

The XiangQi Army (Chinese Chess)

Board: 8x8 Grid. Xiangqi is played on the grid lines, not the spaces. Grid lines are numbered vertically 1~10, and horizontally with A~I.

A river runs through the middle of the board from A5 through I6

The General's Palace is placed from D1~F3 or D8~F10

Army Size: 15 Pieces

5 Pawns	2 S Pawns	2 Rooks
2 Knights	2 Bishops	2 Queens
1 King		

How to Lose: In Xiang Qi You lose by having your King captured, OR by having your king put into a position that he cannot move safely from. You may also lose if your king is bared to the opponents king (Nothing blocking a straight orthogonal line between them)

Pieces:



Soldiers (Pawn) A4, C4, E4, G4, I4 / A7, C7, E7, G7, I7

Soldiers are the foot soldiers of the Army. They typically wear little to no armor and carry swords. These are the soldiers sent in to test the waters of battle, or are sent to swarm over the battlefield and overwhelm the enemy.

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

After the River: May move orthogonally (Still never backward)

Capture: Soldiers capture a piece by onto the enemy piece.



Canon (Special Pawn) B3 & H3 / B8 & H8

These Soldiers in the army carry Chinese Dragon Canons. If they are to be effective, they must hide behind something before attacking.

Move: Canons may move any number of spaces orthogonally.

Capture: To capture, a Canon must be launched over another piece. To symbolize this, the canon must make a normal move where it leaps over a single piece then continues to move until it hits the target, which is captured.



Chariot (Rook) A1 & I1 / A10 & I10

The fearsome Chariots of battle are fast and deadly. They rush into battle, mowing everything down in the process.

Move: Move any number of spaces orthogonally.

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



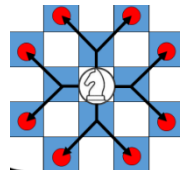
Horse (Knight) B1 & H1 / B10 & H10

Mounted soldiers Riding into battle with flashing swords. They gallop around the field and move easily through the crowds.

Move: Horses move 1 space orthogonally THEN 1 space diagonally.

Horses do not leap.

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



Elephant (Bishop) C1 & G1 / C10 & G10

Elephants represent the warriors riding on top of the massive elephants.

Move: Elephants move 2 spaces in a diagonal direction. Elephants may never cross the river.

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



Minister (Queen) D1 & F1 / D10 & F10

The Ministers are the Generals most trusted advisors, and the ones who are by his side through everything. They work hard to make sure the general is successful in his wars.

Move: The Minister moves 1 space diagonally, but may never leave the palace area.

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



General (King) E2/ E9

The General is the most important piece on the board for each player. If the General is captured, the game ends. He is the avatar of the player, and is in charge of making all decisions related to the war.

Move: The General moves 1 space in any direction but may never leave the palace


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

Flying General: If the General begins their turn with a direct line of sight to the enemy goal (Be it a King or Den), they will fly over and claim it.

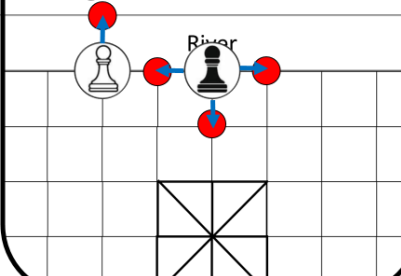



Background:

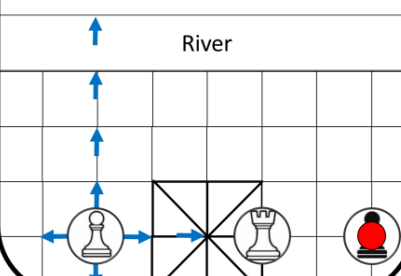

XiangQi is traditional Chinese Chess. Xiang Qi has been around for thousands of years.



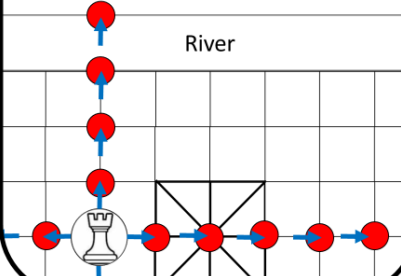

Soldier
Rank Pawn
Start: A4, C4, E4, G4, I4
 A7, C7, E7, G7, I7
Move: 1 Space forward.
After River: May move 1 space horizontally or vertically.
Capture: by Move.
Special: Change move options after crossing the river.

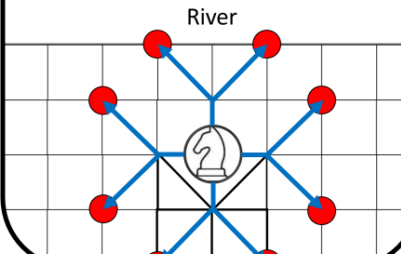

Canon
Rank Pawn
Start: B3, H3
 B8, H8
Move: Any number of Spaces, orthogonally
Capture: Must leap a piece before capturing the next.
Special: None

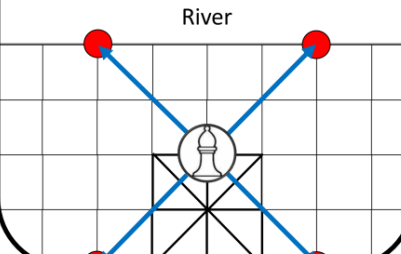

Chariot
Rank Rook
Start: A1, I1
 A10, I10
Move: Any number of Spaces, orthogonally
Capture: By Move
Special: None

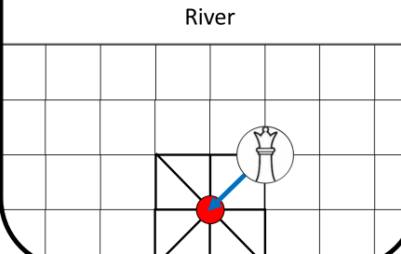

Horse
Rank Knight
Start: B1, H1
 B10, H10
Move: 1 space orthogonally, THEN 1 space diagonally
Capture: By Move
Special: Leaps over pieces during move

Elephant
Rank Bishop
Start: C1, G1
 C10, G10
Move: 2 spaces diagonally
Capture: By Move
Special: Cannot cross the river

Ministers
Rank Queen
Start: D1, F1
 D10, F10
Move: 1 space diagonally
Capture: By Move
Special: Cannot leave the Palace

General
Rank King
Start: E1
 E10
Move: 1 spaces orthogonally
Capture: By Move
Special: Cannot leave the Palace
 Cannot be line of sight from the opposing General (*cannot be facing each other*)

