



## Undead 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 Undead 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:



**Skeletons** (Pawn) A2~H2 / A7~ H7

Unrelenting juggernauts of destruction. Due to regeneration, they cannot be killed by weaker units.

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

**Capture:** Skeletons capture a piece by moving onto the enemy piece.

**Special:** Skeletons cannot be captured or buried by Pawns.

**Board Walk:** Skeletons can walk off the end of the board and appear on their first line.



**Ghouls** (Pawn) A2~H2 / A7~ H7

Carnivorous scavengers who feed on their victims.

**Move:** Ghouls move 1 space diagonally forward or backward.

**Capture:** Ghouls bury any piece they land on when they move.



**Mummy** (Rook) A1 & H1 / A8 & H8

Ancient horrors. The smell of a mummy's tomb gas can paralyze most any victim...

**Move:** Move 1 space orthogonally.

**Capture:** If the mummy ends a move on another piece it is captured.

**Tomb Gas:** Any enemy piece adjacent to a mummy is paralyzed and cannot move or perform an action.



**Ghost** (Rook) A1 & H1 / A8 & H8

Free-roaming specters who enjoy scaring their opponents.

**Move:** Move 1 space in any direction.

**Capture:** If the Ghost ends a move on another piece it is captured.

**Scare:** If a ghost does not move it may scare all adjacent pieces (They move 3 squares away from the ghost)



**Zombie** (Knight) B1 & G1 / B8 & G8

Messengers of death. The bite of a zombie transforms any man into a drooling, mindless creature of the undead.

**Move:** Zombies may move up to 2 spaces orthogonally (Turning if needed)

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

**Turning:** Any piece captured by a zombie becomes the same ranked Undead piece controlled by the Undead Army.



**Cultist** (Knight) B1 & G1 / B8 & G8

Dark mages who have the ability to brainwash their victims...

**Move:** Move 1 space in any direction.

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

**Control:** May control any 1 adjacent enemy piece for the next turn.



**Tomb Keeper** (Bishop) C1 & F1 / C8 & F8

Loyal servants to a ruler long past. Agile warriors who can regenerate many wounds...

**Move:** Move 1 space in any direction

**Capture:** May capture any 1 adjacent piece.

**Special:** Cannot be captured or buried by a Pawn.



**Wraith** (Bishop) C1 & F1 / C8 & F8

Ghostly reapers armed with scythe and a smile...

**Move:** May leap up to 2 spaces in any direction

**Capture:** Capture 1 adjacent model if did not move 2 spaces.

**Swing:** May Capture all pieces (Ally & Enemy) adjacent to it if not moved.



### **Dark Priest** (Queen) D1/ E8

A mage who keeps in constant meditation. Capable of summoning the “night wind” or exploding an ally with poisonous gas.

**Move:** Does not move

**Capture:** May capture all adjacent models

**Night Wind:** May sacrifice a pawn to push all enemies back 1 space.

**Explosion:** May explode an allied piece higher than a pawn, capturing all adjacent pieces.



### **Vampire** (Queen) D1/ E8

A bloodthirsty warrior entranced with battle.

**Move:** Move 1 space in any direction

**Capture:** May capture 1 adjacent model (before or after a move)

**Life Force:** After a capture, the Vampire may take 1 extra turn.

**Disability:** If a Vampire ends his turn on a white space, he is buried.



### **Necromancer** (King) E1/ D8

A powerful sorcerer with ultimate control over life and death.

**Move:** Move 1 space in any direction

**Capture:** Capture any 1 adjacent piece.

**Revive:** If no other action taken, may revive 1 pawn.

**Trade:** If no other action taken,

May trade 2 pawns for a Rook or Knight. Or

May optionally trade 2 rooks/knights for a

bishop. Or

May trade 2 bishops for a queen.



### **Lich** (King) E1/ D8

A wizard who has found immortality within death. Capable of bringing “soul slaves” back from the dead.

**Move:** May leap up to 2 spaces horizontally.

**Capture:** Does not capture.

**Soul Slave:** if does not move, may take an enemy unit from their captured pieces and revive it as an ally. Doing so causes you to bury 1 allied piece. (Alive or captured)

**Disability:** When a Soul Slave captures an enemy, you must bury 1 ally. (alive or captured)

## **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.

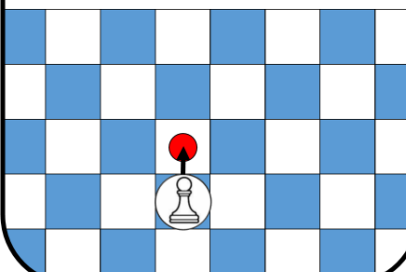

And so begins to explain the legend of King Tokar. Now that you have come into ownership your own Arcana, one can only hope that the wisdom of the king comes to mind as you battle the wits of your upcoming adversaries. Good luck to you, loyal citizen...



