

## THOU ART THE WARLORD!

In *Warlord: Saga of the Storm*™ you play the role of a powerful figure in the fantasy world of the Lands of the Accord. Your people are at war with your enemies, and you must crush your foes on the field of battle. There is no alternative.

Your cards represent the party members, equipment, and tactics you have at your disposal as you pursue complete power. In addition, the cards will unfold an Epic fantasy that evolves as new card sets are released.

## VICTORY

This is war: your sole duty is to destroy the armies arrayed against you. Kill the soldiers, but more importantly, destroy the enemy Warlords!

There is but one path to victory: survive. As soon as any player controls no Warlord, that player is out of the game. The last player in the game wins the fight.

## WHAT THE SCRIBES HAVE WROUGHT

*Warlord: Saga of the Storm*™ is a collectible card game. This means that there are a variety of cards available for the game, which you can buy in either decks or packs. There are three general types of cards in Warlord: Characters, items, and actions. Each of these card types is labeled in white just beneath the right corner of the illustration.

Let's take a look at each of these card types and show you what the various bits on them mean. (Remember, in all cases, higher numbers are better.)

## CHARACTERS

Characters are the folks who fight your battles for you. Your Warlord is a character 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 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 a lot about the character.



The symbol shows you what class a character is.

- Gauntlet: Fighter (basic hack-and-slash warrior)
- Starburst: Cleric (holy – or unholy – priest and healer)
- Scroll: Wizard (magic user and spell caster)
- Glove: Rogue (thief, spy, or other shady profession)
- Oval: None of the above (noble, merchant, other strange pursuits)

The number inside the icon tells you what level the character is, and therefore how powerful that character is within that class.

Finally, the icon's color tells you what alignment the character is. White icons are good characters, while black icons are evil.

- Traits:** Bold-faced words at the top of the text box are traits, and have an impact on game play. Words that are not bold-faced are not traits, but simply give you more information about a character. One or more traits on the character are the character's faction – which of the six major sides in the great war the character is loyal to. The six factions are: the Dwarves, the Elves, the Free Kingdoms, the Deverenians, the Nothrog, and the Mercenaries.

- Game Text:** The main portion of the text box contains any special abilities 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. High skill helps you perform some actions, and dodge fireballs!

- 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.



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

## ITEMS

Items are the special or magical equipment your army uses in its battles.

- Card Name:** This is the name or general description of the item.
  - Attack and Armor Bonus:** Some items affect a character's ATK and/or AC. If so, numbers appear in these locations; otherwise these spots are blank.
  - Requirements:** The icon here matches the class of character allowed to use the item.
- Gauntlet: Fighter
  - Starburst: Cleric
  - Scroll: Wizard
  - Glove: Rogue
  - Oval: Any class may use this (subject to card text)

The number inside the icon tells you what level the item is; this affects how easily it may be equipped (see *Equipping Your Arsenal*, on the next page).

- Traits:** Bold-faced words at the top of the text box are traits. A character may not have two items that share the same Equip Location trait.

- Game Text:** The main portion of the text box contains any special abilities the item has.

- Story Text:** This gives you more game world information on the item.



## ACTION CARDS

Action cards are the special tactics used by the characters in your party. An action can be an Order given during the orders phase or a React that is played whenever it says to be played.

- Card Name:** The name of the action card.
- Requirements:** All actions are restricted in what classes and levels may perform that task. The icon here matches the class of character allowed to perform the action.
- Game Text:** The main portion of the text box contains the special effects generated by an action. Some action cards have more than one action – you can choose which to use.
- Story Text:** This gives you game world information.

## THE FUNDAMENTALS

### THE GOLDEN RULE

Whenever the text on one of the cards specifically contradicts a game rule, the card takes precedence.

### DIE ROLLS

Whenever you roll a die against a target number, if the die shows a 1, the roll is a Critical Failure. If you roll a 20, the roll is a Critical Success, no matter how high the target number is. Card effects cannot change the result of a Critical Success or Critical Failure. If you are rolling the die without a specific target number (as for initiative), card effects cannot force a reroll of a 1 or 20, but they may still modify the result with bonuses or penalties. On such rolls, a Critical Success is considered a roll of 20 and a Critical Failure is a roll of 1.

