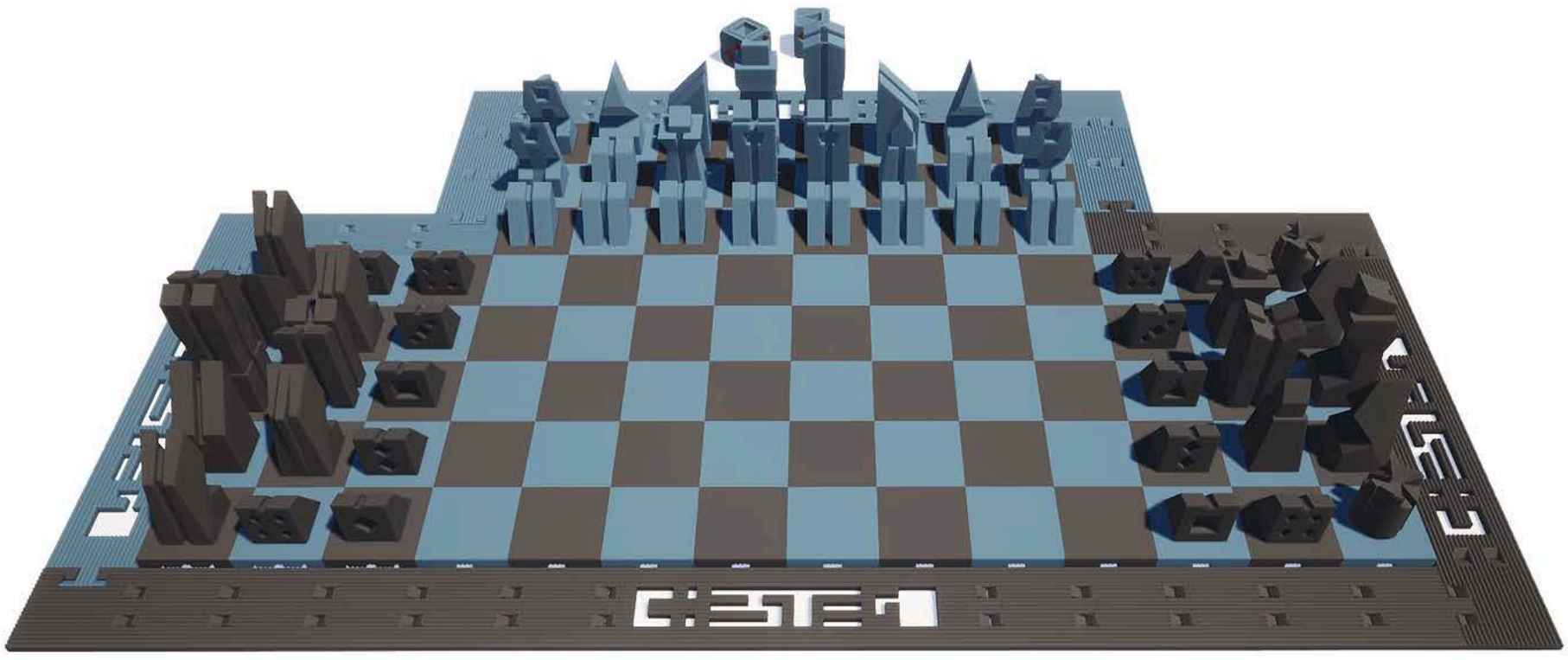
WARS3

The royal army stands
between the King's and
Queen's armies.



In this 2V1 version of War, two players strategize
against 1 foe.

RULES AND OBJECTIVES:

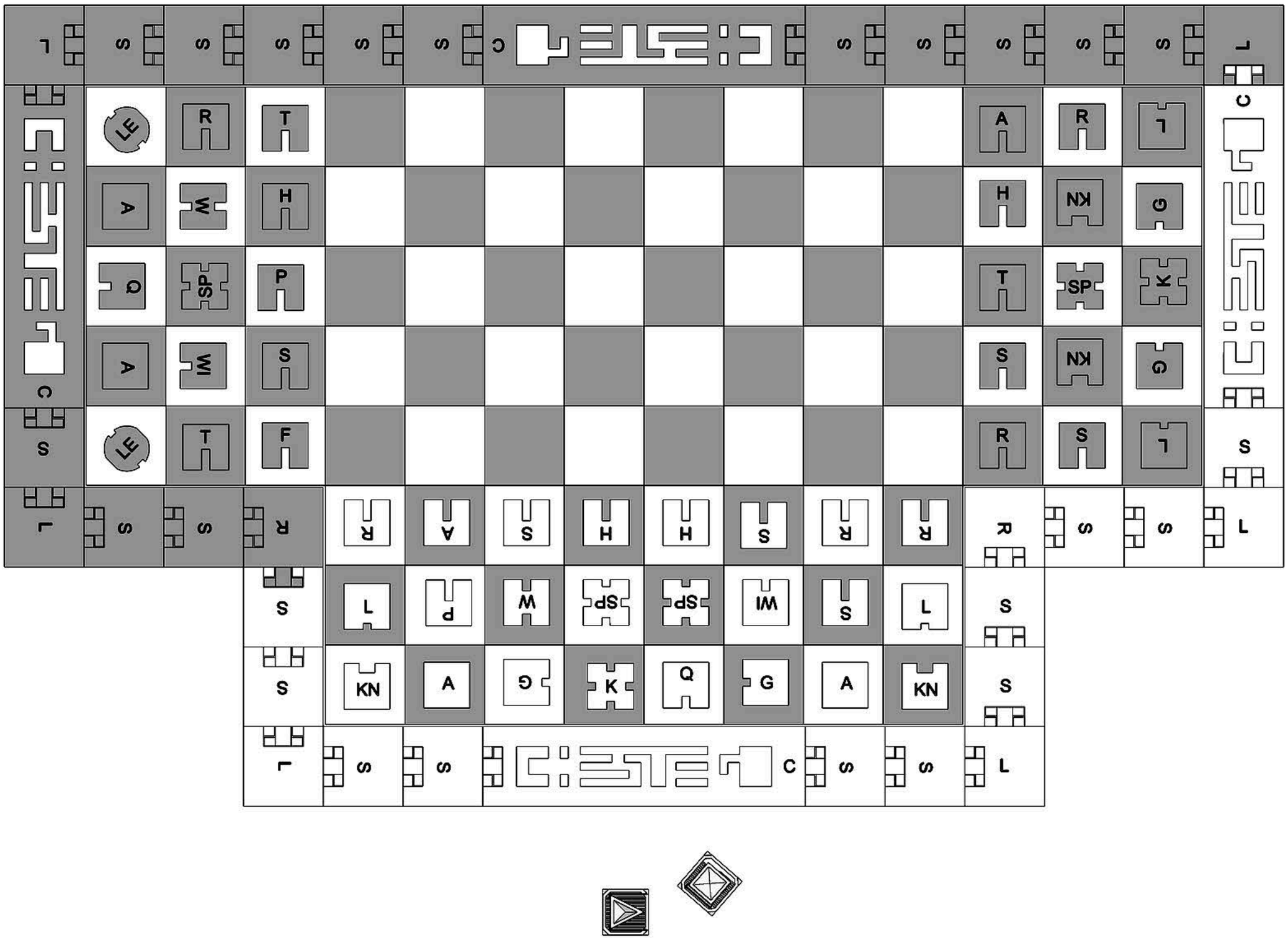
- It uses all the same rules as War.
- The Queen's army has the Wizard, Warlock, Archers, 1 Spearman and the Crossbowmen. Also, she has the princess and several pawns.
- The King's army has the Guards, Lancers, Knights and 1 spearman. Also, he has the Assassin and several pawns.
- The Rangers gain the ability of being able to move in any Orthogonal direction like the soldiers.
- The pawns are set facing the Royal army.
- The Royal army's pawns will be visible by the opposing armies.
- This can be played with 3 colors if you have the add-on colors or a second set.

