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# Warlord CCG Ancient Format Rules. (Source : Old Phoenix Interactive).

## <u>Warlord "Ancients" format follows all standardized rules in the 4E rulebook with the following exception:</u>

Due to wording issues, "Targeting" in the Warlord "Ancients" format is defined as follows:

An action "targets" a card when:

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

Warlord "Ancients" format supports a "Reserved" list, a "Banned" list, and a "Restricted" list. The terms "Reserved," "Banned" and "Restricted" are defined as follows:

"Reserved" = The card may not start the game in play

"Banned" = The card is completely disallowed in deck construction

"Restricted" = No more than one copy of the card allowed in deck construction

#### The following cards are "RESERVED":

Ring of Piercing Ring of Mending Ring of Blasting Ring of Guile Brother Dominy Archer Tower

#### The following cards are "BANNED":

Line Items:

- 1) Any and all cards specifically related to "Medusan Lords," including, but not limited to; items, actions, characters, and dungeons.
- 2) Any and all cards specifically related to "Destiny Lords," including, but not limited to; items, actions, characters, and dungeons.

EXCEPTION: The above line items are void in regard to actual "Medusan Lord" and "Destiny Lord" challenges FOR THE RUNNER OF SAID "LORDS." Challengers of said

"Lords" must adhere to the above line items. Runners of said "Lords" are not required to do so. NEW May 1st, 2009

#### **Individual Cards:**

Olivark the Quiet

Children of Yscar

Sakarian Manticore

Apprentice Ramah

Rouse

Lilah

The Restless

**Brother Averil** 

Jautya Syne

Sword of Chaos

Heerman's Epic

Overwhelm

**Gravity Flux** 

Malrog's Lair

Negotiated Surrender

A Prophecy Fulfilled

Shadan Adler

Amber Gargoyle

### The following cards are "RESTRICTED":

Paradigm Shift

Phantasm

Into the Tunnels

Improved Invisibility

Fields of Bone

Perfect Self

Kapix

Toren Yscar

Supply

Archer Tower

Nodwick

Helm of Undying