

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

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

TERRAIN

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

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

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

Terrain 1 — Dwarven Caves

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

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

Terrain 2 — Nothrog Swamps

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

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

Terrain 3 — High Winds

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

Rules: All ranged attacks suffer a -1 penalty.

Terrain 4 — Open Fields

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

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

Terrain 5 — Mountain Pass

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

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

Terrain 6 — Strange Voices

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

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

Terrain 7 — Mission of Death

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

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

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

Terrain 8 — Fog of Forgetfulness

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

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

Terrain 9 — Support of the Guilds

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

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

Terrain 10 — The Generals

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

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

Terrain 11 — Uh Oh...

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

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