

# WARLORD

## SAGA OF THE STORM™

### WELCOME TO THE WORLD OF WARLORD!

In Warlord your army of fantasy heroes and creatures faces one or more opponents. You can imagine this as your favorite d20 fantasy characters going to the field of battle.

Much like in a d20 fantasy role-playing adventure, players roll initiative and then have their characters act one at a time, cast spells, attack the opponent, equip items or bring in reinforcements.

The ultimate goal is to bring down your opponent's Warlord(s), before they do the same to you, much like in Chess.

### 1. PREPARATION

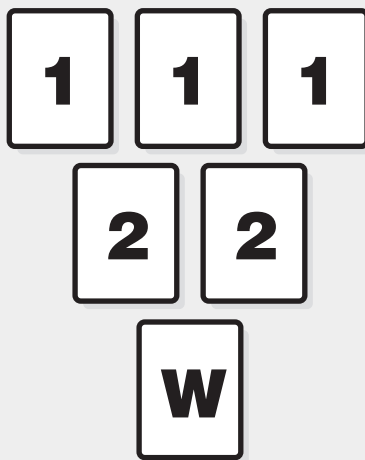
Print out the demo decks (a color printer works best) from

<http://www.warlordccg.de/blog/wp-content/uploads/2008/WLD-4E-demodecks.pdf>

cut them and sleeve them into standard size card sleeves (possibly with other cards behind them to give them more stability). Both decks should each contain 27 cards.

You will also need at least one 20-sided die, which should be available in every game store that offers roleplaying games.

Now select the starters for each army: 3 characters of level 1, 2 characters of level 2 and the Warlord and arrange them like this in front of each player:



You will recognize characters by their dark red (for the Deverenians - the iron-fisted rulers of an Empire built on the reverence of the Storm and the subjugation of their people) and green (for the Nothrog - a race interbred for just one purpose: War!) borders. Actions have light red borders and items are grey. The level is found either black on white (for characters of good alignment) or white on black (for evil characters) in the symbol in the middle of the card's left border.

While we are at it: The value in the upper left corner (the battle axe) is the ATK value, used for close combat attacks, the value in the upper right shield is the AC (Armor Class). The value in the blue diamond in the lower left is called Skill and the small value in the blood drop in the lower right shows how many Hit Points (or HP) your character has.

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### 2. DRAW CARDS

Shuffle all remaining cards and set them as the draw pile. Draw five cards.

### 3. INITIATIVE

Now you roll your d20 for initiative: The player with the highest result starts. In a multi-player game just go clockwise after that.

### 4. ORDERS

It's your turn to do **one** order, then it's the next player's turn. Possible orders are:

- *Spending a character to attack an opponent within one rank.* The character attacking is turned sideways 90° (what we call "to spend" in Warlord) as a cost, then he gets to do as many strikes as you see in the upper left corner.

Krenthor for example would choose one target for his first strike, give the opponent a chance to react and then roll the d20 with a bonus of +9. If result of the die equals or succeeds the AC of the target, then the strike hits and Krenthor inflicts one wound. Then you proceed to the second strike with a bonus of +5 to the die roll. This is still one order for the player (obviously this makes characters with multiple strikes a potentially huge threat). BTW: a natural "20" always hits, a "1" misses.



- *Using a printed ability.* Some characters have innate abilities. Layamon for example has "Spend Order: Perform a +2 ranged strike." This means you can use his ability when it's your turn (you always have one order before it's your opponent's turn again, remember?) and as a cost you need to spend (turn 90°) the character. So what does a +2 ranged strike do? Very much the same as a melee strike, only that you choose the target exactly one further rank away. So you could spend Layamon in your own second rank and target an enemy character in his army's first rank - or, when Layamon is in his own first rank, he could snipe at the opponent's second rank in order to take out a wizard or a hiding Warlord (tough luck with Krenthor though).

So to perform the ranged strike, you spend Layamon, select a target two ranks away, roll a d20, and add the +2 from ability text (not the +2 from the battle axe - that's for melee only!). If the die roll +2 is hits the target's AC, you score a wound.

