

New to Warlord? Getting back in
and looking for a starting point?



Try a frontline fighter!

Free Kingdoms



Equipping two weapons is awesome, and moving your army along is a nice bonus.

... Conversely, you could just start with four attacks right out of the gate! And he's a paladin! Both are fun choices.



Free Kingdoms



FreeKs have strong army support that can move up your warlord quickly!



And don't forget Aida, who can boost your skill while in the discard pile to better protect your warlord from pesky spells!

Dwarves



Okay, getting the obvious recommendation out of the way: most returning players know all about Xod and how cool he is. He stocks up on items, makes it easier to equip them, and has GREAT stats to go up and do the job himself.

But Xod is worth a whole write-up of his own, so I'll leave it at that. There are other fun choices!

Dwarves



With four-wounds and a high attack and a built-in pump, he's one of the handful of warlords who's ideal to build as a "6-man" deck - starting army only with a deck full of items and actions to help Ironbone finish the job. He never really needed an army to kill Nothrogs anyway...

One trick to frontliners is getting them the right equipment. Sigrida gets a head start by fetching you a helm, armor, or shield at the start of the game! My favorite pick is the extra-wound-dealing Dragon Buckler.



Dwarves



This faction isnt the fastest, so you want to hold ranks as well as possible so that your warlord will be ready. AC buffs and multi wound characters are the name of the game here.



Amends is a good support character to put into play later, move up, then give your warlord some more steam in the assault



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Deverenians



You read that right... he is level SIX, letting him equip weapons that wouldn't normally be a consideration for other frontliners. He does have a meager support buff for other fighters, but he is clearly meant to equip two weapons and start a pit fight!

Deverenians



Genecourt Initiate and Sidor are both good choices for a starting army front rank, whereas Ghed Nuri is a nice deck include to protect your frontliner.



Dev's have good level 2 characters who manipulate die rolls. Their abilities can be used to help OR hinder, which makes them flexible staples.

Elves



Elves don't have many fighter warlords, let alone fighter warlords who want to be upfront. But Lord Winter still stands out as a powerful choice for Elf players, even compared to the wizards and clerics at the faction's disposal. Long story short, his six-man deck's earned the nickname "chain saw" for being able to constantly ready from taking wounds and performing full attacks over and over again. Despite his low AC roughly 50% of die rolls miss him anyway due to the ethereal keyword, providing extra defense to compensate for being unable to heal/prevent the wounds he suffers. Possibly one of the game's most interesting glass cannons!

Elves



An alternative to playing Lord Winter is to run his 4th edition version instead. You can actually heal this version or reduce wounds he suffers, AND your opponents can't reduce the wounds he deals too! The only downside is that his second ability is now once-per-turn, which greatly reduces his damage output.

Still, he is a solid pick if your goal is to play whack-a-mole at the front of your army. He's just a little more resilient and doesn't need to helm a six-man deck to shine, making him a better choice for beginners. And lastly, he can cast water spells which is weird but certainly welcome XD

Elves



I'm not particularly experienced with Elf starting armies, but if you need one to hold ranks you can try bone golems backed by skyyrek's. When combined, the bone golems will act as pseudo-brine fiends (2 HP), and you can use Rotale to kill your syyreks to revive a bone golem. Conversely, you can put Planar characters at the front for the 50/50 chance of staying alive.



If you're playing elves, run one of this in your deck. It's restricted to one per deck for a reason: without having to roll or without chance for a saving throw, upon hitting the table she can immediately destroy an item within two ranks. This may be an important staff, a critical weapon for an opposing frontliner, or even a Nodwick! In every sense this is a staple.

Mercenaries



He can cast wizard spells, attach fighter actions, odd dice rolls on strikes miss him, he's the king of resilient and flexible for mercs.



Rule of cool here: another dual-class frontliner who de-buffs opposing evil characters, with a high skill and access to some of the best cleric spells.



Not only can you equip items of two classes, but you can double up on item types! Hundreds of deck possibilities, but I'm always keen on double weapons.



Okay okay I'm cheating by including a non-fighter, but this guy just rocks. Four strikes per attack, monk actions, AND the printed order AND an 18 AC!!

Mercenaries



This is hands-down my favorite merc frontliner. The pic says it all; he is a warlord who with a single die roll can ruin your opponent's formation. More or less if you're rolling high a lot and making sure he gets lots of strikes in, your opponent's entire army will end up either dead or stunned! Just be careful; he can't equip the usual steeds and armors, and his 5 hit points won't last as long as you think. If you can keep him alive long enough to get started, he will bring something unique to the table that you simply can't get from any other warlord.

Mercenaries



This is an amazing character card to include in any frontliner deck, but especially good for warlords who have considerable card restrictions (like Fasolt)

Good starting army choices



(Cal can cast spells that move your warlord forward)



Yay healing



Since mercs can usually fit into any deck, a breakdown of all the good mercs would need its own write-up. However, I have just enough space left to recommend this level 3 cleric!

Nothrog

(Arguably THE faction for frontliners)



The more damage she takes, the harder she hits. Tip: some items let you hurt yourself for a bonus!



