BATTLE GRID
(WAR STRATEGY ROOM)

demo puzzles created with publishKAT.com

---

for self publishing / KDP publishing

publishKAT.com

PublishKAT

Use **publishKAT.com** to generate over 50 types of puzzles or one of the 180+ predefined page templates for self-publishing and KDP publishing.

Create books, planners, journals, coloring books and activity books with various puzzle types with ease.

- Crosswords
- Word search
- Maze
- Sudoku
- Cryptograms
- Futoshiki
- Hashi (Bridges)
- Hitori
- Kakuro (Cross Sums)
- KenKen (Calcudoku)
- Killer Sudoku
- Nurikabe
- Slitherlink
- Binairo (Takuzu)
- Multidoku
- Jigsaw Sudoku
- Chain Sudoku
- Consecutive Sudoku
- Greater Than Sudoku
- Sudoku Mine
- Kropki Sudoku
- Hyper Sudoku
- Arrow Sudoku
- Sandwitch Sudoku
- Diagonal Sudoku
- Odd-Even Sudoku
- Thermo Sudoku
- XV Sudoku
- Suguru (Tectonics)
- Heyawake
- Yajikabe
- Masyu
- Linesweeper
- Matching Words
- Math
- Logic Grid / Einstein
- Word Ladder
- Trivia Facts
- Trivia Quiz
- Fill in the Blanks
- Fill in the Vowels/Consonants
- Word Scramble
- Wordoku
- Nonogram (Picross)

[publishKAT.com puzze generators
for self publishing / KDP publishing]

Storm the Castle

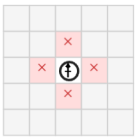
Medieval castle

The castle has defenders on its walls. Place your army so every one of them is under attack, without putting any of your units in harm's way.

Rules

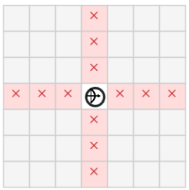
1. Every one of the defenders on the walls must be under attack by exactly one of your units.
2. None of your units may stand on a square one of the defenders can attack.
3. Units stand only on grass, forest, hill or bridge. Never on the river, the walls or inside the castle. One unit per square.
4. Numbers outside the grid tell you how many of your units are in that row or column.

Units



Spearman

Spearman attacks the 4 squares next to it (not diagonally).



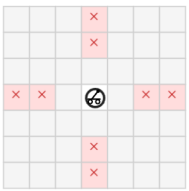
Archer

Archer shoots in a straight line up to 3 squares, or 4 from a hill or the walls. A forest, rocks or a wall in between blocks the shot.



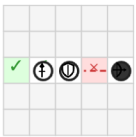
Knight

Knight attacks squares an L-shaped jump away (2 squares one way, then 1 to the side), over anything.



Catapult

Catapult hits squares exactly 2 or 3 away in a straight line, over anything.



Shield bearer

Shield bearer attacks nothing. It may stand where only enemy archers can reach, and their shots cannot pass its square. Each one must protect at least one of your units.

