

Ultimate Stratego

Medieval Version

For 2 Players

Equipment

Game Board (use the red 4 player side)

2 sets—each containing 20 pieces.

One Player uses either Red set; the other Player uses either Blue set.

Set Up

Using the red side of the board, each Player will place his own pieces in his own camp. (The red and blue boxed off areas are the camps). Fill up the boxed off areas first; then using your remaining pieces, fill in the four squares centered above your camp and right below the water. The bombs will not be placed at the beginning. The two Players must use the camps that are across the board from each other.

Important: When setting up, and during play, take care to make sure your opponents do not see the identity of your pieces, (except when you reveal a piece involved in an attack).

How to Play:

Decide which Player will move first and then play in turn. On your turn, you may move one of your pieces or attack an opposing piece.

Note: Should you be unable to do either action, the game is over and you lose.

Moving Your Pieces

Each piece has its own unique movement and attack. Refer to Characters section to see each piece's movement abilities.

1. A Piece may move either to the left, to the right, forward or backwards - but never diagonally - EXCEPT THE KING (F).
2. A Piece may not jump over another piece. Only one piece may occupy a square at a time.
3. Pieces may not move into the lake squares, EXCEPT THE MAGE (8). No piece may jump over the lake squares.
4. A piece cannot move back and forth between the same two squares in three consecutive turns.
5. You can only move one piece per turn; EXCEPT FOOTMEN (2) AND ARCHERS (5). (See Characters section)

Attacking

1. If an opponent's Piece is within your movement range at the beginning of your turn, you may attack that piece if you want to. You may also attack an opponent's piece if it is within range of a long range attack.
2. If you want to attack an opposing piece, do so by "tapping" your opponent's piece with your piece and state the rank of your piece. Your opponent then names the rank of his piece. If using a long range attack, state which piece is shooting, and point to the piece that is being shot.
3. Determine who wins the attack by referring to the Characters section. In case of a tie, the attacker wins (Except in the case of Guards (3)).
4. If you (the attacker) win, you capture the opponent's piece and move your piece onto the square vacated by the captured piece (Except long range attacks, in which case your piece stays where it is).
5. If your opponent (the defender) wins when you attack, your piece is captured and kept by your opponent. The defending piece stays on its square.

Important: If a long range piece attacks and loses it is not captured, it stays where it is, and the attack is just blocked.

Capturing and Releasing Prisoners

If a piece loses in battle, it is then captured. If a Ballista (7), a Mage (8), an Alchemist (9), a Paladin (10), or a Spy (S) is captured; it is placed in opponents prison. PRISON is the row behind your camp. Prisoners are placed on any vacant square on this row where the captor chooses (if there are no vacant squares in prison, move a non prisoner from the prison area to a nearest vacant square, then place the prisoner there).

In order to release a prisoner, your Spy (S) must safely make it to your opponent's prison where your piece has been placed, and land on the square where your captured piece is. The captured piece is then released and returns to your own camp to any vacant square which you choose. If there are no vacant squares then place piece on the nearest vacant square to camp. The Spy (S) is then returned to your camp likewise.

If none of your opponent's pieces are in his camp or in the prison area, any of your pieces

who are prisoners may escape - meaning they may move away from the prison area according to their regular movement. If one of your opponent's pieces returns to his camp or prison area and your prisoner is still in the prison area, he will once again be a prisoner.

Important: Once a prisoner is placed, it may not be moved until it is released or escapes.

Characters Section

Special movements of each character

Units defeat ranks equal to and lower than them, unless specified otherwise.

No unit may attack diagonally.

FOOTMEN (2)

You may move all of your footmen for one turn. If you choose to move your footmen you may move as many of them as you want, but only footmen may be moved for that turn. They may move one square each per turn to an adjacent square, but not diagonally.

If during an attack your attacking footman is adjacent to others of your footmen, you may add their attack to yours. For example, if there are two footmen in adjacent squares during an attack they equal 4 (2+2) and they may defeat an Axeman (4) or lower. Likewise if there are three of your footmen together during an attack they equal 6 (2+2+2) and they may defeat a Knight (6) or lower. They may be connected in a chain and still combine attacks, or if all of the footmen are connected through other footmen of your own team (Not diagonally) they may join their attack.

