WarLord
Second Edition
Quick Play Guide

Welcome to Warlord!

Warlord is Reaper's fast-paced, skirmish level fantasy miniatures combat game using the R.A.G.E. (Reaper Adventure Game Engine) system. Set in war-torn Taltos, the various factions battle over land and resources in an ever-changing power struggle. Choose a side, and join the fray!

The Data Card

To understand the abilities of a model, you must understand its data card.

① Example Data Card

② **Affiliation:** Crusaders/Good		**Cost:** 120 ③
④ **Rank:** Unq Captain (4-10/1)⑤		**Base:** Std ⑥
⑦ **Race:** Human		14000 ⑧

⑨ DT	0	1	2
⑩ MOV	6	6	5
⑪ DIS	8	8	6
⑫ DV	9	8	7
⑬ MD	14	12	12
⑭ S.A.: Ranger/6, Tactician			

⑮ MAV	4	3	3
⑯ #MA	2	S.A.: Cleave, Parry ⑭	

⑰ RAV	3	2	2
⑱ #RA	1	Rng(16/24)⑲ S.A.: Rapid Shot ⑭	

⑳ CP	8	7	7
㉑ SP: 7/15	Tomes: Arcane, Storm㉒		
S.A.: Warcaster ⑭			

㉓ MOV	10	10	9
S.A.: Flyer ⑭			

(Note: Sample data are listed in parentheses.)

1) Name (Example Data Card)
This is the model's name.

2) Affiliation (Crusaders/Good)
Affiliation represents which Faction may field this model and the model's alignment. Only an Army of this Faction can field this model. Alignments are used for certain rules and Special Abilities.

3) Cost (120)
This is how many points it will cost to field one of this model in your army.

4) Rank (Unq Captain)
This is the model's rank – Leader (Warlord, Captain, Sergeant), Elite, Soldier, or Solo (Monster, Solitaire) – and whether or not it is Unique (Unq).

5) Troop Capacity (4-10/1)
Only Leader models have information displayed here. The first two numbers indicate the minimum and maximum number of Soldier models allowed in a Troop led by this Leader, and the third number is the maximum number of Elites allowed.

6) Base (Std)
Base represents the size of base the model must be mounted on: Standard (Std), Cavalry (Cav), Large (Lrg), or Giant (Gnt).

7) Race (Human)
Race indicates the race of the model.

8) SKU (14000)
The SKU, or product code, of the Reaper miniature recommended for use with this data card.

9) DT (0 1 2)
The Damage Track (DT) on the data card shows how a model's stats change as it takes damage. All models start the game using the stats listed under DT 0. After the model takes 1 point of damage, use the stats listed under DT 1. After 2 points of damage, use the stats listed under DT 2, and so on. When a model takes more damage than it has listed tracks, it is considered destroyed and is removed from play.

10) MOV (6 6 5)
The Movement Value is how far (in inches) a model may move during a single Move Action. The terrain a model moves over may affect the final distance the model will move.

11) DIS (8 8 6)
Discipline reflects the training, courage, and mental strength of a model. Discipline Checks are required at various times during the game and are performed by rolling a d10 and adding the model's current DIS value. If the result is 10 or higher, the Discipline Check succeeds.

12) DV (9 8 7)
Defense Value represents how hard it is to inflict damage on a model. The higher the DV, the harder it is for a model to be damaged during melee and ranged combat.

13) MD (14 12 12)
Magic Defense represents how hard it is to affect this model with attack spells. The higher the MD, the harder it is for a model to be affected by attack spells.

14) S.A. (Ranger/6, Tactician; Cleave, Parry; Rapid Shot; Warcaster; Flyer)
Special Abilities are abilities a model may possess that make it unique in the game.

15) MAV (4 3 3)
The Melee Attack Value represents the model's melee capabilities. This number is added to a d10 roll (Attack Check) and compared to a defender's DV. If the Attack Check is equal to or greater than the defender's DV, the attack is successful.

16) #MA (2)
The number of melee attacks or Defensive Strikes a model may perform when participating in a Fight Action.

17) RAV (3 2 2)
The Ranged Attack Value represents the model's ranged combat capabilities. This number is added to a d10 roll (Attack Check) and compared to a defender's DV. If the Attack Check is equal to or greater than the defender's DV, the attack is successful.

18) #RA (1)
The number of ranged attacks or Defensive Shots a model may perform when participating in a Shoot Action.

19) Rng (16/24)
The maximum distance (in inches) a model's ranged attack will reach when participating in a Shoot Action. If two numbers are given, then the first number is the normal range, and the second number is the extended range.

