

The Church and it's Knights

Warlord:

1 Lord Cahid Rellion

Starting Characters:

3 Baudwyn Troubador

2 Lady Meleagrance

Characters:

3 Degais

3 Alhana Genecourt

2 The Beast Knight

2 Toren Yscar

3 Cardinal Scelus

3 Duke Logranth

3 Count Damien

Items:

3 Griffon of Miesear

2 Breastplate of Power

2 Darkhide Armor

Actions:

3 Meet at the Inn

3 Crush

3 Decay

3 Premonition

3 Loyalty's Reward

3 Mass Blessing

The Church and its Knights produces a quick and steady flow of characters with above average attack bonuses and multiple hit points. With Cardinal Scelus and the Griffon of Miesear, these characters quickly enter the front rank.

This deck cycles through cards rapidly using Degais, Alhana Genecourt, Loyalty's Reward, and Meet at the Inn.

With the heavy reliance many decks have on items, this deck includes both Crush and Decay. Between these two actions, the deck can control the most dangerous items such as Breastplate of Ogre Power and the various lycanthrope forms.

Due to the number of multiple wound effects, this deck includes Darkhide Armor, which can be easily equipped to Duke Logranth and Count Damien, both 4th-level fighters.

Finally, the deck uses Premonition to control the timing of powerful action cards. By preventing the use of a dangerous action for a turn, this deck can spend the remainder of the turn decreasing the effects of the action or eliminating the opposing characters capable of performing it.



By Gerry Crowe

Items

Q: I've got a character with multiple strikes and I give him a weapon. Does the ATK bonus from the weapon apply to all those strikes or just the first one?

A: All of them.

Q: This seems like a simple one. Can my characters switch items between themselves?

A: No. Once a character has equipped something, he becomes very attached to it and won't hand it over to anyone else (at least not without some kind of card effect).

Q: Can I spend a Warhorse or some other item to use its action, then replace it with another copy and use the action on the new copy?

A: No. The rules say you can't equip an item if you already have a copy equipped, so you won't be able to equip the new Warhorse.

Q: I've got a character who says he can equip a fighter item. What exactly is a fighter item?

A: It's any item with the fighter icon on it. Classless items that can be equipped by a fighter are not fighter items.

Actions

Q: I have this action that creates a strike with an ATK of (for example) +0. Can that be modified?

A: Sure. It's modified by items and / or any modifiers from other card effects. The only thing that doesn't modify it is the character's own ATK bonus, which is replaced by the ATK bonus on the card.

Q: Whenever a card allows a character with multiple ATK bonuses to make a melee strike, does he get to use all of them or just one?

A: He just gets one. Use the first one unless the card says otherwise.

Hit Points & Wounds

Q: Let's say I have a character with 1 hit point, and I give him a bonus hit point. If that character takes a wound, does he lose his real hit point or the bonus one?

A: Wounds don't remove hit points; you have to keep separate counts of each. If a character ever has wounds equal to or greater than his hit points, he dies.

Moving Troops

Q: Can I move a character if that movement would result in an illegal rank?

A: Sure, although you must immediately fix the illegal rank.

Army Formations

Q: I have an illegal rank containing a stunned character. Can I move the stunned character forward to fix the illegal rank, and if so, what happens to him?

A: Yes you can do this. The stunned character remains stunned but suffers no additional penalties.

Reacts

Q: I'm a bit confused with all these reacts that happen during a strike. Some happen after targeting, others before or after a die roll. Help!

A: Here's the deal. When a player declares a strike, either by using a card or by announcing an attack, here's the sequence

1. Play reacts that occur before the target is declared
 - Player declares the target of the strike
2. Play reacts that occur after the target is declared
3. Play reacts that occur before the die is rolled
 - The die is rolled
4. Play reacts that occur after the die is rolled
5. Play reacts that occur after it is determined whether the target was hit or missed.
6. Play reacts that occur after wounds are suffered/inflicted
 - If a character's wounds still equal or exceed his hit points, he is killed.
7. Play reacts after a character is killed
8. Play reacts after the strike ends.