Important:

Footmen may not join together for defense, only offense. If attacked they equal 2 no matter what.

GUARDS (3)

Guards may only move one square per turn (not diagonally). If defending the guard will defeat a Knight (6) or lower, while attacking it is normal.

AXE-MEN (4)

Axe-men may move up to two squares per turn.

ARCHERS (5)

You may move both of your archers for one turn. If you choose to move your archers for your turn,

you may choose to attack or move one square for each one. Only archers may move or attack for that turn. Archers are a long range unit; they may only attack someone 2, 3, or 4 squares away. They may shoot over other units and over the water squares.

Note: You do not have to use both archers for the turn, you may use just one.

KNIGHTS (6)

Knights may move up to three squares per turn. Their attack is normal.

BALLISTA (7)

The ballista may move one square per turn. The ballista is a long range unit; it may only attack units 2 or 3 squares away. It may not shoot over other units.

Important:

A ballista will win anything that it attacks, but will also lose to anything that attacks it.

MAGE (8)

The mage may move one square per turn. The mage is a long range unit; it may only attack someone 1 square away (it does not move to the square vacated by the defeated enemy).

Important:

A mage will win anything that it attacks, but will also lose to anything that attacks it.

ALCHEMIST (9)

The alchemist may move up to three squares per turn. Its attack is normal.

The alchemists may set bombs (*). At the beginning of your turn, and only at the beginning of your turn you may choose to have your alchemist set a bomb (*), (unless both bombs have been defeated by a Spy (S)) after which you must move him from the spot where a bomb (*) piece will be placed. The alchemist may move his regular movement or attack, but no other pieces may move that turn.

A bomb will explode two turns after set, at the beginning of your turn. It will capture anything touching it, even your own pieces (INCLUDING DIAGONALLY).

If you bomb your own pieces, they will be placed into your opponent's prison

Important:

The King (F) will not be captured by a Bomb (*), but will remain where it is.

PALADIN (10)

The paladin may move up to two squares per turn.

SPY (S)

The spy may move up to three squares per turn. The spy may not attack.

If an enemy piece is within movement range of your spy, you may choose to see what their piece is by moving to the square it is on. They must then tell you what their piece is and you may return your spy to a vacant square at your camp. (If there are no empty squares, then move him to the nearest empty square to your camp).

Important:

If you land on the square of the enemy's king (F), the king (F) will capture your spy.

If one of your own pieces that is in your enemy's prison is within movement range of your spy, you may move to his square, and the captured prisoner will be freed and returned to a vacant square in your camp. The Spy will return to your camp likewise.

(See Capturing and Releasing Prisoners)

If a bomb (*) is placed by an alchemist (9), the spy may land on the square of the bomb (*) if it is within movement range, and disarm it. The Bomb will then be taken off the board and will not be allowed to be used for the remainder of the game.

BOMB (*)

A bomb is not placed on the board at the beginning of the game, it may not move, and it may not attack.

A bomb is set by the alchemist (9), and explodes two turns after set at the beginning of the turn. It will defeat or capture any piece in a square touching its square (including diagonally). The bomb is then removed from the board for later use.

If the bomb is disarmed by a spy (S), the bomb will be removed from the board for the remainder of the game. If both bombs are disarmed, the alchemist (9) may no longer set bombs.

If a bomb is attacked, the unit who attacks it is captured and the bomb will explode immediately capturing all units in adjacent squares (including diagonally).

Note:

The king (F) will not be captured by a bomb, but will remain where it is.

KING (F)

The king may move one square per turn in any direction (including diagonally). The king may not attack.

The king is the key of the game. If captured, you will lose the game. The king may not be captured by long range units or bombs (*).

Winning The Game

You win if you successfully capture your opponent's king (F). You may also win if your king (F) makes it successfully to your opponent's stockade.

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