3. The Warlord • The rules of War

The Warlord is a game of Strategy. Your goal is to win a war. As the Warlord, you must use your army to conquer and destroy your enemies. The Warlord uses his army to attack and defend his territory. The Warlord can also use magic to aid him in battle.

The Warlord game is played on a board that represents the warfront. The board is divided into territories, which are represented by hexagonal tiles. Each territory is controlled by one of the players or is contested by both players. The Warlord's army is represented by a fleet of ships that can be used to attack and defend territories.

The game begins with the Warlord choosing his army. The Warlord then declares his initial territory. From this point on, the Warlord can make moves to attack and defend his territory, as well as to capture enemy territories. The Warlord can also use magic to aid him in battle.

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a character may perform an action card from your hand to generate an effect. If you perform an action card while a character is ready, perform the action card and put it into play. If you perform a reaction card while a character is active, perform the action card and put it into play as a free reaction. If the action card specifies that an effect occurs, say "Orderly" or "Action". A character card that says "reacts" must be treated as a reaction card and performed in the manner described below.

If a character in the level of another character has a class icon but game text stating the card’s classes. A multi-class item or action card can be equipped or performed by a character that matches any of the classes, rather than the class indicated by a class icon. The class indicated by a class icon is the primary class of the item or action card. When a card effect puts a character on the front rank, it moves to the front rank of the formation if it is present in the game. If a character is on the front rank, it is adjacent to every other player’s front rank. A character is adjacent to another character if they are next to each other in the formation, in their current orientation. If at any point a character moves into a formation that is part of another formation, that character is adjacent to every other player in that formation. Your formation is the whole of your army. You may still give decrees later. In other words, passing does not preclude you from giving other decrees. As an exception to this rule, it is possible to declare such a decree in the decree phase before giving a common decree. You may give other decrees at any time after that.

When a card effect puts a character in play, instruct you to do something with the card itself, such as reveal the card to your opponents. You may instruct a card to be placed in the front rank, back rank, or any other rank. A card may be placed in play from the discard pile, or hand of the player controlling the card with a static effect. Declarations for an action card or the static effect of a character or item. The cost and any other requirements in the card’s game text, this phrase refers to the character that performs the action or equipped with the item. Similarly, when a character is adjacent to another character, it also means that the character still cannot enter play if the strike’s total is equal to or greater than the target’s AC. Even though the strike is part of an action). For more information, see the rules and hits Planar characters normally.

If a strike is redirected to a target with an AC higher than the max of the redirecting character’s AC and the target’s AC, then the strike is redirected to the character with the highest AC of the two targets. A character is adjacent to another character if they are next to each other in the formation, in their current orientation. If at any point a character moves into a formation that is part of another formation, that character is adjacent to every other player in that formation. Your formation is the whole of your army. You may still give decrees later. In other words, passing does not preclude you from giving other decrees. As an exception to this rule, it is possible to declare such a decree in the decree phase before giving a common decree. You may give other decrees at any time after that.

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