On the surface this seems complex, but it just follows the logical sequence of events during a strike. Once you understand the sequence, figuring out when reacts occur should be relatively simple. Remember, if two players wish to play a react at the same time, the player with the initiative gets to play his or her react first.

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 in the rulebook).

Hit Point: The number of wounds a character can take before he dies. Found in the blood drop in the bottom right of each character 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 army: A card in "your army" is a card you put into play that is currently within your ranks.

Section C: Card Rulings

Characters: Deveronian

Cardinal Scelus

Can move Deveronians in any army

Sir Rhawn d'Ilchant

Actions that "give +1 level for casting spells" (e.g. Symbol of Kor) do not allow Sir Rhawn to cast 3rd level spells.

Characters: Elf

Kether

If Kether targets a spent character and his strike is redirected to a ready character, he can still continue with the strike.

Tepheroth

She does not make characters in her army wizards, she just gives them the ability to cast level 1 spells.

Wythien

When in an opposing rank, Wythien...

1. has no effect on that rank structure, and so does not count when checking for illegal ranks.
2. cannot use Action cards because he is not "in your army" (see Glossary)
3. cannot equip items for same reason.
4. can perform actions on his card and on attached and equipped cards.

Characters: Mercenary

Doppleganger

Copies current stat (including bonuses from other cards) of target except for ATK, where it just copies base stat.

Stats copied by the Doppleganger also receive bonuses from any cards attached or equipped by the Doppleganger. e.g. If the Doppleganger copies an AC of 16, and it has a Leather Cap equipped (AC +1), the +1 is applied after its AC is set to 16, giving it a total AC of 17.

Characters: Nothrog

Grukth

Multiple Grukths are cumulative, so three in the front rank allow Orochhoff to make a +8 ranged strike.

Taoth

Gains her bonus when using items that create ranged strikes.

Maul and Brawl

Warlord:

1 Duchess Brymin

Starting Characters:

3 Loner

2 Guardian

Characters:

1 Guardian

2 Lady Meleagrace

3 Darian Windson

3 Maxt Stormcrow

2 Uther Killer-of-Bears

2 Achilles

1 Krun

1 Lord Winter

1 Sir Rhawn d'Ilchant

1 Sir Robert the Vigilant

1 Terak Justice Bringer

1 Uriel

Items:

3 Pike

3 Griffon of Misear

3 Direwolf Mount

3 Bracers of Ogre Power

3 Deveronian Hound

Actions:

3 Leadership

2 The Gauntelet

3 Bar Fight

2 Final Stand

Maul and Brawl uses Duchess Brymin's ability to bring the most cost efficient fighters from every faction into play without an increase in cost. The fighters selected for inclusion in this deck bring a powerful arsenal to bear on an opponent's ranks.

Maxt Stormcrow and Darian Windson are both 3rd-level fighters who have orders to perform ranged strikes that do not require them to spend. Once in the front rank, Maxt and Darian can perform their melee strikes and then target an opposing second rank character with a ranged strike. This allows for the elimination of threats an opponent keeps protected in the second rank.

This deck also features a number of 5th-level fighters besides the Duchess. Krun and Uriel are significant because they both cause additional wounds with each melee strike. Lord Winter and Sir Robert the Vigilant both perform a large number of melee strikes each turn.

Just the FAQs

By Gerry Crowe

Section A: Recent Errata

Advanced Planning

Change action to read: "**React:** Play after this character **performs a Spend Order**. If this character has not performed a melee strike this turn, discard a card to ready the character."

Halberd

Has the **Weapon** trait.

Kharma

This should read:

React: After a card effect makes a die roll an automatic success, change the result to an automatic failure, or vice versa.

React: After a card effect makes a die roll a "natural 1," change the result to a "natural 20," or vice versa.

Section B: Common Rules Questions

Levels & Classes

Q: I have a 4th level fighter who can cast spells as though he were a 1st level wizard. If that fighter casts *Magic Missile* (which creates a number of ranged strikes equal to his level), how many ranged strikes does he create...1 or 4? This one's confusing the heck out of me!