### READYING, SPENDING & STUNNING

Ready, spent, and stunned represent the state of each of your troops. Ready cards are upright to their owner's perspective, and are prepared to act on your behalf. Spent cards are rotated 90 degrees to the side, and have already been used by you (or abused by your foe) this turn. Stunned cards are upside down to their owner's perspective, and are so exhausted that they will not be ready again for some time.

When the game mechanics or card text requires you to spend a card, turn that card 90 degrees to signify that it has been used. You may only spend a ready card; a spent or stunned card cannot be spent again.

When the game mechanics or card text requires you to stun a card, turn that card upside down (that's rotated 180 degrees, not turned face down).

A stunned card is also considered spent. Stunned characters may not perform any actions, including those on equipped items, but they can still be targeted with actions by other characters.

### COMMANDING YOUR ARMY

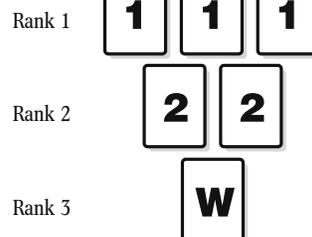
The forces of your army are arrayed in a formation, which consists of a number of rows of characters, called ranks. Your first rank is closest to the other players' armies and is also called the "front rank". Ranks behind the first are numbered sequentially, as illustrated. There is no maximum number of ranks you may have in your army.

When counting the distance between characters, it is one rank from your 1st rank to the 1st rank of any other player's army. Opposing 1st ranks are in front of each other.

Ranks in your army are not allowed to have more characters than the rank in front of them. Your first rank may have any number of characters in it.

During a game, as your characters fall in battle, 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 must be corrected immediately.

If you have an illegal rank, you must immediately reform your army by having characters "fall forward." Fixing an illegal rank in this way happens as soon as you have one, and takes place outside of the normal sequence of play. It takes place before any other action or effect. Falling forward does not count as maneuvering, but does count as moving.



To fix ranks, fall characters forward one at a time from the illegal rank(s), in any order you prefer, until you have no more illegal ranks. When you move a character, you may put the character on the far left, far right, or between any two characters in the rank.

You may move a character even if doing so causes another rank to become illegal. Ready characters that fall forward become spent. Spent characters that fall forward become stunned. Stunned characters that fall forward suffer one wound.

## THE RULES OF WAR

### PREPARING FOR BATTLE

At the start of a game, each player simultaneously reveals from their deck one character with the Warlord trait, three 1st-level characters, and two 2nd-level characters. The five extra characters must be of the same faction as your starting Warlord. You may not include more than one copy of a particular Unique character in your starting ranks.

These six characters make your starting army. Place all three 1st-level characters in the 1st rank, both 2nd-level characters in the 2nd rank, and your Warlord in the 3rd rank, as illustrated above. This is your starting formation.

There are four phases in each turn of the game. In order, these are:

- Ready Phase
- Draw Phase
- Initiative Phase
- Order Phase

### 1ST: READYING YOUR ARMY

During the Ready Phase, all players turn their cards 90 degrees back toward the upright position. Spent cards become ready, and stunned cards become spent.

### 2ND: ASSEMBLING YOUR SUPPLIES

Players may discard any cards from their hands that they wish. Then all players draw until they have a number of cards in their hand equal to their hand size. A player's standard hand size is 5 cards.

### 3RD: SEIZING THE INITIATIVE

Each Warlord rolls a twenty-sided die (a "d20"). The player whose Warlord rolls highest goes first in the Order Phase, and play proceeds clockwise from that player.

If there is a tie for highest, the tied Warlords reroll. This roll is called rolling for Initiative.

### 4TH: GIVING ORDERS

The Order Phase is when everything happens! The game play goes around the table, with each player giving one Order at a time until all players pass. The player who won initiative gives one (and only one) Order.

When he or she is done, the player to the left gives an Order, and so on. The Order Phase continues, with each player giving one Order in turn, until all players pass consecutively. When this happens, a new turn begins, starting with the Ready Phase.

When it is your turn to give an Order, you may do any one of the following:

- Perform an Attack!
- Play an action card with an Order on it
- Put a character or item into play from your hand.
- Perform an Order on a character or item that you have in play
- Move a character ("Maneuvering")

If you have no orders you want to give, you may pass, instead. All of these Orders are explained in the following section.

