

Battle Masters

Instead of just drawing a random card from one deck, you could opt to add a little more strategy to this game mechanic. This houserule also permits to fight battles between two Empire armies, or between two rival Chaos Lords.

Good versus Evil

Separate the deck in two piles, one for the Empire, one for Chaos.
There are 33 Chaos cards and 26 Empire cards: Chaos has 7 more.

Before the game starts

The Empire player draws 6 Empire cards. (Granting him/her more strategy.)

The Chaos player draws 3. (But will have more 'punch'.)

Empire now has 20 cards in deck. Chaos now has 30 cards in deck.

Order of play

Each player has 20 turns. Alternate between both players.

Every uneven turn number, for each player:

- Play one card
- Draw one card (if the deck is not empty)

Every even turn number for the Empire player:

- Play one card
- Draw one card (if the deck is not empty)

Every even turn number for the Chaos player:

- Play one card
- Draw one card (if the deck is not empty)
- Play one card
- Draw one card (if the deck is not empty)

Evil versus Evil or Good versus Good

Both players start with a hand of 2 cards. (There is no upper limit to the hand size.)

Alternate turns between both players. In your turn you can do two actions. Possible actions are:

- Draw a card.
- Play a card.