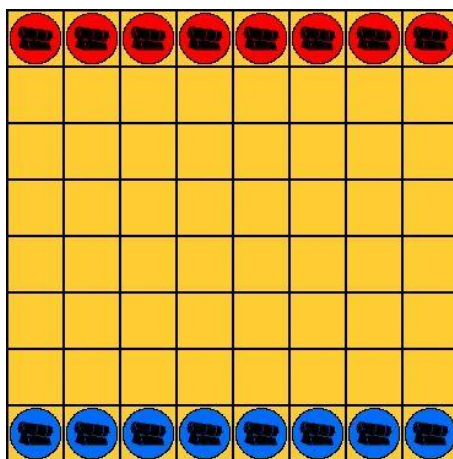


Cannonade

2014, Chris Huntoon, <https://boardgamegeek.com/thread/1243161>

The game is played on an 8x8 board. Each side has 8 Cannon pieces arranged on their first rank.



On their turn, a player makes two moves. They may move two separate pieces or the same piece twice.

A Cannon moves like a Chess Rook. But to make a capture, a Cannon must jump over a *screen*. This is an intervening piece, which may be of either color, that must stand between the Cannon and its target. Without a screen between the Cannon and its target, it cannot capture the piece. The Cannon moves as a Rook without capturing, and once it jumps over its screen, it continues along as a Rook but only to capture. It cannot jump the screen to make a non-capturing move. When a Cannon attacks, it can be blocked by two pieces, or the opponent can defuse the Cannon's attack by moving the screen out of its path.

The first player to reduce their enemy to just two pieces, wins.