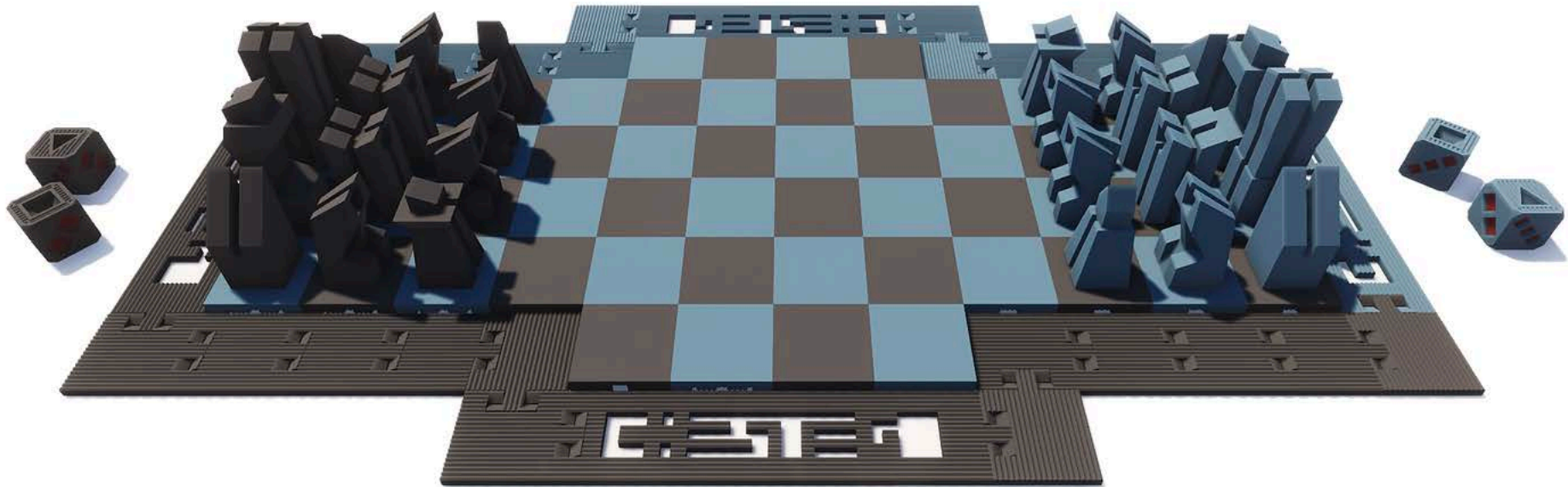




MID

A bloodier and faster version of war with a 4x12 board and much fewer pieces.



There is no escaping your bloody destiny.

RULES AND OBJECTIVES:

- 4x12 board that kicks out in the middle.
- The same rules apply for all pieces as war mode.
- All pawns and archers are removed and it is a battle of just the remaining heroes.

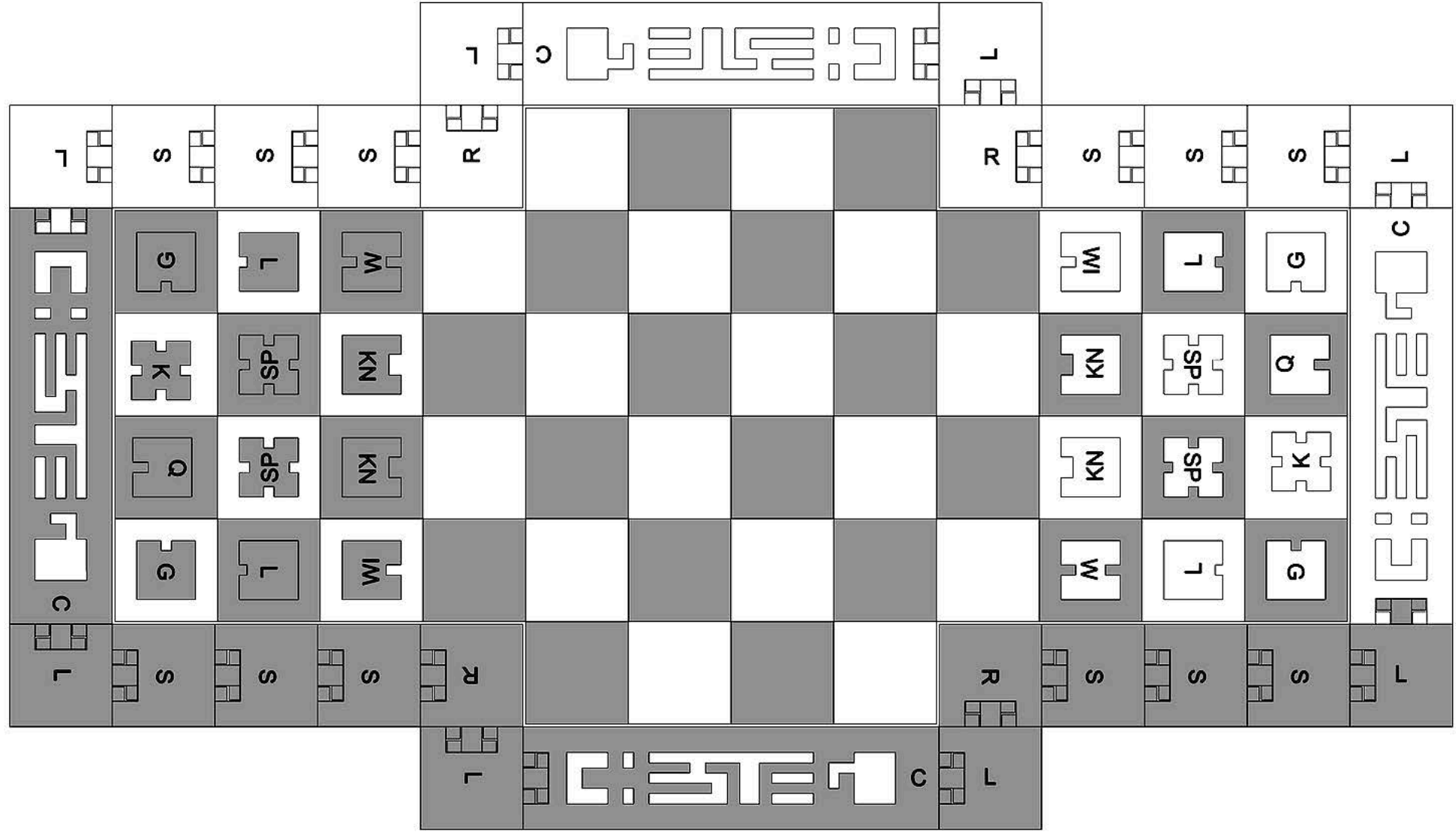
TIMER SPEED (optional):

