

The War Journal



STRATEGY FOR WARLORD: SAGA OF THE STORM

Top Cards
*Rated by the Players
and Designers*

**A Warlord
Christmas**
*Dashing Through
the Carnage!*

GENCON

*The Complete
Wrap up!*



VOLUME 01 • ISSUE 03 • OCTOBER 2002

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The War Journal

STRATEGY FOR WARLORD: SAGA OF THE STORM CCG



DEVERONIANS



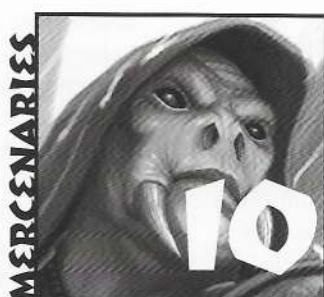
DWARVES



ELVES



FREE KINGDOMS



MERCENARIES



NOTHROG

Well the summer cons are over, and this year was perfect. It's always good to see the best players come to GenCon and Origins with their game faces on. Congratulations go out to North American Champion, Nathan Pelston and World Champion, Jeff Sisemore who have established themselves as the best of the best in the world. A shout also goes out to the Dragon Slayers, Adam Deephouse and Tyler Hoodjer, who, between them, have more Dragon Lords than anyone!



The Medusan Lords contest has proven particularly popular, and this edition of the Warlord Journal contains a special article from the Medusan Slayer himself: Richard Bowers-Dean. How he took down TWO Medusan Lords will remain a mystery to plague game theorists until the day they die. Of course shame shall be cast upon the names of John Zinser and David Williams (who in his defense, was recovering from a late night) who both lost Medusan Lords to Richard's Warlord armies. His success against my AEG co-workers lets me walk around the office saying to the fallen: "Where are your Medusan Lords?"

One of my favorite things about the Medusan Lord / Dragon Lord promotion was sitting in the challenge booth playing with you. It was great meeting all of you and I hope to see you again in the near future. If you missed your chance to challenge the Dragon Lord, he will be on the Mega-Tour. Even the remaining Medusan Lords will be making stops at select locations. So don't miss the boat! Stay tuned to Warlordccg.com, Deverenia.com, and temple-of-lore.com for more information.

As great as these events were, however, they're nothing compared to what's coming up. If you thought Origins and GenCon were big this year, just wait... We have plans for the next 12 months of Warlord, from another Mega-Tour, to a second promotion like the Abyssal Attack, to more Medusan Lords, and my favorite: The Santa Slayer Christmas Promotion! In short, I am STOKED about the upcoming year, and I hope you are, too!

Fight on and hold on for the ride of your life!

Erik Yaple
Warlord Brand Manager



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Fire and Lightning A Wizards Guild deck

Player:

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Warlord:

1 Anton

Starting Characters:

2 Artheon

3 Keziah

Characters:

2 Baqbou Umbala

3 Brine Fiend

2 Clariste

2 Demon of Kvar

3 Fireridge Cyclops

2 Gahred Nenrayhil

2 Gaston Bonhomme

1 Toren Yscar

2 Vorgurn

2 Xanthis

Items:

1 Doombringer

2 Glyph of Fate

2 Narawat Ring

1 Ring of Vorn

1 Robe of Eyes

2 Spell Book

1 Tome of the Archmage

Spells

3 Chain Lightning

3 Fireball

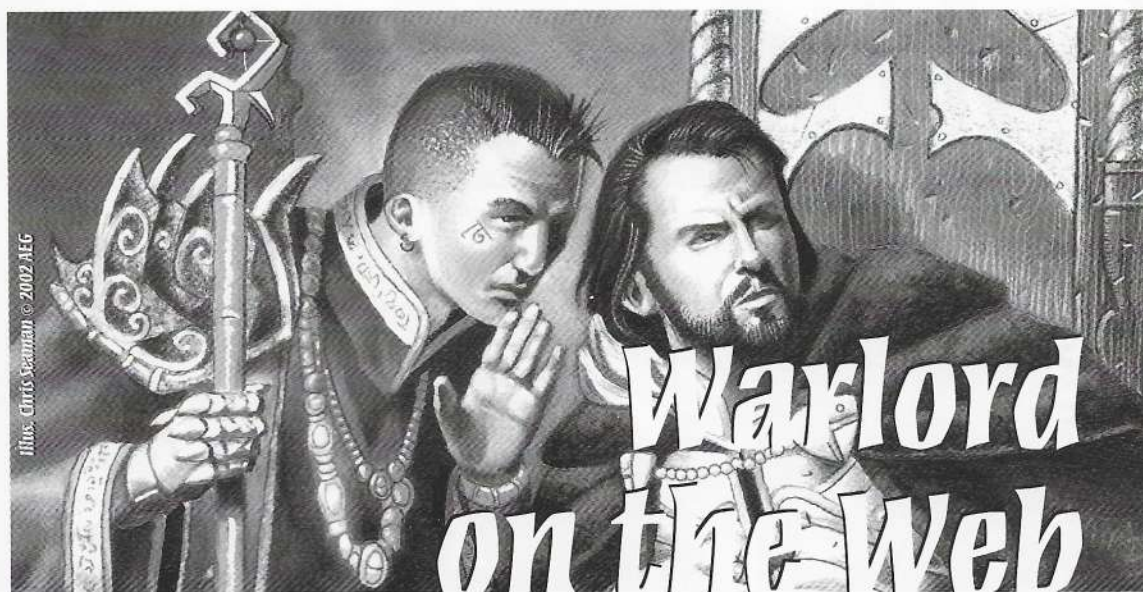
3 Inferno

3 Invoke Spirit

3 Magic Missile

This deck may not seem as stable as most, and quite frankly, it isn't. But what it lacks in wounds and AC, it makes up for in wiping out the opponent's attackers. Anton can already throw Chain Lightning, but with a single Spell Book, as can Gaston. Ghared doesn't even need the Spell Book, though the chance of a failure is always there with him. They can also cast Infernos just as well. Imagine the fear when two Chain Lightnings race down an opponent's ranks one after another! The Glyphs are there to guarantee hits, (especially if the opposing Warlord is in the front rank), to guarantee initiative the next turn, or to make sure Ghared can throw the big spell without fail, whichever is most beneficial.

The real killer in this deck is Magic Missile. When Anton equips the Tome and a Spell Book, he can throw up to 7 Magic Missile attacks on a single spend order. If you are lucky enough to pull this with Invoke Spirit and the Ring of



By Todd "Loremaster" Rowland

When any game is a hit, web sites related to the game pop up all over the Internet. Warlord is certainly no exception, and there are some fantastic resources that devoted fans have made available. This is by no means a comprehensive list, but these sites will give you a ton of information!

Warlordccg.com – No better place to start than the official website for Warlord. This is AEG's page, complete with product news, official fiction, maps of Accord, and even a designer's diary, which lets you in on the process behind designing a collectible card game. Spend some time here, then click the Store button to spend some money!

Deverenia.com – The official unofficial news site for Warlord. AEG releases news bites to Deverenia.com first and sends Deverenia.com exclusive content you won't find anywhere else. Magnus Arcadis does his best to keep it up to the minute! Check often to stay abreast of developments in the game! Deverenia.com also has a list of artists and their contact info, so if you find a card you really love, you can probably order a print of the art!

Temple-of-lore.com – This is the oldest Warlord fansite on the net, beating Deverenia.com by about a week! The Temple is probably best known for its forum discussion boards, with sections for rules, story, factions, strategy, and many other facets of the game. There is also a full moderator team that makes sure the discussions stay as close to topic as possible. The Trade Forum is where you can offer up cards for trade

online, and have the security of the Trade Reports List to ensure you can trust who's on the other end. The Temple has private messaging for other members, fiction archives (official and fan fiction), general articles such as how to submit card ideas, downloads, extensive links, polls, tournament announcements and reports, and much more. The Temple also receives exclusive content from AEG, including spoilers of cards from upcoming sets.

Gamesmeister.com – Gerry Crowe maintains the official Warlord FAQ (Frequently Asked Questions) and keeps it updated on this gamesite. The FAQ holds the answers to nearly 90% of questions that will come up in Warlord. Read the FAQ. Love the FAQ. Be one with the FAQ. Gerry is also a member of the Warlord design team, and one of the two official rules gurus (the other being Dave Williams).

Warlordspoiler.com – This is one of the best spoiler sites I have ever seen. Robert Ramos has really come up with an easy-to-use database of cards from all the sets so far. You can search by card type, faction, level, or any combination of those. All of the information from the cards is there, including card number and rarity. This site is a great tool for deck building, especially when you are goofing off at the office and can't have your cards with you!

Sir Donall's Estate –

(<http://home.nycap.rr.com/daugherty/Warlords/warlordshome.htm>) – A rich repository of fiction from Warlord. It even has flavor text cross-referenced by which cards the text comes from and who it refers. It also groups cards whose flavor texts play off one another to create larger story points.

In Production:



By James Brooks

Siege adds 150+ new cards to the pool as well as 6 new Warlords. The set is due for release this fall, but we thought we'd give you a little sneak peak at the new Warlords each faction has to offer.

Deverenians

The Deverenians bring *Master Isil Loth* to the battlefield for *Siege*. This evil wizard may use 1st and 2nd level fighter actions. His stats represent a fighter's nature more than a wizard's at +4/+4 ATK, 13 AC, +8 skill and 3 hit points. He also has the ability to spend to target a rank within two ranks to give all characters in that rank -5 AC until the end of the turn. That's like the offense of *Mass Blessing* for your front rank, every single turn if you wish.

Dwarves

The new Dwarven Warlord, *Trench*, allows your Dwarves to play a defensive game. His ability grants all of the Dwarves in his army a bonus to their AC as well as the *Riposte* skill. Other than that this good Warlord carries average stats for a Dwarf fighter who is a Warlord. +7/+3 ATK, 15 AC, 3 hit points and a +7 skill. If you thought hacking through dwarves was tough before, wait until the bad boy hits play. Using his ability on the first action could drastically alter the quick pace of the game, and allow *Trench* the time he needs to bring out some hefty support such as *Xod* or *Vahalla*.

Elves

The new Elven Warlord, *Saunginel*, is a cleric/druid. He increases your hand size and has the *Scribe* skill. This evil Warlord boasts some pretty decent stats at a +5 ATK, 13 AC, +10 skill and 3 hit points. His *Scribe* skill along with his increased card flow will make for some timely *Mass Blessings* or *Insect Plague*.

Free Kingdoms

The Arcane Archer *Captain Dukat* leads the Free Kingdoms for this expansion. This good rogue Warlord has a +5 ATK, 16 AC, +8 skill and 3 hit points. In addition he increases all of the ranged attacks performed by your Free Kingdoms characters as well as possessing the ability to discard spells to produce ranged attacks. The Captain will probably be seeing a lot of play with *Anton*.

Mercenaries

The good fighter *General Lund* leads the Mercenary forces in *Siege*. +9/+4 ATK, 13 AC, +6 skill and 3 hit points keep him in the action, while his *Charisma* feat and ability to spend to ready two lower level Mercs can add up to some pretty devastating turns. Combined with a pair of the *Babbling Mouths* he can produce 8 extra strikes per turn.

Nothrog

The Nothrogs received perhaps the most interesting Warlord to date. *Rreg'Jen* is an evil rogue with +6 ATK, 16 AC, +4 skill, and 3 hit points. The catch is that her hand size is reduced by four and she gives all of the other Warlords in play the ability to discard all of the cards in their players' hands as an order. On the other hand, she has a react ability which allows her to draw a card if the player to her left did not pass and has one or more cards in his or her hand before *Rreg'Jen* takes an action. She is pretty well balanced but players will need to modify their play style when facing her. She really is a lot of fun to play and play against.

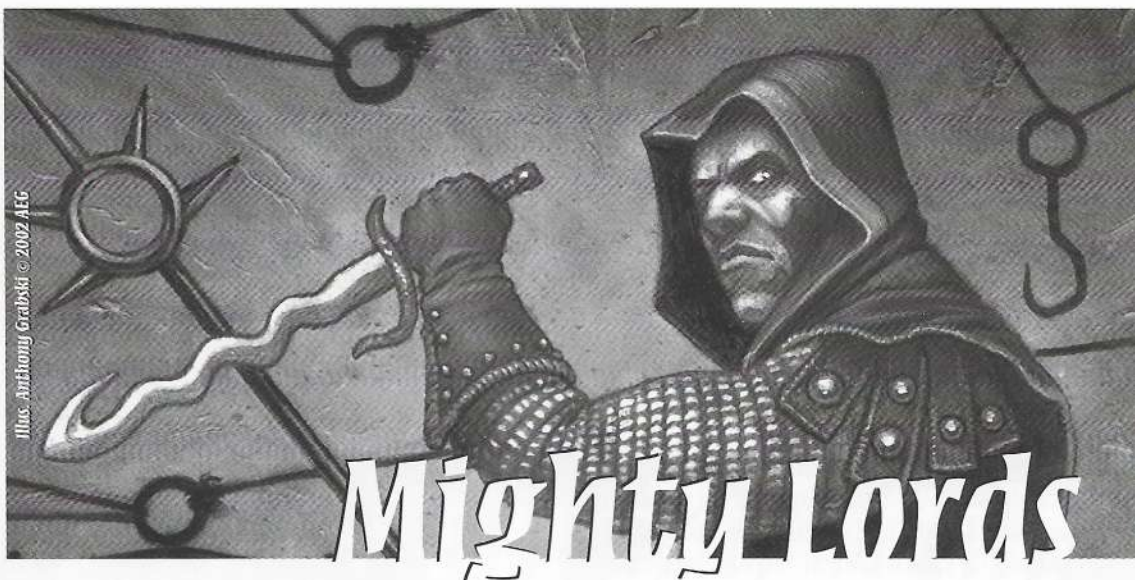
In addition, the set will also feature Ambassadors that allow you to ignore loyalty penalties for certain factions while they are in play. These ambassadors also tend to be second level, so they can start in play. Even better, however, *Siege* promises to deliver the game's first Good Dragon (a level 8 cleric). We'd say more about the set, but we can't give away all the surprises... *Siege* is due in stores this fall.

Fire and Lightning Con't

Vorn, he can blast away the second rank and on into the Warlord on the first turn. *Gaston* can also increase the amount of attacks if he is too far back in rank to contribute to anything else.

