position within their current rank.
 - 507.5.2. If this results in an illegal rank, it must be fixed immediately (see rule 401.6).
- 507.6. **Perform an Order from your Hand** – A character may use an Action card from your hand to generate an effect. Select a character you control to perform the action and put the card into play in your action zone.
 - 507.6.1. A character may only use Action cards that say “Order:” as an Order. Action cards that say “React:” can be used whenever the card says it can be performed and are explained in more detail below (see rule 508).
- 507.7. **Perform an Order that is Already in Play** – A character may perform an Order that is already on a card in play to generate an effect. Select a character you control to perform an action printed in their game text, printed in the game text of an

attached action or an equipped non-stunned item, or granted by a feat, keyword, or other card effect.

- 507.7.1. A character may only use abilities in play that say “Order:” as an Order.
- 507.7.2. Some actions on equipped Item cards or attached Action cards require the item or action be spent or stunned as part of the cost of the action, instead of or in addition to spending the acting character. If it does not have this requirement, the action on the item may be used even while the item is spent (but not stunned).
- 507.8. **Play a Dungeon** – All characters are considered to have the text: “**Order: If no dungeon is in play, you may put a dungeon from your hand into the dungeon zone.**”
- 507.9. **Defeat a Dungeon** – All **Warlords** are considered to have the text: “**Order: Spend ready characters in your army with combined levels equal to or greater than the challenge rating of the dungeon in play: Defeat the dungeon. Banish it.**”
- 507.10. **Attach an Epic Class** – All **Warlords** are considered to have the text: “**Order: Reveal an Epic Class from your hand, stun this character, and inflict 3 wounds on them: Attach the Epic Class to this character.**”

508. REACTS

- 508.1. Some actions have the word “React:” in them. Reacts are slightly different from Orders. They do not occur in the standard sequence that Orders do, and they do not cost you your opportunity to perform an Order when it is your time to do so. A React will tell you exactly when to perform it, which is that React's “trigger.” The trigger then begins a “react window,” where Reacts may be performed in response to that trigger.
- 508.2. Each individual React may only be performed once in response to a single trigger, regardless of whether that React is an action printed on a character or item in play, gained from an attached Action card, granted by a trait, keyword, or other card effect, or granted by a card in your hand, discard pile, or banish zone, though multiple copies of the same card may be used. This means you may use two individual copies of the same card, but you may not use the exact same copy of a card more than once in response to the same trigger.

For example, if an action card says, “React: Before this character dies: Perform a melee strike. Return this card to your hand,” you may only play that card once for that particular death trigger. You may not play the card, return it to your hand, and play it again.

Another example would be a card that says it may be used from your discard pile and then banished that has the ability, “React: Before target character suffers wounds, reduce the wounds by one.” That card could only be used once for the same instance of wounds being suffered. You could not use it from your hand and then again from your discard pile.
- 508.2.1. As an exception to this rule, the game does not “remember” that a React has already been used if it has been shuffled into your deck. So, if, during the

same react window, you are able to use a React, shuffle it into your deck, and then retrieve it and play it again, that would be acceptable.

- 508.3. If more than one player wants to perform a React in response to the same trigger, start with the player who won initiative during the initiative phase this turn and proceed clockwise around the table. After each React has been performed, the sequence of play returns to the original trigger event and, if that trigger is still valid for other Reacts, the next player has an opportunity to perform one. If a player wants to perform more than one React in response to a single trigger, they must give the other players an opportunity to perform a React after each of their own.
- 508.4. Using a React Action card functions like an Order Action card, except for the difference in when they are performed. Select a character you control to perform the action and put the card into play in your action zone.
- 508.5. If a React may be performed in response to more than one trigger, then it always responds to the most specific trigger possible.
For example, "After a strike or action targets this character: Cancel the strike or action," always responds to and cancels the strike, even though the strike is part of an action.
- 508.6. **Specific Types of Reacts** – There are a number of named Reacts that are for specific, defined triggers that take the place of a longer sentence. These are detailed below:
- 508.6.1. **Death React** – A Death React is performed by a dying character. This is essentially the same as saying, "React: Before this character is killed." It is performed after it is determined that the character is dying but before the character is placed in the discard pile.
- 508.6.2. **Kill React** – A Kill React is performed directly after the character performing the action kills another character, and it does target that killed character. It is essentially the same as saying, "React: After this character kills target character." It is performed after the killed character has left play and hits the discard pile.
- 508.6.3. **Enter React** – an Enter React is performed directly after a character enters play. It is essentially the same as saying, "React: After this character enters play."
- 508.7. If a character would perform a React before they or another character dies, and it stops the character from dying, changes what zone they are in, or attaches them to another card in play, Reacts may no longer be performed in response to that character's death and the react window is considered closed.
- 508.8. Reacts may both tell you when to perform them and give a secondary or tertiary condition that must also be met. In this case, the react window must be followed as well as the additional conditions met in order to perform the action.
For example, if a React says, "After a melee strike that killed the target," you would only be able to perform that React after the strike has fully resolved, and only if the strike killed the target.
- 508.9. Any Reacts performed in response to a character's death that reference the character's game stats refer to the game stats of the character at the moment it died,

not their printed values.

For example, if a character has a printed level of 2, but had an item equipped that gave them +1 level, then the character who kills it has killed a level 3 character.

- 508.10. If a character is not in play at the time a trigger for a React occurs, they may not React to that trigger. Likewise, if a trigger specifies something happening to a card that is in a particular rank, and that character was not in that rank during the trigger, they may not React to that trigger.

For example, if a character in your 2nd rank has a React that says, “React: After a character in this rank dies: Perform a melee strike,” and a character in your front rank dies causing that 2nd rank character to immediately fall forward before Reacts can be performed, you may not have that character React to the other character’s death since they were not in the same rank at the time of the death.

- 508.11. If a React refers to an action that is “not a strike,” this refers to and is considered to say “an action that could not produce a strike.” The same is true for more specific iterations, such as “not a melee strike” or “not a ranged strike.”

For example, if an action says, “React: After this character is targeted with an action (not a melee strike),” this is the same as saying, “After this character is targeted by an action that does not produce a melee strike.”

509. STRIKES

- 509.1. Strikes are one of the main ways that characters will inflict wounds on other characters. There are two different types of strike: melee strikes and ranged strikes.

- 509.2. Neither melee nor ranged strikes are themselves actions, but rather are always performed as an effect.

- 509.3. **Melee Strikes** – Whenever one of your characters is going to perform a melee strike, choose another character within one rank of your character to be the target of your melee strike. Roll a d20 and add the strike’s ATK modifier to the result. If the total is equal to or greater than your target’s AC, then you hit the target and inflict a wound (place one wound on the target).

- 509.3.1. Most melee strikes use the character’s Primary ATK as the base, which is their first (or only) ATK modifier. If a card effect sets a strike’s ATK to a certain value, then that modifier is used as the base ATK.

For example, “Perform a +3 melee strike.”

Similarly, when performing an attack (see rule 507.3), use the character’s second ATK modifier for the second strike and so on for any other strikes.

- 509.3.2. The attack modifier or ATK modifier is the strike’s base ATK plus all ATK bonuses and penalties from items and other card effects. If you have a bonus to your die roll for a melee strike, that is also considered to be an ATK modifier for that strike.

- 509.4. **Ranged Strikes** – A ranged strike is a lot like a melee strike, except that a ranged strike targets a character exactly two ranks away (shooting over one rank). For example, a character making a ranged strike from your 2nd rank can target a character in the 1st rank of another formation, while a ranged strike from your 1st

rank can target a character in the 2nd rank of another formation. You may not target a character within one rank using a ranged strike. Whenever one of your characters is going to perform a ranged strike, choose any other character exactly two ranks away from your character to be the target of the strike. Roll a d20 and add the bonus for the ranged strike (usually the number before the words “ranged strike”) to the result. If the total is equal to or greater than your target’s AC, then you hit and inflict a wound (place one wound on the target).