20) CP (8 7 7)
Casting Power represents the model's spellcasting capabilities. For attack spells, this number is added to a d10 roll (Casting Check) and compared to a defender's MD. If the Casting Check is equal to or greater than the defender's MD, the attack spell is successful. For non-attack spells, this number is added to a d10 roll. If the result is 10 or higher, the spell is successful.

21) SP (7/15)
Spell Points are listed as X/Y. The first number (X) is the maximum number of Spell Points the Spellcaster may spend on any individual spell. The second number (Y) is the total number of Spell Points the Spellcaster may spend on spells throughout the game.

22) Tomes (Arcane, Storm)
Spellcasters have access to all the spells in the Tomes listed here.

23) MOV – Special Movement (10 10 9)
Models with a Special Movement SA (Burrow or Flyer) use the listed movement while using that SA.

Choose a Game Size

You can play Warlord at any point value you choose, from a single troop of a few soldiers to massive armies with hundreds of models. You will find, however, that a 1000 point game is a good size and should take you less than 90 minutes to complete.

Pick Your Army

Now it is time to pick out your Army. Each Army is composed of one or more Troops. A Troop can either be a group of Solider and Elite models lead by a Leader, or a Solo model that acts all by itself.

Battlefield Setup

For a game of Warlord, a good play area is a 48" by 48" square surface. Add miniature versions of buildings, trees, hills, rivers, and more to the battlefield for terrain. After the battlefield has been set up, measure out the Deployment Zones. The Deployment Zone is the area where the players place their Troops at the start of the game. It is a rectangle measuring 12" by 24" with one of the long sides consisting of the table or battlefield edge. Choose a side of the table for your Deployment Zone; your opponent will use the opposite side of the board as their Deployment Zone.

Create a Draw Deck

You will need at least one 52-card deck of standard playing cards. Cards from the deck are used to create a smaller deck called a Draw Deck. The Draw Deck is used to determine which player goes first and to regulate the play and flow of the game. Each player is assigned a suit, and one card from each player's suit is put into the Draw Deck for each Troop they have in their Army.

Deployment

After the Draw Deck has been assembled and shuffled, turn the top card over. The player whose suit is drawn must now place one of their Troops within their Deployment Zone. After placing the Troop in their Deployment Zone, the next card in the Draw Deck is turned over, and the process is repeated until every Troop is deployed.

Pre-Battle Phase

If you or your opponent have any models that can perform Pre-Battle actions (such as Ranger movement), shuffle the Draw Deck and turn over the top card. The player whose suit is drawn may conduct pre-battle Actions with any and all models that may do so. The opposing player then conducts all of their pre-battle Actions.

Game Turns

Warlord is played as a series of Game Turns. A Game Turn consists of three phases: the Initiative Phase, the Action Phase, and the End Phase. The Initiative Phase sets up the Game Turn. The Action Phase is then repeated until all Troops have conducted an Action Phase. Once all Troops have been activated for a Game Turn, proceed to the End Phase. Warlord games are usually played until either one side is dead, or five game turns have passed.

Initiative Phase

Shuffle the Draw Deck, place the deck face down on the table, and turn the top card over. The player whose suit is drawn must now activate any one of their Troops that has not activated yet this Game Turn. The process is repeated until every Troop has acted. Sometimes a player may take several Action Phases in a row before their opponent gets to take one. Such is the fickle nature of fate and the chaos of battle!

Action Phase

During the Action Phase, models move, attack other models, take damage, and – of course – this is where you roll your dice. Each Troop will get the opportunity to have one (and only one) Activation during the Action Phase. When one of your cards is drawn from the Draw Deck, you must activate any one of your Troops that has not yet been activated this Game Turn. This is called an Activation. The models in the chosen Troop can now move, attack, or conduct any other allowed Actions. When you finish resolving all the Actions for the activated Troop, flip over the next card in the Draw Deck to see which player takes the next Activation. If you have already activated all of your Troops for this Game Turn, simply ignore any extra cards of yours as they are flipped over. Once all Troops on the battlefield have been activated this Game Turn, proceed to the End Phase.

End Phase

After each Troop has been activated once during a Game Turn, it is time to wrap up the loose ends and prepare for a new Game Turn. This part of a Game Turn is called the End Phase. To end a Game Turn, review the progress of the game, determine if the battle is to continue, and adjust the Draw Deck as needed. Any special rules or effects awaiting the End Phase (e.g., Poisoned Model State) now take effect. Remove from the Draw Deck one card for each Troop that was eliminated from play during this Game Turn.