Holding ranks is the biggest problem, so that's why the standard meat wall of three *Brine Fiends* and three *Cyclops* is there. *Clariste* can also act as an extra two wounds, but she really shines when she allows *Anton* to cast his rain of *Magic Missiles*, then ready, and throw a *Chain Lightning*, *Inferno*, or if *Neus* has smiled on you, more *Magic Missiles*. *Xanthis* doesn't have any spells to use his extra ability with, but his two wounds and instant leap to the front will help protect *Anton*. His +3 attack is not too shabby either. *Vorgurn* is *Distrust* bait, but he can provide a much-needed boost to the front line should the game go longer than expected.

As I said, the strength in AC and wounds in this deck isn't high, but the amount of fire and lightening that it will quickly rain down on the opponent can make even *Tooth* cringe.



By Todd Rowland and Jeff Scifert

*These are the top ten cards for each faction, in our humble opinion. This list was compiled right after the release of *Nest of Vipers*, so there are likely some cards and characters that have since come to light as powerhouses.*

1. Master Anandale, SotS — When you absolutely, positively cannot let that enemy Warlord with 3 +17 strikes attack this turn, you call on old *Anandale*. He is the lockdown king, spending characters merely by attacking them. It doesn't even matter if he hits.

2. Beast Knight, SotS — Initiative is always good in *Warlord*: you get the first attacks against problem characters, can quickly throw up a defensive barrier, and always win when either player wants to play a react. The *Beast Knight*, a solid level 3, makes it much easier to get initiative.

3. Cardinal Scelus, G&E — Movement is key for Deverenians. Four ranks is a long way to go without stunning, and most of the Deverenian's powerful characters are level 4 or higher. The *Cardinal*, along with steeds can help your Deverenians reach the front of the fight much faster than they could on their own, and be ready to fight when they get there.

4. Ghed Lionel, T&C — Healing your characters is always a good thing. A level 4 cleric with a built-in healing action is even better. *Lionel* makes an easy skill check — made even with skill increasing items — and your Devs are all patched up.

5. Baudwyn Troubadour, SotS — This little guy makes the Deverenian top ten simply because you rarely see a Dev lineup that doesn't start three of him. There's no great ability, simply his 13 AC. No other level 1

Deverenian has a comparable defense, and with so many high levels to bring out, you need all the help you can get.

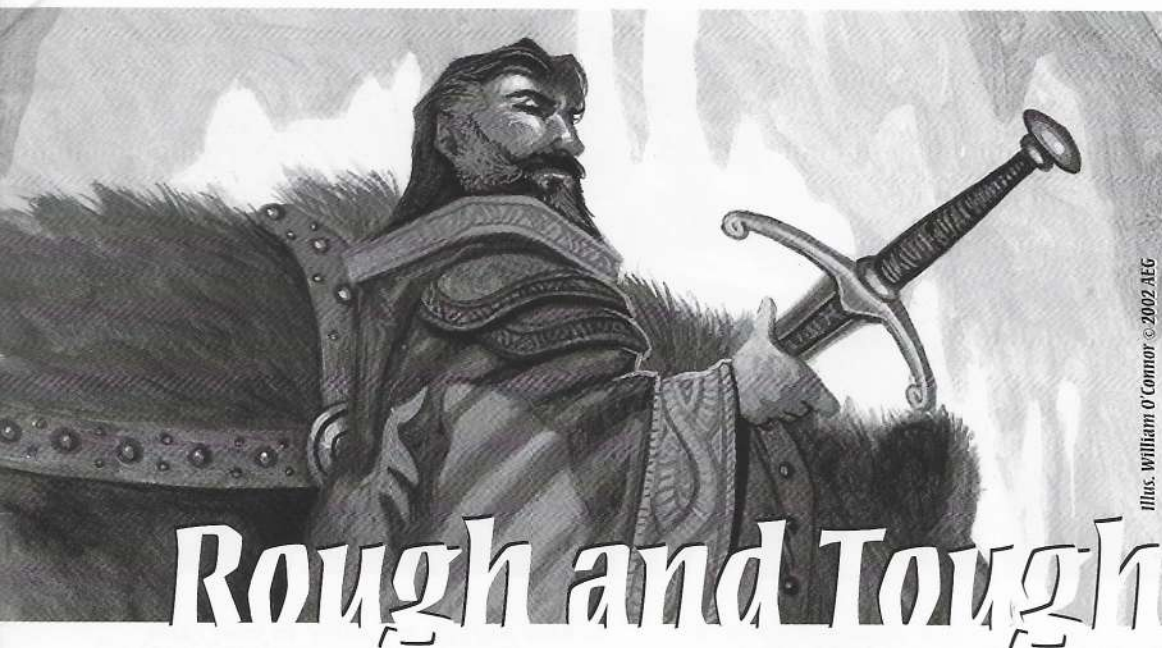
6. Magellan, NoV — *Magellan* is a new character from *Nest of Vipers*. Several high level Deverenians only have one attack. *Master Anandale* and *Sorceress Ygraine* each have a single +7 attack. Multiple *Magellan*'s can increase that to 2 or even up to four +7 attacks! And should the character die, *Magellan* can just help out another Dev next turn.

7. Signon's Disciples, T&C — With movement being an issue for Deverenians, a character with built-in movement is a blessing. His attack and hit points are decent, and his Astral trait can be good protection as well as boosting the *Modred of Carcius*. Also, his ability allows for backward movement, which can be very helpful in bringing out high level characters.

8. Battle Plans, G&E — As we all know, the Deverenians are incredibly top-heavy with it comes to their strong characters. Getting those characters up as fast as possible is very important. *Battle Plans* can quickly move up your powerhouses and put a hurting on the enemy. Yea, verily.

9. Loyalty's Reward, SotS — Card advantage is very important in *Warlord*. *Loyalty's Reward* is basically *Meet at the Inn* without a reward for your opponent. It's drawback is that it requires the spending of a fourth level fighter, the Deverenians have no lack of fourth level fighters. The extra two cards are likely to bring another into the battle.

10. Storm Crows, T&C — These little guys can be a wrecking crew if played right. Their low AC is flimsy, but their Astral trait gives them a little extra chance of survival. Under a *Mass Blessing*, these guys can be vicious, but even without it, three attacks at +0 are likely to hit something!



Illus. William O'Connor © 2002 AEG

By Todd Rowland and Jeff Scifert

1. King Xod, SotS — With his ability to give all Dwarves in your army +1 level for equipping items, the capability to attach a first turn *Bracers of Ogre Power* to a 3rd rank, 3rd level Dwarf, attach a *King's Lady* or *Anandale's Armor* first turn, or a *Breastplate of Power* in the front rank is amazing!! Xod's ability to fish for level 5 or less items once per turn also allows faster builds for your army.

2. Prince Alaric, SotS — Prince Alaric is the key Dwarf rank holder. As a 3rd level, he is average. But in a deck with a Dwarf as your Warlord, the true power of Alaric becomes evident. Suddenly, you have an illegal rank and must fix it. Does your rank structure suffer? No, *Prince Alaric* drops into the necessary rank to save the day. Truly, a must have in any Dwarf deck.

3. Edge, G&E — Edge is the man for taking down those with Evil in their hearts. His ability to do +9/+6 strikes against Evil characters puts him on par with Warlords for power hitting. He is also a barbarian and can use those actions to great effect. His lower AC is a problem, but the Dwarven clerics can help keep him alive to do some real damage!

4. Guardian, SotS — As the only level 2 Dwarf with multiple hit points, *Guardian* continues to be the starter of choice. His ability to hold ranks is second to none, which is key in giving the Dwarves the time to set up some Gargoyles or to get some other bigger guys to the front ranks.

5. Sky, AS — What can you say but "built-in Cleave" Sky is also a 3rd level cleric to boot. Attach a *Tears of the Storm* and he can heal or help out your offensive when necessary. Truly one of the more useful clerics in a Dwarven army.

6. Uthas Battleheim, NoV — The Dwarves have been in need of a truly good 4th rank powerhouse for awhile and he has arrived. His stats are excellent and his Powerattack ability has high potential, especially in combination with Sky's ability!

7. Kohn Peacehand, SotS — A 4th level cleric with great stats, *Kohn* is an excellent addition to the Dwarven ranks. Add on his ability to heal someone within 1 rank of a wound, and his usefulness is amazing. The only drawback is that he is unique.

8. Darkness, G&E — Possibly one of the best level 1 characters in the game. She is not a starter due to her low AC, but her ability to take out a higher level character with a pretty decent +3 attack and thereby allow you to draw a card is key, since card advantage is very important in *Warlord*.

9. Slate Gargoyle, NoV — With the plethora of Gargoyle characters available, the utility of this character is amazing. He can ready your heavy hitting *Magma Gargoyles* for that second attack in a turn or that wounded *Basalt*! Not to mention he is a 5th level cleric! Again, his only drawback is that he is unique.

10. Magma Gargoyle, G&E — A 5/5 ATK (effectively 7/7 ATK, since *Sjonegaard* has to be in play to even play him) Gargoyle that destroys items with every hit? All I can say is "Look out!" It's a bit limited since *Sjonegaard* does have to be in play, but they make *Sjonegaard* a Warlord to be feared!

DWARVES



By Todd Rowland and Jeff Scifert

1. Behlial, AS — Ok, I have fifty words to describe why *Behlial* rocks, but if I have to explain it to you, fifty words will never be enough. *Behlial* is power, plain and simple. He gives you control over not only what happens during your turn, but he also lets you decide your destiny by keeping or reshuffling your next five cards. That knowledge is invaluable.

2. Artheon, SotS — He's a simple level 2 wizard with only 1 hit point, and not very good AC, but he has one thing going for him. He has the single best first turn ranged attack in the game. It is very rare to see an elf starting line-up without two *Artheon* in the second rank, and with good reason. A +5 ranged attack right off the bat can wreak havoc on opposing armies.

3. Cordeos, SotS — The dice don't like you. Dice rarely like anyone except the person you are playing against. Therefore, you should avoid them at all costs. *Cordeos* does just that. Point and wound, it's that simple. With a little healing and a *Rod of Resistance*, *Cordeos* can always remove the worst problems in the opposing army.

4. Alessandressa, SotS — One of the better level 4 in the game. Unlike most elves, *Alessandressa* has very good AC and hit points for her level. Her real power is in her dual ranged strikes. With a few items such as *Icetalon* and *Bracers of Archery*, *Alessandressa* can rain destruction on the opposing army. Her impressive stats make her a decent rank holder as well.

5. Icetalon, T&C — When this bow was created, it had *Alessandressa's* name carved into it. Most characters these days are going

to have multiple hit points. In most cases, it's just not worth it to use people with a single hit point outside of starters. Therefore, you have to be able to dish out the pain even faster. With *Icetalon*, *Alessandressa* can deal up to 4 wounds with her dual ranged strikes.

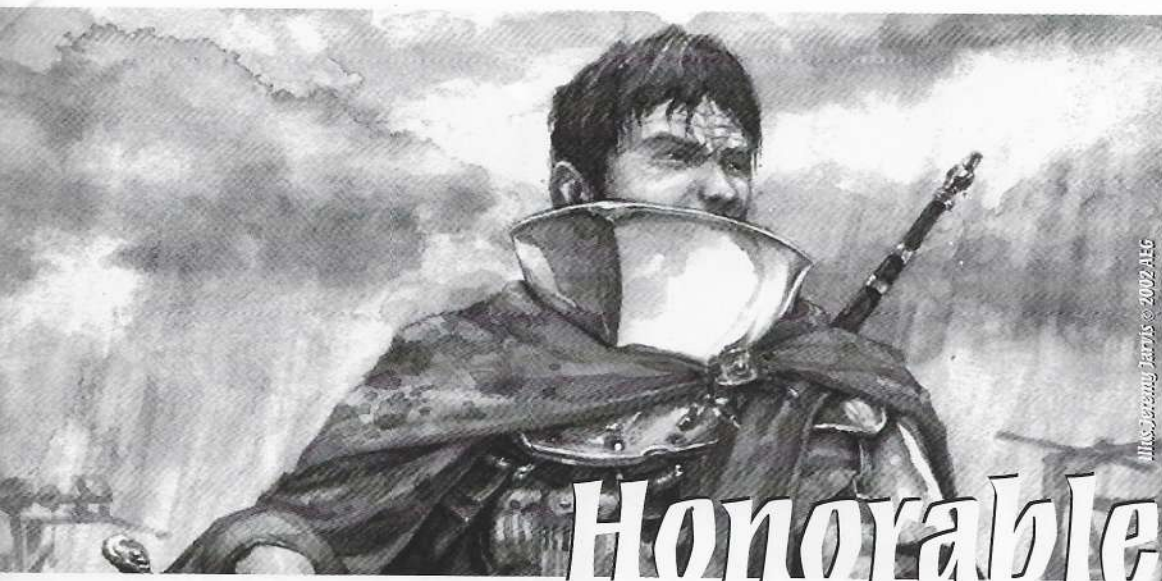
6. Daedelia, AS — Card advantage is a great thing. *Daedelia* not only grants you a rank holder but she gets you an extra card as well. On top of that, she's a bard, and bard actions have been improving in recent sets.

7. Death is But a Door, NoV — The elves are full of Necromancers. The ability to simply pick a character and return him to your deck while being able to spend and perform another action is very powerful. Face it, no matter how hard you try, some of your characters will die. Luckily, the elves have a knack for not letting them stay that way.

8. Hand of the Queen, NoV — An interesting new card that has powerful effects in a *Tephroth* deck. With this, you can spend anyone of equal or lower level while remaining able to attack them. Having characters like *Jaridesse* or even the dreaded *Rathe/Assassination* combo with this spell can mean a quick end for your opponent.

9. Phon, G&E — Another level 3 bard, *Phon* has the great ability to grant all elves in her rank +2 to any rolls they make. That includes attacks as well as saves or skill checks. It's a constant ability, so you can stun her up through the ranks and she still gives the extra +2.

10. Rocetmal, NoV — *Rocetmal* has the advantage of giving his adjacent characters an extra hit point. This of course makes him an instant target, but if you are running a deck that uses *Cordeos*, *Lord Winter*, or even *Vedissaloron*, the extra hit point can be worth keeping *Rocetmal* safe.



