

WAR CHESS

A Chess Variant
by Integral Entertainment

Purpose:

War Chess is a variation of standard chess. In this game, strategy is every bit as important as it was before, but for different reasons. The pieces are still worth the same when it comes to points, and they all move the same. However, War Chess is based on the concept of an army, and that no single unit of an army stands alone or fights alone. Even pawns play vital roles in War Chess and make excellent defending pieces.

Rules:

-All pieces still play the same in regards to how they can move. A pawn still moves forward and attacks on the diagonal, a rook still moves horizontal or vertical any amount of open spaces, and bishops still move diagonally, etc.

-All pieces still count the same for the purpose of scoring. Pawns are still one point.

-When you move into an opponent's occupied space and attack in a normal game of chess, you compare your piece's Offense score to your target's Defense score. If you meet or exceed their score, you capture their piece. The defender counterattacks as well however, and compares their Offense to your Defense to see if they defeat your piece as well.

-Each piece next to the opponent's piece you are attacking gives your attacking piece +1/+1. Example (X is your pieces, O is enemy pieces):

XXX

XOX

XXX

You are a pawn moving into an attack position from lower right corner into the O. Because 7 other pieces of your force are around the enemy piece, your Pawn will get a +7/+7 bonus for this attack.

-Game ends when your King is captured OR you lost your Queen and 10 points of your army.

Pieces:

Pawn: Pawns make fine defender units. Use these for walls. They are also useful to give an attacking piece a bonus to their attack. Pawns can still be upgraded to new units as per normal chess if they reach the end row of your opponent's side.

Pawns have 1 Offense and 2 Defense. If they attack on the same color square (IE: A white pawn attacks a unit on a white square) or are attacked on the same color square of their team, they get a +1 Offense bonus.

Knights: Knights are great attackers. They still jump over the enemy pieces so you are free to attack unsuspecting pieces thought protected by your enemy. They are however pretty bad on the defense.

Knights have 3 Offense and 2 Defense. If they have left over an enemy's piece before they attack, they get a +1 Offense bonus.

Bishops: Bishops are defender units just like a pawn, but they are more support oriented. Think of a bishop as your field doctor in a way. Bishops are hard to take down for your opponent, but they are rather weak to fight with.

Bishops have 1 Offense and 4 Defense. The bishop that is on the same color squares as your pieces gains a special ability to Heal. That is to say, a bishop on the black team on a black square has Heal, but the one on the white square does not. If a Bishop captures an enemy's piece, you can take the same type of piece from your opponent's captured pile and place it back on your team. This has to be placed next to the bishop that Healed, but the piece can not be put into an attack position. As an example, if a bishop had just captured a pawn, and you have lost a pawn before to your opponent, you can bring that one pawn back. If a bishop captures a knight, but you have lost no knights previously, you can not bring any other piece back.

Rook: Rooks are your tanks and bodyguards. Rooks hit hard and take damage well, but that is not the purpose they should be used for. Rooks make excellent bodyguards for your King and Queen.

Rooks have 3 Offense and 4 Defense. If a rook is next to your King or Queen, they grant an additional +1/+1 bonus to either of those pieces when those pieces get attacked. Also, you have the option of removing your rook that is next to your King or Queen if your opponent would otherwise capture one of those pieces. Thus, someone who thought they just beat your King could be tricked into merely taking out the rook next to that piece guarding him.

Queen: Queens are still the strongest piece to use. They make great warriors and are hard to take down. So hard in fact, that a queen fighting a queen will still need some aid in defeating the target.

Queens have 4 Offense and 5 Defense. The Queen's special ability is that it can capture your opponent's King without needing to check Offense and Defense scores. Just like in standard chess, a queen attacking a king will automatically succeed in the capture.

King: Kings are mandatory for the field of battle. They are however, very weak. In terms of offensive power, even a pawn outranks them. Without the king though, an army just will not function properly. Should your king be captured, it is game over for you.

Kings have 0 Offense and 10 Defense. The King gives all pieces next to him on the same army an additional +2/+2 bonus when attacking or defending. A king, if next to a rook or a queen, can make an attack with a +3 bonus to his Offense score.

Feedback:

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