509.4.1. Neither a character’s ATK bonus nor the number of melee strikes it has affect its ranged strikes.

509.5. **Steps of a Strike** – When performing an action or effect that includes a melee or ranged strike, you will resolve the following steps in order for each strike:

1. Declare the strike and who is performing it.
 - a. Reacts or effects that happen “before performing” a strike take place directly after this step and before proceeding to the next step.
2. Choose the target of the strike.
 - a. Reacts or effects that happen “before targeting” take place directly before this step.
 - b. Reacts or effects that happen “after targeting” take place directly after this step and before proceeding to the next step.
3. Make the strike roll.
 - a. Reacts or effects that happen “before rolling” take place directly before this step.
 - b. Reacts or effects that happen “after rolling” take place directly after this step and before proceeding to the next step.
4. Determine if the result of the roll is a hit or miss.
 - a. Reacts or effects that happen “before hitting” or “before missing” take place directly before this step.
 - b. Reacts or effects that happen “after hitting” or “after missing” take place directly after this step and before proceeding to the next step.
5. If the strike hits, determine the Damage Type (if more than one would apply).
 - a. Reacts or effects that happen “before determining Damage Type” take place directly before this step.
 - b. Reacts or effects that happen “after determining Damage Type” take place directly after this step and before proceeding to the next step.
6. If the strike hits, determine how many wounds are inflicted. Strikes normally inflict one wound.
7. If the strike hits, inflict those wounds on the target.
 - a. Reacts or effects that happen “before wounds” take place directly before this step.

- b. Reacts or effects that happen “after wounds” take place directly after this step and before proceeding to the next step.
- 8. Resolve the strike.
- 509.6. If an action or effect refers to a “modifier” of a strike, it is referring only to the bonus to the strike roll. This does not include effects that set the die roll to a particular value or have you roll multiple dice for the strike.
- 509.7. If an action or effect refers to an “effect” of a strike, this refers only to the wounds the strike inflicts or any effects that say they are replacing the wounds.
For example, if an action said “spend the target instead of inflicting wounds,” this would be an effect of the strike; but if the action said “if the strike hits, spend the target,” that is not replacing wounds, and happens after the strike hits, so this would not be an effect of the strike.
- 509.8. The “base” for a strike is the base attack bonus, as dictated by the action causing you to perform the strike. If performing a melee strike and no bonus is dictated, the base attack bonus is that character’s primary attack bonus (see rule 509.3.1).
- 509.9. The “printed” bonus for a strike is the original bonus dictated by the action you are performing, before taking into account any additional modifiers. This is generally the same as the base for the strike, and could be dictated as either a numeric value, such as “+5”, or it may be a value based on other variables or a calculation, such as “equal to this character’s level” or “this character’s level +5.”
- 509.10. Strikes that “inflict zero wounds” or “inflict no wounds” still inflict zero wounds, even if you have an action or effect that would add “additional” wounds to your strike(s).
- 509.11.** You may not choose to cancel or forgo a strike unless it is part of an attack (see rule 507.3.5)

510. ACTIONS IN DEPTH

- 510.1. An action is an Order or a React.
- 510.2. All actions have a cost which must be fulfilled. The first part of the cost is the Order, Spend Order, React, or Spend React that is to the left of the first colon. The rest of the cost (if present) is printed between the first and second colons. If the action is a React, then the cost includes a trigger (the timing of the React). The cost may have payment and targeting instructions as well. All parts of the cost must be fulfilled, and the payment instructions may only be fulfilled by/with cards you control.
- 510.3. All actions have an effect. Unless the action says otherwise, it is not necessary that all parts of an effect occur. Do as much as possible and ignore the rest.
 - 510.3.1. If an effect says to “do X and X” as a single phrase, that is considered a single part of the effect.
- 510.4. Any variables that are part of an action's effect are set when the effect is generated and do not change even if their source does (i.e., an effect based on a character’s

stat such as level, skill, or alignment will not change if that stat does, even if the character leaves play).

- 510.5. To perform an action, follow these steps in order:
1. Declare the action and who is performing it.
 - a. Reacts or effects that happen “before performing” an action take place directly after this step and before proceeding to the next step.
 - b. “Before casting” is synonymous with “before performing,” but is only used if the action is a spell.
 2. Pay the costs of the action (this may include targeting).
 - a. Reacts or effects that happen “before paying the cost” take place directly before this step.
 - b. Reacts or effects that happen “after paying the cost” take place directly after this step and before proceeding to the next step.
 3. Generate the effects of the action (this may also include targeting).
 4. Resolve the action.
 - a. Reacts that happen “after performing” a particular type of action take place directly after this step.
 - b. “After casting” is synonymous with “after performing,” but is only used if the action is a spell.
- 510.6. Some actions require that the character be spent as part of the cost of the action (usually, the action says “Spend Order:” or “Spend React:”). If it does not require spending, then a character may perform the action while spent and, if ready, does not become spent by performing it.
- 510.7. Some actions have the word “Limited” in them. This includes, but is not limited to, “Limited Order,” “Limited Spend Order,” “Limited React,” and “Limited Spend React.” Limited actions may only be performed once during each turn. On older versions of cards, you may see something like “Order: Once per turn:” with “Once per turn” as part of the cost. This functions identically to Limited and the two are interchangeable.
- 510.8. An action that could generate a particular type of effect is considered to be an action to do that particular type of effect.
For example, if a character is performing an action that allows them to draw a card if they succeed with a skill check, that action is considered to be an action “to draw a card,” and may be reacted to as such, regardless of whether the card draw is guaranteed or not.
- 510.8.1. If an action has multiple effects, it is always considered to be an action to do both effects, regardless of the order of these effects. Conversely, if an action has effects based on a character’s class, level, or other game stat, the action is an action to do that particular type of effect if, and only if, the character meets that requirement.
For example, if an action says, “Spend target character. Perform a melee strike against the target,” it is considered to be an action to spend the

target, and it is also considered to be an action to perform a melee strike. But if the action says, "If this character is a Cleric, spend target character. If this character is a fighter, perform a melee strike," the action is only an action to perform a strike if the character performing it is a fighter.

- 510.9. **Illegal Action** – an illegal action is one that cannot be performed. This is determined before the action is declared. If it is not possible to pay all the costs of the action or meet all its class, level, and similar requirements, then it is illegal. If there is no valid target for the action, then it is illegal.
- 510.9.1. As an exception to this rule, it is possible to declare such an action, then perform a React or trigger an ongoing or static effect that makes paying all costs and abiding by all level, class, faction, trait, and rank requirements possible. The action may not be performed if such a fix is not possible (you cannot start an illegal action and then let it fail), and it fails if the fix itself does not succeed.
- 510.9.2. **Zero Effect** – If performing an action will have no actual effect on the game, then it is illegal. That is, an action may not be performed if it will not produce any change beyond its cost. Triggering a React is not considered to be an effect of the triggering action.
- 510.9.3. In cases where a player does not have all information for an action's cost, such as a cost that involves searching for a particular card or type of card in a deck, it is possible for the player to start the action, then find out that it was illegal because they cannot meet the cost. When this happens, any part of the cost that has already been paid remains paid, any cards put into play as a part of that action are discarded, and the action is canceled.
- 510.9.4. Some actions allow you to choose "up to" a particular number. You are able to choose zero, and this is not considered a zero effect nor illegal.
- 510.10. **Canceled Strikes and Actions** – When a strike or action is canceled, its effect immediately stops. Skip to the end of it, ignoring any steps not already taken. The strike or action is still considered performed (unsuccessfully). Its costs remain paid, and any effect it already had also remains. Its targets may respond to having been targeted by it. Canceling the equipping of an item causes the item to be discarded. Canceling an action with a limit on the number of times it can be performed still counts against that limit. Canceling an action that would put a character into play also discards that character.
- 510.11. **Canceling an Action's Cost** – If the cost of an action is prevented (healing a wound before it is suffered, killing a character before they are spent, etc.), then the cost is not paid and the action is canceled. This is different than "undoing" the cost of an action (readying a character after they are spent, returning a character to play that was killed, etc.), which does not "unpay" the cost and has no effect on the action.
- 510.12. If the character performing a strike or action leaves play for any reason other than the strike or action itself (i.e., they are killed by a strike or React), then the strike or action is canceled. On the other hand, even if the source of the action being performed leaves play (i.e., the item is destroyed or the action card is put in the

discard pile), the action continues as long as the cost has been paid and other requirements met.

