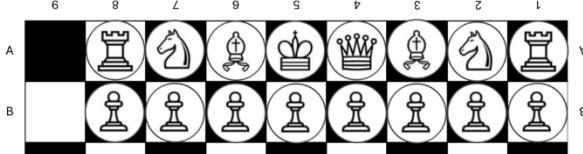


CHESS WAR

In *Chess War*, the idea is that you are able to pit the armies of different Chess Variants against each other. This gave me giggles when I originally thought about fighting [FIDE Chess](#) (International Chess) against some of the cultural variants, like Chineses Chess (Xiang Qi), or Japanese Chess (Shogi). and so that was what I began working on. The rules needed to play these armies against each other. and the files you could use to do so with your own Chess sets.

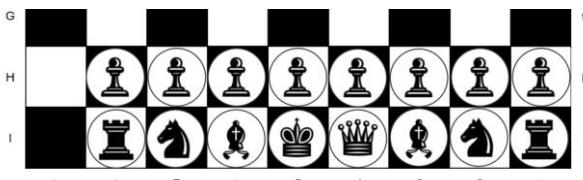
To play Chess War, two players each choose an army. Over the next several Weeks I will be uploading armies here and their cultural rules, as well as how to use in *Chess Wars*.

If one of the armies normally are played on a larger board than the standard 8x8 chess board, then you will need the larger board. The smaller army will place their pieces in their regular spaces starting from the A1 corner of the board.



A FIDE White Chess army starting on a standard 9x9 board.

Alternatively they may be on the far end of the board, but Must always begin at the 1st Column.



The FIDE Chess Army starting at the Far side of the 9x9 board

Chess Wars pieces will move the same as they would in their original game. So some armies may have the same pieces, but they move differently. Pawns are an example of this. In the pictures the FIDE Pawn may capture the XiangQi Pawn diagonally from it. But the XiangQi Pawn capture directly in front of it.

Some Armies will have special rules that will make them more difficult to compete against, for example: In Shogi, you may recruit captured pieces into your army and just drop them into the board. A FIDE Chess army could be facing an army of their own turncoat friends.



The end result of the game however, stays the same. Usually this involves capturing either, the King piece (Or equivalent) of the other army. There are special cases to this, and they will be explained in those army sets.

Rank

Ranks are a way to organize the armies. Some pieces in an army may only be effective against certain ranks. Jungle Chess for example, the pieces may only capture a lower Rank. From lowest to highest the ranks are

1. **Soldiers** - The simplest soldiers in the army. They have 1 move.
2. **Lieutenant** – Rooks fall into this Rank. Powerful warriors
3. **Sergeant** – Knights fall into this Rank. Hard to follow pieces
4. **Captain** - Bishops fall into this Rank.
5. **Chief** - Queens fall into this Rank.
6. **General** - The ruler. The most important piece.

It is theoretically possible to have different pieces in an army that have the same rank. To do this you must have a way to differentiate between the pieces. The easiest way is to have a 2nd set of similar, but slightly different chess pieces ready to use. Other ways may include magnetizing a coin to the bottom of the piece or putting a washer over the top.

Each piece will be described in the Army page, by first stating the name, and rank, then their strength.

Army Strength

Army strength is a numeric value that expresses how hard the army is to fight. The higher the stronger.

Strength is not connected to Rank.

To calculate the strength you must count up points for the pieces.

+1 point for each piece that moves only 1 space. Per direction

+2 points for each piece that moves only 2 or 3 spaces.



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+3 points for each piece that has unlimited movement orthogonally.

+3 points for every piece that has unlimited movements diagonally.

+1 for every piece that may be promoted.

+1 for each piece that may Leap over other pieces.

+5 Points for the General if his capture ends the game.

+1 for every extra method of capture a piece may have.

As an Example, Let's look at the Chess Army. (FIDE Chess)

8 Pawns gives us 32 Points

- ~ +1 each for 1 space movement (8 Pawns)
- ~ +1 each for Promotion (8 pawns)
- ~ +1 each for Double step (8 Pawns)
- ~ +1 for each EnPassent. (8 Pawns)

2 Rooks give us 6points

~ +3 for each piece that moves orthogonally unlimited spaces.

2 Knights give us 6 Points

~ +2 each for a 3 space movement (2 then 1 in an L shape)

~ +1 each for Leaping.

2 Bishops give us 6points

~ +3 for each piece that moves diagonally unlimited spaces.

1 Queen gives us 6 points.

- ~ +3 for moving orthogonally unlimited spaces.
- ~ +3 moving diagonally unlimited spaces.

1 King gives us 8 points.

- ~ +1 for moving 1 space diagonally
- ~ +1 for moving 1 space orthogonally
- ~ +5 for being the target of the end game.
- ~ +1 for Castling.

So the Chess Army would have a strength of
 $32+6+6+6+8 = \mathbf{64points}$.