Terrain



Grass



Forest



Hill



River



Bridge



Castle wall



Courtyard



Gate



Road

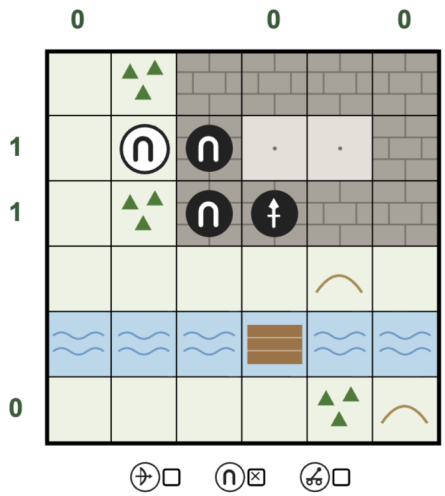


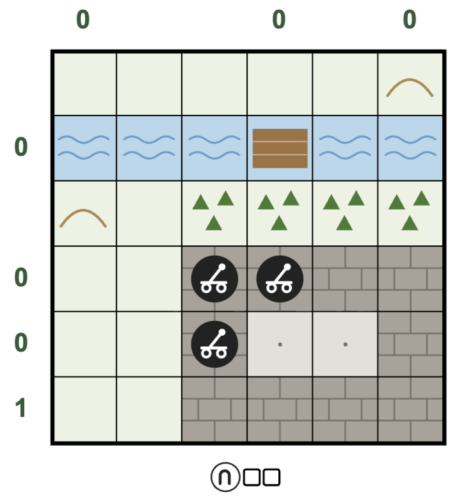
Rocks

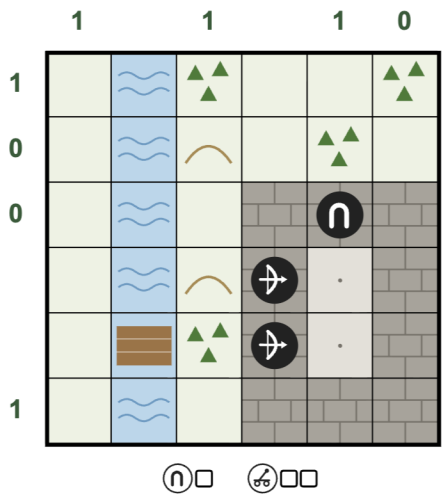
PublishKAT

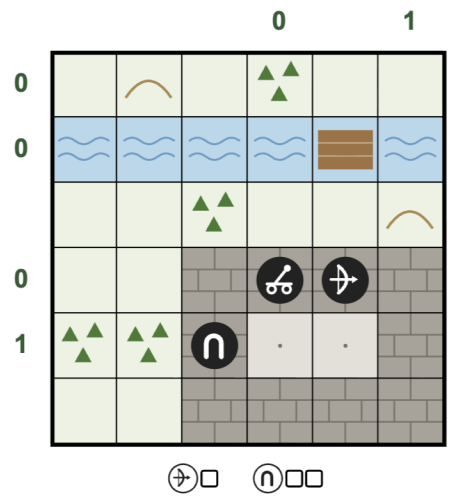
publishKAT.com puzze generators
for self publishing / KDP publishing

