

Age of Sigmar General's Handbook 2017 Open War Cards

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Introduction

Age of Sigmar has captivated tabletop gamers around the world since its launch, blending rich lore, tactical depth, and vibrant miniatures into a single, immersive experience. For players who want to master the intricacies of army building, battlefield tactics, and the ever-evolving meta, the **Age of Sigmar General's Handbook 2017 Open War Cards** serves as a crucial resource. This guide delves into how the handbook and its accompanying open war cards empower commanders, streamline decision making, and elevate gameplay. Whether you are a seasoned general or a newcomer eager to explore the realms of the Mortal Realms, understanding these tools will give you a strategic edge on the battlefield.

What Is Age of Sigmar?

Age of Sigmar is the successor to Warhammer Fantasy Battles, set in a fantastical universe where gods, heroes, and monsters clash across the Mortal Realms. The game encourages players to create armies from a vast array of factions—such as Stormcast Eternals, Nighthaunt, and the Skaven—each with unique models, abilities, and playstyles. Rules are divided into *Army Building*, *Game Setup*, *Turn Structure*, and *Victory Conditions*, ensuring a balanced and engaging experience for both novices and veterans.

The 2017 General's Handbook: A Strategic Companion

Purpose and Scope

The 2017 edition of the General's Handbook was designed to provide commanders with a concise, rule-based reference that complements the core rulebook. It condenses essential information—such as unit stats, special rules, and deployment guidelines—into a portable format. This makes it ideal for quick look-ups during games, especially in tournaments or casual matches where time is limited.

Key Sections Covered

- Army Building Rules: Points limits, unit selection, and faction restrictions.
- Unit Profiles: Stats for models, weapons, and special abilities.
- Deployment & Movement: Terrain rules, line of sight, and movement allowances.
- Combat Mechanics: Attacking, defending, and resolving battles.
- Special Rules & Abilities: Unique faction abilities and general powers.

Open War Cards: Tactical Tools for the Battlefield

What Are Open War Cards?

Open War Cards are modular, printable cards that detail specific units, abilities, or battlefield effects. They are “open” in the sense that they can be customized and printed by players, allowing for a flexible and personalized gaming experience. These cards provide quick access to critical information, such as weapon ranges, special rules, and damage values.

How They Complement the Handbook

While the handbook offers a broad overview, open war cards focus on individual units or actions. By pairing the handbook with these cards, players gain a two tiered approach: the handbook for overarching strategy and the cards for instant tactical decisions.

How to Use the Handbook and Open War Cards Together

Step 1: Build Your Army

1. Consult the Army Building Rules in the handbook to determine points limits and allowable units.
2. Use open war cards to verify the exact points cost of each unit, including upgrades.

Step 2: Deploy Strategically

1. Refer to the Deployment Guidelines in the handbook for legal starting positions.
2. Use open war cards to note special deployment abilities or terrain interactions.

Step 3: Execute Tactical Moves

1. During combat, glance at the Combat Mechanics section of the handbook for resolution rules.
2. Pull up the relevant open war card to quickly check weapon ranges, special attacks, or morale thresholds.

Step 4: Adapt to the Meta

1. Stay updated on new releases or errata by reviewing the Special Rules section.
2. Print or update open war cards accordingly to reflect changes.

Key Features of the 2017 General's Handbook

Compact Design

The handbook's slim, pocket size format allows players to keep it on hand during games, ensuring that vital information is never out of reach.

Clear Layout

Each section is distinctly labeled, and unit tables are organized by faction, making it easy to locate specific data.

Official Endorsements

As an official publication from Games Workshop, the handbook aligns with the core rulebook, ensuring consistency across all official tournaments and events.

Digital Availability

For those who prefer a digital format, the handbook is also available as a PDF, complete with hyperlinks to relevant sections and a searchable index.

How Open War Cards Enhance Gameplay

Instant Reference

In fast paced matches, players often need to recall specific stats or abilities. Open war cards reduce the cognitive load by presenting information in a digestible, glanceable format.

Customization

Players can tailor open war cards to their army's needs—adding notes, color coding units, or integrating custom rules.

Training Tool

New commanders can use open war cards to practice unit interactions, simulate battles, and understand the impact of different abilities before deploying them in actual games.

Community Sharing

Many online forums and communities offer pre printed open war card sets for popular factions, fostering collaboration and shared learning.

Common Mistakes and How to Avoid Them

Misreading Unit Stats

Always double check the handbook's unit tables before printing open war cards. Errors in point cost or special rules can lead to disqualified armies in tournaments.

Ignoring Terrain Rules

Open war cards often omit terrain effects. Refer to the handbook's terrain section to ensure you're applying rules correctly.

Overlooking Errata

Games Workshop releases errata that can modify unit abilities or rules. Keep your handbook and cards updated by checking the official website regularly.

Underutilizing Open War Cards

Some players treat cards as mere decorative items. Maximize their value by integrating them into your pre game planning and in game decision making.

Frequently Asked Questions

Where Can I Purchase the Handbook?

You can buy the 2017 General's Handbook from official Games Workshop retailers, online marketplaces, or secondary market platforms. Ensure you're purchasing a genuine copy.

Are Open War Cards Official?

Open war cards are typically fan made or community generated. However, many are based on official data and are widely accepted in casual play.

Can I Print My Own Open War Cards?

Yes, you can print cards from downloadable PDFs. Many websites offer templates that allow you to customize colors, fonts, and additional notes.

Is the Handbook Compatible with All Age of Sigmar Versions?

The 2017 handbook aligns with the 2017 core rulebook. For newer editions, check for updated handbooks or errata that reflect rule changes.

How Do I Keep My Cards Organized?

Use card sleeves, a binder, or a dedicated card storage box. Some players prefer a digital solution—scanning cards and using a reference app.

Tips for New Players

- **Start Small:** Build a modest army to learn the core mechanics before expanding.
- **Read the Handbook:** Familiarize yourself with the basic rules, especially Deployment and Combat sections.
- **Use Open War Cards:** Create a set of cards for your main units to speed up gameplay.
- **Watch Tutorials:** Many experienced players share gameplay videos that highlight strategic use of the handbook.
- **Join a Local Group:** Play against diverse opponents to test your understanding and refine tactics.

Conclusion

The **Age of Sigmar General's Handbook 2017 Open War Cards** represent a powerful synergy between official game rules and practical, on the ground tools. By mastering both the handbook's concise reference format and the customizable nature of open war cards, players can streamline their decision making, build stronger armies, and enjoy a richer Age of Sigmar experience. Whether you're a veteran commander refining your strategy or a newcomer eager to learn, integrating these resources into your gameplay will elevate your performance and deepen your appreciation for the intricate world of the Mortal Realms.

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