

WARLORD

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy ✓	3rd	High
Med ✓	2nd	Med
Lt ✓	1st ✓	Low ✓

Special ability: +5 damage once a game.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s), Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

2E1P-WAR01 Illus. DAMKAT

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THE KEY

Use: return to hand

Item

Show this card when attempting to EXIT.

Roll doubles to win!

2E1P-TPC-C000 Illus. DAMKAT

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C

2E1P-H016 Illus. DAMKAT © 2024 Shadarkeem Games.

EXIT

1 LP.

1 LP.

1 LP.

3 LP.

3 LP.

3 LP.

5 LP.

5 LP.

5 LP.

10 LP.

10 LP.

10 LP.

C

M

Cr

MU

M

Cr

MU

M

X

Shrine Of Stone

2E1P-H024 Illus. DAMKAT © 2024 Shadarkeem Games.

A gargoyle appears!

Destroy the gargoyle to leave the Hex.

Life Points: 20, Dodge: 5, Hit: 2D6.

Immune to gas/poison.

Hex owner: Ignores the gargoyle.



C **Crypt Of Feast Or Famine**

2E1P-H1007 Illus. DAMKAT © 2024 Shadarkeem Games.

Roll 1D6: 1-3, discard 1 card; 4-6, draw 1 card.

Roll 2D6: 7 or lower to escape the crypt.

1 roll on the free action to escape hex.

Warlords: Ignore the events.



S **Crypt Of The Terror**

2E1P-H1014 Illus. DAMKAT © 2024 Shadarkeem Games.

You may control a dreadful beast!

It attacks any target in the game for 3D6+2 dmg. Take 5 dmg each use.

Warlords: +1 action.

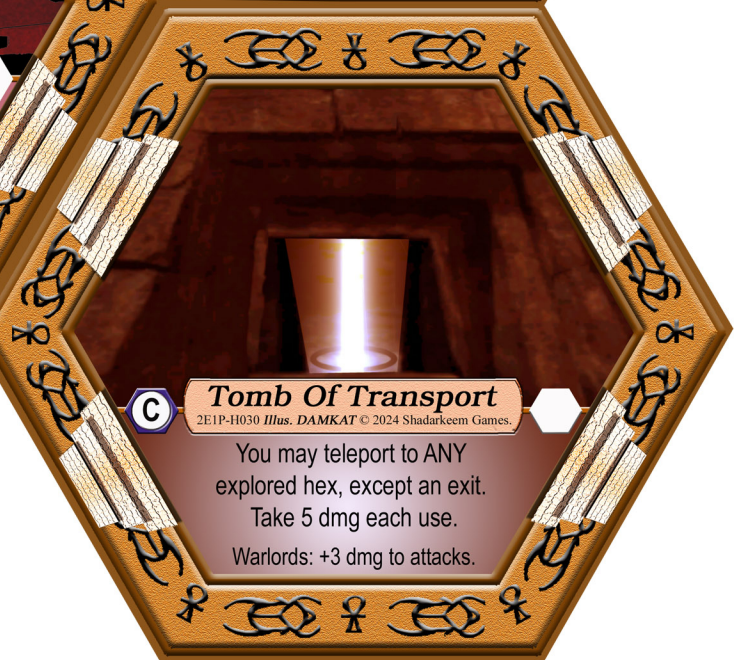


C **Cavern Of Peace**

2E1P-H1001 Illus. DAMKAT © 2024 Shadarkeem Games.

No Tech functions
in this hex.

Warlords: +3 dmg.



C **Tomb Of Transport**

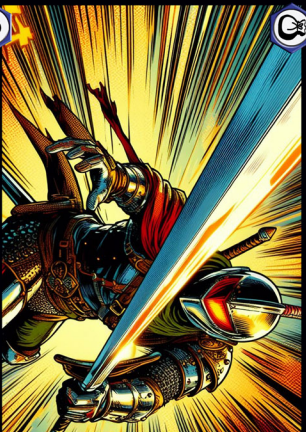
2E1P-H1030 Illus. DAMKAT © 2024 Shadarkeem Games.

