We are using VisualBraille Numbers 0 to 9 and mathematical signs as figure value.

6– Queen (Throne), 5– King (Emperor)
4– Castle (Rook, Dungeon, Chinese Wall)
3– Bishop (Runner, Knight without Horse)
2– Knight (Jumper, Horse without Knight)
1– Pawn (Archer)

9– Troop / Unit (portable building, flying carpet)
8– Captain (Command & Conquer)
7– Brigantine without Captain
6– Squire / Shield (VisualBraille Number 0)
3– Dragon-Trap (Because)
3– Barque without Captain (Therefore)

Visible sides of cubes (left, right, front, back) decide who can hit whom.
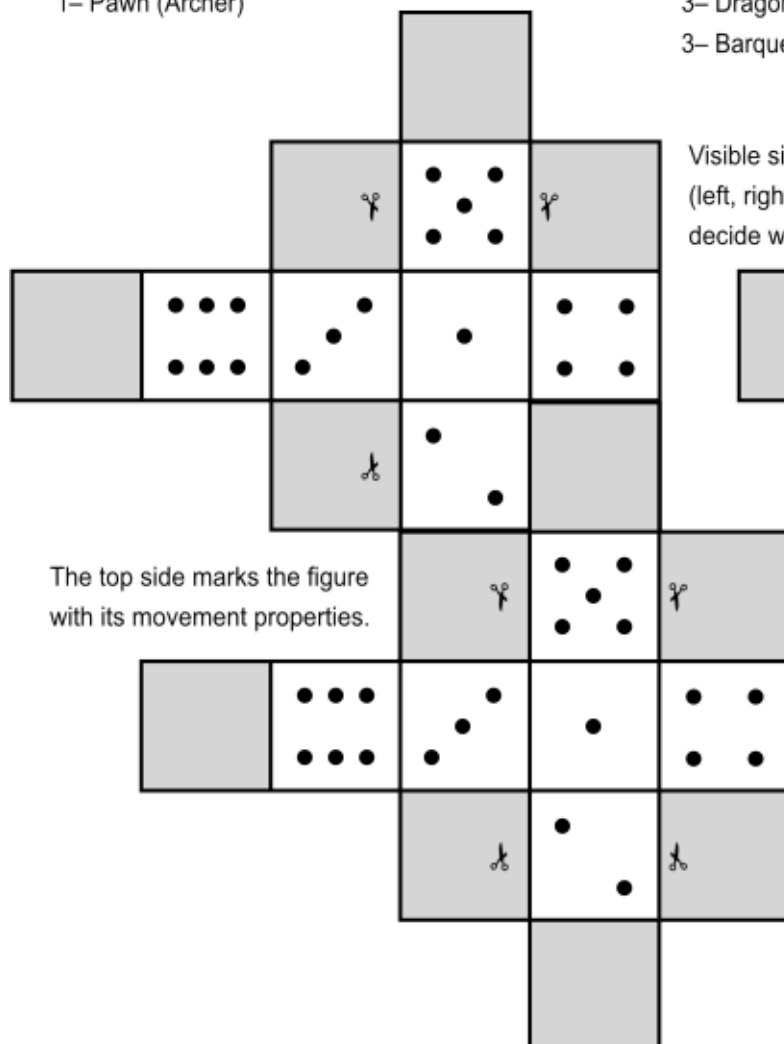
The top side marks the figure with its movement properties.
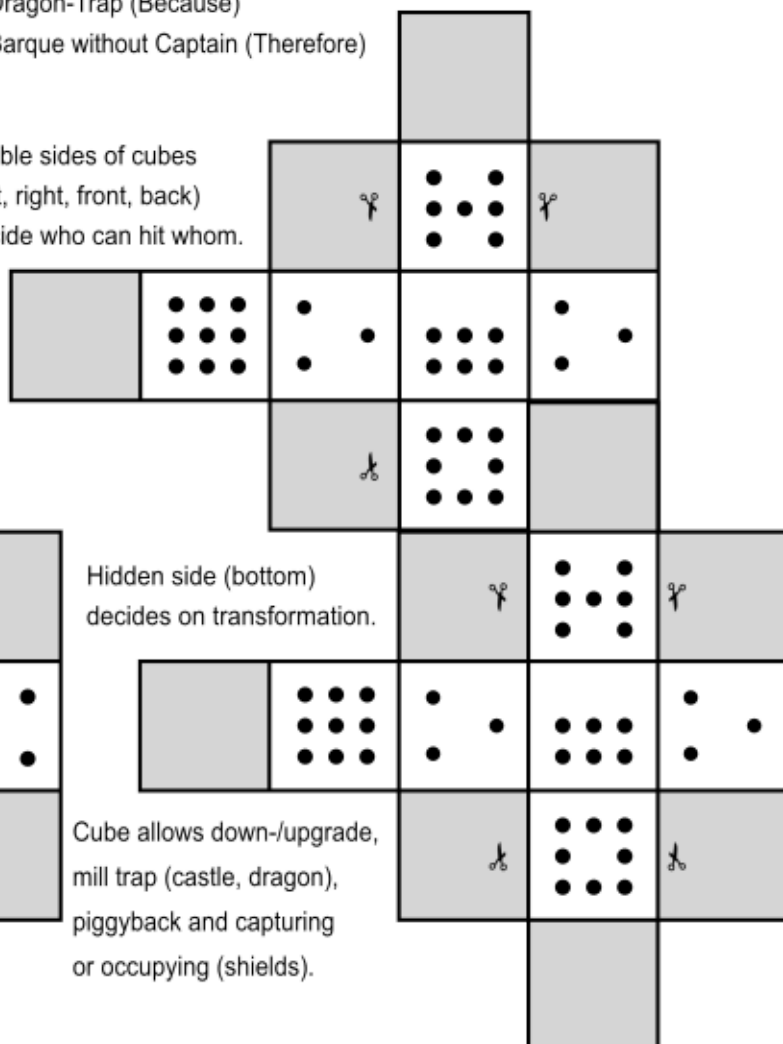
Hidden side (bottom) decides on transformation.

Cube allows down-/upgrade, mill trap (castle, dragon), piggyback and capturing or occupying (shields).