

## Warmonger Gameplay Tips

### “A War ain’t over ‘til it’s over.”

Until the final Battle Score in a War gets calculated and no more Warmonger cards are played to change Battle Scores, the outcome of a War is always up for grabs.

*Note: If a Warmonger card alters your Battle Score, you can recalculate it making new choices for the values of multi-value cards (Jokers and Aces).*

### Every card is valuable.

Sometimes a 2 or a 3 is exactly what you need to get the highest Battle Score.

Even when you are down to your last playing card, you still have a chance to win the game. You could win a Skirmish and from there go on to rebuild your playing card army.

## Warmonger Game Design Notes

Warmonger is for 2 to 4 players. Since the game uses 60 playing cards, it is possible to play with 5 or 6 players and the deck will still divide evenly. With more players, each player gets fewer cards, so some players will go out very quickly — note that Wars that involve more players send more cards to the Casualty pile, so the game also ends more quickly due to attrition. For 5 or 6 players, you could play with 2 copies of the game to have more playing cards for all the players.

Adding one or more Robots to a game can make it interesting since each Robot has its own playing style. For fun, you can even play a game with only Robots.

For more about Robots see [igpay.com](http://igpay.com).

## Game Credits

### Warmonger: The Ultimate Card Game of War™

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Game Design: Eric Shefferman

[eric@igpay.com](mailto:eric@igpay.com)

## Card Artwork

### Vectorized Playing Cards 2.0

<http://sourceforge.net/projects/vector-cards/>

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Game night is all about the fun and humor of face-to-face time with your friends. The game is just there to facilitate that.  
— Eric Shefferman

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Sign up for my newsletter and check out my other games, t-shirts, posters, and more (and some free stuff) + articles about indie game publishing! ♥♥♥ — Eric Shefferman  
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# WAR MONGER

THE ULTIMATE CARD GAME OF WAR™

### About Warmonger:

#### The Ultimate Card Game of War™

Warmonger is a reworking of the classic card game War. The core differences are:

1. Instead of “high-card wins,” Wars resolve using a Battle Score system similar to Blackjack where players press their luck to try to get the highest total.
2. There are Warmonger cards with unique powers that influence battle results and other aspects of the game.
3. Building on the Blackjack-like combat system, there is the option to have Robot players who play by pre-set rules.

Robot players allow for solo play – and when Robots are added to multi-player games there is the chance that no human player will win.

### Warmonger Game Terms

**Playing Cards** do the fighting and represent each player’s population.

The **Deck** is each player’s pile of playing cards kept in front of them on the table.

**Warmonger Cards** each have a special power to influence the game.

The **Battlefield** is the center of the table.

**Skirmish** All players put the top card off their Deck into the Battlefield. Highest card wins. If there is a tie, then War ensues among the tied players.

**War** Players put down 3 face-down cards followed by a face-up card. Battle Scores are calculated and the highest wins.

**Battle Score** Players turn up their face-down cards like in Blackjack and aim to get the highest score 21 or under.

**Robots** are automated players.

*This means War!*

[igpay.com/warmonger](http://igpay.com/warmonger)

# WARMONGER

## Game Setup

Shuffle and evenly deal out the Playing Cards (52 regular cards and 8 Jokers – red/black backs) to give each player their own deck. Players keep their deck face-down on the table in front of them.

Shuffle the Warmonger cards (yellow/ black backs) and deal each player 1 Warmonger card which they can look at and hold in their hand to keep secret.

The remaining Warmonger cards go to a “New Warmonger” cards pile. Use the Table Organizer card to mark this pile and where “Used Warmonger” cards and “Casualty” cards (playing cards that have been removed from the game) will go.

Place the Superpower card in front of the player sitting to the left of the dealer.

Players play cards into an open area in the center of the table – the Battlefield.

## Winning

Players take cards from other players by winning Skirmishes and Wars and by using Warmonger cards. The last player with playing cards is the winner. If all players run out of cards in some way that leaves the game in a tied condition, then the player who currently has the Superpower card wins a “Moral Victory.”

