

The War Journal



STRATEGY FOR WARLORD: SAGA OF THE STORM

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VOLUME 01 • ISSUE 02 • JUNE 2002



TO BE A STRONG WARLORD, YOU NEED STRONG CARDS

Every Warlord needs reinforcements. Coming in April, **Black Knives**, the new base set for **Warlord: Saga of the Storm**,™ arrives just in time to rescue your forces. Featuring an updated cardset for optimum sealed deck play and a rules sheet that caters to beginners, **Black Knives**' easy-to-learn rules contains everything you need to get started in Warlord and remain competitive.

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SAGA OF THE STORM

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The War Journal

STRATEGY FOR WARLORD: SAGA OF THE STORM CCG



The dice roll funny for everyone.

One of the more unique features about Warlord is the involvement of the d20. I had a football coach back in high school that would tell us: "On any given day the worst team can beat the best team." That holds true in many competitive games, just some more than others. How a player reacts to a series of bad die rolls is not only a test of his character, but also a test of ability. Anyone can deal with a game filled with average or even above average rolls,

but the player who can deal with a series of sub-par rolls has the soul of a champion inside. Sometimes you need to know when to fold 'em and forfeit a game, in order to get to that now important 2nd or 3rd game. My favorite movie of all time is the Color of Money. Based on the intro to that movie I have come up with a phrase that I keep in mind for this game. "Luck plays a part in Warlord, but for some, luck itself is an art."

This all leads to a point. The other day at GAMA (the game industry trade show), I was showing a retailer the Abyssal Attack deck. He asked to play a game, so I obliged him. Now this deck is pretty powerful, the built-in com-

bos and support cards within make for a blitzkrieg of terror. But for some reason the fates wanted to humble me, and I could not roll over a 5 to save my life. Now my opponent practically came prepared for the Abyssal Attack. Using the new Free Kingdom's Warlord Uriel, he attached a Siglsword, came to the front rank, and laid three wounds on Qor-Teth. He then won initiative and put Qor-Teth away. Dave Williams then avenged my defeat by demonstrating what the Abyssal Attack could do. So when you lose to the Abyssal Attack, Dragon Lord, or Medusan Lords at Origins and GenCon, just remember "it is all about the game and how you play it."

Enjoy and Fight on!

Erik Yaple
Warlord Brand Manager



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The Bounty Hunter Warlord - How do I get one?

You cannot purchase him, but he will join you if you follow in his footsteps.

This summer AEG introduces Tyren the Brave, the first Bounty Hunter Warlord.



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If you want to get your free Tyren the Brave – Bounty Hunter Warlord, join the AEG Bounty Hunters. The AEG Bounty Hunters are more than a couple hundred fans, teaching new players AEG games, organizing and running special events, they are a brotherhood of gamers bound by the goal to spread the enjoyment of games like Warlord throughout the gamer population. Bounty Hunters know that by bringing more people into the game, there are more opponents for them to challenge.

Everyone will be given a chance to test the waters and receive a free copy of Tyren by teaching three new people how to play Warlord. Information about how you can claim your "bounty" will be available on www.warlordccg.com and in the next War Journal. If you cannot wait to start hunting down those "bounties," go to www.alderac.com today and sign up for the Bounty Hunter program.



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Through us First

By Alexander Black

So how is this Medusan Lord thing going to work?

There are a couple of ways to earn the right to challenge a Medusan Lord. The most prestigious is to win the Medusan Lord challenges at GenCon and Origins, which are massive tournaments for the American Continental Championship (at Origins) and the World Championship (at GenCon). The winners of these matches will earn the right to step forward and challenge a Medusan Lord, no ifs ands or buts. However, only two people will be able to earn the right to challenge a Medusan Lord in this manner, so we have set up an alternate path.

To challenge a Medusan Lord, you must first either defeat Qor-Teth and the Abyssal Attack, or have in your possession a Trophy of the defeat of the Abyssal Attack. Abyssal Attack decks will be available at the summer cons for challenging. Those who defeat the Abyssal Attack will be able to advance in their quest. Those who have already defeated Qor-Teth on their own terms will be able to show us their Qor-Teth and

thus by-pass the Abyssal Attack portion of the quest.

The second step is where the unexpected takes place. The Dragon Lord is the protector of the Medusan Lords, and to get to them you must get past him. Keep in mind that Blackwind is a Wyrmling and the Dragon Lord will start with 1 Blackwind and 2 other dragons in the front rank with 2 more dragons in his second rank. Should a player make it past this most wicked challenge, then he has earned the right to step forward and challenge a Medusan Lord.

Facing a Medusan lord is a real privilege that few will be able to claim. Once a player has defeated the the Dragon Lord, he will remember those easy times with fondness and he enters a world of pain where luck is the only hope for survival. We don't expect anyone who challenges a Medusan Lord to walk away with one, but should they defeat the Medusan Lord of their choosing they will then own a card that no one else in the world can win. Once a Medusan Lord is defeated, he is killed, never to be challenged again. You will not want to miss GenCon and Origins this year. If you have not made plans, make them now! This is a once in a life time Warlord experience.

Automatic Wounds

By James Brooks

All games involve a certain amount of luck. In CCG's the luck of drawing cards when you need them can make or break your game plan. One of the things that separates Warlord from other CCG's is the introduction of die rolling, which adds another randomizing event to the game. Not only do you need the right cards at the right time but you need to be able to hit your opponent or successfully cast spells. On the defensive side you need to succeed with magic saves, fortitude saves or other DC checks.

By minimizing the element of chance, you increase your chances of winning. There are cards available for almost every class of character that let you inflict wounds without rolling.

The fighters have the card *Great Cleave*, a level 5 action that must be used during a melee strike. The damage is automatic. When combined with *Bar Fight* the character can be safe in a back rank waiting for items to equip and still do automatic damage without rolling.

The rogues have a very effective action to inflict automatic damage: *Assassination*. The drawback is that the target must be spent. The advantage is that it inflicts two wounds.

Combine this card with a *vorpai blade* and not only do you automatically hit your opponent, you automatically kill him.

On a side note, if your deck is set up to have some third level or higher wizards, add three *Glyphs of Fate*. That will give a *vorpai blade* wielder up to six opportunities for an automatic kill.

Wizards currently hold the most power to inflict wounds without rolling dice. This is balanced by the fact that they are the worst at toe-to-toe fighting than any other class. To

counter this, try using *Vampiric Touch* and *Contagion*, which can be devastating when performed by a necromancer.

Combos help a great deal when trying to inflict wounds without die rolling. One of the most potent combinations is a *Cordeos* and *Tyren Ruskin* combination. Move *Cordeos* up to rank two or three and adjacent to a *Tyren Ruskin*. *Cordeos* can inflict wounds up to three ranks away, and you can spend *Tyren* to absorb the wound that she takes. You could inflict up to nine points of damage with three of each character. Add healing potions, *Blue Willow Wands* or *Rods of Resistance* to increase this damage potential even further.

All classes can put *Take Advantage* into play. This is a multi-class action that automatically inflicts wounds on a stunned opponent. It is a level one action so any character in your army will be able to use it. There are plenty of other ways to stun your opponents as well. *Daanso Batoq* incorporates the auto wound ability into a character card with no combo needed.

Black Tom is the current champion of character cards for inflicting wounds without rolling dice. He can use his ability every round from anywhere in the army. Once per round when your opponent misses an attack against you, spend *Black Tom* for an automatic wound against him.



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Warlord Online

Check out these Great Warlord Web Sites:

www.warlordccg.com
This is the official Warlord Web Site hosted by AEG.

www.gamesmeister.com
Warlord's official FAQ is housed here.

www.temple-of-lore.com
By far the top message board on the web for discussing Warlord and Warlord related topics.

www.deverenia.com
The top site for all news relating to Warlord.

www.warlordccg.de
A great site for German speaking Warlord players.

www.warlordspoiler.com
A great site for referencing card text while online.

The Warlord List Serve - by the minute Warlord news, rulings and conversation. To subscribe, send an email to majordomo@alderac.com with no text in the subject line. Write "subscribe warlord-ccg" in the body of the email and send it off. In no time you will be subscribed to the Warlord list serve. There is no better way to keep in touch with your favorite CCG, than through the Warlord list server.

If you have a Warlord web site and would like to see it listed in the War Journal, send an email to the Warlord Brand Manager, Erik Yapple (eyapple@alderac.com). If you like we can even provide a link on warlordccg.com for your site.

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Noble and Mighty

By Andrew Getting

Playing Deverenian

The primary difficulty to playing Deverenian Warlords (other than *Duchess Brymin*, whose guildmaster ability more than compensates) is that they are quite top-heavy, with average or substandard level one and two characters making it difficult for their level three and four characters to enter play reliably. Their best chance to compensate is to hire on Mercenaries with multiple hit points (usually the *Brine Fiend*, *Fireridge Cyclops*, and *Sakarian Giant*, but *SS-Saurth* and *Tyren Ruskin* are common inclusions as well), or to use *Sir Euain* as a rank substitute.

Once they maintain their ranks long enough for the power characters to reliably enter play, however, the game turns in their favor. The Deverenians have the best high-level characters in the game, on average, with powerhouses like *Master Anandale*, *Ghed Lionel*, *Signon's Disciples*, *Cardinal Scelus* and *Princess Dashkova* ranking among the most useful cards in the game.

Playing Duchess Brymin

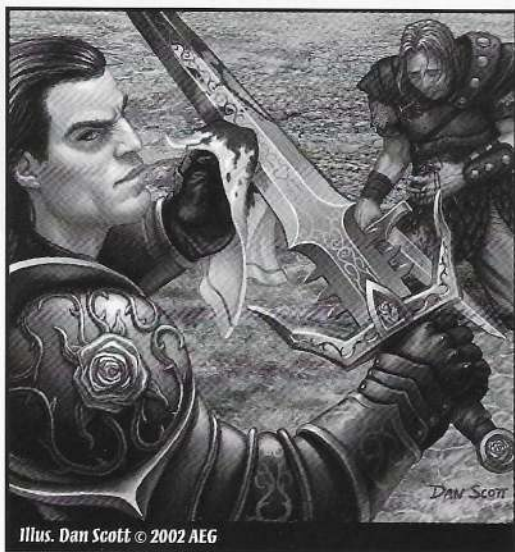
Perhaps the most powerful of the Deverenian Warlords, *Duchess Brymin* is also the only good-aligned one. With the ability to bring in other factions' fighters without loyalty penalty, she has the best ability to ignore or reduce the weaknesses of low-level Deverenians, and can build powerful, all-good armies (for those who fear *Edge* or *Distrust*). The typical starting lineup for her

includes either the *Axe/Hammer/Axe* first rank, or three *Tsinnaroks* or *Shields*, with *Guardians* almost invariably locking into the second rank. Many *Duchess* decks keep her in the back ranks, using *Bar Fights* and *Loyalty's Rewards* to augment her army, not to lead it in battle. Others use a variety of *Steeds*, *Overrun*, *Stampede*, and *Revan* to make for a blindingly-fast, brutal assault (prompting some to call her *Utaku Brymin*). Still more enjoy the early initiative boosts of *Halberdiers* and *Beast Knights*. Perhaps the most popular archetype, however, is the so-called "Superfriends" deck, modeled after the pre-erratum *Sir Robert* decks which featured powerful, out-of-faction characters and Warlords. The *Brymin* variant employs only fighters, and usually very few who are not Warlords themselves, with *Xod*, *Rac*, *Terak*, *Robert*, and *Kerebrus* being the most popular good-aligned choices (overreliance on evil characters, especially with *Brymin* and Warlords, risks forcing others to use *Distrust* to metagame against the deck, allowing canny players to cripple it with the proper timing).

Playing Lord Gahid Rellion

Perhaps the most generic of the Deverenian Warlords, *Gahid* is superficially similar to many *Brymin* archetypes, except that he rarely uses out-of-faction characters other than Mercenaries. *Gahid* decks usually rely on the raw power of their high-level characters, making them somewhat vulnerable to *Imprisonment*. Ironically, the character most useful in a *Gahid* deck is his hated enemy, *Master Anandale*. *Anandale's* ability to

spend opposing characters meshes quite nicely with *Gahid's* increased ability to win initiative, which *Beast Knights* can further guarantee. Like the *Duchess*, *Gahid* can also use *Steeds* and *Steed-based* characters and actions to blitz effectively. Since *Deverenians* have several characters with multiple strikes per attack (such as *Master Caudecus*, *Stormcrows*, *Signon's Disciples*, *Sir Magnus Arcadis*, and *Count Damien*), losing initiative to *Gahid* decks can prove quite costly, with the potential deaths of several characters from the first attack alone (to say nothing of additional *Bloodthirsty-* or *Havat-lahn Stance-inspired* kills).



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Playing Modred of Carcius

The newest *Deverenian* Warlord is also the most controversial, with as many saying he is weak as those who say he is the strongest *Deverenian* Warlord of all. With up to fifteen other *Astral Deverenians* in the deck (*Ghed Lionel*, *Master Caudecus*, *Signon's Disciples*, *Sir Guerin*, and *Stormcrows*), all of whom are worth playing, *Stormwraith's Oath* allows this to spread to three other *Deverenian* clerics (most likely *Scelus*, though *Alhana Genecourt* can equip this, too), leading to a potential of +18ATK and +18 AC to the already combat-ready *Modred*. With the additions of *Thundermace* or the *Hammer of Perenor*, *Signon's Armor*, *Phon Stones*, *Cleric's Guilds*, and *Mass Blessings*, *Modred* becomes a nigh-invulnerable killing machine, easily the equal of most fighter Warlords. With healing support from *Ghed Lionel* and other clerics, *Modred* has little to fear even from the rare attack that does hit him, and as a cleric he or others can cast *Decay* to destroy those rare Items which ignore or reduce the benefits of his *Astral* status.

Playing Sir Rhawn d'Ilchant

Perhaps the most selfish Warlord in the game, the primary archetype for *Rhawn* involves equipping him with all of his gear, then rushing him to the front. Other characters exist only as chaff to die in his stead, with the remainder of the deck consisting of cards such as *I Have Your Back*, *Sacrifice*, *Banish the Wound*, and similar effects. A fully-equipped *Rhawn* is arguably the most powerful Warlord in the game, and with *Uthival Tremayne*, *Revan*, *Cardinal Scelus*, and *Darius* moving into the second rank as an emergency backup, *Rhawn* need only survive long enough to set this up; he is nearly unstoppable afterwards. Through judicious use of card-drawing mechanics (*Meet at the Inn*, *Toren Yscar*, *Loyalty's Reward*, and *Seer* spells), a *Rhawn* player can readily plow through his deck, and it is not uncommon for a fully-armed *Rhawn* to lay siege to his opponent's first rank at the beginning of the second or third turn. A variant deck, while tricky to build and play, involves repeated methods of spending or stunning opponents' characters (*Exhaustion*, *Anandale*, *Demon of Kvar*, *Web*, *Prismatic Spray*, etc.) in addition to *Rhawn's* Fear ability, with rogues like *Elaenor Tremayne*, *Johan Halfblooded*, *Lazarus Saul*, and *Senek the Poisoner* using *Backstabs* while other characters use *Take Advantage*. This is a very combo-heavy deck, one almost always better-employed in other factions.

