

Ruleset for "Strategem of Valors"

Board and Pieces:

- The game board is an 8x8 grid.
- Each piece has a facing direction, influencing its move and attack capabilities.

Piece Types and Movement:

- Flagship: Can move one square in any direction per turn.
- Guard: Can move any number of squares in a straight line along rows or columns until it reaches another piece or the edge of the board.
- Raider: Can move any number of squares diagonally under the same conditions as a Guard.
- Cannon: Does not move but can rotate up to 45 degrees and fire in the same turn, up to 4 squares in a straight line.
- Sentinel: Can move one square in any direction or rotate up to 45 degrees and fire within 3 squares in a straight line, but cannot do both in the same turn.

Board Setup:

- The board is 8x8 squares.
- For describing positions, the board square are labelled across left to right A,B,C,D,E,F,G,H and from the top down 1,2,3,4,5,6,7,8.
- Player 1's pieces start as follows: Flagship D1, Guards C1 and E1, Raiders A1, B1, G1, H1, Cannon C2 and E2, Sentinels A2, B2, G2, H2.
- Player 2's pieces start as follows: Flagship: E8, Guards D8 and F8, Raiders A8, B8, G8, H8, Cannon D7 and F7, Sentinels A7, B7, G7, H7.

Actions per Turn:

- On their turn, a player may choose one piece and perform one action with it: move, rotate and fire (for Cannons and Sentinels), or any other piece-specific action.

Firing a Weapon:

- A weapon's fire affects the first enemy piece in its line of sight, removing that piece from play.
- Friendly fire is possible: if a friendly piece is the first in the line of sight, it gets hit and is removed instead.

Ammunition:

- Cannons and Sentinels are limited to three shots each per game.

Line of Sight:

- To fire, a piece must have an unobstructed view of the enemy piece. If a friendly piece is hit then it is removed from the board.

Winning the Game:

- Victory is achieved by capturing the opponent's Flagship or by eliminating all the opponent's combat-capable pieces.

Special Movement Considerations:

- Cannons and Sentinels can either rotate and fire or move during a turn, not both.
- Rotation and firing in one turn is considered a single move for Cannons and Sentinels.
- Firing concludes the piece's action for that turn; it cannot move afterward.

By defining that Cannons and Sentinels may either move or rotate and fire in a single turn, the game forces players to make strategic choices about positioning and attacking, adding a layer of complexity and depth to the gameplay.