

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.

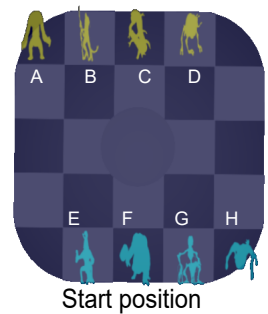
Health ratings represent the amount of damage the piece can absorb before being removed from the board. _____

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**.

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 or 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.

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