Playing Slayer the Unkind

Though initially viewed as the weakest Warlord in the game, *Slayer's* third place finish at GenCon dispelled such rumors, and he has only gained in power since. Though more vulnerable to the dangers of broken ranks than any *Deverenian* Warlord, *Slayer* is capable of wreaking more havoc in a turn than any other single character, casting multiple high-level damage spells. With *Good & Evil*, *Slayer* gained access to *Wizard's Guild*, which increases the DC of his spells, a potentially nightmarish ability (a single *Wizard's Guild* makes the DC for a *Meteor Swarm* a 16; all three and a *Spellbook* make it an all-but-certain failed save at DC 24). *Slayer* also has *Theoloc* to aid him in his spellcasting. After *Tooth & Claw*, however, *Slayer* has the potential to be truly frightening, casting *Duplicate* on *Princess Dashkova* to have up to three of her in play, and *Invoke Spirit* allowing his spells to reach still farther ranks.

On My Command Unleash Hell

Warlord:

Duchess Brymin

Starting Characters:

- 1 *Valanthe*
- 1 *Fireridge Cyclops*
- 1 *Maddawc*
- 2 *Urg*

Characters:

- 3 *Claw*
- 3 *Count Damien*
- 3 *Donovan Che'har*
- 2 *Maidenhair Serpent*
- 3 *Storm Crows*
- 3 *The 9 Cats of Hell*
- 2 *Valanthe*

Items:

- 3 *Bracers of Ogre Power*
- 3 *Breastplate of Power*
- 3 *Griffon of Misear*
- 3 *Havat-lahn Stance*
- 3 *Lance*
- 2 *Long Sword*
- 2 *Riding Horse*
- 3 *War Horse*

Actions:

- 3 *Meet at the Inn*

Turn 2 is when this deck erupts. After you have two, three, or four characters on the front rank with two or three attacks, you can unleash an unholy wrath on your opponent.

Count Damien and Donovan are the backbone of this deck, but it runs a little thin on level 3 characters. To bring them into play, it may be necessary to move a level 2 character back a rank. Once they are in play, equip them with Bracers of Ogre Power, Havat-lahn Stance, Breastplate of Ogre Power, any steed, and Lance. Get as many of those on the character as possible and launch him into the fray. Don't worry about dropping these items on your Warlord, they can work out just as well there.

The secret is to keep attacking and dwindle your opponent's forces as soon as possible. Use surviving Urgs to defend second turn Storm Crows and Valanthes. It is not quite a speed deck, but it is almost there.

DWARVES



By Eric Plumb

Last issue's article on dwarves discussed how to use your clerics in the back ranks to support your big dwarven fighters in the front rank. This week we'll discuss how to use the rest of your army to make the big guys (if you'll pardon the jest, dwarves being dwarves) so huge they won't even need the clerics' healing any more. Though of course — dwarves being dwarves — it'll still be there should they need it.

The dwarves have always had some of the best fighters in the game. Their high-level warriors — *Rac Ironbone*, *King Xod*, *Duncan Kinslayer*, *Edge*, *Prince Alaric* — are at least as good as the nothrogs', and rival even the Deverenians' in both variety and muscle. With *Poison* and *Saul Tombcarver*, the dwarves have two of the best high-level rogues in the game, and *Tooth & Claw* gave them the incomparable fighter/rogue *Princess Gethseme Steelshard*. Their lineup of clerics has always been unequalled, but until recently they were sadly lacking in a single class — wizards. Fortunately, *Tooth & Claw* also saw the release of two new dwarven wizards, the fourth-level *Earth Elemental* and the third-level *Hearth*, to supplement the burly but unskilled *Strongarm* from the first set.

So the dwarves can muster at least a decent showing in every class, but what good does that do them? After all, decks containing all four classes tend to sacrifice relevance

for variety — you're constantly drawing items and actions that no character on the table can use. These "four-color" decks can be fun, especially in multiplayer games where there's more time to wait for the cards you need, but usually two or three of the classes in a deck has the best effect. Let's take a look at each class's strengths and weaknesses.

First and foremost, every deck needs some way to deal damage. There's only one route to victory in *Warlord*, so unlike in *Legend of the Five Rings* or *7th Sea*, you can't hope to win solely by holding off your opponent's attacks long enough. Each of the classes has its own idiosyncratic way of achieving this goal, and since the dwarven lineup of wizards doesn't lend itself to casting heavy damage spells, you'll probably need to focus on the fighters, rogues, and clerics.

Fighters like *Rac* and *Xod* have far and away the greatest damage potential in *Warlord*. With cards like *Bloodthirsty*, *Havatlahn Stance*, and *Myreth Training*, they can perform truly obscene numbers of strikes, and their staggering lineup of weapons (*2-Handed Sword*, *Lance*, *King's Lady*, just to name a few) certainly doesn't hurt their reputation for violence. For protection on the front lines, they have heavy armor (*Anandale's Armor*, *Full Plate*, etc.) to provide huge AC bonuses.

Rogues like *Poison* and *Saul* tend to be less wholesale and more personal about their killing. They can't use *Assassination*, but *Backstab*, *Between the Ribs*, and *Yedraw's Tooth* focus on making one single strike as quick

and deadly as possible. And once the rogues have performed their duty, they fade away silently into the night with cards such as *To Fight Another Day* or *Out of the Shadows*.

Clerics tend to stay in the back ranks, casting support spells until they're completely prepared for the melee. Once *Gnorrow* has the *Hammer of Peronor* or *Crushbone Mace*, and *Signon's Armor* or the *Stormwraith's Oath* for protection, he'll head forward for some serious smiting. *Sjonegaard* can't equip *Armor*, *Weapons*, or *Helms*, but has several offensive actions, like *Lava Burst* or *Rain of Shards*, that only he can use. Both can use cards like *Test of Faith* to make sure their strikes hit, and others like *Cause Fear* to protect them from the unbelievers. And after they've brought the *Fear of Hember* into the enemy's hearts, they can find *Divine Guidance* to ready themselves and do it all over again!

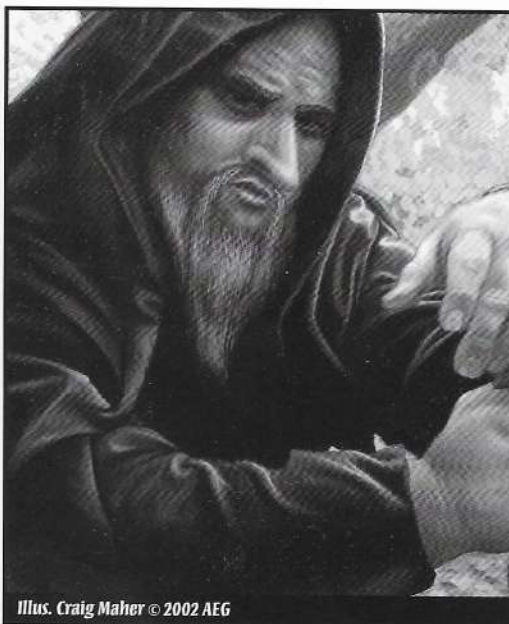
Although any one of these classes could be the focus of a rather unimaginative dwarven deck, it's when the dwarves come together to help each other out that they really start to shine. Let's take a look at the options each class has for supporting other characters in their army.

Rogues are probably the most selfish class in this regard; their support options are limited to cards like *Misearan Poison* and *Run Him Through*, which help out another character on a single strike. The exception to this rule is *Elegy*, whose bard actions like *Inspiration* and *Spirit Singing* can give heart to her entire rank.

Likewise, the warriors' actions and items are typically intended to make one fighter as large and intimidating as possible. However, they have the capability to augment your entire army's tactics with cards such as *Loyalty's Reward* and *Battle Plans*. More germane to the topic at hand, though, are the cards which grant blanket bonuses to the entire rank, such as *To Me!*, *Leadership*, or the incredible *Breastplate of Power*, which *Xod* can equip in the front rank.

Clerics are the most obvious choice for a support class. *Mass Blessing* represents the standard against which cleric actions are judged. And it's only the tip of the iceberg; clerics can offer *Gift from Above*, *Bull Strength*, *Virtue*, *Bless*, and many others to boost your dwarves' stats into the realm of the barely believable. They can give your fighters extra strikes with *Speed of the Gods* or *Divine Protection*, protect them from both Good and Evil, and then ready them using *Holy Energy* or *Follow Me* so they can do it all over again.

Wizards, at first glance, would seem to be



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limited to nearly as few options as rogues in the support department. After all, aside from the runes (*Death Rune*, *War Rune*, *Rune of Swift Striking*) to put on others' weapons, and a few cards like *Strength of Death* or *Giant Growth* to boost ATK or AC, what do they have to offer? Well, they've been keeping the *Glyph of Fate/Mixed Potion* trick to themselves ever since the beginning of the game, and it's about time they let the other classes in on it.

Now that the dwarves are no longer limited to *Strongarm* as far as wizards go (indeed, the Mercenaries also received several none-too-shabby wizards in *Tooth & Claw*), the time is ripe for a dwarven *Glyph/Potion* deck. *Xod* is scary enough when fully equipped; imagine him (or *Rac* or *Gethseme* or *Gnorrow* or even *Sjonegaard*) with the benefits of three maxed-out *Mixed Potions* — +9 ATK, +9 AC, +3 levels, and +3 HP, not to mention being easily able to equip the most powerful items, even in the first rank.

In closing, imagine one of the dwarves buffed up as high as you can get him — or her, since *Princess Gethseme* probably makes the best subject for this test. Three *Mixed Potions*, one *Tome of Champions* and one *Tome of Shadows*, the *King's Lady* (or *Yedraw's Tooth* or *Hember's Fist*), *Breastplate of Power* (or *Anandale's Armor*), *Bruntor's Helm*, a *Chariot*, *Hember's Sigil*, and some *Elven Chain* to top it all off; three *Fighter's Guilds* and three *Rogues' Guilds* if you're feeling masochistic. Throw in a *Death Rune* and *Rune of Swift Striking* from those wizards that helped her with the potions, and then a *Mass Blessing* for dessert. Eat your heart out, Daddy.

A Balance of Agility and Force

Warlord:

1 *Gethseme Steelshard*

Starting Characters:

3 *Revenge*
2 *Guardian*

Characters:

3 *Darkness*
1 *Guardian*
3 *Awl Beetle*
3 *Stalwart*
3 *Prince Alaric*
2 *Markappal Basilysk*
1 *Peace Kohnhand*
3 *Poison*

Items:

2 *Shade Lion*
2 *Keziah's Loris Daggers*
3 *Bracers of Ogre Power*
2 *Portable Hole*
1 *Hember's Sigil*

Actions:

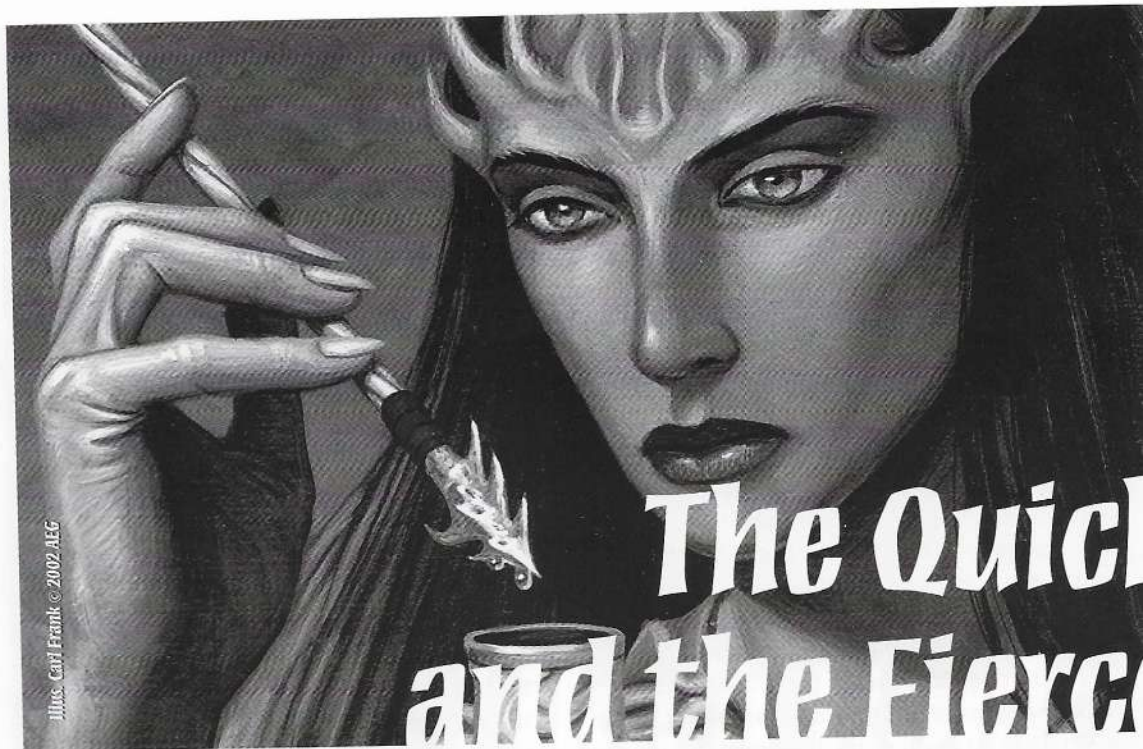
3 *Crush*
3 *Backstab*
3 *Bloodthirsty*
3 *Cleave*
3 *Sneak*

As *Gethseme Steelshard* is both a fighter and a rogue, this deck attempts to balance those two elements. This allows the items and actions included in *A balance of agility and force* to be used by *Gethseme* and her support characters.

Poison, like *Gethseme*, is a 4th-level rogue. Thus, both characters are able to equip the *Shade Lion* or *Keziah's Loris Daggers* in any rank, and they can both equip the *Portable Hole* while in rank three. In addition, both characters can use either *Sneak* or *Backstab*.

As *Gethseme* shares the ability to use the various rogue actions with *Poison*, she also shares the ability to use the fighter actions in the deck with both *Prince Alaric* and *Stalwart*. As both *Stalwart* and *Alaric* find themselves in the front rank early (usually before *Gethseme*), they can use *Bloodthirsty* and *Cleave* rather than leaving your hand filled with unplayable cards.