- The timer should be set to a faster speed so you only have about 5 seconds per turn.
- The timer is always stopped when there is a battle and the dice have to be rolled.

WIN CONDITION:

- Kill the King.

BOARD SETUP



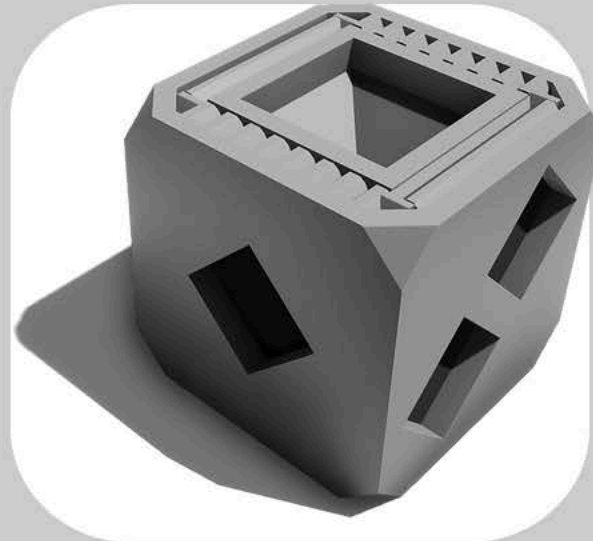
PIECE RULES

DT DEFENDER
DIE 1



- Lowest number Wins
- If the Defender rolls a Triangle, he kills the attacker.
- Not used with Pawns.

DS ATTACKER
DIE 1



- Lowest number Wins
- If the Attacker rolls a Square, he Missed and has to move back one space.
- Not used with Pawns

K KING 1



- King can move one space in any direction.
- Can call a Guard to his aid once per game per Guard.

Q QUEEN 1



- Queen can move unlimited spaces in any direction.
- Can you say Overpowered?

W WARLOCK 1



- **Warlock** moves up to 2 spaces in any direction
- Can resurrect one removed piece once per game to a spot 1 space away from the **Warlock**.

WI WIZARD 1



- **Wizard** moves up to 2 spaces in any direction.
- Attacks 1 space away from the enemy
- Can teleport to within 2 spaces of the enemy **King** once per game.

G GUARD 2



- **Guard** moves exactly 2 spaces in any direction.
- Can jump to the aid of the **King** once per game into any open spot around him.

KN KNIGHT 2



- **Knight** moves in an "L" shape either 1 then 2 spaces or 2 then 1 space.
- Has a shield which can block a **Knight** or **Archer** attack. Once the shield is broken, the piece is turned around and movement limited to 1 space in any direction

SP SPEARMAN 2



- **Spearman** moves up to 2 spaces in any direction.
- Can block one **Knight**, **Lancer** or **Guard** attack but breaks his **Shield**. Movement is then limited to 1 space in any direction and the piece is turned around.

L LANCER 2



- **Lancer** moves unlimited spaces in a straight line.
- Can pass around one ally to attack an enemy.
- Has a **Shield** which can be broken by an **Archer** or **Lancer** attack. The **Lancer** is turned around & His movement is then limited to 1 space in any direction.