

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 in the middle 3 spaces of the back rows.

Army Size: 15 Pieces **Strength:** 46

7 Pawns	6 Knights	2 Lieutenants
2 Bishops	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)



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 (Knight)



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 (Lieutenant)



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.

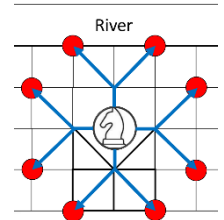
Horse (Knight)



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/ Minister (Knight)



Elephants represent the warriors riding on top of the massive elephants. Ministers are Trusted advisors of the General.

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

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

Mandarin / Guard (Soldier)



The Mandarin/ Guards 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)



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.

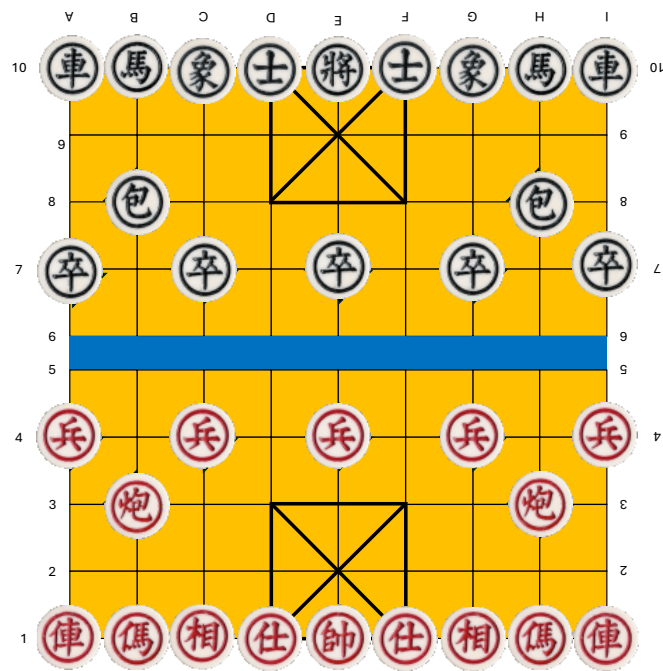
Flying General: If the General begins their turn with a direct line of sight to the enemy goal (Be it a King or Den), they will fly over and claim it.

Background:

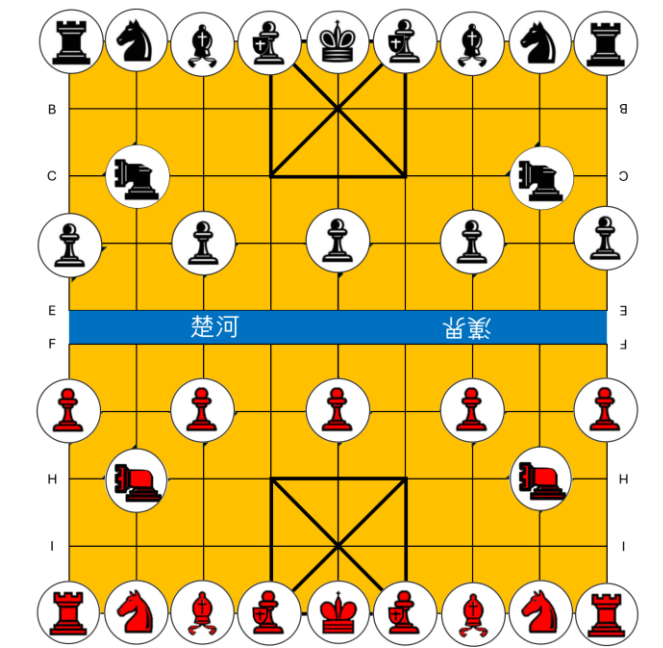
XiangQi is traditional Chinese Chess. Xiang Qi has been around for thousands of years.

ChessWar Traditional

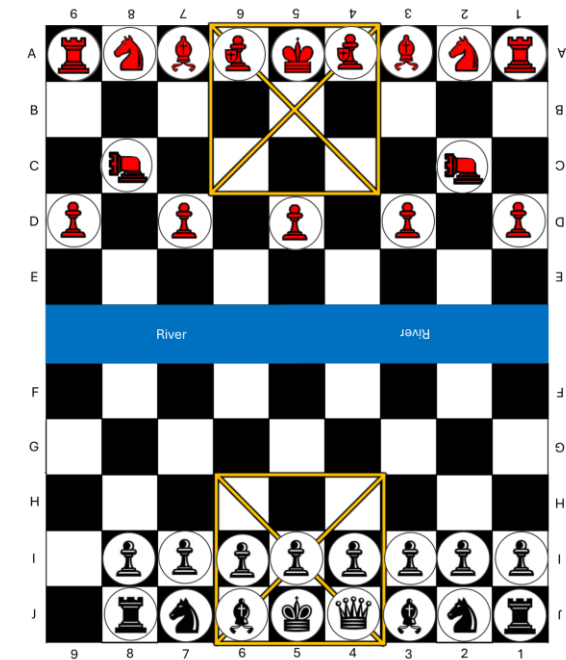
Starting positions for the Standard board.



