

Duel Masters Stratego

Rule Variant

Base Rule Modifications

- All units can now move 2 spaces octogonally.
- You must stop your movement after a battle.
- You must be able to move a unit each turn else you lose.
- Flag Cannot be surrounded by traps (Optional).

Passive Abilities: Used automatically

(1000) **Tagging** (An enemy unit attacked by a 1000 stay face up)

(2000) **Remove traps** (Remove traps when engaging in battle)

(Spy) **Power Attacker** (Win all battles when attacking and lose all battles when being attacked)

Reveal Abilities: You must reveal your unit to use it.

(1000) **Scouting** (Move any amount of space octogonally, you can move 1 space and then scout if you want)

Slide (Can move diagonally up to 2 space. You can also slide 1 space and then scout.)

(2000) **Seeing** (You opponent reveal a unit of your choice 2 square away. You do not need a direct line of sight and you cannot move)

Slide (Can move diagonally up to 2 space)

(3000) **Quick Strike** (Can move up to 3 space in all directions)

(4000) **Energy Blast** (Can attack 2 space away by tracing a line of sight. The attacked unit is revealed, it is destroyed if it's 4000 or less)

(5000) **Ferocious Advance** (All 5000 units moves together on your turn. You don't need to move them all. Reveal only the units moving)

(6000) **Mystical Flight** (Can move octogonally any number of space. You can fly over units but you must land on an empty space.

(7000) **Dimensional Vortex** (Can move this unit on any empty space within 3 square around)

(8000) **Teleport** (The 8000 unit can switch it's place with any other unit on the board. Reveal the 8000 but not the switched unit. If the 8000 was tagged by a 1000, it becomes untagged)

(9000) **Double Breaker** (Combat does not make it stop while moving so it can fight twice each turn)

Rule Re-Design Eric Pietrocupo

Duel Masters Stratego

Rule Variant

Base Rule Modifications

- All units can now move 2 spaces octogonally.
- You must stop your movement after a battle.
- You must be able to move a unit each turn else you lose.
- Flag Cannot be surrounded by traps (Optional).

Passive Abilities: Used automatically

(1000) **Tagging** (An enemy unit attacked by a 1000 stay face up)

(2000) **Remove traps** (Remove traps when engaging in battle)

(Spy) **Power Attacker** (Win all battles when attacking and lose all battles when being attacked)

Reveal Abilities: You must reveal your unit to use it.

(1000) **Scouting** (Move any amount of space octogonally, you can move 1 space and then scout if you want)

Slide (Can move diagonally up to 2 space. You can also slide 1 space and then scout.)

(2000) **Seeing** (You opponent reveal a unit of your choice 2 square away. You do not need a direct line of sight and you cannot move)

Slide (Can move diagonally up to 2 space)

(3000) **Quick Strike** (Can move up to 3 space in all directions)

(4000) **Energy Blast** (Can attack 2 space away by tracing a line of sight. The attacked unit is revealed, it is destroyed if it's 4000 or less)

(5000) **Ferocious Advance** (All 5000 units moves together on your turn. You don't need to move them all. Reveal only the units moving)

(6000) **Mystical Flight** (Can move octogonally any number of space. You can fly over units but you must land on an empty space.

(7000) **Dimensional Vortex** (Can move this unit on any empty space within 3 square around)

(8000) **Teleport** (The 8000 unit can switch it's place with any other unit on the board. Reveal the 8000 but not the switched unit. If the 8000 was tagged by a 1000, it becomes untagged)

(9000) **Double Breaker** (Combat does not make it stop while moving so it can fight twice each turn)

Rule Re-Design Eric Pietrocupo