

## CHES ATTACK

**Chess Attack** is a playful form of chess emphasizing strategic thinking. Unlike chess, in Chess Attack pieces are not automatically taken—players take a chance to tip the scales of fate with a roll of the dice. Success in combat depends on how well you have prepared, and a little bit of luck. When attacked, your piece may only be wounded, or may even win the fight!

With this more realistic approach to combat, Chess Attack encourages you to organize your forces for attack and defense. You must think before you act!

Younger players will find the randomness of the dice roll fun and engaging—as they also practice the planning required for well-played chess matches.



All Ages



2 players



15+ min.

### What You Need to Play

*Chess Attack* is played on a chess board using two 16-piece sets of custom playing tiles and a 6-sided die. Currently available sets of custom playing tiles are available at: <http://playgames2learn.com/printables/>

Alternatively, you may use a regular chess set and refer to the table below for the attributes of each piece.

### Attributes

In *Chess Attack*, each piece is given a value for Attack, Defense, Support, and Points:



**Attack** – this attribute is the combat modifier for the attacking player's piece.



**Defense** – this attribute is the combat modifier for the defending player's piece.



**Support** – unlike regular chess, in *Chess Attack* allied pieces may directly aid the primary piece in either attacking or defending. For each supporting piece, this attribute is added to the primary piece's combat modifier.





**Points** – the point value for each piece follows the standard valuations described at [https://en.wikipedia.org/wiki/Chess\\_piece\\_relative\\_value#Standard\\_valuations](https://en.wikipedia.org/wiki/Chess_piece_relative_value#Standard_valuations). These points represent the relative strategic value of the pieces and are also used to determine the winner in the case of a stalemate. **Note:** the King = ∞

The following table gives the values of these attributes for each piece. If the piece has been wounded in a previous combat, these values will be reduced.

### Full Health

PAWN	KNIGHT	BISHOP	ROOK	QUEEN	KING

### Wounded

PAWN	KNIGHT	BISHOP	ROOK	QUEEN	KING

## How to Play

The main difference between *Chess Attack* and regular chess is you can't just "take" a piece. You have to fight to see who wins the battle. Additionally, your pieces don't always escape injury; they can be wounded, even if they win the fight.

## Set-up, Moving Pieces & Taking Turns

Pieces are set-up and moved just as you would in a regular chess match. Turns are taken in a likewise manner.

If you are unfamiliar with chess, you can quickly learn the set-up and movements at: <https://en.wikipedia.org/wiki/Chess#Rules>

## Combat Resolution

When a player wishes to capture another piece, *Chess Attack* uses a dice competition to resolve combat. A good roll can save a desperate defender from a well-planned attack. Equally, a reckless player could win the fight with only a single piece and a lucky roll.

The following rules are used to resolve combat:

- The attacking player declares which of their pieces is attempting to capture a specific piece of the defending player.
- Each player rolls a 6-sided die and determines their Total Attack Value and Total Defense Value, respectively:
  - a. **Total Attack Value** = the attacking piece's Attack attribute + the Support bonus from every other piece that is threatening the defending piece + the attacking player's die roll.
  - b. **Total Defense Value** = the defending piece's Defense attribute + the Support bonus from every other piece that is protecting the defending piece + the defending player's die roll.

*Example: the white pawn has just advanced and provoked a combat. The other player elects to attack it with their own pawn, supported by the knight and bishop which are in a position to threaten that square. The defending white pawn has support from a bishop and knight, as well.*

*Adding up before the dice roll gives:*

- *Black Pawn has a Total Attack Value of: 2 + 1 + 1 = 4*
- *White Pawn has a Total Defense Value of: 1 + 1 + 1 = 3*

*Looks as if the dice roll will be a strong deciding factor!*



After the dice are rolled and added to the totals, the players can see who won the combat, and by how much:

- If the **attacker wins** by:
  - a. **More than 2 points** – the defender is defeated. The defending piece is removed and the attacking piece must take the square.
  - b. **2 points or less** – the defender is defeated but the attacker is wounded. The defending piece is removed and the attacking piece must take the square.
- If the **defender wins** by:
  - a. **More than 2 points** – the attacker is defeated. The attacking piece is removed but the defending piece remains in its own square.
  - b. **2 points or less** – the attacker is defeated but the defender is wounded. The attacking piece is removed but the defending piece remains in its own square.
- If **it is a tie**, both the attacking and defending pieces are wounded. Both pieces remain in their own squares.
- However, if a piece is wounded for a second time:
  - a. It is defeated and should be removed from the board accordingly.
  - b. If a defending piece is wounded for a second time as part of tie, the attacking piece must take the square.

**Note:** There is no checkmate in *Chess Attack*. Even the king will fight to win!

### **Winning**

Players win a game of *Chess Attack* in much the same way one would win a game of chess—capture the King!

In the case of a stalemate, the players total the points of the pieces they captured to determine the winner.

### **Additional Rules**

Once you are familiar with the basics of the game, you can increase the complexity of play by employing these additional rules from chess:

- When a pawn reaches the other side, wounded or not, it may rescue any other piece already captured. The rescued piece takes the pawn's place on the board.
- The King is not allowed to move into a "checked" position.

### **Up the Challenge**

Increase the challenge of the game with the following version of play:

- **Remote Royals:** The King and Queen are not able to support each other in either attack or defense with their Support attribute values.

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**! Additional Custom Tile Sets** are planned to add variation to your battles. Stay tuned!