A: Ok, there are two things you need to know when using actions that refer to a character's level:

1. Whenever a card effect refers to a character's "level," always use the character's current level as found within the icon on his or her card, but also including any effects that modify that level.
2. Some effects only modify a character's level while the character is performing a specific action (e.g. when casting a spell). When the character performs such an action, the modified level only applies to the effects produced by **that** action. Any reacts to the action still use the character's normal level. Similarly, if an effect only modifies a character's class while performing an action, the modified class only applies to the effects produced by **that** action.

Q: Hmm, I think I get it. So my fighter would create 4 ranged strikes, right?

A: Yep, that's it. While he can only cast 1st level spells, any spell he casts that checks his level uses his 'real' level, which is 4.

Q: And if he's been Leveled previously, how many then?

A: It would be 5, because that's his current level (4, plus the permanent +1 bonus from the *Leveled*).

Q: Ok, this one's a bit trickier. I have *Sir Rhawn* next to *Sir Magnus*, and *Sir Rhawn* kills *King Xod*. Can *Sir Rhawn* play *Leveled*?

A: Strangely enough, no. Because of *Sir Magnus*, any Action card that *Sir Rhawn* plays considers him to be level 6. Therefore he can't play *Leveled* when he kills a 5th level character.

Targeting

Q: Can you explain when an action targets, and more importantly **what** an action targets?

A: Ok, first, the general rule - **only ACTIONS target!** Which means only effects preceded by the traits "Order" or "React" target.

An action targets a card when

- a) the action declares the card as a target.
- b) at the time the action is played, it directly modifies the attributes, location or readiness of a card in play, or requires it make a check, test, or save.

Notes

1. If a card falls under either a) or b), then it's targeted. Similarly, if multiple cards fall under either a) or b), all are targeted.
2. Note the word "directly." This means if Yaw uses *Decay* to remove *Bruntor's Helm* from *Krun*, Yaw is not *directly* modifying *Krun's* HPs, only indirectly. Therefore Yaw would not be targeting *Krun* using *Decay*.
3. Changing a card's location includes both moving it between or within ranks, and moving it out of play (to your hand or discard pile).

Q: Also, what exactly are attributes?

I assume ATK, AC, Skill, Level, Class, Alignment. But is the number of wounds on a character considered an attribute?

A: Wounds and text box are also considered attributes.

Feats

Q: If my character has a Feat e.g. Riposte +3, and he equips an item that also gives him a Feat bonus e.g. Riposte +4, is my character now Riposte +3, Riposte + 4, or Riposte +7?

A: Feats are cumulative, so he's Riposte +7.

Q: If I target a rank of 3 characters with *Meteor Swarm*, and one of the characters makes a successful Magic Resistance roll, does the entire *Meteor Swarm* fizzle or does it fizzle only for that one character?

A: It cancels the action, so the entire effect will fizzle.

Hand Size

Q: Is there a maximum hand size, and if so, when do I discard down?

A: No, there's no maximum. If for some reason you end a turn with more than 5 cards, you are under no obligation to discard any of them, but until you do you won't be able to draw any new ones.

Q: I've got a card that increases my hand size. What the heck does that mean? Do I draw more cards, or does it just mean I can keep more in my hand at the end of the turn, or what?

A: The standard hand size is 5. This is how many cards you can draw up to during the Draw Phase. If a card increases your hand size by say, one, you could then draw back up to 6 cards each turn.

Section C: Recent Rulings

Actions

Death is but a Door

Is **not** a "wizard spell," and therefore cannot be attached to Tor-Set or Qor-Teth. It is a spell, it is cast by a wizard, but a 'wizard spell' is an action card with **the Wizard symbol**.

Exhaustion

If a spent character has a weapon and goes to equip another, *Exhaustion* will cancel the equipping action (causing the new weapon to be discarded), but the original weapon will remain equipped.

Gravity Flux

Is not cumulative.

