

MEIN PANZER

BATTLECARDS DROP-IN MODULE



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"In war we must always leave room for strokes of fortune, and accidents that cannot be foreseen"

- Polybius: Histories, ii, c. 125 B.C.

BATTLECARD DROP-IN

INTRODUCTION

Welcome to the **BATTLECARD™ Drop-In™** for **MEIN PANZER™**. BattleCards are cards drawn from a deck during the course of a game to introduce a bit of the unexpected and unknown. They have been designed to work with any edition of Mein Panzer, although future decks might be released for a specific period. It is also quite easy to adapt the BattleCard system for use with virtually any 20th century warfare rule system.

The Drop-In Module itself is available free from the ODGW website. This download contains these rules, as well as a starter deck of twelve cards. Future decks will be available, with each containing a total of 48 cards. Most decks will contain multiples of certain, more common, cards, as well as a copy of the Drop-In module itself. In addition, a package of all blank cards is available so players can make their own BattleCards, or use them as "null" (or non-event) cards in their deck.

It is very important to point out that BattleCards are *not* collectable. Each package of a specific deck will have exactly the same cards. No need to buy multiple decks to "collect them all."

THE RULES

Before getting into the rules, it should be pointed out that the BattleCard Drop-In is completely optional. At the end of these rules are a variety of additional methods which can be used instead of the basic method provided below. Players are encouraged to use the option which best suits their playing style. Or, players may create other methods of using the BattleCard system.

Prior to the start of your game, you will need to prepare your BattleCard Deck. Simply shuffle the deck, and place in a location so it is easily accessible. Once you have set up your forces, each player may draw one card.

DRAWING AND HOLDING CARDS

Starting on the second turn of the game, roll for initiative as usual. If you roll a "1" for initiative, you may choose to draw another card. If you roll a "20", your opponent may choose to draw another card.



American Infantry fording a river ... thanks to the "Ford" BattleCard!

A player may never hold more than one card at a time, unless specifically allowed by the card. If a player who already holds a card receives the option to draw another, he must decide whether to keep his current card, or discard it in favor of a new draw. This decision must be made prior to drawing the card. Thus, there is a risk of drawing a card which is less effective than the one which was discarded.

PLAYING CARDS

Unless otherwise specified on the card, you may only play a card on the currently activated unit. This may be your own unit, or a unit belonging to the other player. The restriction is the unit must be the currently activated unit in order for it to be affected.

The four major types of units in Mein Panzer are Infantry, Vehicles, Aircraft, and Artillery. Consider odd units such as armored trains and landing craft to be Vehicles. Self-propelled guns should also be considered Vehicles. All towed guns would be classified as Artillery. At the bottom of each card you will find which unit types can be affected by using the card.

Some cards are designed to be played on your own units, while others are intended to be played on your opponent's. When playing a card, simply announce your intention. At that point, all play is suspended until the card's results are worked out.

WORKING OUT CARD RESULTS

Very few cards will have automatic results. Most all require a d20 die roll to determine the effects of the card. Each card will have a Results Table on it, indicating what happens based upon the results of the die roll.

In most cases, there will be four possible results. A "Critical Success" is only possible on the roll of a "1" while a "Success" normally happens on a "2-15". "Failure" is usually a roll of "16-19" with a "Critical Failure" happening on a "20". Some cards will have slightly different numbers.

Unless a "Critical Failure" was rolled, the card is immediately discarded.

CRITICAL FAILURES

If a "Critical Failure" is rolled on the card's result table, you must immediately give that card to the opposing player. If the player already has a card, he must choose one to keep, and one to discard.

Make sure you read the card first. Some cards may have additional, or different, results from rolling a "20". In most cases, however, you pass the card to your opponent.

CARDS VERSUS CARDS

With the sole exception of the Trump card, no card can be played against another card. Once it has been announced that a card will be played, no others can be played until the results of the first has been resolved.

RESTRICTED AND FORCED USE

Most cards must be played upon the currently activated unit. In some cases, there are other restrictions placed on the card's use, which is noted right on the card.