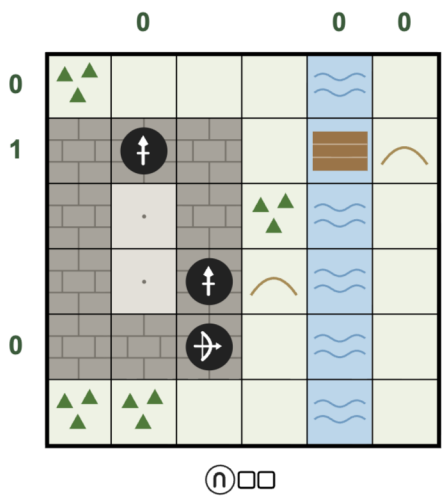
PublishKAT

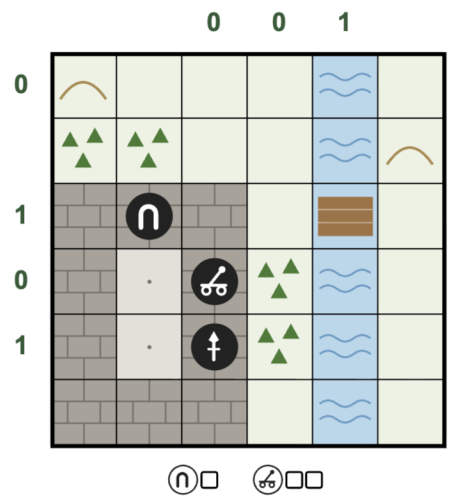






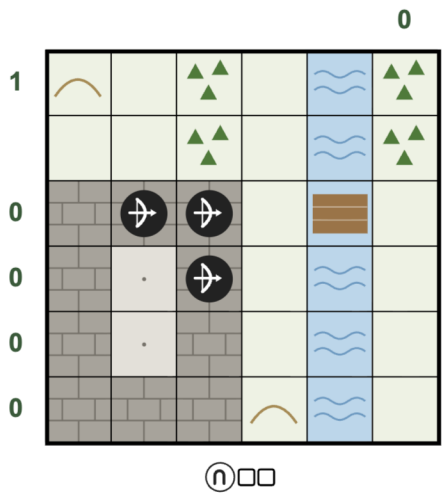


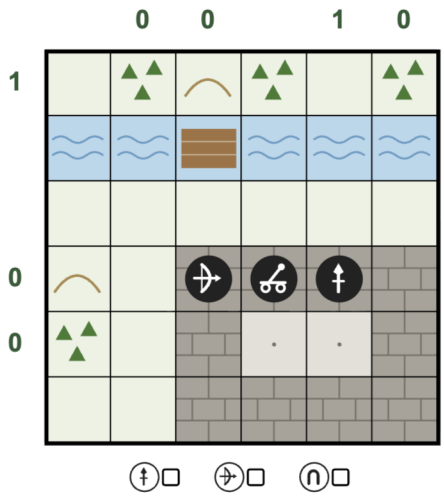


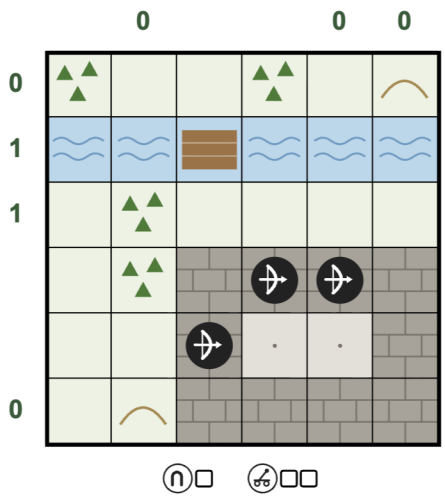


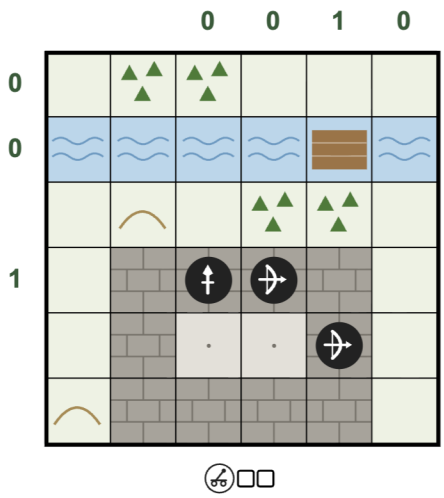
[publishKAT.com puzze generators
for self publishing / KDP publishing]