The *Awl Beetle*, in addition to *Crush*, is used to combat item-heavy decks. The *Markappal Basilysk* is used to deal with decks filled with *Astral* or *Ethereal* characters who would otherwise be very difficult to hit.



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The Quick and the Fierce

By Andrew Getting

Playing Elf

The primary concern with elf decks is that they have fewer hit points per capita than any other faction, and consequently almost always rely on speed or blitz strategies. While they have perhaps the strongest starting army in the game (three copies of *Jigoral* and two of *Artheon* can wreak havoc with almost anyone), they must press this advantage or falter. Fortunately, elves also have relatively high AC, and many of the Tooth & Claw elves are Ethereal as well.

While elves have many inherent weaknesses, they are almost certainly the faction best capable of ranged strike mayhem, with only nothrog Siege decks truly rivaling their supremacy. Whole decks have sprung up surrounding *Cordeos*' abilities, rather than any elf Warlord's own utility. *Phon* is also useful to any elf deck, particularly in aiding ranged strikes, while *Ellyyah* is highly effective both offensively and defensively. Until Tooth & Claw, however, they had little real melee capability beyond *Rathe* and *Vehdred*, though these two are joined by *Lord Winter*, *Achilleus*, *Zephiros*, and *Arhionrod*, all of whom are Ethereal (adding additional defense). *Achilleus*, *Vorg*, and *Qephire* also allow subtle manipulations of the armies, and *Achilleus* and *Vorg* are helpful to rogue elf decks, as they spend opponents, clearing the way for *Backstabs*, *Assassinations*, *Kether*, and similar cards.

Playing Behlial

Arguably the most powerful Warlord in the game before Tooth & Claw, *Behlial*'s abilities as cleric Warlord make his decks relatively easy to build, and his ability to recruit and exploit Seers (most especially *Toren Yscar* and *Alhana Genecourt*) and their spells (especially *Premonition* and *Scry*) only compounds this. *Behlial* also has ready access to arguably the most powerful cleric in the game, *Vorgurn*, whom many believe is the only reason the Free Kingdoms have any survival rates right now. Even a relatively combo-heavy deck, like a *Cordeos* deck combined with healing spells, becomes much stronger with ready access to the full deck. While *Exhaustion* may hurt *Behlial* somewhat, he is still one of the top dogs in the game.

A less familiar archetype involving *Behlial* announced itself at some of the Megatour stops, but it adapts to most elf decks with relative ease. By using *Nemeseth*, *Paletis*, and *Euain* to maintain the back ranks, elf players would use *Behlial* to search for the dragon *Blackwind*. Ironically, this strategy may now work best for *Morghen* or *Tepheroth*, who can cast *Duplicate* on *Blackwind* for further mayhem.

Playing Lord Winter

Tooth & Claw's elf Warlord is the leader of *Tepheroth*'s summoned death spirits, and there was some early confusion as to his abilities — wounds he receives, not those that he inflicts, cannot be reduced, negated, or otherwise healed, which brings him much

closer to balance. *Lord Winter's* counterattacks make him deadly, but his comparatively low AC (even with the Ethereal trait), weakness against *Exhaustion*, and vulnerability to damage makes most players mark him as a support Warlord to be used in other decks, rather than on his own. Whether the elf players will find a greater use for him is difficult to foresee, as *Rac Ironbone* and *Krun* are in similar straits.

Playing Morghen Dythanus

This lich is the head of House Dythanus, and part of the reason Elven necromancy survived the century-old geas against it. Like the other Good & Evil Warlords, *Morghen's* abilities are less internalized than in keeping with the power of his equipment. Though his printed ability to increase the spellcasting ability of elves initially caused some to say that he eclipsed *Slayer*, this has not happened, and most *Morghen* decks rely almost exclusively on his items (especially the *Soul Chamber* and *Eye of Morghen*) to carry the day. *Morghen* is otherwise a very straightforward wizard Warlord, casting spells in much the same capacity as others do. With the *Soul Chamber* in play, however, *Morghen* can afford to be a little more cocky, and cast from the front rank rather than the traditional second, allowing him to use spells most other wizards would refuse (such as *Acid Breath* and *Shatter*). Since *Morghen's* primary fear is the destruction of his *Soul Chamber* (which is ideally on the back rank), and the cards most likely to destroy it are spells, *Morghen* has good reason to use *Dispel Magic* as well (especially since, at +11 skill, only the *Terror of Sharn Keep* and *Blackwind* itself are more likely to succeed).

Playing Rathe

The first archetype to rival the original Sir Robert & His Merry Men decks, *Rathe's* Tooth Fairy deck is rather easy to explain, if not build. The other characters in the deck run interference, trying less to destroy others' power characters than to keep ranks unsettled. While this happened, *Rathe* would equip *Yedraw's Tooth*, then rush to the front rank to *Backstab*, *Assassinate*, and unleash *Whirlwind Attacks*. The Tooth Fairy has lost some power with the proliferation of anti-item abilities (especially *Crush* and *Decay*), but it is still rather fearsome. Another archetype, one favored by GenCon winner Paul Quinn, is far easier for most new players, while still remaining quite powerful. Paul's deck was a skirmish-style combat deck, with

Rathe continually entering and leaving the front rank, attacking opponents' spent characters, then withdrawing before the counterstrikes, sometimes with the aid of the *Sword of the North*. A further variation involves *Rathe* and other high-level elf rogues equipping *Wyvernsting Bow* or other bows or ranged weapons, and peppering the enemy lines with ranged strikes. *Rathe* is also a popular back-up Warlord in one of the dominant *Black Tom* decks, *The Three Wise Men* (*Rathe*, *Tom*, and *Logan*).

Playing Tepheroth

While hardly a terrible warlord, *Tepheroth's* ability is less immediately impressive than those of other wizard Warlords, only working with a handful of spells (most notably *Blast*, *Sleep*, *Giant Growth*, *Jump*, and *Magic Missile*, though *Spell Mastery* works frighteningly well with this last spell). Like the other wizard Warlords, she is largely incapable of presenting a threat in melee, but she can manipulate ranks with ease through *Communal Jumps* and *Teleportation*. The unpredictability of *Tepheroth's* *Blasts* and *Magic Missiles* can easily destabilize opponents, especially since — while they only cast level one wizard spells — *Tepheroth's* elves cast them at their level (or level plus one, for *Yanthorine*). *Tepheroth* works best as an extension of her army, not as the heart of it, casting spells which aid it (such as *Teleport*, *Extensions*, *Charm Person*, *Wall of Fire*, *I Call Forth Valor*, *Memory's Flame*, etc.) rather than the more traditional ranged strike spells. Though arguably the most challenging wizard Warlord, *Magic Missile* is almost tailor-made for her, and future sets are likely to hold similar benefits for her.



Unrelenting Aerial Assault

Warlord:

1 *Tepheroth*

Starting Characters:

3 *Ilgoral*

2 *Artheon*

Characters:

3 *Kether*

3 *Whispershot*

1 *Artheon*

3 *Maxt Stormcrow*

3 *Neonare*

3 *Phon*

3 *Zhul*

Items:

3 *Amulet of Force*

1 *Rod of Roaring Flames*

1 *Doombringer*

1 *Icetalon*

1 *Crystalsphere Staff*

Actions:

3 *Blast*

3 *Magic Missile*

3 *Breath of Ice*

3 *Flame Arrows*

3 *Chain Lightning*

3 *No Rest*

The elves have a vast array of characters with abilities that produce ranged strikes.

Tepheroth makes all of her elves capable of using 1st-level spells, including two (Blast and Magic Missile) that produce ranged strikes.

Unrelenting Aerial Assault combines these two strengths for a deck that thrives on ranged strikes.

With Zhul's ability to attach level 1 and 2 spells, he is a natural fit for a Tepheroth deck. Neonare helps ensure that a low-level spell is still around when you bring Zhul into play. The single Icetalon in the deck is for use with Zhul, and works effectively with either Blast or Magic Missile.

Except the Icetalon, all of the items in the deck are included for Tepheroth. Amulet of Force, Rod of Roaring Flames, and Doombringer all produce ranged strikes without spending Tepheroth. This allows Tepheroth to cast other spells such as Chain Lightning and No Rest.

To improve the deck's ability to maintain ranks, the deck includes Breath of Ice and No Rest. By reusing the deck's characters and taking control of opposing characters, the deck should be able to maintain its ranged attack assault.

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Faith and Might

By Martin Novosel

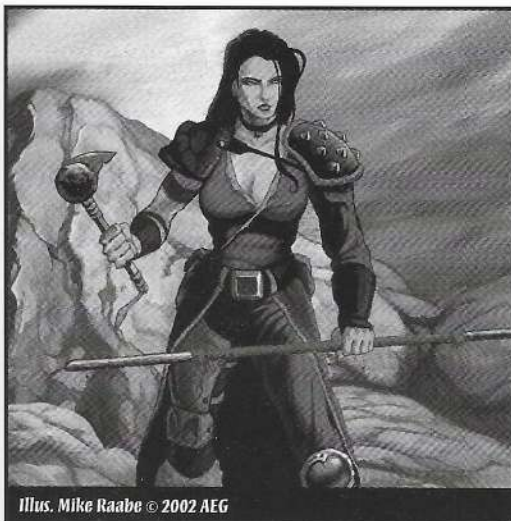
There are few character classes in all of fantasy gaming that inspire as much awe as the paladin. Whether it be smiting the unholy with the mighty swing of his sword, or the healing power of a gentle touch, the paladin has become the ideal of all that is noble and righteous. In the Accordlands, one such man embodies holiness, might, courage, and faith. His name is *Terak Justicebringer*. *Terak* ventures into battle with all of the might of the strongest nothrog, and the faith of the most pious dwarf.

Terak is an extremely versatile character in gameplay terms. He is an above-average fighter with just enough cleric ability to play some key spells. His inherent ability (other good characters gain +2 AC while in the same rank as *Terak*; good characters gain +3 ATK while adjacent to *Terak*) is best utilized when in the front rank, but his 15 AC, while above average, is not enough to protect him from the oncoming advances of the enemy. Basically, to use *Terak* effectively as a warlord, players must construct a deck that allows him to build and protect himself in the early game, then execute multiple melee strikes at minimum risk.

The Free Kingdoms have some of the best fighters in the game, which should be a solid foundation of the deck. *Sir Robert the Vigilant* is a mainstay in Free Kingdoms fighter decks and this is no exception. His ability is restricted to Free Kingdoms characters, but

that is not a problem considering the overall quality of such characters. The Astral Warlord *Uriel* is a force to be reckoned with. He, along with *Uther Killer-of-Bears*, *Xanthis*, and *Rahku Mennanahk*, rounds out the top end of the character structure. For the lower ranks, *Sir Wallence*, at first glance, would be a superior choice for the second rank. With the emergence of *Distrust*, *Sir Wallence* becomes a risk and a potential liability. *Halberdiers* have a solid melee attack and AC, as well as an initiative bonus, and are a much safer play than *Sir Wallence*. For the first rank, *Keziah* is the obvious choice. She does break from the fighter motif, but her attack and AC are too good to pass up. As for other non-fighters, *Toren Yscar* and *Maxmillian* are essential. *Toren* can play the cleric spells instead of *Terak* and help manipulate the deck to find the critical equipment and spells needed to protect the Warlord. *Maxmillian* allows *Terak* to venture into the front rank without putting the game on the line. Let him hide in the third rank or deeper and let *Terak* and the other fighters decimate the opposing forces.

A paladin is never without his trusted squire and noble steed! Not only does *Helix* facilitate movement forward and backward, he adds an additional wound on *Terak's* primary melee strike. Unfortunately *Helix* does not add to base ATK or AC values, but he is useful nonetheless. *Squire Lucien* is equally as useful by giving *Terak* an additional +3 melee strike. *Terak's Golden Dragon Shield* provides a similar ability. With the squire and shield



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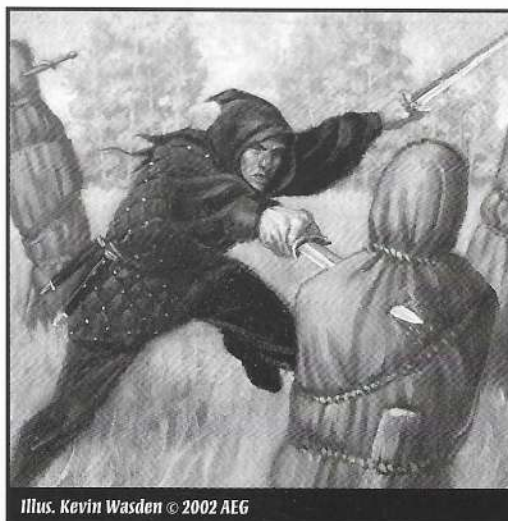
equipped, Terak quad-attacks for +5/+0/+3/+3, all without weapons or armor. Terak's *Avenger* is not only a solid melee weapon at +5, it also provides some defense against spells. As for armor, the *Dragon Plate* provides an additional +4 AC as well as a hit point. Combine this with a *Bruntor's Helm* and Terak will be able to withstand quite a bit of damage. As for the other fighters, a combination of *Bruntor's Helms*, *Nothrog Armor* and *2-Handed Swords* will keep them alive as well as maximizing their chances to hit. *Griffon of Misear* is a good choice of steed for your fighters, providing an ATK bonus as well as two movement abilities. Other stables of a fighter deck are always welcome, including *Bracers of Ogre Power* and *Havat-lahn Stance*.

Finding Terak's equipment is essential to survival. Toren Yscar is the best "card access" card in the game. He can manipulate the top 5 cards of your deck, plus spend to play *Banish the Wound* and other damage-prevention spells. He is fairly hearty with 2 HP, but he will be a prime target because of his ability. Try to keep him back with your Warlord to gain card advantage over your opponent. The other non-fighter character card, *Maxmillian*, can mean the difference between victory and defeat. With *Maxmillian* tucked away deep in your ranks, Terak is free to roam the battlefields and exact justice without the risk of losing the game. It is still not advisable to throw Terak up defenseless, but with *Maxmillian* out, there are simply more options. *Vogurn* could be added to the deck to help with AC. He can also equip *Tears of the Storm*, making it all the more difficult to permanently damage your fighters. He is evil, however, and subject to *Distrust* but the benefits outweigh the risks in this case. Plus he can cast the always-crucial *Mass Blessing*.

If *Vogurn* is in the deck, then *Mass Blessings* are the first 3 cards to add.