Hammer Toss

Can be used to perform a melee strike from the 2nd rank, targeting an opposing character in their 1st rank.

Melee strikes generated by an attack must always target an opposing character. If a 2nd rank character declares an attack, uses *Hammer Toss* to target an opposing character in their 1st rank, but the *Hammer Toss* is cancelled (e.g. with *Exhaustion*), the strike is lost

unless the attacking character can still target an opposing character in some other way.

Invoke Spirit

If used with *Magic Missile*, extends the range of all strikes by one rank.

Kharma

When used as a react to the *Glyph of Fate*, *Kharma* must be played when the *Glyph* is used, not when the next die roll is made.

Relentless

If the rogue uses this to move into the 2nd rank, creating an illegal rank, then uses a Griffon to fall forward into the front rank, the rogue can then attack.

Steel to Serpent

The weapon retains its original orientation, so if it is spent it remains spent

Characters

Kang'xi

If he maneuvers forward one rank and creates an illegal rank, then uses an effect to fall forward without stunning (e.g. *Griffon of Miserie*), his react will bring characters forward from his original rank, not the interim one.

Lord Gahid Rellion

If the initiative roll is tied, *Gahid* rolls both dice again for the reroll.

If a *Glyph of Fate* is used by *Gahid's* army, and the next die roll made is Initiative, *Gahid's* roll is automatically a 20. He does not also get to roll another die.

Pitfall

If he moves after performing his order, he protects the rank he was in when he used his action.

Sir Robert the Vigilant

Brings multi-class characters into play using their equivalent level e.g. *Ruth Gwenelen* comes into play as though she were 4th level. *Robert* can therefore bring her into play in the 3rd rank.

Items

Shadow Token

If a unique character uses this to move into an opposing formation, the character is still considered "in your army" for the purposes of uniqueness

Wards of Peril

Can't cancel a *Hammer Toss* because the Wards can only cancel a react played during a strike targeting the wizard, but when the *Hammer Toss* is played, the strike is not yet targeting anyone.

Paper Cuts

Player:

North American Champion
Nathan Pelston

Warlord:

1 Behlial

Starting Characters:

1 Artheon

1 Baqbou Umbala

3 Jigoral

Other Characters:

3 Alessandressa

2 Alhana Genecourt

1 Black Tom

3 Brine Fiend

3 Daedelia

3 Degias

3 Jackals of Mourn

1 Rathe

2 Toren Yscar

Items:

3 Portable Hole

1 Vorpal Blade

Actions:

1 Assassination

2 Banish the wounds

2 Calm

2 Curse of Rage

2 Decay

3 Mass Blessing

3 Meet at the inn

3 Premonition

3 Sacrifice

2 Wheel of fate

This is the deck that won the North American Continental Champions at Origins 2002. The deck plays very much like those similar decks before it. Nathan took this deck through a whole hall of the best players in the United States, Canada, Mexico and other nations to claim his title.

Sleeping with the Enemy By Todd Rowland

Ah, politicians... can't live with them, can't run a country without them. It's been that way since time immemorial, and Warlord is no different. Sure, going to glorious battle is great. You get to bash heads and bring back loot, but you can't spend every day in conflict. There would be nothing left worth fighting for. This is where the ambassadors come in.

Ambassadors in Warlord have the unique ability to cancel out the penalty rule for out of faction Characters. Each ambassador can cancel a single faction's restriction, and each faction has two ambassadors. The politics of Accord are so interwoven that two groups who do not share ambassadors may very well have ambassadors to a third.

Of course this creates a complicated web of alliances, political backstabbing, and wine and cheese parties, but how does it help your deck? Easy. It opens up many new avenues of deckbuilding. When building a standard deck, you may use, at most, one non-Mercenary, out of faction Character. That single rank penalty is enough to make most competitive players look for an in-faction or Mercenary equivalent of whichever Character initially caught their eye. The ambassadors not only cancel out the faction penalty, but they also are low enough level to start in play. This means you can use many out of faction Characters without fear that the ambassador may be hiding at the bottom of your deck the entire game. And with them being level two, they have a better chance of surviving beyond the first turn. But why would you want to bother with out of faction Characters? Diversity and surprise. Yes, there are some warlords who are not built to work with out of faction Characters. Tephroth, for example, lends her ability only to Elves, much like King Xod is best with only Dwarves. Yet Characters like Terak Justicebringer assist all good



By Gerry Crowe

Section C: Recent Rulings

Actions

Forced March

You may only play this card if an already stunned Character falls forward to fix an illegal rank. A spent Character who falls forward (becoming stunned) cannot be targeted with this card.

