



Chaos Arcana

Board: 8x8 Checkered. Spaces are numbered vertically 1~8, and horizontally with A~H.

Army Size: 16 Pieces

8 Pawns	2 Rooks	2 Knights
2 Bishops	1 Queen	1 King

How to Lose: In Chaos Arcana You lose by having your King captured, OR by having your king put into a position that he cannot move safely from.

Special rules: Each Ranked Piece has 2 options, you may select all of your pieces as one option or mix and match. You may have no more pieces than are listed above in "Army Size" Make sure to differentiate different pieces.

Pieces:



Beastman (Pawn) A2~H2 / A7~ H7

Fierce warriors who live to trample their enemies.

Move: Beastmen move 1 space vertically forward (Never backward).

Capture: May capture pieces vertically adjacent to the beastman.

Rage: If a beastman captures a piece, he may take another turn.

Run Back: If the beastman reaches the far side of the board, they turn 180 degrees and head back.



Chaos Warriors (Pawn) A2~H2 / A7~ H7

Dark soldiers who earn their stripes with their battle prowess.

Move: Move 1 space vertically forward.

Capture: Capture 1 orthogonally adjacent piece.

Metamorph: When a piece of higher than pawn rank is captured. Chaos Warrior may metamorph into a piece of equal or lower rank to the victim.



Plague Bringer (Rook) A1 & H1 / A8 & H8

A festering mage bringing death upon the land.

Move: Move 1 space any direction.

Capture: Does not capture

Demotion: may demote any adjacent enemy piece to any lesser ranking piece from the captured pieces.



Pillar of Faces (Rook) A1 & H1 / A8 & H8

An unholy gift from the gods of chaos.

Move: May teleport to any unoccupied space on the board.

Capture: Does not capture

Death: If an adjacent model is captured, the Pillar of Faces may be captured instead.

Revive: If it has been captured, may revive to any space on the allied first row.



Hellspawn (Knight) B1 & G1 / B8 & G8

A deadly warrior armed with a spiked hook and chain.

Move: Move 1 space in any direction.

Capture: If a Hellspawn ends a move on another piece it is captured.

Chain: May throw his chain orthogonally or diagonally and the first piece his chain hits is pulled closer to the Hellspawn (any number of spaces.)



Executioner (Knight) B1 & G1 / B8 & G8

A hulking mass of pure chaotic power.

Move: Move 1 space orthogonally.

Capture: Capture 1 adjacent model.

Protection: May not be harmed by pawns.



Daemon Knight (Bishop) C1 & F1 / C8 & F8

Noble of the chaos society. One of the most feared warriors in the land.

Move: Move 2 spaces diagonally

Capture: Capture up to 2 models forward diagonally adjacent.

Backstab: If another Daemon knight is forward diagonally adjacent, he will automatically capture him. (Even if ally) Doesn't take a turn.



Harpy (Bishop) C1 & F1 / C8 & F8

A winged terror with razor sharp claws

Move: Move up to 6 spaces orthogonally, may change directions while moving.

Capture: Capture 1 adjacent piece.



Chaos Warlord (Queen) D1/ E8

The ruthless commander of the Chaotic Army.

Move: Move 1 space in any direction

Capture: May capture 1 adjacent piece

Rearrange: May rearrange the positions of any or all adjacent allied pawns.

Defense: May not be hurt by pawns.



Soul Taker (Queen) D1/ E8

A demonic force offering the souls of the dead in exchange for power.

Move: Move 1 space in any direction

Capture: May capture 1 adjacent model

Resurrection: If the Soul taker reaches a corner, he buries all of the enemy captured pieces, and resurrects up to the same number and rank pieces of his own captured pieces.

Soul Release: If a soul Taker is captured, all of the opponent's captured pieces are released back onto the board.



Chaos Sorcerer (King) E1/ D8

A powerful mage blessed with the gift of fire..

Move: Move 1 space in any direction

Capture: Capture by moving onto the enemy.

Death spell: capture any enemy piece exactly 2 spaces away orthogonally or diagonally.

Flame Spell: May shoot a column of fire 3 spaces long orthogonally or diagonally capturing all pieces in the line (Allied and Enemy)



Unholy Rift (King) E1/ D8

A blister in time and space, drawing in those around it. From the rift, only evil returns...

