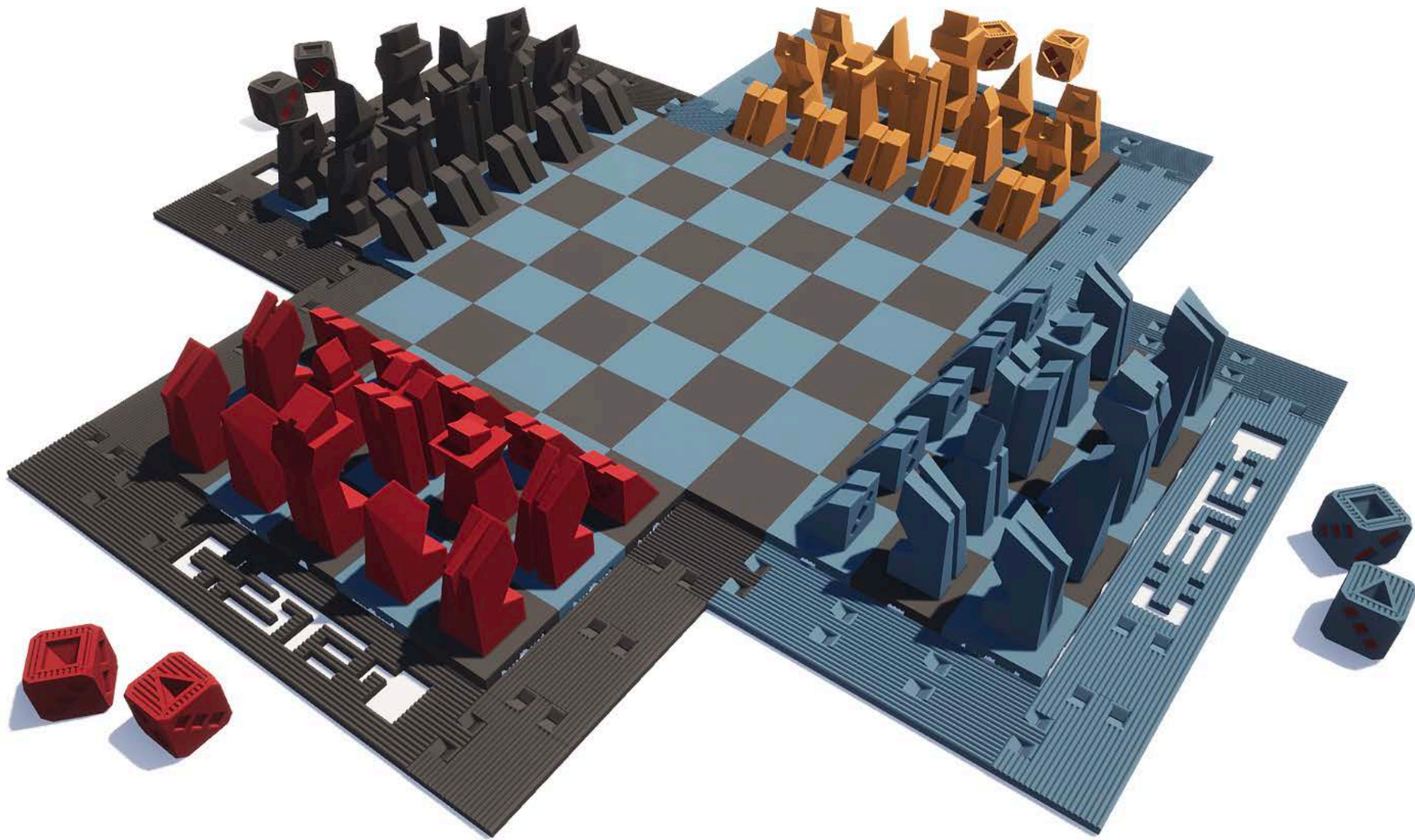


# REVENGE

All the Kings and Princesses  
are gone and the Queens  
want revenge.



It is a last woman standing game of War.

