

Rule for the Luzhanqi

Ranking Table

Rank	Description		QTY	Movement			Battles
	Name	Abbreviations		Moveable	Road	Railroads	
9	Field Marshal	FM	1	Can	1 step	Straight, can stop at any step if not other chess block it	Higher ranking numbers chess can beat the lower one. Same ranking number chess fight, both of them have to remove from the board.
8	General	GEM	1	Can			
7	Major Generals	MG	2	Can			
6	Brigadier Generals	BG	2	Can			
5	Colonels	COL	2	Can			
4	Majors	MAJ	2	Can			
3	Captains	CAPT	3	Can			
2	Lieutenants	LT	3	Can			
1	Engineers	ENGR	3	Can		Turn or straight, Can stop at any step , if not other chess block it	
X	Bomb	BOMB	2	Can		Straight, can stop at any step	Bomb can kill any chess except Flag. Both of the chess have to remove from the board
X	Landmine	LMN	3	Fix, cannot move	X	X	Only #1ENGR can remove LMN or Bomb can remove LMN from the board together
X	Flag	FLAG	1	Fix, cannot move	X	X	Must use the remaining lowest ranking chess to take the flag

Board Table

Name	Abbreviations	Function	Remarks
Post	Post	Normal space, chess can stop or move here	
Campsite	CG	Any chess move inside will get protection	
Headquarter	HQ	Normal spot, if for 暗棋/Dark chess or name stand chess. The flag must put it here.	
Frontline	/	Can not stop	
Mountain	MT	Cannot across	
Road	/		Thin lines
Railroad	/		Black and white thicker line

How to identify the winner

Meet any requirement as below

- Remove all the chess of your opponent from the board
- Remove the 3 Landmines and also remove the flag of your opponent
- Your opponents admit defeat.

Gameplay Type

明棋/Expose Chess

All the 50 chess are mixed can place upside down on to the posts and Headquarters randomly

The 1st player flip one chess and select the first one as his play color. And the second one is the other color. Winner rule refer to “How to identify the winner”

暗棋/Dark Chess or Stand up Chess

Players arrange their own color chess on their side with the chess name face to themselves. Two chess battle each other with the 3rd player for judgment. The chess arrangement should meet below rule.

- **Bombs are not allow to put on the 1st post closed to the mountains/frontlines.**
- **Landmines are only place on the Post line next to the headquarter or post line where the headquarter is. That is to say Landmines are only allowed to place on the two rows close to the player.**
- **Flag can only place on the Headquarter and cannot move.**
- **If the player’s Field Marshal is removed from the board, his/her flag should expose to the opponent.**

Winner rule refer to “How to identify the winner”