Move: Move 1 space in any direction.

Capture: Does not capture.

Rift: may target any piece up to 3 spaces away orthogonally or diagonally. All pieces between the target and the rift are sucked in and captured (including the target). That piece and any pieces between the rift and it are pulled into the rift (captured), releasing 1 allied piece of equal rank each.

Background:

As noted throughout history, the power of a ruler lies not with the size of his army, yet with the prowess of his leadership. This simple fact empowers the Kingdom of Cheshire; a land well endowed with military forces who have yet to see a battlefield. You see, Cheshire is the world's largest kingdom, and as they hold that title, many would like to bring Cheshire to it's knees. However, due to the brilliant leadership of King Tokar, over 30 battles have been fought without a single death. How is this possible? Simple.

King Tokar strongly believed in non-violence, and for those who would accept, he offered to them a single game of Arcana; a pastime favored throughout the land. Tokar's game of Arcana was particularly famous for his animated pawns, climbing from the cards to wage battle on the marble plateau. After watching a small exhibition put on by the mystical soldiers, Tokar and his opponent would sit and debate over stakes of the

game; this usually being one kingdom for another, or smaller stakes for smaller grievances. Once the king and the challenger came to an agreement, the conflict would begin. A single round of Arcana could take months, as both sides consulted their wisest advisors, plotting hundreds of possibilities for each turn. And though more time consuming than warfare, thousands of lives were spared, hordes of gold were conserved, and the lives of the citizens were not disturbed by the struggles of their rulers...

For those who would lose to Tokar, the simple threat of his mighty army attacking would normally force compliance. The King was a fair man, however, and usually took only a fair penalty from the challenger; as he asked King Xanthis for a stronger trade agreement, and the Mayor of Seras to return 50,000 gold to his people.

And so begins to explain the legend of King Tokar. Now that you have come into ownership your own Arcana, one can only hope that the wisdom of the king comes to mind as you battle the wits of your upcoming adversaries. Good luck to you, loyal citizen...



Beastman

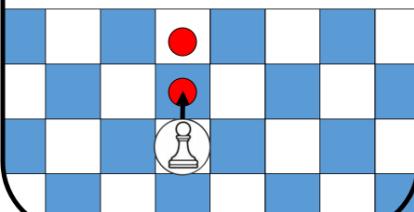
Rank Pawn

Start: A2~H2
A7~H7

Move: 1 Space vertically forward.
Capture: Capture vertically adjacent piece.

Rage: If a capture is made, move again.

Runback: If the beastman reaches the end of the board, they turn 180 degrees and head back.



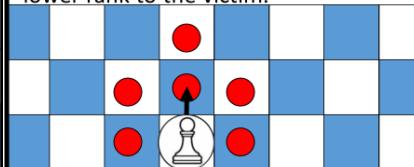
Chaos Warrior

Rank Pawn

Start: A2~H2
A7~H7

Move: 1 Space vertically forward.
Capture: Capture 1 orthogonally adjacent piece.

Metamorph: If a capture is made, the Chaos Warrior may choose to metamorph into a piece of equal or lower rank to the victim.

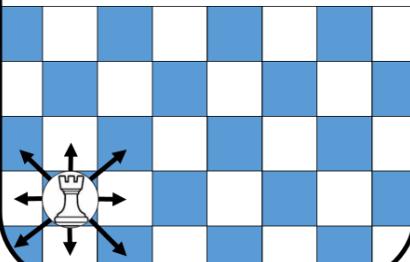


Plague Bringer

Rank Rook

Start: A1 & H1
A8 & H8

Move: 1 space any direction
Capture: Does not capture
Demotion: May demote any adjacent enemy pieces to any lesser ranking piece from the captured pile.



Pillar of Faces

Rank Rook

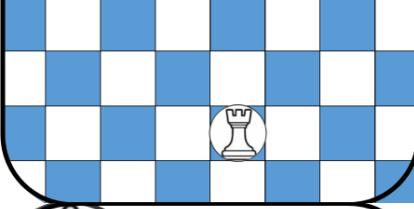
Start: A1 & H1
A8 & H8

Move: Teleport to any empty space on the board.