## Playing the Game

The game starts with a Skirmish. Either the Skirmish is immediately won or it leads to War. After that, there is another Skirmish (and possibly War) again and again until only one player remains.

## Game Play

**The Skirmish:** Each player turns up the top card on their deck and places it on the table in the Battlefield. If one player has a card higher than all the other players, that player wins the Skirmish and takes his card and the other players’ cards from the Battlefield and places them on the bottom of his deck.

Ace beats King, King beats Queen, Queen beats Jack, and Jack beats 10.

Jokers count as the highest number printed on the Joker. A Joker 10 counts the same as a number playing card 10.

If there is a tie for *highest* card, then all the tied players enter into War (see War).

A “This means War!” Joker automatically starts a War with *ALL* the players in it.

**War:** War is resolved by 1 or more Battles.

**Battle:** From the top of their deck, each player in the War places on the table 3 cards face-down and then 1 card face-up.

If a player has no cards to place in Battle, then they automatically lose the War. If they have less than 4 cards in their deck, they place as many as they can face-down and turn the last card face-up.

Starting with the player to the left of the player with the Superpower card, and going clockwise around the table, each player who is in the War determines their Battle Score (see *Battle Score* section).

If there is a tie for highest Battle Score, the tied players enter into another Battle and winner of *that* wins the entire War.

If there is one player with the highest Battle Score of 21 or less, that player wins the War. Shuffle all the cards from the Battlefield, place 1 card for each player involved in the War into the Casualty Pile, and place the rest of the cards at the bottom of the winner’s deck. The winner also gets the Superpower card, which gives them an advantage in the next War.

Players who participated in the War and lost take a card off the New Warmonger cards pile because their remaining population is getting more war-hungry.

If all players Go Bust, then all the cards on the Battlefield go to the Casualty pile.

After a War resolves, another Skirmish begins, etc. – until only 1 player remains.

**Battle Score:** In Battle, Aces count as either a 1 or 11 (your choice). Face cards count as 10. Jokers count as any number that is on that Joker (your choice).

The one face-up card played is your initial Battle Score. You can then choose to turn up your *next* face-down card and add that card to the Score. You can use (in order) as many of this Battle’s face-down cards as you want. Going over 21 is called “Going Bust” and automatically loses.

When you finish, add up your cards to calculate your Score. The final number of the Battle Score is all that matters to determine the winner of that Battle.

If another player changes your cards, you must recalculate your Battle Score.

**Warmonger Cards:** provide *one-time-use* special powers and may be used *at any time* to alter game events. Warmonger cards only affect the holder unless the card says otherwise.

After playing a Warmonger card, place it in the Used

Warmonger cards pile. If the New pile runs out, shuffle the Used pile and place them back as New cards.

*When you lose a war*, you get a Warmonger card from the New pile.

*When you take a player out of the game* (by Skirmish, War, or Warmonger), you get 3 New Warmonger Cards.

If you run out of playing cards and have a Warmonger Card that could keep you in the game, you must use it *immediately*.

## Robot Players

**Robot Cards:** These cards tell you how to play automated players which you can add to the game. You can play solo against one or more Robots, or you can add 1 or 2 of them to a game with several people for some extra spice. Robots do not get or use Warmonger cards, instead each has unique powers and rules written on the card. When Robots turn up more cards to try to get a winning Battle Score, they only play to beat players who have already calculated their Battle Scores.

See the [igpay.com](http://igpay.com) website for free downloadable goodies including several free advanced Robots with more sophisticated behaviors. These are available as printable PDF files.

## Tie Cases

**“Mutually Assured Destruction”:**

**When two players run out of playing cards at the same time *while* tied:**

*If they tie for highest card in a Skirmish and each has no cards to fight the War:* Both players lose and the Skirmish cards go to the Casualty pile.

*If they tie in highest Battle Scores and have no more cards to fight in the War:* Both players lose and all the playing cards in the War go to the Casualty pile.

*In both cases of players running out of cards:*

Nobody gets the credit for taking the players out (they took each other out). If they were the last players in the game, the player holding the Superpower card wins a “moral victory.”

