
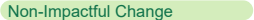



**Warlord: Saga of the Storm**  
**Rules Changelog**

<b>Key:</b>	
 <b>Yes</b>	This is a change to a previously established rule.
 <b>Non-Impactful Change</b>	This is a change or addition that confirms a historical ruling or adds a rule that has zero game impact at the time of its addition.
 <b>New Rule/Ruling Clarification</b>	This is a brand new rule, or a further clarification of a current rule.

Date of Change	Version Updated In	Rule(s)	Rules Change?	Notes
07/26/2024	Version 2.0.1	105.5	 <b>Yes</b>	If you re-eroll and were rolling multiple dice, you reroll all of them.
07/26/2024	Version 2.0.1	603.2	 <b>Yes</b>	Charisma has been completely overhauled
07/26/2024	Version 2.0.1	710.6	 <b>Non-Impactful Change</b>	Adjusted to confirm that you can move opposing characters out of your ranks.
07/26/2024	Version 2.0.1	303.4	 <b>New Rule/Ruling Clarification</b>	Clarified that attached action cards are a part of your army.
07/26/2024	Version 2.0.1	505, etc.	 <b>Non-Impactful Change</b>	"Decree" has returned to "Order"
07/26/2024	Version 2.0.1	500.6	 <b>New Rule/Ruling Clarification</b>	The "start in play" heroes are now covered in the rules
07/26/2024	Version 2.0.1	507.1.7	 <b>New Rule/Ruling Clarification</b>	Added the "enters play" ruling related to B'haya
07/26/2024	Version 2.0.1	700.2	 <b>Non-Impactful Change</b>	Penalty is now defined as a reduction, not a negative bonus
07/26/2024	Version 2.0.1	511.5.1/511.5.2	 <b>New Rule/Ruling Clarification</b>	Clarified mass targetting situations such as Will'O'Wisp and Mass Blessing
07/26/2024	Version 2.0.1	602.5.2	 <b>Non-Impactful Change</b>	Changed the word "trait" to "keyword" (typo)
07/26/2024	Version 2.0.1	707.1	 <b>New Rule/Ruling Clarification</b>	Clarified that if something is facdown and no card type is dictated, it has no card type (Raclesis)
07/26/2024	Version 2.0.1	104.12	 <b>New Rule/Ruling Clarification</b>	Added ruling for "after death" reacts such as Trogid/Azhraan
07/26/2024	Version 2.0.1	706.2	 <b>New Rule/Ruling Clarification</b>	Adjusted "return to collection" wording a little
07/26/2024	Version 2.0.1	510.21	 <b>New Rule/Ruling Clarification</b>	Added to clarify Dedication can happen more than once
07/26/2024	Version 2.0.1	509.1	 <b>New Rule/Ruling Clarification</b>	Clarified that zero wound strikes inflict zero wounds, even if you add "additional" wounds.
07/26/2024	Version 2.0.1	512.5	 <b>New Rule/Ruling Clarification</b>	Clarification that Elude/Yil-Grayl follow the character.
07/26/2024	Version 2.0.1	Glossary	 <b>New Rule/Ruling Clarification</b>	Added "Generate" for Gaudy Hat and such
07/26/2024	Version 2.0.1	511.9	 <b>New Rule/Ruling Clarification</b>	Clarified that you can further extend "X ranks away" strikes.
07/26/2024	Version 2.0.1	211.2	 <b>New Rule/Ruling Clarification</b>	Clarified base vs printed.
07/26/2024	Version 2.0.1	303.6.1	 <b>New Rule/Ruling Clarification</b>	Non-action card spells are level zero
07/26/2024	Version 2.0.1	301.2	 <b>New Rule/Ruling Clarification</b>	Defined Warlord, Dragon Lord, Overlord, and Medusan Lord as "Character Types"
07/26/2024	Version 2.0.1	602.9	 <b>New Rule/Ruling Clarification</b>	Clarified that Charges Trait is Charges Keyword
07/26/2024	Version 2.0.1	510.3.1	 <b>New Rule/Ruling Clarification</b>	Clarified that things like Shield of the Summit are a single part of the effect
07/26/2024	Version 2.0.1	212/602.13	 <b>New Rule/Ruling Clarification</b>	Removed Challenge Rating from Card Attributes and made it a Keyword
07/26/2024	Version 2.0.1	600.1.1	 <b>Yes</b>	Weapons and Bows now change the damage type of melee strikes.ranged strikes
07/26/2024	Version 2.0.1	405.4/406.4	 <b>New Rule/Ruling Clarification</b>	You can always look at any discard pile/banish zone
07/26/2024	Version 2.0.1	302.5	 <b>New Rule/Ruling Clarification</b>	Added the word "equipped" to the end.