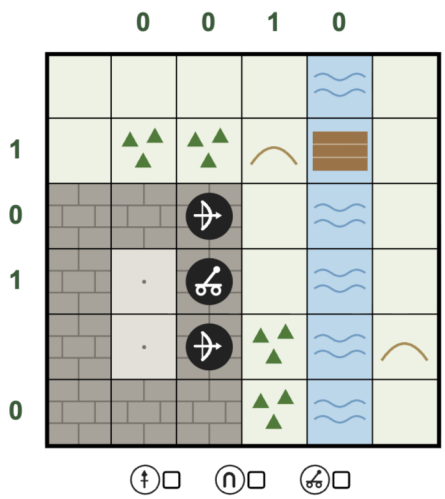
PublishKAT

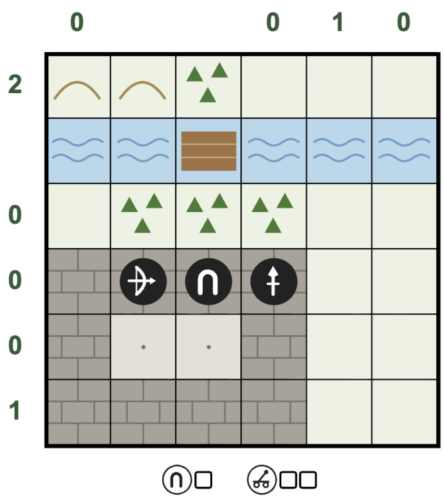






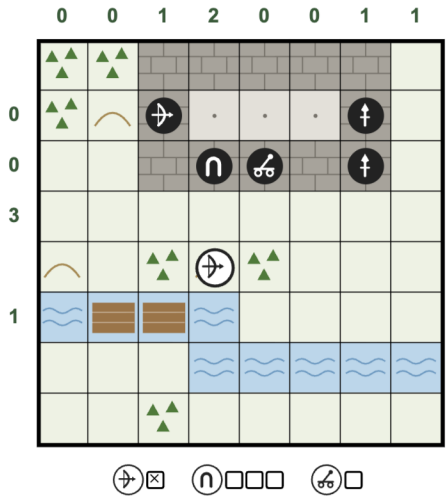


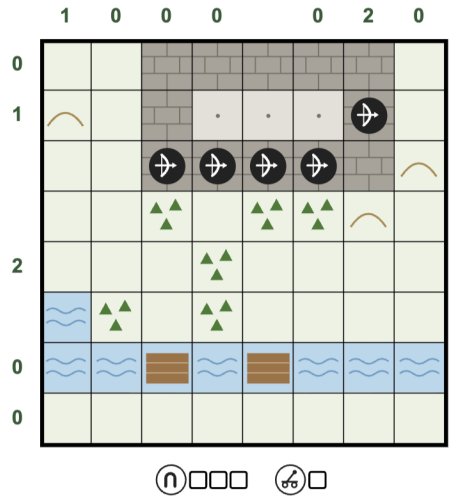


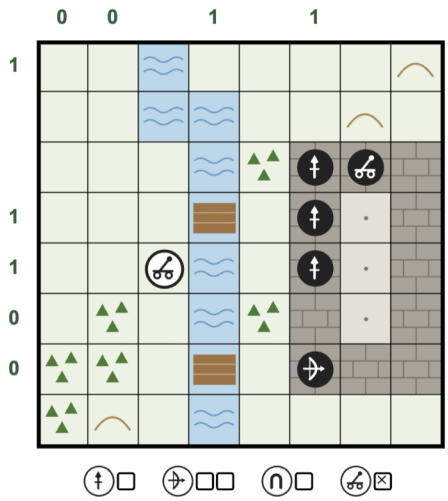


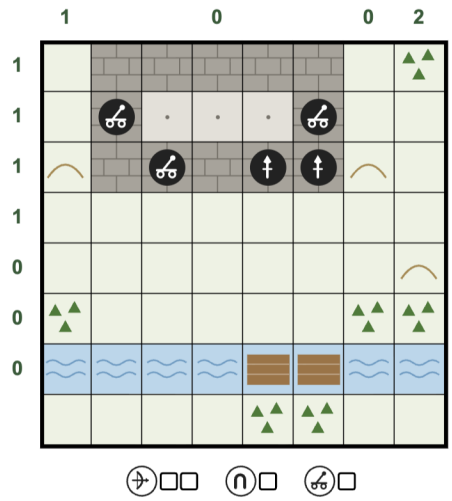
publishKAT.com puzze generators
for self publishing / KDP publishing

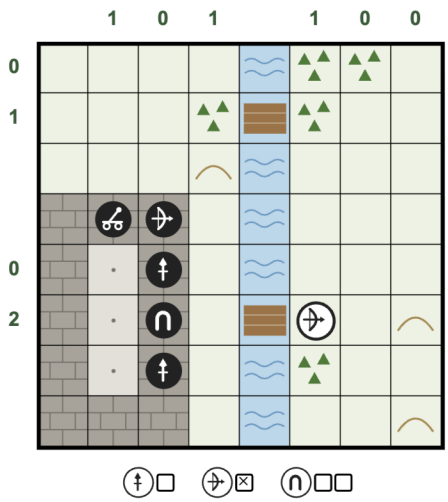
PublishKAT

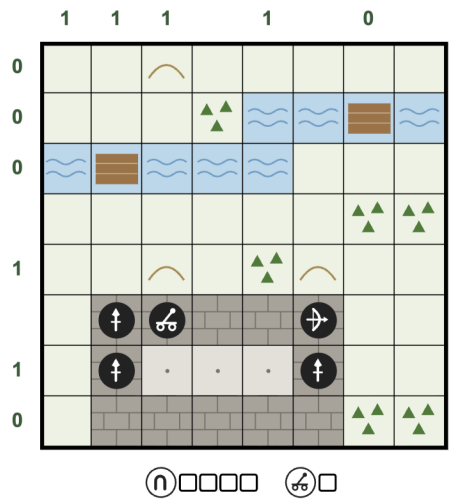












publishKAT.com puzze generators
for self publishing / KDP publishing

Hold the Gate

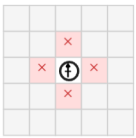
Medieval castle

The castle has defenders on its walls. Place your army so every one of them is under attack, without putting any of your units in harm's way.

Rules

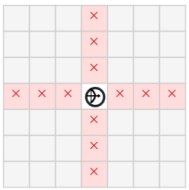
1. Every one of the defenders on the walls must be under attack by exactly one of your units.
2. None of your units may stand on a square one of the defenders can attack.
3. Units stand only on grass, forest, hill or bridge. Never on the river, the walls or inside the castle. One unit per square.
4. Numbers outside the grid tell you how many of your units are in that row or column.

Units



Spearman

Spearman attacks the 4 squares next to it (not diagonally).



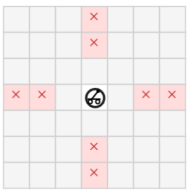
Archer

Archer shoots in a straight line up to 3 squares, or 4 from a hill or the walls. A forest, rocks or a wall in between blocks the shot.



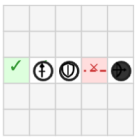
Knight

Knight attacks squares an L-shaped jump away (2 squares one way, then 1 to the side), over anything.



Catapult

Catapult hits squares exactly 2 or 3 away in a straight line, over anything.



Shield bearer

Shield bearer attacks nothing. It may stand where only enemy archers can reach, and their shots cannot pass its square. Each one must protect at least one of your units.