- 510.13. Some actions or effects give characters a bonus or penalty to their level for performing a particular type of action, such as equipping an item, playing an action card, or just performing actions in general. Such actions and effects increase or decrease the effective level of the character performing that action for any and all costs and effects performed during that action. Similarly, if an action or effect allows characters to perform actions “as if they were” a particular level, such actions and effects set the level of the character performing that action for any and all costs and effects performed during that action.
- For example, if a level 2 character is -2 levels for performing actions and performs an action that says, “React: After a character you control kills an opposing character of equal or higher level, your character permanently gains +1 level,” after they kill a character, they would be considered level zero for performing the action, and are thus able to perform the React after killing any character of level zero or higher.*
- 510.13.1. Characters who have a bonus or penalty to performing actions also have that same bonus or penalty to equipping items (since that is an action).
- 510.13.2. Having a level of zero or below for performing actions of any kind will not kill a character.
- 510.13.3. If an effect prevents you from receiving a penalty or bonus to your level, that also prevents you from receiving a penalty or bonus to your level for performing actions (including equipping items).
- 510.13.4. If a character can perform an action “as if they were” a particular level, any bonuses or penalties they have to their level from other actions or effect modify that level.
- For example, if a character may perform actions as if they were a level 1 rogue, and they also have an item equipped that gives them +1 Level, they are considered level 2 when performing actions as if they were a level 1 rogue.*
- 510.14. If a character is performing an action with an effect that is dependent upon a particular game stat, such as a DC check or save dependent upon the skill of the character performing the action, and the game stat changes during the course of performing the effect, the effect will also change.
- This will only apply before and during the course of generating the effect (see rule 510.5). Once an effect or ongoing effect has been generated, the effect is set (see rule 510.4).
- For example, if a character performs an action that says “All characters within one rank must succeed with a magic save (DC equals 7 + this character’s skill)” and the skill of the character performing the action changes between the first character in the rank making the save and the second, the save DC would also change.*
- 510.15. In general, players are not the ones performing actions, characters are. This means that if a card references a player playing or performing an action, it is assumed that this also references the characters that did, would, or are performing said action.

For example, if a card says, “players may not perform actions,” or, “after a player plays an action card,” then it is the same as saying, “characters may not perform actions,” or, “after a character uses an action card.”

- 510.16. Drawing or discarding a card are not, themselves, actions, but are often a part of an action.
- 510.17. If you are instructed to rip a card in half as a cost for performing an action, that card is not ripped in half, but is instead removed from all game zones and sent to your collection. If playing in a multi-game or multiple-round event, this card must be removed from your deck for the remainder of the event, which would reduce your overall required deck size.
- 510.18. If performing an action that allows you to copy or perform an action printed on another card, there is no “memory” of how many times the action you are copying or performing from another card has been performed.
For example, if an action says “Order: Perform an action printed on a character in your discard pile,” and you choose to perform a Limited action or an action that says it may only be performed once per game, there is no memory of how many times that action has been performed, so you could perform it more than once in a turn or game via such an action.
- 510.19. Some actions have the word “Roll” in them. This includes, but is not limited to, “Roll Order,” “Roll Spend Order,” “Roll React,” and “Roll Spend React.” Roll actions may also be Limited actions (see rule 510.7). When performing a Roll action, you must pay all other costs and then roll a die. The action will have a list of possible effects based on the number you roll on the die, and the die roll itself is considered a cost of the action.
- 510.20. Some actions on items have the word “Destroy” in them. This includes, but is not limited to, “Destroy Order,” “Destroy Spend Order,” “Destroy React,” and “Destroy Spend React.” When performing a Destroy action, you must pay all other costs and then destroy the equipped item.
- 510.21. If a card with a “once per game” ability leaves play after that ability has been used and is later returned to play, there is no “memory” that the ability has already been used and it may be performed again.
- 510.22. If you begin an action, you cannot choose to voluntarily stop the action, or leave out any part of the effect that can legally be performed.

511. TARGETING

- 511.1. All melee and ranged strikes have a target. Most actions target. Ongoing effects may target at the time they are generated by an action, but do not continue to do so. Static effects do not target unless they produce a strike. Basically, only actions and strikes target and only while being performed.
- 511.2. An action targets a character or other card if it says it does (e.g., “Target an opposing character within one rank”) or if, at the time the action is performed, it does any of the following:
- 511.2.1. Directly modifies the game stats, attributes, location, orientation, or game zone of a card in play, in the discard pile, or that is banished.

- 511.2.2. Requires a character to make a check, test, or save.
- 511.2.3. Gives a card an ability, feat, keyword, trait, or card type.
- 511.2.4. Generates an ongoing effect that prevents a card from moving, performing strikes of any kind, equipping items, attaching cards, or performing any other actions.
- 511.2.5. Cancels or redirects a strike or action a character is performing.
- 511.2.6. Allows a character to perform an action or strike.
- 511.2.7. Kills or inflicts a wound on a character.
- 511.2.8. Affects a character's level for performing actions of any kind (including equipping items).
- 511.2.9. Modifies a character's die roll, either through bonus or penalty, giving the roll advantage or disadvantage, causing them to roll multiple dice, or setting the roll.
- 511.2.10. Discards or banishes a card that was attached to, or destroys or banishes an item that was equipped to, a card.
- 511.2.11. Equips an item to or attaches a card to a card.
- 511.2.12. Targets a card that is attached or equipped to a card.
For example, if an action would change or blank the game stats of an item, it targets the item, and thus targets the character that item is equipped to.
- 511.3. If any part of an action targets a character, then the action as a whole is considered to target that character.
For example, "Order: Perform a +0 ranged strike." – the target of the strike is also the target of the Order.
- 511.4. Unless the action states otherwise, only cards that are in play may be targeted by an action.
For example, if an action creates an ongoing effect that says, "opposing characters may not maneuver," this would target all characters in play at the time the action is performed, but it would not target characters in discard piles, hands, or decks.
- 511.5. **Mass Targeting/Multi-Targeting** – When performing an action that targets all of the characters (or items) in a certain group (such as all characters in your army or in an opposing front rank, or all items with a certain trait), target each of the characters in the group one-by-one until they are all targeted. Each character may not be a target of the action more than once. If there are any characters in the group that cannot be targeted by the action (due to other card effects), simply leave them untargeted and unaffected. The action affects each target in the order that they were targeted.
Multi-Targeting is similar to mass targeting, but the action specifies a limited number of characters (or items) to target. Select each target one-by-one until that number has been reached. Again, each character may not be a target of the action more than once, and the action affects each character in the order they were targeted.

- 511.5.1. If a character cannot be targeted by an action or a particular type of action, or if the action could not target that character via zero effect, the mass-targeted action can still be performed as long as there is at least one legal target.
- 511.5.2. Even if a character is not or cannot be targeted by a mass targeted action, it can still be affected by ongoing effects of those actions, such as stat changes or other ongoing effects.
- 511.6. **Redirection** – Redirection is defined as causing the target of a strike or action to be changed (whether that be by directly saying the strike or action is redirected or by forcing the acting character to choose a new target).
In order to change the target of a strike or action to another target, the new target must be a legal choice as a target (based on distance, orientation, etc.). In other words, the controller of the strike or action must have been able to choose the new target originally.
- 511.6.1. A character (or item) that has had a strike or action successfully redirected to a new target is no longer (and is considered to never have been) a target of the strike or action. For this reason, redirection has little effect on mass targeting actions – the action will simply target the character anew. Similarly, the character performing a multi-targeting action may simply choose to target the character again.
- 511.7. There are some actions that do not target cards when they are performed. These are generally actions that do not say target, do not follow any of the targeting criteria (see rule 511.2), prevent some sort of effect, cause players to discard cards, or generate an ongoing effect related to cards not in play or players.
For example, if a card says, “players may not draw cards,” this does not have a target, as it is generating an ongoing effect that prevents another effect, not one that prevents actions (see rule 511.2.4).
Another example would be an action that says, “Until end of turn, spend all characters entering play.” As there are no cards in play that this would affect, it does not have a target.
A third example would be an action that says, “Target player discards a card from their hand.” This does not target a card either as it is not changing the location of a card in play, in a discard pile, or that is banished.
- 511.7.1. Actions may also indirectly affect a card by removing another card from play. In cases where an action's effect removes a card from play (through sending it to the discard pile, banishing it, etc.) and this indirectly affects another card, the action does not target the cards that are indirectly affected.
For example, if a dungeon is defeated that is giving one or more characters the Planar keyword, defeating that dungeon will target the dungeon itself, since you will banish the dungeon, but it does not target the characters that have the planar keyword. This is because the trait going away is an indirect effect, or side effect, of the dungeon being defeated.
Similarly, if a character performs an action to kill an opposing character that has an effect such as “characters in this rank have +5 ATK,” the action of killing that character will not target the other characters in that rank, just

the one that is being killed, because the removal of the bonus is a side effect of the action.

- 511.8. Some actions do not target other cards (511.7), but they do target players. An action targets a player if it says it does, or if, at the time the action is performed, it does any of the following:
- 511.8.1. Causes the player to draw or discard a card from their hand or deck.
 - 511.8.2. Prevents the player from performing some sort of effect, or generates an ongoing effect that prevents the player from performing an effect.
 - 511.8.3. Prevents the player from drawing cards, or generates an ongoing effect that prevents them from drawing cards.
 - 511.8.4. Prevents the player from playing characters as an Order (as the normal Order, not as part of another action or effect).
 - 511.8.5. Generates an ongoing effect that prevents characters from being put into play or causes them to enter play in a different rank or orientation than normal.
- 511.9. If a strike or action could target a fixed number of ranks away (e.g., “two ranks away”), that targeting may be further increased or decreased by actions or effects that would allow the strike or action to target “additional” ranks away or would reduce the number of ranks away the action can target.