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## **Thanks for Playing!**

Game designed by Trevor Atkins  
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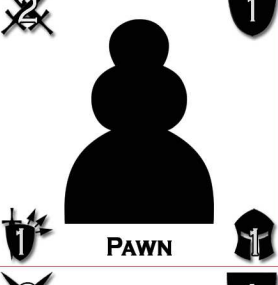











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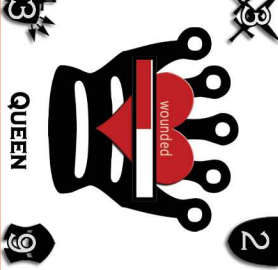


# CHES ATTACK

## Traditional Tile Set - Black

Instructions:  Cut red  Fold green  Glue


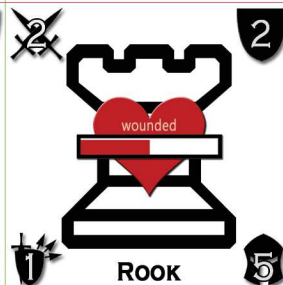
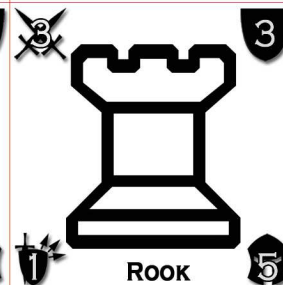
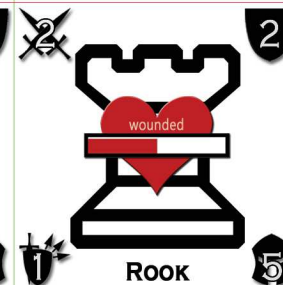



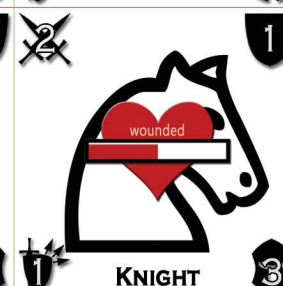



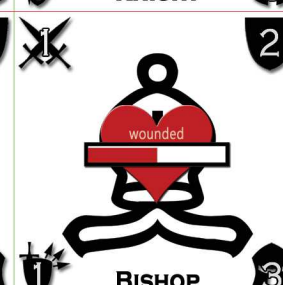
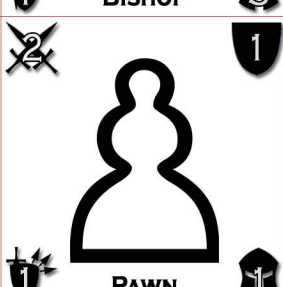

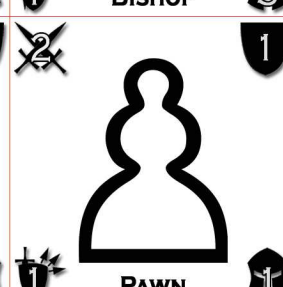









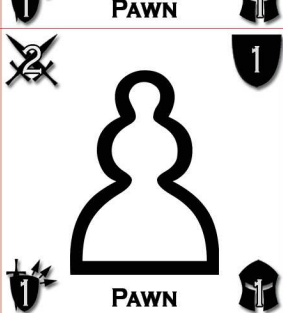
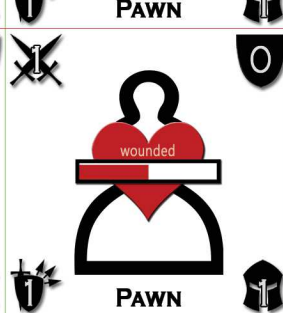
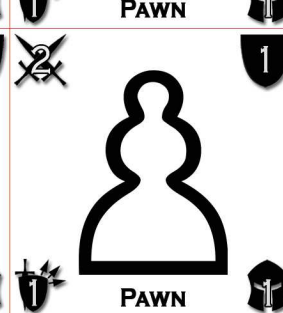

 3 2 1 5 1 Rook	 2 1 5 1 Rook	 3 2 1 5 1 Rook	 2 1 5 1 Rook
 3 2 1 3 1 KNIGHT	 1 3 3 1 KNIGHT	 2 3 3 1 KNIGHT	 1 3 3 1 KNIGHT
 3 2 1 3 1 BISHOP	 2 3 3 1 BISHOP	 3 3 3 1 BISHOP	 2 3 3 1 BISHOP
 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN
 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN	 1 1 1 1 1 PAWN
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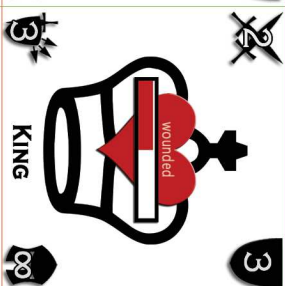


 4 5 3 8 3 KING	 2 3 8 3 KING
 4 9 3 9 QUEEN	 2 9 3 9 QUEEN

# CHES ATTACK

## Traditional Tile Set - White

Instructions: — Cut red — Fold green — Glue

 ROOK	 ROOK	 ROOK	 ROOK
 KNIGHT	 KNIGHT	 KNIGHT	 KNIGHT
 BISHOP	 BISHOP	 BISHOP	 BISHOP
 PAWN	 PAWN	 PAWN	 PAWN
 PAWN	 PAWN	 PAWN	 PAWN
 PAWN	 PAWN	 PAWN	 PAWN
 PAWN	 PAWN	 PAWN	 PAWN

 KING	 KING	 QUEEN	 QUEEN
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