07/26/2024	Version 2.0.1	507.1.3	 <b>New Rule/Ruling Clarification</b>	Added the word "effect" so that it also covers Staff of War, etc.
07/26/2024	Version 2.0.1	104.6	 <b>New Rule/Ruling Clarification</b>	Added rules for zero hit points.
07/26/2024	Version 2.0.1	510.9.3	 <b>New Rule/Ruling Clarification</b>	Clarified that you can chose zero in "up to" actions
07/26/2024	Version 2.0.1	603.12.2	 <b>Yes</b>	Changed Stealth back to have a number of uses equal to level in opposing ranks
07/26/2024	Version 2.0.1	600.4.1	 <b>New Rule/Ruling Clarification</b>	This was redudant to the keyword and was removed
07/26/2024	Version 2.0.1	603.13/602.13	 <b>Yes</b>	Tinker has been removed
07/26/2024	Version 2.0.1	602.10	 <b>Yes</b>	Changed Rest to Heal and slightly updated the effect
07/26/2024	Version 2.0.1	302.7	 <b>Yes</b>	Changed so that you can equip and then discard the same item if equipping a second weapon, armor, etc.
07/26/2024	Version 2.0.1	602.12	 <b>Non-Impactful Change</b>	Removed dash in Dual Wield
07/26/2024	Version 2.0.1	602.3	 <b>Non-Impactful Change</b>	Changed Immune to Immunity
07/26/2024	Version 2.0.1	602.11	 <b>Non-Impactful Change</b>	"Weak" changed to "Weakness"
07/26/2024	Version 2.0.1	206.3	 <b>New Rule/Ruling Clarification</b>	Added rules for reminder text.
07/26/2024	Version 2.0.1	603.2	 <b>Yes</b>	Adjusted Charisma to be within two ranks
07/26/2024	Version 2.0.1	512.6	 <b>New Rule/Ruling Clarification</b>	Added a clification that if a card is returned to your hand or deck, any ongoing effects on the card stop.

07/26/2024	Version 2.0.1	510.13	Yes	Clarified that playing cards "as if" you are a certain level sets your level for all costs and effects of the action, the same as modifying your level for actions.
07/26/2024	Version 2.0.1	510.13	New Rule/Ruling Clarification	Clarified that 510.13 also applies to costs.
07/26/2024	Version 2.0.1	801.5.8	Yes	Removed Loyalty Penalty from Alliance
07/26/2024	Version 2.0.1	509.3/509.4	Non-Impactful Change	Removed the typo of "token" from wound references
07/26/2024	Version 2.0.1	512.6	New Rule/Ruling Clarification	Clarified that ongoing effects end when you return to play from a discard pile.
07/26/2024	Version 2.0.1	201.2	New Rule/Ruling Clarification	Corrected damage type symbol references
07/26/2024	Version 2.0.1	Appendix C/D	Non-Impactful Change	Various historical flavor traits and were re-mapped or removed. No impact at time of change other than 3 character now becoming Rangers.
07/26/2024	Version 2.0.1	603.1.1	New Rule/Ruling Clarification	Subclass was clarified to translate into "Archetype Trait"
07/26/2024	Version 2.0.1		New Rule/Ruling Clarification	Lich was correct to be only a Background trait
07/26/2024	Version 2.0.1	404.9	New Rule/Ruling Clarification	Clarified that you always discard from your hand unless the action or effect specifies otherwise.
07/26/2024	Version 2.0.1	510.22	New Rule/Ruling Clarification	You can't voluntarily stop an action
07/26/2024	Version 2.0.1	509.11	New Rule/Ruling Clarification	You can't voluntarily stop a strike other than an attack
07/26/2024	Version 2.0.1	104.13	New Rule/Ruling Clarification	Clarified that "inflict" and "suffer" are the same
07/26/2024	Version 2.0.1	401.16	New Rule/Ruling Clarification	Clarified that if you "replace" a character you do not need to correct illegal ranks.
07/26/2024	Version 2.0.1	602.7	Yes	Unique has been adjusted to work based on the effect of the card in play, not a restriction placed on the card in your hand.
07/26/2024	Version 2.0.1	512.7	New Rule/Ruling Clarification	Clarified that, unless otherwise stated, ongoing and static effects only apply to cards in play.