By Todd Rowland and Jeff Scifert

1. Vorgurn, AS – This guy should be a no-brainer for Free Kingdom's players. Many players see their deck's chances crumble when a *Vorgurn* or two hits the table across from them. While he is susceptible to *Distrust*, his pros far outweigh that one con. In tandem with *Johan Halfblood*, multiple *Vorgurns* can create a nearly impenetrable front line.

2. Baqbou Umbala, SotS – If you're working a high-level Free Kingdoms deck, this is the Narawati for you. *Baqbou* can quickly get your heavy hitters on the front row in no time. Best of all, the character he switches places with does not become spent!

3. Jack Casey, AS – Movement, movement, movement. *Jack* has several qualities going for him. He can shove your characters further along the ranks, should *Baqbou* be otherwise occupied. He also is a decent fighter in his own right, with 2 strikes and two hit points.

4. Howling Rain, T&C – This druid spell can quickly bring movement to a halt. The Free Kingdoms have a large number of Druids so the spell is easy to cast, but the big advantage is the amount of non-maneuver movement the Free Kingdoms have. From *Baqbou* to *Jack Casey*, you can get your warriors up quickly without suffering the ill effects of a little rain.

5. Uther, Killer-of-Bears, SotS – A fourth level barbarian with amazing stats. Barbarians have procured some very powerful actions recently, including *Great Leap*, which puts *Uther* on the front row first turn. Besides his name has a comma, and that always rules!

6. Ruth Gwenlen, NoV – As a dual-classed character, *Ruth* is incredibly versatile. While her +5 AC while alone in a rank is fairly useless, her ability to switch from healer to killing machine with actions such as *Banish the Wound* and *Bloodthirsty* adds a lot of possibilities to your deck. She also makes you take a second glance at *Crushbone Maces*!

7. Advanced Planning, NoV – This card has many applications for many groups, but the first thought of and usually the most powerful use is with *Vorgurn*. This can get you the great double AC bonuses early on even if you have yet to draw the second *Vorgurn*. It can also speed up your deck when used with cards like *Loyalty's Reward*.

8. Garth Drac, NoV – The Free Kingdoms have been in dire need of a solid cleric for some time. *Garth* fits that role nicely. Not only can he bring the most powerful cleric spells to your game, he also increases your hand size to six. We all know card advantage is power.

9. Owen Haadh, NoV – *Owen* is a great example of a support character. He is a level 4 cleric with three wounds, so he can use *Scourge of Dythanus* or *Sacrifice* easily, as well as play *Mass Blessing*. His built-in ability to raise levels for items can be of great use for attaching *Bracers of Ogre Power* and *Breastplate of Power* to your warlord who is already in the front row.

10. Bradley, NoV – That's right, *Bradley*! No, I didn't run out of ideas... *Bradley* is the 2 hit point starting character the Free Kingdoms have desperately needed. His ability is very good, if very situational.



By Todd Rowland and Jeff Scifert

1. Toren Yscar, SotS — Easily one of the most sought-after characters in the game, and for good reason. *Toren* allows a glimpse into the future, and the ability to trade a card in for a more useful one. As his ability is only an order, he can also perform other actions such as *Banish the Wound*.

2. Johan Halfblood, SotS — *Johan* can be a lifesaver in many decks. The ability to have two of your better characters attack in a row can devastate an opponent's front line and often cripple them for the turn. Also, the ability to chain effects like multiple *Vorgurns* or *Glyph of Fate* followed by a *Vorpal Blade* can save your hide.

3. Brine Fiend, SotS — Ah, the *Brine Fiend*, the legendary slayer of Warlords. Any player of Warlord will tell you the *Brine Fiend* is renowned for being the one character who can roll 20's more consistently than any other. If you must hit someone with 45 AC, send in a *Brine Fiend*. Oh, and their easy rank bolstering is good too.

4. Ss-aurth, AS — The old ugly snake. *Ss-aurth* is one of the better level 2 fighters in the game. Unlike most level 2's, he can attack the same turn he enters play without an extra card effect. Every turn after that, he has two attacks that can be taken at different times, which can be strategically important.

5. Tyren Ruskin, AS — *Tyren Ruskin* lately seemed to usurp the *Fireridge Cyclops* as the default level 2 starter for Mercenaries. He has only 1 extra AC, but that's not his real power. He can buy your Warlord time through his ability, *Sacrifice*, or even *Decay* to get rid of those nasty items on the other side.

6. Extentions, SotS — *Sorscha* and *Ter-Soth* love to go diggin' through their resources. *Ter-Soth's* ability to attach this spell and use it every turn can give great card advantage, and with *Sorscha* able to put a monster on top of the deck, and then draw it, this spell sees a lot of use in *Sorscha* decks.

7. Zhul, T&C — The Abyssals have come up from hell and brought a ton of power with them. One of their best is *Zhul*, a level 4 astral fighter. He has the awesome ability to attach a level 1 or 2 spell and use it each turn. Want to get up to the front fast? Use *Jump*. Want some control? Use *Charm*. Lot's of possibilities here.

8. Black Tom of Corinth, AS — *Black Tom of Corinth* is a great backup character in any deck assuming you have the ability to bring in level 5 characters without difficulty. This is a dice game, people will miss, and *Tom* is always there to remind them the cost of failure. Free wounds are always welcome.

9. Brindle, SotS — Über decks are all over the place. From *Sorscha* in the beginning, to *Morghen* and now *Ter-Soth*, wizards love them some mixed potions, yee haw! But the key to übering is speed. *Brindle* helps that gap. Your Warlords can use spells to fish *Glyphs* and other items, while *Brindle* mixes up the potions.

10. Keridwen, SotS — In Mercenary decks, there is usually a start of a meatwall: *Brine Fiends*, *Tyren Ruskin* or *Fireridge Cyclops*, etc. The exception to this is in *Yscar the Elder* decks, where the name of the game is blitz. Every card that enters play should be able to attack immediately, and one of the best is *Keridwen*. While her AC leaves much to be desired, her +4 ranged attack leaves the enemy stinging.



Illus. Matthew S. Armstrong © 2002 AEG

By Todd Rowland and Jeff Scifert

1. Grukth, G&E — This is the little guy that brought *Taoth* to the forefront of the tournament scene. His ability to increase any ranged attack from the rank behind him is incredibly strong. Starting three copies of him can result in +8 *Flame Arrows*! That will eat a front line alive, and usually does.

2. Urg, AS — The big evil guys usually have peons to throw in front of arrows, but rarely does an evil Warlord get someone anxious to do it! *Urg* is ready and willing to take any beating for the more important characters of his rank. If you have a Warlord such as *Krun*, who must be up front to be effective, *Urg* can keep him kicking for quite a while.

3. Ballista Crew, AS — With a ranged attack that deals two wounds, the Ballista Crew can help to eat through meatwalls. The drawback of stunning can be lowered by *Sceth Hellbringer*, but often the stun is worth it to help break their defense early in the game.

4. Orhazuk, AS — As in other cards in these lists, movement is a major factor in choosing a good card. *Orhazuk* can throw a Nothrog two ranks in a single spend order. That is efficiency in action. The Nothrog are mostly a bum rush faction anyway, and the faster they get to the front, the quicker they can bust skulls!

5. Donovan Che'har, G&E — While *Donovan* may have a low AC, his attacks more than make up for that. With some decent armor, which he can easily equip being a

level 4, and a *Bruntor's Helm*, this guy can be a major force in the game. Given a Weapon he is a one-man slaughterhouse.

6. Sethusk, SotS — Card advantage yet again. *Sethusk* has average stats, and below average hit points for his level, yet his simple ability to draw another card for your army each turn can be very beneficial. Getting an early *Sethusk* can set the game in your favor very quickly.

7. Braven'a, NoV — Another of the new breed of "team support" Nothrogs, *Ravena* can make your weapons go that extra mile. While most people accept that a weapon is always better than a temporary bonus, the problem is that once the weapon is attached, it's stuck. Yet with *Ravena*, you can make sure that several characters can get the benefit of a higher attack.

8. Python, NoV — A new member of the Nothrog, *Python* can keep your fighter Warlord up front and fighting for a long time. With his buddies *Murgan* and *Belsamoreth*, he can transfer wounds to the trolls, and then the trolls can remove the wounds. A constant chain of healing can help you last through the longest fights.

9. L'sara, SotS — By far one of the better starters in the game. If you aren't going for massive ranged attacks early and can pass on *Grukth*, *L'sara* brings excellent AC and attack power to your front ranks for the first turn.

10. Catapult Crew, SotS — With a +5 ranged attack that can target up to three ranks away, the *Catapult Crew* can tear up enemies the same turn it enters play, and by moving up only one rank, can fire deep into the opponent's ranks. With *Sceth* the fun keeps going for extra shots each round!

NOVEMBER
CONTEST

"Uber-Soth"

Player:

Todd Rowland

Warlord:

1 Ter-Soth

Starting Characters:

3 Brine Fiend

2 Fireridge Cyclops

Characters:

3 Brindle

1 Fireridge Cyclops

3 Fiendlings

3 Sakarian Giant

3 Shambling Mound

3 Toren Yscar

3 Zhul

Items:

1 Amulet of Illusion

1 Balmtear's Potion

1 Blade of Syneri

1 Bloodsteed

3 Glyph of Fate

1 Ironcloth Bracer

3 Mixed Potion

1 Rod of Resistance

1 Rod of Roaring Flames

1 Wyvernskin Robe

Actions:

3 Extentions

2 Meet at the Inn

3 Power Word: Kill

3 Shatter

In Warlord, your most important card is almost always your Warlord. In this Ter-Soth deck the entire deck revolves around making him into an unstoppable killing machine. His troops are fodder, there only to soak up wounds until Ter-Soth is ready to deal a vicious beating to anyone foolish enough to face him in combat. But he would be nothing without his toys...

**By Stuart Kushon,
Nick Simmons,
and Erik Yaple**

35. Alessandressa, Sots

Alessandressa makes two consecutive ranged strikes at +4 each, and has an AC of 15 and three hit points. Wisp woman is a staple in most Elf decks, and is strong in many roles. For Behlial and Lord Winter she is a speed bump and extra attacks. For Morghen Dythanus she can hold the second rank and the Soul Chamber, for Rathe she is an extra rogue for Nimble Fingers. In addition, wizard warlords fear her ability to step up, and fire two shots into the opposing second rank. Alternatively, if you are a Nothrog player, take a look at Makusog, which is not quite as good statistically, but can fill the same roles as Alessandressa.

34. Taoth, AS

Loved by many and hated by more, Taoth brings the pain in ways that are beyond brutal. Taoth is quite ugly, but in most other ways her strategy is orthogonal to the other Nothrog warlords. Taoth is one of the most consistently played wizard warlords because she gets the benefit of +4 to all of her ranged strikes and +3 DC to all of her spells that generate a DC check. What this means is that she can equip the Doombringer, the Rod of Roaring Flames, the Amulet of Force, and the

new Ring of Spiritwrack and gain a +4 bonus to her ranged strikes when using them. As an aside, most people play with three Amulets of Force because it generates a +3 ranged strike every turn and it can also be discarded to generate a +5 ranged strike when you draw another Amulet of Force. Her ability makes Chain Lightning a more serious threat than ever before by allowing for a +11 strike, a +7 strike and a +4 strike provided everything dies as the Chain Lightning passes through. Couple these nasty ranged strike items and spells with the promo Red Wyrms Egg from the Abyssal Attack tournaments and she can pop off a strike that also does an extra wound (this can mean a three wound Chain Lightning). Taoth has a number of very strong early game strategies, and can decimate ranks with ease. With such great early potential you can build the rest of her deck to finish your opponent off fast, or use your early lead to build up and secure the late game with the heavy hitters.

33. Great Cleave, Sots

This level 5 fighter action causes an automatic wound against any opponent that your fighter warlord may choose, and anything automatic is excellent. Unfortunately, you must choose the target of the strike before using Great Cleave, and if you kill the target of the strike with the Great Cleave the target is no longer available for the strike and you lose it. For characters that can deal two



wounds per blow such as *Krun* and *Sceth Hellbringer* (or anyone with *Bracers of Ogre Power*) this may be the first step of a *coup de grace* against the opposing warlord.

32. Nimble Fingers

This is the most easily used of all of the item-removing cards in *Warlord*. Low-level rogues are good characters all around, and the majority of the decks that you'll see start three of them in their front ranks. The possibility of losing a character is more than offset by the fact that you can play *Nimble Fingers* with literally any rogue in the game, and it scales upward in both danger and likelihood of success with higher level rogues. This is a solid card has seen play in many decks since the very first set, and for good reason.

31. Decay, Crush, Shatter, G&E, Sots

These three cards are so close in worth as to make the differences a matter of personal opinion. Each has its benefits and drawbacks, but none is significantly better than its cousins. *Crush* adds to attack strength as wells granting to potential for item destruction, but it requires a melee strike to use and isn't as difficult to block as the others. *Shatter* is merely an order, and can thus be played by a character that has moved forward or performed another action this turn. *Decay* has the best range of any of the three, but the character using it must deplete resources. They all require a level 2 character of their respective class, making them significantly harder to play than *Nimble Fingers*, although without its lethal potential.

30. SS-saurth, AS

For sheer combat prowess in a level 2 character, *SS-saurth* is your lizard. What sets him apart from other rank 2 characters is his order, which generates an additional strike at +3 ATK. Whether the attack is a tail whip,



an acid spit or a head butt we may never know, but it can't be modified by weapons. With an armor class of 13 *SS-saurth* will be sticking around long enough to cause a good bit of pain, and his order ensures that pain will begin on the turn he comes into play.

29. Yedraw's Tooth, Sots

Ahhh, the mighty *Tooth* has been laid low, yet it is still one of the best weapons in the game. It has +5 ATK, +2AC, and a great ability. Once per turn your favorite high level rogue gets to push the poison release valve on the tooth and kill a character if he wounds them. . . and you thought that *Stormbrand*-wielding dark paladin with 20 hit points was tough.

28. Banish the Wound, Sots

Healing wounds is one of the staples of *Warlord* deck-building, and those decks that don't heal still must find a way to deal with it when their enemies do. *Banish* prevents a wound from ever happening, saving characters from death, gaining the element of surprise, and even beating out cards like *Yedraw's Tooth*. The requirement of a level 3 cleric means that many decks cannot play it from the first hand, but those decks often find a way to work it in.

