Pure Armies

Not much of a house rule, really. You can only use disks from your faction and factionless disks.

The One-Quarter Rule

When composing your army, you can only use a number of identical disks up to one-quarter of the total number of disks (spells do not figure in here) in your army. All unique disks count as identical for this purpose.

Restricted and Limited Disks. Armies may not include more than two copies of a Restricted Disk or more than four copies of a Limited Disk.

Restricted : Urotok Warrior Royal Jester Uhk'set Wasp Char'gr Monkey Zocchi Dragon Fairy Swarm

Limited: Stalwarts Legion of Bones Swamp Behemoth

In addition you have to abide all the regular restrictions (i.e. up to two Fairy Swarms, up to two copies of any spell, etc.).

Random Starting Player

The automatic rotation of the starting player has always been an issue, because it allows the double activation of up to three disks (both at the end of your turn before becoming starting player and then again at the start of the next turn, when you are the starting player). Also, in multiplayer games, the player to your right will have the drop on you on every round in which you are not the starting player. While the lack of luck elements is one of the strengths of Disk Wars, this is one area where a small random element doesn't hurt to help keep players on their toes. Therefore, we have adopted this house rule to determine the starting player randomly every round.

In a two player game, both players roll a d6 at the start of every round. The one with the higher score becomes the starting player for the current round. On a tie, the player that hasn't been starting player in the last round becomes the starting player for the current round.

In a multiplayer game, numbered cards are used to determine the starting player (one for each player). Shuffle the cards at the start of every round and every player receives a card. Highest number goes first and the others follow in order.

The One-Spell Rule (Familiar)

The familiar can only fetch every individual 1st-level spell exactly once during a game (whether it is used or not).

Free Spells (experimental)

Never actually tried this, but I like the idea. When building your army, you get a number of free

points to buy spells with equal to the total cost of all the spellcasters in your army.

Warhammer Diskwars Missilesystem Adaption

The dice system is heavily based on the possible results of the original game. If you want to keep it faithful to the original then you roll a d6 and the results would be:

1,2,3 miss
4 scatter
5,6 hit

You keep the range the same: 6" Boulder and fireball, 12" arrow and bolt and other indicated special range such as the catapult. It doesn't directly translate since the catapult, the missiles are dropped from a higher distance. This would be the case where a hit should be only with a 6.

Scatter should consider disks within 3 inches from the original target.

Damage per hit would stay the same: arrow 2, bolt 3, fireball 4 and bolt 5.

If you want a WHD touch, consider 6 as a critical hit and put an activation marker in addition to the damage.

Other more controversial points would be to do away with the missile segment and allow archers to fire by activating during the activation phase like in WHD.

I've tried the 1 spell per level of spellcaster house rule. So a lvl 3 spell caster would get 1 of each--a level 3,2 and 1 spell.

Also, we house-ruled in "no fairy swarms". As a friend said--"fairy swarms are NEVER fun" even with the newer blow-up-fairy-swarm disks that were printed.