Rules of Space Chess

The goal of Space Chess is to destroy all of the opponent's pieces, before the opponent can destroy yours.

In every turn a player can 'move and then attack' or 'only attack' (the turn ends).
Exception is a creature with the ENCORE special (2x move or attack allowed).

Space chess is played with a set of eight pieces. The players sit on opposite sides of the board, and each controls four creatures that have **Attack**, **Health**, **Range**, and **Movement** ratings.

**Attack** ratings represent the damage the piece can inflict when attacking.

Health ratings represent the amount of damage the piece can absorb before being removed from the board. _____

Range ratings indicate how far away a piece may attack.

Movement ratings represent the number of spaces a piece may move when moving.

Some creatures also have **Special Abilities**.

Start position

There are eight traditional Space Chess pieces, as follows;
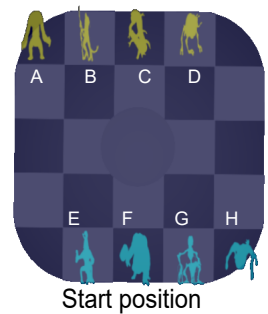
	Creature Statistics				
Piece	**Health**	**Attack**	**Range**	**Movement**	**Special Ability**
Savrip (A in above Image)	9	8	1	1	
Monnok (B in above Image)	6	6	2	1	**Encore**: Two move & attack actions.
Ghhhk (D in above Image)	4	2	1	2	**Recover**: after action, 1 random ally to full health.
Houjix (H in above Image)	8	4	1	4	
Strider (F in above Image)	8	4	1	2	**Regen:** 2 Health at end of its turn.
Takonada (E in above Image)	6	4	1	2	**Encore**: Two move or attack actions.
Slug (C in above Image)	4	3	4	1	**Poison:** Victim -2 Health each round.
Molator (G in above Image)	4	2	3	1	**Stun**: Attack stuns for two rounds.

Note: a monster can jump over friendly and hostile pieces.