

PICK A CARD, ANY CARD...

Part 2 By the Warmaster Players Society

This is the second part of our article on the use of cards to randomise magic items and tactics in games of Warmaster. This is a system based upon the Warhammer Player Society's own campaign system, and has been used successfully in several events to date. Last month we presented the magic item deck, this month we complete the series with the tactics cards. Full details on using these cards can be found in issue 7 of Fanatic magazine, so check there (or download the article from www.warmaster.com) for more information.

Also, don't forget that... the card missing from the deck and card back are presented here in true Warmaster scale. Alternatively you can use the cards presented on page one...



BUSHWACKERS

Cost: +10 points

Play on any unit.

Unit suffers no Command penalty for distance from the commanding character. Does not apply if unit part of a brigade.

RELUCTANT

Cost: -10 points

Play on any unit.

Unit has a -1 Command penalty unless part of a brigade.

TIRED MOUNT

Cost: -10 points

Play on any character mount.

The mount is so tired that it will not advance after winning a mêlée (pursue as normal). Any unit accompanied by the character may advance as normal.

MAGICAL BEAST

Cost: +20 points

Play on any monstrous mount.

The mount can cast spell as per a wizard but at a +1 to the casting value required. Spells normally requiring a 6+ to cast cannot be by the magical beast.

INJURED MOUNT

Cost: -10 points

Play on any character mount.

Mount has -1 Attacks to it's profile.



RAVENOUS BEAST

Cost: -10 points

Play on any monster mount.

The beast will not pursue or advance, but remain to eat its kills. The unit may pursue/advance as normal.

WEAKLINGS!**Cost: -30 points**

Play on any unit

These weak troops have 1 less hit per stand than usual. No unit can ever have less than 2 hits per stand.

HATRED

Play on any Infantry or Cavalry.

Any Drive Back roll moves the unit towards the shooters. This may bring them into combat. This counts as an advance charge. The unit is still confused on a roll of 6 and routed as normal. Troops normally never driven back are unaffected.

NUFFIN' SPECIAL!**Cost: 0 points**

Play on any unit.

No effect

HARD AS NAILS!**Cost: +60 points**

Play on Infantry or Cavalry.

Increase units hits by +1 per stand to a maximum of 4 hits per stand for the entire battle.

WET STRINGS DAMP POWDER**Cost: -10 points**

Play on any shooting unit.

All shooting from this unit is at -1 to hit for the entire game.

SHARP SHOOTERS**Cost: +15 points**

Play on any shooting unit or Artillery.

The unit gains +1 to the To Hit roll when shooting. Minimum roll of 3+ to hit.

INSPIRATIONAL TACTIC

Play before the game.

Your opponent may not play any Tactics cards this game. Magic item cards are played as normal.

CHANGE OF PLAN!

Remove all Tactics cards played on enemy units not characters and return them to the deck. The points values are ignored but the cards count towards the total number played

HESITANT**Cost: -25 points**

Play on Infantry or Cavalry.

The unit may not pursue or advance

**VALUABLE
PELT****Cost: 0 points**

Play on any monstrous mount.

So valuable is this monster's hide you may claim an extra Magic Item card after the game. If you can kill this beast...

BEASTMASTER**Cost: 0 points**

Play on any monster mount.

Use this card to negate any Tactic card already played on the character.

**AWKWARD
MOUNT****Cost: -15 points**

Play on any monster mounted character.

So difficult to control is this mount that it distracts its rider. The character's Command value is reduced by 1 and any spell attempts are also at -1.

**VICIOUS
BEAST****Cost: +15 points**

Play on any flying character mount.

This mount is so vicious it gains +1 Attacks.

**FAST MOUNT****Cost: +10 points**

Play on any mounted character.

If contacted by the enemy this mount is so swift it can fall back 60cm to friends.

**IMMATURE
MONSTER****Cost: -50 points**

Play on any monster mount.

This monster's a bit small. Does not cause *terror*.