07/26/2024	Version 2.0.1	510.8.1	New Rule/Ruling Clarification	An additional rule, may have been ruled differently historically
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07/26/2024	Version 2.0.1	302.7/Appendix E	New Rule/Ruling Clarification	Added "Bracers"
07/26/2024	Version 2.0.1	602.4	Yes	"May" was removed from Journey.
07/26/2024	Version 2.0.1	510.4/510.14	Non-Impactful Change	Added further clarification to distinguish between 510.4 and 510.14. No actual change.
01/03/2025	Version 2.0.2	211.2.1	New Rule/Ruling Clarification	Clarification of a longstanding rule for cards such as Markappal Mire or Kiandra wherein you get all strikes when copying the attack stat.
01/03/2025	Version 2.0.2	201.2	Non-Impactful Change	Corrected Damage Type text to clarify proper colors.
01/03/2025	Version 2.0.2	603.12.1/603.12.2/710.1	Yes	Stealth has been changed. The ability to move into opposing ranks is now a static text, and the additional use in your formation is removed.
01/03/2025	Version 2.0.2	203.3.1/203.1.2	Yes	Clarified "Opposite" for alignments and added that characters can have both alignments.
01/03/2025	Version 2.0.2	401.6.5	New Rule/Ruling Clarification	Clarified that falling forward is not a card effect.
01/03/2025	Version 2.0.2	Appendix C	Non-Impactful Change	Removed "Sailor"
01/03/2025	Version 2.0.2	507.1.8/507.4.2	New Rule/Ruling Clarification	Added rules for additional requirements for playing characters or items (such as discarding a card or controlling a cleric).
01/03/2025	Version 2.0.2	507.1.7	New Rule/Ruling Clarification	Clarified that a character's entering rank may not be reduced below one.
01/03/2025	Version 2.0.2	602.2	New Rule/Ruling Clarification	Clarified that "Encumbered characters" are characters with the Encumbered keyword.
01/03/2025	Version 2.0.2	602.5.4	New Rule/Ruling Clarification	Clarified that "Planar characters" are characters with the Planar keyword.
01/03/2025	Version 2.0.2	Appendix E	Yes	Added additional non-equipment slot item traits. These will be gradually added to older cards.
01/03/2025	Version 2.0.2	510.9.5	New Rule/Ruling Clarification	Clarified that you may still perform Roll Orders as long as one or more of the possible effects would not be illegal.
01/03/2025	Version 2.0.2	201.2/Appendix A/B	Non-Impactful Change	The "Force" damage type was replaced with "Arcane"
01/03/2025	Version 2.0.2	105.2.5	New Rule/Ruling Clarification	Clarified what it means to perform a strike "with" advantage/disadvantage.
01/03/2025	Version 2.0.2	106.4	New Rule/Ruling Clarification	Clarified what it means to succeed, pass, or fail a skill check.
01/03/2025	Version 2.0.2	801.6	New Rule/Ruling Clarification	Added rules for the Draft format.
01/03/2025	Version 2.0.2	801.7	New Rule/Ruling Clarification	Added rules for the Sealed format.
01/03/2025	Version 2.0.2	509.5/600/601	Yes	Changed damage types to be additive if more than one would apply, removing the selection of a damage type from strikes.
01/03/2025	Version 2.0.2	603.10.1/603.10.4	New Rule/Ruling Clarification	Clarified what "scribed" and "as if scribed" mean.
01/03/2025	Version 2.0.2	603.1	New Rule/Ruling Clarification	Clarified that you add your feat bonus to non-feat action checks that use the feat.
01/03/2025	Version 2.0.2	104.14	Yes	Clarified that "discarding" a character, such as with card like Avatar of Kor, it is the same as killing a character.
01/03/2025	Version 2.0.2	303.6.2/303.6.3	New Rule/Ruling Clarification	Clarified what "cast" and "castable" spell are.
01/03/2025	Version 2.0.2	302.12	New Rule/Ruling Clarification	Clarified what "unequipped" means.
01/03/2025	Version 2.0.2	602.6/602.11	Yes	Weakness and Resistance were changed to an advantage/disadvantage mechanic.
01/03/2025	Version 2.0.2	Appendix C/D	Yes	Removed "Bounty Hunter" and mapped to "Human" on historical cards.
01/03/2025	Version 2.0.2	510.23/510.24/510.25	Yes	The Air, Earth, and Water traits on actions are now Lightning, Physical, and Frost, respectively.
01/03/2025	Version 2.0.2	600.5	New Rule/Ruling Clarification	Clarified that strikes or actions of a particular damage type may be referred to as such, like "Frost strike" or "Lightning action".
