Scan for comprehensive rules

Warlord: Saga of the Storm
Quick Start Rules

Fundamentals

In Warlord: Saga of the Storm™, you play the role of a powerful leader in the fantasy world of the Accordlands and beyond. Your people are in conflict with their enemies, and it's up to you to achieve victory. Your cards represent the party members, equipment, and tactics you have at your disposal as you pursue success. The cards you play will unfold an epic fantasy that continually evolves as you embark on your adventure.

The object of the game is to defeat all opposing Warlords. If you are the last player to control a Warlord, you win the game!

The Cards

There are 3 basic card types: Characters, Items, and Actions.

1. Card Name

2. Attack

- The number in the upper left axe is the attack bonus ("ATK"). When a character makes a melee strike, this is their base bonus. Some characters get more than one melee strike when attacking; these characters have two or more numbers separated by slashes. For items, this is a bonus it gives a character for their melee strikes when equipped.

3. Armor Class

- The number in the shield is the Armor Class (AC) for character cards, and for items it is the bonus it gives characters to their AC when equipped.

4. Level/Class/Alignment

- This icon tells you what class a character, item, or action is: The starburst denotes Cleric (holy or unholy priests and healers), the gauntlet denotes Fighter (a soldier or warrior), the glove denotes Rogue (a thief, spy, or other roguish professional), the scroll denotes Wizard (a magic user or other spellcaster), and an oval denotes classless (someone who is not one of the other defined classes).
- The number inside the icon tells you what level the card is and the color indicates its alignment.
- Cards may have additional, smaller versions of the class icon on the left as well. This indicates that the card has additional classes, making it multi-class.

5. Faction Icon

- A character's faction is located on the middle right side of the card and indicates which of the six major sides the character is loyal to.

6. Skill

- The number inside the gemstone located in the bottom left is how skillful the character is. Higher skill helps you perform some actions.

7. Hit Points

- The number inside the red droplet located in the bottom right tells you how many wounds it takes to kill the character.

8. Typeline
- The Typeline is the line of text in the center of the card that contains the card's type and traits (if any).

9. Textbox
- The textbox contains any game text, such as special abilities or actions, that the card has.

10. Story Text
- Text in italics below the line at the bottom of the textbox gives you insight into the ongoing story of the Saga of the Storm. These do not have an effect on game play.

Readying, Spending, and Stunning

Ready, spent, and stunned are the possible orientations of a card. Ready cards are upright from their owner's perspective; spent cards are rotated 90 degrees to the side; stunned cards are upside down from their owner's perspective.

If a character performs an action that includes the word "spend" (such as a "Spend Order"), that character becomes spent when it performs that action. Otherwise, performing the action does not spend the character.

Ready Spent Stunned

When you to spend a card, turn that card 90 degrees from ready (upright) to signify that it has been spent. You may only spend a ready card; a spent or stunned card may not be spent again.

When a card is stunned, rotate that card 180 degrees from ready (upright) to signify that it has been stunned (do not flip it face down). A stunned card may not be stunned again and is also considered spent for all actions and effects.

Stunned characters may not perform any actions, including those on equipped items, but they may still be affected by actions performed by other characters.

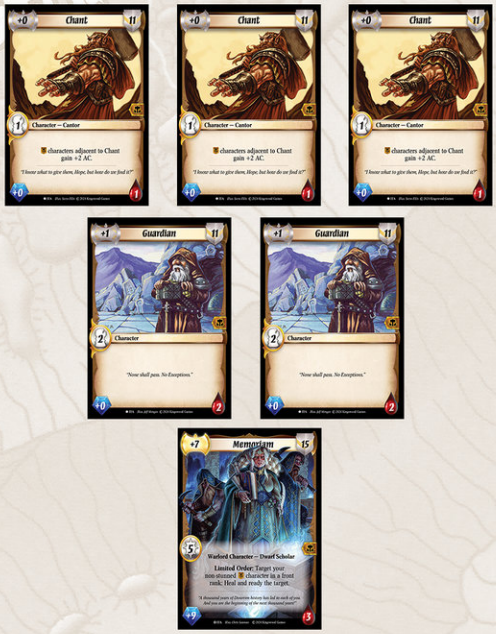
Actions printed on stunned items may not be performed, but all stat modifiers and other effects remain in effect.