Terrain



Grass



Hill



Bridge



Courtyard



Road



Forest



River



Castle wall



Gate

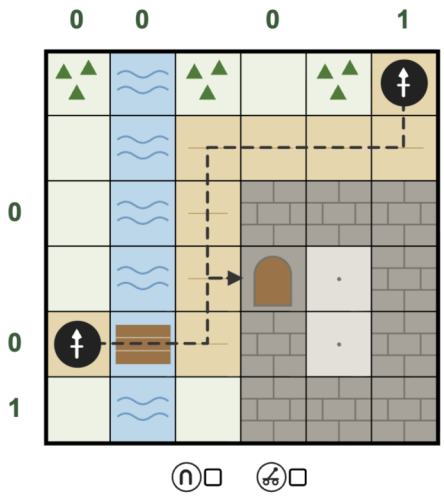


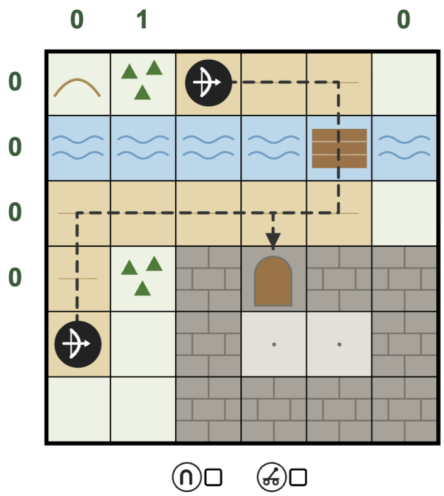
Rocks

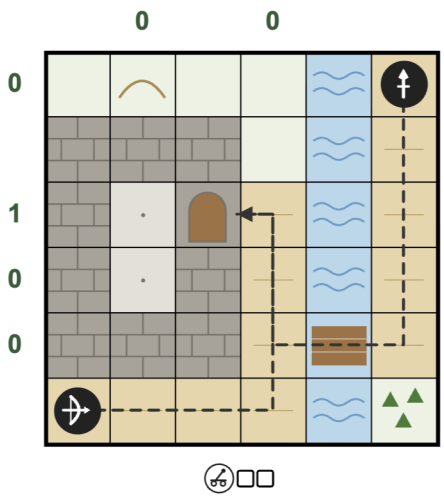
PublishKAT

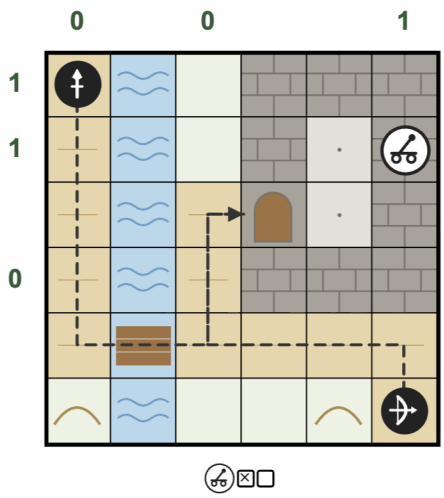
publishKAT.com puzze generators
for self publishing / KDP publishing