01/03/2025	Version 2.0.2	Appendix C	Yes	Removed "Saboteur" and mapped to "Assassin" on historical cards.
01/03/2025	Version 2.0.2	401.16	Yes	Added that a replacement character maintains the orientation of the replaced character.
01/03/2025	Version 2.0.2	Appendix C/D	New Rule/Ruling Clarification	Removed "Politician" and mapped to "Human" on historical cards.

01/03/2025	Version 2.0.2	601.2.3	New Rule/Ruling Clarification	Clarified that a character gaining an Action Trait does not affect their damage type.
01/03/2025	Version 2.0.2	601.4.1	Yes	All Pre-Kingswood era characters will gradually have Background Traits added to them if they had none, or no flavor trait that became one.
01/03/2025	Version 2.0.2	601.2.4	Yes	Action Traits will be added to applicable Pre-Kingswood era Action cards.
01/03/2025	Version 2.0.2	601.5.1	Yes	Non-equipment slot Item Traits will be added to applicable Pre-Kingswood era Item Cards
01/03/2025	Version 2.0.2	302.7/Appendix E	Yes	Changed Bracers to Gauntlet
01/03/2025	Version 2.0.2	603.3/603.21	Yes	Immunity was removed, and Reserved was changed to 603.3 to replace it, removing 603.21
01/03/2025	Version 2.0.2	602/603	Non-Impactful Change	Updated various reminder text for more concise wording.
01/03/2025	Version 2.0.2	510.19	Non-Impactful Change	Clarified that actions with Roll in them are collectively referred to as "Roll actions".
01/03/2025	Version 2.0.2	715	New Rule/Ruling Clarification	Added rules for basic cards
01/03/2025	Version 2.0.2	703.9	New Rule/Ruling Clarification	Added rules for standard tokens.
04/24/2025	Version 2.0.3	600.5	New Rule/Ruling Clarification	Clarified that actions with a particular Damage Type may be referred to as actions of that Damage Type, such as "Fire Damage actions".
04/24/2025	Version 2.0.3	601.2.1	New Rule/Ruling Clarification	Corrected a typo where it said "action trait" instead of "damage type".
04/24/2025	Version 2.0.3	703.9.3	New Rule/Ruling Clarification	Corrected the typo omitting Mercenary from animal tokens.
04/24/2025	Version 2.0.3	301.2.1	Yes	Stipulated that characters can only have one character type that is not "Warlord", meaning all Dragon Lords are no longer Overlords.
04/24/2025	Version 2.0.3	602.7.5	Yes	Stipulated that older Warlords are no longer considered to have the Unique keyword.
04/24/2025	Version 2.0.3	713.1	New Rule/Ruling Clarification	Clarified that cards that are considered blank still retain their card type(s) and card name.
04/24/2025	Version 2.0.3	507.1.9	New Rule/Ruling Clarification	Clarified that characters are always put into play from your hand unless otherwise noted.
04/24/2025	Version 2.0.3	508.12	New Rule/Ruling Clarification	Clarified that a react to an action's effect takes place during the triggering action.
04/24/2025	Version 2.0.3	105.2.6	New Rule/Ruling Clarification	Clarified that multiple instances of advantage or disadvantage would not cause you to roll more than two dice.
04/24/2025	Version 2.0.3	510.8.1	New Rule/Ruling Clarification	Clarified that this also includes trait and card attributes.
04/24/2025	Version 2.0.3	104.2.1	Yes	Changed checking for death so that it only ever happens once.
04/24/2025	Version 2.0.3	602.9.2	New Rule/Ruling Clarification	Clarified that the new wording for charges (Charge 1, Charge 2, etc.) is the same as the old wording (1 Charge, 2 Charges, etc.)
04/24/2025	Version 2.0.3	302.7	New Rule/Ruling Clarification	Reworded to better clarify that a character may equip, and then discard, an item with an equip location of which they already have an item equipped.
04/24/2025	Version 2.0.3	510.26	New Rule/Ruling Clarification	Clarified that use/using/used in relation to an action means an action card
04/24/2025	Version 2.0.3	302.7.3	New Rule/Ruling Clarification	Clarified that equip locations are corrected before reacts are performed.
04/24/2025	Version 2.0.3	302.7.2	New Rule/Ruling Clarification	Clarified that ongoing or static effects that remove an item's trait after it is equipped will stop you from having to discard for that equip location.
04/24/2025	Version 2.0.3	601.2	Non-Impactful Change	Adjusted an example to be correct.