27. Assassination, Sots

The roguish answer to *Great Cleave*. When playing against any level 5 rogue the rule of thumb is, "Remain ready or die!" This card deals two wounds to the unsuspecting character, and the die roll can't fail due to the fact that it is a "natural 20." Only astral characters can avoid certain death, but no one is safe (not even *Morghen Dythanus* protected by a *Soul Chamber*) when this card is combined with the *Vorpal Blade's* react.

26. Ter-soth, T&C

He shall reign. What makes *Ter-soth* so powerful is his versatility. By attaching different spells every game he can mimic other warlords, or become something entirely different. If *Ter-soth* attaches *Conjuration* or *Extensions* to go digging for items and the *Glyph of Fate/Mixed Potion* combination he can become an uber-being (Uber-soth if you will) faster than any other warlord in the

Monster Mash

Card Focus: Lady Tornhawk

What can I say? I love Lady Tornhawk. She's cute, has a kick-butt sword, nearly Warlord level stats, and an ability that makes even Quest Beasts shiver. What more could you want in a woman?

Perhaps best of all, *Tornhawk* is a mercenary. Up until now, the *Dwarves* had the market on monster bashing. With *Tooth* and *Claw*, monsters became more prevalent in the *Warlord* world. From faction specific characters such as the *Awl Beetle* and *Xanthis*, to all-around powerful characters like *Zhul* and the *Jackals of Mourn*, monsters are showing up more and more. They are also becoming powerful and versatile; potent cards to be respected. Players need to consider what they will do to combat the growing threat they represent.

Tornhawk can clean out rank holders such as *Brine Fiends* and *Fireridge Cyclopes*, and remove threats like *Quest Beasts* and *Sakarian Giants* in a single strike. What's even better is she has two strikes. A task that would take four attacks from average characters, she can accomplish in a single attack. *Sorscha* is shaking in her monster-ranchin' boots.

But what if your opponent doesn't rely on monsters? *Tornhawk* still works quite well. Her attacks are very strong; comparable to *Uther Killer of Bears*, who is a *Free Kingdoms* standard. Monsters or not, you've got a solid level 4 fighter who is even better when given a *Demon Slayer* (her weapon of choice) or a *Two-Handed Sword*. Of course, you can have fun even if there are no monsters. *Jerhico*, a level 3 cleric from *Tooth and Claw*, can make your opponent's characters monsters. Imagine the surprise when they think their *Warlord* will only take at most two wounds, only to see that a potential of four are on the way! Combined with the action *Loot*, you can quickly find equipment to make *Tornhawk* even more deadly.

Recruiter Yaw

Player:

Vince Turner

Warlord:

1 Gnarrow Yaw

Starting Characters:

2 Guardian

3 Shield

Characters:

1 Basalt Gargoyle

1 Behlial

1 Blackwind

2 Earth Elemental

2 Gethseme Steelshard

3 Johan Halfblood

1 Kerebrus

3 King Xod

3 Magheline

2 Rac Ironbone

3 Sethusk

3 Toren Yscar

Items:

1 Blue Willow Staff

1 Havat-lahn stance

1 Hember's Fist

1 Mail of Virtue

2 Pact of Bone

2 Ring of Vorn

2 Ring of Air

1 Sigilsword

2 Tears of the Storm

3 Thunderhammer

Actions:

3 Banish the Wound

2 Blood Beneath Your Wings

3 Cure Lethal Wounds

2 Holy Energy

3 Shatter

2 The Gauntlet

Gnarrow Yaw is a Warlord whose potential was only fully realized with the advent of Tooth and Claw. Putting Gargoyles into your hand allows Yaw to build to a fifth or sixth rank faster than any other Warlord, which allows him to play with a much greater proportion of the highest-level characters than any other Warlord. This deck capitalizes on that ability by playing with almost every other Dwarven Warlord — and a couple of others as well. The focus is on rank 5 and above in this deck; after removing your starting lineup, more than half of your characters come into play in these ranks.

Top Cards

Like most other Warlord decks, the Warlord himself is the key to this one. In conjunction with Earth Elementals, Yaw allows the player to recruit level 5 characters from the first turn. King Xod is the primary backup, equipping the

game. Attaching other spells like Contagion (Sicky-soth), Dispel Magic (Tricky-soth), and Teleport (Quicky-soth) creates an entirely new dynamic. A personal favorite is to attach Magic Missiles and create the Gatling-soth.

25. Sacrifice, Sots

This is the first healing card that is included in most decks without a cleric Warlord. It has nearly Nimble Fingers' ease of playability, with only the relative weakness of low-level clerics — when compared to rogues — making it harder to manage. Sacrifice deals with any number of wounds at once, and it can keep key characters alive long after they should have been roadkill. Unfortunately, it no longer stops Yedraw's Tooth, which is the only thing that keeps it so low on this list.

24. Gravity Flux, T&C

Gravity Flux is the wizard's way to build decks. If your strategy is to sit back and get your Warlord ready, think again. When coupled with a stern early blitz this card will stun the opposing warlord to the front faster than they can say, "I've fallen and I can't get up". It offers amazing tactical advantage for Warlords, such as Taoth, since it allows her to pull the opposing Warlord into the second rank. Then, she can move to the front and blast away with spells or item-based ranged strikes.

23. Robes of Kor, Promo

All of your characters gain +3 ATK. Enough said. Some call this card the anti-Vorgurn. There are only two drawbacks to the Robes of Kor. First, it's a spend order, so you'll need to have a cleric to use it every turn. Stick it on a character that doesn't spend to use their order (like Cardinal Scelus) and you're in business. Secondly, it's a treasure. Fortunately, with this card in play it will be hard to lose to all of the treasure-grubbing thieves out there. So, go out and win some flash tournaments to get this promo!



22. Leveled!, Sots

Leveled! is one of the cards that ties Warlord in closely with its RPG roots. It increases the power level of low-level characters that would otherwise die quickly, often making them much more useful. As a part of this, it adds a hit point to the character, making them tougher to kill and thus bypassing, to an extent, the difficulties involved in the 50% character limit. A deck with three Leveled! in it has three more hit points in total than those without, and these extra hit points don't even count against in the case of ties.

21. Jackals of Mourn, T&C

We will be hearing the howls of these doggies for a long time to come. It's not good enough that the Jackals have two great attacks (+4/+6) and the ethereal trait. . . they can also attack the turn they come into play by moving forward three ranks with their order (Not to mention the fact that they can run away once they've attacked by moving backward three ranks). If you pet them nicely they will even move back more than once per turn and allow you to recruit the big boys like Blackwind and the forthcoming Ashreign. Good doggies.

20. Meteor Swarm, Sots

Dropping big fiery rocks on adversaries is a favored pastime of certain deities and powerful wizards. Let your wizard Warlord aspire to such greatness by giving the opposing front rank a heavy dose of crowd control with this brutal card. What sets Meteor Swarm apart from the rest is that it forces a DC check (against every character in the targeted rank), and so opposing armor doesn't help against it. Make the DC of the checks caused more difficult to pass by grabbing a Spell Book, and letting Barakiel point out the weak spots in the opposing defense before you bring the pain. Your opponent won't be able to resist the heat.

19. Tyren Ruskin, AS

One of the most common level 2 characters, Tyren Ruskin is both a two hit point character of level 2 and a healing card for those in his rank. He takes wounds himself to prevent others from receiving them, keeping key characters swinging until he is removed. Even when not using his ability to save his companions, Tyren is one of the toughest characters available at his level; he's quite capable of holding the line until the cavalry arrives.

18. Glyph of Fate, Sots

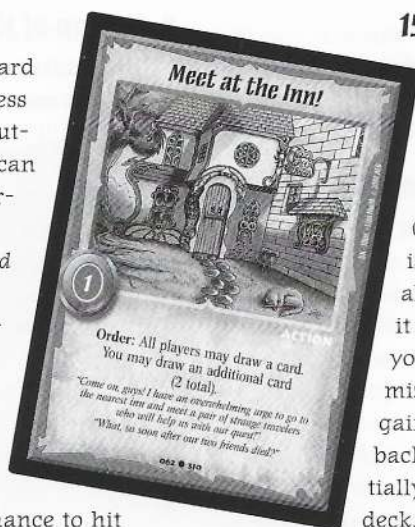
Although this is another card in the suite of automatic success generators, it's very helpful outside of combat as well. Glyph can be used to win initiative, guarantee success versus a magic save, gain a level with a *Mixed Potion*, or just guarantee a strike. If you do choose the latter option, make sure it's a strike that is really going to hurt (think *Demon of Kvar* or *Krun* with *Bracers of Ogre Power* equipped), or a strike that didn't have much of a chance to hit in the first place (i.e. your *Takh* against the uber-*Xod* with an AC of 32).

17. Brine Fiend, Sots

The classic rank holder, the *Brine Fiend* makes up in stability what it lacks in punch. While no longer the king of the front line anchors, the *Brine Fiend* is certainly still the crown prince, keeping your opponents away from the meat of your army quite well for a level 1 character. With new characters like *Revenge* and *Lady Tornhawk*, however, the *Brine Fiend* has lost some ground in this arena to *Tyren Ruskin*, who is tougher, only marginally harder to recruit, and lacking the drawback of the *Fiend's* Monster status.

16. Exhaustion, T&C

This spend react is amazing. After a character performs an action, spend the character, or when a spent character performs an action, cancel the action. *Great Cleave...* cancelled. *Assassination...* I don't think so. *SS-saurth's* order coming your way? Cancel it if he was spent. About to die from the *Vorpal Blade's* react? Not this time. This card has an amazing number of uses, and it can be used in almost any turn to great effect. One of the most devastating uses that I have seen was against *Ter-soth* bearing a *Balmtear's Potion*. Unfortunately for *Ter-soth* he tried to use the potion while spent. *Exhaustion* was played, the *Balmtear's Potion* was discarded, and *Ter-soth* took the wound. Luckily, this amazing card is common, so stock up on *Tooth and Claw* now.



15. Meet at the Inn, Sots

This card is no *Toren Yscar*, but it doesn't take up a character's spot in your deck, and doesn't require any special ability to use. One thing to keep in mind is that, while this card does allow you to draw other cards, it takes a spot itself and allows your opponent to draw, minimizing the card advantage gained. Still, for all its drawbacks, this card takes up essentially less than zero space in your deck, drawing two additional cards when played for the minimal cost of one Order.

14. Behlial, AS

Even though *Vorgurn* doesn't help Elf armies anymore, *Behlial's* power is universal. Drawing cards, and deck manipulation will help any strategy. Not to mention the fact that *Behlial* is an Elf and the Cleric's guildmaster, so his character pool is larger than the average Warlord. Additionally, *Behlial* is a seer and can apply *Word of Recall* and *Wheel of Fate* with great skill. "Welcome to Athanaes," he was expecting you.



13. Portable Hole, AS

This card makes its way into most decks that use rogue Warlords. It is simply the best movement card in the game, and allows the wielder to move two ranks at once. The *Portable Hole* can be used to get rid of items that you no longer need (including the *Portable Hole* if your Warlord is in the front rank to stay). Toss in three *Portable Holes* and three *Cloaks of Many Things* and you have added incredible movement and item redundancy, while effectively reducing your deck size to only 44 cards.

12. Havat-lahn Stance, AS

Easy to equip and potent in effect, the *Havat-lahn Stance* gives a fighter a semi-permanent additional strike. This is a worthwhile activity for any character, but becomes many times as useful when equipped by a character like the *Magma Gargoyle* or the *Sakarian Giant* — characters with special effects triggered by their melee strikes.

Recruiter Yaw Con't

rest of the army when he arrives. The great number of *Dwarves* allows for easy play of *Hember's Fist*, and focusing on fighters means that the formidable *Thunderhammer* is also little trouble. Finally, readying cards like *Blood Beneath Your Wings* will wake all of these high-level characters up after they've stunned to the front.

How It Beats You

In the first turn, a level 5 character is almost always in hand, especially given the great deal of drawing power included. *Yaw* fishes for and plays an *Earth Elemental* — creating a fourth rank — and is then free to play the high-level characters. If there are no level 5 characters available, *Yaw* can fish out a *Basalt Gargoyle*; between the toughest level 3 around and the *Dwarves'* high-unbreakable starting lineup, stalling for a turn or two is no problem. Once in play, the extra Warlords stun to the front, sometimes helped along by a *Ring of Vorn*. It's important to maintain even ranks; this makes it easy to create illegal ones, forcing characters forward. When the ranks can't stay the same size, a character can move back to force another forward one rank at a time. Once the big hitters get to the front, they can be readied by *Holy Energy* or *Cure Lethal Wounds*, or at least unstunned by *Magheline*.

Johan Halfblood allows the chaining of several attacks, creating a devastating flurry of blows. He also readies when *Blood Beneath Your Wings* is cast, allowing him to immediately react for another order. This means you can attack with up to three characters, cast *Blood Beneath*, and attack with those same characters again.

#1 Card

In Warlord decks, the most important card will usually be the Warlord; and this deck is no exception. *Gnarrow Yaw's* ability to practically guarantee another character — of up to level 4 — in hand.

The Need for Speed

Player:

Vince Turner

Warlord:

1 Yscar the Elder

Starting Characters:

3 Brine Fiend

2 Keridwen

Characters:

3 Devon Harper

3 Jackals of Mourn

1 Keridwen

3 Quest Beast

3 Sabith Yscar

3 Ssaurth

3 Thunic Wyvern

Items:

3 Bear Form

2 Griffon of Misear

2 Portable Hole

2 Roc Form

Actions:

3 Assassination

2 Experienced Archer

2 Improved Initiative

3 Leveled

1 Nimble Fingers

2 Take Advantage

3 Whirlwind Attack

You will see fewer decks in Warlord faster than this. The idea is simple. Yscar the Elder will usually draw the Portable Hole, Roc Form, or Bear Form in his opening hand. Equip whichever can get you to the front, or if you have the Bear Form and no movement, find some way to put the Roc Form into your hand. Get to the front ready, and equip the Bear Form. From there, Yscar the Elder is a wrecking machine. He is very light on the AC however, so speed is of the essence.

Every character except for the Quest Beasts can attack the same turn they enter play. The Quest Beasts will have Griffons to speed their return to the front after their attacks. When the Jackals come in, leave them on the front row so that the Beasts can return quickly. Don't worry about losing the Jackals, you should be putting so much fast pressure on the opponent that he won't have much time or many chances to decide which is the biggest threat to attack (if he even has any unspent characters left).

