

# WARMMASTER

# PICK A CARD, ANY CARD...

## Magic Item & Tactics Cards in Warmaster By the Warmaster Players Society

A number of members of Games Workshop, including Rick Priestley himself, recently participated in the Warhammer Players Society Warmaster Club Challenge in Nottingham. As part of their tournament set-up, the Players Society use a set of Magic Item and Tactics cards to bring a little unreliability and a feeling of event to the games. We were so impressed with the system that we thought we'd publish it here...

## USING THE CARDS

Obviously, the tournament this system was originally used in had a number of other restrictions in effect, but we'll just concentrate on the event cards. The cards can be used in any kind of game, not simply in tournaments, so just arrange your game in whatever manner you are happy with and then add in the additional rules for the cards which follow. The full tournament rules as originally used are not repeated here, though they are available from the WPS website at [www.players-society.com](http://www.players-society.com) so visit there if you're interested.

### MAGIC ITEM CARDS

Magic Item cards allow each army to receive magic items randomly, thus preventing particularly sneaky combinations of items. If you want to use the Magic Item cards you need to agree with your opponent beforehand. In games where the Magic Item cards are to be used, neither player is allowed to pick any magic items in their basic army list.

### TACTICS CARDS

Tactic cards represent cunning ploys, unexpected events, units in a better or worse state of readiness than usual and so on. Tactics cards can easily be used in any game and don't need any particular planning.

## Playing the Cards

The following rules are used to deal and play the cards:

1. At the beginning of the game, each player receives 4 cards from the Magic Item deck and 3 cards from the Tactics deck, dealt at random. The number of cards drawn is based upon normal size games (approximately 1,500 to 3,000 points). For larger games, players should receive 1 additional Magic Item card and one additional Tactics card for each full 1,000 points by which their army exceeds the 3,000 point mark.
2. After set-up players take it in turns to lay cards on target units, characters, players, table, armies or terrain. Each target may have no more than one Tactic and one Magic card played on it. Thus a unit with a Battle Honour may be gifted a magical item, but it may not get a Battle Damage card (since Battle Honour and Battle Damage are both event cards).
3. The player with the first turn places the first and last card. The player who moves second gets one less opportunity to play his cards.
4. The player with the first turn plays up to 4 cards and his opponent up to 3 cards to a combined total of 7 cards.
5. If a player has a card in their hand it must be played if at all possible, even if this is to their disadvantage.
6. All cards are normally played after set-up and before Turn 1 commences.
7. Cards are played face down on your own units and neutral terrain and face up on opponent's units.
8. Cards are revealed when used or when contacted by the enemy.
9. Some cards are playable prior to the normal sequence. These still count against the maximum number of cards which can be played.
10. The point values on the cards are the cost if lost – thus if you add, for example, Nervous to a unit, which has a listed cost of -15pts, then if the unit is killed its VPs are worth 15 points less. This is also the case if a banner is used and lost. Playing a card costs no points but units/characters with cards have their points value adjusted and this final cost should be used when determining Victory Points.
11. No cards can be played once the game has begun.

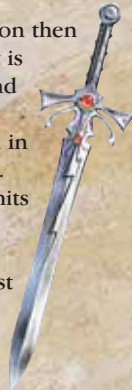
*Due to the amount of pages it would need, we've only printed the Magic Item cards this issue. The Tactics cards will be in the next issue.*

**SWORD OF FATE****Cost: +5 points**

The first time it fights in combat, a unit with this sword adds a +1 bonus to the Attack value of one stand in a similar way as the Attack bonus of a character. The Sword of Fate only works once in the entire game. Note that this gives +1 Attack in total and not +1 to each stand!

**SWORD OF DESTRUCTION****Cost: +10 points**

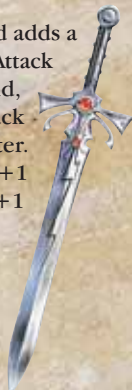
If a unit has this weapon then one enemy unit that it is touching is affected and must re-roll one successful Armour roll in each round of combat. For example, if three hits are scored and one is saved by armour then the successful roll must be taken again. Only one enemy unit can be affected by this.

**SWORD OF CLEAVING****Cost: +10 points**

A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.

**SWORD OF MIGHT****Cost: +10 points**

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!

**CROWN OF COMMAND****General only  
Cost: +80 points**

If the General has this potent magic item he can choose to issue his first order of each turn against an unmodified Command value of 10. No command penalties apply when the Crown of Command is used. This only applies to the General's first order each turn; subsequent orders must be given normally. Should the General fail to issue his first order, by rolling an 11 or 12, then the Crown of Command ceases to work.