Considering there are a good number of clerics in the deck, including Terak's ability, then *Banish the Wound* is always a good choice for saving your important characters. Since Terak is going to have quite a few turns without combat, adding *Cure Serious Wounds* will allow him to help keep the other fighters alive until he is ready to step forward. Using *Aura of Protection* is a good way to stop the nasty wizard and rogue tricks that can end Terak in one swoop. If Terak isn't busy healing wounds or dodging prismatic sprays, then he is best served having a *Bar Fight* with a high-powered character in the opponent's front rank. Terak may be a paladin, but he is not above slugging it out in the local inn or tavern. The Free Kingdoms have so many quality fighters, that it won't be hard to use this action effectively. Another major threat to fighter heavy decks is *Jedraw's Tooth*. *Crush* is the best and easiest way for fighters to destroy that item before it can cause severe damage.

Running the deck ultimately plays out into 2 different phases. The first is the time where you equip Terak with his gear and prepare for heavy battle. Flood the front ranks with smaller characters and buy time for Toren to grab some goods for the warlord. Once Terak is heavily equipped, move him forward and send him into a righteous fury. The best way to keep him safe is to use hit and run tactics, which you can accomplish by using *Jack Casey* and *Helix* to move Terak forward and backward, ultimately safe from harm. Bringing the paladin to battle will not always ensure victory, but it will ensure a valorous battle of which legends are made.



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Might Makes Right

Warlord:

1 Sir Robert the Vigilant

Starting Characters:

3 Serah ni Fhionn

2 Jemman

Characters:

1 Jemman

3 Tyren Ruskin

3 Xanthis

3 Uther Killer-of-Bears

3 Maximilian

3 Lieutenant Dunbar

3 Uriel

Items:

3 Bruntor's Helm

3 Havat-lahn Stance

1 Andover Signet

3 Direwolf Mount

3 Breastplate of Power

Actions:

3 Crush

3 Follow Through

3 Light of Truth

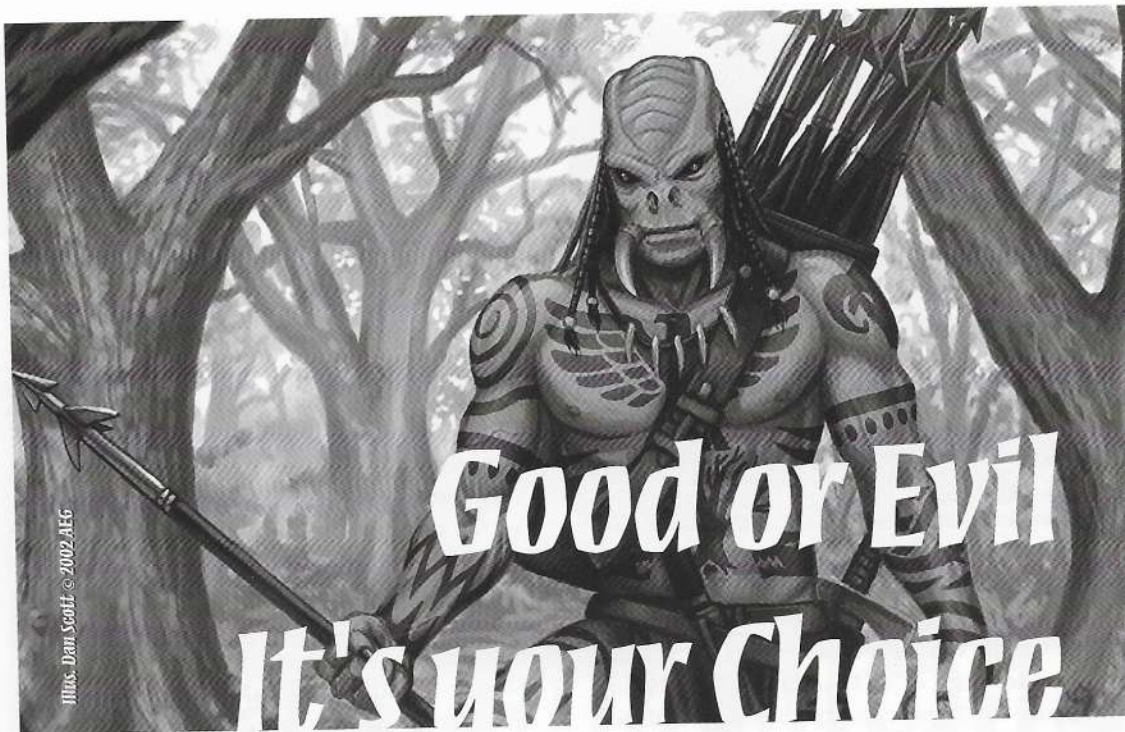
3 Bloodthirsty

Sir Robert the Vigilant, Uriel, and Uther Killer-of-Bears provide the might in *Might Makes Right*.

Crush and *Follow Through* increase a fighter's attack bonuses. The *Light of Truth* can be used to increase any die roll made by a good character, including melee strikes. This is beneficial in that it can be played after the melee strike roll, eliminating the potential waste of a *Crush* or *Follow Through* should the die roll a '1'. *Breastplate of Power* and *Andover Signet* also increase the probability of successful melee strikes.

While fighters are not in the first rank, the *Direwolf Mount* speeds their progress forward. Once the fighter is in the front rank, the *Direwolf* can spend to perform an additional melee strike.

Like the *Direwolf Mount*, *Havat-lahn Stance* and *Bloodthirsty* produce additional melee strikes. This action and item are most effective when used with Uriel and his three wound attack, but can be used effectively with the other fighters in the deck. When Xanthis is equipped with a *Havat-lahn Stance*, he joins Robert, Uther, and Uriel as an effective force in eliminating your opponent's ranks.



By Andrew Getting

Playing Mercenary

While Mercenaries clearly have some of the best characters in the game, including staples like *Brine Fiend*, *Tyren Ruskin*, *Toren Yscar*, and the *Demon of Kvar*, building a Mercenary deck can be quite a challenge. With the singular exception of *Black Tom* (whose Guildmaster status gives him some resistance to this), Mercenary decks must worry about the loyalty penalty for all out-of-faction characters, whereas other factions use Mercenaries freely. A further problem is that Mercenaries have the largest mix of good and evil alignments in their characters, and while it is the rare player that uses *Distrust*, it is the Mercenary player most likely to suffer for it.

That being said, each of the Mercenary Warlords, with the arguable exception of *Kerebrus*, had or continue to have a powerful influence on the game, and many players number the Mercenary Warlords among the strongest in the game. Mercenary decks also have a wide variety of strategies, such that it is not uncommon for Mercenary players to "switch hit" between games in a round, changing their entire starting army, including the Warlord. Indeed, the greatest obstacle to a successful Mercenary deck may be in actually collecting the cards: rare Mercenaries, being useful to virtually all decks, have among the highest trade values in the game, with *Johan Halfblooded*, the

Demon of Kvar, and *Toren Yscar* still the game's most valuable characters. Many decks use Mercenary Warlords as back-ups to their primary Warlord.

Though rare, some characters are arguably more useful with the loyalty penalties than without. *Muddflek*, for instance, has a low AC, one hit point, and is a big target for attack. Excepting fights against wizards (who typically remain in the second rank), and against decks with breaking ranks (in which case, the game should end too quickly to matter), *Muddflek's* best targets will usually be on the front rank. As such, his loyalty "penalty" is actually helpful in non-nothrog decks, since he enters play in the second rank because of it — and in position for attack.

Playing Black Tom of Corinth

The Rogue Guildmaster was, prior to *Tooth & Claw*, arguably the strongest of the Mercenary Warlords, and his *Three Wise Men* deck was quite powerful. Combining the benefits of *Tooth Fairy* with the best of each faction's rogues, *Three Wise Men* had the late game survival power that *Tooth Fairy* lacked.

Tom is also capable of more basic tactics, and since rogues have the best average AC in the game, *Tom* can almost always use his ability to wound opponents. Since rogues also have access to action cards which raise their AC (*Catching Arrows*), lower opponents' ATK (*Sand in Your Eyes*), or cause automatic attack failures (*Too Fast to See*, *To Fight Another Day*, *The Better Part of Valor*), *Tom's* army can

easily thrive despite its low overall hit point average. A patient *Black Tom* player can whittle down an army, destroying foes without ever once moving forward.

Playing Kerebrus

Kerebrus is arguably the most difficult Mercenary Warlord to play well. As he is of good alignment, he must pick his army carefully to avoid *Distrust*. Since he is only level four, the strongest actions are denied him, and indeed he may have difficulty equipping the best items in the game normally available to fighters or clerics. Ironically, he is also the Warlord most likely to use the *Tome of Champions* and the *Tome of Divine Wisdom*, since he need but move back a rank (normally a waste of time in many players' eyes) to equip both items, making him effectively level six. He can also still use two of the better action cards, *Bar Fight* and *Mass Blessing*. At present, however, most players consider *Kerebrus* to be primarily a support character for other Warlords, most notably *Duchess Brymin* and *Terak Justicebringer*.

Playing Sorscha

Sorscha's power level has remained largely steady since the game's generation. Tooth and Claw was the first set to introduce non-Mercenary Monsters (and some Warlords may use *Sorscha* as back-up to help search for these new monsters), and even then *Sorscha* can summon these creatures. This archetype, nicknamed "Monster Rancher" by certain video game fans, involves *Sorscha* summoning every breed of monster that she can, rarely moving (if ever). With a guaranteed character of the controller's choice every turn, *Sorscha* decks can always perform reliably, if not necessarily in a dominating fashion.

Shortly before GenCon 2001, another archetype splintered off the Monster Rancher, and was initially (and wrongly) dismissed as a joke. The deck relied on *Sorscha* first summoning copies of two monsters, *Toren Yscar* and *Brindle*. The next phase would involve *Brindle* searching for a *Mixed Potion*, and *Toren* for a *Glyph of Fate*. *Sorscha* would then activate the *Glyph of Fate* and drink down the *Mixed Potion*, netting the best possible result each time. After the third iteration of this tactic, this *UberSorscha* (usually, but not always, wielding *Syneri's Blade*) would proceed to the front ranks to wade through combat. This deck has fallen in power primarily due to the prevalence of other wizard decks using DC-based spells.

Playing Ter-Soth

An early favorite for the best Warlord of Tooth & Claw, *Ter-Soth* combines the benefits of many other wizards. He has the resistance to damage associated with being Astral, he can cast multiple spells in one turn (with some effort), has synergy with his lieutenants, *Golgoth* and *Zhul*, who (despite being fighters) can attach spells in a similar manner as the Abyssal Lord himself does. While the dominant trend for spell attachment to *Ter-Soth* is *Magic Missile* (usually with combos such as *Spellbook*, the *Archmage's Tome*, and *Spell Mastery*), *Dispel Magic*, *Inferno*, *Shatter*, *Memory's Flame*, and *Invoke Spirit* are also good choices. *Ter-Soth* can work in much the same respect as *Slayer* does, albeit with a slightly more limited repertoire (since *Soth's* best spells spend him, and neither *Golgoth* nor *Zhul* can cast spells as well as *Theoloc*). Indeed, *Ter-Soth's* only major fear is from cleric decks with *Seers*, as *Premonition* wreaks havoc with his attached spell. Since he plays the action as though from his hand, *Premonition* returns it there, but since he can only attach a spell once per game, *Premonition* strips his ability from him. Evidently, *Ter-Soth* and his minions are far less frightening when others see them coming.

Playing Yscar the Elder

Yscar the Elder is one to fear. While lacking synergy with his cult (excepting the prodigal *Toren Yscar*, who works well in almost any deck), *Yscar* rarely needs it. *Yscar* players usually have him search for and attach the *Roc Form*, move to the front, then attach either the *Spider Form* (if the opponents' characters have low AC), or *Wolf Form* (if not), using him to retrieve *Elephant Forms* should he fall under heavy attack. With the *Roc Form* alone, he works similar to the *Toothless Rathe* deck, moving into the first rank to attack, then retreating to the second afterward. When intermingled with the usual *Backstabs* and *Assassinates*, *Yscar* decks can deal serious damage with his attrition. Unfortunately, his forms prevent him from using most items capably, though some that discard themselves are still useful.

Monster Factory

Warlord:

1 *Sorscha*

Starting Characters:

3 *Brine Fiend*

2 *SS-saurth*

Characters:

3 *Sabith Yscar*

1 *SS-saurth*

3 *Thunic Wyvern*

3 *Belsamoreth*

3 *Shambling Mound*

3 *Daanso Batoq*

3 *Demon of Kvar*

Items:

3 *Riding Horse*

2 *Ring of Vorn*

2 *Robe of Eyes*

1 *Rod of Resistance*

1 *Balmtear's Potion*

1 *Glyph of Healing*

Actions:

3 *Blast*

3 *Meet at the Inn*

3 *Rise and Obey*

3 *Gravity Flux*

3 *I Call Forth Valor*

The Monster Factory brings characters with the monster trait into play quickly, and is strongly centered around Sorscha's innate ability. Sorscha's primary weakness is her low hit points. The Monster Factory addresses this weakness through the inclusion of Rod of Resistance, Balmtear's Potion, and the Glyph of Healing.

With a variety of classes among the monsters in this deck, Riding Horse is used to get the characters to the first and second ranks quickly.

The Monster Factory relies heavily on Sorscha's ability to place a monster on the top of the deck. After using Sorscha's ability, the Robe of Eyes, Meet at the Inn, or I Call Forth Valor can be used to draw that character to your hand on the same turn. Rise and Obey allows Sorscha to move a monster to your hand without using her ability. Use her ability after you use Rise and Obey to ensure you draw a character for next turn.

This deck also features the combo of Daanso Batoq and the Demon of Kvar. The Demon stuns the target, and Daanso Batoq inflicts a wound and reduces the stunned character's level by 1 (reducing the character's ability to use actions and equip items).

Illustration: Steve Snyder © 2002 AEG



Just Plain Mean

By Eric Plumb

Ask any resident of the Accordlands what they know of the nothrog, and those who don't scream and run will probably answer that they're nasty, dull, brutish, and tall, and that they overwhelm their opponents with sheer weight of numbers. Little could be further from the truth. The nothrog are master tacticians and siege engineers. They were the first race to fight in cohesive legions, and essentially invented group warfare as the lands of the Accord know it.

Unsurprisingly, the cards available to them in Warlord reflect this tactical genius. From the very first set, we had *Uthanak*, who could move one of your troops for free every turn; *Sethusk*, whose card-drawing ability represents his strategic thinking; and the *Catapult Crew*, which could strike farther and harder than any archer. Later sets only added to the nothrog's arsenal of siege weapons and tactical options.