## ORDERS EXPLAINED

### SMITING FOES

Characters can engage in melee combat with the other armies. To "attack," spend one of your characters (usually in your front rank). Choose an opponent's character within one rank of your character to be the target for your first melee strike (your character's "opponent"). Roll a d20 and add your character's first ATK number to the result.

If the total is equal to or greater than your opponent's AC, then you hit your opponent, and cause a wound. Place one wound token on the target.

If one of your characters ever has a number of wounds equal to or greater than the Hit Points shown on the card, the character is killed. Place the character and all of his or her equipped items in your discard pile.

If your character has more than one strike number listed on his card, you now choose a target for a second melee strike. Roll the die again and add the second ATK bonus. Repeat this process until your character has resolved all available melee strikes, or you choose not to make any more strikes.

## ISSUING DECREES

You may play an action card from your hand. Action cards generate immediate effects, but do not join your army. When the effects of the action end, place it in your discard pile. You may only play action cards that say "Order" in bold-faced type as an order. Action cards that say "React" are played whenever the card says to be played and are explained in more detail below.

When playing an action card, select a character you control to perform that action. Some actions have a class symbol on them; only characters of that class may perform these actions. Other actions have the common symbol on them (an oval); any character may perform these. A character cannot perform an action that is higher than his or her level.

Some action cards require you to spend the character. The text on these cards begins with the word "Spend." If an action does not say "Spend," then the character can perform the action while spent, and, if ready, doesn't become spent by performing the action.

All Wizard and Cleric action cards are considered spells. Some action cards attach 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.

## RAISING TROOPS

You may take a character from your hand and place it into your army to fight for you. 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. You may not play a character if it would result in an illegal rank.

Characters of a different faction than your Warlord suffer a loyalty penalty. These characters enter play stunned. Characters with the Mercenary trait never suffer this loyalty penalty. Some cards have the Unique trait; you may not bring a copy of a Unique card into play, by any means, if you already have another one with that name in play.

## EQUIPPING YOUR ARSENAL

You may take an item from your hand and give it to one of the characters you control to enhance his or her abilities. Some items have a class symbol on them; these may only be given to characters of that class. Other items have the common symbol (an oval) on them; these may be given to characters of any class (although some have a class restriction in the text box). Some items are Unique; you may not bring a copy of a Unique card into play if you already control a card with the same name.

To receive an item, the character's level plus the rank he or she currently occupies must at least be equal to the item's level. A character cannot equip an item if that character already has an item of the same name. Some items have equip locations (Bow, Helm, Weapon, etc). If you equip a character with an item that has the same equip location as an item that character already has, you must discard the previously equipped item. Unique, Epic, Charges, Treasure and Feats are not equip locations (though they are still traits.) Items that give an ATK bonus provide that bonus to all of the character's strikes.

## DELEGATING TROOPS

Certain characters can perform special actions of their own while they are in play. Such cards have the word "Order" in their text box, followed by text that describes what they can do.

Some orders on character and item cards require you to spend the character to pay for the action. These orders all begin with the word "Spend." If an order does not say "Spend," then the character can

do the order while spent, and, if ready, doesn't become spent by performing the order.

Within an order's text, the word "this" refers to the character performing the action. Actions printed on stunned items may not be performed.

## MANEUVERING

You can spend one of your ready characters to move him or her forward or backward one rank, or to change positions within the current rank. If this results in an illegal rank, you must immediately

fix ranks as described under The Fundamentals. When you move a character, you may put the character on the far left, far right, or between any two characters in the rank.

## AWAITING THE MOMENT

When you can't give any more orders (or simply don't want to), you pass. If all players pass consecutively, the turn ends immediately, and a new turn begins. If you pass, but the turn does not end, you may still take actions later in the turn; you do not forfeit your right to do actions, but you do risk having the turn end if you are hoping to surprise your opponents. Passing is not an Order.

## MISCELLANY

### BUILDING YOUR DECK

You may play with the decks as you purchased them or you may put together your own deck from any cards in your collection.

