General idea:

Chess, but each figure has unique stats, abilities, and attacks from a specific range instead of stomping any figure it is placed on.

Each turn, player is shown random units from their army not on the field. These units are half transparent and placed on the player’s board edge, will arrive on the next turn and replace their shown spots. On their turn, player can change their replacement position before these units arrive.

The goal of the game is to have “x” times more control than the enemy. Control is increased by units taking objectives (objective is taken if there are any friendly units and no enemy units within the objective at the end of the turn) and succeeding in random objectives (Given 3 to player, player can discard one of them every few turns, succeeding at one of the objectives

Unit stats:

Art – Depicts fantasy and lore behind the unit

Movement – how can this unit move on the board

Name – what the unit is called

Health – how much damage it takes for the unit to perish

Size – how many squares does the unit take on the board

Attack pattern – how does the unit attack at the end of your turn

Mind – metal fortitude of the unit, impacts how well unit takes “Mind tests”

Marks – Special abilities and features of the unit

Unit movement:

Movement is similar to chess (normally units can’t “jump” over units during movement unless specified) except units can’t end their move on top of another unit (unless specified).

Dealing damage: