

**CONFRONTATION**  
The Wargame On A Chessboard  
2010 Domino Writing ([dominowriting.com/games.html](http://dominowriting.com/games.html))

I. What You Need To Play

One or more standard set of chess pieces  
One chessboard  
One or two six-sided dice  
About 20 tokens, pencils and paper to track various abilities

II. Setting Up

Place the board so a light-colored space is on the right-hand side. The line of eight spaces running horizontally is called a rank and the lines running vertically are called files.

Each player begins with one King and three Pawns, then can spend 15 Army points to create an “army” of pieces. Each piece in the army costs a certain number of points as indicated in VI. The Pieces, and points can also be spent for additional spells and racial special abilities. Any Army points not spent are lost. An army can have any number and type of pieces – players may need more than one standard chess set to make an army. Players can raise or lower the Army point total to fit their playing conditions.

If a player purchases a Bishop, the player must select two (or more) spells for the Bishop to cast. Mark them down on a separate piece of paper, and take one token for each spell. Also take one token for each Rook in the army. If a player has more than one Bishop and/or Rook, make sure to indicate which piece has which spells or token for Rooks.

After both armies are purchased, each player rolls a die. The player with the higher result can choose to set up an army first or second. Re-roll ties. Choosing to set up and play first gives a player the advantage of initial maneuvering to make attacks, while choosing to set up and play second gives a player the advantage of seeing the other player’s initial arrangement before setting up.

To arrange an army, place all the pieces on any spaces of the two ranks nearest the player. Unlike standard chess, pawns can be placed in the back rank, and the other pieces can be placed in the front rank.

III. To Play

Each turn, a player must take *two* actions, and each action must be with a different piece in the army. An action is: movement or casting a spell (see VII. Spells). A player can also use a racial power (see IX. Races) during a turn, though this does not count as an action.

All pieces can move in a straight line in any direction, like a Queen in standard chess. Each piece has a “Move” rating. This is the maximum number of spaces the piece can move on a turn. It cannot change direction during a movement, nor can it move off the board. Only Knights can move over another piece. No piece can end a turn on the same space as another piece in the same army.

As in standard chess, a piece may not be moved again after a player releases it. After a piece is moved, the other player’s turn begins unless the player has moved a piece into the same space as an opponent’s piece (which becomes combat). Special abilities can be used before or after movement or combat.

No other rules from standard chess are used; for example, no castling or pawn promotion takes place. Kings are also never put in check or checkmate.

IV. Combat

If a piece ends its move on the same space as a piece from the opposing army, the pieces are in combat. Each player rolls one die and adds the “Combat” rating of the piece (several special abilities may change a piece’s Combat rating). If one player has a higher total, that piece wins the combat. The losing piece is removed from the board and the winning piece takes or keeps its place in the contested space. If the combat totals of both pieces are equal, the battle is a draw. Return the piece that moved into the space to the space it moved from.

## V. Winning The Game

To win, either defeat the opponent's King in combat, or defeat every piece except the opponent's King.

## VI. The Pieces

**Pawn:** Move 2, Combat 1, Army point cost 1 (note: each player begins with 3 Pawns before spending Army points)

Pawns are the foot soldiers of an army. They are the basic warriors of a battle group, with no specific abilities other than loyalty to their King and a willingness to fight for what they believe in.

Special Ability: None

**Rook:** Move 4, Combat 2, Army point cost 3

Rooks are the artillery of armies, the mighty backbone of an army's assault. They are deadly war machines, giant creatures and structures that protect a fighting force.

Special Ability: *Strength* – Because of the power they wield on a battlefield, Rooks can absorb one hit. The first time a Rook is defeated in combat, the result will be changed to a draw. The second time the Rook is defeated, the result will remain and the Rook will be removed from the game. Take one token for each Rook, and discard it when the Rook uses its Strength ability.

**Knight:** Move 4, Combat 2, Army point cost 3

Knights are the heavily armored, battle-ready elite warriors in an army. They have trained for war their entire lives, and have great knowledge of fighting skills and weapons.

Special Abilities: *Leap* – A Knight can pass through any other piece when moving, but cannot end its movement in the same space as another piece from the same army.

*Weapon Mastery* – Whenever a Knight moves into an opposing piece's space to begin combat, add 2 to the Knight's Combat rating. If the Knight is already in the space when combat begins, however, the piece does not gain this bonus.

**Bishop:** Move 4, Combat 2, Army point cost 4

Bishops are the magical and spiritual leaders of an army. Their importance strategically makes them powerful in every battle.

Special Ability: *Magic Spells* – Each Bishop begins the game with two spells from the list below. A Bishop can have two different spells or the same spell twice, and it does not have to have the same spells as other Bishops in the army. Mark on a separate sheet of paper which spells each Bishop has, and cross them out when they are cast. For 1 Army point, a Bishop can have an additional spell, with no limit on the number of spells a Bishop can have. Spells must be selected before the game begins. See below for more rules on spells.

**Queen:** Move 6, Combat 3, Army point cost 6

Like a true general, the Queen is the leader on the battlefield. The Queen is in charge of all the army's attacks and defenses, and often remains close to the King as the ultimate protection.

Special Abilities: *Leadership* – A player can choose any two pieces in the army to swap positions on the board. This can include a Queen, but it does not have to.

