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Game: BATTLE MASTERS	v1.1
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Page 1: Rules summary	Jul 2011
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

Battle Masters

Setup

One player is the **Imperial Army** player and the other is the **Forces of Chaos** player. The Imperial player takes the 10 **Mighty Cannon** cards. The Chaos player takes the 6 **Ogre Champion** cards.

Lay out the **Battle mat**. One player sets up as many or as few of the **terrain features** as he wishes (one item per space), and the other player chooses on which side of the mat he will deploy his army. Players deploy their troops on opposite sides of the mat.

Beginning with the Chaos player, players take turns placing units on the map along the 2 rows of spaces along their side of the map and any partial spaces on the very edge of the mat. Units may be placed onto any space, except those that already contain a unit, or a terrain space that cannot be moved into.

Shuffle the **Battle cards** facedown.

Terrain Features

River: No unit may enter a river space.

Ford: You may only cross the river at a ford. The ford tile may be placed in any river space.

Hedges: These may be placed on any side of a hexagonal space, except where they would block a road.

Marsh: No unit may enter a space that contains a marsh. The marsh tile may be placed in any space, except one that contains a road.

Ditch: No unit may move across a ditch. Units can move into a ditch tile as long as they approach from an unbroken side. The ditch tile may be placed in any space, except one that contains a road or a river.

The Tower: The tower may be placed in any space, except one that contains a road or a river.

Playing the Game

On a player's turn, he turns over the top card of the Battle deck.

Units shown on the card may move and then attack. Units do not have to move, but *must* move before they attack. *Archers* and *Crossbowmen* may only move *or* attack.

If the card shows different units, they may be moved in any order. Each resolves its movement and attack before the next. If one of the units shown has been eliminated, the surviving unit(s) may continue to do battle.

When all the cards have been turned over, reshuffle the Battle deck. If a card is drawn and the unit shown is no longer in play, discard the card completely.

Movement

Units may move 1 space into any adjacent space, but may not cross an obstacle.

Only 1 unit may occupy a space at a time, and units may not move through other units.

Wold Riders Double Move Card The *Wolf Riders* may move 2 spaces before attacking.

Whole Army Move Card You may move and attack with all your units (except the Imperial player's *Cannon* and the Chaos player's *Ogre*).

Combat

Attacking

Only units shown on the Battle card may attack, but only once per turn.

All units except *Archers* and *Crossbowmen* may only attack opponents in an adjacent space.

The number of **Combat dice** the attacker rolls is shown on its base (its **Combat value**).

Each unit has **3 lives**. **For each skull that the attacker rolls, the opponent's unit receives 1 skull token**; once it has 3, it is removed from the battlefield.

Defending

All units can defend themselves against an attack by rolling a number of Combat dice equal to their Combat value. Each separate attack can be defended against.

Each shield that the defender rolls cancels out one of the skulls rolled by the attacker.

Any unit (including the one standing on the ditch) that attacks another *across a ditch* rolls 1 Combat die less, and the defending unit rolls 1 Combat die more. This does not apply to attacks by *Archers* and *Crossbowmen*.

Archers and Crossbowmen

Archers and *Crossbowmen* may only move *or* attack, not both.

They may attack any unit within their range: 2 spaces for *Archers* and 3 spaces for *Crossbowmen*.

Roll Combat dice as normal; units may defend themselves as normal.

Charge Cards

When one of these cards is drawn, the unit(s) shown move as normal, but they may roll 1 extra Combat die for any attack they make that turn.

The Mighty Cannon

When a *Mighty Cannon* Battle card is turned over, the Imperial Army player may either move the cannon 1 space *or* fire it.

The *Cannon* defends against attack as normal, rolling 2 Combat dice in defence.

To fire, choose a target and mark the target by placing the **Target tile** on it.

If it is a space adjacent to the cannon, the target is automatically destroyed. If it is further afield, shuffle the 10 **Cannon tiles** and turn them over one at a time, placing them faceup in the next adjacent space of your choice (as long as each tile keeps heading in the direction of the target).

Flying Cannon Ball: No effect, continue placing tiles.

Bouncing Cannon Ball: Any unit in the space is dealt 1 skull token. Continue placing tiles.

Explosion: Any unit in the space is destroyed. No more tiles can be placed. There is no effect in an empty space.

If the Imperial player successfully lays a path of tiles to the target, the Target tile is flipped to reveal an Explosion: the target unit is removed from the battlefield. If an Explosion tile is placed before reaching the target, the attempt has failed.

After resolving the attack, remove all the Cannon tiles from the battlefield.

Exploding Cannon

If the first Cannon tile turned over is an Explosion, eliminate any unit in the space, then shuffle the remaining tiles, draw one, and place it into the space with the *Cannon*. If it is a Bouncing Ball, the cannon receives 1 skull token. If it is a Flying Ball, nothing happens. If it is an Explosion, the cannon is destroyed and removed from the battlefield. In any case, the Cannon's turn is over.

The Ogre Champion

When an *Ogre* Battle card is turned over, draw **Ogre Champion cards** one at a time. When a Move card is drawn, he may move 1 space; when an Attack card is drawn, he may attack an opponent in an adjacent space. He attacks and defends as normal.

When the last *Ogre Champion* card has been drawn, the next *Battle card* can be drawn from the deck.

For every skull token the *Ogre* gets, he draws 1 less *Ogre Champion* card. Once he has 6 tokens, he is removed from the battlefield.

The Tower

A unit that moves into the **Tower** space is placed on top of the tower. Only standard infantry units (5 miniatures) may occupy the tower.

The first player to reach the tower may take possession of it. The Imperial player may only take the tower with *Men-At-Arms*, *Crossbowmen*, and *Archers*. The Chaos player may only take the tower with *Chaos Warriors*, *Chaos Bowmen*, *Orcs*, *Goblins* and *Beastmen*.

Units inside the tower may roll 1 extra Combat die when attacking or defending. All units that attack units inside the tower roll 1 less Combat die than normal.

You must eliminate the unit inside the tower to take possession of it; only one unit may occupy the tower.

Cannon tiles affect units inside the tower as normal. However, any Explosion hit on a unit in the tower damages the tower as well. Each time it is hit by a Explosion, it receives 1 **Rubble token**. When it is hit for a third time, it is removed from the game. The tower is not damaged by a Bouncing Ball tile.

The Battle Scenarios

The scenarios are played using the normal rules, and may be played in any order.

Play the scenarios in sequence for a **campaign**. After playing each scenario, the winner is awarded a number of **campaign points**. At the end of the campaign, the player with the most points is the overall winner.

When fighting a campaign, any unit that survives a battle becomes an **elite unit** and is awarded an **elite unit token** (place the token in the slot in the unit's base). An elite unit which survives a second battle does not get a second token.

Elite units roll 1 extra Combat die when attacking *and* defending.

Adding Reinforcements

Before deploying forces, both players agree on the maximum number of points they will use to make up each army. Player assemble their armies using the **point values** given.

The two armies don't have to have exactly the same total points value, but they should be as close as possible.

Imperial Army Point Values

Men-At-Arms	4
Crossbowmen	5
Archers	6
Imperial Knights	8
Lord Knights	9
Mighty Cannon	10
Reinforcements	
Imperial Lord	8

Chaos Army Point Values

Goblins	4
Beastmen	4
Chaos Bowmen	4
Orcs	5
Chaos Warriors	5
Wold Riders	5
Ogre Champion	8
Champions of Chaos	9
Reinforcements	
Chaos Lord	8