

WELCOME TO WARLORD

Warlord: Saga of the Storm™ originally came out in 2001, just as the world's most successful roleplaying game entered its 3rd Edition. Since then Warlord has gone through three base sets and 21 expansions and has gained a world-wide community of fans.

Warlord 4th Edition is a complete new start. The people at PHOENIX Interactive making the game are accomplished players and fans as well as tournament organizers and experienced card game designers. This game is for you - a gamer who likes well thought out games, that are quick to play, easy to learn, but that take skill to master.

WHAT IS IT ABOUT?

In Warlord your army of fantasy heroes and creatures faces one or more opponents. Much like in a d20 fantasy role-playing adventure, your characters act one by one, cast spells, attack the opponent, or equip items.

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

SETTING UP

Select one of the two decks (blue for Mercenary, light grey for Elves). Have a look at the uppermost card, your Warlord. It is a character card and there is a lot of information on the card:



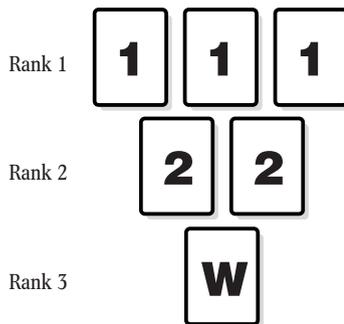
- Card Name:** This is the name or general description of the character.
- Attack (ATK):** The number in the axe blade reflects how easily the character can kill enemies. Some characters get more than one melee strike when attacking; these characters have two or more numbers separated by a slash.
- Armor Class (AC):** The number in the shield tells you how well protected a character is.
- Level / Class / Alignment:** This icon tells you what class a character is.
 - Starburst: Cleric (holy – or unholy – priest and healer)
 - Gauntlet: Fighter (soldier or warrior)
 - Glove: Rogue (thief, spy, or other shady profession)
 - Scroll: Wizard (magic user or other spellcaster)
 - Oval: Either multi-classed (the Card Text tells you what classes the character has) or classless (a noble, merchant, or other strange pursuit).
- Traits:** Bold-faced words at the top of the text box are traits, and have an impact on game play. Some characters have words that are not bold-faced - these are not traits, but simply give you more information about the character. One or more traits on the character are his or her faction – which of the seven major sides in the great war the character is loyal to. The seven factions are: the Devereniens, the Dwarves, the Elves, the Free Kingdoms, the Nothrog, The Chosen and the Mercenaries.
- Game Text:** The main portion of the text box contains any special abilities and actions the character has.
- Story Text:** Text in italics at the bottom of the text box gives you some insight to the ongoing events of the Saga of the Storm.
- Skill:** The number in the gemstone is how skillful the character is. High skill helps you perform some actions, and dodge fireballs!



9. Hit Points: The number inside the red droplet tells you how many wounds it takes to kill the character. A single wound kills most characters.

10. Border Color: Each faction has a different border around the card; this does not affect game play.

Now put the Warlord in front of you. Put the next two Character Cards in a row in front of your Warlord, then the following three Character Cards in front of them, like this:



This is your starting army and always has the same structure: Three level 1 characters in rank 1, two level 2 characters in rank 2 and your Warlord in rank 3.

Look at the next (red-bordered) card. This is an **Action Card**. Its level and class icon tell you the level and character class that the character using it needs to be. Currently only your Warlord would meet the requirements. Action Cards generally are only used for one of the actions printed on them (some give you a choice of more than one action) and then discarded face up onto the discard pile.

The next card is bordered in blueish-grey. This is an **Item Card**. It's similar to the Action Card, but with two important differences:

- In order to determine whether a character can equip it, you add the rank the character is in to his level. This means again your Warlord can equip the card, in fact, while he/she remains in rank 3, he or she can equip items of up to level 8!
- The second difference is that Item Cards are attached to the character and not discarded (unless some action says so).

Note the boldly printed traits like **Weapon** or **Steed**: You can always only have one of these equipped to a character! You may for example equip a new **Steed** to a character, but only if it bears a different Card Name and the old one then is discarded.

The third card is similar to the ones you have out on the field - a **Character Card**. New reinforcements are being put into play in the same rank as their level! That means this character would come into play in rank 3 - adjacent to your Warlord. There is one important rule here: New characters cannot come into play if they would cause an illegal rank! We'll discuss illegal ranks later.

That is all the card types there are. Easy so far, isn't it?

PLAYING THE GAME

After shuffling the deck and drawing five cards, a game of Warlord starts with an Initiative roll. Roll a d20 (a 20-sided die) and whoever has the higher result (re-roll ties) can perform the first decree. You always perform only one decree, then it's the next player's turn (Warlord is great as a multiplayer game, too).

When it's your turn, you can do any one of the following decrees:

- Perform a printed Order:** There maybe Orders on your characters, on your items or your actions. You can choose to play one of those. Orders come in two

flavors: Spend Orders and Orders. If the order you want to use is preceded by the word "Spend", you need to spend the character you want to use, i.e. turn him 90° to either side. If he is already spent or stunned (turned 180°) he cannot play the Spend Order. If he is spent, but not stunned, he can still play an Order, because without the "Spend", it doesn't require the character to turn sideways as a cost. Action Cards are usually discarded after using an Order on them, items and characters normally stay in the game.