Kiss of Lethe

May be used whenever a player retrieves a card from their deck and puts it in his other hand. Yes, that includes using *King Xod* and similar search cards!

Take Advantage

Must be played by the Character performing the melee strike.

Characters

Al'drich von Grossynkiir

He is a 'Dragon Lord,' not a 'Dragon' and a 'Lord'.

Arienhod

If she is alone in a rank, you cannot bring a Character into play into the rank behind her. This is because the new rank would be illegal, and you cannot bring a Character into play if it would create an illegal rank.

Raven'a

Moved Items remain in the same state of readiness as they were before the move.

Items

Ring of Spiritwrack

The second clause is dependent on the first, so a 20 will not affect an Astral Character.

Wards of Peril

Can't cancel a *Hammer Toss* because the Wards can only cancel a react played during a strike targeting the wizard, but when the

Hammer Toss is played, the strike is not yet targeting anyone.

Yedraw's Tooth

Wounds inflicted by actions during the strike (i.e. *Great Cleave*) are not inflicted by the strike itself, and so will not kill the target if the strike itself misses.

Other

Fixing ranks

If two or more players simultaneously suffer an illegal rank (i.e. as a result of *Sea of Flame*), the player with the initiative fixes his or her rank first, going clockwise round the table.

Feats

If an item that grants the use of a feat is transferred from one Character to another, the receiving Character may use the feat even if it was already used by its former owner. In other words, where a feat says "Once per turn...", it's actually once per turn per Character.

Riposte

If a Character is targeted with a melee strike by a non-adjacent Character, he or she may still use Riposte against the attacking Character.

Stealth

If your warlord is in an opposing formation, but has no Characters in his own formation, he immediately returns to his or her own first rank. If they were ready, they become spent, and if they were already spent, they become stunned. This should have been added to the NoV rulesheet but was unfortunately omitted.

Section D: Glossary

Draw a card: Drawing a card means taking a card from your deck (not necessarily the top of your deck) and putting it in your hand.

Kringle's Bag

1st React may not be used in response to the Bag itself being destroyed.

Staff of Necromancy

If a character with the Staff of Necromancy uses Extensions (or any other effect which only allows viewing of the top X cards), they may only look at the cards from the deck, not the discard pile. Viewing the top X cards is not "searching your deck".

Other

Non-action text on cards

Q: I'm told that the text on *Senek the Poisoner* turns his attacks into actions which kill. Is this true?

A: Yes. Non-action text on a character card or item card equipped by a character can modify certain actions the character performs. In particular, this means the text on *Senek* which tries to kill characters turns his attacks into actions that kill.

Q: What about *Yedraw's Tooth*? That tries to kill!

A: True, but that is a distinct action which would kill the target, not non-action text.

Q: Is there a guideline I can use?

A: Yes. If the text is an action (an Order or React) which kills, draws a card, and so on, then it stands alone, and does not modify some other action - even its trigger, if it was

a react. If it is not an action, and is on the character performing the action, it modifies the action performed (such as *Senek*). If it is on the target of an action, it does not modify the action. Finally, if it is non-action text which triggers on the card entering play, such as *Daedelia*, it modifies the act of putting the card into play.

Q: So this means if I am attacking the *Terror of Sharn Keep*, it is not an action to destroy an item (an eyestalk)?

A: Correct. Since the text is on the *Terror*, not the character attacking, it does not change the nature of the other character's attack.

Q: But bringing *Daedelia* into play is an action which draws a card, and can be reacted to accordingly?