Some people might find the inclusion of Improved Initiative and Assassination without a Vorpall Blade or

Characters that equip a great number of items also benefit from this card, as it multiplies the effectiveness of their attack bonuses or *Bracers of Ogre Power*.

11. Breastplate of Power, AS

It's like having a mini *Mass Blessing* every turn. Unfortunately, at level 7 most warlords (*King Xod* aside) need to be in the second rank to equip it, which means that they aren't pounding heads at the front. So, once you get the mighty *Breastplate of Power* take a step back to put it on, and then rush the front and let loose the dogs of war at +2 ATK and +2 AC. Make sure to pack more than one (if you can find it) because with an environment full of *Decaying* clerics, *Shattering* wizards, *Crushing* fighters, and *Nimble Fingers* rogues your cherished *Breastplate* isn't likely to be around for long.

10. Bruntor's Helm, Sots

A copy or three of the *Bruntor's Helm* will see play in almost any deck with a fighter Warlord. This item is one of the very few Helms in the game, meaning that the opportunity cost of equipping it is essentially reduced to the card space that it takes up; this cost is more than offset by its being arguably the easiest way to add a hit point to a mid- to high-level fighter.

9. King Xod, Sots

King Xod's throne is actually a trunk full of swords, helms, horses, and ninja monks waiting to equip your troops. Build or blitz, *King Xod* is the height-challenged Warlord of choice (if that's your thing). Not only does he have excellent statistics for a fighter warlord (+8/+3 ATK and 17 AC) he also has two versatile powers. First, all your dwarves are +1 level for equipping items. This power allows *King Xod* to equip *Anandale's Armor*, *The King's Lady*, and the *Tome of Champions* while in the third rank. This also allows your level 2 Guardians to equip *Bruntor's Helm*, *Havat-Lahn Stance*, *Griffon of Misear*, *Balmtear's Potion*, and *Heavy Crossbow* in the second rank. For his second trick, once per turn *King Xod* digs into his throne and grabs one of those items, without spending. Watch your knees against this little bugger.



HAVAT-LAHN STANCE,

8. Demon of Kvar, Sots

OK, skull-tossing pseudo-monkeys that bonk your opponents into submission rule! Get it? You'll have to get in line though; everyone is looking for three of each member of the mercenary triumvirate (*Demon of Kvar*, *Johan Halfblood*, and *Toren Yscar*). This little blue devil is the answer to the blitzing warlord. One successful +8 ranged strike, and the opposing warlord is stunned. The *Demon* is a mercenary, and so it will fight for any army... and it is a wizard, so it can hold *Glyph of Fate* for you and cast spells like *Extensions* while looking for someone to bonk.

7. Bull Rush, Out of the Shadows, T&C, G&E

These cards are roughly equivalent, tied for effectiveness and general utility. Each of them moves a character forward and immediately allows an attack, provided the character playing the card moves into the front rank. Since the general purpose of moving forward is to allow a character the chance to spend to attack, these cards are essentially Orders instead of Spend Orders, yet remain immune to *Exhaustion's* cancellation. The two of them are easy to play, and even boosted in potency when used by certain characters.

There are no better cards in Warlord for launching surprise attacks.

6. Johan Halfblood, Sots

Johan spends to give you an additional order. So have an extra order, on him. Johan can be used to perform all kinds of nasty tricks. Cast *Blood Beneath Your Wings*, then use Johan to immediately attack. Or, at the beginning of the turn use *Vorgurn* to protect your front rank with +4 AC, use Johan's order, then use your other *Vorgurn* to give your front rank another +4

AC. Finally, rogues love Johan because he allows them to move forward, and immediately assassinate someone without giving their opponents time to respond.

Johan can speed up any deck in which he's included, and acquits himself quite well for personal strength. He combines two of your Orders into the space of one, and thus allows you to launch a devastating series of actions without granting your opponent room to breathe. In addition, *Halfblood* is one of the few characters that remain useful while stationary; this lets you recruit higher-level characters with greater ease, and saves

your movement effects for getting them forward, where they can take advantage of Johan's utility by attacking in tandem.

5. Ring of Vorn, Sots

The Ring is, in this reviewer's opinion, the most useful movement card available. While it requires a wizard to equip, its low level reduces that restriction quite a lot, and the permanent movement effect that the Ring represents puts it on a level above related cards.

4. Toren Yscar, Sots

The premier deck searching and card drawing available, Toren Yscar combines a useful class, useful trait, and impressively potent ability with the general utility of a Mercenary character. Not every deck should contain him, but a number of strong ones do. Toren makes playable card combinations that are otherwise only theoretically possible, and even in decks that don't rely on combos, he turns cards that aren't useful at the moment into cards that likely are.

Again, card manipulation can help any deck, and Toren Yscar does just that, for everyone. Toren makes his (errrr it's?) way into more decks than just about any card in the game. The power of the order is self evident. Get rid of something that you don't need much, to get something that you need a lot. Additionally, the power isn't a spend order so Toren can also be used to cast Word of Recall (fortunately he's a seer), Banish the Wound, or even better... use those Robes of Kor!!

3. Griffon of Misear, Shade Lion, G&E

These two cards are another pair of near-identicals, with only slight differences indicating the strengths of the classes to which they belong. The Griffon grants an attack bonus, but lacks the Shade Lion's ability to move backwards. Either can spend instead of spending or stunning your character to fix an illegal rank, giving them a firm lead on all other

Steeds. When the Ring of Vorn isn't an option, these are the first cards to consider for moving mid- to high-level fighters and rogues to the front.



2. Bracers of Ogre Power, AS

The beauty of this card is that anyone can use it. The ability to deal two wounds is extremely powerful, as shown by Krun's ability to crash parties and ranks. The Bracers turn Krun and Sceth into Warlord-eating machines, and turns Mordred, Anton, Rathe, etc. into Krun and Sceth. Any item that gives a character another Warlord's special ability is amazing. Period.

With the number of characters that have multiple hit points, and the predilection with certain deck styles to "wall up" behind chaff characters, the Bracers of Ogre Power shine as perhaps the most commonly included rare item in the game. Practically any high-level character of any class and faction can use this card, and it greatly boosts their offensive power; with cards like Xod and Scavenge, even the mid-levels periodically get to play with the Bracers. The great importance of permanent wound-dealing capacity overwhelms the moderate difficulty of equipping this item.

1. Mass Blessing, Sots

A first turn Mass Blessing followed by a late turn Blood Beneath Your Wings can end the game before it begins, or put you so far ahead you'll never look back. It turns three Baudwyn Troubadors into +5 ATK, 18 AC killing machines. What sets this card apart from the other great actions in the game is that it is

not a spend order. So use as many as you like in a single turn! It is also amazing because it affects all characters that move into the rank of choice — not just the characters present at the time of casting. So, charge your characters up late in the turn and gain the benefits of the blessing on their strikes. To realize the potential of the card just consider that when you use it, all of your characters are +25% to hit with their strikes, and your opponents are -25% to hit with their melee strikes. Many games are won and lost due to the fighting between the grunts; this card turns your grunts into uber-grunts. That is why it is the single best card in the game.



Need for Speed Con't

Vedraw's Tooth to be a little strange. Improved Initiative is a very strong card for this deck that you don't see played very often. The Brine Fiends have +oATK, while every other character, save Devon, has at least +3ATK. Winning initiative can mean collapsing a rank before the opponent can repair it, or taking out a major threat facing your low AC but high ATK Yscar the Elder. The Assassination is simply a guaranteed two wounds against an important target, as is the Take Advantage. Warlords will stun to the front during games against this deck often. It's not impossible to put a severe hurt on them before they know what's happened.

Of War and Warlocks

Destrest thou knowledge of the later entrants to the Empire? Tarry awhile and be enlightened. Of warriors and incanters shall I speak, as such are the callings of these folk. Save, that is, for the presence of Magellan, noble bard. With an order to increase the attacks of worthy allies, his inherent grace will stand well in armies that do not require his larcenous tendencies. But, I digress. Of warriors I speak.

Foremost amongst them shall be Master Halvedar, a near insurmountable foe. Even ill-equipped, the peasants will find it hard to penetrate his defenses. Enarmored he stands untouchable, and woe betide the poor soul who attempts to assault him. To leave him unarmored would be foolish. Certainly is he worth the effort necessitated to support his entrance, whereupon the very best of armors may be acquired. Brother of Magnus, Christopher Arcadis suffers when not beside his sibling. Yet even so he doth possess admirable characteristics — and a penchant for striking beyond the front line with the full strength of arm leaving opposition armies in disarray. The fallen priest cum protagonist, Achirenus, also draws our watchful eye, for he possesseth the trait of constancy. A fine defense couples with the power of the Storm to heal, leaving him quite difficult to strike from this mortal coil. And should healing prove unnecessary then, lo, he may strike again. If Achirenus doth not suffice, then Kane the Hunter, lackey of Damien, shall bring the fury to thine enemy. From the start can he attack front lines and those behind, a hitherto deficiency in the Empire.

And of Warlocks? Only Taumar the Protector is singularly devoted to his cause, and devoted to the benefit of his fellow citizens. Not one for the skirmish line, he shall sit behind and cast his magics whilst his presence alone bolsters his compatriots. And then there are those who would practice both the arts of sword and spell. Lesser, though still accomplished, is the Viscount Nocens who

A Look at Card Advantage

By Todd "Loremaster" Rowland

In just about any CCG, card advantage can spell the difference between winning and losing. In Warlord, there is no penalty for exhausting your deck, so moving through it as quickly as possible is a good plan. Assuming you run a tight, fifty-card deck, you will get through your deck in nine turns should you empty your hand each turn. The faster you can get the cards into your hand and set up your combos, the faster you win.

Luckily, Warlord has several ways to speed the development of your army, and not all of them are named *Behlial*! True, *Behlial* is a madman when it comes to card advantage, but he's not the only thing out there.

First there's everyone's favorite, *Toren Yscar*. Not only does he give you an extra card if you can spare one, he's giving you a look at your next turn. With *Toren*, you can have that armor on right now. *Toren's* ability is only an order, and he is also a cleric, which makes him useful for *Banish* the Wound and other such spells. Being a Seer, allows just about any deck to use *Premonition*, a definite game-saver.

After *Toren* comes the much debated *Meet at the Inn*. Half the players love it, believing that it gives them definite card advantage over the opponent. The other half believes that it does nothing, effectively netting you just a single card (since you had to use the *Meet* to draw two) while giving your opponent a card also. Actually, it's a little of both. Yes, you give your opponent a card, but you are also giving yourself an advantage. While the opponent moves one card deeper into his/her deck, you move two cards deeper. The extra cards allows for flexibility, since you have increased your options this turn by another 40%.

Faction/deck specific cards also contain some potent advantages, and each deck has several. Some Warlords have built-in abilities that can speed through the deck. *Xod*, *Brymin*, and *Behlial* can each pull cards from the

deck. Even if you don't need a card immediately, it is useful to use the ability to thin your deck for the next turn.

Fighter Warlords get a boost with *Loyalty's Reward*. It's *Meet at the Inn* without giving the opponent a card. This card is great for fighter Warlords who don't charge to the front right away, and there are relatively few of those (*Uthanak*, *Terak*, and *Rac* for example). It's a spend order, so you should be wary if there is a chance your ranks might collapse when you use it, but in most situations, it definitely helps.

Wizards can speed up your card drawing. *Extentions* is a great spell that not only gives you a card, it also gives you the chance to determine your destiny... or at least your next turn. Wizards can, to an extent, take advantage of this as well. *I Call Forth Valor* will also beef up your lines and thin your deck.

Rogues can benefit from having a *Bag of Holding*, but other than that, their drawing ability is fairly limited. *Bag of Holding* is a one for one, so it often requires that the user know in advance which card he needs.

Finally, consider the kings of card drawing, the Elves. This group has more going for it in that department than just about anyone. Besides *Behlial*, *Daedelia*, while not a powerful character for a level 3, can still be put in front of your Warlord for protection, and nets another card. Many people don't like *Elemere*, as they prefer to keep their characters alive, but the fact is, you're going to lose characters regardless; why not get a benefit? *Hassimal* pulls an extra card each turn. A *Behlial* deck in good form can move through more than ten cards a turn in a good game.

There are many other cards out there that help to burn through the deck. I didn't mention. *Robe of Eyes*, *Loot*, *Wheel of Fate*, and many others — all of which contribute to card drawing. The faster you prepare your attack, the more likely you are to win. Many players contend a thicker deck allows for more wounds, but you'll see the fear in their eyes when your deck is gone, and your Warlord is up front in full gear, with his entire army beside him tearing through anything thrown their way!



By Alexander Black

The Cutting Edge is dedicated to bringing you information on future promotions for *Warlord: Saga of the Storm*. At this time, these promotions remain in the planning stages and are bound to change as they evolve into their final form.

The Assault of Kcal'den Fortress (AKA Abyssal Attack II)

With the success of the *Abyssal Attack*, we carried the feel of that promotion to something entirely new. *The Assault of Kcal'den Fortress* is a 25-card deck, much like the *Abyssal Attack*, that challenges tournament winners with a unique experience. The *Siegemaster Kcal'den* debuts in this deck, and is the unique prize for those that storm his fortress and take him down. All 25 cards of the *Siegemaster's* deck begin in play for this event, and players have to wade through a lot of siege engines to get to the *Siegemaster* himself.

This event, like the *Abyssal Attack*, will be run through select retailers, with the winner taking his deck against the *Siegemaster*. Should the first-place player fail to defeat the deck, the second-place player will have a shot. This continues until one player beats the deck and claims it as theirs. More information will be posted on warlordccg.com, as new information becomes available.

Mega-Tour II

Plans are being put in place for Mega-Tour II. This Mega-Tour will be like first one, but this time the Dragon Lord is coming along. If you have your *Qor-Teth* in hand, you will have the opportunity to challenge the Dragon Lord at the Mega-Tour. A few select stops will feature an appearance by a Medusan Lord. Players at these stops will have the opportunity to challenge a Medusan Lord and claim one of these unique cards as their own. If you would like your local store to host a Mega-Tour stop, be sure to have them contact our customer service representatives and ask to be placed on the list for consideration.

