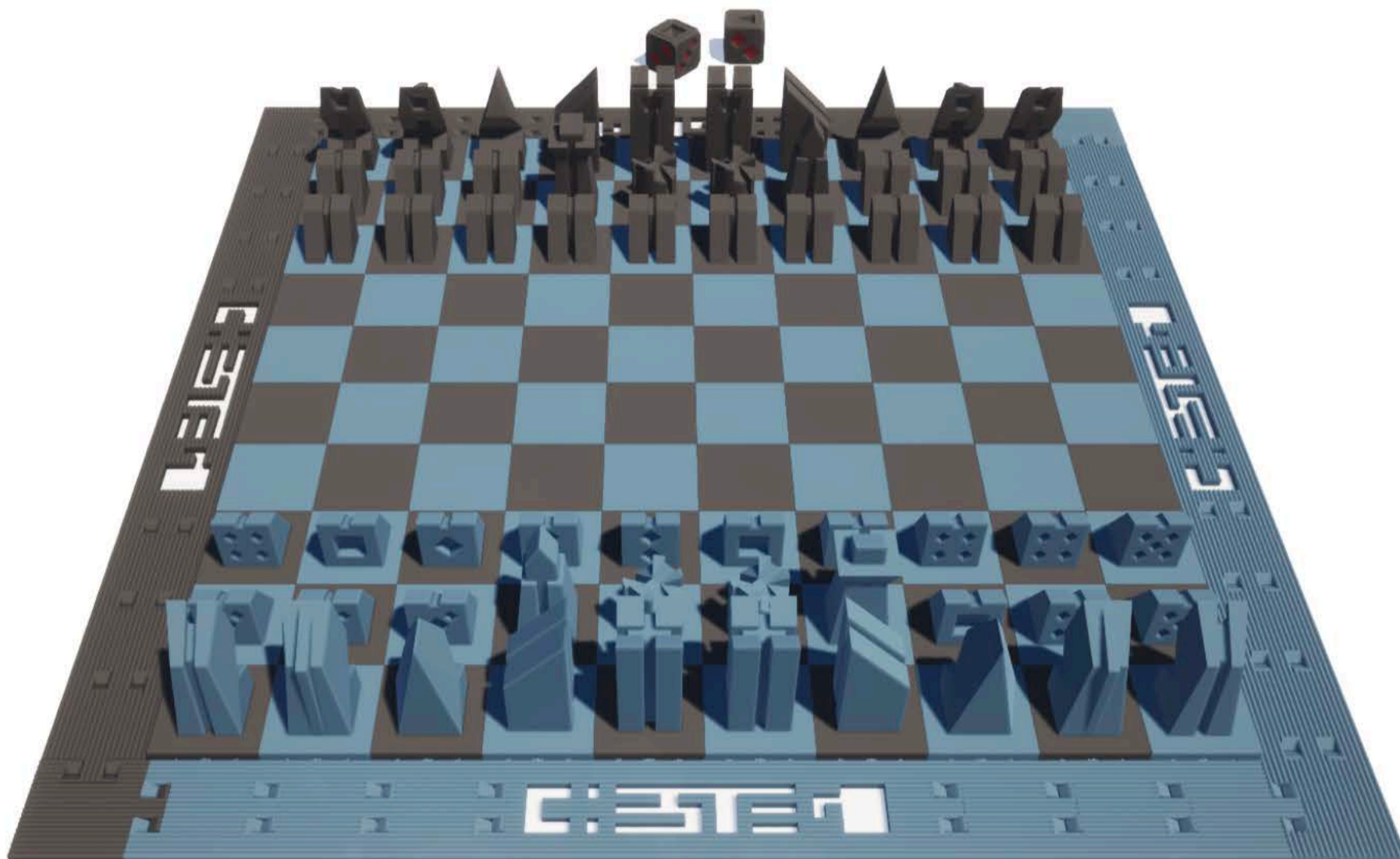




CAPTIVE

Save the princess in this variation of War.



The princess has been captured and the goal of each army is to get her back.

