

GAMBIT OF KINGS

PRINT & PLAY ADVENTURE PACK

The Print & Play Adventure Pack has printable components which can be used to play the adventure rules:

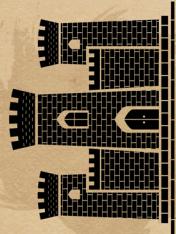
- 6 Re-roll tokens
- 16 Playing cards
- Adventure rulebook



You will still need dice, which can be found at your local game shop:

- Four 6-sided dice
- Four 8-sided dice
- Four 10-sided dice





Movement: Can't move

Adventure: Move any piece

Ability: If destroyed, you lose the game

The castle lies at the heart of the kingdom. If the castle is taken, all is lost.



Movement: Any number of spaces in any one direction

one direction

Adventure: 1 free re-roll during combat this turn

The paladin serves as hand and champion of the King. His skill in battle is unrivaled, destroying enemies of the crown with righteous fury.



Movement: 3 spaces in any one direction, except backward (vertically or diagonally)

Adventure: Can move backward without attacking

Ability: Can't be flown over. An extra 8-sided combat-die against lesser pieces

Giants are descendants of an ancient race. Though once at war with humans, they have joined forces to combat the horde of invading orcs and undead.



Movement: 3 spaces horizontally/vertically

one direction

Adventure: 1 free re-roll during combat this turn

Knights are noble warriors, often riding into battle on horseback. Only soldiers who have shown their courage in battle and loyalty to the crown are granted such distinction.



Movement: 3 spaces horizontally/vertically

Adventure: Flight can't be stopped

Ability: Can fly (jump) over pieces

Griffins are ferocious beasts. They have the head, wings, and talons of an eagle, and the body and hindquarters of a lion.



Movement: 3 spaces horizontally/vertically

one direction

Adventure: Continue moving diagonally, but only to attack a piece moved during the last turn

The lion is the sigil for the royal house. In battle, lion banners are raised high to give valor to those who fight for the King.



Movement: 2 spaces diagonally

Adventure: 3 spaces diagonally without attacking

Elven warriors are known for their dexterity in battle. The elves and the humans forged an alliance to combat the growing number of orcs and undead plaguing their lands.



Movement: 1 space horizontally/forward, or 2 spaces diagonally

Adventure: 2 spaces forward

Ability: If destroys a greater piece or reaches farthest row, becomes a Knight

Human soldiers are valiant warriors, sworn to serve king and country. Their prowess with the sword is matched only by their bravery.



CASTLE
GREATER PIECE

Movement: Can't move

Adventure: Move any piece

Ability: If destroyed, you lose the game

The castle is the unholy fortress of the Exiled King. If the castle is taken, all is lost.



LICH
GREATER PIECE

Movement: Any number of spaces in any one direction

one direction

Adventure: 1 free re-roll during combat this turn

The lich is the Exiled King's most terrifying weapon. The lich is a blight upon the land and brings with him only death.



OGRE
GREATER PIECE

Movement: 3 spaces in any one direction, except backward (vertically or diagonally)

Adventure: Can move backward without attacking

Ability: Can't be flown over. An extra 8-sided combat-die against lesser pieces

Ogres are dim witted, but monstrous creatures. They are easily influenced by the dark magic of the Exiled King.



DEATH KNIGHT
GREATER PIECE

Movement: 3 spaces horizontally/vertically

Adventure: Can fly (jump) over pieces

Death knights are undead commanders. Often mounted, they lead the legion of the undead into battle.



DRAGON
GREATER PIECE

Movement: 3 spaces horizontally/vertically

Adventure: Flight can't be stopped

Ability: Can fly (jump) over pieces

Dragons are the most feared creatures throughout the kingdom. Their fire scorches land and melts flesh and stone.



DIRE WOLF
GREATER PIECE

Movement: 1 space horizontally/vertically, then 2 spaces diagonally

Adventure: Continue moving diagonally, but only to attack a piece moved during the last turn

Dire wolves are known for relentlessly hunting their prey. It is said this is the reason they were chosen as the sigil for the Exiled King.



ORC
LESSER PIECE

Movement: 2 spaces diagonally

Adventure: 3 spaces diagonally without attacking

Orcs are fearsome warriors who thirst for battle. They wear the ears of slain elves as necklaces and symbols of their rank.



SKELETON
LESSER PIECE

Movement: 1 space horizontally/forward, or 2 spaces forward without attacking

Adventure: 2 spaces forward

Ability: If destroys a greater piece or reaches farthest row, becomes a D. Knight

Skeletons are the foot soldiers in the army of the undead. Reanimated through dark magic, skeletons fear neither foe nor death.

ADVENTURE RULES

The adventure rules are an extension of the standard rules which combine strategy with chance, adding a variety of new elements to the game including dice and playing cards. These rules completely change the feel of the game, providing a more casual playing atmosphere. In addition, these rules are great for younger players or anyone who is new to the game.

GAMEPLAY

Begin the game by placing your Castle card below the lower right-hand corner of your side of the board. Shuffle the remaining cards and place them in a row, starting to the left of your Castle card; alternately, you may place the cards in a desired order. The cards are now ordered from one to eight, with the left-most card being one and your Castle being eight.

MOVEMENT

To begin your turn, roll an 8-sided die and find the card which corresponds to the number rolled. This determines the piece you move.

- If it is not possible to move the piece because it is “boxed in”, you must move a piece which frees it.
- If you no longer have any pieces which match the card, move any piece instead.

Rolling an even number on your movement roll unlocks **adventure effects**, which are optional movement and/or combat modifiers which can be used during that turn.

If you are using expansions and have more than 8 unique pieces: Lay the cards out in a similar manner, with the Castle in the highest even position. Choose a die with at least as many sides as you have unique pieces but make the difference as small as possible because if your movement roll is greater than your number of unique pieces, you lose your turn.

COMBAT

When you land on an opposing piece, it is no longer destroyed, but rather it is under attack. To resolve the attack, each player gets a die equal to the combat value of their piece; however, the attacker also gets a die equal to the combat value of the opposing piece. Both players then roll their dice. The highest roll wins (attacker wins ties) and the loser's piece is destroyed. The only exception to this is combat with a Castle. If you unsuccessfully attack the enemy Castle, your piece is not destroyed but instead remains on the closest (unoccupied in the case of flying) square to the Castle from which it moved.

ALTERNATIVE ADVENTURE RULES

ADVENTURE VARIANT I (AV I)

Same as the adventure rules with the following exceptions:

- You always roll an 8-sided movement die to start your turn (regardless of unique pieces).
- You may then move any piece, but adventure effects are still unlocked only by even rolls.

If you roll an eight, you can move two different pieces, but the second piece can't attack.

ADVENTURE VARIANT II (AV II)

Same as AV I with the following exceptions:

- Each player receives only 1 re-roll token.
- Dice are no longer used for combat (landing on an opposing piece destroys it).
- Giant/Ogre can't be destroyed by a lesser piece

TACTICAL ADVENTURE RULES (TAR)

Same as the standard/expanded rules, except each player receives 3 re-roll tokens, which are instead used to unlock adventure effects for a turn. No dice are used.

You can find an up to date list of rule variants at gambitofkings.com/rules