

Fuzzy-Logic Medieval Chess©

A Fuzzy-Logic Chess© Variation of Medieval Warfare

F-L Medieval Chess builds on F-L Chess to create game-play resembling a medieval battle, using the standard chess board. Pieces have different battle capabilities like their historical counterparts: mounted and armored knights and royalty, pikemen, infantry, and archers. The F-L Medieval Chess Capture Table shows how these different pieces fare in battle against each other. Moving and capturing are separate actions, and UP TO three actions may be taken in each turn).

CAPTURING PIECES Fuzzy-Logic Chess (F-L Chess) introduces uncertainty to the act of capturing a piece so that players must use *reasoning with uncertainty* (fuzzy logic: probability) in planning their strategies. The attacking player rolls a die to determine if a capture is successful. The die roll needed to capture a piece depends on the combination of the attacking piece and the defending piece, as shown in the Capture Table.

- When an attack is successful, the attacking piece moves into the square of the captured piece.
- When an attack is unsuccessful, the attacking piece remains in the square it attacked from.
- All pieces may attempt to capture an opposing piece in any direction (left, right, up, down, diagonal).

F-L Medieval Chess Capture Table						
Die Roll Needed to Capture the Defending Piece						
Attacking Piece	Defending Piece					
	King (1stguard)	Queen (2ndguard)	Knight (knights)	Bishop (pikemen)	Rook (archers)	Pawn (infantry)
King (1stguard)	6,5,4	6,5,4	6,5,4	6,5,4	6,5	automatic
Queen (2ndguard)	6,5,4	6,5,4	6,5,4	6,5,4	6,5	6,5,4,3,2
Knight (knights)	6	6	6,5,4	6,5,4	6,5	6,5,4,3,2
Bishop (pikemen)	6,5	6,5	6,5	6,5,4	6,5	6,5,4,3
Rook (archers)	6,5,4	6,5,4	6,5	6,5	6	6,5
Pawn (infantry)	6	6	6	6,5	6	6,5,4

Mounted Knights and Royalty

In F-L Medieval Chess, the King, Queen, and Knights may each move in any direction, and do not have to move in a straight line. Not counting the starting square, but counting the final square, the **King and Queen may move three squares**, and the **Knights five squares**. They **may not** jump over or pass through an occupied square. The King and Queen represent the elite royalty, more heavily armored than knights, but slower.

Knights (only) may combine movement with a capture in the same action, attacking any adjacent enemy piece after their movement, **but subtract one from the die roll**.

The Infantry (Pawns and Bishop)

Pawns represent simple infantry with minimal training and arms, while Bishops represent pikemen with long pikes or halberds with formal training and experience.

- Pawns and Bishops may move and attack in a forward direction only, either directly ahead or to either forward diagonal toward the opposing player.
- Pawns are never promoted after reaching the eighth rank (the opponent's home row).
- Pawns **may not** move two squares forward when they have not yet moved in the game

Archers (Rook/Castle)

The Rook represents a company of archers, who may move a single square in any direction. Archers may attack any piece by shooting over up to two squares (not counting the square with the Rook or the square with the enemy piece).