512. ONGOING AND STATIC EFFECTS

- 512.1. Ongoing effects are “continuing” card effects that are generated by an action. The duration of an ongoing effect is set when the action is performed. It may last as little as the duration of another action, or as long as the rest of the game. This also includes any effect that is set to last until the end of the turn.
Note: If something is not generated by an action, such as static text on a character or an ability granted after following the static text on a card, it is not an ongoing effect.
- 512.2. A static effect is an “always on” card effect that is not generated by an action, but is part of the game text of a card in play.
- 512.3. Sometimes, players have both an action and an ongoing or static effect that are triggered by the same event. When this occurs, all actions are performed first, then the ongoing and static effects are handled at the same time. Ongoing and static effects are handled just like Reacts in most respects, such as resolving in initiative order and rechecking the validity of the trigger before they occur.
- 512.4. If an effect is “permanent” or something is said to happen “permanently,” that effect lasts the rest of the game. Permanent effects generated by actions are considered ongoing effects.
- 512.5. If an effect is “within X ranks” of a particular card, the effect will follow that card should it move.
For example, if an action gives -4 ATK to opposing characters “within one rank,” and the character performing the action moves to a different rank, the penalty will follow that character and affect characters within one rank of their new position.

512.6. If a card is returned to your hand or deck from play or the discard pile, all ongoing effects on that card end. The same is true if a card returns from a discard pile to play.

For example, if a character performs a react that says, "Death React: Spend your Cleric: Return this character to your hand after it dies," an ongoing effect that will return the character to that players hand is generated. If a secondary react is performed before that character dies that returns the character to that players deck, the original ongoing effect ends. I.e., the player does not take the character back out of their deck and put it in their hand.

512.7. Unless otherwise stated, ongoing and static effects only affect cards in play.

6. DAMAGE TYPES, TRAITS, KEYWORDS, & FEATS

600. DAMAGE TYPES

- 600.1. Damage Types (listed in **Appendix B**) are an additional game element that attributes a type of damage to your strikes and other actions. The base Damage Type a character does is determined by the symbol in the upper-left corner of their character card. When a character inflicts wound(s), those wounds are considered to have that character's base Damage Type unless the action has an action trait (see rule 601.2) that would change the Damage Type of the action.
 - 600.1.1. Items can also have Damage Types. The melee strikes of a character have the base Damage Type of the Weapon they have equipped. The ranged strikes of a character have the base Damage Type of the Bow they have equipped. Actions produced by items have the damage type of that item.
- 600.2. Certain cards or abilities may interact with a Damage Type to reduce or increase the number of wounds inflicted.
- 600.3. Strikes, actions, and effects may not have more than one Damage Type. If a strike, action, or effect would have more than one possible Damage Type for any reason, you must declare the Damage Type before wounds are inflicted.
- 600.4. The Damage Type of a strike, action, or effect may also bring into play a Weakness, Resistance, or Immunity that a character has, which are detailed under keywords (see rule 602). If a character has any combination of Weakness and Resistance or Immunity to the same Damage Type, they cancel each other and they do not have any Weakness, Immunity, or Resistance to that Damage Type.

601. TRAITS

- 601.1. Traits are additional elements on cards that affect gameplay. There are 4 basic types of traits: archetype traits, background traits, action traits, and item traits. On older editions of cards, these were represented by words at the top of the text box and previously referred to as "traits" or "flavor traits."
 - 601.1.1. There are a number of traits, mostly flavor traits, from older editions that have a corresponding newer trait. Cards that have the older traits are now considered to have the newer trait. A full list of these traits can be found at warlordsots.com/rules.
- 601.2. **Action Traits** – Action traits bring more flavor and depth to the actions your characters are performing. Generally, these are included on Action cards in the typeline, denoting that the entire action is considered to be that Damage Type, but you may see something in a text box that says something like "This is a **frost** action" or "This character's strikes are considered **fire** actions." A full list of action traits can be found in Appendix A.

- 601.2.1. The action trait also determines the Damage Type of the action should that action inflict wounds. If the Damage Type does not have a corresponding action trait of the same name, it does physical damage.
*For example, an action with the **necrotic** trait will do **necrotic** damage.*
- 601.2.2. If an action has an action trait, then the Damage Type associated with that action trait becomes the Damage Type for the action, superseding a character's base Damage Type.
- 601.3. **Archetype Traits** – Archetype traits are found in character card typelines. Archetype traits denote additional subsets of a character's class. Actions or effects may reference these archetype traits. A full list of archetype traits can be found in Appendix C.
 - 601.3.1. Some older cards may use the word “subclass” to refer to archetype traits. “Subclass” and “archetype trait” are considered interchangeable.
- 601.4. **Background Traits** – Background traits are listed in character card typelines. Actions or effects may reference background traits. A full list of background traits can be found in Appendix D.
- 601.5. **Item Traits** – Item Traits are found in Item card typelines. Actions or effects may reference these item traits. A full list of item traits can be found in Appendix E.

602. KEYWORDS

- 602.1. Keywords are words that represent additional text not directly printed on a card. This might be granting an ability of some kind or generating an effect when certain conditions are met. These keywords may be listed at the top of the textbox (usually for a keyword that is a static effect of some kind), or they may be within another ability in the textbox. Keywords are not considered traits. All current keywords are detailed below.
- 602.2. **CURSED** – Cursed is a keyword that limits the items a character can equip. If they do not already have it, a character gains the Cursed keyword while they have one or more items with the Cursed keyword equipped or actions with the Cursed keyword attached. In previous editions, Cursed was considered a trait, but this is no longer the case. If anything refers to the “Cursed trait” it should be treated as “Cursed keyword.”
 - 602.2.1. A character may not equip an item if it shares an equip location with a Cursed item they have equipped. Even if a character is normally allowed to equip more than one item with a particular equip location, they cannot equip any other items with that equip location while the Cursed item is equipped.
 - 602.2.2. The reminder text for Cursed is, “This character is Cursed and may not equip an item if it shares an equip location with a Cursed item they have equipped.”
- 602.3. **IMMUNITY** – Immunity is a keyword that reduces the wounds a character will take. A character who has an Immunity to a particular Damage Type would reduce all wounds of the particular Damage Type(s) they are immune to to zero.

- 602.3.1. Immunity will always be preceded by a named damage type.
For example, “Fire Immunity” or “Frost Immunity”.
- 602.3.2. The reminder text for Immunity is, “Reduce all wounds of the named Damage Type(s) this character would suffer to zero.”
- 602.4. **JOURNEY** – Journey is a keyword that shortcuts the movement process for a character. If an action or effect says “Journey,” that means you move the character forward or backward one rank. In essence, if an action says “Order: Journey,” that would be the same as saying “Order: Move forward or backward one rank.”
- 602.4.1. The reminder text for Journey is, “Move forward or backward one rank.”
- 602.5. **PLANAR** – Planar is a keyword that affects which strike rolls will hit the character. Characters with the Planar keyword are referred to as “Planar” characters. When performing a melee or ranged strike against a Planar character, an odd die roll (the “natural” roll, before any bonuses or penalties are added to the result) is a miss, even if the strike’s total is equal to or greater than the target’s AC. In previous editions, Planar was considered a trait, but this is no longer the case. If anything refers to the “Planar trait” it should be treated as “Planar keyword.” Instances of “Astral” or “Ethereal” are instead considered “Planar”.
- 602.5.1. A strike performed as part of a spell’s effect ignores these rules and hits Planar characters normally.
- 602.5.2. The strikes and effects of an ability that is granted as part of a spell effect is not in and of itself an effect of the original spell, however a strike generated as part of a spell effect that occurs at a later point in time would be considered part of the original spell effect and would ignore the planar keyword.
For example, if a spell said, “Until end of turn, target character has the ability Limited Order: Perform a +5 ranged strike,” that +5 ranged strike, when performed, would not be considered an effect of the spell, only the granting of the ability is. But if a spell said, “On your next Order, skip that Order and this character performs two +7 ranged strikes,” those +7 ranged strikes would be a delayed effect of the spell and would ignore Planar.
- 602.5.3. The reminder text for Planar is, “When a character performs a melee or ranged strike against this character, an odd die roll is a miss, even if the strike’s total is equal to or greater than this character’s AC.”
- 602.6. **RESISTANCE** – Resistance is a keyword that reduces the wounds a character will take. A character that has Resistance to a particular type of damage will reduce any wounds that are inflicted by that particular Damage Type by one. If the strike, action, or effect that is dealing wounds would only deal one wound, a character that has Resistance to that Damage Type would take no wounds.
- 602.6.1. Resistance will always be preceded by a named damage type.
For example, “Fire Resistance” or “Ice Resistance”.
- 602.6.2. The reminder text for Resistance is, “Reduce all wounds of the named Damage Type(s) this character would suffer by one.”