Actions

Each Activation, your models can execute up to two Actions. Models cannot execute the same Action twice in the same Activation. Actions include Move, Charge, Run, Combat, Focus, Inspire, Rally, Regroup, and Specialty Action. The Combat Action is unique in that it actually consists of three sub-Actions: the Fight Action, the Shoot Action, and the Spellcast Action. A model cannot perform more than one Combat Action, even to use different sub-Actions (i.e., a model cannot perform both a Fight Action and a Shoot Action, because that would be two Combat Actions). You can have your models perform Actions in whatever order you desire, but all Combat Actions of the same kind must occur at the same time. (For example, you may not conduct a Fight Action with one model, move another model in, and then conduct a Fight Action with the second model. However, you could perform all of your Fight Actions, move a few models around, then perform Shoot Actions with other models that did not Fight.) Some rules direct you to perform an Action as a Free Action. These actions never count as one of a model's two Actions that are allowed during its Activation.

Declaring Actions

The first step in performing an Action is to tell your opponent which Action the model is going to attempt. This is called Declaring an Action. Once you have declared an Action, you may begin to resolve it as allowed by the rules. You are not allowed to measure any distances on the board until you have declared an Action. If you have declared an Action and cannot perform it as declared because the model does not have enough range or movement, or is unable to fully complete it as desired, you must still perform the Action to the best of your ability. In the worst case, you will forfeit the Action you declared. Once you have begun resolving a declared Action, you cannot stop and change the declaration.

Movement

There are three different Actions models can use to move: Move, Run, and Charge. A Move Action allows the model to move up to its listed MOV value. A Run Action can only be performed after a Move Action has already been performed that Activation. It allows the model to move up to its MOV value, plus an additional 2". Models may not come into contact with enemy models during Move or Run Actions, but they can move through other models in their own Army. A Charge Action allows models to come into Base-to-Base Contact (B2B) with enemy models. When performing a Charge Action, a model may move up to its MOV towards an enemy model. If it gets within 2" of that enemy model, it may move that extra 2" for free in order to come into B2B.

Fight Action Resolution

Each model has a Melee Attack Value (MAV) listed on its data card. The attacker rolls a d10 for each Melee Attack (#MA) they have and adds the MAV to the roll. If the modified roll is equal to or higher than the Defensive Value (DV) of the defending model, then the target takes a point of damage. Each model that was attacked, whether it was hit or not, gets Defensive Strikes. The defender rolls a d10 for each #MA they have and adds their MAV to the roll. If the modified roll is equal to or higher than the DV of the attacking model, then the target takes 1 point of damage. If three or more friendly models are in B2B with the same enemy model, they provide Support. All friendly models get a +1 Situational Modifier to their Attack Checks against that enemy model. Support bonuses do not apply to Defensive Strikes. All damage, from both the attacking and defending models, takes effect simultaneously at the very end of the Fight Action.

Shoot Action Resolution

Each model that has a Ranged Attack Value (RAV) on their data card may use the Shoot Action, even if the RAV is 0. (Many models have no RAV listed, not even a 0. These models cannot use the Shoot Action.) To conduct a Shoot Action, the attacker must have Line of Sight to the target, and the target must be within maximum range. The attacker rolls a single d10 for each Ranged Attack (#RA) they have, adding the RAV to the roll. If the modified roll is equal to or higher than the Defense Value (DV) of the defending model, then the target takes 1 point of damage. If the defending model also has a RAV, and the attacker is within the defender's maximum range, the defender can make Defensive Shots back against the enemy that attacked it. All damage, from both the attacking and defending models, takes effect simultaneously at the very end of the Shoot Action.

Spellcast Action Resolution

On the data card, each Spellcaster has a Casting Power (CP), access to one or more Tomes, and a listed number of Spell Points (SP) with which to cast spells. For Non-Attack Spells, the Spellcaster makes a single d10 roll and adds the CP to it. If the result is a 10 or higher, the spell is successful. If the spell is an Attack Spell, the Spellcaster rolls a single d10 for each model potentially affected and adds the CP to the roll. If the modified roll is equal to or higher than the Magic Defense (MD) of the target model, then that model is affected by the spell. If a defending model is also a Spellcaster, it may spend SP to Counterspell, giving the attacker a –1 penalty to their CP for each SP spent.

Model States

When a spell or ability states that a model experiences a particular effect, those effects are described as Model States. A model can only be affected by any individual Model State once at any given time (i.e., Model States of the same name do not stack to create a greater effect), but models can be affected by multiple Model States at the same time. It is recommended that models be marked in some way (e.g., with a token) to indicate the current Model State(s). Model States include Blessed, Burning, Burrowed, Cursed, Disabled, Flying, Held, Poisoned, Shaken, and Stunned.