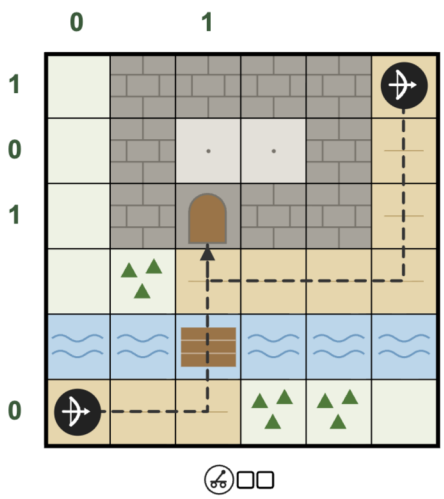
PublishKAT

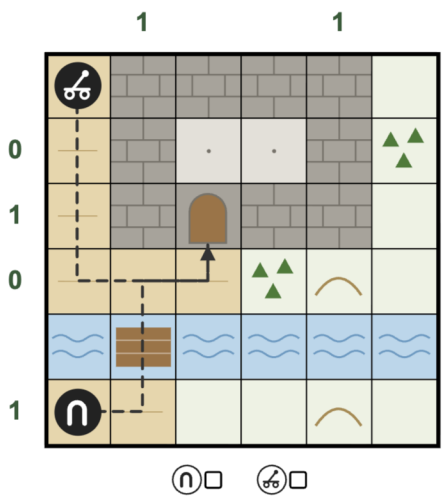






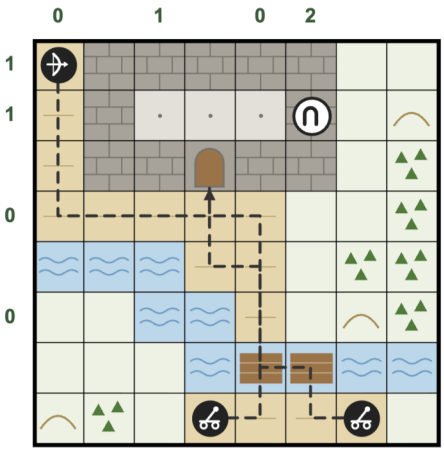


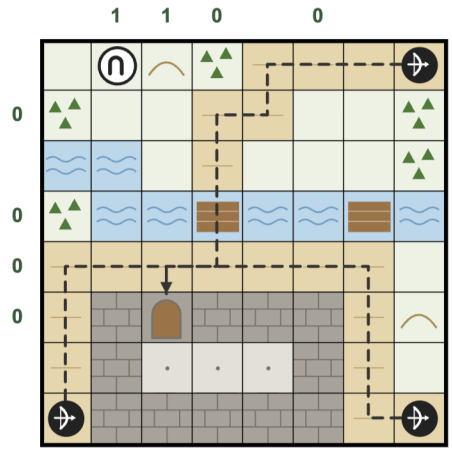


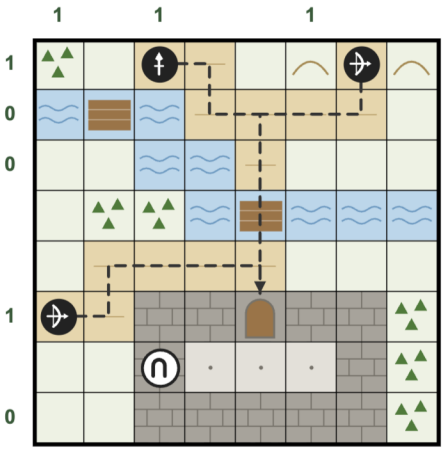


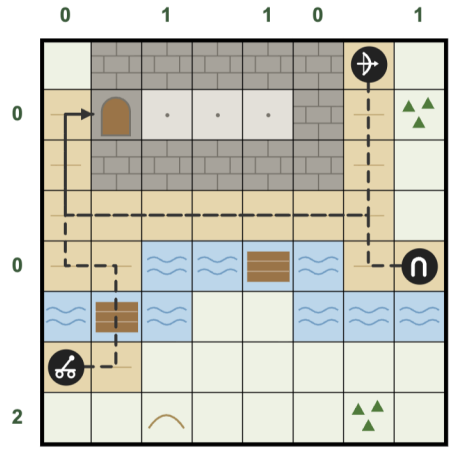
[publishKAT.com puzze generators
for self publishing / KDP publishing]

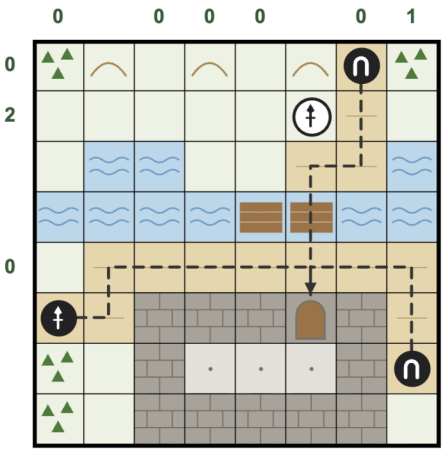
PublishKAT

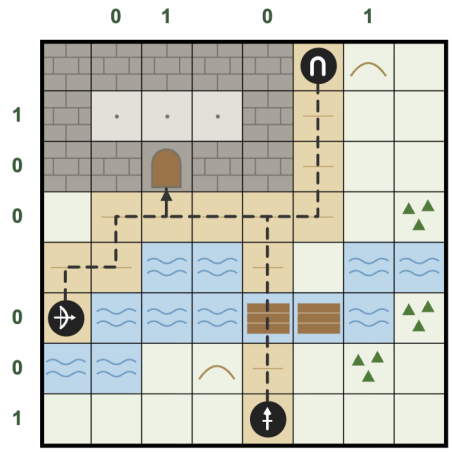












publishKAT.com puzze generators
for self publishing / KDP publishing

Ambush in the Valley

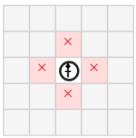
Medieval castle

The castle has defenders on its walls. Place your army so every one of them is under attack, without putting any of your units in harm's way.

Rules

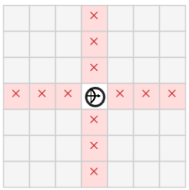
1. Every one of the defenders on the walls must be under attack by exactly one of your units.
2. None of your units may stand on a square one of the defenders can attack.
3. Units stand only on grass, forest, hill or bridge. Never on the river, the walls or inside the castle. One unit per square.
4. Numbers outside the grid tell you how many of your units are in that row or column.

Units



Spearman

Spearman attacks the 4 squares next to it (not diagonally).



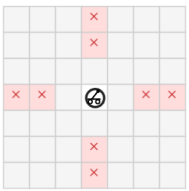
Archer

Archer shoots in a straight line up to 3 squares, or 4 from a hill or the walls. A forest, rocks or a wall in between blocks the shot.