- 602.7. **UNIQUE** – Unique is a keyword that limits whether or not you may bring a card into play. You may not bring a card into play, by any means, if you already control another card with that name in play that has the Unique trait. You also may not start with more than one of the same Unique card in play. But, multiple players may all have the same Unique card in play at the same time. In previous editions, Unique was considered a trait, but this is no longer the case. If anything refers to the “Unique trait” it should be treated as “Unique keyword.”
- 602.7.1. The Unique keyword only checks for cards of the same name, and only while you are bringing them into play. You may control multiple cards in play with the Unique keyword.
- 602.7.2. All cards with the Reindeer trait are considered to have the Unique keyword.
- 602.7.3. The Unique keyword is only checked while bringing cards into play. You may, through some action or effect, control multiple copies of the same card with the Unique keyword.
- 602.7.4. The Unique keyword is only relevant while a card is in play with that keyword. This means you may play a card that has the Unique keyword which has the same name as a card you control so long as the one that is already in play does not have the Unique keyword. Conversely, if a card in play has the Unique keyword, you may not bring another copy of that card into play even if the copy you are attempting to play does not have the Unique keyword.
- 602.7.5. The reminder text for Unique is, “You may not bring another copy of this card into play, or start with more than one in play.”
- 602.8. **EPIC** – Epic is a keyword that limits your deck construction. You may only include one copy of each card with the Epic keyword while constructing your deck. In previous editions, Epic was considered a trait, but this is no longer the case. If anything refers to the “Epic trait” it should be treated as “Epic keyword.”
- 602.8.1. The reminder text for Epic is, “You may only include one copy of this card when constructing your deck.”
- 602.9. **CHARGE** – Charge is a keyword that dictates the initial charge count of a particular card. When a card with the Charge keyword printed at the top of its textbox begins in play or enters play, place a number of Charge counters on the card equal to the number after the Charge keyword. Any card may gain Charges regardless of having this keyword. In previous editions, Charges was considered a trait, but this is no longer the case. If anything refers to the “Charges trait” it should be treated as “Charges keyword.”
- 602.9.1. The reminder text for Charge is, “When this card begins in play or enters play, place a number of Charge counters on the card equal to the number after the Charge keyword.”
- 602.10. **HEAL** – Heal is a keyword that represents the effect of removing one wound from a character. If an action or effect says to “Heal,” that means to remove one wound from the target. In essence, if an action says “Order: Heal target character within one rank,” that would be the same as saying “Order: Remove one wound from target character within one rank.”

- 602.10.1. The reminder text for Heal is, “Remove one wound from”
- 602.11. **WEAKNESS** – Weakness is a keyword that increases the wounds a character will take. A character who has a Weakness to a particular type of damage will take an additional wound if any wounds of the particular Damage Type they are weak to are inflicted upon them. This is treated as an additional wound for the strike, action, or effect, and is inflicted along with the other wounds.
For example, if a character has Fire Weakness, then strikes or actions that inflict Fire damage would do the normal wound plus an additional wound, so two wounds total.
- 602.11.1. Weakness will always be preceded by a named damage type.
- 602.11.2. The reminder text for Weakness is, “Increase all wounds of the named Damage Type(s) this character would suffer by one.”
- 602.12. **DUAL WIELD** – Dual Wield is a keyword that modifies a character's possible equip locations. A character with the Dual Wield keyword may equip two Weapons rather than only one (overriding 302.7), but may not equip two Weapons and a Shield. When a character with Dual Wield equips a Weapon or Shield while they already have two Weapons equipped, they must destroy one of their equipped Weapons. Likewise, if a character with Dual Wield equips a Weapon while they have a Weapon and a Shield equipped, they may choose to destroy either a Weapon or the Shield.
- 602.12.1. The reminder text for Dual Wield is, “This character may equip two Weapons, but may not equip two Weapons and a Shield.”
- 602.13. **CHALLENGE RATING** – Challenge Ratings are keywords followed by a number located on Dungeon cards that denote how difficult it is to defeat that dungeon.
- 602.13.1. The reminder text for Challenge Rating is, “A number of levels equal to this Challenge Rating must be spent in order to defeat this dungeon.”
- 602.14. **TRUE STRIKE** – True Strike is a keyword that helps ensure a character’s strikes happen. A character with the True Strike keyword may not have its strikes canceled or redirected.
- 602.14.1. The reminder text for True Strike is, “This character’s strikes may not be canceled or redirected.”
- 602.15. **UNARMED** – Unarmed is a keyword that restricts a character's equipment. A character with the Unarmed keyword may not equip items.
- 602.15.1. The reminder text for Unarmed is, “This character may not equip items.”
- 602.16. **REACH** – Reach is a keyword that improves a character’s range with melee strikes. The melee strikes of a character with the Reach keyword may target characters up to two ranks away.
- 602.16.1. The reminder text for Reach is, “This character’s melee strikes may target characters up to two ranks away.”
- 602.17. **SURVEY** – Survey is a keyword that allows you to rearrange cards from the top of your deck. If an action or effect instructs you to Survey, you look at the top two

cards of your deck, then you put any number of them on the top of your deck in any order, then the rest on the bottom of your deck in any order.

- 602.17.1. The reminder text for Survey is, "Look at the top two cards of your deck. Put any number of them on the top or bottom of your deck, in any order."
- 602.18. **STALWART** – Stalwart is a keyword that limits how your opponent may affect your character's orientation. A character with the Stalwart keyword may not be spent or stunned by opposing card effects. If they do not already have it, a character gains the Stalwart keyword while they have one or more items with the Stalwart keyword equipped or actions with the Stalwart keyword attached.
- 602.18.1. The reminder text for Stalwart is, "This character may not be spent or stunned by opposing card effects."
- 602.19. **WARD** – Ward is a keyword meant to help protect your cards from your opponent. A card with the Ward keyword may not be targeted by opposing actions that do not produce a strike.
- 602.19.1. The reminder text for Ward is, "This card may not be targeted by opposing actions that do not produce a strike."
- 602.20. **ENCUMBERED** – Encumbered is a keyword used by other cards to reference a character who has three or more items equipped. A character with three or more items equipped gains Encumbered. The keyword has no other game effect for the Encumbered character.
- 602.20.1. The reminder text for Encumbered is "has three or more items equipped".
- 602.21. **RESERVED** – Reserved is a keyword that limits your starting army. A card with the Reserved keyword may not start in play.
- 602.21.1. The reminder text for Reserved is, "This card may not start in play."

603. FEATS

- 603.1. Feats are special skill-based keyword actions that a character may perform. Feats are signified by bold-faced text at the top of a card, in line with other keywords if a card has them, and are usually accompanied by a number that signifies your bonus for that feat. When a feat is performed, the character makes a skill check against DC 20, adding to the roll their skill and any specific bonus they have (i.e., a character with +3 skill and Riposte +5 would add +8 to the roll). If a character gains the same feat from more than one source, such as a pair of items, the bonuses are simply added together. Feats are not considered to be traits. All feats are considered to be keywords, but not all keywords are feats. Performing a non-feat action that requires a feat-based check does not count against the number of times per turn that a feat may be performed, nor does it require that the character have that feat keyword. All current feats are detailed below.
- 603.2. **Charisma** – Limited React: Before target character within two ranks makes a die roll, succeed with a Charisma check (DC 20): The target character has either advantage or disadvantage on the roll, your choice.