**THE BATTLE STANDARD****Cost: +50 points**

A unit with this banner increases the Attacks value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase.

**BANNER OF FORTITUDE****Cost: +40 points**

A unit with this banner increases the Hits value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the first combat engagement of the battle, including rounds of pursuit combat during the same engagement and any further engagements which result from an advance during the same phase. Discard odd hits at the end of the Combat phase before discounting the effect of the Banner of Fortitude.

**BANNER OF STEADFASTNESS****Cost: +30 points**

One shooting hit inflicted on the unit after saves have been taken in each turn is ignored because the missiles are cast aside by the Banner of Steadfastness. This includes hits from magic spells inflicted in the Shooting phase. This effect lasts until the unit loses a stand. After the unit has lost a stand the banner has no further effect.

**BANNER OF FORTUNE****Cost: +20 points**

The player can choose to immediately re-roll all the unit's Attack dice once in either the Shooting phase or Combat phase should he wish to do so. This includes any bonus attacks from magic items or characters. The player declares that he is unsatisfied with the scores he has rolled, takes all the dice and immediately rolls them all once again. Note that the player must roll all the dice again, including any that have scored hits, so it is possible to be very unfortunate and roll an even worse score! The Banner of Fortune works only once during the entire game.

**STANDARD  
OF SHIELDING****Cost: +50 points**

A unit with this banner has its Armour value increased in effectiveness by +1. If the unit's Armour value is 5+ then this banner increases it to 4+ and so on. A unit's Armour value cannot be better than 3+. If a unit already has an Armour value of 3+ then this banner has no effect. This bonus lasts until the unit loses a stand. After the unit has lost a stand, the banner has no further effect.

**ORB OF MAJESTY****General Only  
Cost: +30 points**

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value. The Orb of Majesty will only work once in the entire game and only affects an order that has been issued by the General.

**HELM OF  
DOMINION****General Only  
Cost: +50 points**

Only a General is allowed to wear the Helm of Dominion (only his head is big enough!). The General's Command value is increased by +1 up to a maximum value of 10. The Helm of Dominion works for one turn only during the entire battle. The player must specify at the start of the turn if he wishes to employ its powers.

**RING OF MAGIC****Cost: +30 points**

A Wizard with this ring is able to cast a spell without making the usual dice roll to do so. This item will only work once in the entire game.

**STAFF OF  
SPELLBINDING****Cost: +30 points**

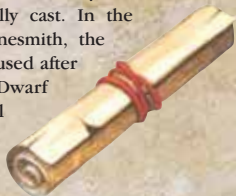
If an enemy Wizard fails the roll required to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound wizard suffers a -1 dice roll penalty every time he casts a spell during the remainder of the battle.

**SCEPTRE OF  
SOVEREIGNTY****General Only  
Cost: +30 points**

If the General carries the Sceptre of Sovereignty, he may ignore one blunder made by one of his subordinates during the battle. Roll for the blunder first before deciding whether to ignore it or not. If ignored, the Command test is passed and the character may continue issuing orders as normal. The steely will of the Sceptre of Sovereignty reaches out and stays the incompetent wretch before the deed is done.

**SCROLL OF  
DISPELLING****Dwarf Runesmiths and  
wizards only  
Cost: +20 points**

If a Wizard or a Dwarf Runesmith has the Scroll of Dispelling he can automatically cause an enemy's spell to fail. The Scroll can only be used once to nullify the effect of a spell an enemy Wizard has successfully cast. In the case of a Runesmith, the scroll can be used after a normal Dwarf anti-magic roll has failed.

**ROD OF  
REPETITION****Cost: +10 points**

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast a second spell. He can only do this once during the entire game. Note that it does not matter if the first spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the first spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast a second spell – this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the first spell has been dispelled/anti-magicked. This second spell is cast exactly like any other – roll a dice to determine if it works in the usual way.

**WAND  
OF POWER****Wizards Only  
Cost: +10 points**

A Wizard with the Wand of Power can add +1 to the chance of a spell working once during the game. The player must decide that he is using the Wand of Power before rolling the dice. As always, a spell fails on the roll of a 1 even when using the Wand of Power.

**BOW OF POWER**

**Cost: +15 points**

Play on any shooting unit or character.

+1 shooting attacks



**HAMMER OF PAIN**

**Cost: +10 points**

Play on any character or unit.

Enemy must re-roll any 1 successful Armour Save in each round of combat.

**BANNER OF HOOHAA!**

**Cost: -15 points**

Play on any Infantry unit.

Unit never counts as defended or fortified. Lasts entire game.

**BANNER OF MISFORTUNE**

**Cost: -10 points**

Play on any unit.