As potent as the nothrog range-strikers and siege engines are, though, their real power lies in their beefy high-level fighters. *Varg*, *Fenris*, *Krun*, *Donovan Che'har*, *Kul of Clan Tergoth*, and *Murgan* are just a few of the hard hitters available to the faction. The problem in a fast-paced game like Warlord is getting them up front quickly enough to do some good. This is where the nothrog tactical

genius really starts to shine. With the amount of movement available to the boys in green, you can reliably have these guys up and swinging the turn after they come in, if not that very turn. Most decks that want to take advantage of the nothrog's superior tactics start with *Uthanak* as the Warlord. Aside from his ability to move a nothrog for free every turn, *Uthanak* also has access to the tactical support cards available to fighters. For example, *Battle Plans* allows him to rearrange his army almost entirely, as long as he succeeds with a Perception check. He can also use *Loyalty's Reward* to delve for further strategies for his army, or equip a *Breastplate of Power* and run up to the front rank himself to support the rest of his troops.

Orazhuk, who can spend to move any character in your army a rank in any direction, is an obvious must for any deck in need of tactical movement. There are always the old fighter standbys of *Charge* and the *Steeds* (especially now that *Mounted Charge* is available). And now that the nothrog have three fourth-level barbarians, cards like *Great Leap* and *Speed of the Cheetah* are looking quite attractive indeed.

Of course, the nothrog's other two fighter warlords — the indomitable *Krun* and the siegemaster *Sceth Hellbringer* — can use all of the fighter cards just as well as *Uthanak*. However, decks with these two as warlords tend to play quite differently from the highly tactical *Uthanak* decks. *Hellbringer's* ability to

ready a spent siege engine once per turn allows him to effectively move one for free like *Uthanak* would (spend it to *Maneuver*, then unspend it again) or, once it's in position, use it twice per turn to devastating effect. Your opponent's ranks won't hold up very long when a *Flamespitter* is raking them with two +7 and four +4 ranged strikes per turn. And the much-idolized but seldom-started *Krun* lends himself to a peculiar form of blitz, where almost the entire deck is devoted to either movement cards or cards that increase the amount of pain and punishment *Krun* can administer to his hapless opponents. In this deck, it can even be more effective to take out all characters but the starters and replace them with action cards and items to bolster and protect *Krun* while he's on the front lines making hash of the opponents.

So while the nothrog's unparalleled crew of fighter Warlords gives them a tactical edge matched by few, this is not the extent of their ability to move their forces quickly and effectively across the battlefield. They have a secret resource: an uncontested monopoly on shamans.

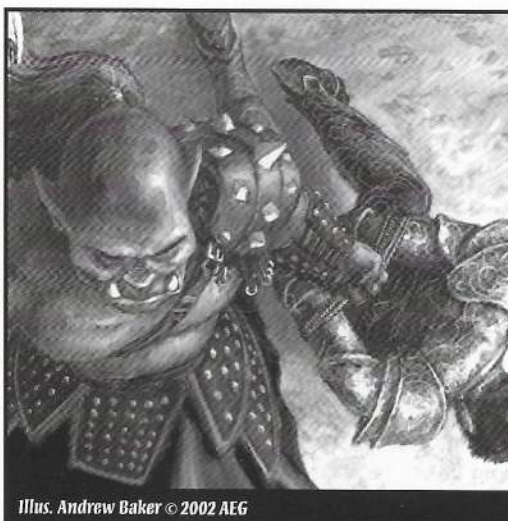
The only three shamans currently in the game all belong to the nothrog: *Taoth*, the Scarab Lady, whose mastery of battle magic is such that her offensive spells are more effective than any other wizard's; *Jad'harak*, who can convince the spirits of Time themselves to quicken your orders; and the much-maligned *Padrig*, who can gaze a single card into the future.

Until Good & Evil came out, the shaman trait was simply flavor; no card other than the shamans themselves referenced it at all. But with G&E, the little-used *Walk on Wind* included a bonus for shamans: the card allowed a wizard to move any character in her rank forward or backward a rank, and then allowed her to do the same if she's a shaman. So your shamans could push forward another character, and then dance around themselves to end up where they were most needed. Still, if what you needed was movement and what you had were wizards, there were better cards available: *Ring of Vorn* and *Teleport*, to name two.

But then, when *Tooth & Claw* came out, we saw the first Shaman-only action: *Windwalk*. Another third-level wizard spell with a name amusingly similar to its predecessor's, it allowed you to spend a shaman to move another character forward or backward up to two ranks. Suddenly, *Padrig* and *Jad'harak* looked a lot more attractive. Now you could have those strapping fourth-level

fighters in the front rank the turn they come out, and unspent and fighting the turn after! If you had another movement card in hand, they could be mowing down the opposition the turn they arrived in play. With two extra movement cards, *Krun* himself could be decimating the opponent's ranks the turn he entered.

Lastly, what do you do with all this movement once you don't need it any more? After you've brought in most of your heavy hitters, *Orazhuk* and your shamans with *Rings of Vorn* sit idle and the *Windwalks* languish unused in your hand. You might be tempted to actually use *Orazhuk's* ability to move himself two ranks forward or backward, simply for lack of anything better to do. If you find yourself with too many movement opportunities on your hands, there's one character that always needs somewhere to go: the *Quest Beast*.



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With two +7 attacks and decent AC and HP, this elusive Mercenary monster from Good & Evil seems almost too good to be true. Its downside is that, after attacking, it retreats to the rank behind your last rank. Most decks that use it try to keep the entire army in rank 1, so the *Beast* only needs to move one rank before it's back in the thick of things. With nothrog movement, though, you won't need such tactics.

Using even half of the cards mentioned above and a few *Steeds*, you can have a rank structure three deep and still reliably have the *Quest Beast* up front and attacking every turn. Moreover, since it's moving back to rank four, you'll be able to equip it with such powerful items as the *Bracers of Ogre Power*, *Breastplate of Power*, or *Vorpall Sword*. By the time it's back in the front rank, it — and the nothrog it supports — will be a whole new beast.

Unholy Union

Warlord:

1 *Uthanak*

Starting Characters:

3 *L'Sara*
1 *Ballista Crew*
1 *Slave Labor*

Characters:

3 *Brine Fiends*
2 *Ballista Crew*
2 *Slave Labor*
3 *Dragon's Breath*
3 *Machine of Lukkot*
2 *Makusog*
1 *Flamespitter*
3 *Sceth Hellbringer*

Items:

3 *Bruntor's Helm*
3 *Griffon of Misery*
2 *Havat-lahn Stance*
2 *Full Plate*
2 *The King's Lady*
1 *Tome of Champions*

Actions:

3 *Exhaustion*
3 *Loot*
3 *Charge*
3 *Battle Plans*

While *Uthanak* is the Warlord for *Unholy Union*, he is only half of the team that powers this deck. When combined, *Sceth Hellbringer* and *Uthanak* maximize the damage inflicted by the nothrog siege engines.

While *Sceth* can ready characters with the siege trait, he only needs to target those in range of performing their range strikes. With *Uthanak* moving the siege engines, *Sceth's* ability does not need to be wasted on getting siege engines to first or second rank.

The *Machine of Lukkot*, in particular, works well with *Uthanak*. Once brought into play, *Uthanak* can spend to move the *Machine* forward a rank and then use his innate ability to move the *Machine* into the front rank, ready to attack.

The items included in the deck transform *Sceth* from a support character to a front-rank fighter capable of eliminating an entire opposing rank each turn.

Loot is included to capitalize on the inclusion of monsters in an opponent's deck. *Loot* is most beneficial in equipping *Sceth* with items that keep him killing and in the game.

The Church and its Knights

Warlord:

1 Lord Gahid 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 Misear

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

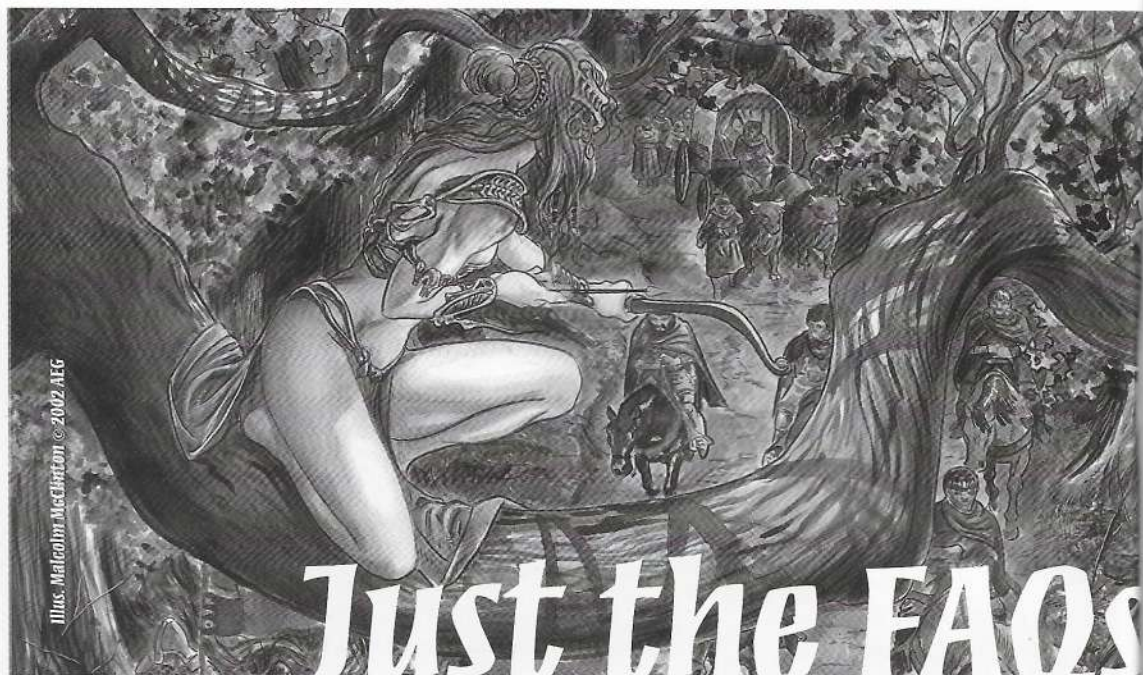
The Church and its Knights produces a quick and steady flow of characters with above average attack bonuses and multiple hit points. With Cardinal Scelus and the Griffon of Misear, these characters quickly enter the front rank.

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.



Illus. Malcolm McLintan © 2002 AEG

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 Meleagrance

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.

Xod the Quartermaster

Warlord:

1 King Xod

Starting Characters:

3 Shield

1 Claw

1 Guardian

Characters:

3 Avalanche

2 Claw

2 Guardian

3 Awl Beetle

3 Prince Alaric

3 Sky

3 The 9 Cats of Hell

Items:

3 Nothrog Armor

3 Balmtear's Potion

3 Bruntor's Helm

3 Griffon of Misear

3 Halberd

3 Havat-Iahn Stance

1 Heavy Crossbow

2 Horn of Fog

1 Full Plate

Actions:

3 Crush

Xod the Quartermaster includes twenty-two items, of which only three are earmarked for Xod himself. (They are the Horn of Fog, Heavy Crossbow, and Full Plate). The remaining nineteen items in the deck allow Xod to equip the other characters and boost them to more efficient killing machines. All of the items intended to be used with the lower-level characters in the deck and the items are 5th-level or lower, allowing Xod to search the deck for one each turn.

If you are not forced to search the deck for a Horn of Fog on the first turn, Xod can ensure that Claw is equipped with a Griffon of Misear on the first turn. When the front rank breaks, the Griffon spends instead of Claw to fix the front rank. This ensures that Claw can use two melee strikes with a +3 attack bonus before your opponent has an action to attack Claw.

As you place characters into play, strengthen them with whichever items you have in your hand. Also, never forget to search for at least one item every turn. This ensures that the characters you have in play are as strong as possible and also increases the probability of drawing more characters each turn.

Items

Deverenian Hound

Is considered a character only for the duration of its attack. Therefore it can be affected by card effects that target characters, and cannot be affected by effects that target items. Once its attack ends it reverts back to being an item.

When considering effects that apply to adjacent characters, the *Hound* is considered to occupy the same space in the rank as its controlling character. e.g. if a character adjacent to *Rahku Mennanakh* spends its *Deverenian Hound*, the *Hound* gains +2 ATK.

The *Hound* is not considered adjacent to its controlling character.

The *Hound* is considered the same alignment as its controlling character.

Has a skill of +0

Hand Axe

Wounds inflicted by the *Hand Axe* can't be reduced as they are inflicted. They can

Doesn't stop any melee strikes, including those generated by card effects e.g. *Bar Fight*.

Does stop ranged strikes and other actions.

Bloodthirsty

May be used after another action that creates a strike (e.g. *Bar Fight*), but like all melee strikes, it can only target a character in an adjacent rank.

Final Stand

If a card effect is used to create an additional strike during a *Final Stand* (e.g. *Bloodthirsty*), and that additional strike misses, it has no effect on the *Final Stand*, which continues as normal.

If a card effect is used to redirect a *Final Stand* strike to a new target, the *Final Stand* will continue as long as the new target is killed.



still be removed later using effects such as *Kohn Peacehand*.

Healing Potion

This only reduces the wounds currently being inflicted to zero – it has no effect on existing wounds.

Yedraw's Tooth

If the wounds are negated, such as with a *Healing Potion* or with *Banish the Wound*, the character is not killed.

The killing effect only applies to melee strikes made by this character. Wounds caused by any other effect, including ranged strikes, do not benefit from the *Tooth*.

Actions

Aura of Protection

Can cancel actions with multiple targets e.g. *Meteor Swarm* and *Chain Lightning*.

Great Cleave

If the automatic wound kills the target character, the melee strike this character was about to make is lost.

Meteor Storm

All targeting is done before the first roll, so any characters forced to fall forward are not affected.

All characters in the target rank become targets of this spell.

Relentless

A rogue using this can only make the attack if he is still unspent. This card doesn't override the cost of the character attacking, so he must still spend as normal to do so.

Summon (creature)

All summoned characters have +0 skill unless the card says otherwise.



By Erik Yaple

Feats: What the heck are they?

Nest of Vipers will introduce feats to Warlord. You may be asking yourself, what the heck is a feat? A feat is a trait that a character has or gains from another card. This trait has a special effect that it produces, but the feat must be activated first. To activate the feat, the player must roll a d20 and add the character's skill as well as the bonus following the feat. If the total of the feat bonus + character skill + d20 roll is equal to or greater than 20, then the feat activates and its effect kicks in.

Feats open many new doors for the designer as well as keeping the play environment fresh. Additionally the designers are able to create cards that do more, as the feats only take up a word's worth of space near the traits.