To "ready" a card is to change it from spent (turned 90 degrees) or stunned (turned 180 degrees) to ready.

To "unstun" a card is to change it from stunned (turned 180 degrees) to spent (turned 90 degrees).

Setup

To start the game, each player simultaneously presents the starting army from their deck, placing it face-up in front of them and creating their **formation**. The starting army consists of one character with the Warlord trait, three 1st-level characters of the Warlord's faction, and two 2nd-level characters of the Warlord's faction. The three 1st-level characters are in the 1st rank, both 2nd-level characters are in the 2nd rank, and your Warlord is in the 3rd rank.



Then, shuffle your deck and place it face down next to your formation. Draw five cards for your starting hand.

Playing the Game

The game is played over a series of turns. Each turn is divided into five phases :

1. Ready phase
2. Draw phase
3. Initiative phase
4. Order phase
5. End of turn phase

1. The Ready Phase – During the ready phase, all players simultaneously turn their cards 90 degrees back toward the upright position. Ready characters remain ready.

2. Draw Phase – During the draw phase, players may first discard any cards from their hands that they wish (skip this step for the first turn). Then they draw one card after another until they have a number of cards in their hand equal to their hand size (the default is 5). If a player has more cards in their hand than their hand size, they do not need to discard any, they simply may not draw any during this phase. If a player's deck runs out of cards, they may not draw any more cards during the game.

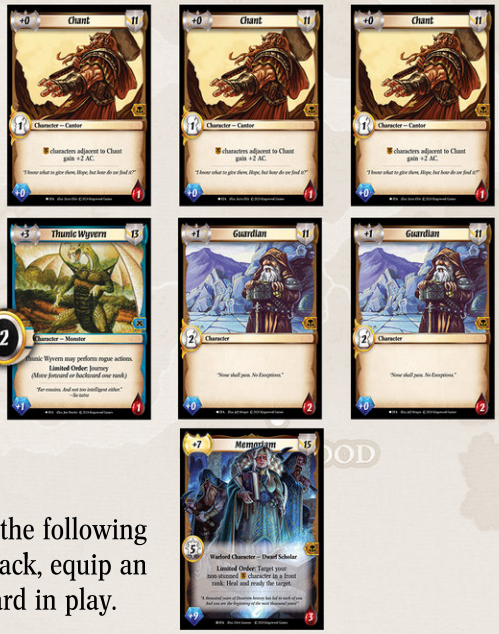
3. The Initiative Phase – To roll for initiative, each player's Warlord rolls a die and adds any appropriate bonuses. The player whose Warlord rolls highest goes first in the Order Phase (reroll ties), and play proceeds clockwise from that player. A critical success always wins initiative.

4. The Order Phase – The order phase is when most of the action happens. The game play goes around the table clockwise, with each player giving one Order at a time, starting with the player who won initiative. When that Order is done, the player to their left gives an Order, and so on. The order phase continues, with each player giving one Order in turn, until all players pass consecutively, ending the order phase.

When it is your turn to give an Order, you may do one of the following: put a character into play from your hand, have one of your characters perform an Order, or pass. If you cannot give any more Orders (or simply do not want to), you must pass. If you pass but your opponent does not, then the phase does not end and you may still perform Orders later when it is again your turn. In other words, passing does not forfeit your right to do anything. When both players pass consecutively, the order phase ends and no more Orders may be taken that turn.

5. End of Turn Phase – The end of turn phase is when you resolve any effects that last until the end of the turn or that state they happen at the end of the turn. After this is complete, the old turn ends and a new one begins.

Orders



Playing Characters: As an Order, you may take a character from your hand and add it to your army by putting it into play in your formation. You must place the character in a rank exactly equal to its level. A character may be placed on the far left, far right, or between two other characters in that rank.

