

**Chessboard Confrontation – quick, simple squad-level fantastical combat**  
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**I. What you need to play**

1. *A chessboard.*
2. *A set of gaming dice* (d4, d6, d8, d10, d12).
3. *Miniatures* for each player's army (about five per player). If a miniature fits more than one space on the board, it is a Large miniature. Choose one of the spaces it covers as its "main" space. That is the space used to determine its movement and where it attacks from.
4. *Index cards* or a sheet of paper to record army details.
5. *Tokens* to track Activations (four per player).
6. *Markers* to indicate obstacles, Traits, and special situations (about 25 total).

**II. Buying An Army**

Spend **Points** on each army using the costs below. A standard army uses 50 Points. Any Points not spent are lost. Armies should be within 5 total points of one another for a balanced game.

Each miniature has the same set of statistics. Write a description of the miniature and its total Cost, Die Value, Move, and Traits on an index card.

Type	Minions	Regular Troops	Advanced Troops	Elite Troops (mounted, commanders)	Big Monsters, War Machines
Points Cost	4	6	8	10	12
Die Value	d4	d6	d8	d10	d12
Move	2	3	3	4	4
Melee	Roll one die				
Lesser Ranged*	Roll one die, divide result by 2 (round up)				
Greater Ranged*	Roll one die				
Defense	Roll one die				
Skill	Roll one die, have a result of 4 or better				

\* Ranged attacks are only available if the miniature has a Ranged Trait (see below).

**III. Traits**

Points can also be spent on the following **Traits**. Each Trait can only be selected once per miniature but their effects can be combined (for example, a miniature granted the effects of Heal and Support can make two rerolls on a turn).

- 2 Points for **Flight**: The miniature can move through spaces marked as obstacles or other figures but cannot end its movement on an occupied space.
- 2 Points for a **Lesser Ranged** attack.
- 2 Points for **Poison**: If an enemy is successfully attacked, it does not make a Defense roll and is not defeated. Instead, subtract -1 for each die result for that enemy. An attacking miniature with this Trait can choose to either poison or make a regular attack before rolling the attack. Put a *Poison marker* on the enemy miniature's index card to indicate a poisoned enemy. An enemy cannot be poisoned more than once at the same time. At the end of the poisoned enemy's turn, it makes a Skill roll which does not count as an action. On a success,

remove the Poison marker. On a failure, the Poison effect remains on the miniature for its next turn.

- 3 Points for **Armor**: Roll 2 dice for each Defense roll and use the higher result.
- 3 Points for **Brutal**: Roll 2 dice for each Melee attack roll and use the higher result.
- 3 Points for **Heal**: When a miniature with this Trait starts its turn, put a **Heal marker** on its index card if it doesn't already have a Heal marker. At any time, even if it is not this miniature's turn, choose the miniature with this Trait or any allied miniature within 3 spaces of the miniature with this Trait and discard the Heal marker. That miniature can immediately reroll a failed Defense roll. Only 1 Heal marker is available at a time for each miniature with this Trait.
- 3 Points for **Fast**: Add 2 to Move.
- 3 Points for **Sharpshooter**: Roll 2 dice for each Lesser or Greater Ranged attack roll and use the higher result.
- 3 Points for **Stealth**: If the miniature does not attack on its turn, it cannot be attacked by any Ranged attack until the start of its next turn. It can be attacked by Melee attacks. Put a **Stealth marker** on the index card of a miniature using this Trait.
- 3 Points for **Stun**: If an enemy is successfully attacked, it does not make a Defense roll and is not defeated. Instead, the enemy will not be able to move for the rest of the round. It can still attack and make other die rolls. An attacking miniature with this Trait can choose to either stun or make a regular attack before rolling the attack. Put a **Stun marker** on the enemy miniature's index card to indicate a stunned enemy. An enemy cannot be stunned more than once at the same time. At the end of the stunned enemy's turn, it makes a Skill roll which does not count as an action. On a success, remove the Stun marker. On a failure, the Stun effect remains on the miniature for its next turn.
- 3 Points for **Summon**: Choose an allied miniature and move it to an available space adjacent to the miniature with this Trait on the miniature with this Trait's turn. The miniature with this Trait cannot attack on this turn.
- 4 Points for an **Area Effect** attack: Make a Lesser Ranged attack against an enemy and each space adjacent to that enemy, even if it contains an ally. Roll each attack separately as part of the same attack action. Spaces containing obstacles or anything that is not a miniature are not affected.
- 4 Points for **Assault**: If a miniature with this Trait does not move, it can attack twice in a row on its turn. Both attacks must be of the same type (Melee, Lesser Ranged, or Greater Ranged) but can be against different enemies.
- 4 Points for **Fear**: Before an enemy can attack a miniature with this Trait, the enemy must succeed at a Skill roll. This Trait does not affect any miniature that has this Trait.
- 4 Points for a **Greater Ranged** attack.
- 4 Points for **Lucky**: The miniature can reroll any 1 die roll it makes during its turn.
- 4 Points for **Support**: When a miniature with this Trait starts its turn, put a **Support marker** on this miniature's index card if it doesn't already have a Support marker. At any time, choose any allied miniature within 3 spaces of the miniature with this Trait and put the Support marker on that miniature's index card. That miniature can reroll any 1 die roll it makes on its next turn. When it does so, discard the Support marker. If it does not use its reroll on its next turn, the Support marker is discarded. The Support marker cannot be placed on the miniature's own index card. An army can have only 1 miniature with this Trait.

