



HIGH COMMAND™

EXPAND YOUR COMMAND



SAVAGE GUARDIANS

CARD LIST

By David "DC" Carl

Savage Guardians is the HORDES High Command counterpart to The Big Guns, and it provides a selection of new cards for Trollbloods, Circle Orboros, Skorne, and Legion of Everblight decks. The theme of Savage Guardians is the armored troops and warbeasts that defend their factions' warlocks and lightly armored forces.



These colored pips represent the maximum number of times a card can appear in a particular detachment.





TROLLBLOODS

When one thinks of *Savage Guardians*, the Trollbloods definitely fit the bill. They gain additional tough, powerful card options that protect, destroy, or allow more banking to empower that

one huge turn Trollbloods are famous for. The Earthborn Dire Troll not only personally embodies the savage guardian but also enhances the Pyre and Slag Trolls' ability to do so, thanks to Elemental Communion.



WARLOCK

- Jarl Skuld, Devil of the Thornwood

REINFORCEMENTS

- Earthborn Dire Troll
- Long Riders
- Troll Bouncer
- Warders of the Kriel



CIRCLE ORBOROS

Most of Circle's *Savage Guardians* continue its general theme of maneuverability and damage output at the expense of Health stats. The Rip Horn Satyr really stands apart in

this regard, however, with its 6 Health and Hard Head. You're welcome to move a Rip Horn Satyr around normally, but opponents can neither shift it to a new location nor return it to your hand.



WARLOCK

- Morvahna the Autumnblade

REINFORCEMENTS

- Feral Gorax
- Rip Horn Satyr
- Teleportation Stones
- Warborn Skinwalkers





SKORNE

The heavy armor of the Skorne army comes to the fore in *Savage Guardians*. The Cyclops Brute and Titan Sentry really amp up the difficulty of removing Skorne army cards from the location they've decided to conquer. The Ancestral Guardians and Immortal Legions introduce the new Construct sub-theme of the army. These stone warriors add no victory points to the deck but have high Health and synergistic abilities that make up for it.



WARLOCK

- Supreme Aptimus Zaal

REINFORCEMENTS

- Ancestral Guardian
- Cyclopes Brute
- Immortal Legion
- Titan Sentry



LEGION OF EVERBLIGHT

Legion's *Savage Guardians* makes great additions to the blighted detachments. The Nephilim Protector provides another Blight Gift option, the Scythean hits hard *and* has a Health debuff, and the amazing Warmonger Champions are like Warmonger Hordes in reverse. Incubus Swarms may *seem* to miss the mark as guardians, but their Host ability allows Legion to continue the fight at a location even after all is lost.



WARLOCK

- Kallus, Wrath of Everblight

REINFORCEMENTS

- Incubus Swarm
- Nephilim Protector
- Scythean
- Warmonger Champions