You may not put a character into play if it would result in an illegal rank (see below).

Characters of a different faction than your Warlord that you put into play suffer a **loyalty penalty**: These characters enter play **stunned**. Characters with the Mercenary Guilds faction (like Thunic Wyvern in this example) never suffer a loyalty penalty.

Performing an Order: As an Order, one of your characters may perform one of the following Orders by paying the required costs (listed in more detail below): perform an attack, equip an item, maneuver, perform an Order from your hand, or perform an Order on a card in play.

Perform an Attack: All characters are considered to have the text: "Spend Order: Perform an attack." An attack consists of a number of consecutive melee strikes (see below). The exact number and order are based on the character's ATK plus any strikes gained through card effects. All of these strikes must target opposing characters; you cannot use melee strikes from an attack to strike characters you control.

Equip an Item from your Hand: All Characters are considered to have the text: "Order: Reveal an item card from your hand: Equip the item to this character." A character may equip an item to enhance their abilities. To equip an item, the character's level plus the number of the rank they currently occupy must be equal to or greater than the item's level and the character must be of the same class as the item (or the item must be classless). If the character meets the requirements, equip the item by putting the card into play under that character.

Maneuver: All Characters are considered to have the text: "Spend Order: Move this character forward or backward one rank, or to a different position in their current rank."

Perform an Order from your Hand: A character may use an action card from your hand to generate an effect. Select a character you control to perform the action and put the card into play in your action zone. A character may only perform action cards that say "Order:" as an Order. Cards that say "React" are used differently (see below).

Perform an Order that is Already in Play: A character may perform an Order that is already in play to generate an effect. Select a character you control to perform an action printed in their game text, in the game text of an attached action or equipped non-stunned item, or granted by a feat or another card effect. A character may only perform in-play abilities that say "Order:" as an Order.

Reacts

Some actions have the word "React" in them. Reacts are slightly different from Orders. They do not occur in the standard sequence that Orders do, and they do not cost you your opportunity to give an Order. A React will tell you exactly when to perform it.

If more than one player wants to perform a React in response to the same trigger, start with the player who won initiative thisturn and proceed clockwise around the table. After each React has been performed, the sequence of play returns to the originaltrigger and, if that trigger is still valid for other Reacts, the next player has an opportunity to perform one. If a player wants to perform more than one React in response to a single trigger, they must give the other players an opportunity to perform a React after each of their own.

Strikes

Strikes are one of the main ways to inflict wounds on other characters. There are two types of strikes: **melee strikes** and **ranged strikes**.

Melee Strikes – When one of your characters is going to perform a melee strike, choose an opposing character within one rank of your character to be the target of your melee strike. Roll a d20 and add the strike's ATK modifier to the result. If the total is **equal to or greater than** your target's **AC**, you hit the target and inflict one wound (unless otherwise stated).

Ranged Strikes – A ranged strike is a lot like a melee strike, except that a ranged strike targets a character one additional rank away (shooting over one rank). For example, a character making a ranged strike from your 2nd rank targets a character in the 1st rank of another formation, and a ranged strike from your 1st rank targets a character in the 2nd rank of another formation. You may not target a character within one rank with a ranged strike. When one of your characters is going to perform a ranged strike, choose an opposing character two ranks away to be the target of the strike. Roll a d20 and add the bonus of the ranged strike (usually the number before the words "ranged strike") to the result. If the total is **equal to or greater than** your target's **AC**, then you hit and inflict one wound. A character's ATK bonus and its number of melee strikes has **no effect on ranged strikes**.

Skill Checks and Saves

Some actions require a character to make a skill check or save against a certain Difficulty Class ("DC"). To do this, roll a d20 and add the character's skill. If the total is equal to or greater than the DC, the character succeeds with the check or save. Theaction that generated the check or save will describe the effects of success or failure.

