FLAG-BEARER

2 players
10 years and older
Game time is about 30 minutes

Game description

Two brave armies meet in a battle. Each army has 20 different warriors, which have different qualities and battle skills. You, as an experienced commander, must use them to win.

Game purpose

Players try to annihilate three flag-bearers of the enemy and protect one of their own. The player who achieves this goal becomes the winner.

Contents

- Playing field
- 40 cards of warriors (in 20 cards of different colours)
- 28 injury markers
- Rules

Playing field

Playing field is a wed of 7x8 squares. The closest part to you (7x4 squares) is your territory. The opposite part (7x4 squares, too) is the enemy territory. To begin the game, do the following:

1. Shuffle your warrior cards.
2. In turn, take one card after another from your stack of cards and put them on your side of the field face up. Cards are laid out in line from left to right, beginning from your upper line. In the starting position players can't lay out their warriors on the enemy territory.

Variants of starting troops' positions:
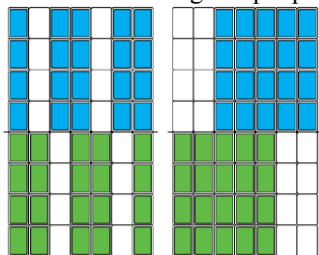
Course of the game

To begin, choose a player who will be the first to play (for example, by throwing up a coin). Then players move in turns.

Phases

Each player move consists of a phase of movement followed by one of attack. A player moves first and then attacks. You must not swap the phases or fail to do both.

- ✓ During the movement phase, a player moves one or several warriors (see below).
- ✓ During the attack phase, a player can attack with a warrior, which he has moved during the movement phase or with any other warrior.

1. Movement

Warriors can move with two different ways: alone or as part of a line.
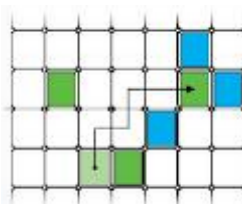
The first way: movement of one warrior. Any warrior can be moved to a prescribed number of free squares (this number is shown on the next page, "Qualities of Warriors"), across or vertically. During this movement the warrior can turn different directions any number of times.

An example (see the picture above): a warrior moves 5 squares, changing directions 3 times.

The second way: movement within a column or a row. Warriors can move within a column or a row (across or vertically), if there is a flag-bearer in the row. The flag-bearer can be anywhere in the column or row. There can't be two flag-bearers in one line. Movement in a column or row can happen only in one direction on open squares. Movement along the column or row can take place for a maximum of three squares—exactly as many as the flag-bearer is allowed (the speed of other warriors isn't taken into account). There can be any number of warriors, beginning with two, in the column or row.
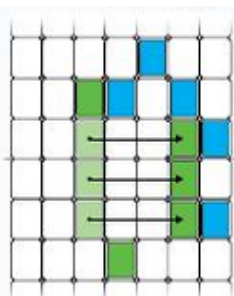
An example (picture above and to the left): the column of three (one is a flag-bearer) has shifted three squares across (to the right).

All warriors can move across and vertically, but none of them can move diagonally. A warrior can shift only to an open square. You can't "jump over" the cards of other warriors.

2. Attack

To begin the attack the player must identify his warrior who attack, and which enemy warrior he will be attacking. Attacked enemy warriors suffer losses. Use the injury marker to denote losses. The marker is placed on the attacked card. If the number of wounds is equal to the quantity of the health points of the attacked warrior, it is killed and removed from the field. The warrior, who moves in that turn or any other, can attack. Operation factors of each warrior are described in the section "Qualities of warriors". Each warrior causes one injury with an attack. Exceptions include a berserk and a pike man (see "Qualities of Warriors"), who can cause up to two points in losses:

- At the request of the player, a berserk can attack two enemy warriors at the same time and cause each of them to lose a point. Both enemies must be adjacent to berserk squares vertically or across (but not diagonally). However, in this case the berserk also receives a one-point loss.
- A pike man, during an attack against a heavy infantryman, causes him to lose 2 points.

A warrior can attack only in a case in which his power is higher than or equal to that of the enemy. At the same time, if both opposing warriors' powers are equal, each of them takes losses, regardless of the direction of the attack or the distance from which it comes.

With every injury, a warrior's power falls by 1.

An example: heavy infantryman, power 5. He suffers two injuries: now his power is 3.

Bonuses for an attack

Heavy troops (the symbol is three stripes-triangles) have a bonus during an attack (+1 to the power of the warrior) against average troops (two stripes) or against light troops (one stripe). Average troops have a bonus during an attack (+1 to the power) against light troops. This bonus is added to the point only during the attack. (When on defense this bonus is not taken into account.)

An example: a horseman (average troops) with power 4 attacks an archer (light troops), also with power 4.
The power of the horseman is 4+1=5. The archer loses one point.

An example: an archer (light troops) with power 4 attacks a pike man (light troops) with the power 3. The pike man loses one point.

If during the turn a column or row was moving, any warriors on this line (including the flag-bearer) can receive +1 for the attack.

An example: a column of three warriors (there is one flag-bearer among them) is moving two squares across, and a horseman, whose power is "4", attacks an enemy pike man, whose power is 3, on the neighboring square.

The power of the horseman: 4+1 (average troops against light troops) +1 (movement in the column) = 6. Power of the pike man: 3.

Result: the attack was made successfully: the pike man suffers a one-point loss.

Combat units – warriors:
Below we see that warriors are presented as cards in this game—for example, the "Flag-bearer".

There is a "power of the warrior" on the flag (in this case "3")

Here is shown the number of points of the "health of the warrior" (in this case "3")

The number of stripes show the type of troops (in this case – "heavy troops")

Here you can see direction and distance of the attack of the warrior

"Footsteps" show the quantity of squares over which the warrior can move (in

The number of swords, shown in the top left corner, refers to the power of the warrior. The three swords in the picture show that the power of the "Flag-bearer" is three.
The number of stripes shows the type of the troops:

- Three stripes mean heavy troops.
- Two stripes mean average troops.
- One stripe means light troops.

this case, 3 squares)

Qualities of warriors

Archer:
Type of troop: **average**
Health: 3 points.
Can move up to 5 squares per turn. Attacks at the distance no more than 2 squares across and vertically. Also attacks diagonally, but only at a distance of one square (in other words, to an adjacent square).
If there is an enemy warrior in his path, the Archer can't attack over a square.

Berserk:
Type of troops: **average**
Health: 3 points.
Can move up to 5 squares per turn. Attacks across and vertically at a distance of one square (an adjacent square).
At the request of the player, Berserk can attack two units of the enemy at the same time and make every of them lose one point. Both enemies must be adjacent to the Berserk squares – vertically or across. But in this case the Berserk also takes a one-point loss.

Heavy infantryman:
Type of troops: **heavy**
Health: 4 points.
Can move up to 3 squares per turn. Attacks across and vertically at a distance of one square (the adjacent square).

Flag-bearer:
Type of troops: **heavy**
Health: 3 points.
Attacks at a distance of one square (an adjacent square) across and vertically. Can lead any number of troops in a column or row. During movement in a column or row, one of the moving warriors (or the Flag-bearer himself) gets a +1 bonus to its power).

Horseman:
Type of troops: **average**
Health: 3 points.
Can move up to any number of squares on its turn. Attacks across or vertically at a distance of one square (the adjacent square).

Pike Man:
Type of troops: **light**
Health: 2 points.
Can move to 5 squares per turn. Attacks at a distance of one square (an adjacent square) across, vertically and diagonally. An attack of a heavy

infantryman makes the pike man lose 2 points.