Opponent can force the unit to re-roll all its Attack dice once per game

**WAS DIS DO DEN!?**

**Cost: 0 points**

Play on any character.

No effect.

**SCEPTRE OF SANCTIFICATION**

**Dwarf Runesmiths and Wizards only**  
**Cost: +30 points**

All unrevealed Magic Item cards within 60cm of the character, including your own, are removed from play.

**MAP OF ALL PLACES**

**Cost: +20 points**

Play on any unit.

Unit ignores the -1 Command penalty for dense terrain.



**HORN OF GTHANK**

**Cost: +30 points**

Play on any character.

+1 Command value for one entire turn to a maximum of Cmd 10.

**SHIELD OF HEROES**

**Cost: +10 points**

Play on any character or unit.

Make enemy re-roll any 1 successful hit inflicted by shooting or combat each turn.



**BANNER OF DUST**

**Cost: +10 points**

Play on any Cavalry, Chariots or Infantry.

Unit gains +10cm to its move when evading.

**PLACE OF POWER**

**Cost: 0 points**

Play on a terrain feature.

All magic attempts cast from within 20cm of the feature are at +1 to the dice roll.

**LUCKY CHARM**

**Cost: +20 points**

Play on any character one use only.

The character may use an additional dice for any one roll (magic, combat, command) and discard the worst dice.

**HEALING POTION**

**Cost: +5 points**

Play on any unit 1 use only.

Immediately cancel any 1 hit on the unit.



**BLANK SCROLL**

**Cost: 0 points**

Play on any Wizard or Runesmith.

No effect.



**BANNER OF FERVOUR**

**Cost: +25 points**

Play on Infantry/Cavalry/Chariot.

Unit is never driven back from shooting or magic (still roll for confusion) but must always use Initiative to charge.

**RING OF POWER**

**Cost: +20 points**

Play on any wizard.

+2 to a single Casting roll 1 use only. Casting value can not be improved to better than 2+.



**SCRYING GLASS**

**Cost: +5 points**

Play on any Wizard or General.

The enemy must reveal their Magic and Tactic cards. Turnover those already played, new cards are played face up.

**TREASURE OF SOTEK**

**Cost: 0 points**

Play on any unit.

If the unit survives the battle +50 VPs to you. If the unit is destroyed +40 VPs to your opponent.



**RING OF NEGATION**

**Cost: 0 points**

Play on any character.

No effect.



**SWORD OF WEAKNESS**

**Cost: -15 points**

Play on any unit.

All stands are -1 attacks for the entire game. Attacks can not be reduced to less than 1 before combat modifiers.

**BANNER OF SHINY SPARKS**

**Cost: 0 points**

Play on any unit.

No effect.

**SWORD OF FUMBLING**

**Cost: -10 points**

Play on any character or unit.

Re-roll 1 successful hit in each round of combat.



**RANGE LIMITER**

**Cost: -15 points**

Play on any Infantry or Artillery.

The range of the units shooting is reduced by 10cm.

**TECHNOLOGY ADVANCE**

**Cost: +15 points**

Play on any Machine.

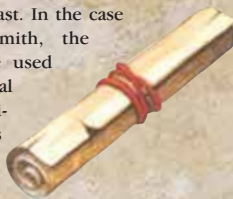
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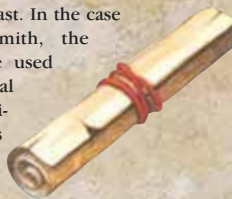


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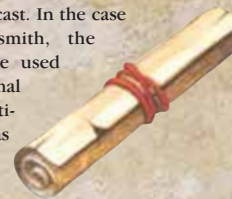


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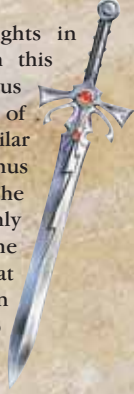
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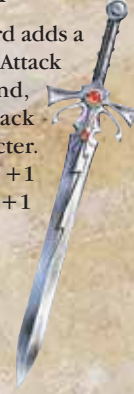
A unit with this sword can re-roll one unsuccessful Attack dice each round of combat.



### SWORD OF MIGHT

Cost: +10 points

A unit with this sword adds a +1 bonus to the Attack value of one stand, similar to the Attack bonus of a character. Note that this gives +1 Attack in total, not +1 to each stand!



### LUCKY FIND!

Play before the game.

Does not count towards the total number of cards played. Trade this card for 2 Magic Item cards from the deck.

### BAD LUCK! IT'S THE BLANK!

## MAGIC ITEM



This is a back for the cards, should you wish to use it. You can either photocopy this numerous times or go to the website where there is a sheet of card backs that can be downloaded.