- 603.3. **Defend** – Limited React: After an adjacent character you control is targeted with a strike or action, succeed with a Defend check (DC 20): Redirect the strike or action to this character.
- 603.4. **Magic Resistance** – Limited React: After this character is targeted with a spell, succeed with a Magic Resistance check (DC 20): Cancel the spell.
- 603.5. **Marksmanship** – Limited React: Before this character targets a non-spell ranged strike, succeed with a Marksmanship check (DC 20): Choose one: the strike may target an additional rank away, gain +5 to the strike roll, or the strike inflicts an additional wound.
- 603.6. **Medicine** – Limited Order: Target a wounded character in this rank and succeed with a Medicine check (DC 20): Heal the target.
- 603.7. **Powerattack** – Limited React: Before this character makes a melee strike roll, succeed with a Powerattack check (DC 20): The strike inflicts an additional wound.
- 603.8. **Riding** – Limited Order: Target a spent or stunned Steed equipped to this character and succeed with a Riding check (DC 20): Ready the target.
- 603.9. **Riposte** – Limited React: After target character performs a melee strike against this character, succeed with a Riposte check (DC 20): Perform a melee strike against the target. (This strike may not be redirected.)
- 603.10. **Scribe** – Limited Order: Reveal a spell in your hand that this character may cast when ready and succeed with a Scribe check (DC 20): Attach the spell to this character. If the Scribe check fails, discard the spell.
- 603.10.1. Actions attached to characters via this feat are considered “scribed.”
- 603.10.2. Characters may later detach scribed actions to play them as if from your hand.
- 603.10.3. If a character has a card scribed that is of more than one card type, they may only detach the card to play it as an Action card. If the scribed card is not an Action card, it may not be played and remains attached until detached by another effect or the character is discarded.
- 603.11. **Sleight of Hand** – Limited Order: Target an item within one rank and succeed with a Sleight of Hand check (DC 20): If this character may legally equip the item they may do so, otherwise the item is destroyed.
- 603.12. **Stealth** – Stealth has two separate abilities:
- 603.12.1. Limited Order: If this character is ready and in the front rank of your formation, succeed with a Stealth check (DC 20): Spend this character and move them into the front rank of another formation.
- 603.12.2. Limited React: After this character is targeted with a strike, succeed with a Stealth check (DC 20): Cancel the strike. This action may be performed a number of times per turn equal to this character’s level while they are in an opposing formation, plus once per turn while in your formation.

7. ADDITIONAL MECHANICS AND CLARIFICATIONS

700. BONUSES AND DURATIONS

- 700.1. A “bonus” is an increase in the value of a game statistic or die roll.
- 700.2. A “penalty” is a reduction in the value of a game statistic or die roll.
- 700.3. Bonuses and penalties to ATK, AC, skill, HP, or level last until end of turn unless they say otherwise.
- 700.4. Feats and bonuses or penalties to feats last until end of turn unless they say otherwise.
- 700.5. All ongoing effects on a card end when it leaves play. Wounds are also removed from a card when it leaves play.
- 700.6. If the duration of an ongoing effect depends on the presence of a card (e.g., “while this character remains spent”) or the use of an ability (e.g., “until this action is performed again”), then the effect ends if either the card leaves play or the ability is lost.
- 700.7. All bonuses and penalties generated by an action are set at the time the action is performed (e.g., “characters gain +1 ATK this turn for each character in this rank,” would be a set bonus based on the number of characters in that rank at the time the action is performed).
- 700.8. If a bonus or penalty is given to all characters in a particular location (e.g., “all characters in your first rank” or “characters in your army”), that bonus or penalty will also apply to characters that enter that location during the duration of the effect. Likewise, if a character leaves that location, the bonus will no longer apply to them.

701. DECK ETIQUETTE

- 701.1. If an action instructs you to search your deck or reveal or retrieve cards from your deck, then you must shuffle your deck afterwards. However, if the card was simply taken from the top of the deck (i.e., “Reveal the top card. If it’s a spell, put it in your hand.”) or the action states what to do with all of those cards (i.e., “Reveal the top three cards. Put them back in any order.”), then you do not shuffle. If the action requires that it be a specific card or that the card be of a specific type (a Dwarf, a Weapon, etc.), then you must reveal the card to your opponents.
- 701.2. If an action or ability would cause you to search another player’s deck for a card, that player must reveal to you their entire deck and must shuffle after the effect is complete.

702. GENERAL VS. SPECIFIC

- 702.1. Whenever two card effects contradict each other, the one that is more specific or that imposes a negative condition takes precedence. If they are equally specific, the one that went into effect first takes precedence.

703. TOKENS

- 703.1. A token is an object or marker used to represent a card put into play by an effect. A token could represent a character, item, dungeon, or Epic class.
- 703.2. A token functions the same as the card type that it represents while it is in play.
- 703.3. When entering play, unless otherwise specified, a character token must follow all normal rules for entering play (see rule 507.1), including entering the rank equal to their level and following any loyalty penalty.
- 703.4. When equipping an item token, all normal rules for equipping must be followed (see rule 302), including level and class requirements.
- 703.5. If a token leaves play, it ceases to exist. It is not considered a card after it leaves play and it can no longer be interacted with. It is, however, still considered to have been killed, destroyed, discarded, put into your hand, banished, defeated, etc., and it is still considered to have entered whatever zone it is sent to before it ceases to exist.
For example, if a character token is killed and thus sent to the discard pile, it ceases to be a card and cannot be interacted with as soon as it leaves play, but is still considered to have gone to the discard pile before it ceases to exist.
- 703.6. The player who creates a token is the token's owner and the token enters play under their control.
- 703.7. Tokens are not considered an ongoing effect, even if they were created as part of an action's effect.
- 703.8. Players may use whatever they wish to serve as tokens as long as it is easily manageable and does not impede gameplay. Common examples include printed tokens, pieces of paper, or dice.

704. COUNTERS

- 704.1. A counter is a small object placed on a card by an action or effect that serves to keep track of some sort of modifier or effect. Counters will usually be named (such as Charge counters). Named counters with the same name are indistinguishable from each other.
- 704.2. Counters may only be placed on cards that are in play.
- 704.3. If a card leaves play for any reason, all counters are removed from that card.
- 704.4. Counters are not considered an ongoing effect, even if they were added to the card as part of an action's effect.

- 704.5. Players may use whatever they wish to serve as counters as long as it is easily manageable and does not impede gameplay. Common examples are dice, beads, acrylic markers, etc.
- 704.6. Stat counters collectively refers to named counters for each stat. This includes ATK counters, AC counters, skill counters, level Counters, and HP Counters. Characters have a bonus to the corresponding stat equal to the number of counters they have for that stat.
- 704.6.1. Cards may have stat counters for stats that they do not have. If they do, these counters simply do nothing. If, however, the card gains that stat somehow (usually through a change or addition in card type) those tokens would have an effect. Likewise, if a card loses a card type and no longer has a stat for which they have a stat token, the token simply remains on the card with no effect.
- For example, if an item in play has an HP counter on it, and a card effect causes that item to become a character, the HP counter would increase that character's HP. And, likewise, if the item ceased to be a character, the HP counter would remain and simply have no effect.*

705. NUMERALS

- 705.1. Some cards refer to numerals. A numeral only refers to the symbol denoting the magnitude of the value itself, without regard to its sign. Essentially, the absolute value of the number in question.
- 705.2. If you increase or decrease a numeral, you are only adding to or subtracting from the absolute value of the number the numeral represents. This means that increasing the numeral of a positive number would increase the value, but increasing the numeral of a negative number would actually decrease that value.
- For example, if you increase the numerals on an item that has -2 AC by one, it would become -3 AC.*
- 705.3. Ordinal numbers, or numbers that denote something in a sequential order (such as 1st, 2nd, 3rd, etc.) are not considered numerals.
- For example, if a card says to "target a character in your 1st rank," and that card has its numerals increased, it would continue to say "1st rank" rather than changing to "2nd rank" or "2st Rank."*

706. YOUR COLLECTION

- 706.1. Your collection is made up of all *Warlord: Saga of the Storm* cards that you own that are legal for the format you are playing, but excludes the ones in the deck you are currently playing.
- 706.2. When a card from your collection leaves play, it is immediately removed from all game zones and returned to your collection and can no longer be interacted with. It is, however, still considered to have been killed, destroyed, discarded, put into your hand, banished, defeated, etc., and it is still considered to have entered whatever zone it is sent to before it ceases to exist.

707. FACEDOWN CARDS

- 707.1. Some actions or effects may cause you to put a card from your hand or deck into play face down as a character, item, dungeon, or Epic class. When this happens, the effect that placed the card into play face down will dictate the card type and any game stats or text on the card. If the effect does not dictate a card type, the card is not considered to have a card type.
- 707.2. The front side of a facedown card does not have any bearing on the facedown card while it is facedown.
- 707.3. If a card is put into play face down by an action, the game stats and text of the card are considered an ongoing effect. If that ongoing effect ends for any reason, the facedown card is immediately discarded.
- 707.4. The owner of a facedown card may look at the front side of that card at any time.
- 707.5. If a facedown card leaves play, it immediately ceases to have any of the game stats, text, etc. assigned to it by the effect that put it into play facedown. It is, however, still considered to have been killed, destroyed, discarded, put into your hand, banished, defeated, etc., and it is still considered to have entered whatever zone it is sent to.
- 707.6. If a double-faced card (see rule 708) is placed face-down by an effect, it is placed on its secondary face and is still considered to be facedown. While a double-faced card is facedown, the secondary face has no effect on game play, and the card is considered to have the game stats, text, and attributes outlined by the effect that put the card into play facedown.

