



The Duel Masters games and the pictures on this web site are copyrighted by Wizards of the coast, Shogakukan and Mitsui-kids



Derived Duel Masters Games

Duel Masters Stratego: Alternate Rules

This is a rule variant system for the Duel Masters stratego board game. This rule variant can be played also with a regular stratego game since there is no new components added to Duel Masters stratego. The only difference with normal stratego is that numbers are in multiples of 1000 instead for numbers from 1 to 9.

This rule variant tries to upgrade the rule variant that came with Duel Masters Stratego. The additional rules in Duel Masters Stratego are a bit unbalanced. So I try to tag somewhat the same abilities to different units and make a few additions of my own. I play tested a few round and it seemed pretty cool. So in general, the variant give new abilities to each unit increasing the strategic moves possible in the game. Feel free to make any changes you want or take just the stuff you like.

Basic Rules modifications

These are the changes that are made to the basic rules:

- All units can move 2 square octogonally.
- All units stop it's movement after a battle.
- If during your turn you cannot possibly move any units, excluding special abilities, you lose the game. This rules is just to make sure players does no create a perfect impenetrable defense. So you can find other ways to restrict this situation if you want.
- The flag cannot be completely surrounded by traps. This rules is optional, but surrounded flags makes the game harder to win. But then again, some units in this rule variant can move diagonaly so it's harder to make a bullet proof flag defense.

There has been
8474
visitors since
August 15th, 2006

Last Update
November 22nd, 2009

Special Abilities

These is the special abilities of all the units. It includes the abilities from the original stratego game. Most special abilities can be used outside a battle. Which mean that you must reveal the unit to your opponnent to activate it's ability.

1000 (Scout, Tagging, Diagonal movement): The 1000 can reveal itself and attack the first unit on your opponents front line in the same column. It allows you to see what units your opponent has since the 1000 is going to die against any unit. The opponent's unit stay face up on the battlefield for the rest of the game. The 1000 can move diagonally. It includes moving 1 diagonal square and then scouting in straigh line up ahead.

2000 (Disarm Trap, Seeking, Diagonal Movement): The 2000 does not lose a battle against traps (mines). The trap is removed after the battle. The 2000 can see a unit 2 square away forcing the opposing player to reveal the unit. You are allowed to see through ennemy units. You can also move diagonally but you cannot move 1 square and use the seeking ability.

3000 (Quick Move, Diagonal Movement): The 3000 can move up to 3 square and it can also move in diagonal during it's movement.

4000 (Energy Blast): This unit can make a range attack up to 2 square away. You can attack in any combination of diagonal and octogonal path but you cannot attack through another unit. The attack will reveal the unit and it will destroy any unit which is 4000 and lower.

5000 (Ferocious Advance): You can decide to reveal all your 5000 together and make them all move on the same turn in any order you like. If you wish, you may not reveal all the units. Movement and battle are resolved normally.

6000 (Flying): This unit can fly octogonally any number of squares. The unit must land on an empty space, so you cannot attack a unit when landing.

7000 (Dimentional Vortex): This unit can teleport itself in a range of 3 square around. The unit must land on an empty square.

8000 (Switch): This unit can switch place with another of your unit on the board which is not a flag or a trap. You reveal the 8000 before switching but the switched unit is not shown. If the 8000

was tagged by a 1000(face up), it becomes hidden again, but if the switched unit was tagged, it stay face up on the board.

9000 (Double Breaker): This unit can attack 2 units during it's movement. So this unit does not stop it's movement after the first battle.

Spy (Power Attacker): This unit will win any battle when attacking and it will lose any battle when being attacked.

So this is it. I hope you like it. If you have any comments or if you encounter any problems during the play just e-mail me.

**Duelists Elite Webring**
<< [Prev](#) | [Hub](#) | [Sites](#) | [Join](#) | [Rate](#) | [Next](#) >>

© WebRing Inc.