

Battle Masters

ARMY LISTS

Points Cost per Unit

4	Goblins, Beastmen, Chaos Thug Archers
5	Crossbowmen, Orcs, Chaos Warriors, Goblin Wolf Riders, Fimirs
6	Empire Archers
7	Heroes: Fighter (Barbarian, Foot Knight, Dwarven Hammerer, Elf Archer), Paladin (Fighter Mage), Explorer (Dwarf Explorer), Musician, Standard Bearer.
8	Mounted Feudal Knights, Ogre, Gargoyle, Minotaur
8	Imperial Lord, Chaos Lord
9	Knightly Order, Mounted Champions of Chaos
10	Mighty Cannon
7 + X	Hero: Wizard (Mage, Sorcerer)

HEROES

Fighters

Model: The custom Fighter unit is a singular miniature that has to join a friendly unit. Use a miniature with a small base so you are able to put it on the movement tray of one of your units. (Only 1 Hero per unit. You cannot join an Ogre unit.)

Cards: No additional cards are added to the original Battle Masters deck. Fighters piggy-back the unit they join. If the unit is defeated, then remove the Barbarian from play.

Melee: Add three combat dice when attacking with the joined unit.

Paladins

Model: The custom Paladin unit is a single miniature that has to join a friendly unit. Use a miniature with a small base so you are able to put it on the movement tray of one of your units. (Only 1 Hero per unit. You cannot join an Ogre unit.)

Cards: No additional cards are added to the original Battle Masters deck. Paladins piggy-back the unit they join. If the unit is defeated, then remove the Paladin from play.

Protector: you may choose to remove the Paladin from play when the joined unit takes one damage. Ignore this one damage. Add one combat dice when attacking or defending with the joined unit.

Explorers

Model: The custom Explorer unit is a singular model that has to join a friendly unit. Use a miniature with a small base so you are able to put it on the movement tray of one of your units. (Only 1 Hero per unit. You cannot join an Ogre unit.)

Cards: No additional cards are added to the original Battle Masters deck. Explorers piggy-back the unit they join. If the unit is defeated, then remove the Thief from play.

Trapper: instead of acting with the joined unit, the Explorer may put a trap in place here. (Use a HeroQuest pit trap token.) When any unit enters a trapped hex, it must roll one combat dice and remove the trap. On a roll of a skull, the unit takes one damage immediately.

Standard Bearers

Model: The custom Standard Bearer unit is a singular model that has to join a friendly unit. Use a miniature with a small base so you are able to put it on the movement tray of one of your units. (Only 1 Hero per unit. You cannot join an Ogre unit.)

Cards: No additional cards are added to the original Battle Masters deck. Standard Bearers piggy-back the unit they join. If the unit is defeated, then remove the Standard Bearer from play.

Banner: the joined unit may choose to reroll ALL defense dice at once, one time per turn.

Musicians

Model: The custom Musician unit is a singular model that has to join a friendly unit. Use a miniature with a small base so you are able to put it on the movement tray of one of your units. (Only 1 Hero per unit. You cannot join an Ogre unit.)

Cards: No additional cards are added to the original Battle Masters deck. Musicians piggy-back the unit they join. If the unit is defeated, then remove the Musician from play.

Musician: the joined unit may choose to reroll ALL attack dice at once, one time per turn.

Wizards

Model: The custom Wizard unit is a singular miniature that has to join a friendly unit. Each army can only hire one Wizard. A wizard cannot join following units: Ogre, Chaos Lord, Imperial Lord, Mighty Cannon. Only 1 Hero per unit. The cost to hire a Wizard is equal to 7 plus the cost of the unit that he joins. When joining a cavalry unit, then use a mounted Wizard miniature.

Cards: No additional cards are added to the original Battle Masters deck. Wizards piggy-back the unit they join. If the unit is defeated, then remove the Wizard from play.

Magic: Each round during combat, before throwing the dice, reveal which spell you are trying to cast. Roll the dice and apply damage. If the unit with the accompanying Wizard survives then count the amount of empty dice sides from both attacker and defender. This total represents the winds of magic at this moment. The spellcasting succeeds if the winds of magic are equal to or higher than the power level of the chosen spell. The attempt to cast a spell fails if the winds of magic are lower than its power level.

Spell	Power Level	Effect
Precognition	1	Draw the top card from a deck. Choose to replace at the top or at the bottom of the deck.
Escape	2	Move the Wizard to an adjacent friendly unit, ignoring scenery.
Invigorate	3	The joined unit may move 1 hexagon after this combat.
Heal	4	Remove 1 damage counter from the joined unit.
Teleport	5	Move the Wizard to any friendly unit of the same type.
Fireball	6	Do 1 damage to any unit in line of sight. (The fireball cannot pass over units.)
Storm	7	Draw the next three cards from a deck, put one at bottom of deck, replace the other two in any order.
Lightning	8	Do one damage to any unit on the table.
Wrath	9	Remove any one unit from play as a casualty.

Alternatively, you might wish to use a different level 9 spell for each race. This replaces the standard Wrath spell.

Race	Power Level	Effect
Vampire Counts	9	Put a new unit of Skeletons with one wound marker on any free hexagon.
Tomb Kings	9	Put a new unit of Skeletons with one wound marker on any free hexagon.
Chaos Undivided	9	Remove any one unit from play as a casualty.
Dark Elves, Lizardmen	9	Remove any one unit from play as a casualty.
Greenskins, Beastmen	9	Do 1 damage to each adjacent enemy unit.
Dwarves	9	Do 1 damage to each adjacent enemy unit.
Skaven, Chaos Dwarves	9	Remove and discard the top card from a deck.
Brettonia, Kislev, Wood Elves	9	Remove and discard the top card from a deck.
Empire	9	Remove any one unit from play as a casualty.
High Elves	9	Remove any one unit from play as a casualty.

SCENARIOS

Capture the Treasure Chests

Each player assigns one Treasure Chest (from HeroQuest) to one of his units. The first player to have two Treasure Chests in his possession with those units at his half of the table, wins the game.

Capture a Chest

You can capture a Chest by moving into a hex where a Treasure Chest is present.

Dropping a Chest

A unit holding a Chest drops it at its present hexagon when defeated.

Expansion designed by Toco