**TERRAIN
OBJECTIVE****Cost: +50VPs**

Play on any terrain more than 20cm from any troops and not in a deployment area or is impassable.

Which ever player is in sole possession of this terrain piece at the end of the game gains.

**DENSE
UNDERGROWTH**

Play face down on any wood.

Revealed when a unit enters the wood. So dense is the undergrowth here this wood is impassable to **all** troops.

BARE HILL

Play face down on any unoccupied hill.

Revealed when a unit moves onto the hill. This hill is so bare it confers no defended status in combat. Still counts defended status for shooting.

HAUNTED TERRAIN

Play face down on any unoccupied terrain feature.

Revealed when a unit enters the feature. Evil spirits inhabit this place any unit partially in the feature suffers an additional -1 to command it.

EMPLACED GUNS

Cost: +5 points

Play on any artillery.

Unit counts as fortified and gains +1 Attacks. Benefit is lost if the unit moves



MAGICAL CHARIOT

Cost: -15 points
One use only

Play on any chariot-mounted character.

Any wizard within 20cm of the chariot may add +1 to the casting roll of a spell.



SQUEEKY WHEELS

Cost: -10 points

Play on any chariot mounted character.

Every turn the character rolls a d6 on a roll of 1 or 2 the wheels fall off! The character now counts as on foot.

CLUMSY RIDER

Cost: -15 points

Play on any monstrous mount or chariot mount.

The rider is so inept that any misses they make in combat or from shooting are re-rolled as attacks against their own unit.



SPIKED VITALS

Cost: 0 points

Play on any unit.

The units rations have been spiked they start the game confused. May not move on Turn 1.



ARRIVE EARLY

Cost: 0VPs

Play on any terrain feature after rolling for table edge and before deployment. You may move any 1 terrain piece that is not occupied by a unit, up to 20cm.

OH NO YOU DON'T!

Play immediately after an opponent has played a card to remove it. Neither card counts towards the total number of cards that may be played.

ROYAL PHYSICIAN

Cost: +10 points

Play on any character.

The character may remove any 1 Tactic card played on your army.

IT'S AN ORCHARD

Play face down on any wood.

Revealed when a unit enters the wood. This wood is an orchard, counts as open terrain for command, and confers no defended status. Line of sight is increased to 10cm.

WOT'S TACTICS DEN?

Cost: 0 points

Play on any character.

No effect

YOU ARE HERE!

Cost: +10 points

Play face down on any unoccupied dense terrain feature.

Revealed when a unit enters the feature. The first unit entering this terrain does not suffer the -1 Command for dense terrain. Add this card to the unit.

STUBBORN LEADER

Cost: +10 points

Play on any character.

Any unit joined by this leader subtracts 1cm from a push back distance in combat (possibly making a defeat a draw) and reduces drive backs by 1 dice.

INCOMPETENT LEADER

Cost: -10 points

Play on any hero or wizard.

Character blunders on a roll of 11 or 12.

**CAVALRY COMMANDER**

Cost: +5 points

Play on any hero.

The hero adds +1 to command once per turn when ordering cavalry or chariots only. But always suffers a -1 to command monsters.

**YOU ARE HERE!**

Cost: +10 points

Play face down on any unoccupied dense terrain feature.

Revealed when a unit enters the feature. The first unit entering this terrain does not suffer the -1 Command for dense terrain. Add this card to the unit.

FAMILY TITLE

Cost: 0 points

Play on a General.

This General has a grand title. Has no effect.

**WISE LEADER**

Cost: +15 points

The character may roll one extra dice once per game to command or cast magic and choose which one to discard.



ADEPT

Cost: +15 points
One use only

Play on any character.

A wizard may add +1 to casting roll.
A Runesmith adds +1 to dispel attempt. A non-wizard may cast a spell at +1 to the casting value.

**LEGENDARY LEADER**

Cost: +15 points

Play on any character.

Declare before using.

The Command roll total is reduced by -1.