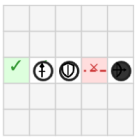
Knight

Knight attacks squares an L-shaped jump away (2 squares one way, then 1 to the side), over anything.



Catapult

Catapult hits squares exactly 2 or 3 away in a straight line, over anything.



Shield bearer

Shield bearer attacks nothing. It may stand where only enemy archers can reach, and their shots cannot pass its square. Each one must protect at least one of your units.

Terrain



Grass



Hill



Bridge



Courtyard



Road



Forest



River



Castle wall



Gate

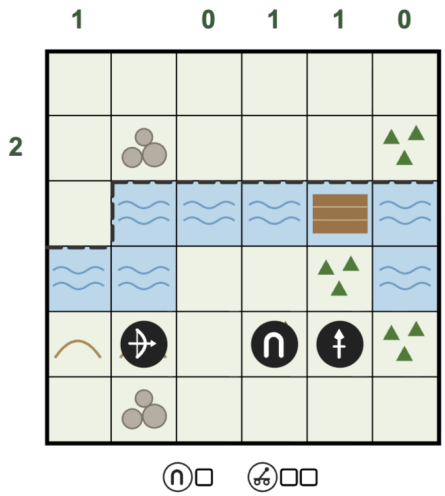


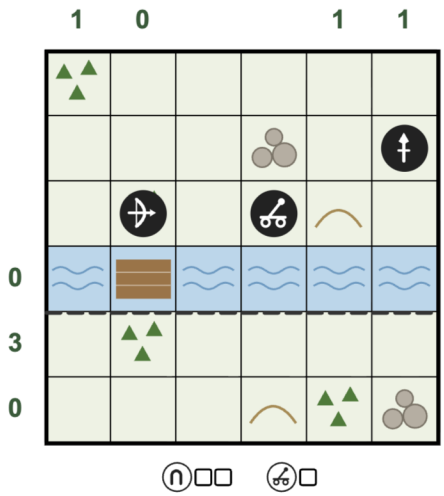
Rocks

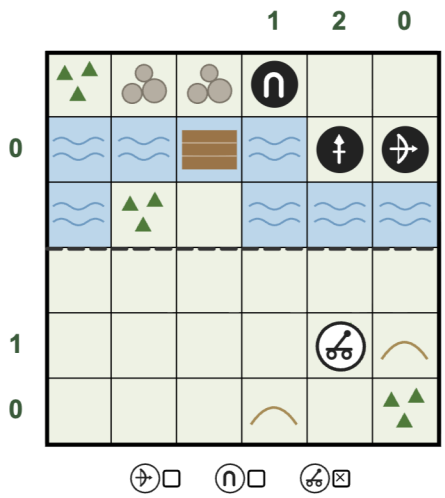
PublishKAT

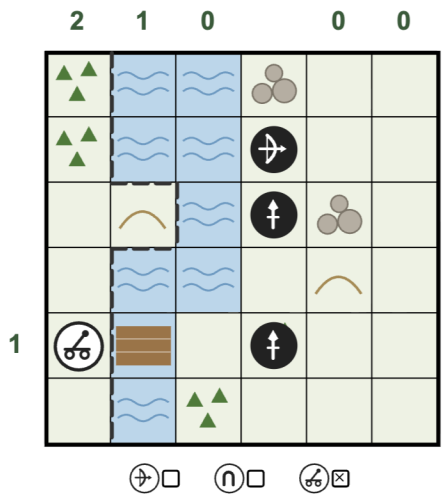
publishKAT.com puzze generators
for self publishing / KDP publishing