We are introducing many new feats to begin with. These effects are currently in playtest and are undergoing changes as you read this article. During playtest these effects may change, or any given feat may be dropped entirely. Furthermore the way that these feats work may change depending on the playtest process. Currently the only feat set in stone is *Magic Resistant*, which is currently in the Abyssal Attack deck. When a character or cards attached to a character with *Magic Resistant* is targeted by a spell, the

character makes a skill check (DC 20). If the skill check is successful the spell's effects are negated.

There are many more feats on the way. We came up with a good example to introduce the concept to you:

Medusan Lords Spot Light: Nasseral Hate

Currently in development, the Medusan Lord decks are being prepped for Origins and GenCon. The Medusan Lords are truly terrifying figures, and to represent this they get to bend the rules to an unspeakable point. We were able to get a peek at the preliminary design for *Nasseral Hate*, one of the most prominent Lords. You may have seen his picture a few times in Warlord promotional art and action cards. Now he is getting a character dedicated to him.

Nasseral Hate's special ability affects your deck construction possibilities. When constructing your deck for use with *Nasseral Hate* you have any number of Nothrog characters in your deck, meaning you are not bound by the 3 of any one card rule when dealing with Nothrog characters. Furthermore *Hate's* deck may be comprised of any number of characters. That's right, *Hate* can have 50 *Maddawcs* in his deck and nothing else if he wishes.

All of this is subject to change, but that's where things stand as of this writing. We like to keep you guys on the Cutting Edge!

A Quick Winter

Warlord:

1 Lord Winter

Starting Characters:

3 Whispershot

1 Artheon

1 Elemere

Characters:

3 Brine Fiend

2 Artheon

2 Elemere

3 Tyren Ruskin

3 Zephiros

3 Maxt Stormcrow

3 Daedelia

Items:

2 Handaxe

3 Bruntor's Helm

2 Griffon of Miesear

2 Havat-lahn Stance

2 Bracers of Ogre Power

2 Darkhide Armor

2 Myreth Training

Actions:

3 I Have Your Back

3 Sacrifice

3 Madriga's Defense

1 Strike True

Lord Winter is effective only in the front rank of his army. While his ability can be triggered whenever he receives a wound, that ability translates to little advantage when Lord Winter is not in the front rank to deliver another melee attack.

Any deck that relies on its Warlord to deal melee attack after melee attack in the front rank of the army must gain control of the game quickly or lose. The items in A Quick Winter are included to provide Lord Winter with efficient killing power and survivability. Card drawing, via Elemere and Daedelia, helps get to these important items equipped before Lord Winter moves into the front rank.

Bruntor's Helm and Darkhide Armor improve Winter's survivability by increasing his hit points and ensuring he takes no more than one wound with each successful melee strike against him.

I Have Your Back, Sacrifice, and Madriga's Defense help ensure that Lord Winter never takes a wound when he is ready. Every wound Lord Winter receives should result in an additional melee attack targeting your opponent's front rank.

Quests and Terrain

**Developed by Jester's Playhouse,
Northfield, NJ — www.jestersplayhouse.com
(Duncan Bachen, Jeff Trout, Rich Gain).**

This week we bring you some additional Quests for your Warlord League.

Quest 8 — Strength of Mercy

Reward: Balmtear's Potion and any one level 4 action

Type: Add-On

Attempts per week: 1

For your act of mercy, your restriction on using Balmtear's Potion is removed.

Rules: May only be completed by an army of level 3 or greater.

Once during the game, after you successfully inflict the killing blow on a character with more than one wound, you allow your opponent to remove all wounds on that character (preventing the death of their character).

Quest 9 — Only the Best

Reward: Various, depending on the class of your Warlord. A player with a dual class Warlord must choose one of the Warlord's classes for this quest.

Fighter: Anandale's Armor, Thunderhammer and The King's Lady

Cleric: Hammer of Peronor, Mail of Virtue and either Bracers of Hember or Tears of the Storm.

Rogue: Dwarven Signet, Sword of the North, and Yedraw's Tooth

Wizard: Crystalsphere Staff, Wyvernskin Robe and Rod of

Roaring Flames

Type: Add-On

Attempts per week: 1

Your skills have greatly improved through battle, but do you have what it takes to lead your army to victory in the future? Each class-specific quest must be completed in a single game, and is considered completed once the condition is met.

Rules: May only be completed by an army of level 4 or greater.

Fighter: So fierce is your might that no one may stand against you! Land the killing blow against an opposing Warlord to complete this quest and claim the reward.

Cleric: Your hand brings the gift of life to your army. Your Warlord must be personally responsible for preventing or removing at least two wounds from your army to complete this quest and claim the reward.

Rogue: Secret are the paths that the rogue travels, and the skills that he possesses. Your Warlord must personally use at least three rogue actions cards which either a) inflict a wound by their successful action (*Backstab*, *Throw*, etc.) or b) prevent your Warlord from being hit by a melee or ranged strike (any card which alters or cancels a strike, and which prevents a successful hit is valid) to complete this quest and claim the reward.

Wizard: The art of destruction is yours. Your Warlord must be personally responsible for causing at least two wounds in the opposing army through spells to complete this quest and claim the reward.

Quest 10 — Knowledge of the Ancients

Reward: Various, depending on the faction of your Warlord
Deveronian: Lothian Law-Hammer, any one level 5 action, any one level 5 item and any one level 4 character.

Dwarf: Hember's Fist, any one level 5 action, any one level 5 item and any one level 4 character.

Elf: Edge of Silverflame, any one level 5 action, any one level 5 item and any one level 4 character.

Free Kingdoms: Andover's Quill, any one level 5 action, any one level 5 item and any one level 4 character.

Mercenary: Blade of Syneri, any one level 5 action, any one level 5 item and any one level 4 character.

Nothrog: Grimsteel, any one level 5 action, any one level 5 item and any one level 4 character.

Type: Add-On

Rules: Successfully complete 5 quests in one week.

Quest 11 — And Then There Were None...

Reward: Any one level 5 fighter action and any one level 5 fighter item.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Rules: May only be attempted by an army with a fighter Warlord. One of your fighters must kill two or more characters with one attack. You gain 10 XP and have brought the ferocity of your fighting technique to your army.

Quest 12 — Dance of Death

Reward: Any one level 5 rogue action and any one level 5 rogue item.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Rules: May only be attempted by an army with a rogue Warlord. One of your rogues must kill two or more characters with one attack. You gain 10 XP and have returned to teach your fellow shadow walkers the "dance of death".

Quest 13 — Pressuring the Enemy

Reward: Any one level 5 cleric action and any one level 5 cleric item.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Rules: May only be attempted by an army with a cleric Warlord. You must successfully perform at least one Order which stuns one or more of your opponent's characters. You gained the understanding of how to prevent an enemy from engaging you.

Quest 14 — Mastering the Elements

Reward: Any one level 5 wizard action and any one level 5 wizard item.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Rules: May only be attempted by an army with a wizard Warlord. A wizard in your army must cast a spell in which two or more characters die as a result. You gain 10 XP and have had an epiphany regarding the use of fire.

Quest 15 — Under Fire

Reward: *Horn of Fog*, *Phonestone*, or *Scalemail* and any one level 5 item.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Rules: Maintain a separate discard pile of those characters which are killed by ranged strikes. To successfully complete this quest, you must lose the game to your opponent, and there must be at least 3 characters who were killed by ranged strikes.



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Quest 16 — Cornered!

Reward: *Portable Hole* and any one level 5 or 6 item

Type: Independent

Attempts per week: 1

Your Warlord has foolishly walked into a dark alley while attempting to procure supplies for your army.

Rules: You begin the game with only your Warlord. You may draw from your deck as normal each round, but you may not play any characters. Your opponent begins the game with 5 *Senek the Poisoners*, but no deck. In addition, the speed of the assassins allow them to go first each round. Continue playing until either the assassins, or your Warlord is dead. If you survive, you gain 50 XP.

Bonus: If your opponent wins, he may use the "Mission of Death" terrain in his next game (regardless of/in addition to other terrains in effect) as well as lifting the restriction on any one level 5 or 6 item and one level 5 action.

Quest 17 — The People's Champion

Reward: *Breastplate of Power*, *Battle Plans*, and any one steed of level 5 or higher

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

A great leader protects his army, even in the heat of battle.

Rules: To complete this quest, you must win the game against your opponent and still have 5 characters in your army alive. You gain no additional experience for this quest.

Quest 18 - That Which Doesn't Kill Us...

Reward: Rod of Resistance and any level 5 item

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Anton knows the value of those things he finds in his travels. Unfortunately, he doesn't always have room to take everything with him that he would like.



Rules: May only be attempted by an army with a wizard Warlord. To complete this quest you must first attach, and then voluntarily discard (as an Order) an item of level 4 or greater to your Warlord. You gain no additional experience for this quest.

Quest 19 - The Forces of Good

Reward: Valorous Shield and any one level 4 or 5 character of good alignment

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

In the face of evil, even the bravest sometimes falter. Stay true to your path and your triumphs will be rewarded.

Rules: May only be attempted by an army with a Warlord of good alignment. To complete this quest you must defeat a Warlord of evil alignment in combat. You gain no additional experience for this quest.

Quest 20 - Pillars of Faith

Reward: Blessed Vestments, any level 4 or 5 cleric character and any one level 5 cleric action.

Type: Add-On

Attempts per week: Once per game as long as no other add-on quest is in effect.

Your clothing marks you as a favored follower of your god. No matter where you travel, you are easily recognized — sometimes out of fear, and other times out of awe. You are proud to be a vestibule of faith.

Rules: May only be attempted by an army with a cleric Warlord. To complete this quest, you must prevent or remove 6 or more wounds during a single game.

Quest 21 - Dragon's Den

Reward: Thunderhammer, Doombringer, Nightmist Cloak, or Vorpal Sword as well as Blackwind.

Type: Independent

Attempts per week: 2

It has long been known by treasure-hunting adventurers that dragons hoard the best treasure. Luckily, a map leading to the lair of a relatively small dragon has made its way into your possession. Not wanting to take any chances, you dispatch your entire army to handle the serpent.

Rules: May only be completed by an army of at least level 4. Your opponent begins the game with (1) Blackwind. You have 3 rounds to defeat the dragon before your magical equipment is destroyed by the battle. You gain 75 XP for this quest.

Bonus: Should your opponent survive the three rounds he gains 25 XP and Blackwind.

Quest 22 - Trollkin

Reward: Bracers of Ogre Power and any level 4 or 5 character with the Monster trait.

Type: Independent

Attempts per week: 2

Ogres and their ilk have roamed the wastelands for centuries, terrorizing the countryside. They are brutal and fierce fighters. Many things can be learned from their fighting techniques however, and you have set out to bring this knowledge back to your army.

Rules: May only be completed by an army of at least level 3. Your opponent begins the game with the following characters in the first rank (3) Tanner Trollson (3) Phar'Dunn (2) Belsamoreth, and (1) Vahdrok the Crippler (equipped with Bracers

of *Ogre Power*) in the second rank. You have 3 rounds to defeat the beasts before the call goes out for reinforcements. You gain 50 XP for this quest.

Bonus: Your opponent gains 20 XP if the secret of the wastelands is protected.

TERRAIN

Battle comes to you, and the decision on where it will happen isn't always yours. A terrain is used to represent the location of a specific battle; it alters the normal game in some fashion. The terrain in effect is not known by the players ahead of time, so they cannot alter their deck to avoid possible penalties. League organizers can determine in which fashion they will use terrain (if at all), and how it will change each week. Terrain effects the league in the following way:

Permanent: A random terrain is in effect for entire week. All games being played during this time are under the effects of the same terrain.

Temporary: Before any battle, one player rolls a d20. If the roll is 5 or less, then only the current game is under the effect of a random terrain. Otherwise it acts as permanent terrain.

Terrain 1 — Dwarven Caves

The battle rages within the ancient caves of the dwarves. Shoulder-to-shoulder you stand with your comrades, forcing your way to the front line. However, the narrow passages restrict your movement.

Rules: Armies may never be more than 5 characters wide at any point during the battle (characters may not move forward or be brought into play if this would make the army 6 wide).

Terrain 2 — Nothrog Swamps

Lying before your marching army is a large dismal swamp. Within its muck your next battle awaits. Your steeds take long careful steps to avoid slipping.

Rules: Steeds may not be spent as an action to move forward or backward a rank.

Terrain 3 — High Winds

The winds have suddenly picked up with tremendous force, driving dust and dirt into your army's eyes. Your archers struggle to focus on their targets.

Rules: All ranged attacks suffer a -1 penalty.

Terrain 4 — Open Fields

Before you lay fields of gold, soon to be stained crimson with the blood of your enemies. Your troops have an easy time seeing the enemy before them and making tactical maneuvers.

Rules: Characters may move an additional rank when spending to move. Normally this will allow a character to move up to two ranks by spending. Some characters such as *Orazhuk* may move 3 ranks, with his special ability.

Terrain 5 — Mountain Pass

The great rocks tower about your army as it progresses down through the mountain pass. Your generals have a difficult time coordinating their forces.

Rules: Players may not play more than 2 characters each turn during this battle.

Terrain 6 — Strange Voices

A strange mist rises from the ground, surrounding you and your troops. You swear that you hear the voices of your ancestors calling to you, and their ancient wisdom helps your army.

Rules: All difficulty checks that players roll for are made with a +2 to the roll.

Terrain 7 — Mission of Death

Your army has its disposal a killer, trained in the arts of assassination. She is on a single mission to destroy your enemy, knowing full well that she will never return.

Rules: Once per game, any player may discard a card from their hand to use as a level 5 classless action with the following text:

React: Play before this character makes a melee strike roll targeting a spent opponent. The strike roll is considered a "natural 20" or "natural 19" (player's choice), and inflicts an additional wound.

Terrain 8 — Fog of Forgetfulness

The site of the current battle is an ancient burial ground, unbeknownst to either of the armies involved. As the fight rages on, a strange mist envelops the participants. The fog prevents your armies from remembering their special training. They must concentrate simply on staying alive.

Rules: All characters, except for your Warlord are considered to have Blank Text boxes, with the exception of those with Factional alignment (this may actually benefit some characters such as the *Firebridge Cyclops*).

Terrain 9 — Support of the Guilds

The guilds have many resources, the least of which is additional bodies to help your cause.

Rules: At the beginning of the game (after the players' initial armies are revealed), each player may add two additional level 1 characters and one additional level 2 character to his or her army from their deck.

Terrain 10 — The Generals

Your Warlord's commands on the battlefield must be carried out without question. There are those of greater experience within your army to help these orders reach their destination.

Rules: At the beginning of the game, while players are revealing their starting armies, each player may start with a level 3 character, in the third rank, to represent this additional knowledge of battle. Choose your general wisely.

