

Larienna's Library  
**HAUNTED ARCHIVES**

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Thank you and enjoy the content.

*Eric P626*

# Battle-mat: Suggested changes

- setup: pick 1 randomly & place. if can't connect, place anywhere, no 4 tile limit
- initiative: draw randomly initiative token } !. Having colour would be easier <sup>can be marked HW</sup> but btr 15' P
- spell: make unique spell to each player. (place on cards, make them all 1 time use)
- heroes: add heroes with unique stats (use cards with life Marking (Maefferstat card?))
- allow multiple quest, each hero has a quest (not sure still can explore board)
- dragon: Maybe don't carry units
- use all expansion by default (specify in variant)
- event: could roll a die for each event picked up & see the consequences
- setup: Maybe connect connect continent during 2 turns also??
- initiative: people pick up in order of highest # of tiles. 3 just player pick 2 keep 1. last 3p pick 1
- event table not that good, check for mana vault effect
- Make a reference sheet for scrolling every sub steps of battle
- Sea Serpents don't have enough, maybe are 1d6 of force move, next of number house
- Season Marking: spring or fall.
- Ships are really expensive check how easy to sink

# BattleMaster reverse

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? Specific race selection: not bad since, tile placement depends on it.

Map Setup: No color coding, or maybe only 1 color  
Cards drawn from the top of the stack  
No permanent creation (original)

Council: No vote on event, roll 1d to resolve  
OO Removed rules in exp. no council

Card draw: Maybe each city (10?) gives an extra card to draw  
~~land control~~ land control: Maybe no need to keep unit, card indicate ownership

Max production: Maybe 2/5, instead of 1/3

Recruit hero: Maybe need to search heroes (random roll, or spend resource per hero add to find)  
→ or draw cards

Heroes should have different stats

Multiple quest might be possible with quest card attached on hero

Overrun: is complex: if opponent has no infantry and twice the unit, overrun automatic  
Original rules kill all unit, maybe unrotated retreat since event to overrun

Cavalries: Maybe INF → kill only inf  
original: archer no target arch  
cavalry must cavalry  
infantry any type  
CNU →  
APC

Max unit: Not sure if max out to 2 over call & archery, is there always possible

Rider can completely the spells. use cards, different for each player, each character. Plus are spells

Remove player elimination. Maybe stairs as stolen and other draw level, ex varial, but this is all

## Salt of war

Map setup: add expand or create new island. no island functions possible, no 4 tile limit (add sea)

Caravan: trade is different

event card: use table instead or combine them or roll a die

Fortification: -1 & -2

Sea serpent: must move every turn, use next number for all

Ports: Maybe too expensive

Ship price: they are way too high: 2w 2L, 3w 3L

trade cycle: Maybe connect had ships to port to get resources every turn??

Initiative: if there is no bidding, you just pick up on  
bonus initiative counters

Dragon: can fly but does not carry units

Heroes can participate in battles & move in move seq

Other  
Heroes should have unique stats  
Initiative Pickup in order of # of cities  
Mark resources somehow