RULES AND OBJECTIVES:

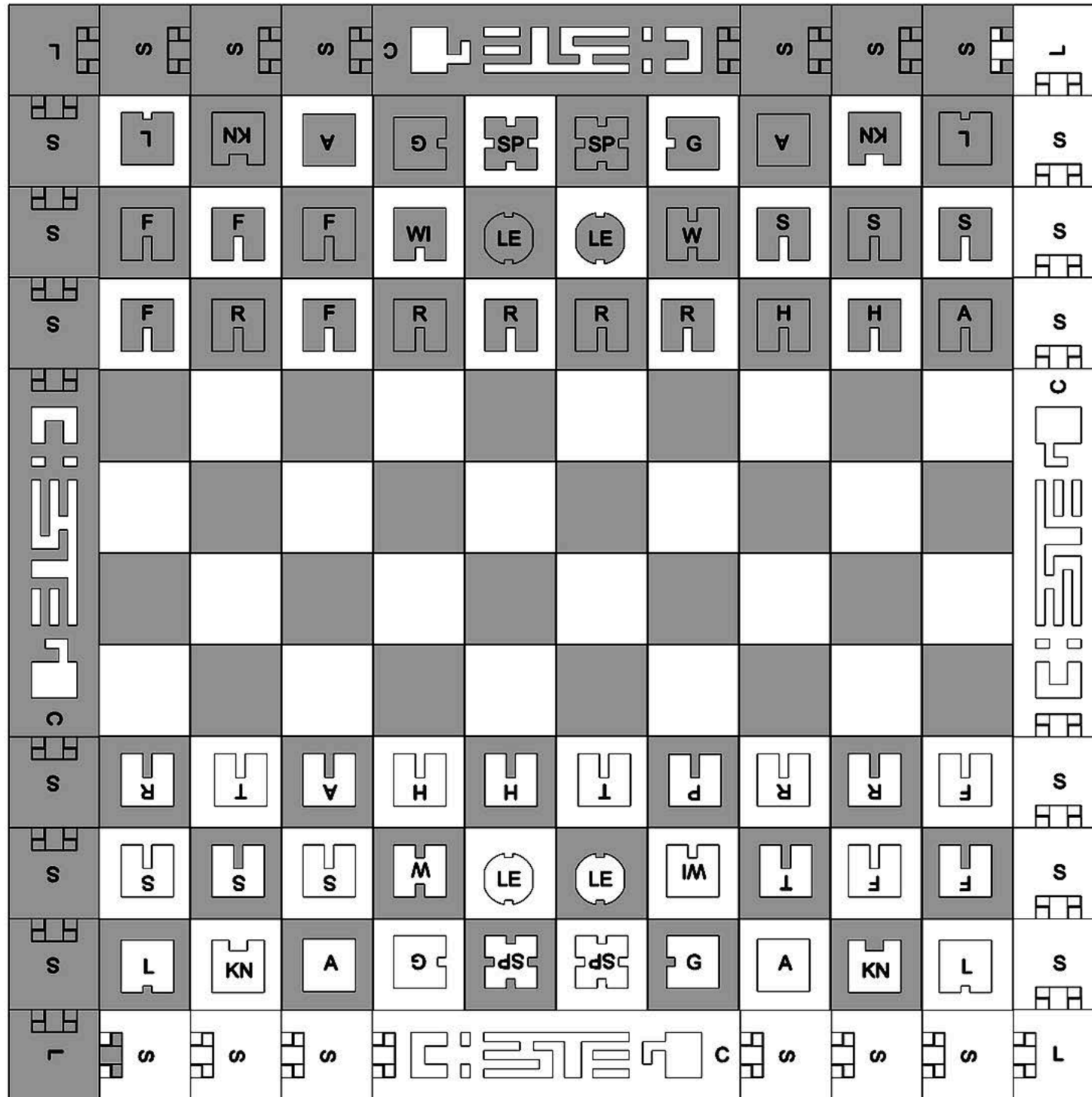
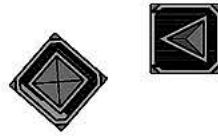
- The **King** and **Queen** are not part of the rescue effort.
- The **Spearmen (SP)** move into the **King** and **Queens** positions and the Wizard and Warlock shift in.

WIN CONDITION:

- Find your princess before the enemy finds your captive **Princess**.

BOARD SETUP

- Size 10X10
- Players pick starting location for all Pawns.