One use only

**RASH AND IMPETUOUS**

Cost: -15 points
Counts as 2 cards

Play on any hero or wizard.

The character must move to join a combat if there is one within 30cm of them.

DECISIVE COMMANDER

Cost: 0 points
Counts as 2 cards

Play on any character.

No effect.

**AESTHETIC**

Cost: +20 points

Play on any Hero except a Runesmith.

Character has an innate 5+ dispel ability that can be used once per turn.

RAISED FROM THE RANKS

Cost: 0 points

Character is +1 to command Infantry or Artillery once per turn, but always suffers a -1 to command cavalry and chariots.

CAVALRY COMMANDER

Cost: +5 points

Play on any hero.

The hero adds +1 to command once per turn when ordering cavalry or chariots only, but always suffers a -1 to command monsters.

**COUNCIL OF WAR**

Cost: +5 points

Play on general.

Immediately remove one Tactic card played on your army and draw another from the deck.

DISLOYAL

Cost: +15 points

Play on any unit.

This unit is of dubious loyalty it cannot be ordered if more than 20cm from the character even if part of a larger brigade.



BUSHWACKERS II**Cost: +10 points**

Play on any unit.

Unit suffers no Command penalty for distance from the commanding character. Does not apply if unit part of a brigade.

TRIGGER HAPPY**Cost: -15 points**

Play on any unit.

The unit must fire at the nearest visible unit, friend or foe in the Shooting phase. No further effect after firing at the enemy

BLOOD LUST**Cost: +20 points**

Play on any unit.

Unit gains an additional +1 Attacks per stand when pursuing.

SUPER KEEN!**Cost: -10 points**

Play on any unit.

The unit must use Initiative to charge, must pursue and advance if possible.

CAUTIOUS**Cost: -20 points**

Play on any unit.

Unit suffers the -1 Command penalty for proximity to enemy within 40cm not 20cm. Does not affect Undead.

CHAINED GUNS**Cost: +5 points**

Play face down on any artillery.

Revealed when unit is attacked in combat the unit counts as defended. Does not count for shooting or magic.

LOOTERS**Cost: -15 points**

Play on any unit.

The unit counts all Command range penalties as one greater unless part of a brigade, eg, -1 at 0-20cm, -2 at 20-40cm.

FATIGUE**Cost: -15 points**

Play on Cavalry or Chariots.

Remove one stand from the unit if it makes an advance move in the Combat phase.

DRILLED**Cost: +20 points**

Play on Infantry.

Unit counts as defended for the 1st round of combat even if in the open.

HOMESICK**Cost: -15 points**

Play on any unit.

Unit always rolls once extra dice when calculating drive back distances.

VICIOUS FIGHTERS**Cost: +15 points**

Play on any unit.

Unit gains +1 Attacks per stand in the 1st round of each combat including advances.

TRAPS**Cost: +40 points**

Play on Infantry or artillery.

The unit has laid traps, every stand attacking this unit in combat suffers 1 shooting attack with no save allowed. Any roll of 6 to hit will result in the whole attacking unit becoming confused.

POORLY LED**Cost: -15 points**

Play on any unit.

The unit cannot be given orders when within 20cm of the enemy but may use Initiative. Does not affect Undead.

LOYAL**Cost: +20 points**

Play on any unit.

The unit will automatically pass its 1st order from the General if within 20cm of them. Counts as 1st order for subsequent Command rolls.

MONSTER SLAYERS**Cost: +20 points**

Play on any Infantry or Cavalry.

Unit gains +1 Attacks per stand when fighting monsters.

STAIWART**Cost: +20 points**

Play on any unit.

Unit does not suffer drive backs from shooting. Roll for confusion as normal.

UNTRAINED FIGHTERS**Cost: -10 points**

Play on any unit.

The unit does not receive the +1 Attacks for charging. Chariots and Monsters still receive the additional +1.

DISCIPLINED**Cost: +20 points**

Play on any unit.

Ignores -1 Command penalty for proximity to enemy.