Call to Arms

The submissions for *Call to Arms* now reach into the thousands. We had such a good turnout for this promotion and set that we are considering *Call to Arms* as a semi-annual promotion. Thus the set known as *Call to Arms*, will now be known as *Call to Arms: Power and Glory*. The idea is to do another *Call to Arms* in a year or two and continue to do them every couple of years after that. At this time, the first selections are being made for *Call to Arms: Sword and Spell*. We received so manycard ideas that we are excited about. Did your card make it? The only way to find out is to pick up *Call to Arms: Sword and Spell*.

Of War and Warlocks Can't favors sword with his skill at arms and strength (though wayward in aim). Happy to trade blows, he will wait until the correct time to launch magery into the enemy ranks. And still there is the Sorceress Ygraine. Whilst lacking the speed of others, her attacks are more precise — and ready to exploit the weakness of a poor offense. And whilst not as gifted as Slayer, her incantations give such energy as to strike anew. Further, her professions work in tandem to allow her (and indeed the Viscount) efficient use of aggressive spells. Ictalon, Red Wyrm's Egg, Unseen Arrow, Bracers of Archery, Gloves of the Archer, all these enhance such sorceries. Of recently revealed mysteries, only the Curse of Heartless Lies useth such paraphernalia: still the older spells Lightning Bolt, Blast and Fireball shall triumph. With Grimoire in hand, they can be scribed whilst the Sorceress still yet prepares for battle.

What latest from the armories? For those champions that master the martial arts, there is the Black Banner to hold the day when all is lost, and the Havat-lahn Spear and Nothrog S'sike to further the renowned skill of the Deverenian combatants. And should Rhawn be unable to lay hands on the mighty Stormbrand, it matters not. For now he doth have the means to bring it to hand wherever it may rest with Summon Weapon.

From the libraries comes the Bone Hound. No longer must Slayer prey on his own to regain strength, with this companion he can renew from the bones of the fallen enemy. And like the Sorceress, the Grimoire will he find most useful in the preliminary stages of conflict. And too shall the heralds of the storm gain such comfort from the holy book, *Annales Deverenium*.



I want my Trygen the Brave

The terms are simple. Teach three people how to play *Warlord: Saga of the Storm* at your local game store, then fill out the form below and send it to AEG with a Self Addressed Stamped Envelope and a business card from the game store. Forms sent that are incomplete meaning without a Self Addressed Stamped Envelope, illegible or without a business card from the hosting gamestore will be *destroyed*.

Send this completed form with the store's business card and your SASE to:

Alderac Entertainment Group
attn: I Want My Trygen the Brave
4045 Guasti Rd, #212
Ontario, California 91761

Delivery may take 4-6 weeks.

Please Print Clearly!

I taught the following three people how to play *Warlord: Saga of the Storm*.

Date of Player 1's Demo

Player 1's Name

Player 1's Address (optional)

Player 1's City

State

Zip Code

Country

Player 1's Area Code and Phone Number (optional)

Player 1's Email Address (optional)

Player 1's Signature

Date of Player 2's Demo

Player 2's Name

Player 2's Address (optional)

Player 2's City

State

Zip Code

Country

Player 2's Area Code and Phone Number (optional)

Player 2's Email Address (optional)

Player 2's Signature

Date of Player 3's Demo

Player 3's Name

Player 3's Address (optional)

Player 3's City

State

Zip Code

Country

Player 3's Area Code and Phone Number (optional)

Player 3's Email Address (optional)

Player 3's Signature

The Name of the Store where I taught the players

The Store's Address

The Store's City

State

Zip Code

Country

The Store's Area Code and Phone Number

The Store's Email Address

The Store's Manager or Employee

The Store's Manager or Employee's Signature

My Name

My Address

My City

State

Zip Code

Country

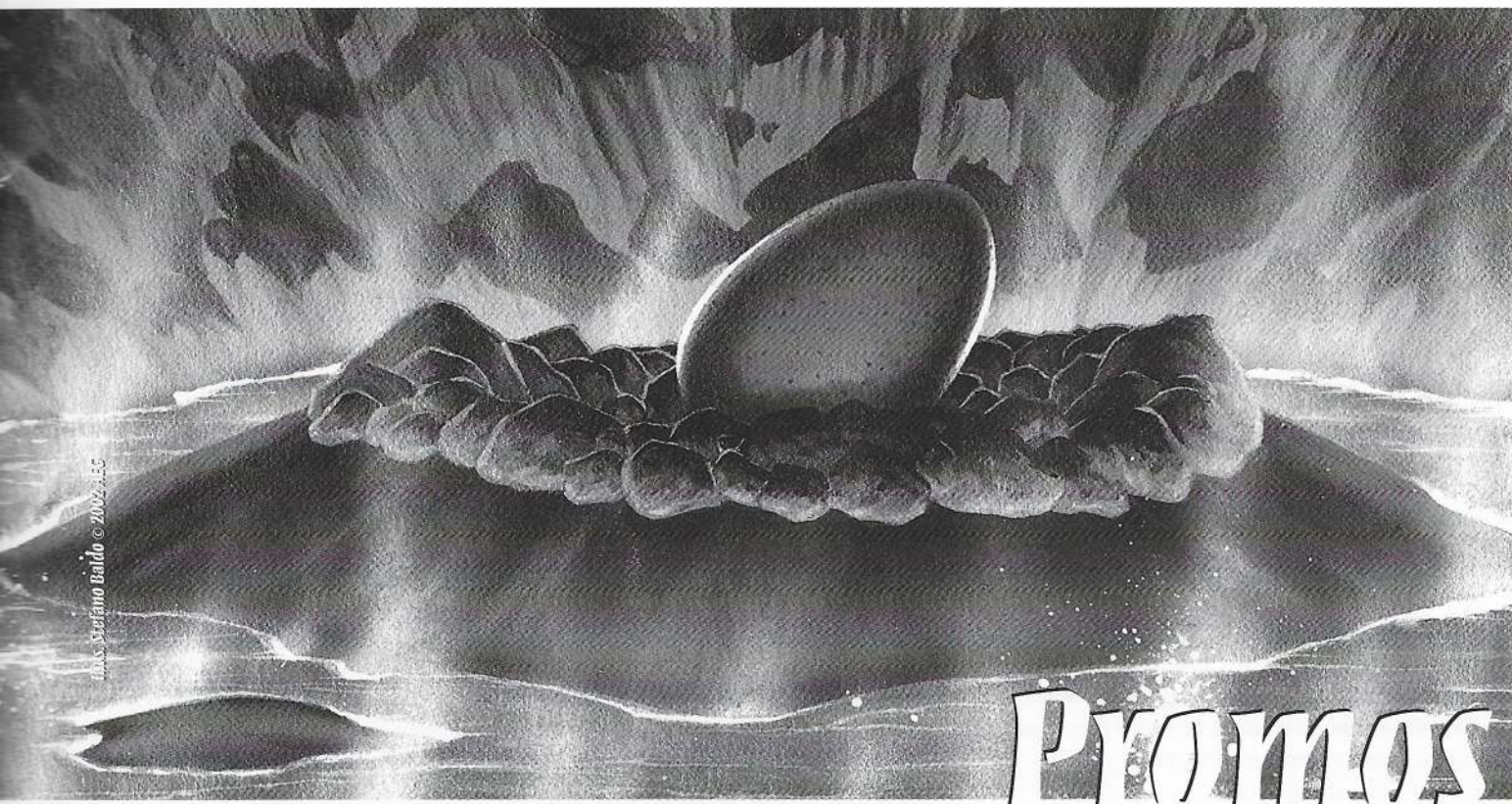
My Area Code and Phone Number

My Email Address

My Signature

Date demos were completed

Note: Signature verifies to the best of his knowledge that those receiving the demonstrations were new players to *Warlord: Saga of the Storm* and that the demonstrations took place on the date listed. A person may receive only one demonstration through this program. Duplicate persons receiving a demonstration will negate the validity of the entire form. Violation of trust may result in jeopardizing the signers participation in future *Warlord: Saga of the Storm* promotions.



Chris Stefano Bando © 2002 JAG

Promos

Aldrich von Gressynkiir

Dragon Lord promotion

When combined with a *Kerebrus' Signet* and a *Summon Ally*, along with some other high level baddies, the Dragon Lord can actually see play. Desired for his collectability over playability, his ability to bring Dragons into play 3 ranks closer and ignore Uniqueness restriction cannot be ignored.

Black Wyrms' Egg

Assault of Kcal'den Fortress

The benefits of a built-in Crush, turn after turn cannot be ignored. On top of that, permanently reducing the target's AC by 3 can put the target in line for a hurting down the road.

Blue Wyrms' Egg

TBD

Personally one of my favorite, the *Blue Wyrms' Egg* acts as a built-in Bloodthirsty, but allows you to target a charter in the second rank. Wizards have a tough time hiding from that!

Boots of Speed

Flash Tournament Kit
(Participation card with
Crushbone Mace)

With a free move and a built in AC bonus, you cannot go wrong!

Canis

Item (cleric) [Currently in
the possession of Richard
Bowers-Dean, lost by John
Zinser]

Information unavailable for publication.

Cear Adinerach

Medusan Lord promotion

Information unavailable for publication.

Chain the Psyche

TBD

Lots of players can find uses for an action that delivers 2 wounds with a failed DC 21 check. The only catch is that it is level 6. "Here Blackwind. Who's a good dragon?"

Chariot

Flash Tournament Kit
(Participation card with
Eversmoking Bottle)

Possibly one of the more popular participation cards. Basically a level 6 *Griffon of Miesear* with a +1 AC bonus.

Ciera Eyes of Fire

TBD

She has yet to see play, but any time you move more than one character at a time, your opponents are looking at trouble

Cloak of Protection

Flash Tournament
(Participation card with
Crown of Command)

Usable by any class, a bonus to your AC can be handy no matter who you are playing.

Cloak of Skin

Nest of Vipers Prerelease
Prize card / World
Championships Participa-
tion card

Coming back from the dead never hurts. This card keeps you in the action even when fate seems stacked against you.

Contract Killer

TBD

A few of these with a *Black Tom* can set up a one-turn kill on any opposing character. This card does require a bit of patience when playing.



I want my Tyrgen the Brave

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Date of Player 1's Demo

Player 1's Name

Player 1's Address (optional)

Player 1's City

State

Zip Code

Country

Player 1's Area Code and Phone Number (optional)

Player 1's Email Address (optional)

Player 1's Signature

Date of Player 2's Demo

Player 2's Name

Player 2's Address (optional)

Player 2's City

State

Zip Code

Country

Player 2's Area Code and Phone Number (optional)

Player 2's Email Address (optional)

Player 2's Signature

Date of Player 3's Demo

Player 3's Name

Player 3's Address (optional)

Player 3's City

State

Zip Code

Country

Player 3's Area Code and Phone Number (optional)

Player 3's Email Address (optional)

Player 3's Signature

The Name of the Store where I taught the players

The Store's Address

The Store's City

State

Zip Code

Country

The Store's Area Code and Phone Number

The Store's Email Address

The Store's Manager or Employee

The Store's Manager or Employee's Signature

My Name

My Address

My City

State

Zip Code

Country

My Area Code and Phone Number

My Email Address

My Signature

Date demos were completed

Note: Signature verifies to the best of his knowledge that those receiving the demonstrations were new players to *Warlord: Saga of the Storm* and that the demonstrations took place on the date listed. A person may receive only one demonstration through this program. Duplicate persons receiving a demonstration will negate the validity of the entire form. Violation of trust may result in jeopardizing the signers participation in future *Warlord: Saga of the Storm* promotions.

Robes of KorFlash Tournament Kit
(Prize card)

Its like having a mini *Mass Bless* every turn without the AC bonus. A perfect card to attach to *Torn*, this gives all characters in a rank a +3 to their ATK.

Rod of AbsorptionBattle Box Insert / Flash
Tournament Kit (participation card)

Nice for stopping those spells that penetrate deep into your ranks. Keeps those *Gravity Fluxes* from messing with your strategy.

Rod of StrikingFlash Tournament Kit/
Accidentally printed in
original starters

A decent card for low-level characters. Due to the misprint this card does not hold a lot of value.

Ruuslik

TBD

His ability to move to the first rank when he comes into play, and be ready to attack on the next turn is his strength. Being a level 3 Mercenary Ranger will help him find a place in the gaming environment.

Sigil of Ishara

TBD

This one keeps the evil level 4 guys under control, one at a time. The "Good Only" restriction probably means it will see less play than some other cards.

Slayer's TombFlash Tournament Kit
(Prize card)

If you can get this card attached, your card flow will be sailing. When combined with an *Extensions*, that's 3 cards out of one action!

Soul StealerFlash Tournament Kit
(Participation card with
Slayer's Tomb)

This card is designed with the philosophy that it is better to have a ranged strike and not need it, than to need a ranged strike and not have it.

Squire's Sash

Flash Tournament Kit (participation card with Robes of Kor)

This card acts as a *Spite* from anywhere, which means that you can keep a level 1 character around a lot longer than you should.

Storm GemMedusan Lord promotion
(Master K'haleak)

Information unavailable for publication.

Swamp Gaunt

TBD

His ability to kill a character in his rank to remove a wound also works on characters creeping into your ranks with *Stealth*. Assassins beware!

Symbol of KerebrusFlash Tournament Kit
(Participation card with
Imperial Amulet)

A lot like the *Helm of Vision*, it usually sees play with the Helm.

The Black KnivesMedusan Lord promotion
(Cear Adinerach)

Information unavailable for publication.

Thunic Hydra

Magazine Insert (InQuest)

A level 3 Merc Monster, with 3 wounds and 3 attacks. I think everyone would agree that that rocks!

Tyrgen the BraveBounty Hunter Recruitment
promotion

His Charisma bonus keeps those pesky low rolls to a minimum while his big ranged attack can snipe just about anyone. By the way, he's also a level 5 Mercenary Fighter/Ranger Warlord, something I am sure many of you have been wanting.

Unseen ArrowBattle Box Insert / Flash
Tournament Kit
(participation card)

A one-shot +3 and additional wound make this a lethal card when using ranged strikes. Many people have begun using this with Ygraine for a bonus to the *Crystal Sphere Staff*.

