

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



The Hoagie Helper Series™

Rogues, Archers, and Ne'er-do-wells



Rogue Warlords are pretty broad in what they do. Some of them are highly focused on their "plan A," while others let you build whatever you like. Despite this, there are two general categories of rogue warlords: stab vs shoot, and warlord-centric vs. support warlord. Many rogue warlords also have subclass traits which give them access to powerful actions, but lacking a subclass doesn't necessarily rule out their usefulness!

Stabby McStabface

It's all about movement, defense (like Martyr's Hide), and attacking spent/stunned targets. Rathe has built-in movement, but Cloudracer is there for you if you want that kind of movement with another warlord. Rathra Dak deals two wounds against spent targets, but equipping black steel dagger takes it to warlord-lethal levels! If you need to spend them, equip Norn's stinger instead.



Assassins are also really good at the face-stabbing but that's coming up later...

Arrows Blot Out The Sun Etc Etc

Shooty decks take advantage of great buffs and movement effects, along with the Marksmanship feat, to either snipe the opponent in a single shot or to shoot away until nothing's left! Cloudracer again is vital to the rogue deck, as well as Inheritance which lets you search for a key item by killing an opposing character.



Scouts



Scouts have a lot of cool action support and can lean pretty heavily into either quantity or quality. A Scout Warlord will tend to stay behind the front rank, although sometimes it's necessary to get to the front if the opponent is hiding and your army isn't getting the job done. The theme has just enough movement tech to make things work, and as always, marksmanship is your friend. (Though regrettably, none of the scout warlords have it - you'll need to equip items.)

Quantity

Quality

Support

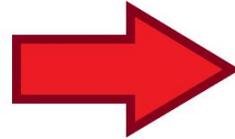


Star of the show



Arguably, this square could help categorize almost all warlords into neat categories! However, warlords don't have prescribed cookie cutter decks so labels such as these are still subjective and possibly up to some debate. But there's no arguing that the left column gives you more strikes and the right column gives you better strikes. Also, Cathel Rowan is my favorite here because of Assassin's Arrow!

Dukat Recommendations



Hold ranks, search for goodies upon death

^ a tried and true combo ^
(also works with spencer latham)

Wonderful harpoon effect!



pew-pew at level 2

Cathel Recommendations



Popular starting army level 1's
(when they die, they mess with
formations)

Retaliatory
Strike fun

Brine Fiend
Killer





Fun with traits!



Like backstab, but for your shooty dudes



A fun card that gets better when your army has a lot of printed ranged strikes



Anti-cancel Tech*



^Quantity Combo^



Anti-Planar



Spend Tech

*"tech" is a word that has been used in many ways, but in its broadest sense refers to any situationally-useful, but crucial, game option.

Assassins!

No explanation
needed here - they're
here to stab!



They strive to do two things: improve strike quality, and stealth quality. Everything else - like Zevil's debuffs - are gravy.



- Built-in Stealth
- Dwarves can hold ranks while he gets ready
- built-in special movement



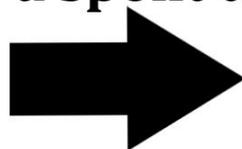
- flexible order that can kill or set up for a kill (many rogue actions require a spent target)
- lots of good elves to support the strategy



- built-in stealth
- anti-action tech and spend tech rolled into one (useful against cleric reacts)



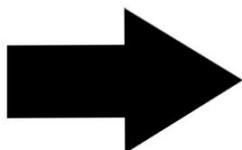
Cards like Knife After Dark are strong, but require a spent target...



There are plenty of useful cards that can set up the kill!



Many Assassin actions force the target to roll a save...



So why make it easy for them? Debuff!



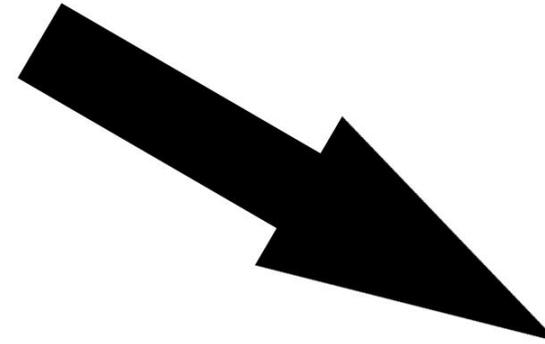
Cairbre's order lets you discard these with ease!

Stealth helps you get closer by moving into their ranks, and helps you get there in one piece! A good assassin wants high stealth and even higher skill!



Even with stealth, you'll need good ol' fashioned movement. Cloudracer goes in almost every rogue-heavy or rogue-centric build, but Shade Lion is also a great choice if you just need more and already have Cloudracer!

How To Commit A *Murderin'*



Items which let you strike from afar... (Contract is especially good as it sets up the stun effect)



throw this on for an extra attack

Commence the *murderin'*!

Bards: Coolest Support Warlord?



As a rule of thumb, the overall strength of your bard depends on how good your army is - you can make mediocre characters good but the idea is to make the great cards even better!



Dwarves have several hard-hitting level 3/4 characters who make for good targets for Nitesh and Roar's abilities, along with the many good Bard actions in the game.





Kennet just makes the best even better, and can cast strong offensive spells like Elemental Bolt!

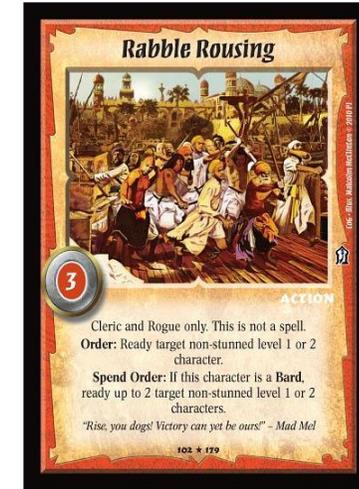


Keziah's abilities read like a "build your own Spencer Latham" kit. Or just go double-Latham...

Cancel actions...



ready your army...



Or just use subvert the effectiveness of your opponents' army!

And Now, The Obligatory Raylor Cheese Primer



Equip these...



Then use her order, and next spend Raylor for Votaurr Charm's order. Your roll becomes a 1, then he turns your fumble into an autokill with Vorpall Sword. Then your opponent revokes their promise to pay for the pizza.