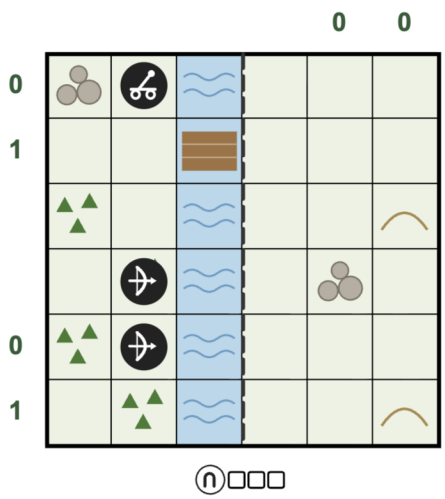
PublishKAT

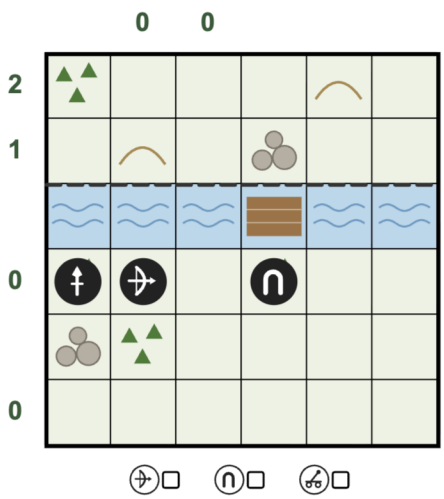






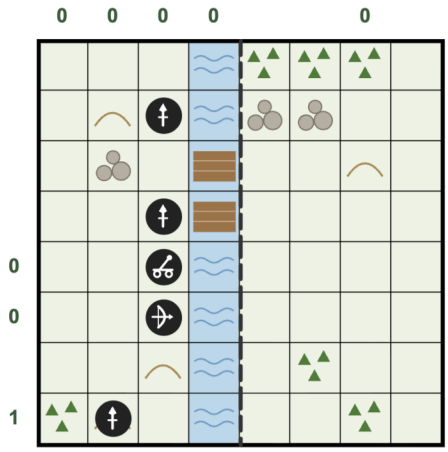


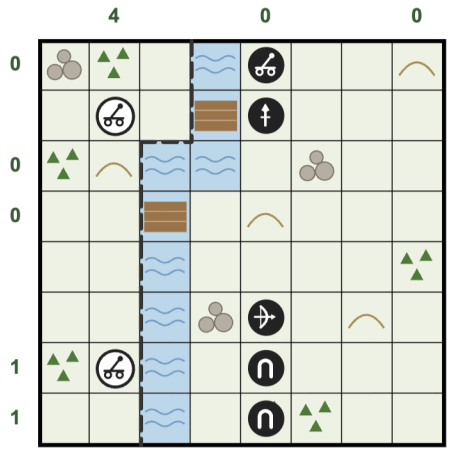


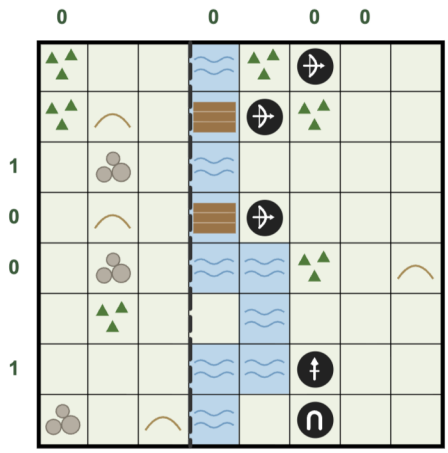


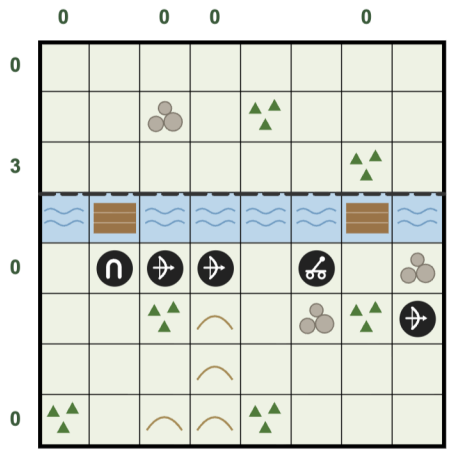
[publishKAT.com puzze generators
for self publishing / KDP publishing]

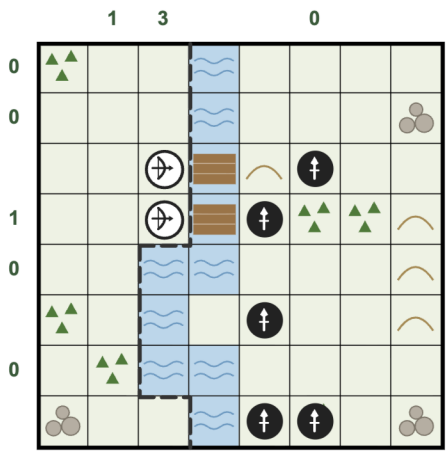
PublishKAT

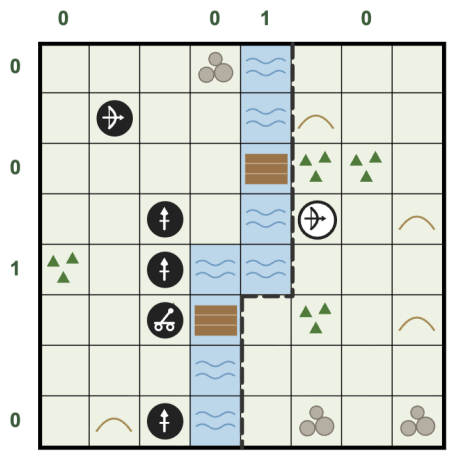












publishKAT.com puzze generators
for self publishing / KDP publishing