When building your own deck, you must include a minimum of 50 cards. You may have no more than three copies of any given card. A single card type (character, action, or item) cannot make up more than half of your deck. Count all cards in your deck, including your starting characters. If a card has the Epic trait, you may not have more than one copy with that name in your deck. You may not have characters in your deck other than your Warlord who have the Warlord trait and you may not have more than one character with the Overlord trait. You must include enough characters to make a legal starting army.

### RANGED STRIKES

Some actions cause your characters to perform a ranged strike, which is like a melee strike except that the ranged strike shoots over one rank. For example, a character making a ranged strike from your 2nd rank targets a character in the opponent's 1st rank, and a ranged strike from your 1st rank attacks someone in the opponent's 2nd rank. You cannot target a character one rank away with a ranged strike.

To do a ranged strike, declare your target, then roll a d20 and add the bonus of the ranged strike (the number before the words "ranged strike").

If the result is equal to or higher than your target's AC, you hit and cause one wound.

When performing a ranged strike, characters do not get bonuses from items, action cards, or their ATK bonus (unless the bonus says it adds to a ranged strike). Furthermore, characters with multiple melee strikes do not receive extra ranged strikes.

### REACTS

Some cards have the word "React" on them. Reacts are slightly different from Orders, the other type of action. They do not occur in the standard sequence that Orders do, and they do not cost you your opportunity to give an Order.

A React will tell you exactly when to play it. If more than one player wants to play a React at the same time, start with the player who won initiative this turn and proceed clockwise around the table.

A single card cannot react to the same "trigger" more than once (although you can react to a trigger with multiple copies of the same card).

Reacts and Orders are the two types of Actions, whether they come from an action card, from a card in play, or from the rules.

### BONUSES AND DURATIONS

Bonuses and penalties to ATK, AC, Skill or HP last until end of turn unless they say otherwise.

All permanent or lasting effects on a card, including wounds, end when it leaves play.

Some actions create melee strikes for characters. When this happens, the character only gets to perform his or her first melee strike, even if the character is capable of multiple strikes.

If a card effect sets a character's ATK to some value, then that character uses that ATK instead of the melee strikes printed in the axe of their card.

### SKILL CHECKS AND SAVES

Some cards call for a character to make a skill check or a save against a certain Difficulty Class ("DC"). To do this, roll a d20 and add the character's Skill rating (in the gem). If the character has a bonus or penalty to the save (i.e. "+5 for magic saves" or "-2 for Perception checks"), add that to the result as well. If the total is equal to or greater than the DC, the character succeeds in the check or save.

The card that creates the check or save will describe the effects of success or failure of the check or save.

### SPECIAL ALIGNMENT RULES

A character created by a card effect (such as a summoned avatar or guardian) has the same alignment as the character who created it.

### ADJACENCY

A character is adjacent to another character if they are next to each other in the same rank. A rank is adjacent to the ranks in front of and behind it. Every player's front rank is adjacent to every other player's front rank.

## DECK ETIQUETTE

If an action allows you to search and retrieve a card from your deck, you must reshuffle your deck afterwards. If the action requires that the card be of a specific type (a character, an item with a specific trait, etc.), you must show your opponents the card.

If you run out of cards in your deck, there is no penalty, but you do not reshuffle your deck.

## ASTRAL AND ETHEREAL

The positive and negative energies surrounding characters from the Astral and Ethereal planes of existence make striking them in combat an extremely difficult proposition. When targeting an Ethereal character with a melee strike or ranged strike, an odd die roll (before any bonuses or adjustments to the die) is a miss, even if the attack total is equal or higher than the target's AC. Similarly, when targeting an Astral character with a melee strike or ranged strike, an even die roll is a miss (including a "20" or a "Critical Success"), but a natural roll of '19' is a hit and cannot be changed with a card effect though it is not a Critical Success.

Strikes created by spells ignore these rules and hit such characters normally. If a character ever has both the Astral and Ethereal traits simultaneously, the opposing energies kill the character instantly.

## FEATS

Feats are abilities that give characters special skill-based actions they can perform. When a feat is activated, the character makes a skill check with a DC of 20, adding to the roll his or her skill and any bonus they may have. For instance, a character with Riposte +5 and a skill of +3 would add 8 to the roll, needing a 12 to be successful. If a character gains a Feat from more than one source, such as from a pair of items, the bonuses are added together.

