

Adventurer's Guard

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Goal of the Game

Capture all of the opponent's pawns.

Setup Rules

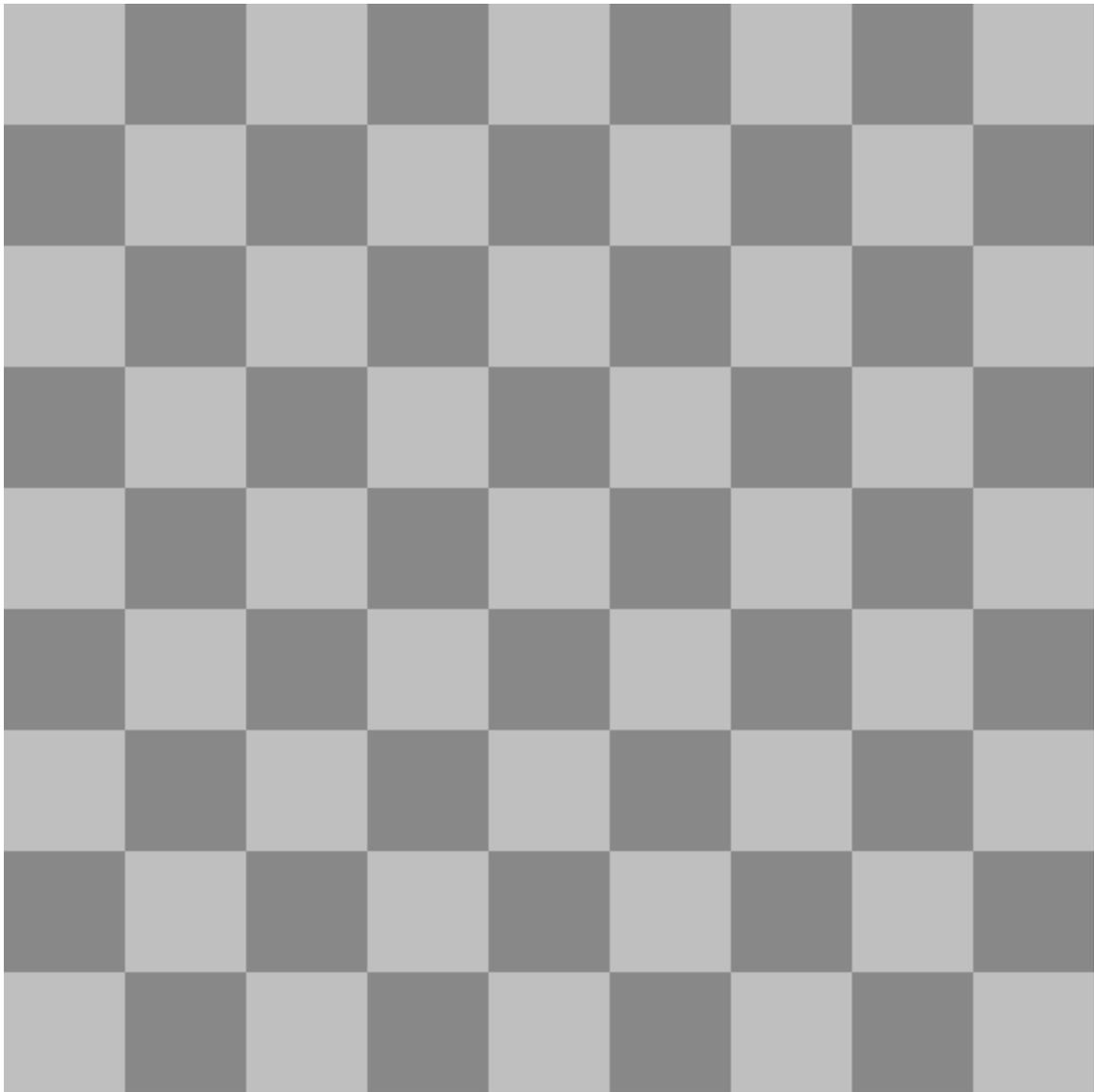
On a 9x9 board, each player is on the opposite side of the other. Player's will put their adventurer on the center tile closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages. The warrior goes on the left or right side corner. The player who goes first picks the tile, the opponent must put their warrior on the opposite corner.

Gameplay Rules

- The last person to eat goes first.
- Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3: Adventurer
 - 4: Ranger
 - 5-6: Warrior
 - If you roll a number for a pawn you have lost, you can move the enemy pawn of the same type. The move must be a valid move. You cannot suicide the enemy.
 - If the enemy's pawn is also missing, you lose your turn.
 - If you are unable to move your pawn due to it being blocked, you lose your turn.
- **Moving:**
 - Movement does not need to be in a straight path.
 - If the player's pawn reaches the opposite side of the board, increase the movement range by 1 and switch movement direction.
 - Increase your range again if you reach your side.
 - **Mages:** Forward, left, or right up to 2 spaces. Cannot move backward.
 - **Rangers:** Diagonal up to 3 spaces, forward or backward.
 - **Adventurer:** 1 space in any direction.
 - **Warrior:** Left/right/diagonal up to 2 spaces. Cannot move straight ahead. Cannot move backward.
- **Attacking:**
 - You are unable to attack the first turn of the game. This goes for both players.
 - You must capture all other pieces before being able to attack the adventurer.
 - You can only attack in the direction your pawn can move.
 - To attack, the enemy pawn must be within a valid move for your pawn. In order to capture you must land on the enemy's tile.

End Condition Rules

The game ends when all a player's pawns are captured.



Red: Warrior

Green: Ranger

Blue: Mage

Orange:
Adventurer



1-2: Mage

3: Adventurer

4: Ranger

5-6: Warrior