### Skeleton

**Rank:** Pawn  
**Start:** A2~H2  
 A7~H7

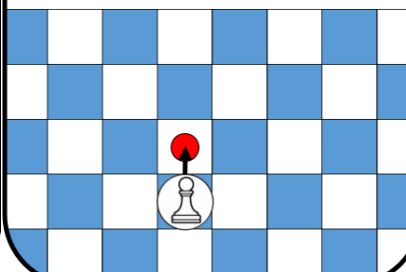

**Move:** 1 Space vertically forward  
**Capture:** by Move  
**Special:** Cannot be harmed by pawns  
 Can walk off the end of the board and begin on their side again.

### Ghoul

**Rank:** Pawn  
**Start:** A2~H2  
 A7~H7

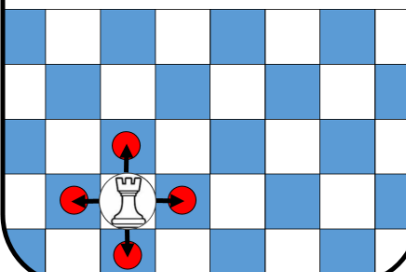
**Move:** 1 Space vertically forward or backward  
**Bury:** by Move (not capture)

### Mummy

**Rank:** Rook  
**Start:** A1 & H1  
 A8 & H8

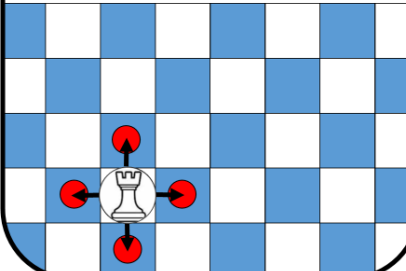

**Move:** 1 Space orthogonally  
**Capture:** by Move  
**Tomb Gas:** Any enemy adjacent to the mummy is paralyzed and cannot move or take action.




### Ghost

**Rank:** Rook  
**Start:** A1 & H1  
 A8 & H8

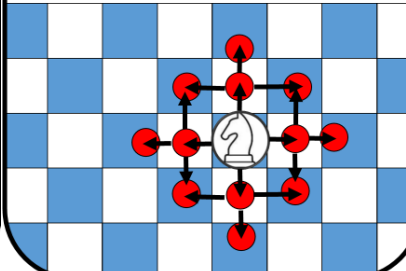

**Move:** 1 Space any direction  
**Capture:** by Move  
**Scare:** If does not move, may scare all adjacent pieces. (they move 3 spaces away from the ghost).

### Zombie

**Rank:** Knight  
**Start:** B1 & G1  
 B8 & G8

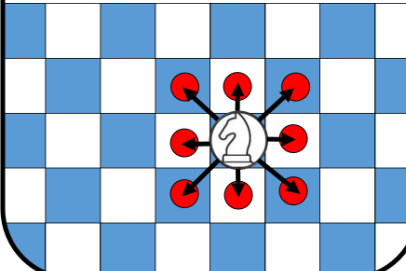
**Move:** Up to 2 Space orthogonally (turning as needed)  
**Capture:** by Move  
**Special:** Captured pieces return as undead of the same rank.