Starting positions for the International Icon Pieces.

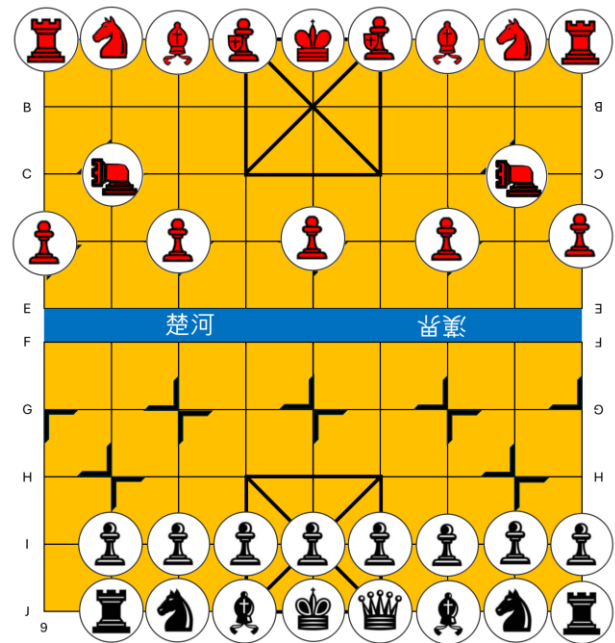



Starting Positions for Xang Qi vs Chess
(Hybrid Board)



Starting Positions for Xang Qi vs Chess

(Xang Qi Board)





Soldier

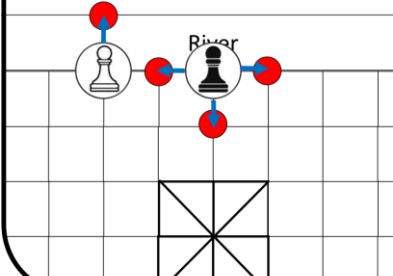
Rank Pawn


Move: 1 Space forward.

After River: May move 1 space horizontally or vertically.

Capture: by Move.

After the River: After crossing the river, may move 1 space orthogonally.



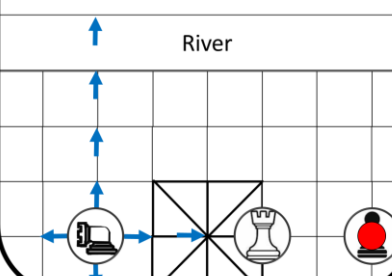



Canon

Rank Pawn

Move: Any number of Spaces, orthogonally

Capture: Must leap a piece before capturing the next.





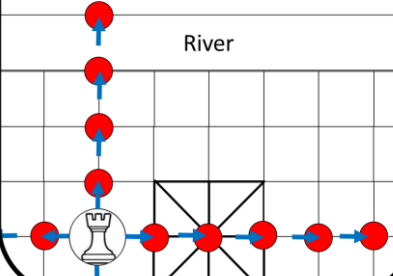
Chariot


Rank Lieutenant

Move: Any number of Spaces, orthogonally

Capture: By Move

Special: None





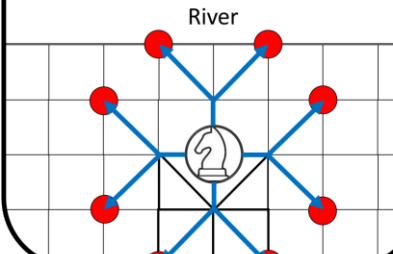
Horse


Rank Knight

Move: 1 space orthogonally, THEN 1 space diagonally

Capture: By Move

Special: None (Cannot leap over pieces)





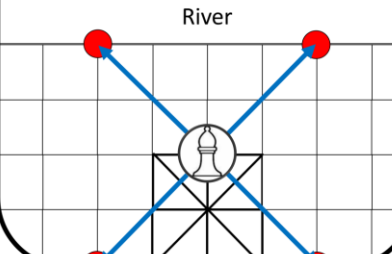
Elephant


Rank Lieutenant

Move: 2 spaces diagonally

Capture: By Move

Special: Cannot cross the river





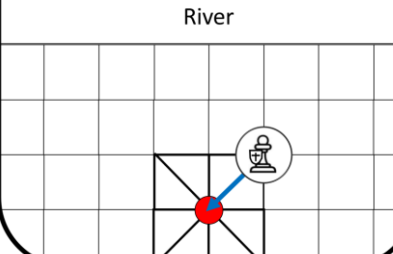
Guard


Rank Pawn

Move: 1 space diagonally

Capture: By Move

Special: Cannot leave the Palace





General

Rank King

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*)