Capture: Does not capture

Death: If an adjacent piece is captured, the Pillar of faces may be captured instead.

Revive: If it has been captured, may revive to an empty space in the back row.

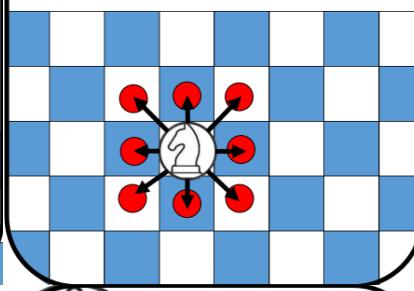


Hellspawn

Rank Knight

Start: B1 & G1
B8 & G8

Move: 1 space in any direction
Capture: By Move
Chain: May throw their chain orthogonally or diagonally and the first piece it hits is pulled towards the hellspawn (any number of spaces)

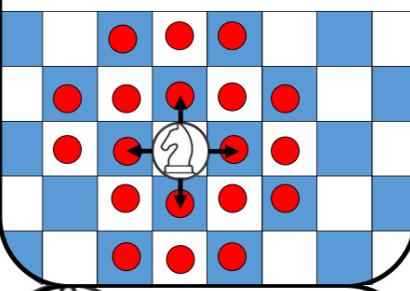


Executioner

Rank Knight

Start: B1 & G1
B8 & G8

Move: 1 space orthogonally
Capture: 1 adjacent piece.
Protection: Cannot be hurt by pawns



Daemon Knight

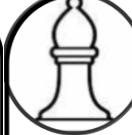
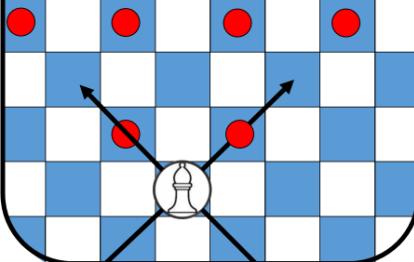
Rank Bishop

Start: C1 & F1
C8 & F8

Move: 2 spaces diagonally

Capture: up to 2 pieces, forward diagonally adjacent.

Backstab: If another Daemon Knight is forward diagonally adjacent, it will be captured immediately (Does not count as a turn.)



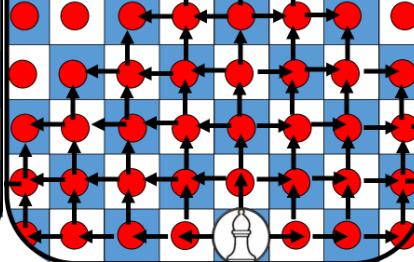
Harpy

Rank Bishop

Start: C1 & F1
C8 & F8

Move: up to 6 spaces orthogonally (Can turn)