Terrain 11 — Uh Oh...

Something has gone terribly wrong! One of the wizards in the current battle has had his spell backfire. Instead of sharpening his army's weapons, it has instead dulled them! The effects are far reaching, and the miscast spell reaches both arsenals equally.

Rules: For this battle, only one wound is inflicted with each melee strike, regardless of other effects. Spells are not affected by this terrain.

Dance Around Death

Warlord:

1 Logan Ebonwoulfe

Starting Characters:

3 Keziah

1 Angus Hammerfall

1 Davingnon

Characters:

3 Rora Blackmane

2 Angus Hammerfall

2 Davingnon

3 Alia

3 Fauve Mightyheart

3 Su-tatra

3 Demon of Kvar

Items:

2 Shade Lion

2 Garrote

2 Bracers of Ogre Power

2 Portable Hole

2 Sword of the North

Actions:

3 Nimble Fingers

3 To Fight Another Day

3 Dodge

3 Too Fast to See

3 Whirlwind Attack

Dance Around Death centers on Logan eliminating opposing characters with melee strikes. Since risking your Warlord in the front rank can be dangerous, many of the cards in this deck are used to keep Logan safe.

The Shade Lion, Portable Hole, and Sword of the North increase Logan's mobility. Using the Shade Lion and Portable Hole, keeps him out of the range of melee and ranged strikes for most of the turn. This allows for the accumulation of the defensive actions until they are needed. In addition to providing Logan with the ability to move forward one rank each turn, the Sword of the North can provide an attack bonus or an additional melee strike. The +4 attack bonus is also helpful to boost Logan's lowest attack bonus before using a Whirlwind Attack.

A secondary theme of the deck is to keep opposing characters spent. Spent characters are not only easier targets to hit, but are unable to perform melee strikes themselves. While Fauve Mightyheart, the Demon of Kvar, and Su-tatra are solid, Alia and characters equipped with a Garrote gain bonuses to their melee strikes against spent characters.



By Vince Turner

Initiative. Every turn we roll to see who has it. It's something we do time and time again, and become so familiar with that sometimes we take it for granted. But for such a simple and routine action, it has the capacity to seriously affect the rest of the turn, and ultimately the game. Many matches can be decided by who wins the first turn's initiative. So what makes these simple two dice rolls so important?

Perhaps most importantly, winning initiative allows you to take the first action in a turn. In the first turn this can be crucial. Get lucky with an attack as your first action and you can disrupt your opponent's strategy, fouling up his rank structure. Take out a rank one, and he has to move or play another rank one before he can play another rank two; taking out a rank two denies a rank three, and so on. Alternatively, if you take out a rank one when there's two ranged strike characters in rank two, then the opponent faces difficult decisions. Knowing that your next action could kill a rank one and force an illegal rank, does he spend a ranged attack and fall him forward stunned or fall the unspent forward? Or does he play a rank

one from his hand, forfeiting an attack to try and maintain structure? Or maybe he moves the Warlord forward and then falls him forward stunned to the front rank — a risky but viable strategy with some decks.

As can be seen, just getting lucky with the first attack means your opponent might have to seriously rethink his strategy — and when things aren't going as planned for him, you've got the upper hand. That's just considering a basic attack; once actions come into play it can get a whole lot worse. Attacks that target more than one person can be particularly deadly when unleashed as the first action. Taking two people out of the front rank forces the illegal rank straight away — effectively taking three characters out of action (two dead, one second rank spent). There is only one card that allows this straight away, *Flame Arrows* (Lvl 2 wizard, two +2 ranged strikes). Similarly the wizards have *Sleep* at their disposal (Lvl 1 wizard, two Lvl ones or one Lvl 2 DC13 or stun). Later on when higher level actions are brought into range many more multiple target actions become available (for all classes) that allow a player to cut swathes through the opposing army before the opponent has even played a card. And of course *Alessandressa* and the *Dragon's Breath* have innate abilities that allow them to target two at once, as does *Doombringer's* simulation of *Flame Arrows*.

Similarly *Johan Halfblood* and *Jad'harak's* abilities to grant an additional action are worthy of mention — they present the opportunity of two basic attacks before the opponent has time to react.

In addition to these advantages, the first kill allows you to play the first *Levelled!* or *Experienced Archer*. Both could be equated to play an item on the character, so effectively you've just taken two actions before your opponent taken one.

So, now that the importance of winning initiative has been discussed, how do you actually go about ensuring you win it? Let's start with the obvious. Play *Deverenians*. More so than any other faction, the *Deverenians* have characters that tilt the odds in their favor. A formidable fighter in his own right, *Lord Gahid Rellion's* ability to roll two dice for initiative shifts the odds from straight evens to 2:1 in your favor. When complemented by the *Beast Knight's* plus two to initiative you will seldom lose initiative. Place more than one *Beast Knight* in play and you're in great shape.

At this point it's worth mentioning one particular *Deverenian* who benefits from winning the initiative — *Master Anandale*. With a guaranteed spending of his opponent



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bonus, the only one applicable for a starting line up — and also available for a *Deverenian Duchess Brymin* deck. The dwarves have *Heart*, whose +10 will almost certainly grant you the initiative at a crucial moment, but at the cost of his own life. Everyone else comes off poor-



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and near-guaranteed first attack, the *Master* can seriously hamper an opponent's plans, and many will hesitate to put a strong character into the front rank until the *Master* has attacked.

Other characters that give bonuses to initiative are few and far between. The *Free Kingdoms* have the *Halberdier* with a +1

er with not a single character that currently seizes the initiative for them. Still there's one card that everyone can use: *Improved Reflexes*. A +5 gives you a reasonable chance of winning, and all you need do is spend someone. The question is, how badly do you want that initiative?

The Lycanthrope's Bite

Warlord:

1 Yscar the Elder

Starting Characters:

3 Brine Fiend

2 Keridwen

Characters:

3 Devon Harper

3 Sabith Yscar

3 Amon Selket

3 SS-saurth

2 The 9 Cats of Hell

3 Demon of Kvar

2 Jackals of Mourn

Items:

1 Elephant Form

1 Wolf Form

3 Bear Form

3 Roc Form

2 Spider Form

Actions:

3 Throw

3 Backstab

3 Assassination

3 Too Fast to See

3 Whirlwind Attack

The Lycanthrope's Bite is designed to blitz Yscar the Elder to the front as quickly as possible. With Yscar's ability to retrieve any lycanthrope form from the deck, he can equip a Roc Form on the first turn of the game, which allows him to move to the front rank on the first turn without spending.

Once in the first rank, Yscar can play another form that is more beneficial to a melee attack, such as the Bear Form or Spider Form.

Managing the use of Yscar's forms is a key to the success of the deck. Elephant Form, for instance, should not be played until he has suffered two wounds. Once the use of certain forms becomes unnecessary, Yscar's ability to remove those forms from the deck increases the likelihood of drawing a more beneficial action or character during the draw phase.

The actions in this deck are included to improve Yscar's attacks. Backstab and Assassination increase the number of hits inflicted with a melee strike and improve Yscar's chances of hitting, but only when the target is spent. Whirlwind Attack allows Yscar to attack the opponent's entire front rank, although at Yscar's lowest attack bonus.

BLACK KNIVES™

Actions

- ☐ Assassination
- ☐ Backstab
- ☐ Ball Lightning
- ☐ Banish the Wound
- ☐ Bar Fight
- ☐ Battle Plans
- ☐ Below the Helm
- ☐ Between the Ribs
- ☐ Blast
- ☐ Bless
- ☐ Blind
- ☐ Blink
- ☐ Bloodthirsty
- ☐ Bull Strength
- ☐ Burning Hands
- ☐ Calm
- ☐ Caltrops
- ☐ Cause Fear
- ☐ Chain Lightning
- ☐ Charge
- ☐ Charm Person
- ☐ Cleave
- ☐ Come Get Some
- ☐ Critical Strike
- ☐ Crush
- ☐ Cure Lethal Wounds
- ☐ Cure Serious Wounds
- ☐ Death Blow
- ☐ Death Rune
- ☐ Decay
- ☐ Dispel Magic
- ☐ Distraction
- ☐ Distrust
- ☐ Divine Guidance
- ☐ Divine Intervention
- ☐ Dodge
- ☐ Extensions
- ☐ Final Stand
- ☐ Finesse
- ☐ Fireball
- ☐ Flame Arrows
- ☐ Fumble
- ☐ Giant Growth
- ☐ Gift From Above
- ☐ Great Cleave
- ☐ Grey Elf's Gratitude
- ☐ Hamstring
- ☐ Holy Energy
- ☐ I Have Your Back
- ☐ Ice Bolt
- ☐ If You Still Breathe...
- ☐ Improvised Weapon
- ☐ Inferno
- ☐ Jack of All Trades
- ☐ Jump
- ☐ Leadership
- ☐ Leveled!
- ☐ Lightning Bolt
- ☐ Loyalty's Reward
- ☐ Madriga's Defense
- ☐ Mass Blessing
- ☐ Meet at the Inn!
- ☐ Meteor Swarm
- ☐ Nice Try
- ☐ Nimble Fingers
- ☐ Not Fast Enough
- ☐ Only Ruined My Shield
- ☐ Out of the Shadows
- ☐ Overhand
- ☐ Overrun
- ☐ Poisoned Blade
- ☐ Power Word: Kill
- ☐ Prismatic Spray
- ☐ Push
- ☐ Put to the Test
- ☐ Relentless
- ☐ Reserves
- ☐ Righteous Faith
- ☐ Rune of Swift Striking

- ☐ Sacrifice
- ☐ Sand in Your Eyes
- ☐ Scavenge
- ☐ Shatter
- ☐ Shield Bash
- ☐ Smite
- ☐ Speed of the Gods
- ☐ Spite
- ☐ Stinking Cloud
- ☐ Summon Avatar
- ☐ Summon Champion
- ☐ Summon Guardian
- ☐ Summon Imp
- ☐ Summon Monster
- ☐ Swift
- ☐ Take Advantage
- ☐ Tales at the Inn
- ☐ Taunt
- ☐ Teleport
- ☐ Test of Faith
- ☐ The Better Part of Valor
- ☐ The Gauntlet
- ☐ Throw
- ☐ To Fight Another Day
- ☐ Too Fast to See
- ☐ Trample
- ☐ True Aim
- ☐ Turn Undead
- ☐ Turned to Stone
- ☐ Virtue
- ☐ Wall of Air
- ☐ Web
- ☐ Whirlwind
- ☐ Whirlwind Attack

Characters

- | | |
|---|------------|
| <input type="checkbox"/> Aenne the Tempest | Deveranian |
| <input type="checkbox"/> Baudwyn Troubadour | Deveranian |
| <input type="checkbox"/> Bishop Koenraad | Deveranian |
| <input type="checkbox"/> Bruin Lenoire | Deveranian |
| <input type="checkbox"/> Cador | Deveranian |
| <input type="checkbox"/> Cardinal Scelus | Deveranian |
| <input type="checkbox"/> Count Damien | Deveranian |
| <input type="checkbox"/> Darius | Deveranian |
| <input type="checkbox"/> Duchess Brymin | Deveranian |
| <input type="checkbox"/> Elaneor Tremayne | Deveranian |
| <input type="checkbox"/> Imperial Guard | Deveranian |
| <input type="checkbox"/> Lady Beatrix | Deveranian |
| <input type="checkbox"/> Lady Meleagrance | Deveranian |
| <input type="checkbox"/> Lord Anguisant | Deveranian |
| <input type="checkbox"/> Master Anandale | Deveranian |
| <input type="checkbox"/> Princess Dashkova | Deveranian |
| <input type="checkbox"/> Sir Diotram | Deveranian |
| <input type="checkbox"/> Sir Euain | Deveranian |
| <input type="checkbox"/> Slayer the Unkind | Deveranian |
| <input type="checkbox"/> Squire Kelanor | Deveranian |
| <input type="checkbox"/> Theoloc | Deveranian |
| <input type="checkbox"/> Uthival Tremayne | Deveranian |
| <input type="checkbox"/> Avalanche | Dwarf |
| <input type="checkbox"/> Axe | Dwarf |
| <input type="checkbox"/> Basalt Gargoyle | Dwarf |
| <input type="checkbox"/> Claw | Dwarf |
| <input type="checkbox"/> Darkness | Dwarf |
| <input type="checkbox"/> Faith | Dwarf |
| <input type="checkbox"/> Gnorrow Yaw | Dwarf |
| <input type="checkbox"/> Guardian | Dwarf |
| <input type="checkbox"/> Hammer | Dwarf |
| <input type="checkbox"/> King Xod | Dwarf |
| <input type="checkbox"/> Knowledge | Dwarf |
| <input type="checkbox"/> Kohn Peacehand | Dwarf |
| <input type="checkbox"/> Poison | Dwarf |
| <input type="checkbox"/> Prince Alaric | Dwarf |
| <input type="checkbox"/> Rock Crawlers | Dwarf |
| <input type="checkbox"/> Saul Tombcarver | Dwarf |
| <input type="checkbox"/> Shield | Dwarf |
| <input type="checkbox"/> Sky | Dwarf |
| <input type="checkbox"/> Stalwart | Dwarf |
| <input type="checkbox"/> Stone | Dwarf |
| <input type="checkbox"/> Strongarm | Dwarf |
| <input type="checkbox"/> Truth | Dwarf |
| <input type="checkbox"/> Alesandressa | Elf |
| <input type="checkbox"/> Artheon | Elf |
| <input type="checkbox"/> Behlial | Elf |
| <input type="checkbox"/> Cordeos | Elf |
| <input type="checkbox"/> Daedelia | Elf |
| <input type="checkbox"/> Elenitakis | Elf |
| <input type="checkbox"/> Ellyah | Elf |
| <input type="checkbox"/> Fethinos | Elf |