*Intimidation* – If a Queen that moves into an opponent's space gets a draw result in combat, the result is changed to a success. If a Queen already in a space gets a draw result in combat, the result remains a draw. If two Queens are in combat, the Queen that moved into the space wins the battle.

**King:** Move 1, Combat 4, Army point cost (note: each player begins with a King and cannot buy another)

Kings are the seat of power in an army. Although they can fight well, their primary goal is to stay out of the way of the fighting. Each player's army is limited to one King. If a King is defeated or the only piece on an army still remaining, the opposing player wins the game.

Special Ability: None

## VII. Spells

Bishops have the ability to cast spells. Each Bishop begins with two spells, and a player can buy more spells for a Bishop at a cost of 1 Army point per spell. Casting a spell is an action. Once a spell is cast, the magic is lost, and the Bishop can no longer cast that spell. If a Bishop is defeated in combat, any spells the Bishop still had are lost.

The three combat spells (Fireball, Hurt, Judgement) have Combat ratings, which are used instead of the Bishop's Combat rating for attacks using those spells. If the Bishop wins a battle using a spell, the losing piece is removed from the game, but the Bishop does not take the losing piece's space.

Several spells have a Range rating. This is the distance in spaces away from the Bishop that the spell can affect, including the target space but not counting the Bishop's space. If the enemy piece is outside the range of the spell, the spell cannot be cast on that piece.

*Fireball:* The Bishop launches a giant sphere of flame at an enemy. Combat 3, Range 6

*Heal:* A defeated fighter returns to battle once again. One Pawn, Rook or Knight from the player's army which has been removed from the game is returned to the board on any empty space on the first two ranks of the board nearest the player. A healed Rook also begins with one token for its Strength ability. If there are no empty spaces on that side of the board, this spell cannot be used.

*Hurt:* The Bishop sends a wave of magical force at a foe. Combat 4, Range 3

*Judgement:* The Bishop calls on the powers of magic to wipe out all enemies. Combat 2, Range 1 (note: this spell affects the enemies in each space around the Bishop at the same time. Determine the result of each battle separately.)

*Panic:* The Bishop's magically altered fearsome appearance sends one enemy piece rushing back to any empty space (enemy player's choice), on the rank closest to the enemy player. Range 4

### VIII. Multi-Player Game (optional)

Three or four players can participate in the game just as easily as two players. Each player uses the two ranks closest to that player for its set up area. The corner spaces of each rank overlap, so players may set up their pieces right next to one another. A player must defeat all of the other players to win the game.

### IX. Races (optional)

Using this optional rule, each player chooses one race when creating an army. Races cost no Army points. Each player should also take three tokens, and discard one each time a piece in the army uses the racial ability described below. When all three tokens are gone, the player can no longer use the racial ability. For 1 Army point, an army can have an additional use of its racial ability, with no limit on the number uses the army can have. An army can only have the racial ability for its race. Players use racial abilities immediately after discarding a token.

*Demons: Rise From Hell* – A demon piece can be moved to any empty space on the board, and can then make its normal movement and combat, if the player wishes.

*Dwarves: Hold The Line* – All dwarves add 2 to their piece's Combat rating when an opposing piece moves into its space to begin combat. If the dwarf piece moves into another piece's space to start a battle, the dwarf piece does not gain this bonus.

*Elves: Swift Movement* – The piece that just took a turn can move a second time, and can even move into another piece's space to begin combat after the second movement, though it does not have to.

*Humans: Luck* – The player can re-roll the die in combat and take the better of the two results for its combat total.

*Orcs: Battle Fury* – If an orc piece succeeds in a battle, two different orc pieces can move immediately, as long as both move into opposing piece's spaces to begin combat.

*Undead: Live Again* – An undead Pawn, Rook or Knight piece that loses a battle can be moved to a space on the rank closest to the player's side of the board (undead player's choice), instead of being removed from the board.

### X. Terrain (optional)

To vary the battlefield, choose eight spaces (for a large terrain area) or four spaces (for a small terrain area). The spaces must be connected to one another by at least one side of a space – for example, the spaces could be in a straight line or a square, but not a diagonal line. Choose one of the effects below, which affects all pieces on those spaces, but not pieces moving into those spaces to begin combat. Use a piece of paper or marker to indicate which spaces have terrain. Terrain pieces do not cost Army points.

*Barrier:* Pieces cannot move or use spells that would take them through these spaces.

*Counterspell:* Pieces on these spaces cannot be affected by any Bishop spells or racial abilities.

*Enhancement:* A piece on one of these spaces adds 1 to its Combat rating if it is on the space when another piece moves into its space to begin combat, or when it leaves the space to begin combat against another piece.

*Rough:* It takes two spaces of movement to move into one of these spaces. Kings cannot move into rough terrain.

### XI. Treasure (optional)

Each time a piece in the army defeats a Knight, Bishop or Queen, roll the die. On a result of 6, the piece has claimed a treasure from its enemy. That piece adds 1 to its Combat rating each time it is in battle for the rest of the game. If the piece is removed from the board, the treasure is removed as well. On a die result of 5 or less, there is no treasure.

### XII. King's Magic (optional)

For 2 Army points, a King can be given a magic spell. A King can only have one spell, but otherwise it uses the spell in exactly the same way a Bishop does. Choose the spell the King has when spending Army points, and mark it down on another piece of paper.