WIN CONDITION:

- Kill the King

BOARD SETUP

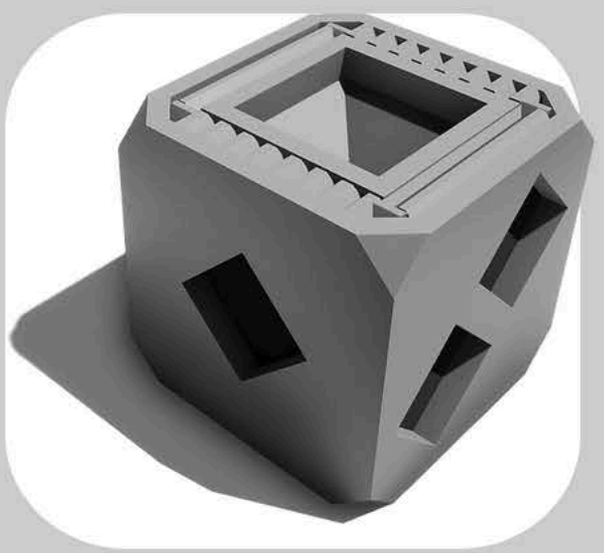
- See special board setup below



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

ROYAL ARMY PIECE RULES

K KING 1

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

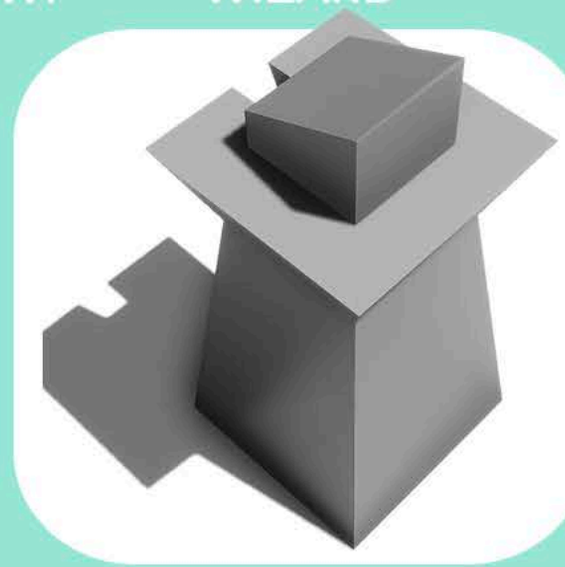
Q QUEEN 1

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

W WARLOCK 1

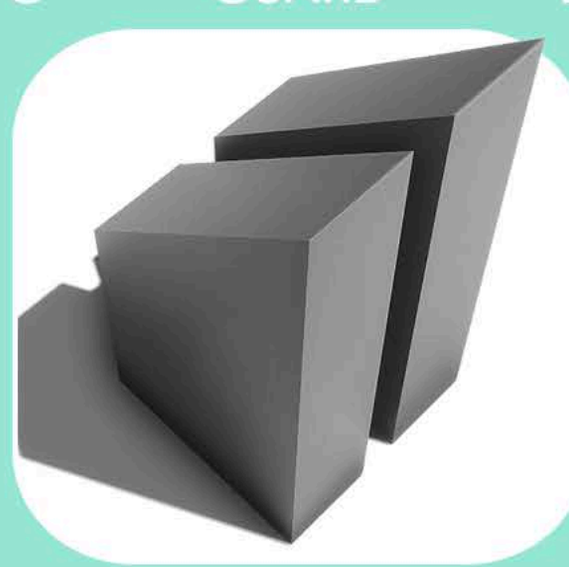
- **Warlock** moves up to 2 spaces in any direction
- Can resurrect one removed piece once per game to a spot 1 space away from the **Warlock**.

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.

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 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.

QUEEN'S ARMY PIECE RULES

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.

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.

LE GOBLIN 2

- **Goblin** moves 2 spaces diagonally then 2 spaces orthogonally or 2 spaces orthogonally then 2 spaces diagonally.
- Moves over other pieces.

P PRINCESS 1

- **Princess** can move and attack any piece one space in any direction
- Can kill any enemy she attacks 1st except for the **Assassin**.
- If she is attacked she gets to roll a defense die unlike all other Pawns
- For her first movement she can move up to 2 spaces forward.

H HUNTER 1

- **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 1

- **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 2

- **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.

T TRAP 2

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

KING'S ARMY PIECE RULES

K KING 1

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

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.

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.

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.

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 1

- **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 2

- **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 2

- **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.

T TRAP 1

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