

WARZ

This requires two more sets of pieces but if you were looking for a 4 player game of War here it is.



Watch your back and your side because there are enemies everywhere.

RULES AND OBJECTIVES:

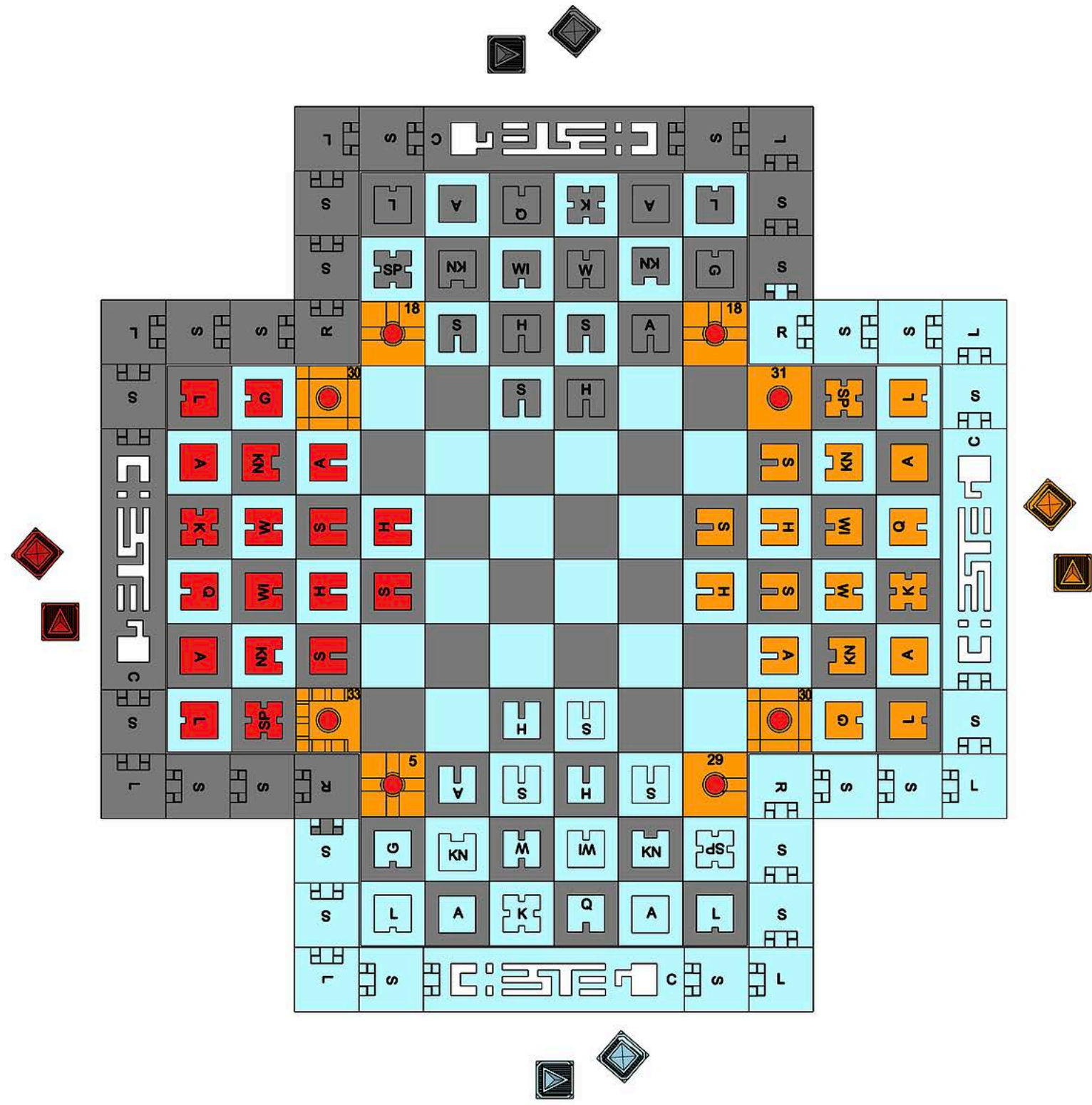
- It uses all the same rules as War.
- Some of your opponents pawns will be visible with the exception of the player you are facing.
- Can be played with teams or free4all.

WIN CONDITION:

- Last King alive wins.

BOARD SETUP

- See special 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



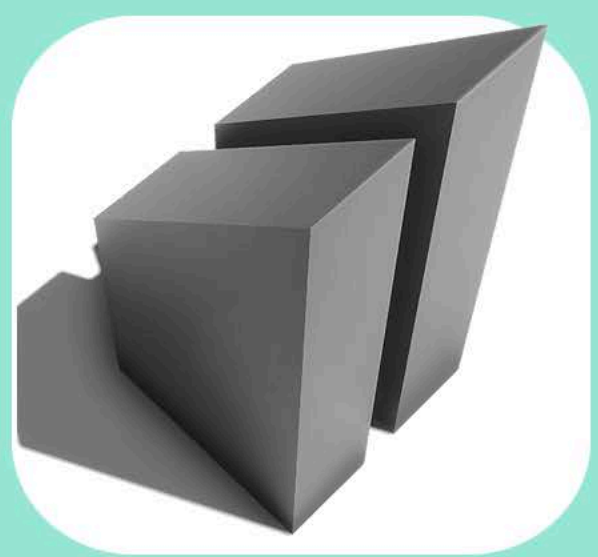
- **Warlock** moves up to 2 spaces in any direction
- Can resurrect one removed piece once per game to a spot 1 space away from the **Warlock**.

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 1



- **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 1



- **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.

A ARCHER 2



- **Archer** moves unlimited spaces diagonally.
- Has to attack 2 spaces from enemy.

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.

AS

ASSASSIN

1



- **Assassin** can move and attack any piece one space in any direction
- Can jump an adjacent ally to attack an enemy
- Can not be promoted
- Kills any higher numbers if attacking or being attacked (see Hunter)
- For his first movement he can move up to 2 spaces forward.

H

HUNTER

2



- **Hunter** can move and attack any pawn one space in any direction.
- Can kill an **Assassin** if the Hunter attacks 1st.
- Can only kill a hero diagonally forward.
- Can not be promoted.
- Kills any higher numbers if attacking or being attacked.
- For his first movement he can move up to 2 spaces forward.

S

SOLDIER

3



- **Soldier** can move one space forward backward left or right
- Kills **Rangers** and **Fighters** if attacked or being attacked.
- Kills other **Soldiers** when attacking.
- Can attack and kill a hero only diagonally forward
- For his first movement he can move up to 2 spaces forward.