You may teleport to ANY
explored hex, except an exit.

Take 5 dmg each use.

Warlords: +3 dmg to attacks.

Advantage
Use and discard
Tactic
Modifier

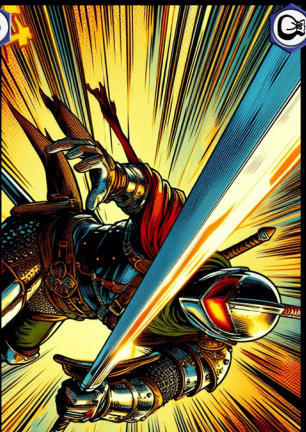


+1 Action this turn.
Must be played on the free action.

2E1P-TPC-C001 Illus. CrystalindusNW.

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Advantage
Use and discard
Tactic
Modifier

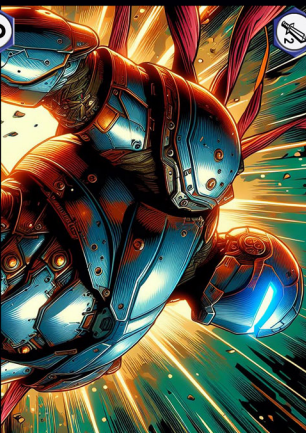


+1 Action this turn.
Must be played on the free action.

2E1P-TPC-C001 Illus. CrystalindusNW.

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Armor
Table until destroyed
Weapon-Med
Defense



Stops 15 damage.
Does not stop gas/poison.
Cannot be worn with any other armor.
Stops 20 damage for a Warlord.
Stops 10 damage for an Avenger.

2E1P-TPC-C002 Illus. CrystalindusNW.

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Helm
Table until destroyed
Weapon-Lt.
Defense



Stops 5 damage except gas/poison.
Stops 10 points for the Engineer or Warlord.
The user may only have 1 of these tabled.

2E1P-TPC-C023 Illus. CrystalindusNW.

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Evasion
Use and discard
Defense enhancement
Tactic



Automatically dodge!
Enforce, allows the user to evade attacks that cannot be dodged.

2E1P-TPC-C018 Illus. CrystalindusNW.

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Block
Use and discard
Tactic
Defense



Block an attack.
Enforce allows this to block: gas/poison, X-U cards.

2E1P-TPC-C005 Illus. CrystalindusNW.

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Hex Protection

Tactic
Defense



Protects the user from
hex events.
Discard when leaving hex.

2E1P-TPC-C025 Illus. Crystidustos\NW.

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Counter Attack

Tactic
Defense



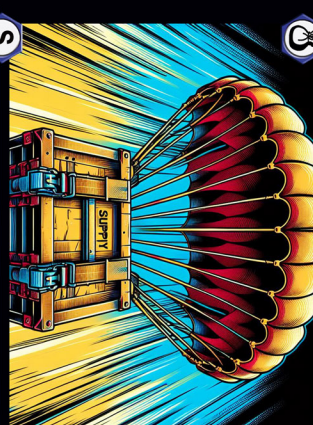
Evoke the attack
and then attack back.
Does not affect U cards.

2E1P-TPC-SM6 Illus. Crystidustos\NW.

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Resupply

Tactic
Activity



Draw 3 cards.

2E1P-TPC-S023 Illus. Crystidustos\NW.

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Heal

Tactic
Defense



Heal 10 life points,
after the damage is inflicted.
May be used on the free action.

2E1P-TPC-C024 Illus. Crystidustos\NW.

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Berserker Rage

Tactic
Modifier



+2 Actions this turn.
Play on the free action of your turn.
It is not attached to any card.

2E1P-TPC-S001 Illus. Crystidustos\NW.

