# CANNON

A strategy board game for 2 players by **David E. Whitcher**

## INTRODUCTION

Cannon is an abstract war game where each player first places a city on the back row, then pieces move trying to capture the opposing city or shoot it with a cannon, which is a special arrangement of three pieces in a row.
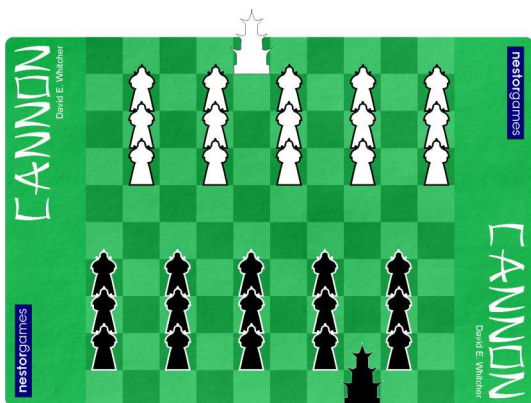
## MATERIAL

- A 10x10 checkered board.
- 15 black soldiers and 1 black city.
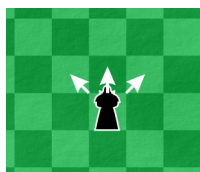- 15 white soldiers and 1 white city.

## GAME RULES

Cannon is played on a 10x10 board with the following set up.
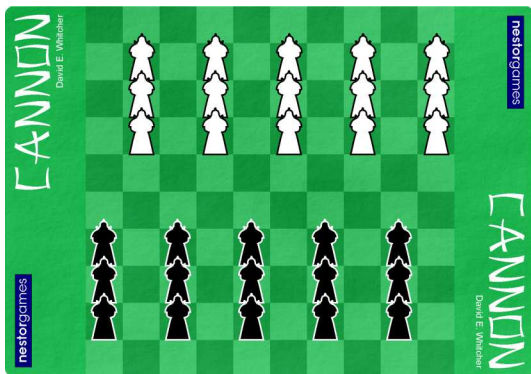
The setup is finished by first the black then the white players placing their town on the first row excluding the corners. Once placed a town stays in its location for the entire game.
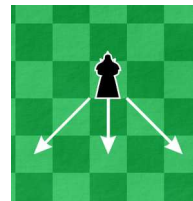
A soldier may move to an adjacent (orthogonal or diagonal) forward empty point.

Capture an adjacent (orthogonal or diagonal) forward or sideways piece.
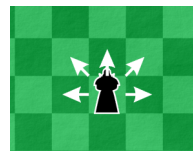
Retreat backwards (orthogonal or diagonal) two points if it is adjacent to an enemy piece.

Cannon is a (orthogonal or diagonal) line of 3 adjacent friendly soldiers. A cannon may make a non-move capture (i.e., a cannon shot ) two or three positions in line with the group as long as the position immediately in front of the cannon is not occupied.
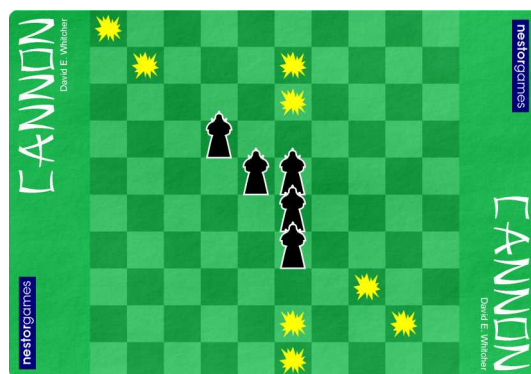
It may also shift along its length in either direction without capturing.
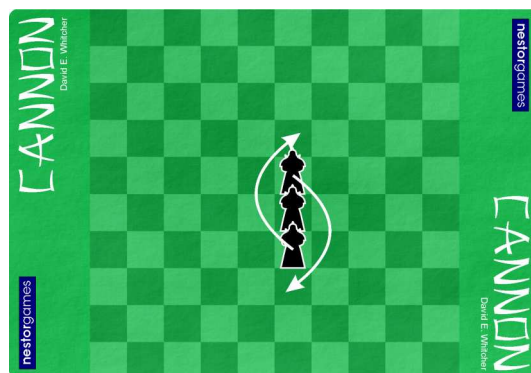
Every turn each player must move a soldier or use cannon. Passing is not allowed.

The player that captures the opposite Town with soldier or by cannon shot (as a checkmate in chess) or stalemates the opponent wins.

Officially there is no repetition rule in Cannon as the repeating of positions over and over is rarely an issue. Unofficially or for tournament play it is suggested that no cannon may shift more than three times in a row regardless of the direction without an intervening move from another cannon or single soldier.