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## **WARLORD LEAGUE RULES (QUESTS 1 TO 7).**

### **ISSUE FROM “WAR JOURNAL” 2002.**

#### **Quest 1 - Save the Town :**

\* *Reward*: Robe of the Wind or Signon's Armor, and any one level 4 character.

\* *Type*: Independent.

\* *Attempts per week*: 2.

\* The Village of Starborn has been raided by Brine Fiends for months. Send your army out to defend the town.

*Rules*: Find an opponent who fields 6 Brine Fiends in the front ranks. He uses no deck and has no special skills. You must slay all the Brine Fiends in 3 rounds. If you kill all the Brine Fiends in that time, you receive 40 XP and the village leader provides you with some magic against ranged attacks. Robe of the Wind and Signon's Armor are now unrestricted for your army. If you fail, you receive nothing.

*Bonus*: If the Brine Fiends survive, your opponent gains an additional 10 XP. Your opponent receives 10 XP for each wound inflicted on your Warlord.

#### **Quest 2 - Treasure Trove :**

\* *Reward*: Any one Treasure card, and any one action card of level 5 or more.

\* *Type*: Independent.

\* *Attempts per week*: 1.

Your Warlord, while scouting the terrain ahead, has stumbled across a burial chamber carved into the rocky cliff face. His keen eyes notice something shiny at the far end of the cave, and he has decided to investigate - hoping to aid his army in the upcoming battle.

\* *Rules*: Find an opponent to set up the following cards in order on the table: Blast, Flame Arrows, Ice Bolt, Inferno, and Turned to Stone.

Your Warlord must successfully pass each trap by having it "cast" against him as he makes his way down the corridor. If you survive the gauntlet of traps, you reach your prize and gain an additional 30 XP.

You may now use any one Treasure card in your deck, and one action card of your choice of level 5 or higher.

### **Quest 3 - Archery Contest :**

\* *Reward:* Wyvernsting Bow and Bracers of Archery.

\* *Type:* Independent.

\* *Attempts per league:* 1.

Countess Tesselina has much admiration for the skill of the archer. She has organized an open archery contest for the champions of every army.

\* *Rules:* This contest is run by the league organizer with all league players simultaneously. Each player selects four characters capable of a ranged attack. characters who are not part of your Warlord's faction suffer a -1 to their ranged attacks. You may choose only one of any given character.

Four targets are set before the archers, worth 10, 15, 20 and 25 points. Each of your champions may fire three arrows at the targets with their ranged strikes; the TN to hit a target is equal to the point value. A successful hit awards your team that many points.

Each player gets 20 XP for entering the contest. Additional XP are awarded to the top three contestants: 3rd place = 10 XP, 2nd place = 20 XP, 1st place = 30 XP. The top three players also have the restriction on Wyvernsting Bow and Bracers of Archery removed for their armies. Participation in this quest is considered to be a successful completion.

### **Quest 4 - Brothers in Arms :**

\* *Reward:* Bruntor's Helm and any level 4 or 5 character.

\* *Type:* Independent.

\* *Attempts per week:* 2

Defeating the Dwarven army is no easy task, but the rewards of those treasures they protect can be great.

\* *Rules:* May only be completed by an army of level 3 or greater. Your opponent, who plays the dwarves in this quest, creates a single rank of the following characters: Guardian-Axe-Hammer-Axe-Hammer-Axe-Hammer-Guardian. In addition, he has a "deck" which consists of the following cards:

3) I Have Your Back (3) Improvised Weapon (3) Come Get Some (3) Death Blow.  
The Dwarves automatically roll a 20 for initiative each turn (no actual roll required). Should there be a tie for initiative, the dwarves have a 20 to break the tie as well. If you defeat the Dwarves in combat, their treasure is yours.

\* *Bonus*: If your opponent wins, he receives 5 XP for each surviving dwarf.

### **Quest 5 - Wolf Hunt :**

*Reward*: Timber Wolf or Deveranian Hound and any one level 5 action.

*Type*: Add-On.

*Attempts per week*: 1.

The only way to get good trained wolves is to find a wolf trainer and overcome him in battle.

*Rules*: Find an opponent and play his deck. He starts the game with two Timber Wolves attached to his Warlord (even if his Warlord isn't a Rogue). If you defeat him, you gain 50 extra XP, and Timber Wolf (or Deveranian Hound) is now unrestricted for your army.

### **Quest 6 – Overwhelmed :**

\* *Reward*: Any one level 4 character.

\* *Type*: Add-On.

\* *Attempts per week*: 1.

Your opponent's spies have allowed them to be better prepared for this battle than your army.

\* *Rules*: Your opponent starts the game with one additional level 1 character and one additional level 2 character.

Drive your underdogs to victory and receive an extra 40 XP, and access to any one level 4 character.

### **Quest 7 – Amnesia :**

\* *Reward*: Any one level 5 action.

\* *Type*: Add-On.

\* *Attempts per week*: 1.

Who are you, and why does this ragtag band of warriors think you're their leader? Yesterday's battle was fierce and you were thrown from your horse; now you've

forgotten who you are. The enemy, however, wasn't so kind as to stop assaulting you during your infirmity.

\* *Rules*: Your Warlord is considered to have no special abilities during this battle; his text box is considered to be blank, lacking all special benefits and hindrances. The only thing remaining on the Warlord are his bold printed traits.

For example: Kerebrus would be a level 4 classless warlord with no special abilities, and The Terror of Sharn Keep could attach Wizard items. Regain your memory and an additional 50 XP for defeating your enemy, plus access to any one level 5 action.

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Quests : 8 until 22 as well as the Terrains, are only available for site customers via Dropbox.