Some cards are indicated as having to be played immediately. You may NOT discard these cards. If you already have a card in your hand and you somehow get one of these cards, you must discard your other card, and play the forced card.

SIZE OF BATTLECARD DECKS

There are no restrictions as to the size of your deck. Players are free to remove cards which do not apply, or add cards as they desire. You can buy multiple decks and combine them, or even make your own. Unless specified by a scenario, you decide what cards are in your deck, and how many.

MULTIPLE PLAYERS

When playing games with multiple players on the same side, it is recommended only one card be dealt to the side as a whole. Introducing more than one card per side may unbalance the playability of the game.

If, however, players insist on passing out a card to each player, then cards may only be played on that player's immediate opponent, or upon a unit which is under his direct control. The Power Game options are strongly discouraged for multi-player games.

CARD DESIGN

As indicated earlier, each deck will include four blank cards. In addition, a package of blank cards is also available. When designing your own cards, you will normally need four pieces of information.

CARD NAME

First, you will need a catchy name. The name should maintain the flavor of the period, so don't be afraid to use some slang words. The name should also give a pretty good indication of what the card will do.

DESCRIPTION

This part of the card gives a little color commentary on what the card does, plus any specific rules which might apply. Players should carefully consider the effects their cards may have on the playability of the game.

RESULT TABLE

Each and every card should have a Results Table. Only extremely rare cards will be without such a table. Each table should have something special which happens for the card holder if a "1" is rolled.

Rolling a "20" should result in simply passing the card to the opponent. However, don't be afraid to do something different. If you want the card to do something nasty on a "Critical Failure", that's fine ... go for it. Cards with a specified "Critical Failure" are not passed to the opponent, but are discarded.

The normal progression of the Results Table should be 1, 2-15, 16-19, 20. But you are free to alter the odds however you see fit.

TARGET RESTRICTIONS

The bottom of each card has a place where you can indicate "yes" or "no" for each of the major unit types. This indicates which unit types the card will work against. If the card doesn't really apply to a specific unit, simply mark "NA" in each box.

SCENARIOS

BattleCards work great with scenarios. For scenarios written which do not reference BattleCards, you can choose to use them normally, or simply elect not to. If you are designing a scenario, you have some great flexibility in using BattleCards.

RESTRICTED DECK

One means of using BattleCards is to specify a restricted deck. This would entail listing only those cards which would be found in the deck. Of course, once several decks have been released, you would want to indicate which decks are required to make up your restricted deck.

ASSIGNED CARDS

Another means of incorporating the deck in your scenarios would be to assign specific cards to each side. This assignment might also include instructions on what turn a specific card could be used. For game balance, it is recommended not to allow the use of more than one card per turn.

OPTIONS

Here are several alternative uses for BattleCards, and players are encouraged to come up with their own variants as well. If you design your own variant, let us know about! We'll publish it on the website.

LOSER DRAWS

This method allows the loser of the initiative die roll to draw a card. All the restrictions above about holding multiple cards would still apply. Note that if a player wins the die roll and chooses to pass the initiative, he does not get to draw. The draw goes to the higher die roller.

DON'T HOLD CARDS

Another method is to not allow cards to be held from one turn to the next. Once the turn is over and the card the player holds hasn't been used, it is immediately discarded. This option can be used with the regular rule, or the "Loser Draws" rule above.

POWER GAME

If you want to inject a lot of cards into your game, allow both players to draw one card at the beginning of each turn. The number of cards being held should still be limited to one.

SUPER POWER GAME

For a super heavy card driven game, allow a player to immediately draw a new card whenever a card has been played.

NO NEW DRAWS

Yet another variant is to disallow drawing new cards during the game. Start each player with a set number of cards prior to starting the game, and once they're gone, they're gone.

BLANK CARDS

To reduce the chances of getting "good" cards during a game, mix blank cards in with your deck. Then, when a blank card is drawn, it is a "non-event" and is discarded.