## RULES AND OBJECTIVES:

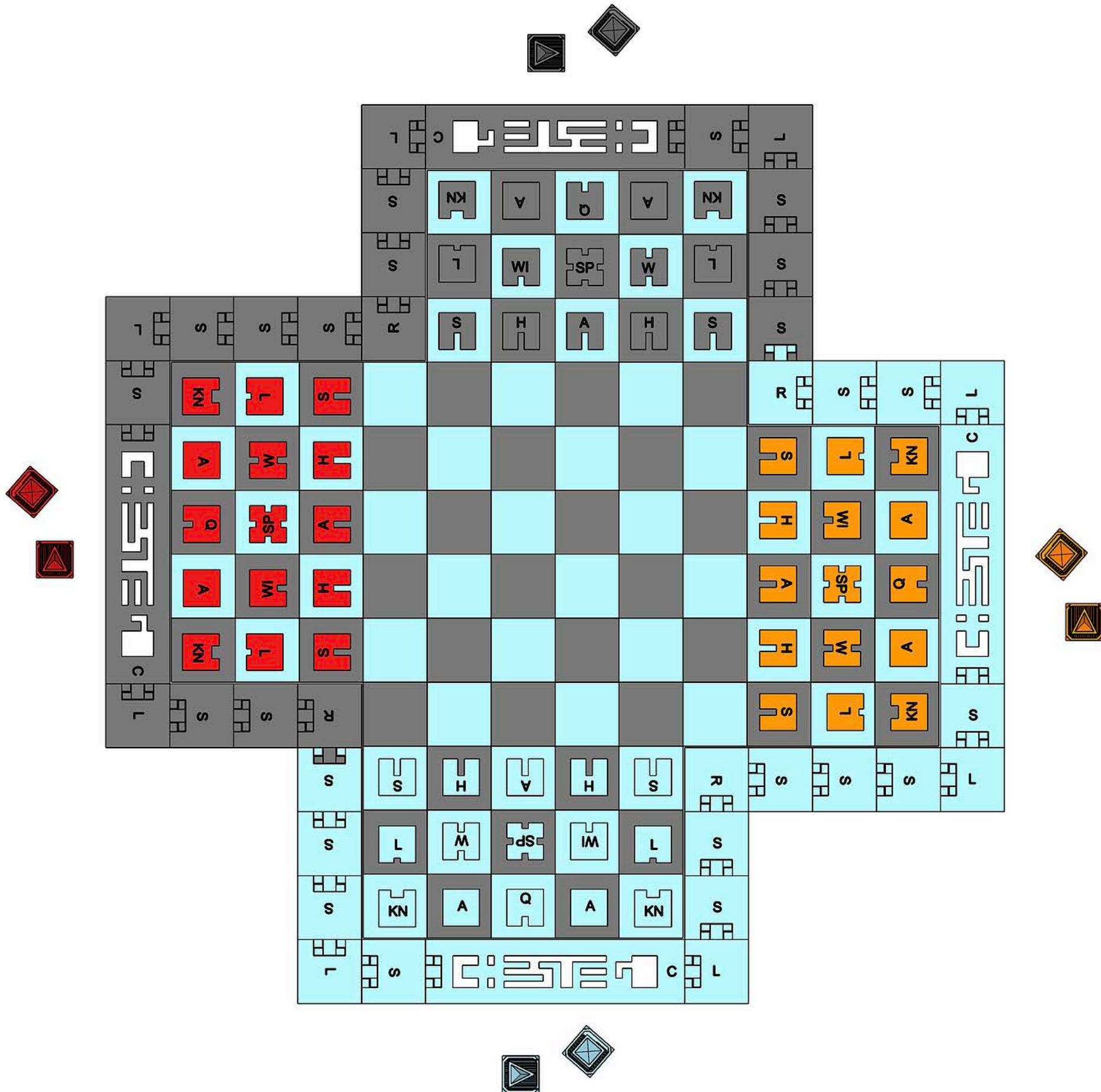
- Only the Assassins, Hunters and Soldiers are used.
- A player who loses their queen can still play and try to get to a back line to resurrect their Queen. The undead Queen can still win but she has limited movement. She can only move up to 3 spaces in any direction.

## WIN CONDITION:

- The last Queen standing wins.

# BOARD SETUP

- See the special board setup below



# 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

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.

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.

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.

AS

ASSASSIN

1



- **Assassin** can move and attack any piece one space in any direction
- Can jump an adjacent alley to attack an enemy
- Can not be promoted
- Kills any higher numbers if attacking or being attacked (see **Hunter**)
- Can kill any piece when attacking 1st.

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 not be promoted.
- Kills any higher numbers if attacking or being attacked.
- Can kill the **Warlock**, **Wizard** or **Archer** if attacking 1st.

S

SOLDIER

2



- **Soldier** can move and attack any **Pawn** one space in any direction orthogonally.
- Can be promoted at either enemy back line.
- Kills **Rangers** if attacked or being attacked.
- Kills other **Soldiers** when attacking.
- Can kill a **Knight**, **Spearman** or **Lancer** if attacking 1st.