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Enforce

Tactic
Modifier

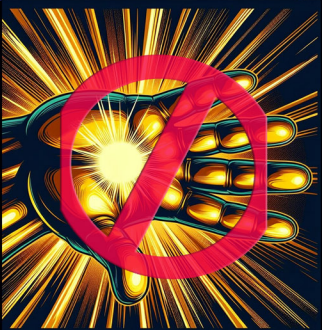


Doubles the effect of any card.
Enforce allows other cards
to affect X-U cards.
This cannot be enforced or used
with X-U cards.
Only one enforce may be
added to a card.

2E1P-TPC-S012 Illus. Crystidustos\NW.

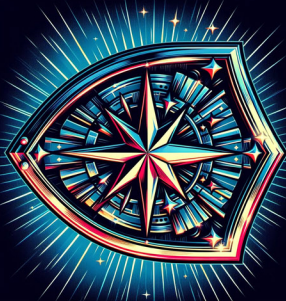
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Thwart Tactic
Play any time Modifier



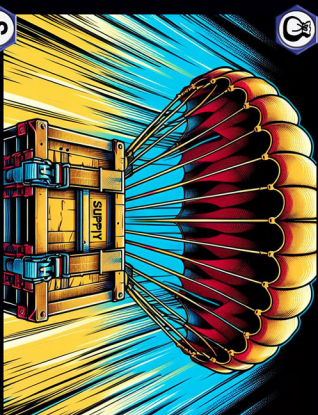
Negates the use of a card anywhere in the game!
If used on a card that is already *tabled*,
Thwart stops that single use.
Does not affect U cards.
Use and discard.

Shield Item
Table until destroyed Defense



Stops 15 damage
except from gas or poison.
A player may only have 1 of these tabled at a time.

Rasupply Tactic
Use and discard Activity



Draw 3 cards.

Luck Tactic
Play any time Alteration



Use to control any dice roll or remove another Luck.
If used to change a roll for the user, Luck attaches
to the action that requires the dice roll.
The user states what the dice should read.
Range. Any dice roll in the game.
Use and discard.

Helm Weapon-Lt.
Table until destroyed Defense



Stops 5 damage
except gas/poison.
Stops 10 points for the Engineer or Warlord.
The user may only have 1 of these tabled.

Enforce Tactic
Use and discard Modifier



Doubles the effect of any card.
Enforce allows other cards
to affect X-U cards.
This cannot be enforced or used
with X-U cards.
Only one enforce may be
added to a card.

Short Sword Weapon-Med
Use, return to hand
Attack



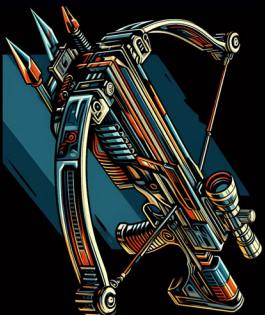
"This blade served the legions of Rome well."

2D6+2 Weapon damage.

2E1P-TPC-C053 Illus. CryptidusNW.

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Cross Bow Weapon-Heavy
Use and discard
Attack



"The weapon that forged equality."

4D6 Weapon damage.

Range: 3 hexes.

2E1P-TPC-S007 Illus. CryptidusNW.

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Morning Star Weapon-Med
Use and discard
Attack



"Excellent for poisoning, it is one of a gladiator's favorite weapons."

3D6+2 Weapon damage.

2E1P-TPC-S018 Illus. CryptidusNW.

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Dagger Weapon-Lt.
Use and discard
Attack



"Bright death slices from the shadows."

1D6+1 Weapon damage.

Range: 1 hex.

2E1P-TPC-C015 Illus. CryptidusNW.

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Short Bow Weapon-Med
Use and discard
Attack



2D6 Weapon damage.

Range: 2 hexes.

2E1P-TPC-C054 Illus. CryptidusNW.

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Counter Attack Tactic
Use and discard
Defense



**Evade the attack
and then attack back.
Does not affect U cards.**

2E1P-TPC-S006 Illus. CryptidusNW.

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