Wounds, Hit Points, and Dying

When a character takes wounds, place something on that character to note the number of wounds taken (this could be a die orsome other marker). Any time wounds are placed on a character or their maximum hit points are reduced, check to see if thenumber of wounds on that character now equals or exceeds its total hit points. If they do, the character dies. When a character dies, place the character and all of its equipped items and attached cards into their owners' discard piles.

A character also dies if its level or hit points are reduced to 0 or less.

Wounds do **not** reduce the overall hit point total of a character; the hit points serve as a maximum number of wounds the character can take.

Keywords and Feats

Keywords are words within a card's textbox that generate an additional game effect. This might be granting an ability of some kind or generating an effect when certain conditions are met.

Feats are special skill-based keyword actions that a character may perform.

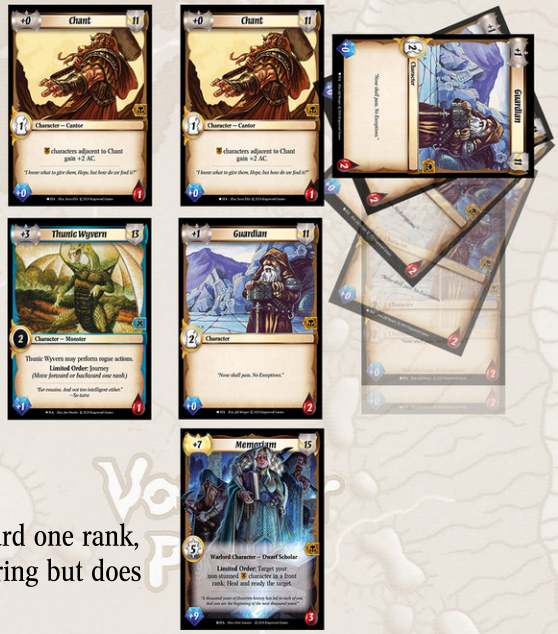
For more information on keywords and feats, please see sections 601 and 602 of the Comprehensive Rules.

Moving, Adjacency, and Illegal Ranks

Characters may move from rank to rank through various effects. Moving "forward" moves a character towards the front rank of the formation they are in. Moving a character "backwards" moves them further away from the front rank of the formation they are in. Characters in the front rank of their own formation may not move forward.

When you move a character, you may put the character on the far left, far right, or between any two characters in its new rank. You may move a character even if doing so causes another rank to become illegal (see below).

Adjacency: Characters directly next to each other within the same rank are considered adjacent. Ranks in a formation are considered adjacent if they are next to each other. Your 1st rank and your opponent's 1st rank are also considered adjacent.



Illegal Ranks: During the game, you may end up with a rank that has more characters than the rank in front of it. Such a rank is called an "illegal rank," and this must be corrected immediately: You must adjust your formation by having characters "fall forward" one at a time from the illegal rank(s), in any order you prefer, until you have no more illegal ranks. Fixing an illegal rank in this way happens as soon as you have one and interrupts the normal sequence of play before any other action or effect, including the next step in a multi-step action, and is not an action itself.

Ready characters that fall forward become spent then move forward one rank. Spent characters that fall forward become stunned then move forward one rank. Stunned characters that fall forward simply move forward one rank, there is no additional penalty. Falling forward does not count as maneuvering but does count as moving.

Eliminating Warlords and Winning the Game

If your Warlord is ever killed, you are eliminated from the game. All of your characters and cards are removed from play.

The last player to control a Warlord in play wins the game!

Credits

Initial Design: Ray Lau, Kevin Millard, Ree Soesbee
World Creation: jim pinto, Ree Soesbee, John Zinser
4E Team: Arne Reuter, Oliver Schaaf, Richard Carter, Chris Dyer, Florian Hüpper, Tommy Pistole, Jeremiah Uselton
Rules Team: Josh King, Vic Polites, Vann Lee
Story Team: Westley Youngren, Neal Foster, Greg Melnyk, Graham Moyer, Robert Denton, Russel Frans
Kingswood Design Team: Woodrow Hood, Josh King