#### IV. Obstacles

Roll a d6 and add +10 to determine the number of obstacle markers used in this game (unless the scenario has a pre-determined board layout). Place markers in that number of spaces to indicate terrain and obstructions (trees, walls, rubble, etc.). To randomly place obstacle markers, roll a d8 to indicate the row and another d8 to indicate the column where an obstacle marker is placed. If the space is already filled, place the obstacle in a random adjacent space. Rearrange as needed to make the board playable.

#### V. Army Placement

Set up an army's miniatures on one side of the board, one miniature per space. No miniature can start in any of the four corners of the board. If there are more miniatures in a player's army than fit on the side of the board, add them to the board at the end of the player's current turn as space becomes available.

#### VI. Turn Order

Each player rolls their single highest value die for miniatures still in the game to determine **Initiative**. The player with the highest result has the first turn (reroll ties) in the round. On a turn, the player discards one Activation **Token** to take the following actions in any order with any single miniature.

1. **Move** up to one space per point of Move, straight or diagonally. Miniatures cannot move into or through a space that is marked as an obstacle, or between two obstacle spaces that only meet at a corner. Miniatures can move through allies but cannot end a turn in an already occupied space. Large miniatures can move through or end a turn partially on an obstacle as long as their "main" space follows the movement rules.
2. Make one **attack**: *Melee attacks* can only be made on an enemy in an adjacent space, straight or diagonally.

*Ranged attacks* (either type) can be made on an enemy in a space on a line from the attacker to the target. The attacker has to be able to reasonably "see" the target space (no space in the path can be blocked by an obstacle space or by an enemy figure). Any space a Large miniature is on can be a target space for an attacker. Measure from the center of the attacker's space to the center of the defender's space. Allied figures do not block ranged attacks. Ranged attacks can reach across the entire board and can be made in any direction.

Roll the miniature's die for each attack and determine its final result. The target enemy rolls **Defense**. If the attacker has the same or a higher die result, the attack is successful and the enemy is defeated. Remove it from the board and remove its index card from the game. If the attacker has a lower die result, the attack fails.

3. If the acting miniature needs to do something other than attack, make a **Skill** roll.

Once the acting miniature is done with any actions it will take this turn, the player with the next highest Initiative die roll discards one Activation token and takes a turn.

When all Activation tokens have been discarded by all players, the round ends. Players collect their Activation tokens and the next round begins with a new Initiative roll.

A player does not have to take actions with a miniature if he or she does not want to. If a player still has Activation tokens available and all miniatures in the army have taken a turn in the round, an Activation token can be discarded to give a miniature a second turn in the round. If all

miniatures have taken a second turn in the round and there are still available Activation tokens, miniatures can take a third turn in the round, etc., until all the player's Activation tokens are discarded.

Traits may add die rolls or change actions or die results and can be used at any time unless the Trait description says otherwise. Spaces on the board may grant the effects of Traits, as noted in a scenario.

Defense rolls are made during the attacking player's turn and do not count as actions.

The last player with miniatures still on the board wins.

### VII. Scenarios

**Infiltrate:** The first player to put two miniatures on spaces on the opponent's starting side of the board wins. At least two miniatures have to be on that side of the board at the same time to win. The corner spaces do not count toward a win.

**Retrieve:** Put a special marker in one of the four spaces in the center of the board, chosen randomly (it cannot contain an obstacle). A miniature that lands on that space can pick up the marker by making a successful Skill roll. The player whose miniature picks up the marker and carries it to either corner on the player's starting side of the board wins. A player can drop the marker in any space, and must drop it in its space if the miniature carrying the marker is defeated.

**Survival:** At the end of three rounds, the player with the most miniatures still on the board (or the most points worth of miniatures still on the board) wins.

### VIII. Battlemap Variant

Instead of using a chessboard, use a battle map 24 inches on each side. Add obstacles to cover about ½ of the area on the battle map. Set each army up on a different edge of the battle map.

Move one inch per point of Move. Use the following Movement values instead of the ones listed above.

Minions: 5

Regular Troops: 6

Advanced Troops: 6

Elite Troops: 7

Big Monsters: 7

Fast Trait: +5