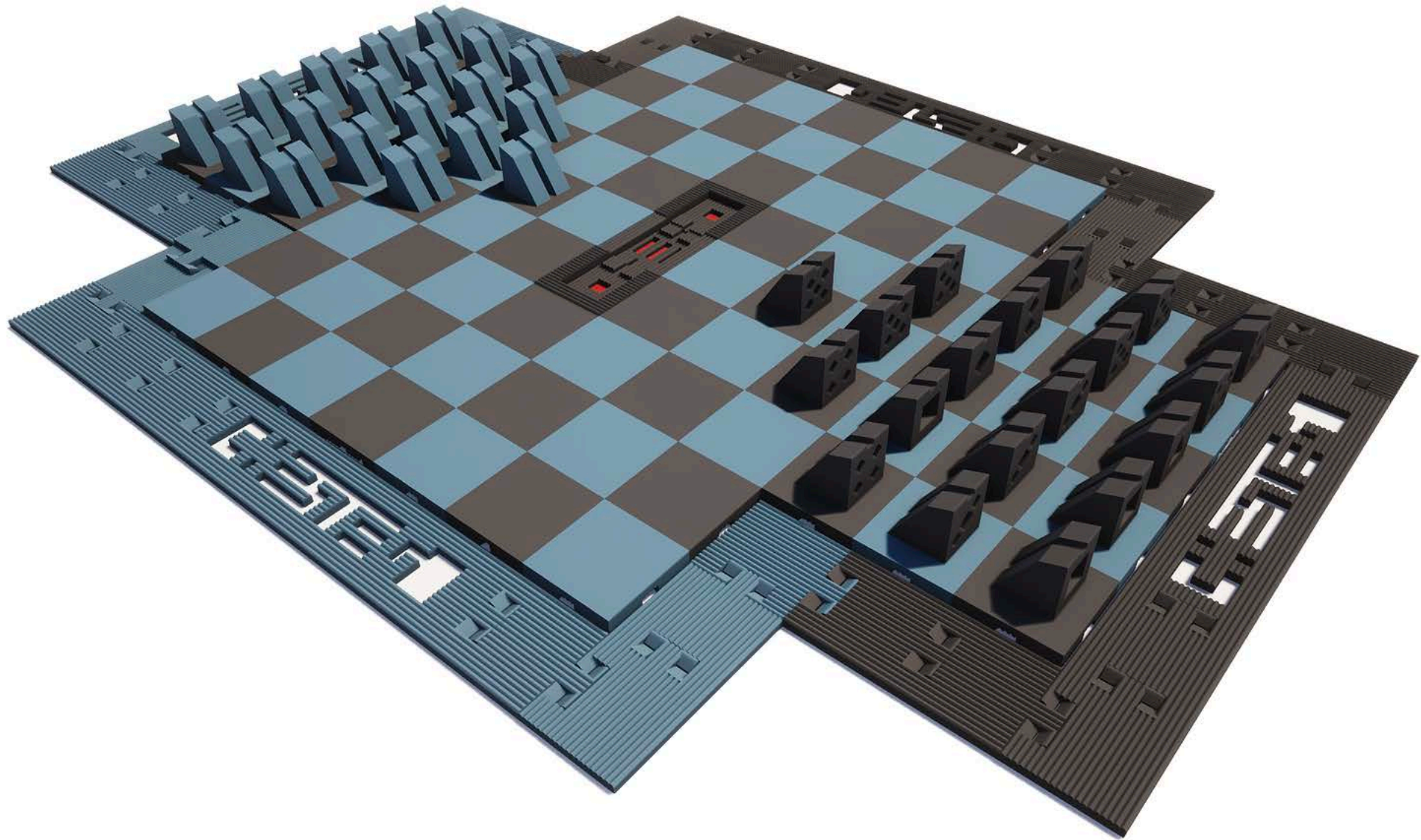


PRINCESS

All the heroes are gone and it is up to the pawns to protect the injured princess from each side.



It is a hunt for the enemy princess.

RULES AND OBJECTIVES:

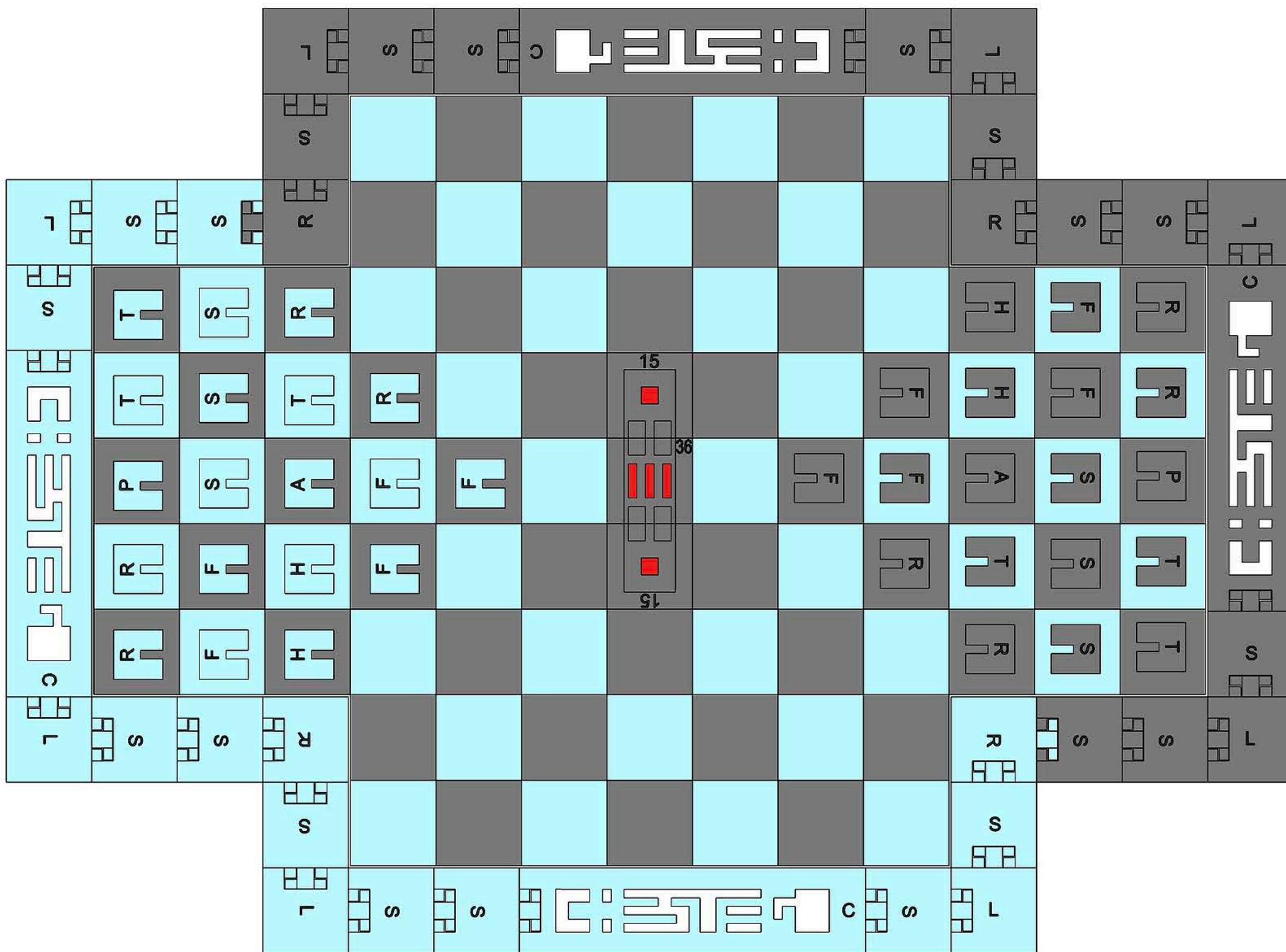
- All pawns except **Traps** and **Princesses** can move one space in any direction.
- There are no promotions at the backline.
- **Traps** and the **Princess** cannot move.

WIN CONDITION:

- Finding the enemy **Princess**

BOARD SETUP

- See the special board setup below



PIECE RULES

P PRINCESS 1



- Princess can not move and is the objective of the game.

AS

ASSASSIN

1



- **Assassin** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

H

HUNTER

2



- **Hunter** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can kill an **Assassin** if he attacks 1st.

S

SOLDIER

3



- **Soldier** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.

R

RANGER

4

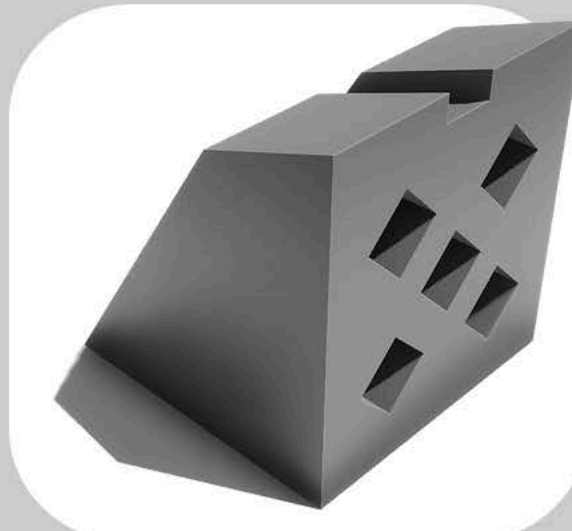


- **Ranger** can move orthogonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can disarm **Traps** if they call disarm before attacking.

F

FIGHTER

5



- **Fighter** can move orthogonally 1 space in any direction.
- Wins any attack with or equal number.

T

TRAP

3



- **Trap** cannot move
- Can be disarmed from a **Hunter** if they call disarm before attacking.