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Game:	WARLOCK
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

WARLOCK

THE GAME OF DUELLING WIZARDS

Setup

1. Each player randomly draws a black or white **Wizard Card**, takes a **Wizard Sheet**, and records 199 on the the sheet with counters.
2. The cards are shuffled and 7 dealt to each player. The remaining cards, face down, are the **Spell Book**.
3. The player on the left of the dealer takes the Duel-Master (DM) cards and is DM for the first turn.

Spell Cards

White Wizard Black Wizard

EPs to cast the spell: 8 8

Physical Combat Value: 8 8

Spell Name: **Giant**

* may wander *Special rule

Red = attack
Grey = defense
Red & Grey = either

The Attack Phase

Wizards attack by selecting an **attack** spell and placing it face down. When all have done this spells are turned face up, required **Energy Points** (EPs) are expended and the spell is given to the target wizard.

A duelling wizard *must* cast an attack spell if he can. If unable, on the first Phase he cannot attack he must still place a card face down *as if* he were attacking.

Spells that *wander* must be resolved before proceeding.

The Defense Phase

In response, attacked wizards place a **defense** spell face down on the attack spell. If a wizard has a possible defense, he must use it.

When all have placed cards, spells are turned face up, required EPs are expended and the spell is put into effect.

Spells *reflected* and *wandering* must be resolved before proceeding.

Order of Play

1. Announcing the Duel

Players hide their player piece in their hands and reveal simultaneously: if the piece is revealed, the player is *duelling*, if not, he is *learning spells*.

2: Order of Combat

The DM places his piece on a duelling position and selects a target from the other duelling players, who places his piece on the next position clockwise. He then selects a target who places next etc.

If the DM decides not to duel, he passes the DM card(s) to the next player clockwise who is duelling, who is DM for that turn.

The last player will be casting at the DM, and will be DM next turn. He puts a DM card face down in front of him to indicate the fact.

2: The Duel

Phase 1: Attack
Phase 2: Defense

Learning new spells takes place simultaneously.

Phase 1: Attack
Phase 2: Defense

Phase 1: Attack
Phase 2: Defense

The Seventh Phase

The Seventh Phase

Each wizard must decide to either attack or defend (though those with 2 or more cards may do both).

All wizards place a spell flat with their hand concealing it and reveal them simultaneously. If choosing to attack, the card must be face up—proceed as if for an Attack Phase; if defending, face down—proceed as for a Defense Phase.

All surviving wizards, in clockwise order from the DM, replenish their hand to 7 cards.

The new DM turns his DM card face up and takes the other card ready to give to the next DM.

Learning Spells

Spell learning costs 10 EP, which is shared equally (fractions rounded up) among those about to duel. Learning takes place while the duel is in progress.

The EPs are not expended if no one duels. In this case wizards *may* learn up to three new spells as normal and the DM player stays as DM.

Players learning *must* discard *one* spell and draw a new one for each phase the duel lasts; **each new spell costs 3EPs**.

If only one wizard chooses to duel no duel takes place, but wizards learning spells *must* learn three new spells as normal. The wizard who was willing to duel *may* learn up to three new spells as normal, and becomes DM for the next turn.

Winning

The winner is the last surviving wizard. all others being banished to and unable to return from limbo.

Spells

Attack Spells Red in either symbol.

Defense Spells Grey in either symbol. Defenses:

Against a Magical Combat Spell:

1. When cross-indexed, the Defense Spell counters or reflects the Attack.
2. The spell is identical to the Attack Spell (it need not have grey in the symbol)—both spells are reflected back at the casters who must defend against them.

Against a Physical Combat Spell:

1. When cross-indexed, the Defense Spell counters or reflects the Attack. This is the only way to counter a Physical Attack with no **Physical Combat Value (PCV)**.
2. A Defense Spell with a PCV (depends on whether the caster is a Black or White wizard) equal or greater to the Attack's PCV counters it. This is the only way to counter a wizard who has armed himself with a Magic Weapon.

Banished to Limbo

Wizards unable to place defense cards, or failing to defend against an attacking spell, or whose EP total is reduced to zero, are *banished to limbo*—they flip their Wizard card, place their piece on it and immediately replenish their hand to 7 cards.

Any player who directly causes any wizard other than himself to be banished gains 30 EPs per wizard, even if he is banished at the same time.

A wizard may return from limbo on any Phase after the one on which he was banished, but cannot re-enter duels. He is placed in the countryside and *must* learn a new spell for each Phase *after* the one on which he returned.

At the end of the duel a wizard *must* return from limbo; if they cannot they are out of the game.

Two Wizards

Use the **Warlock Stones** in the centre as duelling positions; spells pass directly between the wizards. Play spells as for a normal Attack Phase.

If both spells affect each other, they do.

If only one of the spells affects the other, the caster decides whether it will take effect as an Attack or a Defense spell. If Attack, the spells pass each other; proceed to a Defense Phase. If Defense, the spell takes effect; after resolution proceed to an Attack Phase.

If neither spell affects the other, the Attack Phase proceeds as normal and is followed by a Defense Phase.

There is no Seventh Phase; the duel lasts as long as one wizard can cast spells.

Special Spells

Magic Weapons

Attack: The weapon conjured must be wielded by someone. If the wizard wields the weapon, the PCV is the weapon's plus the wizard's.

Some summoned beings may wield weapons; both cards are played together as one spell and their PCVs are totalled.

Defense: Any spell that counters the being also does so if it is wielding a weapon, *except* the Magic Bow.

Knights and Heros

Attack: These beings may wield a magic weapon.

Witch

Attack: May cast her own spell to attack *or* defend. Cast the Witch as normal, then cast another spell as the spell cast by the witch, then immediately replace that Witch spell(s) from the Spell Book.

No EPs are expended for the spell(s) cast by the Witch. The Witch is not an Attack spell but can cast an Attack spell so is played in the Attack Phase.

Saint

Attack: Can only used to attack if armed with the Saintry Staff.

Saintry Staff

Attack: Can only be used in conjunction with a Saint.

Dragon, Giant, Trolls, Goblins (Wandering Monsters)

Attack: Immediately cut the Spell Book (or discards if necessary); if the card bears a number of 10 or greater the creature wanders. All wizards stop play until it has finished.

All wizards not in limbo, even the caster and those learning spells, are liable to attack.

The creature(s) move to the player seated on the caster's left who, if not in limbo, must cut the Book again; if 10 or greater the creature(s) attack him and he must defend against it with a spell from his hand or a prepared but uncast spell on the table. If he fails to defend he is banished to limbo.

The creature(s) continues to wander if the wizard is banished or cuts a lower card. This continues until:

- all wizards are banished (the spell is discarded),
- the spell is successfully countered (EPs are expended as normal but cards are replenished), or
- all wizards liable to attack cut a card less than 10. In these last two cases it stops wandering, returns to the duel and attacks as if it were cast in the Attack Phase.

A wandering spell cast in defence may also wander, and is resolved before the original spell returns to the duel.

Wizards in limbo cannot be attacked by wandering spells; they may not return while it wanders.