708. DOUBLE-FACED CARDS

- 708.1. Some cards have two faces rather than a front and back. Such cards are referred to as double-faced.
- 708.2. Double-faced cards have a primary face and a secondary face, denoted by a symbol in the upper-left corner of the card.
- 708.3. The card's controller may look at either face on the card at any time.
- 708.4. Only the primary face of a card may be played as an Order or React.
- 708.5. An action or effect (generally on the double-faced card itself) may instruct you to "flip" the double-faced card. If this happens, you will transition the face of the card from primary to secondary if the card is on its primary face, or secondary to primary if the card is on its secondary face.
- 708.6. When a double-faced card is flipped, the other face is not considered to have entered play, nor is it considered to have been played. This means that restrictions for playing a character or equipping an item are not taken into account, the card simply transitions to its other face.
- 708.7. Players must ensure that double-faced cards in their deck and hand are indistinguishable from other cards in their deck or hand. To do this, the owner of a double-faced card may use completely opaque card sleeves and/or a substitute card.

- 708.7.1. A substitute card is a card that is used to represent a double-faced card.
- 708.7.2. The substitute card must clearly indicate on its front side at least the name of the primary face of the double-faced card.
- 708.7.3. If a substitute card is used in a deck, the card it represents is set aside at the beginning of the game and must remain accessible throughout the game. A substitute card may not be included in a deck unless it is representing a double-faced card.
- 708.7.4. For all game purposes, the substitute card is considered to be the card it's representing.

709. SUMMONED CHARACTERS

- 709.1. A character created by a card effect is a “summoned” character. It has the same alignment as the character that performed the action to create it, if the action does not specify one. Conversely, the summoned character is factionless, unless the action specifies one.
- 709.2. Character tokens (see rule 703) count as summoned characters.
- 709.3. Action cards and items that are put into play as characters via an action or effect, or that become characters due to an action or effect, also count as summoned characters. The reverse is not true; meaning if a character card gains an additional card type via an action or effect, they do not then become a summoned character.
- 709.4. If a summoned character leaves play, the card reverts back to what it was originally. Any connection to the character it was while in play is gone.

710. IN ANOTHER FORMATION

- 710.1. It is possible to move a character into another player's formation. The only way to do this is with an action that specifically moves the character into the other formation (e.g., Stealth); maneuvering and other typical movement actions cannot be used to do so.
- 710.2. If any of your characters are ever beyond the last occupied rank of another formation, they are immediately placed into the last occupied rank of that formation, in their current orientation. This is not considered movement.
- 710.3. If at any time there are no characters that you do not control in another formation, then all your characters in that formation return to your front rank, in their current orientation. This is not considered movement.
- 710.4. If at any time there are no characters you control in your own formation, then all your characters in other formations return to your front rank, in their current orientation. This is not considered movement.
- 710.5. Your characters do not affect the legality of the ranks in other formations.
- 710.6. Characters may be moved from the front rank of another formation into their controller's front rank with normal forward movement. Likewise, if a character is in the second rank or higher of an opposing formation, they could be moved forward multiple ranks into the front rank, though they could not be moved “forward” to their controller's second rank or higher.

For example, if an opposing character is in your 2nd rank, you could perform an action that moves them forward two ranks to move them into their own front rank, but you could not perform an action that moves them forward exactly three ranks to their 2nd rank.

- 710.7. Characters may use action cards while in another formation.
- 710.8. Characters may equip items while in another formation, but do not add the number of their current rank to their level.

711. ATTACHED & EQUIPPED

- 711.1. Attached and equipped are two different things. “Equipped” exclusively refers to items that have been equipped to characters, while “attached” could refer to any card type that has otherwise been linked to another card. Equipped cards are not considered attached, nor are attached cards considered equipped. Some older versions of cards may refer to an “attached” item, or instruct you to “attach” an item. These are considered to mean “equipped” or “equip”, respectively.
- 711.2. A card being attached or equipped to another card is not itself an ongoing effect, but there is often an ongoing effect tied to the card being attached. If the ongoing effect were to end, the card would remain attached, but the effect would end. Likewise, if the card is discarded, the ongoing effect tied to the part being attached would end.
- 711.3. It is possible, through an action or effect, that a character may become attached to another character or item. When this happens, the attached character may not perform any actions, but is still considered to be in play. They are not considered adjacent to any other characters, but they are still considered to be in the rank that the character or item they are attached to occupies, should they be attached to an item or character. When a character becomes attached to another card, any items equipped to that character are immediately destroyed, and all other cards attached to that character are immediately discarded.
- 711.4. If an attached card would leave play, that card is “discarded.” If an equipped item would leave play, that card is “destroyed.” In both cases, the card is placed in the discard pile. Some other cards may use “discard” or “discarded” in reference to an item. This is treated as “destroy” or “destroyed,” respectively.
- 711.5. A character is considered “unequipped” if it has no items equipped.

712. CARDS AS OTHER CARD TYPES

- 712.1. It is possible that, through an action or effect, a card may become a different card type. When this happens, the card retains any traits that it has, regardless of card type, but any game stats or abilities that the card has are ignored. The action or effect may also give the card game stats, abilities, or other attributes. The card is also considered to be the new card type, and not the old card type, for the purposes of all actions and effects. Note: This is different from a card that is attached to another card and retains its original card type, such as an attached character or action.

For example, an item or action that is put into play as a summoned character would retain any traits that the card had, but none of its abilities or game stats could be used unless otherwise stated by the action.

Another example would be a character who becomes equipped to another character as an item. The character would now be considered an item with whatever game stats and abilities the action or effect gives it, but any of the card's printed abilities or game stats would not be used.

- 712.1.1. If a card effect causes a card to become another card type, it does not leave play, and its orientation does not change.
- 712.1.2. If a card is changed into another card type, any cards that were attached or equipped to it are immediately discarded or destroyed.
- 712.2. If a card (usually an item) would perform an action “as if it were” or “as” a character, it is considered to be both its original card type and a character throughout the course of the action. For the duration of the action, it will use any game statistics dictated by the action for that action, not any that it has printed on it. If attached or equipped to a character, it is not considered adjacent to any other characters, but it is considered to be in the rank of the character it is attached/equipped to, and it would receive any applicable stat bonuses that are affecting characters in the rank/formation that it occupies for the duration of the action.

713. CONSIDERED BLANK

- 713.1. Some actions or effects may cause all or part of a card to be “considered blank.” A card that is considered blank is not considered to have any game stats or attributes of any kind, and its textbox is considered blank. Cards that are considered blank still retain their card type(s).
- 713.2. Cards that are blank still remain equipped or attached to any cards they may be equipped or attached to, and may still be destroyed or discarded as part of costs or effects.

714. CONTROLLING ANOTHER PLAYER’S CARDS

- 714.1. It is possible that you may take control of another player’s card through some action or effect. You are considered to control, but not own, cards that you take control of.
- 714.2. If a card you control but do not own leaves play for any reason, it is immediately returned to its owner’s control, and will go to the appropriate zone of its owner. *For example, if you control an opposing character that is killed, that character would go to its owner’s discard pile upon death, not yours.*
- 714.3. If the player who controls but does not own a character leaves the game, that character is returned to its owner’s control. If that character was in an opposing formation, they immediately return to their front rank (see rule 710.3).

8. MULTIPLAYER AND PLAY FORMATS

800. MULTIPLAYER CLARIFICATIONS

- 800.1. While traditionally a two-player game, it is possible to play *Warlord: Saga of the Storm* as a multiplayer game, either using the regular comprehensive rules or as a part of one of various game play formats. A multiplayer game is defined as one with three or more players.
- 800.2. When playing *Warlord* as a multiplayer game, the individual with the last surviving Warlord is the winner. This means that the game will not end when a single player has left the game, but rather when only one player remains.
- 800.3. In a multiplayer game, play proceeds clockwise (meaning it will pass to the player to your left), starting with the player who won initiative.
- 800.4. In a default-style multiplier game, it is a free-for-all; meaning players may attack or target anyone that they wish.