White Wurm's Egg

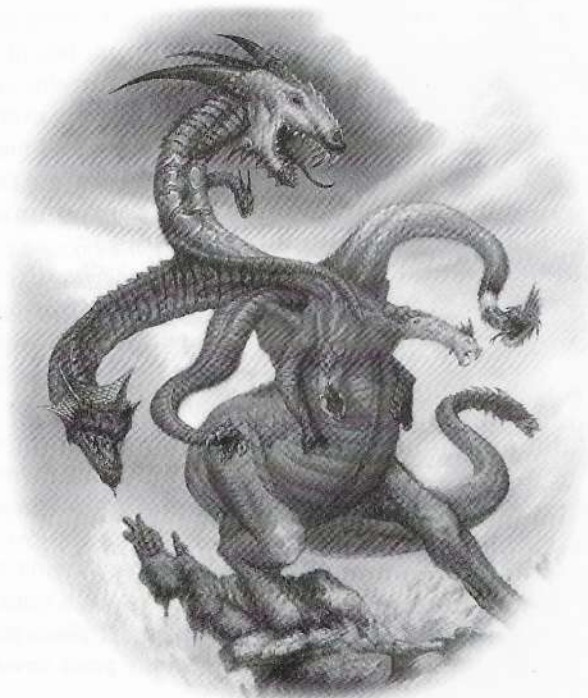
Assualt of Kcal'den Fortress

This one keeps those multiple-wound characters under control. As long as you can hit them, you can keep them spent.

Winter's Ring

Flash Tournament Kit (Prize card)

This makes hard-to-hit characters harder to hit by making them Ethereal.



Crown of Command

Flash Tournament Kit (Prize card)

Pretty much a staple card for Dythanus decks. You can keep your opponents tied up until you can afford the attacks to target them.

Crushbone Mace

Flash Tournament Kit (Prize card)

An extra wound for an attacking cleric is always welcome. The randomness of this extra wound is a bit of a downside, but at level 6, your Warlord can always attach it.

Deathflail

Medusan Lord promotion (Lady Bhaine) [Currently in the possession of Richard Bowers-Dean, lost by David Williams]

Information unavailable for publication.

Deck of Many Things

Magazine Insert (Lotus Noir)

The *Deck of Many Things* plays a little wacky. When combined with a *Toren*, the deck actually can significantly contribute to the card flow strategies.

Demonlayer

TBD

This is the perfect weapon for slaying Abyssals, but does not measure up well against the Ethernals.

Eversmoking Bottle

Flash Tournament Kit (Prize card)

The movement this card provides is its biggest benefit. The AC bonus against ranged attacks comes in handy when needed. Its biggest appeal is its collectability.

Forlourne

TBD

This Elf character does not automatically fail on the roll of a 1... meaning that if you get the bonuses stacked high enough, you need not bother rolling.

Gelatinous Wall

TBD

Being a level 5 monster is this card's strong point. Turbo *Qor-Teth* decks will be sailing on turn one when this card hits the table.

Glyph of Healing

Mega-Tour I participation card

The participation card from the first Mega-Tour, it essentially gives your wizard another wound.

Green Wurm's Egg

TBD

The low DC on this card makes it not as potent as it could be, but should the target fail, two extra wounds can really hurt.

Helm of Vision

Flash Tournament Kit (Participation card)

AC and skill bonus on a classless item make this a card worth including in your deck. This one sees a lot of play with the build-a-character-up decks.

Imperial Amulet

Flash Tournament Kit (Prize card)

Mostly a card for collecting, this promo gives you a +5 AC bonus for one strike. Useful if your Warlord is only vulnerable for one or two strikes during a turn.

Kerebrus' Signet

Magazine Insert (TBD)

This is just like the factional signets in *Black Knives*, but for the Mercenaries.

Knives of Betrayal

Battle Box Insert / Flash Tournament Kit (participation card)

A good item for low level assassins. Mostly a card for collecting.

Lady Bhaine

Medusan Lord promotion [Currently in the possession of Richard Bowers-Dean, lost by David Williams]

Information unavailable for publication.

Limited Wish

Make a Wish Foundation fund raising card

This is the one and only "Rip card" for Warlord. It's a one shot "get a card from your deck" card that you must rip to use. This is purely done to make money for our favorite charity: The Make a Wish Foundation.

Master K'hallaekMedusan Lord promotion
Information Unavailable for publication.**Masterwork Armor**

Battle Box Insert / Flash Tournament Kit (Participation card)

Mostly sought after for collecting, the *Masterwork Armor* can be nice for those fighters that spend a lot of time on the front rank.

Nassiral Hate

Medusan Lord promotion [Currently in the possession of Richard Bowers-Dean, lost by John Zinser]

Information unavailable for publication.

Punch Daggers

Battle Box Insert / Flash Tournament Kit (participation card)

Nice for keeping the high hit point, low skill characters like the *Crippler* tied up while you work on other characters.

Qor-Teth

Abyssal Attack Exclusive

The biggest promotion card ever! This level 8 Mercenary Abyssal is actually seeing play these days, and he's not unique.

Red Wurm's Egg

Abyssal Attack Tournament Prize (for stores only)

In combination with the *Crystal Sphere Staff*, the *Red Wurm's Egg* is working its way up the ranks as a highly sought after card.

Father Knows Best Card Focus: Ent Father

The Ent Father was a great addition to the Free Kingdoms in Tooth and Claw. However, a lot of players don't even give him a second glance. There is much potential in this ancient tree, so let's take a look at some of the possibilities.

First off, he is a level three cleric. That allows for Banish the Wound, Holy Energy, Aurora Flame, and Virtue among other powerful cleric spells. His three wounds also make him a great character to use Sacrifice. What really shines with the Ent Father, however, is his status as a druid. Many druids in the game fall just shy of level three, but the Ent Father is open to several strong spells including Storm's Caress and the ever popular Insect Plague. Also, he can play the level four spell Whirlwind because he is a druid.

The Ent Father's ability was usually written off as a novelty upon first reading the card, but it is more powerful than it first appears. The Ent Father can rearrange a rank in your army once per turn. The obvious place for this ability is in with Terak Justicebringer, who grants an attack bonus to those adjacent to him. Have your characters adjacent to Terak attack, spend the Ent Father to swap them with two other characters, and get the most you can out of Terak's ability.

Terak is not the only deck for the Ent Father however. If you are willing to accept a rank penalty, he can assist several decks. The rank penalty is really no problem, as he does not need to be in or adjacent to the rank he targets. In Dwarf decks, he can make sure that an Axe stays next to a Hammer, and your Shield Walls can always be next to the most important characters: an honor that usually fluctuates during most games.

These are just a few of the uses of the Ent Father. With new expansions, new druid actions, and new characters that affect those adjacent to them, his versatility will only increase.



By Andrew Getting

It was the stench that woke me up to it. The first time I smelled anything like it, the Elves had just sacked Andover, and they left behind the bodies that they couldn't use. I didn't know what it was at first, so I ran home, but the Elves had been there, too. Since then, I've learned to look carefully over battlefields. Sometimes I can find something like a knife, or some bit of unused provisions that the vermin haven't gotten to yet.

As I neared the top of the hill, though, I could hear something: rhythmic thuds into the earth. Peeking over the edge of the hill, I saw a pile of dead men in armor, and another man bare to the waist. The one still alive was digging graves, and had finished at least twenty.

He whispered something under his breath, but never stopped, not even to wipe the sweat from his brow. The sparse trees provided him no shade, though a horse - presumably his - slept in the shadows nearby.

Well, I thought, this won't be a complete loss. I'll check his saddlebags.

I backtracked down the hill, then circled the base. The digging continued unabated, so either he hadn't heard me or he had, and had other plans for me. In either case, I could only press onward.

As the man returned to my field of vision, I crouched low, trying to keep to the few shadows the stunted trees afforded me. The horse thankfully didn't awaken, but whinnied softly in its sleep.

No, that can't be right, I thought to myself as I neared the stallion. It can't have wings.

The wings weren't what shocked me, though. Not really. I'd only lived fifteen years, and in the last week I'd seen the dead rise from the grave. I knew magic was real, despite what the farmhands had told me.

No, what surprised me was that the man out there digging graves had left his sword sheathed on his horse's back, no less than twenty feet away, and with his back turned to the horse.

Feeling a touch more confident - the man was bringing this on himself, I thought, and if he didn't respect a sword, I would - I grabbed the scabbard and lifted it lightly off the horse's back.

And I walked away. The sword was lighter than most, so I figured it would probably be worth something; maybe it was even magical. Still ducked low, I moved back behind the hill, prepared to flee to the town where I spent the previous night, when it occurred to me the sword might be cursed. Why else would he keep such a weapon so far from him, when he was obviously aware that something nearby was killing people? Maybe he did notice me, and wanted me to take the thing from him.

I sat at the base of the hill, listening to the man picking away at the soil, and stared at the weapon in my hands. The hilt felt like some master smith had forged it just for me. For a moment, I even considered play-fighting with it, like I had with sticks as a child. What did a cursed sword look like, anyway? I couldn't very well afford to have some enchanter divine its secrets - I could barely afford food!

So, I made the biggest mistake of my life, though it's not one I really regret overmuch.

I unsheathed the sword.

Out of its scabbard, the weapon came alive. Its blade shone with light greater even than the sun's, and it broke free of my grasp. The sword swung wildly, it slashed the air around me like it was trying to cut me. Then, as suddenly as the frenzy began, it stopped. The sword now just hung in the air in front of me. Glittering letters rose from its perfect edges, but before I could read them, the light of the blade exploded and enfolded me.

And the blade spoke to me.

I AM THE BRINGER OF LIGHT THE JUDGE OF SOULS THE MERCY OF THE HEAVENS THE FIRST FLAME THE LAST FLAME MY NAME IS -

"Avenger!" The vision cleared with that name, shouted by the gravedigger. The blade swung from its perch in mid-air before me and flew to the outstretched hand of its master.

He looked on me, then. Not unkindly, but without compromise. He sized me up.

"My name is Terak Justicebringer. I am the head of the order of Arioeh paladins, now that I am also the last of them. Who are you?"

"Lucian, sir knight. I am sorry. I did not mean to steal from you." I knelt to him as he walked down off the hill, like I remember my uncle told me I should do if I ever met a king.

"Off your knees, then, Lucien. We don't want them to get the wrong impression."

I looked up at him as his shadow fell upon me.

"Who?"

"Them."

At first I thought the sound was thunder, but it was too continuous, too strong, too ordered. Terak pointed to the distance, and I saw a black cloud rise above the horizon. It bore down upon us with terrible speed, and as I looked at it, I knew it was not a cloud, and that the sound was not thunder.

A full legion of black knights flew above us on black, winged dragon-steeds. They drew their swords as they passed, and they

lifted them to Terak. Wordlessly, they flew by, and blotted out the sun with their dark majesty.

"Don't worry about them just yet, Lucian. They're paying their respects."

"Who are they?" I gaped at them openly. I had seen magic before, true, but this was the first paladin's funeral I had ever been to, and even now, decades later, I've only been to one other.

"My brothers, I suppose you might call them. The d'Ilchant paladins. My order broke from theirs centuries ago. They never forgave us, but in all the world, I don't think they ever respected anyone else, either. Don't be fooled by them. They're Deverenians, too, and every bit as cold as the rest of their race."

We stood together in silence as the procession drove ever on above us. At last, they disappeared over the skies behind us, and Terak turned his eyes back to me.

"You touched the sword."

"I'm sorry. I was hungry, I wanted to keep it or sell it, it's a good sword, I..."

"No, you don't understand, Lucian. Avenger let you touch it. It chose you for something. If it didn't, I'd have to dig one more grave."

I felt cold then, like I felt when I remembered the sight of my home in flames. My father wasn't organizing any bucket brigades, and my mother wasn't holding my sister close to her. They weren't anywhere that I could see, so I knew exactly where they were.

The sword. The sword could have killed me.

"Read the blade, Lucian." He held the sword before me, and I looked at the words writ across its length.

"It says, 'The innocent shall be avenged.' Lucian, you are innocent."

I looked up at him. In all my life, I have never been so certain of anything as I was when I spoke again. "Let me come with you."

Terak thought for a moment, and then nodded. He sheathed the sword while I followed him back to the graves. I helped him bury his comrades, and that was how my training began.

I never thought to tell him what I read from the blade, or that it told me a different name than Avenger. I would later regret not telling Terak this, but I regret many things now.

Take the blade, boy. If it wanted you dead, it wouldn't have chosen you as my squire.

Glyph of Taoth II

"Taoth couldn't do it without the glyph and the glyph is not as deadly with any other faction."

Player:

World Champion, Jeff Sisemore

Warlord:

1 Taoth

Starting Characters:

3 Grukth

2 Orchoff

Other Characters:

3 Ballista Crew

2 Demon of Kvar

3 Makusog

2 Muddflek

1 Orazhuk

2 Timmuk

3 Toren Yscar

3 Varg

Items:

3 Amulet of Force

2 Bloodsteed

1 Doombringer

3 Glyph of Fate

1 Red Wyrms Egg

1 Ring of Vorn

2 Rod of Roaring Flames

1 Rod of Shattering

Actions:

2 Ball Lightning

2 Blast

3 Chain lightning

2 Inferno

2 Lightning Bolt

This is the latest version of my "Glyph of Taoth" deck which was featured on page 22 of the first War Journal. I came to Gen Con with my two best Taoth decks: "Taoth Lives Forever" and my "Taoth on Speed" deck which consists of all level 1 characters and level 2 characters who are capable of performing ranged strikes as well as spells which do not cause Taoth to spend. I considered "Taoth on Speed" my best deck; it almost never lost and most it could achieve a first or second turn kill against the best decks in Tulsa Ok. "Taoth Lives Forever" plays every available Nothrog Warlord and multiple hit point Nothrog characters.

Just the FAQs

By Gerry Crowe

Section A: Recent Errata

Advanced Planning

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

Halberd

Has the **Weapon** trait.

Kharma

This should read:

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

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

Section B: Common Rules Questions

Levels & Classes

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

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

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

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

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

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

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

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

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

Targeting

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

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

An action targets a card when

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

Notes

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

Q: Also, what exactly are attributes? I assume ATK, AC, Skill, Level, Class, Alignment. But is the number of wounds on a character considered an attribute?

A: Wounds and text box are also considered attributes.

Feats

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

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

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

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

Hand Size

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

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

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

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

Section C: Recent Rulings

Actions

Death is but a Door

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

Exhaustion

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

Gravity Flux

Is not cumulative.