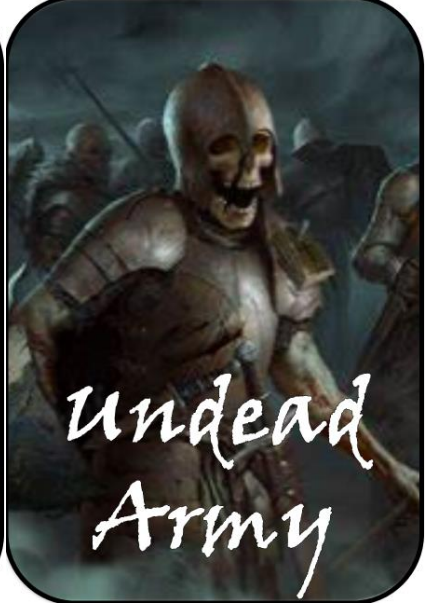
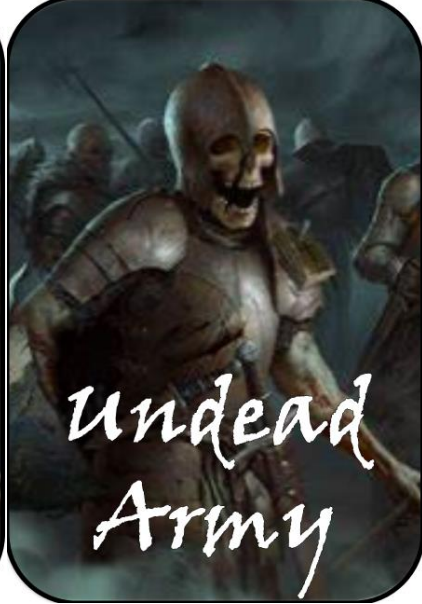
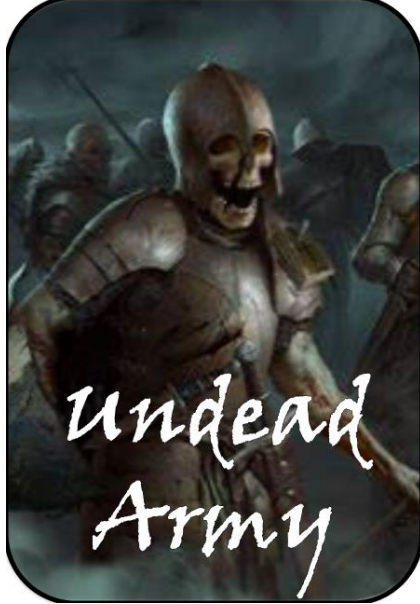
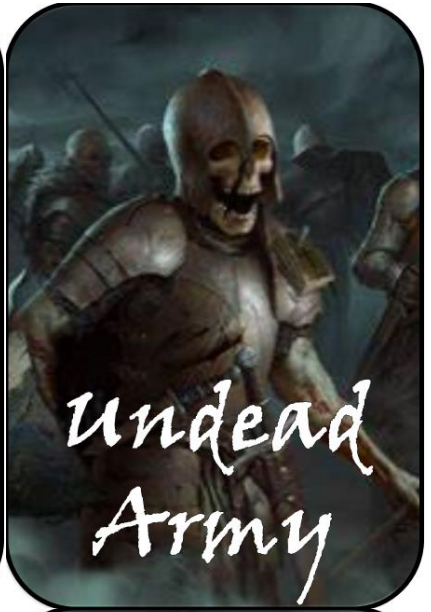
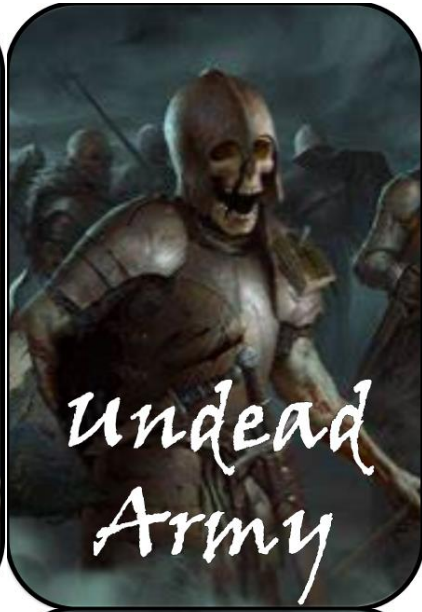
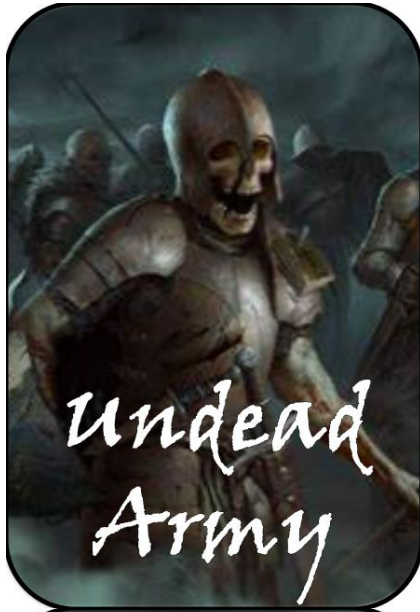