- Attack with a character in your front rank with a melee strike** (this is a Spend Order that each character is considered to have, unless it explicitly states he may not attack): You declare a target within one rank, spend the attacking character (turn him sideways by 90°), roll a d20, add your ATK value and compare it to the targeted opponent character's AC (Armor Class). If you equal or surpass it, you hit the character and cause one wound. Once the number of wounds on a character reaches or surpasses the number of hit points of the character, it is put onto the discard pile. If there is more than one ATK value printed in the upper left corner of your acting character card, after resolving the first melee strike you get a second strike with the second printed bonus, that may target the same or another target. And so forth.

- Perform a Ranged Strike:** Ranged strikes very commonly appear on cards as an Order or Spend Order. It's basically the same as a melee strike, but unless the card states otherwise, you need to target a character exactly two ranks away. If a card does not have this ability printed on it, nor gets it through an Item or Action Card, it cannot perform a ranged strike.
- Equip an item:** You can equip an item from your hand to any of your characters fulfilling the requirements (both the class and the character's level plus the rank he currently is in must meet the requirements printed on the card).
- Maneuver:** You select one character of yours, spend the maneuvering character, and move him forward or backward one rank or to a new position within the same rank. You may cause an illegal rank by maneuvering, but then you will have to immediately resolve it. This, too, is a Spend Order every character is assumed to have printed as a default (unless it says otherwise).
- Bring in reinforcements:** This is an Order, too, but it is not performed by a character in the game, rather it is done by the player. You put any one new character into play in the same rank as its level, but may not cause an illegal rank.

ILLEGAL RANKS

Once you start playing you'll notice that characters are dying quickly. Whenever any rank holds less characters than the rank behind it, we have an illegal rank structure. This has to be resolved immediately, and does not count as an Order for the player resolving the illegal rank.

You fix an illegal rank by having a character in the rank holding too many characters fall forward. As a penalty the falling character is spent before he moves forward, or stunned if he already was spent. If the character is already stunned, there is no further penalty.

Note: There are Steeds like *Shade Lion* or *Griffon of Misear* that you spend as a React instead of the character riding on them.

REACTS

By now you know what you can do as a decree, when it's your turn to act. But often times that is not enough: You may want to counter the evil heaped upon you by your opponent or improve your own chances and options at critical moments.

That is what Reacts are for. As with Orders you need to spend the character performing a Spend React, but you can perform Reacts without spending, even if the character is already spent (but not stunned / turned upside down 180°). The rules text on a card will tell you more about the requirements to play a react and the effects.

DC CHECKS

Some card effects ask for a save or check and give you a Difficulty Class, or DC. You roll a d20 and add the character's skill + a feat bonus, if appropriate. If you meet or exceed the DC, you succeed with the save or check.

FEATS

Feats are special actions that a character may perform if he has the appropriate

traits. When a feat is performed, the character makes a skill check against DC 20, adding to the roll his skill and any specific bonus he has (i.e. a character with +8 skill and Scribe +2 would add +10 to the roll).

THE FEATS:

Marksmanship – React: Once per turn, before this character targets a non-spell ranged strike: Succeed with a Marksmanship check (DC 20) to either allow the strike to target an additional rank away, or gain +5 to the die roll, or have the strike inflict an additional wound.

Powerattack – React: Once per turn, before this character makes a melee strike roll: Succeed with a Powerattack check (DC 20) to have the strike inflict an additional wound.

Scribe – Order: Once per turn, reveal a spell in your hand that this character may cast when ready: Succeed with a Scribe check (DC 20) to attach the spell to this character. This character may later detach the spell to cast it as if it were in your hand. If the Scribe check fails, discard the spell.

Stealth – React: After this character is targeted with a strike: Succeed with a Stealth check to cancel the strike. This action may be performed once per turn while in your formation.

END OF TURN

If there is no decree left you can do (or want to do), you pass. When all players pass consecutively, the turn is over. Now you

- Turn all characters 90° towards the upright position.
- Discard any number of cards from your hand that you do not want anymore and draw cards from your deck so you have five cards on your hand.
- Roll Initiative.
- Proceed with the next round, alternating your decrees.

MOVING ONWARD

These rules enable you to play games with the Learn-to-Play Set. You will find the full rules in every Adventure Path Set - each of which you can play alone or combine with the cards from this set to build more powerful decks or explore other ways to win the game.

Alternatively you can download the full rules from www.warlordccg.com or ask rules questions on the forum there. You will find the world-wide community of Warlord players to be very willing to help new players. Come join it!

BROUGHT TO YOU BY

Our heartfelt thanks go to *John Zinser*, with whom there would be no 4th Edition.

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Play all cards by the wording of their most recent English printing. For the most up-to-date rulings and errata, go to:

WWW.WARLORDCCG.COM

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