Hammer Toss

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

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

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

Invoke Spirit

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

Kharma

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

Relentless

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

Steel to Serpent

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

Characters

Kang'xi

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

Lord Gahid Rellion

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

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

Pitfall

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

Sir Robert the Vigilant

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

Items

Shadow Token

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

Wards of Peril

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

Paper Cuts

Player:

North American Champion
Nathan Pelston

Warlord:

1 Behlial

Starting Characters:

1 Artheon
1 Baqbou Umbala
3 Jigoral

Other Characters:

3 Alessandressa
2 Alhana Genecourt
1 Black Tom
3 Brine Fiend
3 Daedelia
3 Degias
3 Jackals of Mourn
1 Rathe
2 Toren Yscar

Items:

3 Portable Hole
1 Vorpall Blade

Actions:

1 Assassination
2 Banish the wounds
2 Calm
2 Curse of Rage
2 Decay
3 Mass Blessing
3 Meet at the inn
3 Premonition
3 Sacrifice
2 Wheel of fate

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

Richard Bowers-Dean is Broken

By Richard Bowers-Dean

I went to Origins in search of a Medusan Lord pelt: specifically to fight *Nassral Hate* if I got the chance. As luck would have it, I did get that chance by winning the *Nest of Vipers Sealed Deck Tournament*. As I was preparing my own deck, I thought about the only time I or anyone had seen the *Hate* deck in action. Richard Carter got to go against it earlier that weekend and was crushed in a very brutal fashion. Hate started with *Kenia*, *Machine of Lukot* and *Stoneblight Cyclops* in his front rank, *Krun* and *Uthanak* in his second. John Zinser played *Hate* and his first action in the game against Richard was *Mass Blessing*. The *Cyclops* (AC 30) was killed by a lucky 20 when Carter used its react, but that didn't stop *Hate's* legions. They just swarmed over Richard, killing his Warlord in the first couple of actions on the second turn.

With that in mind, I was determined to stop *Krun* and *Uthanak* from devastating my ranks. Since I did not bring most of my cards to Origins, I used my friend Scott Caron's cards to build my deck. We put three *Imprisoned* in the deck to stop *Krun* and *Uthanak*. From there, I looked at *Canis'* ability: you can have over 50% of any one card type. Wonderful, I thought, *Hate* will have a boatload of characters, so in goes *Gauntlet*. Then came the hardest decision: which Warlord to use. I knew I needed to be able to do multiple wounds. I also wanted to have the ability to keep the game going because I figured I would do better the longer the game went on. I narrowed my choice down to *Uriel* or *King Xod*. I felt I would be able to make a better decision after a few hours of sleep so I went to bed. At that point it was about 2:00 a.m. and I had to finish off the Sealed Deck finals at 9:00 a.m. That night I actually had a dream about winning against *Hate* with *King Xod* so when I woke up, I decided to go with that message from my subconscious. I am a longtime Free Kingdoms player but I have played Dwarves frequently of late so I felt comfortable with my ability to play that faction effectively. Now all I had to do was finish building the deck.

Hate has 5 wounds, so I put in multiple wound cards — *Sky*, *The King's Lady* and *Bracers of Ogre Power*. I knew I needed some targeting away cards to keep *Xod* alive longer so I put in some *I Have Your Backs*. I dropped in some items for *King Xod* and some necessary characters, grabbed my lucky 'Big Black Die of Doom' and I was ready. After finishing up the Sealed Deck tournament, I had some time before the Medusan Lord challenge booth opened, so I entered the multi-player tournament. At long last, my time to challenge came and I called out *Hate*!

I sat down with John Zinser and started shuffling cards, praying for an *Imprisoned*. We finished shuffling, shook hands and began the game. I drew my first five cards...and got two *Imprisoned*! The rest of the draw was pretty nice — *King's Lady*, *Chariot*, and *Sky*. I attacked the *Cyclops* with my *Shield*, hoping for a 20, but no luck. John did not drop a *Mass Blessing*, and I breathed a sigh of relief. He did kill off my front line, though. I equipped *King's Lady* and *Chariot* on *Xod*. *Krun* came up to smash my ranks but he got *Imprisoned*. I searched for a *Griffon* and moved up to start killing off his characters, *Machine* and *Cyclops*. I ended the turn with *Xod* in the front rank ready to kill more *Nothrog*. That *Mass Blessing* still worried me, however. It was out there, waiting to pounce. We began the second turn and I drew *Breastplate of Power*, *Bracers of Ogre Power*, *Havat-Lahn Stance* and *Edge*. Still no *I Have Your Backs*, which was cause for concern. I equipped the *Breastplate* and *Bracers*, and went to look for a *Bruntor's Helm*. I attached it and the *Stance*. Then I *Imprisoned* *Sceth* and killed off more *Nothrog*, including *Uthanak*. However, I had taken 3 wounds at that point and still feared some craziness from *Hate*. John dropped out some level 1 *Nothrogs* and I killed them as soon as they appeared. Finally, the turn was over. I breathed another sigh of relief and began to think that I might actually have a chance at winning. Next turn I drew two of my *I Have Your Backs* plus some *Alarics* and an *Edge*. I also drew *Wyvernsteed*, the only *Nest of Vipers* card I put in the deck. I killed off *Krun* and some *Slave Labor*. *Hate* was spent in the second rank at this point. John dropped more *Nothrogs* down, trying

to keep his ranks up, but my little guys quickly killed them off. By the end of the turn *Hate* was stunned in the front rank, there was still no sign of the *Mass Blessing*, and I started to breathe a little easier. At that point, I noticed that a crowd was gathered around the game. Everyone was waiting for *Hate* to pull something off. We started the next turn and I won initiative. I attacked *Hate* with *Xod*. The first roll hit, then the second! I slumped over in amazement and everyone around me went crazy. I had just killed off *Nassiral Hate* in the storyline and beaten a deck that was incredible! In hindsight, I was really lucky to get a *Chariot* in my opening hand. If I had gotten a *Griffon* instead, I probably wouldn't have been able to write this article.

After I defeated *Hate at Origins*, Scott Caron and I decided that we had to go to GenCon this year. We drove 13 hours to get there and man, were we excited! If you ever have the opportunity to go to GenCon, do it. It was a total blast.

If I got another shot at a Medusan Lord, my initial plan was to challenge *Cear Aldrich*. I felt comfortable with the deck we put together to use against him, and I was happy with my secret deck tech — using *Steel to Serpent* against *Cear*. Then I heard several different people talking about using that very tactic against *Cear*. Apparently, my "secret" deck tech was not so secret after all. At any rate, *Cear* was not going to be affected by *Steel to Serpent* when he has a *Tooth* or *Vorpal Blade* attached — Erik was wise to that trick — so my idea would not have worked anyway. Next, I got the *Master K'Hallak* deck ready, but it got stomped really, really badly in play testing. Finally, I decided to challenge *Lady Bhaine* instead. *Lady Bhaine* is a fearsome fighter but like all fighters, she really needs to be on the front rank to do damage, plus she has a weakness — *Soul Stealer*, which could help knock down her 8 hit points! All I had to do was get a challenge...

At Origins, I won the Sealed Deck tournament to get to *Hate*. At GenCon, I won the Battle Royal. This tournament, which had over 30 players, was quite interesting. The person(s) with the lowest total amount of levels each turn was eliminated, and you could only attack the person to your left or right. I was playing a *Turbo-QorTeth* deck with one big difference — *Nassiral Hate*. I was amazed by the fact that I was able to consistently bring *Hate* into play with this deck, usually on the second or third turn. However, in the Battle Royal, he came out on the first turn. Needless to say, I was totally unfazed

about losing low levels as I averaged about 90 levels per turn. Eventually I won, due in large part to alliances with other players and having the lone Nothrog player swear allegiance to *Nassiral Hate*. I earned a Medusan Lord challenge for Sunday.

Sunday morning found me building my challenge deck; several people stopped by to see how it was going and to offer suggestions. For me, that was the best part. It was a total team effort, about six people to take down *Lady Bhaine* with the great and powerful *Krun*! Justin Lacey suggested putting in *Mud Slick*. I wasn't sure if I could get *Orazuk* in play fast enough to use it, but Bob Carmichael chimed in with a reminder that *Python* is a druid. Based on that, my starting lineup was switched around so *Python* could work some magic. I got the deck together and headed over to the Challenge Booth. Imagine my surprise when they called my name first!

I challenged *Lady Bhaine*, played by Dave Williams. Dave is a great guy and I was a little intimidated playing against him because he stomped me with the Dragon Lord Challenge at Origins. We rolled initiative, drew up, and began the game. From what I remember, I didn't get a great hand and my first attack was a "1." Grrr... Luckily he only killed off two of my characters and didn't get *Lady Bhaine* up to the front rank. I killed off most of his characters until only *Bhaine*, *Ss-saurth*, and *Toren* were left. I was feeling a little more confident but still worried about her getting off eight or more attacks on me.

The second turn, I drew a *Mud Slick* and a *Soul Stealer*. Unfortunately, *Lady Bhaine* equipped *Darkhide Armor* (grrrr!) but she could not attack due to the *Mud Slick*! She was spent in the front rank with *Toren* in the second rank. I used my *Toren* to find a *Crush*, attached a *Griffon* and attempted to ride into history. I attacked *Lady Bhaine* with *Krun* and used the *Crush*. I rolled an "18" and nominated the *Darkhide Armor* to go, plus I did 4 wounds to her! On my next attack, I rolled a "19." I got a little worried at that point, wondering if Dave had a *Too Stubborn to Die* in his hand. He looked at his hand, looked at *Bhaine*, looked at his hand again, looked at me... and then extended his hand in congratulations! Then it hit me: I won another Medusan Challenge! Wow!

I sat there shaking for what seemed like hours while everyone was going crazy. Eventually, I could stand and went to sign the *Lady Bhaine* Poster and shake hands with everybody.

Now, where is that *Cear* fellow hiding?



By Alexander Black

This Christmas, Warlord brings to you the coolest winter-time Christmas promotion ever. The Santa Slayer promotion features 12 special cards with a Christmas theme for use in your Warlord games. But don't worry; they're not merely sweetness and light. They don't feature adorable moppets or the cuddly rosy cheeked Santa from your Coca-Cola cans. We have given them a heavy dose of Warlord attitude.

The promotion centers around the Santa Slayer himself, Christophe Kringle, a Deverenian Overlord; however, on December 24th and 25th he may be used as a Warlord. Other cards relate the items and actions Kringle can take: *Cookies and Milk*, *Around the World in a Night*, *Down the Chimney*, *Kringle's Bag*, *Kringle's Sleigh*, *Kringle's Armor* (a white fur-lined suit of red armor), *Black Petre* (Kringle's evil little toy-making elf) and his four demonic reindeer: *Blade Dancer*, *Storm Dasher*, *Comet* and *Blitzer*.

What brings this promotion together is the flavor text. All cards feature several lines of poetry, parodying the classic "Twas the Night Before Christmas." They relate the tale of how the Santa Slayer, in the dead of winter, came to a Narawat town on a mission of vengeance:

*The Deverenians were hanged
by the ramparts with care
as bait to draw the red warrior there.
What to my Narawat eyes should appear?
A chariot sleigh and four demonic reindeer.
Unnerving it was, I heard on the roof
The clawing and scratching
of each demon's hoof.
As he drew his sword unnoticed
by those around,
down the chimney the red warrior jumped
to the ground.*

*Seeing his eyes and the sword drawn
over his head,
I knew that I and my unit soon
would be dead.*

*Beside him sat Black Petre, a cranky old elf;
I ran for my life, in spite of myself.
Faster than falcons to his summons they came
He shouted to the demons and called
their true names:*

*"Tally ho ye demons, Comet and Blade Dancer!
Get a move on, foul beasts Blitzer
and Storm Dasher!*

*To the city streets fly, surmount its stone walls.
Now wipe them out, wipe them out,
slay one and all."*

*I heard him exclaim as he drove out of sight
"I'll be back for more carnage one year
from tonight!"*

Per Erik Yapple, Warlord Brand Manager: "Christmas is an important time. We wanted to offer something to the players and retailers for their support but we wanted to maintain that 'Warlord edge,' so we kept things from getting too sappy... I hope that gets across..."

Starting on December 19th, a new card will be available to players purchasing 2 booster packs or a starter deck. On December 20th another card will be available to players making another purchase. This continues through December 31st (except for Christmas day, and will be available to all stores requesting the *Assault of Kcal'den Fortress* promotion. Make sure to ask your retailer to request the *Assault of Kcal'den Fortress* and *Santa Slayer* promotion from our customer service representatives. More information about participating stores and other details surrounding this promotion will be made available on Warlordccg.com as they become available. Don't forget to visit your local retailer during the Christmas season. The Santa Slayer is waiting, and you DO NOT want to keep him waiting...

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It's time to subscribe to the **Warlord War Journal**. This is your last free issue; now is the perfect time to sign up for a full one-year subscription. For a mere \$20 U.S. (\$35 outside the USA and Canada), you'll receive four quarterly issues of the magazine. Don't let the War Wagon pass you by — subscribe today!

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How much money do you spend on Warlord a month?			
<input type="checkbox"/> Less than \$10	<input type="checkbox"/> \$10 to \$25	<input type="checkbox"/> \$25 to \$50	<input type="checkbox"/> \$50 to \$100
<input type="checkbox"/> More than \$100			
Have you played in a Warlord Flash Tournament?			
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Next Issue

Call to Arms

We take a look at the development of the most ambitious set of all time. Whose cards made the cut? Maybe yours. Only way to find out is to pick up the Warlord War Journal.

Gelatinous Wall

3 copies of this level 5 monster make it into your hands next issue.

What's Next

We have some plans for 2003, as far as sets and promotions go. We may clue you into them in the next issue...

Ahhh.. The Decks

A lot more decks from those top players. The War Journal is your number one location to find that strategic edge you have been looking for.

The Best of the Best

Socrates said to trust the expert opinion. We find these self described experts and bring them to you for one more issue. Maybe they can give your Dythanus deck the edge it needs.

Medusan Lords

We may just have to spoil the info on one of the fallen Medusan Lords.

TIME TO TAKE IT OUT IN THE STREETS



THE ONLY THING BETTER THAN A BAR FIGHT IS A STREET FIGHT!

Rebel forces of the Free Kingdoms have driven out the Nothrog from Merrick, and the regathered Nothrog legions now lay siege to their lost city. In this 158-card expansion set, *Siege* allows you to take

combat out *into the streets* as armies clash on a grand scale. The way you play *Warlord: Saga of the Storm*™ will never be the same again.



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