A: Yes, because her non-action text modifies the act of putting her into play.

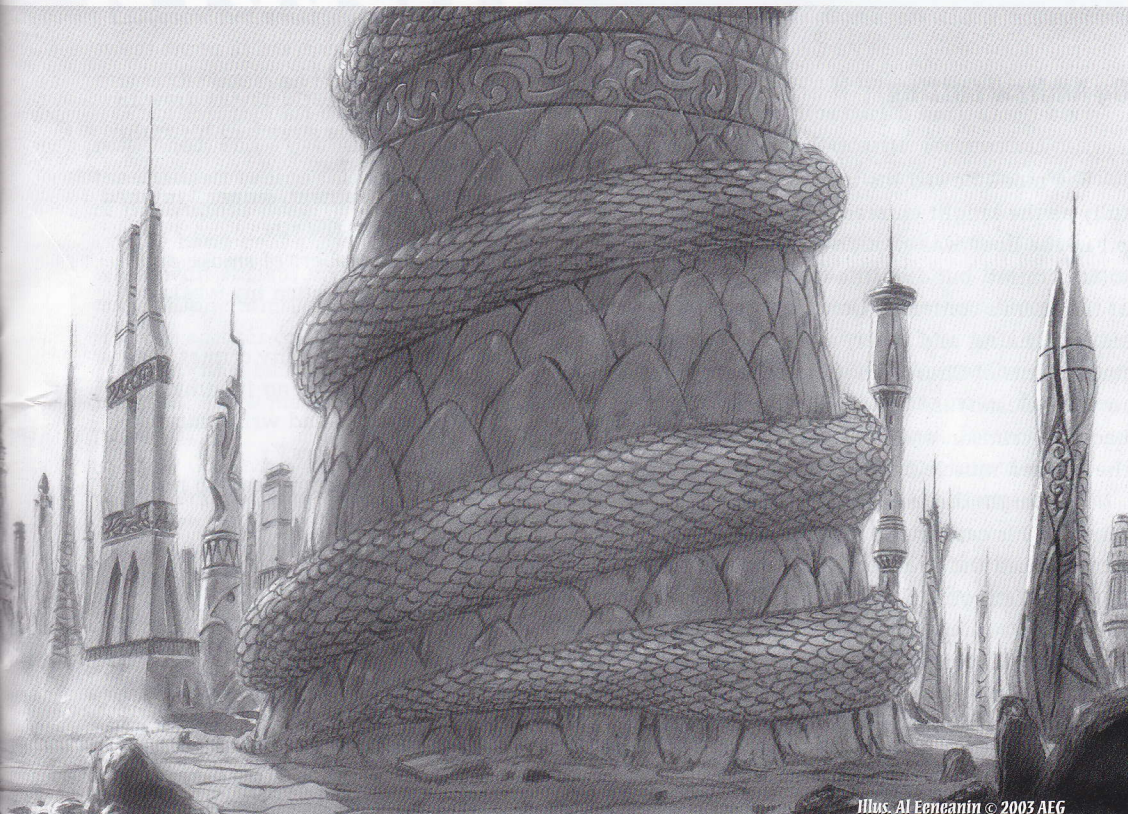
Scribe

Multiple spells can be stacked on a character across several turns. They can all be cast in the same turn if desired.

Continued from page 10

Con: They draw a card. There is a certain logic that says *MATI* gives you no overall benefit. You gain two cards, but you have to use one and give them one to achieve it. During which time you have used an order. For a believer in tempo, *MATI* is a sure fire way to lose it. Another down side is the deck slot issue. There is little advantage to be gained by building a deck then simply adding three *MATI* as you have not significantly altered the odds of drawing in any way. So you have to take a card out to put a *MATI* in - and some decks cannot afford that as every card is deemed vital by the designer.

The debate on *MATI* is likely to continue for some time. One thing however is for sure - it takes a very brave player to put *MATI* in a deck facing a *Dragon Lord* or *Medusan Lord*. There are some decks where the two cards you draw will never be as good as the one you've just given them!



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