## THE FEATS:

**Charisma** – React: Once per turn, after a character within one rank makes a die roll: Succeed with a Charisma check (DC 20) to re-roll the die roll.

**Defend** – React: Once per turn, after an adjacent character in your army is targeted with a melee strike or action: Perform a Defend check. If successful, this character becomes the target instead.

**Magic Resistance** – React: Once per turn, after this character is targeted with a spell: Perform a Magic Resistance check. If successful, the spell is canceled.

**Marksmanship** – React: Once per turn, before this character targets a non-spell ranged strike: Perform a Marksmanship check. If successful, select one of the following: 1. The target may be one additional rank away; 2. Add +5 to the die roll; or 3. The strike inflicts an additional wound if it hits.

**Medicine** – Order: Once per turn: Target a character in this rank and perform a Medicine check. If successful, remove a wound from the target.

**Powerattack** – React: Once per turn, after this character targets a melee strike: Perform a Powerattack check. If successful, the strike inflicts an additional wound.

**Riding** – Order: Once per turn: Perform a riding check. If successful, ready a Steed equipped by this character.

**Riposte** – React: Once per turn, after a melee strike targeting this character: Perform a Riposte check. If successful, perform a melee strike targeting the attacking character.

**Scribe** – Order: Once per turn, reveal a spell in your hand that this character can cast when ready: Perform a Scribe check. If successful, attach the spell to the character. The character may later discard the spell to cast it as if it were played from your hand. If the Scribe check fails, discard the spell.

**Stealth** – 2 abilities: 1. Order: Once per turn, if this character is ready in the first rank of your army, succeed with a Stealth check to spend and move him into the first rank of an opposing army. 2. React: Once per turn, after this character is targeted with a melee or ranged strike: Succeed with a Stealth check to cancel the strike. If this character is in an opposing formation, this react may be performed a number of times per turn up to the character's level.

## IN THE OPPOSING FORMATION

It is possible to move a character into your opponent's formation. The only way to do this is with an action that specifically moves you into the opposing formation (e.g. Stealth); Maneuvering and other typical movement actions cannot be used to do so. If one of your characters is ever beyond the last occupied rank of an opposing formation, he or she is immediately moved into the last occupied rank of that formation (this is not falling forward). If at any time there are no characters in an opposing formation or in your formation, all of your characters in the opposing formations return to your 1st rank, in their current orientation. Your characters do not affect the legality of your opponents' ranks. Your characters may move from opposing 1st ranks into your own 1st rank with normal movement.

## EPIC FORMAT

To play a game in the Epic Format, follow these rules: Use only cards printed with the Helm and Star-burst "Epic" symbol on the card. For the most part, this limits you to cards that appear in Dragon's Fury, Eye of the Storm, Epic Edition, and later expansions.

In the case of cards reprinted from earlier sets, you may use either copy interchangeably. Also see [www.warlordccg.com](http://www.warlordccg.com) for a list of promotional cards that are legal for the Epic format.

## GLOSSARY

**Action:** Any Order or React, whether from a card or listed in the rules.

**Attack:** A standard Order that does not require a card effect. A character attacks by spending to perform a number of melee strikes equal to the number of strikes listed in his or her ATK number (see Smiting Foes).

**Charges:** When a card with the Charges trait begins in play or enters play, place a number of Charge tokens on the card equal to the printed value. Draw a card: If a card effect triggers off of drawing a card, it means any time the player takes a card from the deck (not necessarily the top of your deck) and putting it into the hand. If instructed to draw a card, take the top card.

**Rank Requirements:** A character who ignores rank requirements when entering play does not need to enter in the rank equal to his or her level. The character still cannot enter play if doing so would create an illegal rank.

**Retrieving a card:** Retrieving a card means taking a card from your deck or discard pile (most cards with the term specify which) and moving it to another location, such as your hand, in play, the discard pile, or the top of the deck. (Shuffling is not retrieving a card.)

**Wound:** Damage received by a character. Keep track of any wounds a character receives if the number of wounds equals or exceeds the character's hit points, the character dies

## YOUR MOST VALUABLE SERVICES

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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](http://www.warlordccg.com)