☐	Gueniveure	EH	U	☐	Balmtear's Potion	R
☐	Hassimal	EH	U	☐	Belt of Heroes	U
☐	Jigoral	EH	C	☐	Bloodstained Dagger	U
☐	Kether	EH	C	☐	Bloodsteed	U
☐	Lathos	EH	R	☐	Blue Willow Wand	C
☐	Lucien Stormcrow	EH	C	☐	Bracers of Archery	C
☐	Magheline	EH	C	☐	Bracers of Hember	R
☐	Noenare	EH	U	☐	Bracers of Ogre Power	R
☐	Paletis	EH	C	☐	Breastplate of Power	R
☐	Rathe	EH	R	☐	Bruntor's Helm	U
☐	Valanthe	EH	U	☐	Chain Mail	U
☐	Whispershot	EH	C	☐	Crystalsphere Staff	R
☐	Wythien	EH	U	☐	Dagger	C
☐	Yanthorine	EH	C	☐	Deverenian Hound	R
☐	Alia	Free Kingdoms	U	☐	Dwarven Warhammer	U
☐	Angus Hammerfall	Free Kingdoms	U	☐	Glyph of Fate	R
☐	Azamereth Flamekeeper	Free Kingdoms	U	☐	Griffon of Miesear	U
☐	Baqbou Umbala	Free Kingdoms	U	☐	Hammer of Peronor	R
☐	Basil Nemis	Free Kingdoms	C	☐	Handaxe	U
☐	Chinua Ukwu	Free Kingdoms	U	☐	Havat-lahn Stance	C
☐	Darian Windson	Free Kingdoms	R	☐	Healing Potion	U
☐	Edouard	Free Kingdoms	C	☐	Heavy Crossbow	C
☐	Frederik Lahr	Free Kingdoms	C	☐	Horn of Fog	U
☐	Halberdier	Free Kingdoms	U	☐	Invisibility Potion	U
☐	Jack Casey	Free Kingdoms	U	☐	Long Sword	U
☐	Keziah	Free Kingdoms	C	☐	Loyal Nag	U
☐	Logan Ebonwoulfe	Free Kingdoms	D	☐	Main Gauche	C
☐	Maximillian	Free Kingdoms	R	☐	Mixed Potion	C
☐	Rahku Mennanakh	Free Kingdoms	R	☐	Najawat Ring	U
☐	Rora Blackmane	Free Kingdoms	C	☐	Nehil	C
☐	Sali	Free Kingdoms	C	☐	Nothrog Armor	U
☐	Serah ni Fhionn	Free Kingdoms	C	☐	Phonstone	U
☐	Sir Robert the Vigilant	Free Kingdoms	R	☐	Pike	C
☐	Timothy Windson	Free Kingdoms	C	☐	Poison Dagger	R
☐	Uther Killer-of-Bears	Free Kingdoms	R	☐	Portable Hole	U
☐	Vorgurn	Free Kingdoms	R	☐	Riding Horse	D
☐	Belsamoreth	Mercenary	U	☐	Ring of Deverenians	D
☐	Black Tom of Corinth	Mercenary	R	☐	Ring of Dwarves	D
☐	Blackwind	Mercenary	R	☐	Ring of Elves	D
☐	Brine Fiend	Mercenary	C	☐	Ring of Free Kingdoms	D
☐	Demon of Kvar	Mercenary	R	☐	Ring of Nothrogs	D
☐	Devon Harper	Mercenary	C	☐	Ring of Vorn	U
☐	Doppleganger	Mercenary	U	☐	Robe of the Wind	R
☐	Fett Anjaran	Mercenary	R	☐	Rod of Roaring Flames	U
☐	Fireridge Cyclops	Mercenary	U	☐	Scale Mail	U
☐	Johan Halfblooded	Mercenary	R	☐	Shade Lion	U
☐	Keridwen	Mercenary	U	☐	Signon's Armor	R
☐	Lazarus Saul	Mercenary	U	☐	Soft Leather Armor	U
☐	Maidenhair Serpent	Mercenary	U	☐	Spell Book	U
☐	Sabith Yscar	Mercenary	C	☐	Staff	R
☐	Sakarian Giant	Mercenary	C	☐	Staff of War	C
☐	Shade Harpy	Mercenary	C	☐	Symbol of Kor	R
☐	Shield Wall	Mercenary	C	☐	Tears of the Storm	R
☐	Sorscha	Mercenary	R	☐	The King's Lady	R
☐	SS-saurth	Mercenary	C	☐	Timber Wolf	R
☐	The Quest Beast	Mercenary	R	☐	Vorpal Blade	R
☐	Thunic Wyvern	Mercenary	U	☐	Wyvernskin Robe	R
☐	Toren Yscar	Mercenary	U	☐	Wyvernsting Bow	R
☐	Tyren Ruskin	Mercenary	C	☐	Yedraw's Tooth	R
☐	Vahdrok the Crippler	Mercenary	R			
☐	Ballista Crew	Nothrog	C			
☐	Catapult Crew	Nothrog	U			
☐	Dakat	Nothrog	U			
☐	Gorzhek	Nothrog	U			
☐	Grukth	Nothrog	C			
☐	Husuk	Nothrog	R			
☐	Kenia	Nothrog	U			
☐	L'sara	Nothrog	C			
☐	Maakh	Nothrog	U			
☐	Maddawc	Nothrog	C			
☐	Orazhuk	Nothrog	R			
☐	Orochoff	Nothrog	U			
☐	Phar'Dunn	Nothrog	U			
☐	Rren'the	Nothrog	R			
☐	Sethusk	Nothrog	R			
☐	Taoth	Nothrog	D			
☐	Taoth's Axemen	Nothrog	C			
☐	Timmuk	Nothrog	C			
☐	Tsinanok	Nothrog	C			
☐	Urg	Nothrog	C			
☐	Uthanak	Nothrog	R			
☐	Varg	Nothrog	R			

Items

☐	2-Handed Sword	C
☐	Amulet of Force	R
☐	Anandale's Armor	R
☐	Bag of Holding	R

A Wizard and a Wall of Thugs

Warlord:

1 Taoth

Characters:

2 Timmuk

1 Urg

1 "Mad" Pat Carrik

1 Slave Labor

Characters:

1 Timmuk

2 Urg

2 "Mad" Pat Carrik

2 Slave Labor

3 Stoneblight Cyclops

3 Toren Yscar

3 Yemat

3 Murgan

Items:

2 Spell Book

3 Nehil

Actions:

3 Leveled!

3 Wizard's Guild

3 Fireball

3 Prismatic Spray

3 Ice Bolt

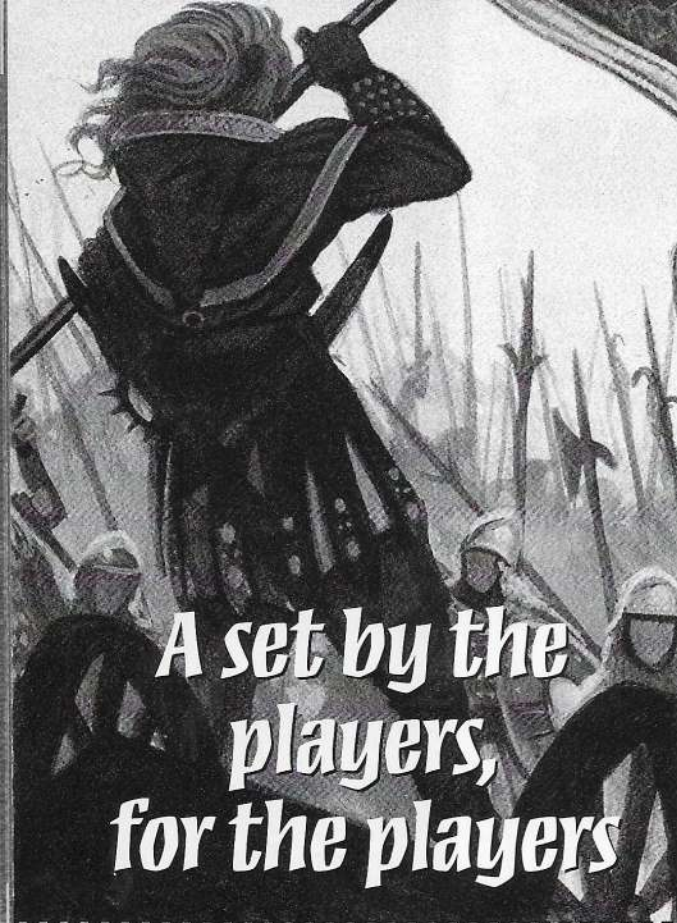
3 Sleep

2 Meteor Storm

A Wizard and a Wall of Thugs takes advantage of three strengths of the nothrog.

First, the deck incorporates six low-level characters who can inflict multiple wounds with a single melee strike. Timmuk and "Mad" Pat Carrick can stop an opponent's wall of multiple hit point characters from dominating the game. Because these two characters have low armor classes, Urg is used to ensure that opposing strikes do not eliminate these characters too quickly, and is especially beneficial in stopping an early Flame Arrows from disrupting this deck's ranks.

A Wizard and a Wall of Thugs also features characters with multiple hit points to develop a barricade between the front rank and Taoth, who usually moves into the second rank on the first turn of the game. In addition to the Slave Labor who start the game in the second rank, this deck includes Murgan who has three hit points and the ability to heal one wound per turn as an order.



Set Introduction:

Call to Arms

So many players have good ideas for cards and the direction of Warlord that we decided to give them a chance to build their own set. Last issue we told you about the plans to construct a set totally based on player's card ideas. This will be a 300+ card set. Every action card, character card and item card will be based on player submissions.

You may be asking yourself: "How do I send in my card idea for publication?" You need to fill out the card submission form provided below. Sign the form and send it in to the following address:

AEG

Attn: My Card Idea

4045 Guasti Rd. #212

Ontario, California 91761

Ideas submitted without the attached form will be discarded and will not be made available to the designers. However if you fill out the form completely and if your idea is chosen, we will place your name on the card that evolves from your idea! Minor changes may be made during playtest to balance that card with other cards in the game, but only those changes that are absolutely necessary will be made. Everything from low to high level items will be considered, as well as Warlords, characters, and actions.

We are expecting many submissions so you need to make those card ideas stand out. Send in your most original card ideas. There is no limit to the number of ideas that you may submit. So photocopy the submission form and submit away.

I, _____, understand and agree to the following terms:

Name

Enclosed or attached artwork, storylines, character developments, card ideas and other intellectual property (collectively "work") received by the Alderac Entertainment Group ("AEG") is considered a gift, and all the donor's rights, title and interest in and to the Work (including copyright, trademark or other intellectual property rights) is freely given to AEG, and becomes the property of AEG. AEG is in no way responsible to consider the Work or pay any transfer fees, licensing fees, royalties or any other considerations to the donor. AEG reserves the right to refine, alter or modify the Work at their discretion.

Based on the above understanding, I hereby submit the enclosed work.

Please print legibly.

Signature:

Date:

Print Name

City, State, Zip, Country

(Area Code) Phone Number:

Email Address

Card Idea:

Card Name:

Class (Circle): None, Cleric, Fighter, Rogue, Wizard

Level or Level Requirement:

Type (Circle): Action, Character, Item

Attack Bonus (Character or Item Only):

AC Bonus (Character or Item Only):

Skill (Character Only):

Wounds (Character Only):

Card Text:

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Last Chance!

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Next Issue

Nest of Vipers

The newest expansion for Warlord hits the shelves and we give you the low down; we may even clue you into the following set.

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We go even farther into the realm of the Medusan Lords.

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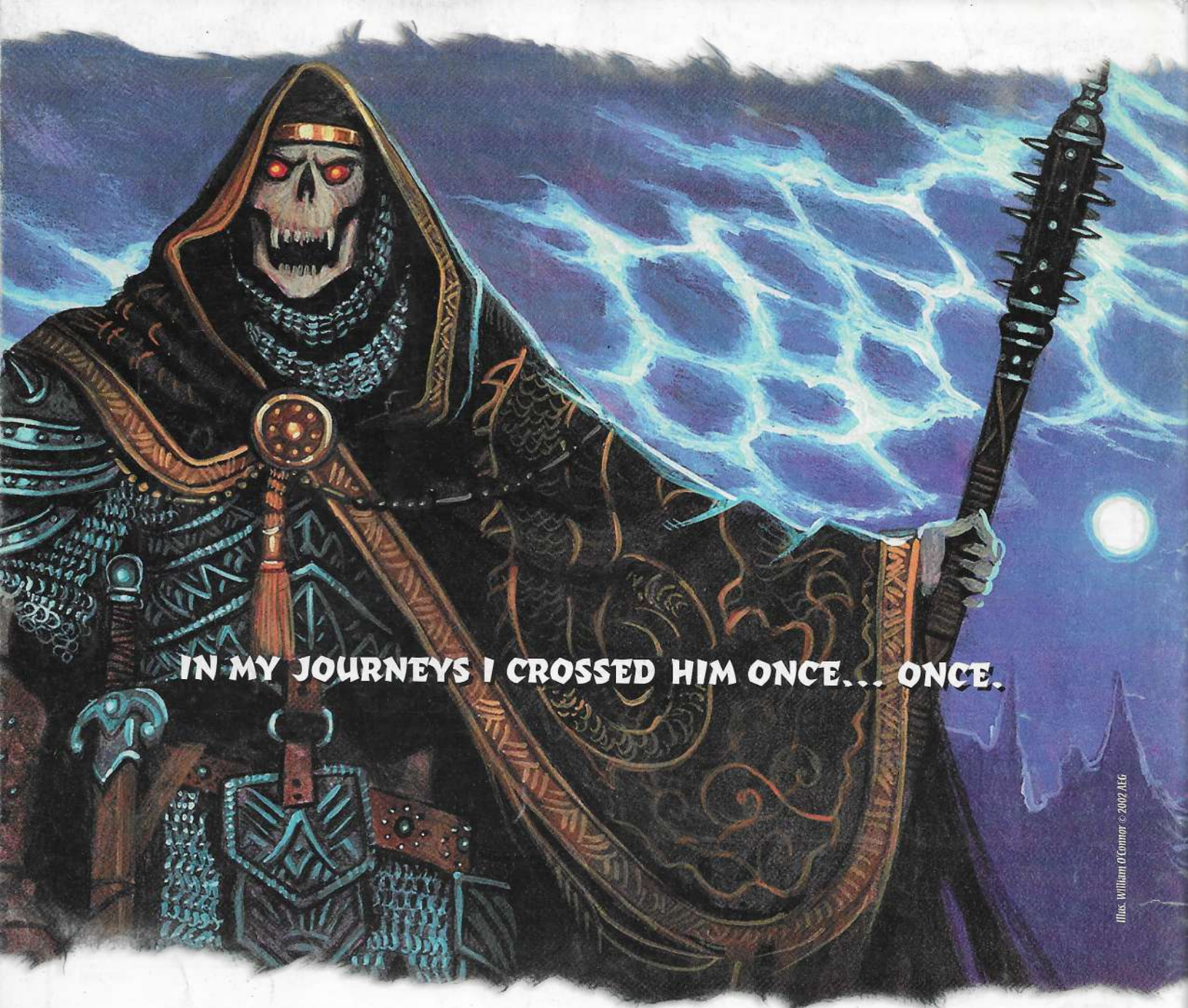
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Promos

A complete list and where you can find these rare and valuable cards.



IN MY JOURNEYS I CROSSED HIM ONCE... ONCE.

Illustration by William O'Connor © 2002 AEG

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Nest of Vipers™

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