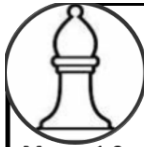
### Cultist

**Rank:** Knight  
**Start:** B1 & G1  
 B8 & G8

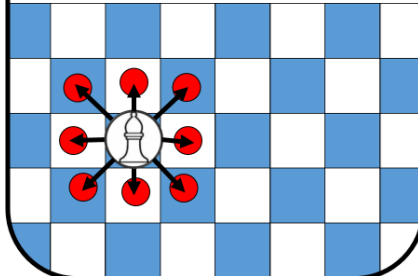
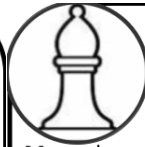
**Move:** Up to 1 space any direction  
**Capture:** by Move  
**Control:** May control any 1 adjacent enemy piece for next round.



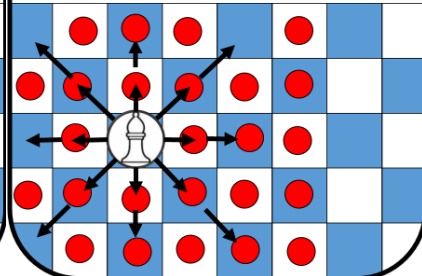
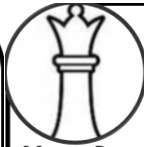




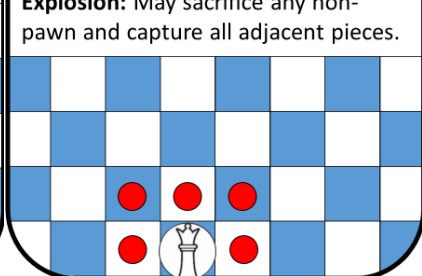

**Tomb Keeper**  
**Rank:** Bishop  
**Start:** C1 & F1  
 C8 & F8  
**Move:** 1 Space any direction  
**Capture:** capture any 1 adjacent piece.  
**Special:** Can't be hurt by pawns.

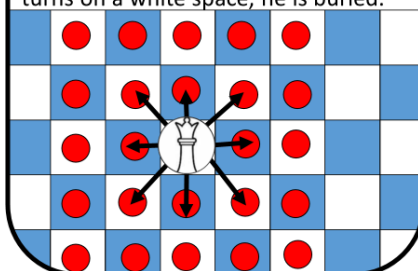

**Wraith**  
**Rank:** Bishop  
**Start:** C1 & F1  
 C8 & F8  
**Move:** leap up to 2 Spaces any direction  
**Capture:** capture any 1 adjacent piece. (if did not leap)  
**Special:** Capture all adjacent pieces (enemy & Ally) if does not move.

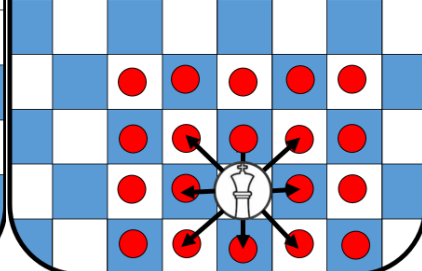

**Dark Priest**  
**Rank:** Queen  
**Start:** D1  
 E8  
**Move:** Does not move, but may be moved by others.  
**Capture:** May capture all adjacent pieces  
**Night Wail:** May sacrifice a pawn to push all enemies back 1 space.  
**Explosion:** May sacrifice any non-pawn and capture all adjacent pieces.

**Vampire**  
**Rank:** Queen  
**Start:** D1  
 E8  
**Move:** Move 1 space in any direction.  
**Capture:** May capture 1 adjacent piece  
**Life Force:** After a capture, may take 1 extra turn.  
**Disability:** If a vampire ends all his turns on a white space, he is buried.

**Necromancer**  
**Rank:** King  
**Start:** E1  
 D8  
**Move:** 1 space in any direction  
**Capture:** Capture any 1 adjacent piece.  
**Revive:** If no other action taken, revive 1 pawn.  
**Trade:** Trade 2 pawns for a rook or knight or 2 rooks/ knights for a bishop.

**Lich**  
**Rank:** King  
**Start:** E1  
 D8  
**Move:** Leap up to 2 spaces horizontally.  
**Capture:** Does not Capture  
**Soul Slave:** If does not move, may revive a captured enemy as an ally. (Must bury an allied piece, alive or not)  
**Disability:** If Soulslave captures, must bury another piece.