Capture: 1 adjacent piece

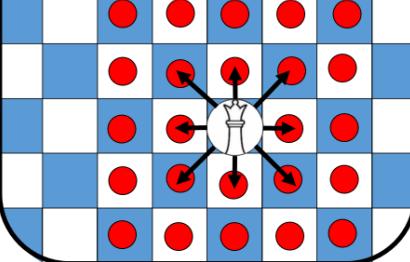


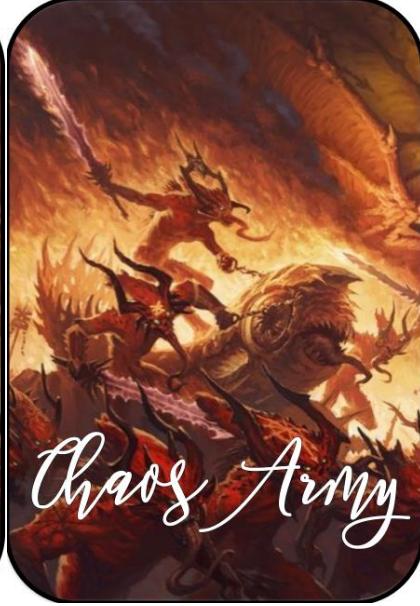
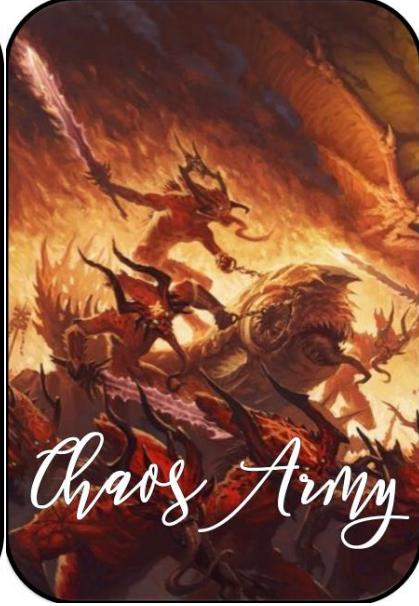
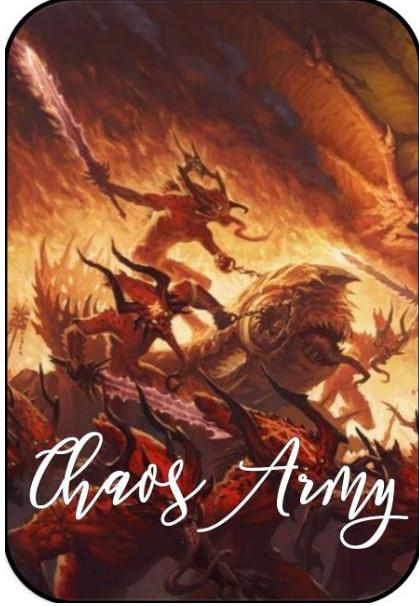
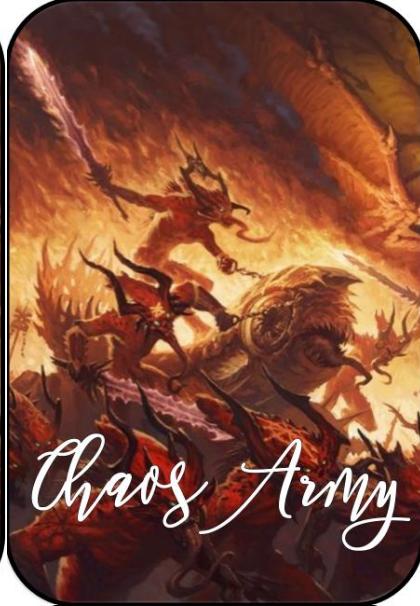
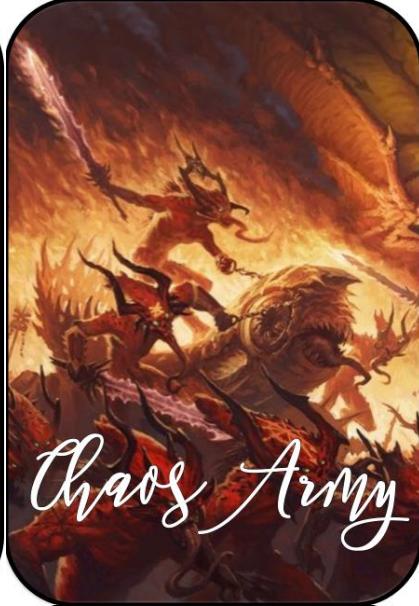
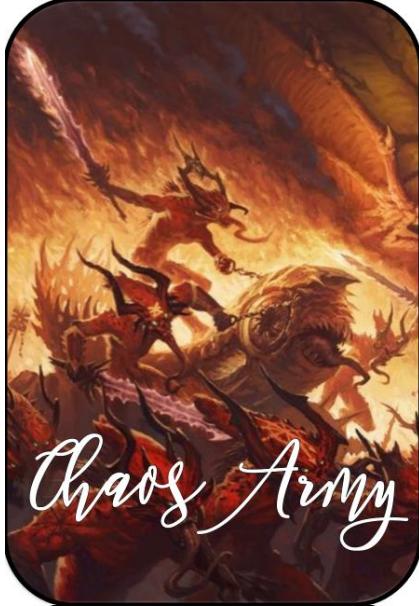
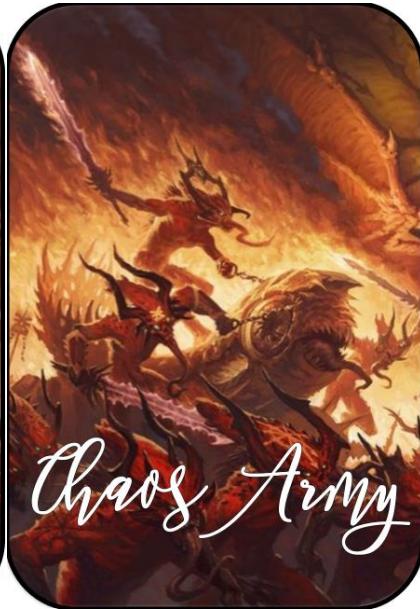
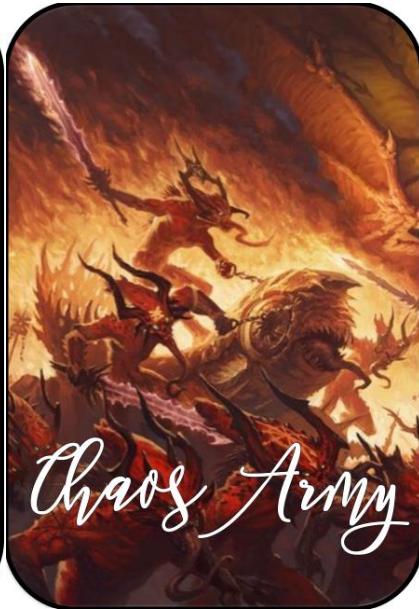
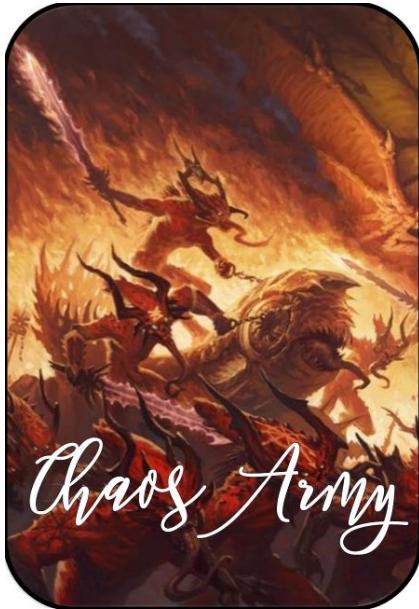
Chaos Warriors