801. GAME FORMATS

- 801.1. This section contains a list of game play formats and styles, many of which have optional additional rules or restrictions. It is by no means comprehensive. Further information on additional formats can be found on warlordsots.com.
- 801.2. A “Constructed” format is one where you construct a deck out of your own cards prior to an event. A “Limited” format is one where your deck is constructed as part of the event using a limited card pool.
- 801.3. The formats here may also contain references to additional documentation with further detail related to the format.
- 801.4. **Saga** – Saga is the standard Constructed format supported by Kingswood Games. It is a rotating format that follows all of the regular rules outlined in this document.
- 801.5. **Alliance** – In the Alliance format, each player commands an army led by two Warlords who work together to bring victory for their side. This is designed as a casual play format.
 - 801.5.1. Alliance may be played as either a two-player game or multiplayer, but was designed with multiplayer in mind.
 - 801.5.2. Decks for the Alliance format must contain exactly 70 cards, including your starting army (contrary to rule 108.2).
 - 801.5.3. Your deck (including your starting army) may contain no more than 1 copy of each card (this is contrary to rule 108.3). This is ignored by cards that specifically state you may have a particular number of copies or an unlimited number of copies in your deck.
 - 801.5.4. Your starting army in the Alliance format contains nine characters: four level 1’s in your front rank, three level 2’s in your second rank, and two Warlords in your third rank (contrary to rule 500.2).

- 801.5.5. Your two starting Warlords do not need to be of the same faction, but every card in your starting army must belong to the faction of at least one of your two starting Warlords.
- 801.5.6. Your deck may not contain any characters who have a faction that does not match one or more of your starting Warlords.
For example, if you are playing a Nothrog Warlord alongside a Free Kingdoms Warlord, your deck may not contain any Mercenaries, Deverenians, Elves, Dwarves, or The Chosen.
- 801.5.7. Both of your Warlords retain the Warlord character type at the beginning of the game. Therefore, a player will not be eliminated until both/all of their Warlords are killed (101.1).
- 801.5.8. Your characters do not suffer a loyalty penalty in the Alliance Format (contrary to rule 507.1.4)

9. GLOSSARY

Action: Any Order or React, including the “Spend” and “Limited” versions.

Banish: When a card is banished, it is placed in the banish zone. Only card effects that specifically reference the banish zone can affect a card once it has been banished.

Card Effect/Effect: Either the effect generated by an action printed on a card or the static effect of a character or item. The standard Orders (when performed by themselves) are not card effects.

Collection: Your collection is made up of all *Warlord: Saga of the Storm* cards that you own that are legal for the format you are playing, but excludes the ones in the deck you are currently playing with.

Draw a card: Taking a card from a deck (not necessarily the top of your deck) and putting it into your hand. If simply instructed to “draw a card,” take the top card from your deck.

Game Statistic (Game Stat): A general term that refers to a character's attack, armor class, level, skill, and hit points.

Generate: An action or effect is “generated” by the card and/or character that performs it.

In front: A character is “in front of” another character if they are in a lower-numbered rank in the same formation or in any rank in another formation.

Modifier: A modifier is a bonus or penalty to the value of a particular strike, roll, or game statistic. Essentially, something that affects the numerical value of said strike, roll, or game statistic. A roll itself is not a modifier, since that’s what you’re modifying.

Multiclass: A character, item, or action card with the oval class icon and game text stating the card’s classes. A multiclass item or action card can be equipped or performed by a character that matches any of those classes, rather than requiring all of them.

Multi-Faction: A character with more than one faction is a multi-faction character. They are always of the same faction as another character (and not considered to be a different faction) as long as they share at least one faction.

Ongoing Effect: A ‘continuing’ card effect that is generated by an action. The duration of an ongoing effect is set when the action is performed. It may last as little as the duration of another action or as long as the rest of the game (“permanent” effects are ongoing effects). This also includes any effect that is set to last until the end of the turn.

Note: If something is not generated by an action, such as static text on a character or an ability granted after following the static text on a card, it is not an ongoing effect.

Permanent/Permanently: If an effect is “permanent” or something is said to happen “permanently,” that effect lasts the rest of the game. Permanent effects generated by actions are ongoing effects.

Rank Requirements: When a card effect puts a character into play in a specific location, the character ignores their normal level-based rank requirements. Unless the card effect says otherwise, the character still cannot enter play in another player’s formation or if it would create an illegal rank.

React Window: The period of time after a trigger happens in which Reacts to that trigger can be performed.

Ready (a card): Change a card’s orientation from spent to ready. This occurs every turn during the ready phase, or it may be part of a card effect. If a card effect readies a card that is stunned, it changes from stunned to ready (it does not merely unstun).

Reminder Text: Italicized text within parentheses that summarizes a rule that applies to the card it is printed on.

Retrieve a card: Taking a card from the deck or discard pile and moving it to another location, such as the hand, in play, the discard pile, or the top or bottom of the deck. (Shuffling is not “retrieving” a card.)

Save: A type of skill check, always with an additional descriptor such as poison or magic.

Spell: All Cleric and Wizard Action cards (including those that are multi-classed with either Cleric or Wizard) are spells.

Standard Order: The three standard Orders are attacking, equipping an item, and maneuvering (see rule 507.2.1).

Static Effect: An ‘always on’ card effect that is not generated by an action, but is part of the game text of a character or item.

Strike: Either a melee or a ranged strike. If a card effect does not specify “melee” or “ranged”, then it is referring to both/either.

This (Character, Cleric, Fighter, Rogue, Wizard, etc.): Within a card’s game text, this phrase refers to the specific character card performing the action or equipped with the item. Self-referential game text does not affect other characters with the same name.

Trigger: A trigger is an action, game state, or effect that would cause a React or another effect to be applicable or happen.

For example, a character’s death would trigger a Death React.

Unstun: To change a card’s orientation from stunned to spent. This occurs every turn during the ready phase, or it may be part of a card effect.

Warlord: The leader of your army. If you do not control a character with the Warlord character type, you and all the cards you own and all your card effects are immediately removed from the game. If a character with the Warlord character type is put into play during the game, then they lose that character type.

Wound: Damage received by a character. Keep track of each wound a character receives. If the number of wounds equals or exceeds the character's hit points, the character dies. Any game text that refers to "wounds" generically (e.g., "Before a character suffers wounds") applies to a single wound as well.

X: Within a card's game text, every use of "X" refers to the same numeric value – determined the first time it is used (e.g., "Kill a level X character: Move forward X ranks," would move the character performing the action forward a number of ranks equal to the level of the character sacrificed).

Your (Army, Character, Deck, Discard Pile, Hand, etc.): Within a card's game text, this phrase refers to the army, deck, discard pile, or hand of the player controlling the card effect. Your Characters are the characters you control, and they make up your Army.

10. APPENDICES

Appendix A - Action Traits

Fire
Force
Frost
Lightning
Necrotic
Physical
Poison
Radiant

Historical Action Traits:

Air
Campaign
Earth
Eastern Territory
Northern Territory
Southern Territory
Tactics
Water
Western Territory

Appendix B - Damage Types

Fire
Force
Frost
Lightning
Necrotic
Physical
Poison
Radiant

Appendix C - Archetype Traits

Ambassador
Apprentice
Artificer
Assassin
Barbarian
Bard
Bounty Hunter
Cantor
Cohort
Druid
Guardian
Hero
Illusionist
Knight
Mentalist
Miner
Monk
Necromancer
Noble
Oozemaster
Pacifist
Paladin
Peasant
Pirate
Politician
Ranger
Saboteur
Sailor
Scholar
Scout
Seer
Shaman
Siegemaster
Slayer

Smith
Summoner
Tactician
Thief
Traitor
Warlock
Zealot

Appendix D - Background Traits

Abyssal
Aquatic
Avatar
Beast
Brownie
Bugbear
Celestial
Construct
Daemon
Direwolf
Djinn
Dragon
Dwarf
Efreet
Elemental
Elf
Gargoyle
Ghoul
Giant
Gnome
Goblin
Hag
Harpy
Human
Kratchling
Lich
Lycanthrope
Monster
Nimbic
Noble
Nymph
Ogre
Orc
Pixie
Reaver
Reindeer

Satyr
Siege
Stormwraith
Sutek
Thrall
Troll
Undead
Vampire
VoTaurr

Appendix E - Item Traits

Armor
Arrow
Axe
Belt
Bow
Bracers
Dagger
Familiar
Gauntlet
Hammer
Helm
Henchman
Lycanthrope Form
Polearm
Potion
Shield
Soul Gem
Staff
Stance
Steed
Sword
Totem
Trap
Treasure
Wand
Weapon

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