04/24/2025	Version 2.0.3	601.2.5	New Rule/Ruling Clarification	Added 601.2.5 to clarify the difference between an action with an action trait versus a strike with a Damage Type.
04/28/2025	Version 2.0.3	601.2.5	Non-Impactful Change	Corrected typo
04/28/2025	Version 2.0.3	302.7	Non-Impactful Change	Added a clarification to the statement about having multiple items with the same equip location equipped.
04/28/2025	Version 2.0.3	510.26	Non-Impactful Change	Corrected typo
06/23/2025	Version 2.0.4	603.5.1	Non-Impactful Change	Added reminder text for Marksmanship.
06/23/2025	Version 2.0.4	511.8.1	New Rule/Ruling Clarification	Adjusted to include cards from the hand or deck being banished or otherwise changing zones.
06/23/2025	Version 2.0.4	511.2/511.3	Non-Impactful Change	Added further clarity to make it clear that an action only targets when the applicable portion of the effect would target.
06/23/2025	Version 2.0.4	510.3.2	New Rule/Ruling Clarification	Added a rule clarifying that the effects of an action are resolved and target in the order stated.
06/23/2025	Version 2.0.4	510.5	New Rule/Ruling Clarification	Added a rule clarifying that all actions should be read and processed before paying any costs or performing any part of the effect.
06/23/2025	Version 2.0.4	301.2.2	Yes	Added a rule to prevent Medusan Lords from being killed, stunned, moved, or banished.
06/23/2025	Version 2.0.4	302.13/303.7	Yes	Added rules to prevent a Medusan Lord's challenge items/actions from being touched.
06/23/2025	Version 2.0.4	801.5.6/801.5.8	Yes	801.5.6 was adjusted to clarify printed factions, and 801.5.8 was changed to reflect that all your character cards are of your Warlord(s) faction(s)
06/23/2025	Version 2.0.4	711.6	New Rule/Ruling Clarification	Added a rule to clarify that being attached or equipped to an opposing card does not necessarily mean the opponent gains control of the card.
06/23/2025	Version 2.0.4	508.1	Non-Impactful Change	Added clarification that characters can perform the reacts on their items or otherwise granted to them.
06/23/2025	Version 2.0.4	203.2/208.1/209.1	Non-Impactful Change	Added clarification that characters gain bonuses to Skill, HP, or level if there is one listed at the top of an item's text box.
06/23/2025	Version 2.0.4	603.11	Yes	Added that you gain control of items taken with Sleight of Hand.
06/23/2025	Version 2.0.4	510.2	Non-Impactful Change	Clarified that you also can not pay costs with opposing counters and added examples.
06/23/2025	Version 2.0.4	801.8	New Rule/Ruling Clarification	Added Ancients to the formats list.
06/23/2025	Version 2.0.4	801.3	New Rule/Ruling Clarification	Included verbiage for the Banned, Epic, and Reserved lists.
06/23/2025	Version 2.0.4	302.7.2	Non-Impactful Change	Corrected a spelling error where "equip" was spelled "quip".
06/23/2025	Version 2.0.4	Glossary	New Rule/Ruling Clarification	Added a definition to the glossary for "ability".
06/23/2025	Version 2.0.4	512.8	New Rule/Ruling Clarification	Added a rule to clarify that effects like Hola Haben and Typherra are not generated by each card.
06/23/2025	Version 2.0.4	500.5	Yes	Added a rule to clarify what happens if both players have static effects to resolve before the first turn.
06/23/2025	Version 2.0.4	711.3	Non-Impactful Change	Added more clarifications as to what happens when a character becomes attached to another card. No changes from how it had been played previously.

06/23/2025	Version 2.0.4	Glossary	Non-Impactful Change	Corrected the wording for Multiclass in the glossary.
06/23/2025	Version 2.0.4	203.4.2	New Rule/Ruling Clarification	Added a rule for older multi-class card clarity.
06/23/2025	Version 2.0.4	203.1	Non-Impactful Change	Revised the way oval denoting multi-class was worded for clarity.
06/23/2025	Version 2.0.4	712.3	New Rule/Ruling Clarification	Added rules for cards with multiple card types.
06/23/2025	Version 2.0.4	711.4	Non-Impactful Change	Cleaned up the wording a little to make it clear that this is cards from play to the discard pile, not to other zones.
06/23/2025	Version 2.0.4	510.27/510.28	New Rule/Ruling Clarification	Added to codify the longstanding rulings for cards like Shadowreaver or Ardenal