- *Performing a spell.* This works very much like using a printed ability, only that in addition you have to play the action, which usually gets place in the discard pile afterwards. All actions (the cards with the light red border - it also says **ACTION** right below the card art) have requirements, though. Wizard spells are identified by the same scroll symbol that Layamon has. But Layamon is only level 2, while Incinerate can only be cast by wizards of level 4 or higher. Don't worry, Yavlo can do it. Incinerate has two Orders for you to choose (you can only use one - then the card goes to the discard pile). You either use the Order for one, or the Spend Order for two ranged strikes. The trick is: If it only says "Order" without the "Spend", it means



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that a spent wizard of the correct level can cast it even if he is already spent! Very nifty. The abilities themselves work exactly like the one printed on Layamon, but not that Incinerate is a **Fire** spell - which is important to Yavlo, for example.



- *Performing a fighter action.* This is very much the same thing - every faction has action cards exclusive to them. I Have your Back is noteworthy, because here it just says "React: ...". This means you can play it out of turn. Say Yavlo targets the last desperate Incinerate strike on Krenthor, who already has three wounds. Then **after** your opponent announces the target, but **before** he rolls the die, you play this card with any fighter (that's what the gauntlet symbol stands for) in the same rank with Krenthor. As this is only a "React" and not a "Spend React" you can even play it with a fighter who has already acted this turn (and was spent 90°). Now Yavlo has to watch helplessly how his magic burns this new, unintended target instead, while Krenthor rips open his maw in expectation of a nice new meal to come.

- *Equipping an item.* What is your fantasy hero without sword, shield or steed? Or the wizard without his spell book and other magic trinkets?

During the battle you can equip items (the grey bordered cards with **ITEM** below the art). Again only members of the correct class (in case of Celestial Flame it's the fighter class' gauntlet symbol again). Other than the pure level as with actions, though, this time the rank the character to receive the item is in is important, too. In order to equip Celestial flame, the level of the character **plus** the current rank must at least be 5 to equip the Weapon. That means Hrunting (level 3) could equip the Sword in rank 2, but not in the front rank, while Krenthor or Kul of Clan Tergoth could equip it anywhere.



- *Bring in a new character as reinforcement.* Chances are that you initial forces will not last very long - that's the way of the battlefield in Warlord. New characters must enter play in exactly the same rank as their level. They may not cause an illegal rank by this, though. Hrunting for example would enter in rank 3, but can only enter if rank 2 in front of it contains a "spare" character, so Hrunting's appearance would not create an illegal rank. This sometimes makes playing higher level characters (especially Dragons!) a tricky proposition.
- *Moving a character.* It's rare you want your reinforcements to stay in the background. Instead you usually want them to get to the front aswinging as soon as possible. Apart from using **Steed**s, action cards or having to fall forward due to illegal ranks, there always "walking": You can spend a character to move forward or backward one rank (or to change position within one rank). Other than bringing a new character into play, you may actively cause illegal ranks by moving characters.

You will then just have to clean up your own mess before it's your opponent's turn.

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### 5. ILLEGAL RANKS

When there are more characters in a higher rank (further “behind”) than the one in front of it, an illegal rank occurs. Immediately one character has to “fall” forward, being spent, or even stunned (turned upside down) if he was already spent in the first place. Stunned characters who fall suffer no further penalty. Repeat until there are no more illegal ranks.

This does not count as the Order for the player who had to adjust his army’s ranks!

### 6. END OF TURN

Play continues until all players consecutively “pass” (don’t do anything). That concludes the turn. You can now ditch any cards that you don’t want any more from your hand into the discard pile. Draw cards until you have 5 cards in your hand once again.

Now (and only now) all cards on the board are “straightened” by 90° (which means stunned characters will only turn to the spend position and will need two turns to fully become action-ready again.

Roll initiative: The winner starts with the first action of the new turn. Repeat until only one Warlord is left standing!

### FURTHER RESOURCES

That’s basically it - play a few games with the demo decks to familiarize yourself with the process. If you do have any questions, read the official rules, or turn to [www.warlordccg.de](http://www.warlordccg.de) for the FAQ and possible Errata.

If that still doesn’t answer your questions, you will find a helpful community at [www.cardmasters.de](http://www.cardmasters.de) (for Europe) or [www.temple-of-lore.com](http://www.temple-of-lore.com) (for North America).

Come and join one of the friendliest gaming communities world-wide!

### THE PRODUCT / RARITY SCHEME

Warlord: Saga of the Storm 4th Edition is available at your local game store or directly from [www.warlordccg.de](http://www.warlordccg.de). The base set is packaged in 6 different sets, each including two tournament-legal decks of 55 cards (110 cards in all). Each set includes 20 rare cards. If you have one of each sets, you’ll have each rare card once, each uncommon card twice and each common card three times.

There is no randomly packed product in Warlord 4E!