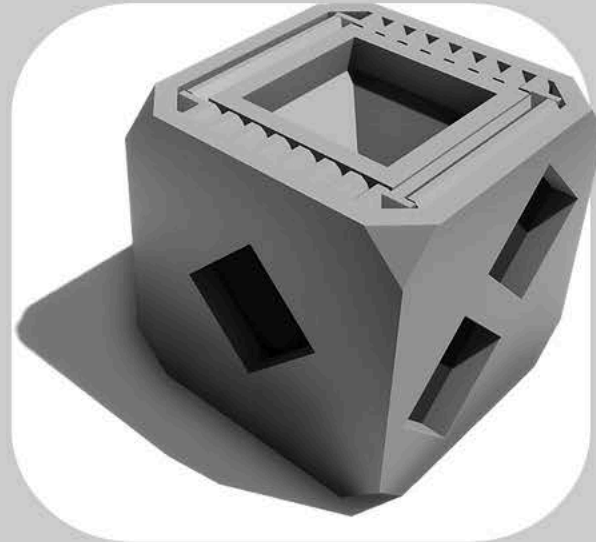
PIECE RULES

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



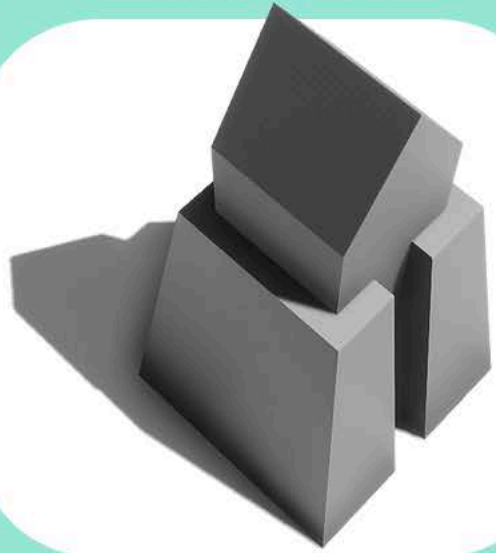
- Lowest number Wins
- If the Attacker rolls a Square, he Missed and has to move back one space.
- Not used with Pawns

P PRINCESS 1



- Princess can not move and is the objective of the game. Protect her position as long as possible.

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 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.

A ARCHER 2

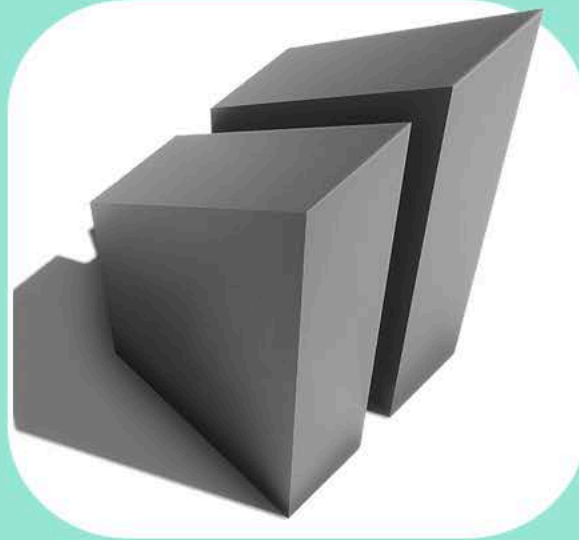


- **Archer** moves unlimited spaces diagonally.
- Has to attack 2 spaces from enemy.

G

GUARD

2



- **Guard** moves exactly 2 spaces in any direction.
- Can jump to the **Princess** to prevent her capture.

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)
- 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.

R

RANGER

4



- **Ranger** moves forward or back one space
- Kills **Fighters** if attacking or being attacked
- Can attack and kill a hero only diagonally forward
- For his first movement he can move up to 2 spaces forward.

F

FIGHTER

5



- **Fighter** moves forward one space at a time
- Kills other **Fighters** when attacking 1st
- Can attack and kill a hero only diagonally forward
- For his first movement he can move up to 2 spaces forward.

T

IMP

2



- **Imp** moves 1 space in any direction.
- Can kill **Soldiers** **Rangers and Fighters** by jumping over them.
- If an **Assassin** kills an Imp, for the rest of the game he is turned facing the enemy.
- Can jump over ally players if there is an open spot on the other side.
- Can kill heroes only diagonally leaping forward.