Rank Queen

Start: D1
E8

Move: 1 space any direction
Capture: 1 adjacent piece
Rearrange: May rearrange the positions of any or all allied pawns.
Defense: May not be hurt by pawns.







Soul Taker

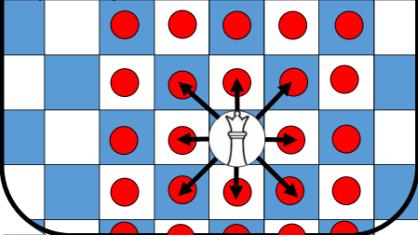
Rank: Queen
Start: D1
E8

Move: 1 space any direction

Capture: 1 adjacent piece

Resurrection: In a Corner, bury all enemy captured pieces, and resurrect up to the same number and rank of allied pieces.

Soul Release: If captured, all enemy captured pieces are released.



Chaos Sorcerer

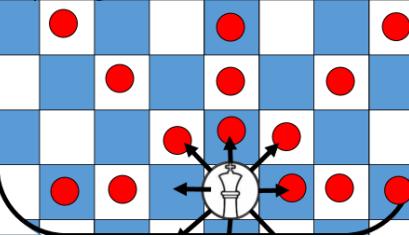
Rank: King
Start: E1
D8

Move: 1 space any direction

Capture: By Move

Death Spell: Capture any enemy exactly 2 spaces orthogonally or diagonally.

Flame Spell: Shoot a column of fire 3 spaces long orthogonally or diagonally, capturing all in that line.



Unholy Rift

Rank: King
Start: E1
D8

Move: 1 space any direction

Capture: Rift

Rift: May target a piece up to 3 spaces away orthogonally or diagonally, all piece between the target and the rift are sucked in and captured.