I love the barbarian keyword, he has four hit points, can heal himself, and he gets a bonus if he is wounded. Really good beginner warlord!



I have a soft spot for warlords who can equip two weapons, if you couldn't tell already. And this one can get you more attacks!



THE original frontliner. Built-in Bracers of Ogre Power and high ATK bonuses means you rarely need to prep him before sending him to the front.

Nothrogs

(Arguably THE faction for frontliners)



He's a barbarian with good attack stats. He's got awesome art. But what makes him really cool is that his order lets you dig into your deck to look for the cards you need to build him to uber levels. In most CCG's card advantage is king, and he is no slouch at rummaging through your deck for the right item or action. Another strategy is to use his ability to purposely fill your discard pile with items, then bring those items back with cards like Nodwick and Order Of Battle.

Nothrogs

(Arguably THE faction for frontliners)



Breaking down Ar'tek:

- High, HIGH ATK bonuses
- Powerattack feat
- can move forward ANY number of times per turn

There's just no six-man deck like Ar'tek. You don't need to waste any deck space on steeds, leaving you extra room for more strike-generating actions and items. Give him a Bracers of Ogre Power or a Monkey's Paws, and equip an Amulet Of Waking in case the opponent tries to stun him.

Nothrogs

(Arguably THE faction for frontliners)



The old-school way for nothrogs to hold ranks in the starting army was the triple Urg, double Tower lineup: move a tower between two urg's ASAP and even aggressive starting armies will have to put a decent effort into punching through.



Gunda is a popular lvl1 for nothrog starting armies because she serves as a pseudo-brine fiend, forcing the opponent to spend more time swinging into your front rank.



Run this lvl1 in your deck (not starting army) if your friends run a lot of annoying cancels/redirects. Sir'kan gives your warlord a much better chance at punching through those effects!

The Chosen



Full disclosure, I don't know much about Chosen. But this updated version of an older Dev warlord is really neat; it keeps in line with her old initiative bonuses and reward for winning initiative while keeping it Chosen-flavored (killing instead of spending)



For her starting army in a hypothetical six-man deck, I would run 3 enhe. Killing Enhe for my actions will give permanents buffs to the Mistress, which is something of course frontliners like! My second rank would probably be a two-wound card like Plentiful.



Good Items

Good Actions



Movement



Deal more wounds



Even more strikes!



More strikes



More Defense



Even more movement!



Some final recommendations

Exhaustion



1 ACTION

Spend React: After a character performs an action: Spend the character.

Spend React: After a spent character pays the costs of an action: Cancel the action.

"I never thought it'd end like this. I didn't see it coming." - Timothy Windson

008 • 580

Bellicose



2 ACTION

After performing Bellicose, this fighter may remove any attached cards.

Order: This fighter gains +5 ATK until end of turn.

Order: Move forward one rank. Equal or lower level characters may not react to or during this action.

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Outmatched



1 ACTION

React: After target opposing character enters play in the front rank or moves into the front rank: If this fighter is in the front rank, perform a melee strike against the target.

"'Twould seem the time hath come for us to remind the elves that we are their betters." - Master Anandale

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Obliterate



5 ACTION

Spend Order: If this fighter is in your front rank, target up to two non-Warlord characters within 2 ranks. Perform a melee strike against each target. If the strike hits, move the target forward one rank, if possible. Perform an attack without spending.

"One woman did all this?" - Master Anandale

106 • 170

Stubborn



3 ACTION

Order: Move forward one rank.

React: After this fighter is targeted with an action that could spend, stun or move him, inflict 1 wound on this fighter: Cancel the action. Until the end of the turn this fighter cannot be spent, stunned, or moved by opposing card effects.

056 • 060

Faith in Steel



3 ACTION

Order: Choose **Armor**, **Helm**, **Shield**, or **Weapon**: Reveal the top five (ten if this fighter is a **Paladin**) cards of your deck. This fighter may equip a revealed item with the chosen trait, if possible. Shuffle your deck.

"No steel is stronger than that tempered in The Storm's tears." - Commander Kaiten

097 • 168

Call Verdatha



3 ACTION

Paladins perform this action without spending.

Spend Order: Search your deck for a **Steed** this character can legally equip and equip it to this character.

"The Storm hath not forsaken us, and neither shall our dragon-steeds." - Sir Magnus

199 • 336

Amulet of Waking +1



5 ITEM

For the purposes of card effects, this character is always considered Ready. This character may perform non-Spend actions while stunned.

"Vigilance is the watchword. Toris Kelt is the cradle of the alliance, and must never fall." - Captain Dukat

627 • 580

Potion of Blurring



6 ITEM

Order: Discard the Potion of Blurring. Until the end of the turn, all characters targeting this character with a melee strike or action, must make a Perception check (DC 22). If the check is failed, the action or strike is canceled.

"The important thing to remember, Kez, is that I was never here." - Kenia

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+1 Giant Strength Potion



6 ITEM

Order: Discard Giant Strength Potion to perform a +10 melee strike that inflicts an additional wound.

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